



ASTROLOGY OF THE REALMS



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ASTROLOGY IN FAERUN



The planets, satellites, and other bodies that make up the Sea of Night are the main focus of Astrology in Faerun. It is said that the location of celestial bodies, their relations to the constellations, and the state of the weave are all connected and combine to share knowledge with those who know where to look. It is believed that the constellation most prominent in the night sky on the night of ones birth can determine certain things about their personality, future, and their relationship to the weave. Each month in the Forgotten Realms calendar has been assigned a zodiac sign which corresponds to the constellation most prevalent in that month's sky.

THE FAERUN ZODIAC

MONTH	ZODIAC SIGN	DAMAGE TYPE
Hammer	The Aboleth	Psychic
Alturiak	The Blink Dog	Cold
Ches	The Cleric	Radiant
Tarsakh	The Pirate	Lightning
Mirtul	The Ooze	Acid
Kythorn	The Owlbear	Thunder
Flamerule	The Unicorn	Radiant
Eleasis	The Fiend	Fire
Eleint	The Goblin	Cold
Marpenoth	The Treant	Poison
Uktar	The Tarrasque	Necrotic
Nightal	The Beholder	Force

ADAPTING TO OTHER CALENDARS

As there are twelve signs of the Faerun zodiac, you can easily adapt the signs provided to work with any twelve month calendar. For calendars with fewer (or more) than 12 months, you can adjust the length of time that each sign is most prominent to better suit your calendar needs. Alternatively, you can simply drop your least favorite signs or create new ones to fill the gaps! Some signs that were almost included—but cut to meet the 12 month calendar—include the hag, the displacer beast, and the mimic.

THE TWELVE SIGNS

Each of the Faerun Zodiac's signs is believed to represent twelve different personality types, even going as far as to dictate a persons fighting style in some cultures. Each sign also has a corresponding damage type, which is believed to be the type that receives the most power from the weave during that month; while those with an affinity for magic are not limited to the damage type of their sign, many claim to have more success when using magic that reflects their signs damage type. In Faerun, the sign that someone is assigned based on their month of birth is called their star sign.

Unlike other branches of the zodiac, the Faerun zodiac does not utilize a combination of star signs. Certain aspects of astrology are believed to determine ones destiny, love life, and a myriad of other things--but very rare are those who can actually divine the true meanings of the stars. Those who take star signs seriously may attempt to dive deeper into the world of astrology for guidance, in a similar way to that which they call upon their deities.

THE ABOLETH

Charismatic, adaptable

Much like the creature it is named for, someone born under the sign of the Aboleth is destined to be a people person. They are typically charismatic, but are prone to leaning heavily on intimidation or manipulative tactics. This sign also signifies that a person is good at adapting to change, and can usually manufacture the best outcome possible for themselves out of said change. This makes them good politicians, cut-throat business people, and leaders.

THE BLINK DOG

Fast-paced, loyal

Those born under the sign of the Blink Dog are constantly moving from one thing to another, much like the blink dog itself teleports from place to place. Instead of adapting to change, like those born under the sign of the Aboleth, those born under this sign prefer to make their own change. Though they may seem finicky, with how often their focus shifts, this sign also indicates that someone is deeply loyal to the people and causes around them--often times the projects they jump between are all to achieve the same end goal. This makes them excellent at leading rebellions, artistic movements, and caring for those around them in a vigilante, Robin Hood-esque fashion.

THE CLERIC

Emotional, hopeless romantics

While the name of this sign implies piety and devotion, that is not always the case for those born under it. Most always they are devoted, yes, but not in a religious sense--those born under this sign are often hopeless romantics, searching for their one true soulmate with which they can share the bond of a lifetime. This sign is ruled by emotion, which can be both a blessing and a curse. Angering a person born under this sign is often referred to as incurring the wrath of the gods, and is not something to be taken lightly.

THE PIRATE

Cunning, resourceful

Much like the character from which this sign gets its name, those born under the sign of the Pirate are usually of the tricky sort. Their wits are matched by few, and their level of planning is typically top notch. Improvising and adapting come naturally to someone with the sign of the Pirate, making them well suited to becoming adventurers. Those born under this sign are also often plagued by an unquenchable wanderlust, which can make it hard for them to settle down into a more mundane life or profession.

THE OOZE

Slippery, ravenous

The family of creatures known as oozes share a few things in common with those born under this sign--the inability to be pinned down, and a proclivity for consuming. People with the sign of the Ooze are notoriously slippery, both in and out of combat. Often, when someone slips out of a tavern without paying, you can hear the barkeep explain that they "must've been born under the ooze". This, combined with their constant hunger--be it for knowledge, material possessions, or carnal desires--makes them excellent criminals, spys, or even messengers for those who know their news will not be well received.

THE OWLBEAR

Resilient, pragmatic

Much like the keen owlbear, those born under this sign know that waiting for the right time to strike only makes their success that much sweeter. Rarely do those with the sign of the Owlbear let emotions cloud their judgement, or let a harsh word shake their confidence. They are often the voice of reason--and, when reason fails, always willing to stand their ground. Their ability to reason their way out of difficult situations and shake off words makes those with this sign well suited for holding public offices or becoming diplomats.

THE UNICORN

Mysterious, ambitious

Those born under this sign usually have a stronger connection to the weave than most--even the least magical of them--, as the name would suggest. Their true motivations are known only to themselves, as you almost never know what someone with this sign is planning until they purposefully reveal it to you. Their silence should not be mistaken as a lack of passion, however, as those born under the sign of the Unicorn are incredibly passionate about their goals; they are just quiet about said passion, so that no one can thwart their goals before they've been achieved.

THE FIEND

Calculating, bossy

Being born under the sign of the Fiend is risky business. For some, the sign manifests as an impressive ability to lead and make tactical decisions; for others, it manifests as an insatiable desire for power without the means necessary to achieve it. For others, still, both of these could be true--one born under the sign of the Fiend could have unmatched leadership potential, but also an insatiable lust for power that makes them view the opportunities available to them as "beneath them" when they are really just the steps necessary to obtain power. In social situations those with this sign are known for taking control of the conversation, regardless of which way the sign manifests in their personality.

THE GOBLIN

Caring, eccentric

While this sign implies a bit of "wildness", the truth runs deeper than that. Those born under the sign of the Goblin are some of the most caring people, who often expect nothing in return. They are frequently called eccentric for sharing their emotions more outwardly than most, and for having a collectors personality--with most having a proclivity for collecting things both strange and unusual. Whether their sign makes them well suited for it is up for debate, but those born under the sign of the Goblin often go on to become merchants--likely just for the chance to show off their impressive collections.

THE TREANT

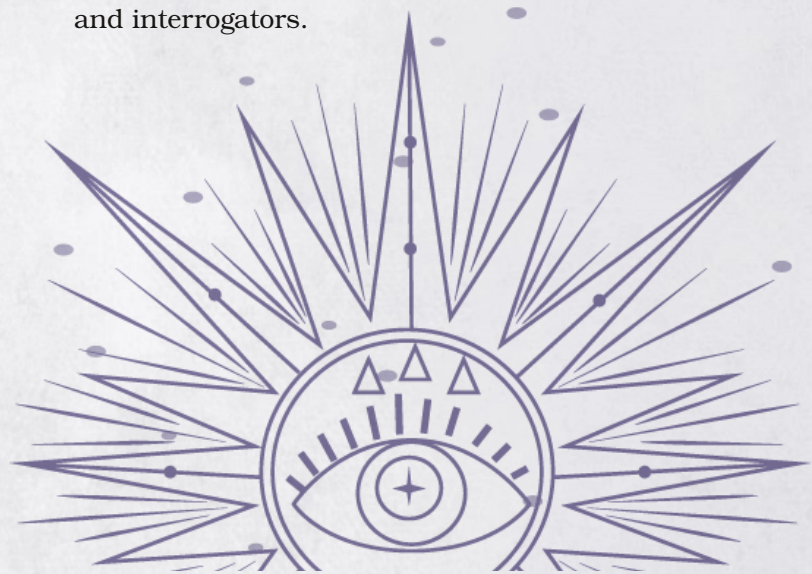
Unassuming, civilization adverse

Like the Treant, those born under this sign are masters of blending in to those around them. When forced into conversation, however, their true nature has a harder time hiding--those born with this sign are often blunt, and misinterpreted as "rude" by most. This sign also signifies a predisposition to being a lone wolf, which those born under this sign rarely fight; adventuring, however, is a popular choice for those who wish to "break the mold" and move away from the quiet lives of farming or crafting that most with this sign lead. Thanks to the connection with nature most seem to share, people with the sign of the Treant can usually make anywhere feel like home--as long as there aren't too many people.

THE BEHOLDER

Perceptive, controlling

Similar to the Beholder's multiple eye stalks, those born under this sign have an uncanny ability to decipher the goings-on of those around them with little more than a look. They often know exactly the right question to ask to get the answer they want, and are not above keeping spells like zone of truth or command on speed-dial to make the process easier. This sign's desire to control the world around them manifests in almost every way possible--from the need to control the direction of a conversation, to refusing to let a shop close until they are done browsing. While very few people appreciate this quality, it makes those born under the sign of the Beholder excellent military leaders and interrogators.



REPLACING RACIAL ASIS

As more and more people are moving away from ability score increases as racial bonuses, it only seems fitting to include them as a part of introducing zodiac signs to your campaign. For those looking for a new way to gain starting ASI's, the following table shows how to do so using the Faerun Zodiac.

ZODIAC SIGN	ASIS
The Aboleth	Cha +2, Int +1
The Blink Dog	Dex +2, Cha +1
The Cleric	Wis +2, Cha +1
The Pirate	Dex +2, Wis +1
The Ooze	Con +2, Dex +1
The Owlbear	Str +2, Con +1
The Unicorn	Cha +2, Wis +1
The Fiend	Wis +2, Str +1
The Goblin	Con +2, Dex +1
The Treant	Int +2, Str +1
The Tarrasque	Str +2, Int +1
The Beholder	Int +2, Con +1

MODIFYING BACKGROUNDS

Included in this section are proficiencies for each zodiac sign, which can be used to replace the proficiencies granted by any background. Use these to give your character more depth and connection to their zodiac, or as a base to build your own custom backgrounds.

THE ABOLETH

Skill Proficiencies. Insight and your choice of either intimidation or persuasion.

Tool Proficiencies. Forgery kit and any one musical instrument.

THE BLINK DOG

Skill Proficiencies. Acrobatics and your choice of either perception, insight, or investigation.

Tool Proficiencies. Any one set of artisan's tools.

Languages. Any one language.

THE CLERIC

Skill Proficiencies. Religion and your choice of either history or insight.

Tool Proficiencies. Any one set of artisan's tools and any one musical instrument.

THE PIRATE

Skill Proficiencies. Survival and your choice of athletics, nature, or perception.

Tool Proficiencies. Water vehicles and navigator's tools.

THE OOZE

Skill Proficiencies. Stealth and your choice of deception or sleight of hand.

Tool Proficiencies. Disguise kit and any one gaming set.

THE OWLBEAR

Skill Proficiencies. Insight and your choice of either athletics, investigation, or persuasion.

Tool Proficiencies. Any one of the following: herbalism kit, navigator's tools, land vehicles.

Languages. Any one language.

THE UNICORN

Skill Proficiencies. Any two of the following: arcana, history, religion, insight, performance.

Tool Proficiencies. Any one set of artisan's tools.

Languages. Any one language.

THE FIEND

Skill Proficiencies. History and your choice of deception or intimidation.

Tool Proficiencies. Your choice of either the forgery or disguise kit.

Languages. Any one language.

THE GOBLIN

Skill Proficiencies. Any two of the following: arcana, history, nature, insight, or survival.

Tool Proficiencies. Any one set of artisan's tools and any one gaming set.

THE TREANT

Skill Proficiencies. Nature and your choice of stealth or sleight of hand.

Tool Proficiencies. Any one set of artisan's tools and your choice of the disguise or herbalism kits.

THE TARRASQUE

Skill Proficiencies. Any two of the following: athletics, acrobatics, insight, or intimidation.

Tool Proficiencies. Your choice of musical instrument or gaming set.

Languages. Any one language.

THE BEHOLDER

Skill Proficiencies. Perception and your choice of persuasion, deception, or intimidation.

Languages. Any two languages.

SIGNS AS FEATS

To better incorporate zodiac signs into your game, you may want to represent them with feats that allow your players to better manifest the qualities of their sign. The following feats have been designed to represent the signs of the Faerun zodiac:

ASTROLOGICAL RESISTANCE

Thanks to the strong connection you have to your star sign, you have been able to divine some secrets from the stars—including the fact that you were born under a rare occurrence known as Dual Constellations. Because of this, you gain the following benefits:

- Your Constitution score increases by 1.
- Choose a second star sign. This is the secondary constellation that was present on the night of your birth. You gain resistance to the damage type from both of your star signs, and have advantage on saves against effects or conditions caused by spells or effects that deal either type of damage.

CELESTIAL CHARGE

Your star sign has given you the ability to supercharge your weapon attacks, imbuing them with the damage type associated with your sign. Whenever you would hit with a weapon attack, you can use your bonus action to deal an additional 1d6 damage of the type associated with your sign. When using this feat the additional damage ignores resistances—but not immunities—to that damage type.

The additional damage dealt increases to 2d6 at 10th level, 3d6 at 15th level, and 4d6 at 20th level.

You can use this feat a number of times equal to the modifier of the ability which would gain a +2 from your sign, and regain spent uses upon finishing a long rest.

WRIT IN STARS

During a long or short rest taken at night, you can spend 1 hour observing the stars to learn the secrets they hold. After doing so, you can use your knowledge to prevent certain things from happening. As a reaction when you or an ally within 10 feet would be hit by a weapon or spell attack, you can intervene and prevent the attack from doing any damage. If you or an ally that you can see and that can hear you would fail a saving throw or ability check, you can also use your reaction to cause them to automatically pass the throw or check.

You can use this feature a number of times equal to your proficiency bonus divided by 2, rounded down (minimum of once) and regain spent uses upon finishing a long rest.

SKILLS OF THE SIGNS

You gain proficiency with any combination of three skills or tools provided for your sign in the Modifying Backgrounds section.

ASTROLOGY IN EBERRON



Some stargazers claim that, when a moon is in its ascendant phase, it has profound effects on the children born under that moon. Each of Eberron's 12 moons has its own "ascendant phase"—a 28 day period where its light is particularly bright—and the months are each named for their ascendant moons. Scholars have tried time and time again to find an explanation for this radiance, and the strange effects it has on some individuals, but have always come up empty. Ask your local stargazer, though, and they are bound to have some answers for you. Each month of the lunar calendar has been assigned a zodiac sign, which corresponds to the current ascendant moon and the dragonmark most associated with that month.

THE EBERRON ZODIAC

MONTH	ZODIAC SIGN	DAMAGE TYPE	DRAGONMARK
Zarantyr	The Sorcerer	Psychic	Storm
Olarune	The Orc	Cold	Sentinel
Therendor	The Couatl	Radiant	Healing
Eyre	The Modron	Lightning	Making
Dravago	The Mimic	Acid	Handling
Nymm	The Bard	Thunder	Hospitality
Lharvion	The Mind Flayer	Radiant	Detection
Barrakas	The Kobold	Fire	Finding
Rhaan	The Scribe	Cold	Scribing
Sypheros	The Manticore	Poison	Shadow
Aryth	The Celestial	Necrotic	Passage
Vult	The Dragon	Force	Warding

ADAPTING TO OTHER CALENDARS

As there are twelve signs of the Eberron zodiac, you can easily adapt the signs provided to work with any twelve month calendar. For calendars with fewer (or more) than 12 months, you can adjust the length of time that each sign is most prominent to better suit your calendar needs. Alternatively, you can simply drop your least favorite signs or create new ones to fill the gaps!

THE TWELVE SIGNS

Each of Eberron's twelve signs has its own traits that it is believed to bestow on those born under that month's ascendant moon. Some believe you are destined to follow the path set for you by your sign, while others believe the signs are nothing more than campfire gossip for those who wish they had the skills of divination. Each sign also has a corresponding damage type, which is believed to be strengthened that month by the radiance of the moon. In Eberron, the sign that someone is assigned based on their month of birth is called their moon sign or starmark. True starmarks resemble the dragonmark associated with that ascendant moon, with slight changes—the most notable being that they seem to shimmer and shine, as if made by stardust. These are not true dragonmarks, and as such are not limited to any one race or house.

Unlike other zodiacs, the zodiac of Eberron only focuses on one dominant moon sign. Those born during the changing of ascendant cycles may inherit traits from multiple signs, but they will always have only one primary moon sign.

THE SORCERER

Arcane, in flux

Those born under the sign of the sorcerer are often unpredictable, much like the magic they tend to possess. Non-magical people born under this sign are often still adept in learning about the arcane and utilizing magical items. This sign's association with storms is often said to give those born under it a turbulent personality, and they seem to thrive in states of change. Those with this sign are well suited to becoming researchers of the arcane and occasionally teachers, when you can get them to remain in one place for long enough.

THE ORC

Family oriented, resilient

Like the Orc clans of Khorvaire, those born under this sign are said to be hard working, proud of their work, and more understanding and uplifting of those around them than others. They place an emphasis on family, whether blood or found, and will do whatever they must to provide for and protect those they care about. Though slow to anger, their anger is a righteous one that is unwise to provoke. Their dedication to the people and causes they support makes those born under this sign excellent paladins, freedom fighters, and even politicians—though those that become politicians will almost always face less considerate opposition.

THE COUATL

Righteous, self-sacrificing

The sign of the Couatl is a double edged sword. Some born under this sign are deeply caring—willing to sacrifice themselves, even in protection of strangers. In others, the sign manifests as self-righteousness—a willingness to sacrifice anything to better themselves. It is nearly impossible to tell these two types apart without them deeming you worthy of confiding in, and even then those self-righteous few will always strive to paint themselves in the best light possible. The best and worst leaders of history often fall under the sign of the couatl.

THE MODRON

Analytical, aloof

Much like the strange beings from which this sign gets its name, those born under the sign of the modron are rarely emotional people. They prefer to rely on facts, logic, and planning rather than gut feelings or emotion—sometimes to their detriment. It is not uncommon for them to have trouble understanding social cues and situations, and their sense of humor—when they have one—is often dry and goes unappreciated. These qualities make those with this sign excellent researchers, archaeologists, and even bounty hunters; their ability to connect the dots and achieve their goals, regardless of outside factors, is unmatched.

THE MIMIC

Tricky, secretive

Those born with the sign of the mimic are as often misunderstood as they are truly bad seeds. They are almost always tricksters, delighting in pranks and practical jokes; sometimes, however, they are more nefarious—setting traps and poisoning kegs. You never know what you are getting yourself into with someone born under this sign, as they are experts at keeping their plans secret until they come to fruition. This makes them excellent rogues and even rangers; some with more flair even go on to become bards and court jesters.

THE BARD

Ostentatious, dramatic

Much like the class from which this sign gets its name, those born under this sign are often some of the most elaborate and dramatic people you will meet. They are temperamental, always desiring to be the center of attention, and are very rarely embarrassed by that fact. While they strive to be the best, this often manifests as petty sabotage of the competition rather than time spent practicing. Obviously, this makes them great bards, but they are also surprisingly well suited to the cutthroat world of merchants and guild artisanry.

THE MIND FLAYER

Manipulative, logical

Those born under the sign of the mindflayer are calculating, though they aren't always cold. They have a knack for using logic to manipulate others into their preferred outcome, whether they realize they're doing it or not. Those with more evil tendencies enjoy playing mind games and pitting those they see as under them against each other. On the other hand, those who lean towards good can find success using their charismatic skills for good--most often by influencing policy decisions behind the scenes.

THE KOBOLD

Scrappy, ambitious

Being born under the sign of the kobold usually means one can handle anything life throws at them--for better or for worse. Often there is one craft or hobby that they have dedicated their life to improving, and they refuse to stop pursuing it until they are the best--maybe not in the world, but at the very least in their home town. Because of this, those born under the sign of the kobold can make fierce rivals if they perceive you as competition, or as someone who would keep them from reaching their goals.

THE SCRIBE

Pensive, observant

Those born under this sign are almost always patient, and understand that patience is an important virtue that many lack. They are also often far more worried with their studies or work than the problems of those around them--though their keen eyes and sharp minds mean they almost always know about said problems before anyone else. People say that the only person you can truly trust with a secret is one born under the sign of the scribe, and they aren't entirely wrong. Anger one of them enough, however, and they will write an entire academic paper exposing those secrets--including the ones you didn't know they knew.

THE MANTICORE

Protective, fiery

While most see manticores as savage beasts, which isn't entirely untrue, they are also incredibly intelligent. Much like the manticores works beside other, typically evil creatures, those born under this sign are rarely lone rangers. Whether working with a criminal organization or a band of fellow adventurers, they will remain fiercely loyal until given a reason not to. Going up against a manticores allies is a sure way to invoke the fiery anger they can harbor. Their protectiveness of their allies and impressive loyalty makes them excellent soldiers, adventurers, and guards.

THE CELESTIAL

Knowing, caring

Those born under the sign of the celestial are usually the first to know about any drama going on around them--if they can't sense it for themselves, their open and caring demeanor means it's likely that a party confides in them before anyone else. They rarely act on the knowledge they accumulate, unless it has the potential to better the life of those around them substantially; they ultimately prefer to stay out of politics and personal squabbles, as long as they are not directly impacted. They care deeply for those around them, but are more inclined to pay a hefty resurrection fee than put themselves in harms way to save them.

THE DRAGON

Fierce, independent

Much like the creature for which this sign gets its name, those born under the sign of the dragon are fiercely independent. This isn't to say they don't make good adventurers, as they are some of the most likely to become such, only that they don't make good team players. They tend to value protecting themselves and their belongings over sticking their neck out for a party member, and are usually more concerned with the payment that awaits them than whether or not everyone makes it back alive--after all, that's just one less way to split the reward.

REPLACING RACIAL ASI'S

As more and more people are moving away from ability score increases as racial bonuses, it only seems fitting to include them as a part of introducing zodiac signs to your campaign. For those looking for a new way to gain starting ASI's, the following table shows how to do so using the Eberron Zodiac.

ZODIAC SIGN	ASIS
The Sorcerer	Cha +2, Wis +1
The Orc	Wis +2, Str +1
The Couatl	Con +2, Int +1
The Modron	Wis +2, Dex +1
The Mimic	Dex +2, Con +1
The Bard	Cha +2, Dex +1
The Mind Flayer	Int +2, Cha +1
The Kobold	Dex +2, Int +1
The Scribe	Int +2, Wis +1
The Manticore	Str +2, Con +1
The Celestial	Wis +2, Cha +1
The Dragon	Str +2, Wis +1

MODIFYING BACKGROUNDS

If you wish, you can also use these zodiac signs to modify existing backgrounds! Included in this section are proficiencies for each zodiac sign, which can replace the proficiencies granted by any background to give your character more flavor connected to their moon sign.

THE SORCERER

Skill Proficiencies. Arcana and your choice of insight or performance.

Tool Proficiencies. Any one set of artisan's tools.

Languages. Any one language.

THE ORC

Skill Proficiencies. Any two of the following: athletics, history, insight, religion, survival.

Tool Proficiencies. Cook's utensils and any one gaming set or musical instrument.

THE COUATL

Skill Proficiencies. History and your choice of arcana, history, or persuasion.

Languages. Any two languages.

THE MODRON

Skill Proficiencies. Any two of the following: arcana, history, investigation, or perception.

Tool Proficiencies. Any two sets of artisan's tools.

THE MIMIC

Skill Proficiencies. Stealth and your choice of deception, persuasion, or sleight of hand.

Tool Proficiencies. Disguise kit and the forgery kit.

THE BARD

Skill Proficiencies. Performance and your choice of acrobatics, animal handling, intimidation, or persuasion.

Tool Proficiencies. Any two of the following: one musical instrument, one gaming set, one set of artisan's tools, disguise kit.

THE MIND FLAYER

Skill Proficiencies. Insight and your choice of intimidation, perception, or persuasion.

Languages. Any two languages.

THE KOBOLD

Skill Proficiencies. Any two of the following: acrobatics, animal handling, arcana, perception, persuasion.

Tool Proficiencies. Any one set of artisan's tools.

Languages. Any one language.

THE SCRIBE

Skill Proficiencies. History and your choice of arcana, nature, or religion.

Languages. Any one language.



THE MANTICORE

Skill Proficiencies. Any two of the following: athletics, acrobatics, intimidation, persuasion, survival.

Tool Proficiencies. Any two simple or martial weapons, or one weapon and shields.

THE CELESTIAL

Skill Proficiencies. Any two skills.

Tool Proficiencies. Any one set of artisan's tools.

Languages. Celestial

THE DRAGON

Skill Proficiencies. Any two skills.

Languages. Draconic and any one language.

SIGNS AS FEATS

To better incorporate zodiac signs into your game, you may want to represent them with feats that allow your players to better manifest the qualities of their sign. The following feats have been designed to represent the signs of the Eberron zodiac.

STARMARKED

You have a unique dragonmark that resembles the one connected to your sign, but is speckled as if it were imbued with stardust. You gain one of the following abilities, depending on your sign;

Sorcerer. Your Constitution score increases by one and you ignore any difficult terrain caused by the elements, such as snow or rain. Additionally, you have advantage on rolls made to navigate during a storm—whether on foot or navigating a vehicle.

Orc. Your AC increases by 1, and you add double your proficiency bonus to Wisdom (Insight) checks made to sense deception.

Couatl. You have a pool of hit points equal to your level x2. As a bonus action, you can touch any friendly creature and restore a number of their hit points up to the number of hit points remaining in your pool, which replenishes whenever you take a long rest. Additionally, once per long rest, you can expend 5 hit points from this pool to automatically stabilize a creature and restore them to 1 hit point.

Modron. Once per long rest you can imbue a weapon or set of armor with a +1 bonus to AC or attack and damage rolls. To do so, you must spend 1 minute enchanting the item. This benefit lasts for a number of hours equal to your proficiency bonus, or until you take a long rest.

Mimic. You learn the *disguise self* spell and can cast it once per long rest without expending a spell slot. When casting this spell this way, you can also appear as an inanimate object as long as it is roughly the same size as you—however, moving or speaking while disguised as an object causes the spell to end. While the spell is active, you have advantage on Charisma ability checks made to pass yourself off as someone—or something—else. Charisma is your spellcasting ability for this spell.

Bard. You are proficient with your choice of brewer's tools or cook's utensils. As a bonus action, you can also reach out mentally to detect the emotional state of others—though you only detect a simple, single-word emotion. You can do so a number of times equal to your Charisma modifier, and regain spent uses upon finishing a long rest.

Mindflayer. Your Charisma score increases by 1, and you have advantage on insight checks made against other humanoids. Additionally, you learn the *detect magic* spell if you do not already know it, and can cast it once per day without expending a spell slot.

Kobold. Once per long rest, you can choose one creature or item that you can see in order to always be able to locate them. As an action, you can imprint on an item or character. After doing so, you can always detect their location if they are within 30 feet of you. Additionally, you have advantage on Wisdom (Survival) checks made to track your chosen person or item.

Scribe. You gain proficiency with your choice of calligrapher's tools or the forgery kit. Additionally, you learn the *comprehend languages* spell and can cast it once per long rest without expending a spell slot. Intelligence is your spellcasting modifier for this spell.

Manticore. You can use the hide action as a bonus action, and can attempt to do so even when being observed. If you are hidden and attack a creature, the first attack you make while hidden deals an additional 1d6 of the attacks normal damage type—but your location is still revealed.

Celestial. Your base walking speed increases by 10 feet, and you gain your choice of a climbing or swimming speed equal to your base walking speed.

Dragon. You learn the *alarm* spell, and can cast it as a ritual. Additionally, you gain resistance to one of the following damage types of your choice: acid, cold, lightning, fire, or poison.

GREATER STARMARK

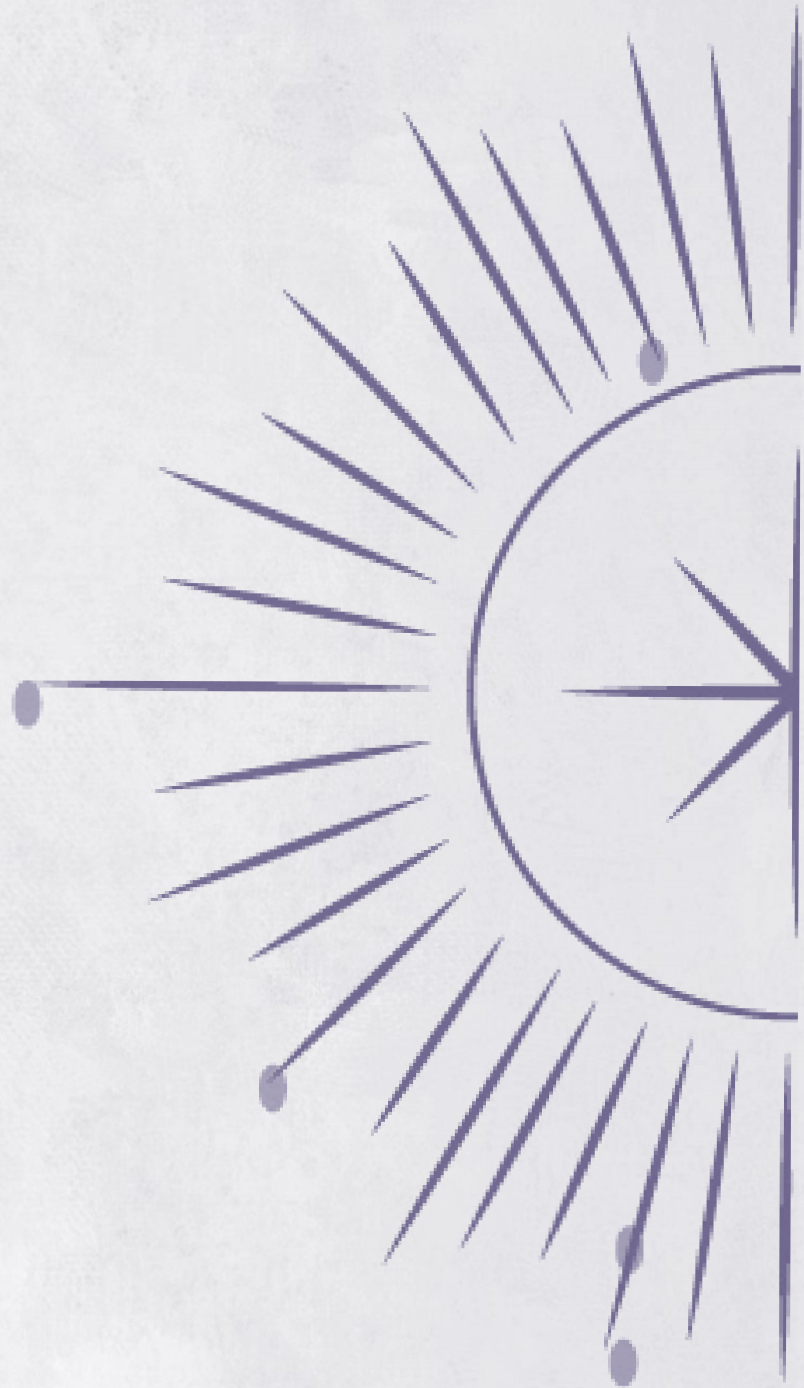
Prerequisite: 10th level, must have taken the Starmarked feat.

While your mark isn't quite a dragonmark, it behaves similarly to one. As it evolves, it also grants you new abilities based on your moon sign.

A greater starmark provides the following benefits:

- Increase one ability score by 1, to a maximum of 20. The abilities available are determined by your moon sign, as shown in the Replacing Racial ASI's section.
- Gain resistance to the damage type associated with your moon sign.
- Learn one spell, as shown on the Greater Starmark table, and gain the ability to cast it once per long rest without expending any resources.

ZODIAC SIGN	SPELL	SPELLCASTING ABILITY
	<i>elemental</i>	
The Sorcerer	<i>bane</i>	Charisma
The Orc	<i>stoneskin</i>	Wisdom
	<i>greater</i>	
The Couatl	<i>restoration</i>	Charisma
The Modron	<i>creation</i>	Wisdom
The Mimic	<i>polymorph</i>	Charisma
	<i>Mordenkainen's private sanctuary</i>	
The Bard	<i>'s private sanctuary</i>	Charisma
	<i>modify</i>	
The Mind Flayer	<i>memory</i>	Intelligence
	<i>tiny servant at</i>	
The Kobold	<i>4th level</i>	Wisdom
The Scribe	<i>screying</i>	Intelligence
The Manticore	<i>nondetection</i>	Intelligence
	<i>teleportation</i>	
The Celestial	<i>circle</i>	Wisdom
	<i>Leomund's secret chest</i>	
The Dragon	<i>secret chest</i>	Wisdom

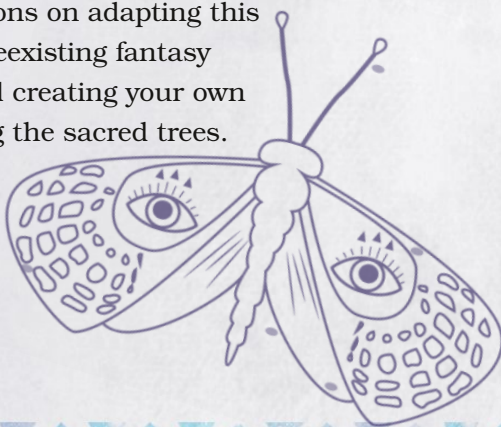


CELTIC AND WELSH ASTROLOGY

In this chapter you will find the astrological signs of Celtic and Welsh astrology, detailed for use in your games. Most Celtic Druids—those from modern day Scotland, Ireland, France, and Britain—had extraordinarily similar beliefs and languages, with the exception of the Welsh Druids. The Welsh have always stood apart and had their own unique gods and traditions, due in part to their relative geographical isolation from the rest of the Druids. The Welsh were also the last of the Druids to fall to the Romans, and were considered a safe haven for witches, Druids, and pagans until well into the 16th century. Due to these differences, I have listed two month names for each tree sign—the first being Celtic and the second being Welsh.

Unlike Western traditions, the Celtic Druids looked to the moon to create their calendars. As such, the Celtic calendars have 13 months instead of twelve. Each of their 13 lunar months was connected to a sacred tree; these trees were all imbued with spirits that gave them great wisdom and connected them to the universe at large.

The original Celtic calendar was based on a five-year cycle of 62 months. This required that an additional month had to be added to the year every two and a half years. A normal year had 353 days, while a long year had 385 days. Modern Druids and Pagans have adapted this calendar and created a calendar with 13 months and 385 days every year, which is now considered standard. The calendar below uses this new standard calendar, but I have included a section on how to use the traditional calendar if you wish. I have also included sections on adapting this calendar to preexisting fantasy calendars, and creating your own calendar using the sacred trees.



ADAPTING TO THE CALENDAR OF HARPTOS

Adapting to the Calendar of Harptos requires one major decision: does your world have more cold months, or more hot months? If your world has more hot months, add the thirteenth month to the middle of the calendar as Midkythorn. If your world has more cold months, add the thirteenth month to the end of the calendar as Midnightal. You may also choose to shorten your months by 2 days each to make up for the thirteenth month, make your year longer, or drop one celtic month all together. Use the table below for your tree signs.

HARPTOS CALENDAR	SIGNS FOR HOTTER WORLDS	SIGNS FOR COLDER WORLDS
Hammer	Birch	Birch
Alturiak	Rowan	Rowan
Ches	Ash	Ash
Tarsakh	Alder	Alder
Mirtul	Willow	Willow
Kythorn	Hawthorn	—
Midkythorn	Oak	Hawthorn
Flamerule	Holly	Oak
Eleasis	Hazel	Holly
Eleint	Vine	Hazel
Marpenoth	Ivy	Vine
Uktar	Reed	Ivy
Nightal	Elder	Reed
Midnightal	—	Elder

USING THE TRADITIONAL CALENDAR

Adopting the traditional calendar can be relatively simple, as long as you keep careful track of the current month and year in your campaign. I recommend starting your game at the beginning of the five year cycle, but you may choose to start your game at any other point in the cycle. While using this cycle, the Birch sign only occurs every two and a half years—making children born under this sign rare. This rarity comes with additional celebration of their birth, and additional pressures to have a great destiny. Most, if not all, of those born under this sign will become adventurers at some point in their lives. They are also more likely to create emblems and expect special treatment based on their tree sign; this is especially true if the child is from a noble or royal family. You may also want to base a portion of the royal lineage (if your world has royalty) on being born under this sign.

The Coligny calendar is the only Celtic calendar that has separate names for each of the fourteen months contained in the five year cycle, while the Welsh and other Celts simply added the prefix Mid to the extra months. Below are tables showing how to use the Coligny and Welsh calendars and their five year cycle.

MONTH (DAYS)

COLIGNY/WELSH	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5
Quimonios/Midionawr (30)	Birch	—	—	—	—
Samonios/Ionawr (30)	Rowan	Rowan	Rowan	Rowan	Rowan
Dumannios/Chwefror (29)	Ash	Ash	Ash	Ash	Ash
Riuros/Mawrth (30)	Alder	Alder	Alder	Alder	Alder
Anaganio/Ebrill (29)	Willow	Willow	Willow	Willow	Willow
Ogronnios/Mai (30)	Hawthorn	Hawthorn	Hawthorn	Hawthorn	Hawthorn
Quitios/Mehefin (30)	Oak	Oak	Oak	Oak	Oak
Rantaranos/Midgorffennaf (30)	—	—	Holly	—	—
Giamonios/Gorffennaf (29)	Holly	Holly	Hazel	Holly	Holly
Semiuisonnns/Awst (30)	Hazel	Hazel	Vine	Hazel	Hazel
Equos/Medi (30)	Vine	Vine	Ivy	Vine	Vine
Elembiuos/Hydref (29)	Ivy	Ivy	Reed	Ivy	Ivy
Aedrinios/Tachwedd (30)	Reed	Reed	Elder	Reed	Reed
Cantlos/Rhagfyr (29)	Elder	Elder	Birch	Elder	Elder



CREATING YOUR OWN CALENDAR

If you use to create your own calendar for your world using the Celtic astrological signs, it's easy! The simplest choice would be to create your own calendar with thirteen months, but you can also adapt a twelve month calendar (use the Calendar of Harptos conversion as a guide) or create a five year cycle calendar (using the table at the bottom of this page).

SIGNS AND THEIR ASSOCIATIONS

Each sign of the Welsh zodiac is associated with specific deities, planets, colors, and animals. This information can be used to influence your characters roleplay or aesthetic, or to help you choose a deity for your character to follow.

TREE SIGN	DEITY	ASSOCIATIONS		
		PLANET	COLOR	ANIMAL
Birch	Lugh	Sun	White	White stag symbolizing high aspirations
Rowan	Brigid	Uranus	Gray	Green dragon symbolizing inspiration
Ash	Gwydion	Neptune	Green	Adder symbolizing spiritual energy.
Alder	Bran	Mars	Red	Fox symbolizing diplomacy
Willow	Ceridwen	Moon	Yellow	Hare symbolizing adaptation
Hawthorn	Olwen	Vulcan	Purple	Owl symbolizing wisdom
Oak	Dagda	Jupiter	Black	Wren symbolizing wit
Holly	Govannon	Earth	Silver	Unicorn symbolizing purity
Hazel	Manannan	Mercury	Brown	Salmon symbolizing inspiration
Vine	Tuatha De Danaan	Venus	Pink	White Swan symbolizing grace
Ivy	Guinevere	Persephone	Blue	Butterfly symbolizing faith
Reed	Pwyll	Pluto	Orange	Dog symbolizing enduring loyalty.
Elder	Cailleach	Saturn	Gold	Raven symbolizing protection

QUIMONIOS/IONAWR: THE BIRCH TREE

December 24 - January 20: The Achiever

Birch trees represent renewal and rebirth, as they are the first tree to grow new leaves after the winter. Those born with the energy of the Birch are highly driven, strive toward their goals, and are always stretching to find the light. They are resilient, charming, and loyal. Birch signs may have difficulty showing affection, but this does not mean that they are cold-hearted! Without a goal, they often become depressed. Compatible with the Vine and Willow signs.

SAMANIOS/CHWEFROR: THE ROWAN TREE

January 21 - February 17: The Thinker

Rowan trees are powerful protectors and were planted near doors and gates to ward off evil. Rowan signs tend to be philosophical visionaries with strong humanitarian and spiritual ideals. They are original and creative with transformative auras, and are easily frustrated by systems resistant to change. Communicating their ideas is the downfall of the children of the Rowan and they can come off as cold and aloof. Without a creative outlet, they can become restless and irritable. Compatible with the Ivy and Hawthorn signs.

DUMANNIOS/MARWRTH: THE ASH TREE

February 18 - March 17: The Enchanter

Ash trees are sacred trees and their wood is used to make wands and spears. Those born under the Ash's influence are naturally artistic, imaginative, and intuitive. They are also known for their charisma and spontaneity. Constantly thinking of new projects, they are easily inspired in matters of art, writing, science, and theology. Ash signs are usually too busy to care much about what others think of them and can be a bit reclusive when working on an important project. They need to focus their mental abilities or they may become anxious and quarrelsome. Compatible with Willow and Reed signs.

RIUROS/EBRILL: THE ALDER TREE

March 18 - April 14: The Trailblazer

Alder trees resist rot, and were used to make bridges and boats. Children of the Alder Tree are naturals at finding their own paths and inspiring others to follow along. Alder signs tend to be self-reliant, self-confident, and adventurous. They are usually charming and get along with a wide array of different people and personalities. Waste is the one thing they cannot stand, especially wasting time and they cut through superficiality and fluff easily. Alders must learn to be strong diplomats or risk devoting themselves to fruitless endeavors. Compatible with Hawthorn, Oak, and Birch signs.

ANAGANTIO/MAI: THE WILLOW TREE

April 15 - May 12: The Observer

Willows are sacred to the moon and in Celtic myth the universe was hatched from two eggs nested in the branches of a Willow tree. Willow signs are naturally more connected to the mystical elements of the moon making them highly creative, intuitive, and intelligent. They also have a keen understanding of the cycles and seasons of nature and life. Children of the Willow have limitless potential, but can hold themselves back for fear of being viewed as flamboyant or egotistical. Willow signs must listen to their inner voice or they can become moody and indecisive. Compatible with Birch and Ivy signs.

OGRONNIOS/MEHEFIN: THE HAWTHORN TREE

May 13- June 9: The Illusionist

Hawthorns are providers of psychic protection and often house Fae spirits. Hawthorn signs are not all that they seem, they lead seemingly average lives that mask fiery passion. They are well adjusted and adaptive, as they focus on the bigger picture. Others seek them for advice and understanding as they are excellent listeners. They are often talented performers, benefitting from their natural charms. Hawthorn signs are easily bored and tend to seek out new challenges. Children of the Hawthorn must work to develop patience as hasty action can sabotage their efforts. Compatible with Ash and Rowan signs.

QUITOS/GORFFENNAF: THE OAK TREE

June 10 - July 7: The Stabilizer

Oaks are sacred trees who symbolize truth and steadfast knowledge. Doors made of Oak trees protect against harm. Those born under the Oak's influence have an internal strength and strive to protect those who cannot protect themselves. They remain calm in a crisis and are optimistic about the outcomes. Oak signs thrive in a large family setting and are highly involved in their communities. They also have a deep respect for history and ancestry, which leads many to become teachers. Striving for control is one of their strengths, but also one of their great weaknesses as this can lead them to become overbearing. Compatible with Ash, Reed, and Ivy Signs.

RANTARANOS/AWST: THE HOLLY TREE

July 8 - August 4: The Ruler

Holly repels enemies and kings are crowned with Holly wreaths. Holly signs are natural leaders of great confidence. They take on new challenges with zeal and do not stop until their goal is achieved. Competitive and ambitious, arrogance is the most common downfall of Holly signs. Underneath the arrogance, however, there is generosity and kindness. If not kept active with new challenges, Holly signs can become lazy and directionless. They must also control their perfectionistic nature as it can damage their confidence. Compatible with Ash and Elder signs.

GIAMONIOS/MEDI: THE HAZEL TREE

August 5 - September 1: The Knower

Hazel trees of the tree of wisdom, and knowledge can be gained from eating Hazelnuts. Those born with the spirit of the Hazel tree are highly intelligent and thrive in the world of academia. They have a natural knack for numbers, science, and memorization. Hazel signs have a keen eye for details and strive for order in all things. Unfortunately, this can also lead to compulsive behaviors and a need to maintain control. Children of the Hazel must express their creativity or risk becoming morbid and pessimistic. Compatible with Hawthorn and Rowan signs.

MIDRHAGFRY: THE ELDER TREE

November 25 - December 23: The Seeker

The Elder tree is sacred to the faeries and is an omen of death if brought indoors. Elder signs love freedom and are much more wild than the other signs. They thrive in the adventurer's lifestyle and are often thrill seekers. Brimming with energy, they can become bored easily and need mental stimulation and physical challenges. They detest and resist the routine. Despite an extroverted nature, their brutal honesty and feelings of otherness can cause them to act withdrawn. Elder signs must learn to use change as a positive force in their lives or else they can become reckless and confused. Compatible with Alder and Holly signs.

MARKS OF THE WELSH ZODIAC

These marks, which function similarly to dragonmarks, are the symbols of the sacred trees and imbue those they decorate with their power. The abilities of these marks replace some or all of the racial abilities (see paragraph two) normally used in character creation and can be used by any race. However, the mark must match the tree sign a character was born under. These marks are generally added to personal emblems and perhaps a family emblem if they tend to have children born under a certain sign or the head of the family has a certain sign. This is especially true for the Birch sign when using the traditional calendar.

These marks replace all traits associated with **humans**. **Half-orcs** and **Tieflings** replace all traits except for Darkvision. **Half-elves** keep all traits except for Ability Score Increase and Skill Versatility. **Dragonborn** keep all traits except for Ability Score Increase and Damage Resistance. These marks simply replace subraces for **dwarves**, **elves**, **gnomes**, and **halflings**.



THE MARK OF THE BIRCH

Ability Score Increase. Your Strength score increases by 2, and your Wisdom increases by 1.

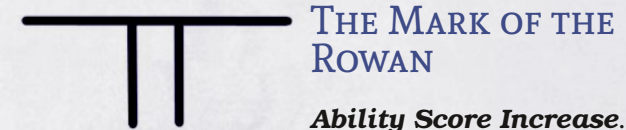
Leading Intuition. When you make a Wisdom (Insight) or a Charisma (Persuasion) check, you can roll a d4 and add the number rolled to the ability check.

Birch's Magic. You know the *guidance* cantrip and can cast the *magic weapon* spell with this trait. Once you cast the spell with this trait, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for these spells.

Spells of the Mark. If you have the Spellcasting or Pact Magic class feature, the spells on the Mark of the Birch Spells table are added to the spell list of your spellcasting class.

MARK OF THE BIRCH SPELLS

SPELL LEVEL	SPELLS
1st	<i>command, heroism</i>
2nd	<i>magic weapon, aid</i>
3rd	<i>aura of vitality, blinding smite</i>
4th	<i>aura of life, staggering smite</i>
5th	<i>circle of power</i>



THE MARK OF THE ROWAN

Ability Score Increase.

Your Intelligence score increases by 2, and your Wisdom increases by 1.

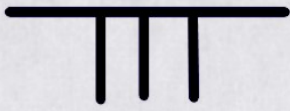
Philosophical Intuition. When you make an Intelligence (Religion) or an Intelligence (Investigation) check, you can roll a d4 and add the number rolled to the ability check.

Rowan's Magic. You can cast the *comprehend languages* and *identify* spells with this trait. Once you cast either spell with this trait, you can't cast that spell with it again until you finish a long rest. Intelligence is your spellcasting ability for these spells.

Spells of the Mark. If you have the Spellcasting or Pact Magic class feature, the spells on the Mark of the Rowan Spells table are added to the spell list of your spellcasting class.

MARK OF THE ROWAN SPELLS

SPELL LEVEL	SPELLS
1st	<i>unseen servant, comprehend languages</i>
2nd	<i>see invisibility, zone of truth</i>
3rd	<i>speak with dead, tongues</i>
4th	<i>fabricate, Mordenkainen's private sanctum</i>
5th	<i>creation</i>



THE MARK OF THE ASH

Ability Score Increase.

Your Charisma increases by 2, and your Wisdom increases by 1.

Creative Intuition. When you make a Charisma (Performance) or Charisma (Deception) check, you can roll a d4 and add the number rolled to the ability check.

Ash's Magic. You can cast *charm person* and *expeditious retreat* with this trait. Once you cast either spell with this trait, you can't cast that spell with it again until you finish a long rest. Charisma is your spellcasting ability for these spells.

Spells of the Mark. If you have the Spellcasting or Pact Magic class feature, the spells on the Mark of the Ash Spells table are added to the spell list of your spellcasting class.

MARK OF THE ASH SPELLS

SPELL LEVEL	SPELLS
1st	<i>charm person, illusory script</i> <i>crown of madness, pass without trace</i>
2nd	<i>haste, water breathing</i>
3rd	<i>arcane eye, hallucinatory terrain</i>
4th	<i>hold monster</i>



THE MARK OF THE ALDER

Ability Score Increase.

Your Wisdom increases by 2, and your Charisma increases by 1.

Trailblazing Intuition. When you make a Wisdom (Survival) or Wisdom (Medicine) check, you can roll a d4 and add the number rolled to the ability check.

Alder's Magic. You can cast *hunter's mark* and *protection from good and evil* with this trait. Once you cast either spell with this trait, you can't cast that spell with it again until you finish a long rest. Wisdom is your spellcasting ability for these spells.

Spells of the Mark. If you have the Spellcasting or Pact Magic class feature, the spells on the Mark of Alder Spells table are added to the spell list of your spellcasting class.

MARK OF THE WILLOW SPELLS

SPELL LEVEL	SPELLS
1st	<i>protection from good and evil, speak with animals</i>
2nd	<i>locate object, spider climb</i>
3rd	<i>dispel magic, fly</i>
4th	<i>freedom of movement, stoneskin</i>
5th	<i>dispel evil and good</i>



THE MARK OF THE WILLOW

Ability Score Increase.

Your Charisma increases by 2, and your Dexterity increases by 1.

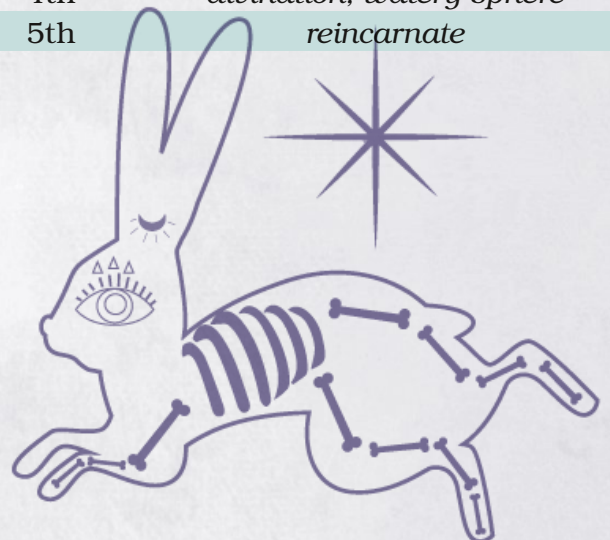
Lunar Intuition. When you make a Wisdom (Insight) or a Charisma (Persuasion) check, you can roll a d4 and add the number rolled to the ability check.

Willow's Magic. You know the *ray of frost* cantrip and can cast the spell *moonbeam* with this trait. Once you cast the spell with this trait, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for these spells.

Spells of the Mark. If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of the Willow Spells table are added to the spell list of your spellcasting class.

MARK OF THE WILLOW SPELLS

SPELL LEVEL	SPELLS
1st	<i>absorb elements, ice knife</i>
2nd	<i>moonbeam, augury</i> <i>speak with dead, water breathing</i>
3rd	<i>divination, watery sphere</i>
4th	<i>reincarnate</i>





THE MARK OF THE HAWTHORN

Ability Score Increase.

Your Strength increases by 2, and your Charisma increases by 1.

Protective Intuition. When you make a Strength (Athletics) or a Wisdom (Survival) check, you can roll a d4 and add the number rolled to the ability check.

Hawthorn's Magic. You can cast the alarm and shield spells with this trait. Once you cast either spell with this trait, you can't cast that spell with it again until you finish a long rest. Charisma is your spellcasting ability for these spells.

Spells of the Mark. If you have the Spell Casting or the Pact Magic class feature, the spells on the Mark of the Hawthorn Spells table are added to the spell list of your spellcasting class.

MARK OF THE HAWTHORN SPELLS

SPELL LEVEL	SPELLS
1st	<i>shield, color spray</i>
2nd	<i>invisibility, magic weapon</i>
3rd	<i>counterspell, fear</i> <i>greater invisibility, Otiluke's</i>
4th	<i>resilient sphere</i>
5th	<i>dispel evil and good</i>



THE MARK OF THE OAK

Ability Score Increase.

Your Constitution increases by 2, and your Wisdom increases by 1.

Stabilizing Intuition. When you make a Constitution saving throw or Intelligence (History) check, you can roll a d4 and add the number rolled to the ability check.

Oak's Magic. You know the *druidcraft* cantrip and can cast the *protection from poison* spell with this trait. Once you cast either spell with this trait, you can't cast that spell with it again until you finish a long rest. Wisdom is your spellcasting ability for these spells.

Spells of the Mark. If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of the Oak Spells table are added to the spell list of your spellcasting class.

MARK OF THE OAK SPELLS

SPELL LEVEL	SPELLS
1st	<i>purify food and drink, speak with animals</i> <i>protection from poison, locate animals or plants</i>
3rd	<i>Leomund's tiny hut, plant growth</i> <i>guardian of faith, conjure woodland beings</i>
5th	<i>legend lore</i>



THE MARK OF THE HOLLY

Ability Score Increase.

Your Strength increases by 2, and your Charisma increases by 1.

Ruling Intuition. Choose an artisan's tool, whenever you use this tool or make a Charisma (Intimidation) check, you can roll a d4 and add the number rolled to the ability check.

Holly's Magic. You can cast *command* and *compelled duel* with this trait. Once you cast either spell with this trait, you can't cast that spell with it again until you finish a long rest. Charisma is your spellcasting ability for these spells.

Spells of the Mark. If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of the Holly Spells table are added to the spell list of your spellcasting class.

MARK OF THE HOLLY SPELLS

SPELL LEVEL	SPELLS
1st	<i>command, armor of Agathys</i>
2nd	<i>hold person, enhance ability</i> <i>crusader's mantle, spirit guardians</i>
3rd	<i>compulsion, Mordenkainen's faithful hound</i>
5th	<i>geas</i>



THE MARK OF THE HAZEL

Ability Score Increase.

Your Intelligence increases by 2, and your Wisdom increases by 1.

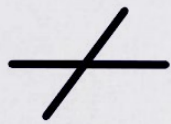
Knowing Intuition. When you make an Intelligence (Arcana) or Intelligence (History) check, you can roll a d4 and add the number rolled to the ability check.

Hazel's Magic. You can cast *detect magic* and *disguise self* with this trait. Once you cast either spell with this trait, you can't cast that spell with it again until you finish a long rest. Intelligence is your spellcasting ability for these spells.

Spells of the Mark. If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of the Hazel Spells table are added to the spell list of your spellcasting class.

MARK OF THE HAZEL SPELLS

SPELL LEVEL	SPELLS
1st	<i>detect magic, faerie fire</i>
2nd	<i>zone of truth, detect thoughts</i>
3rd	<i>clairvoyance, hunger of Hadar</i> <i>arcane eye, Mordenkainen's</i>
4th	<i>private sanctum</i>
5th	<i>commune</i>



THE MARK OF THE VINE

Ability Score Increase. Your Charisma increases by 2, and your

Wisdom increases by 1.

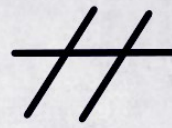
Empathic Intuition. When you make a Wisdom (Intuition) or Wisdom (Perception) check, you can roll a d4 and add the number rolled to the ability check.

Vine's Magic. You know the cantrip *friends* and can cast the *calm emotions* spell with this trait. Once you cast this spell with this trait, you can't cast this spell with it again until you finish a long rest. Charisma is your spellcasting ability for these spells.

Spells of the Mark. If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of the Vine Spells table are added to the spell list of your spellcasting class.

MARK OF THE VINE SPELLS

SPELL LEVEL	SPELLS
1st	<i>beast bond, cure wounds</i>
2nd	<i>calm emotions, prayer of healing</i> <i>speak with dead, speak with</i>
3rd	<i>plants</i>
4th	<i>aura of purity, death ward</i>
5th	<i>Rary's telepathic bond</i>



THE MARK OF THE IVY

Ability Score Increase. Your Constitution increases by 2, and your Charisma increases by 1.

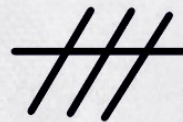
Survival Intuition. When you make a Wisdom (Survival) or Intelligence (Religion) check, you can roll a d4 and add the number rolled to the ability check.

Ivy's Magic. You can cast the *false life* and *guiding bolt* spells with this trait. Once you cast either spell with this trait, you can't cast that spell with it again until you finish a long rest. Charisma is your spellcasting ability for these spells.

Spells of the Mark. If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of the Ivy Spells table are added to the spell list of your spellcasting class.

MARK OF THE IVY SPELLS

SPELL LEVEL	SPELLS
1st	<i>feather fall, false life</i>
2nd	<i>barkskin, mirror image</i> <i>create food and water, beacon of</i>
3rd	<i>hope</i>
4th	<i>stoneskin, death ward</i>
5th	<i>Bigby's hand</i>



THE MARK OF THE REED

Ability Score Increase. Your Intelligence increases by 2, and

your Dexterity increases by 1.

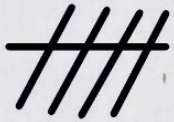
Inquisitive Intuition. When you make a Dexterity (Sleight of Hand) or Dexterity (Stealth) check, you can roll a d4 and add the number rolled to the ability check.

Reed's Magic. You can cast the *comprehend languages* and *hellish rebuke* spells with this trait. Once you cast either of these spells with this trait, you can't cast that spell with it again until you finish a long rest. Intelligence is your spellcasting ability for these spells.

Spells of the Mark. If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of the Reed Spells table are added to the spell list of your spellcasting class.

MARK OF THE REED SPELLS

SPELL LEVEL	SPELLS
1st	<i>hellish rebuke, identify</i>
2nd	<i>misty step, detect thoughts</i>
3rd	<i>speak with dead, water walk</i>
4th	<i>polymorph, dimension door</i>
5th	<i>passwall</i>



THE MARK OF THE ELDER

Ability Score Increase. Your Intelligence increases by 2, and

your Strength increases by 1.

Adventurous Intuition. When you make an Intelligence (Investigation) or a Strength (Athletics) check, you can roll a d4 and add the number rolled to the ability check.

Elder's Magic. You know the cantrip *gust* and can cast the *pyrotechnics* spell with this trait. Once you cast this spell with this trait, you can't cast this spell with it again until you finish a long rest. Intelligence is your spellcasting ability for these spells.

Spells of the Mark. If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of the Elder Spells table are added to the spell list of your spellcasting class.

SPELL LEVEL	MARK OF THE ELDER SPELLS
1st	<i>magic missile, hunter's mark</i>
2nd	<i>pyrotechnics, gust of wind</i>
3rd	<i>conjure barrage, erupting earth</i>
4th	<i>storm sphere, staggering smite</i>
5th	<i>destructive wave</i>



EGYPTIAN ASTROLOGY



Nowadays we have separated astrology and astronomy, but previously they were one and the same. In Ancient Egypt, they developed a system of astronomy that they believed could help to predict natural events like famine and floods using the solar movements. Their system of using the stars and planets to make predictions was thought to show connections to human experiences as well; it would show the path a person's life was supposed to take, and how best for them to succeed.

Those who charted the movement of stars also noted their effects on the environment and the seasons. It was thought that, to do so, one needed a connection to the cosmos or an understanding of the divine. Those who were able to decipher the stars created decans, or 36 groups of small constellations that rise in a particular order every 24 hours. Since the 36 decans repeated themselves throughout the year, the period of each decan was 10 days. Paired with a calendar of 12 months, 30 days each, this left 5 days at the end of the year to celebrate as holy days.

For the Egyptians, the stars were the gods way of communicating to those followers who were able to read their knowledge and heed their warnings. It gave them a way to look into the future, grasping at the unknown.

36 CONSTELLATIONS

Because of the number of constellations, this is the most difficult zodiac to adapt to other calendars. Because of this, this chapter contains the standard order of the constellations and their associated signs, as well as a suggested simplification for the Harptos calendar. When adapting to your own custom calendar, or another fantasy calendar, you can follow the 10-day periods of the decans, or simply pick the appropriate number of signs to use with your calendar.

TRADITIONAL DATE	SIGN
January 1st - 7th	Nile
January 8th - 21st	Amon-Ra
January 22nd - 31st	Mut
February 1st - 11th	Amon-Ra
February 12th - 29th	Geb
March 1st - 10th	Osiris
March 11th - 31st	Isis
April 1st - 19th	Thoth
April 20th - May 7th	Horus
May 8th - 27th	Anubis
May 28th - June 18th	Seth
June 19th - 28th	Nile
June 29th - July 13th	Anubis
July 14th - 28th	Bastet
July 29th - August 11th	Sekhmet
August 12th - 19th	Horus
August 20th - 31st	Geb
September 1st - 7th	Nile
September 8th - 22nd	Mut
September 23rd - 27th	Bastet
September 28th - October 2nd	Seth
October 3rd - 17th	Bastet
October 18th - 29th	Isis
October 30th - November 7th	Sekhmet
November 8th - 17th	Thoth
November 18th - 26th	Nile
November 27th - December 18th	Osiris
December 19th - 31st	Isis

HARPTOS ADAPTATION #1

HARPTOS DATE	SIGN
1st - 15th Hammer	Nile
16th - 30th Hammer	Mut
1st - 15th Alturiak	Amon-Ra
16th - 30th Alturiak	Geb
1st - 15th Ches	Osiris
16th - 30th Ches	Isis
1st - 15th Tarsakh	Thoth
16th - 30th Tarsakh	Horus
1st - 15th Mirtul	Anubis
16th - 30th Mirtul	Seth
1st - 15th Kythorn	Nile
16th - 30th Kythorn	Anubis
1st - 15th Flamerule	Bastet
16th - 30th Flamerule	Sekhmet
1st - 15th Eleasis	Horus
16th - 30th Eleasis	Geb
1st - 15th Eleint	Nile
16th - 30th Elient	Mut
1st - 15th Marpenoth	Bastet
16th - 30th Marpenoth	Isis
1st - 15th Uktar	Thoth
16th - 30th Uktar	Nile
1st - 15th Nightal	Osiris
16th - 30th Nightal	Isis

HARPTOS ADAPTATION #2

HARPTOS DATE	SIGN
Hammer	Nile
Alturiak	Amon-Ra
Ches	Mut
Tarsakh	Geb
Mirtul	Osiris
Kythorn	Isis
Flamerule	Thoth
Eleasis	Horus
Eleint	Anubis
Marpenoth	Seth
Uktar	Bastet
Nightal	Sekhmet

NILE

Logical, Peaceful, Practical

Being the source of life, the Nile river and its water are the source of irrigation and fertilization for crops. Because of the seasonal floods bringing life back to the earth, people worshiped the river and asked it for help. Often portrayed as a fertility god with vegetables instead of hair surrounded by a plentiful harvest.

Being born under this sign inspires passion and impulsivity. Those born under this sign are doers, preferring to live with no regrets rather than being safe. It often leads to inborn gifts of leadership and—to a lesser extent—healing. Should they throw themselves into learning the art of healing, they'd be able to take away everything from a headache to a curse with their hands. This naturally brings a sense of calm and peace to all those around them due to this natural positive energy.

AMON-RA

Generous, Successful, Helpful

Amon-Ra is considered the supreme deity of the Sun and goes by many names—Amon-Ra, Amon, and Amun. He is often portrayed with a ram's or man's head, decorated with mutton horns or a solar disk. His wife was Mut, the Mother Goddess.

Being born under this sign increases power and integrally ties one to nature. They are always full of sunny optimism, easily sliding into becoming a leader without effort as others simply hand it to them. Others are drawn to them and want to obey the words of those born under Amon-Ra. Their weakness is flattery, using it correctly on them allows you to direct them easily to other goals. Blessed by nature to see the future they often become prophets and lead with these gifts as their spoken word holds the power of persuasion.

MUT

Ironic

The goddess Mut was the second most important deity after Isis. They symbolized the fair and just Mother. Often depicted as having two crows upon her head for Upper and Lower Egypt, occasionally shown as a lioness.

Being born under this sign makes for a very demanding personality, both to themselves and to others. Romance is alien to them and often unneeded. They would not talk but act, choosing to let their deeds speak for them. Naturally inclined to exact sciences, most become engineers, inventors, and testers. Mut blesses these children with excellent health, endurance, and resistance to illnesses or meddlings of fate. Having one on your side makes you feel as if you are protected and safe behind high thick walls but they need to be watched as they are prone to melancholy or sudden mood swings.

GEB

Proud, Sensitive, Modest

Geb is the god of earth, stability, lasting union and unity. His subjects include not just mortals, but minerals and plants as well. Often he is depicted wearing a red crown divided into 3 equal parts, or as a goose.

Being born under this sign slows things down and makes for thorough, unhurried sage advisers. All decisions are well thought out, but this often makes them slow to action. Gifted with the extra ability to see the truth in things, they are often drawn to paths as politicians or psychologists. They must become an expert on all things they own, so they can easily fix their items and those of their companions; most also love to take things apart in their free time. With an extra blessing of being able to bring back any plant on the verge of death, or speed along the growth of a seed, those born under this sign can be in high demand for agriculture even if they have no want for the job.

OSIRIS

Indecisiveness, Dual Personality

Osiris is the god of regeneration and life itself, labeling him as one of the greatest gods of Egypt. They are said to have brought civilization to Egypt by teaching them how to garden and farm. It is said that by doing so he made himself the patron of fertility and development.

Being born under this sign makes for an extremely perceptive, likely to be able to even read the surface thoughts of others. They are unable to hide or lie to others but in turn they can feel deception. Able to quickly organize things and manage large groups of people they are suited for middle management positions or positions as a right hand. Driven by great curiosity and a need to develop they often fund research if not perform the research themselves. People born under these stars often are incredibly lucky, seemingly saved at the last moment or finding a loophole before it's too late.

ISIS

Active, Straightforward, Dignified

Isis, goddess of motherhood and femininity, is considered the supreme goddess of Egypt. She is the wife of Osiris who she revived after his jealous brother, Seth, killed him. She is said to protect newborns and seafarers. Often portrayed as a woman with bull horns which holds a glowing solar disk, in her lap sits a son thought to be the god Horus.

Being born under this sign makes you particularly fortunate. Their main essence is dictated by love making them warm and tender with others. They are not weak willed; they just know exactly what they want in life and who is important to them, showing both freely. Most find their way into the roles of teachers or money handlers. Children under these stars are open, cheerful, ambitious, and chance enjoyment. Pleasure for pleasure's sake is often a heavy past time to compensate for a boring day job but they will leap at the chance to make it their occupation as well.

ANUBIS

Cunning, Intelligent, Sympathetic

As the god of the kingdom of the dead, Anubis is responsible for the mummification and funeral process. They oversee the stay of the dead souls in the afterlife, meeting them at the entrance to his kingdom to judge them before assigning them to their afterlife. Often portrayed with the head of a wild dog or jackal.

Being born under this sign, you are gifted with a sense of humor, often leaning into the darker side. They possess the wit and self-possession that others often seek. Preferring the night time to work, they often keep odd hours unless forced otherwise, and prefer to be single both socially as well as romantically. Not taking to team work well, they are a loner that must be pushed into activities—but they are better one on one or in small groups. Children of this sign have a keen sense of justice, they seek truth standing up for those wronged by punishing the guilty. Others see them as mysterious and dark.

SETH

Perfection, Impulsive

Seth is the god of war, destruction, storms, darkness and chaos—but he also represents freedom. The jealousy of the glory and praise his brother Osiris received led him to murder; as punishment, he was sent to heaven to only be able to watch the mortals and can be found in the form of Ursa Major. Often portrayed as a man with the head of a wild boar.

Being born under this sign inspires leadership and power. They are ambitious, self-confident, righteous, and prone to greed. Politics and power struggles are their natural home, and they feel completely comfortable in them as they make their ways to the highest seats of power. Slipping into the dark occult is always a temptation, as it comes easily to those born under this sign. Children of Seth can make scarily accurate predictions which others see as magic, or see conclusions of chains of events that fall as stated. Tending to see barriers or blocks to a plan as a challenge to overcome in order to prove worthy. They are conquerors, invaders, rulers—relying on only themselves so as not to be left in a weakened position.

THOTH

Compassionate, Energetic, Courageous

Thoth taught the people speech, writing and mathematics. He is the patron of scientists, philosophers, agronomists, scribes and bookkeepers. He is said to possess deep wisdom, even for a god, and he is an adviser to Osiris and a mentor to Horus. Often depicted as having the head of an ibis.

Being born under these stars makes for an extremely logical mind, drawn to calculations and details. They can be relied on as their punctuality is unmatched, they always keep their word, and are the perfect example of responsibility. It is said that they have a perfect recall which is often used to analyze their life experience in hopes of developing their own success through strategies and values. A handful of blessed children under these stars can hypnotize and suggest using their eyes, often unconsciously, using it to persuade others to their side of an argument.

HORUS

Impatience, Endurance, Wit

The god of love, stars, and the heavens—he is a messenger of the gods as well as the protector of the pharaohs. It is said that his eyes see as well at night as they do during the day. Horus is often portrayed with the head of a falcon, or just as a falcon with a sun disc over his head.

Being born under this sign makes for an easy nature, preferring flight to fight as well as flights of fancy. Their imagination is rich, making them the perfect fit for any creative profession. They have a special gift to understand animals and other languages, making it easy for them to tame either. Others appreciate their generosity, cheerfulness and easy temper. At the same time they are surprisingly practical, as they can easily set goals and achieve them; they don't avoid responsibility, but will take unnecessary risks to reach their goals.

BASTET

Equilibrium, Anxiety

Bastet is the goddess of love, joy, female beauty and home. There are two competing sides of Bastet—one kind and loving, the other aggressive and willing to defend family at any cost. She is considered a defender of pharaohs and of all mankind. She is often depicted as a woman with the head of a cat, or as a lioness.

Being born under this sign gifts people with the ability to relieve stress and soothe pain naturally; they are said to give off an air of comfort that warms those around them. It is easy for them to find the right words or ways to provide comfort, even in the darkest of times. They are also very intuitive, being able to feel the state of those around them as well as read a room quickly. Children of this sign are graceful, charming, innately cautious, prudent, and slow to decisions when a life is not on the line. Pursuing a job as a healer or a doctor is seen as a natural choice as their natural gifts feed into it.

SEKHMET

Clever, Leader, Authority

Sekhmet is the goddess of war and quarrels. She sends misfortunes and epidemics, but she can also save people from diseases. It is said she is the patroness of doctors and magicians. The court she holds is impartial, but she does not tend towards pardons or forgiveness in her decisions. She is often portrayed as a woman in a long tunic with a lioness's head.

Those born under this sign are demanding, accurate, and truth seekers. They seek out great prestige—which they feel they always deserve. This makes them suitable as lawyers, judges or investigators, as well as any managerial positions. A harsh temper can often impede them if not watched, as their pride can get the best of them. Full of charisma and passion, they can drive themselves towards a goal while avoiding mistakes. Most everyone will feel as if they are condescending but those they consider close friends rarely feel this, instead feeling trusted like a close adviser.

REPLACING RACIAL ASI'S

As more and more people are moving away from ability score increases as racial bonuses, it only seems fitting to include them as a part of introducing zodiac signs to your campaign. For those looking for a new way to gain starting ASI's, the following table shows how to do so using the Egyptian Zodiac.

ZODIAC SIGN	ASIS
Nile	Int +1, Wis +1, Cha +1
Amon-Ra	Wis +2, Cha +1
Mut	Con +2, Int +1
Geb	Wis +2, Int +1
Osiris	Dex +2, Wis +1
Isis	Cha +2, Str +1
Thoth	Int +2, Cha +1
Horus	Dex +1, Wis +1, Cha +1
Anubis	Con +2, Int +1
Seth	Str +1, Con +1, Cha +1
Bastet	Dex +1, Wis +1, Cha +1
Sekhmet	Str +2, Cha +1



BACKGROUNDS

Included in this section are a number of backgrounds that you can use to represent your characters astrological sign in game. These backgrounds include equipment and features, but no trait tables. The features included with these backgrounds include unusual mechanical benefits, so as to better represent the abilities a character gains because of their sign.

NILE: PROTECTOR

You may have never received specialized training, but you have been protecting those who were unable to defend themselves for as long as you can remember—never hesitating to put yourself between a bully and their victim even if it meant getting your butt kicked. Given your history it was natural that you fell into the guard, muscle for a local tavern, or other similar role. People respect you and trust you because they have seen you stand between them and whatever evil there is that day.

Skill Proficiencies. Athletics, Intimidation

Tool Proficiencies. On type of gaming set, herbalism kit

Equipment. a pair of brass knuckles, an emblem or logo of a previous job, a roll of bandages, hand rolled smokes and 10 GP.

FEATURE: BOUNCER'S HEADLOCK

When an attacker misses you with a melee attack by 5 or more, you may use your reaction to attempt to grapple them. On a successful grapple they are in a headlock, on a failure their momentum moves them past you to an adjacent 5-foot square.

AMON-RA: PROPHET

Signs are everywhere in the world, if you know how to read them; the gods, nature, even the universe itself sends us warnings. Little glimpses into the future that everyone ignores—well, everyone but you. You are obsessed with the idea of seeing the future, of knowing and predicting it. So you have thrown yourself into the study of it, picking up a focus along the way. Something that helps you see the signs or interpret the visions in order to disperse them to the masses. Of course people

don't always believe you when you explain how you know things so you've had to get creative on how to disperse the information.

Skill Proficiencies. Arcana, Persuasion

Languages. Any two additional languages.

Equipment. 10 candles, a tinderbox, a focus for their prophecies, 2 blocks of incense and 15 GP.

FEATURE: TRAVELING VISIONS

Right before waking up from a long rest you receive a vision in 2 snapshots. The first of the weather forecast, the other a brief picture of a scene that will play out that day. You can spend a spell slot to cast commune to gain clarification on the visions if it is a part of your spell list.

MUT: RESEARCHER

Curiosity has always driven you. As a child you wanted to know the why and the how behind everything. How did gravity work? Why did the sun always rise in the east and set in the west? How could you get across the river without using the bridge or a boat? It led to some interesting stories and probably a few injuries but you never stopped in your search for answers. In fact the older you got the more focused it became until you decided to put your curious nature to the test for some coin.

Skill Proficiencies. Investigation, Sleight of Hand

Tool Proficiencies. Tinker's tools, experimentation supplies

Equipment. a leather tool belt, goggles, worn work gloves, a small notebook and 20 GP

FEATURE: HYPOTHESIS

During downtime you can propose a theory to the DM. Then you can spend 1d6 hours attempting to find the answer during which time you'll gather evidence from the experiments. At the end of you and the DM will write down if the theory was true or false, revealing the answer at the same time. If they match you will learn something new about the world, how to build something needed for later on in the campaign, or a random in world fact.

GEB: ADVISER

Word of your calm perceptive mind has spread far and wide. You are often sought after for counsel and advice, even from those in power. It takes you a while to speak as you absorb the information presented to you but when speaking the room quiets to hear what you have to say. You do not move quickly through things but take your time in order to make sure the proper decisions are made the first time. Those who speak to you feel heard and validated even if your advice disagrees with them.

Skill Proficiencies. History, Insight

Tool Proficiencies. Diplomat's kit

Languages. Any one language

Equipment. a symbol of their position, a red sash, several blank scrolls, ink and quill, and 15 GP.

FEATURE: INFORMED DECISION

When forced to make a choice, taking 10 minutes to gather information, ask questions, investigate, etc. allows you to uncover the possible outcomes or fallout of each choice. After taking this time, any Charisma checks made to improve your situation are made with advantage.

OSIRIS: TRUTHSAYER

Lies have always made you itch. People hiding behind have truths and deflection has always irked you. You can't seem to let it go when you think someone is being dishonest no matter how much trouble it seems to get you in. It's why people have started to use you to seek out where corruption lies. Perhaps it's even the reason you set to the adventuring life in the first place.

Skill Proficiencies. Insight, Perception

Tool Proficiencies. Investigator's kit

Languages. Any one language

Equipment. a set of blank dice, charcoal sticks, incense, a travel tea set and 10 GP.

FEATURE: NO LIES

Once per day, you can take 1 minute to cast the zone of truth spell as a ritual. Wisdom is your spellcasting modifier for this spell.

ISIS: TEACHER

Knowledge is power, its a fact proven throughout history. You believe that everyone deserves to have that power. So you share freely of the knowledge that you have in hopes that it will give someone else back their power. Often you can be found corralling the kids on the street for lessons or in the library with your head buried into a book. Your efforts might not be appreciated to the degree they should be but the look of wonder in a pupils eyes is why you keep doing it anyways.

Skill Proficiencies. History, Persuasion

Tool Proficiencies. Artisan's tools and experimentation supplies

Equipment. a portable desk, a stack of blank paper, quill and ink, hand chalkboard, chalk, and 5 GP

FEATURE: STAR PUPIL

During downtime you can work with one person on a skill, tool or language they are trying to become proficient in that you already know. Doing so cuts the time they need to become proficient in it in half. Additionally when teaching yourself a new one subtract 1d4 hours from the time needed to complete the proficiency each day you practice it.

THOTH: OATH BOUND

Your life has been vowed in the name of a greater calling than yourself. It may be an oath of protection, an oath of silence, or even an oath of justice. You have made many like it through your life both big and small. A promise made by you can not be broken and any task set before you will be completed. There is a drive in you that the knights of old would be proud of.

Skill Proficiencies. Insight, Religion

Tool Proficiencies. A gaming set

Languages. Any one language

Equipment. a symbol of your first oath, a locket, a book of wild plants, a tinder box and 15 GP.

FEATURE: OATH STRONG

Whenever you take an action that is in line with your oath you have advantage on the roll. You may have many oaths that you are bound by or may make a new oath at any time as long as it doesn't conflict or break an existing one. Please work with your DM when taking this background.

HORUS: ANIMAL TAMER

Wild things fascinate you. When everyone else runs from the sound of a roaring bear or the howl of a wolf you can't help but move towards it. Your special bonds with beasts have led you to a world full of traveling and shows. Those animals under your care are treated like royalty and any wild animals you come across you show respect towards. But you can't help but want to tame the wild in anything you find, perhaps just waiting for the day when the wild will tame you instead.

Skill Proficiencies. Animal Handling, Performance

Tool Proficiencies. Tamer's kit, herbalism kit

Equipment. animal treats, a wooden whistle, flashy show clothing, a whip and 10 GP.

FEATURE: SHOW OF FEROCITY

Using a performance check you can make any tussle with an animal look more dangerous and daring than it is. The animal doesn't have to be one tamed by you but a tamed animal will perform tricks to further sell the show. At the end of the epic battle if it is a tamed animal it fakes getting captured by you, if it is not a tamed animal an animal handling check will be needed to see if you can safely capture it. Those watching will think you especially brave and even toss coins your way.



ANUBIS: DETECTIVE

Crime is becoming a business for too many people these days. With it comes bodies and mysteries. It so happens those are your two favorite things so this just happens to be a perfect job. When traveling you offer your services to the local guard while in the area, often getting a letter requisition help when something especially unusual has happened in a place you have traveled through.

Skill Proficiencies. Investigation, Insight

Tool Proficiencies. Investigator's kit, experimentation supplies

Equipment. a badge, business cards, a hidden pocket, a cigar and 20 GP.

FEATURE: CONFLICTING STORIES

During the downtime of an investigation you may make a Wisdom (Insight) against a hidden DC of the DMs choosing in order to see if any of the evidence gathered conflicts with each other or disproves someone's story. If you succeed the DM will point out what those conflicts or disproven stories are.

SETH: CONQUEROR

Maybe you were a second born of a noble family. Maybe your family has lost everything and you see your chance to change it. No matter the reasoning you always hunger for more. You want to take what others have that you believe you deserve. Why leave land to be unruled when you could lead the people to greatness? Why give the power to the people when instead you could wield that power yourself?

Skill Proficiencies. Deception, Intimidation

Tool Proficiencies. Poisoner's kit, vehicles (water)

Equipment. a flag, a royal seal, wax, terms of surrender and 30 GP.

FEATURE: BEND THE KNEE

If you succeed on a Charisma (Intimidation) check by 5 or more the target not only bends to your will but now serves your interests. A success of 10 or more will have them swearing fealty to you.



BASTET: DOCTOR

Health is not just a magical thing. To you it is a very real thing based in nature with clear lines between cause and effect. You take the treatment and health of others very seriously, often educating as well as treating your patient. In a small town you were the only one for miles around able to help so you learned quickly. Now you hope that your knowledge will help those you travel with.

Skill Proficiencies. Medicine, Nature

Tool Proficiencies. herbalism kit and healer's kit

Equipment. a cloth mask, leather gloves, surgical tools, several vials and 20 GP

FEATURE: RECOMMENDED TREATMENT

During downtime you can blend herbs, brew a concoction or mix a poultice that when applied to a target will do one of the following:

- Remove a single disease.
- Remove one of the following conditions - blinded, deafened, paralyzed, poisoned, or stunned.
- Remove one point of exhaustion.

It takes 3 hours to make enough for 5 doses, an unused dose will keep for 24 hours before losing its potency. If sold a dose would go for 2 GP.

SEKHMET: JUDGE

The court system is something you are familiar with as you have served the system as a judge. Your knowledge or criminals and their network stem from handing down verdicts. The local government recognizes the hard work they put their judges through and how dangerous it can be. So they have devised a system of rotation so that no one can become too big of a target. You've recently come out of rotation of the court and have decided to explore the wider world.

Skill Proficiencies. History, Insight

Languages. Any two languages.

Equipment. a black robe, a powdered wig, a gavel, a trinket and 10 GP.

FEATURE: SENTENCING

During downtime you can hold court to hear arguments in open court. You may ask as many follow up questions as you would like with either side before passing judgement. The verdict can be sent off to the local guard or government, where the DM can decide if they recognize your authority or not.

WESTERN ASTROLOGY



The Western zodiac is a branch of astrology that is designed to take into account the place of birth as well as the exact time, day, and month of birth. On Earth, the zodiac signs are based on the positions of certain heavenly bodies and their relation to the planet.

In this section we will focus on a character's **sun sign**, which is the sign determined by the day and month of their birth and is said to represent outward personality. Sun signs are determined by the day and month of one's birth. A person's **moon sign** is said to represent their emotions, but they change every 2 1/2 days and thus are much more difficult to track—especially when using a fantasy calendar. Also important are **rising signs**, which are said to determine how others view you; these are even more difficult to track than moon signs, as they depend on the hour of one's birth.

MONTH	ZODIAC SIGN	DAMAGE TYPE	DRAGONMARK
January	Aries	Fire	Passage
February	Taurus	Bludgeoning	Hospitality
March	Gemini	Psychic	Handling
April	Cancer	Force	Warding
May	Leo	Fire	Storms
June	Virgo	Psychic	Scribing
July	Libra	Thunder	Finding
August	Scorpio	Fire	Shadow
September	Sagittarius	Cold	Sentinel
October	Capricorn	Force	Detection
November	Aquarius	Acid	Healing
December	Pisces	Necrotic	Making

ADAPTING TO OTHER CALENDARS

As there are twelve signs of the western zodiac, you can easily adapt the signs provided to work with any twelve month calendar such as those of Faerun and Eberron. For calendars with fewer (or more) than 12 months, you can adjust the length of time that each sign is most prominent to better suit your calendar needs. Alternatively, you can simply drop your least favorite signs or repeat signs as seen in the Welsh and Egyptian zodiacs.

THE TWELVE SIGNS

The 12 signs of the western zodiac are divided into four elements: fire, earth, air and water. Fire and air signs are considered masculine, while water and earth signs are considered feminine. **Fire signs** include Aries, Leo, and Sagittarius; **earth signs** include Capricorn, Taurus, and virgo; **air signs** include Libra, Aquarius, and Gemini; and **water signs** include Scorpio, Pisces, and Cancer.

The twelve signs are also divided further into three different categories; cardinal, mutable, and fixed. The **cardinal signs** of Aries, Cancer, Libra, and Capricorn are known to be leaders, though how they lead is determined by the individual sign. The **mutable signs** of Sagittarius, Pisces, Gemini, and Virgo are known to be adaptable, and are often the bringers of change or connections. The **fixed signs** of Taurus, Leo, Scorpio, and Aquarius are maintainers—often thought of as stubborn, the fixed signs hold strong ideas opinions and are valued for their loyalty.

ARIES

Bold and ambitious

Those born under the sign of Aries often find themselves filled with ambition and drive. Oftentimes Aries are natural leaders, using their drive and ambition to draw others to themselves. Magic-users who are born under this sign find themselves drawn to flame and fire spells, and are often the first kind of spells that they learn or manifest. Aries learn by doing; they barrel blindly through life like the Ram, and learn from their many many mistakes.

TAURUS

Sensual and logical

Those born under the sign of Taurus find themselves greatly influenced by their environment. Taurans love comfort and pleasure, and will try to surround themselves with as many luxury items and amenities as possible. With that being said, Taureans know that these valuables cost money, and as such are prepared to place their nose to the grindstone in order to put in hard days of work. As befits a sign that is governed by a bull, Taureans are also concerned with security and are constantly on the lookout for danger. They often find themselves lended to mercenary or security work and very rarely do they turn to more unscrupulous ends.

GEMINI

Playful and curious

Those born under the sign of Gemini find themselves torn into two halves of themselves, constantly striving in separate directions. Incredibly social, Geminis boast many friend groups and can easily blend in with new ones. Often called social chameleons, Gemini's greatest strength is to find friends no matter where they go. Spellcasters who are born under the sign of Gemini are oftentimes great innovators, creating new and exciting spells.

CANCER

Sensitive and practical

Those born under the sign of Cancer find themselves desiring human connection in whatever form. Cancers are very sensitive to the environment around them, but at the same time very protective of their inner thoughts. When a Cancer makes friends, they open up that protective crustacean shell, but at the risk of becoming overly controlling and protective of that friend. Cancers excel at protection oriented jobs like a city guard or warden. Many Cancer adventurers are fiercely protective of their adventuring party, while also longing for the hearth of home.

LEO

Proud and faithful

Those born under the sign of Leo find themselves lavishing in praise and compliments, resting on their laurels much like the titular big cat from which the sign draws its name. Leos are lovers of the spotlight, and try to spend as much time as possible in it. They are a dynamic and creative sign, but with these boons comes a prideful side. Their usually powerful aura can become disrupted if they feel as if someone would take that from them. Regardless, the most defining trait of a Leo is their great capacity for bravery in tough situations.

VIRGO

Logical and clever

Those born under the sign of Virgo find themselves drawn to academic work. Constantly referred to as "Know It Alls", Virgos wear that name as a badge of honor. Those born under the sign of Virgo are perfectionists, meticulously arranging data into clear cut concepts and lists in order to process and under them. One peculiar trait that Virgos possess is a desire to help those around them. This can be both a blessing and a curse to those who find themselves in close proximity to a Virgo. While they are right most of the time when it comes to important matters, an unchecked Virgo may become domineering to those they are trying to help.

LIBRA

Adventurous and Indecisive

Those born under the sign of Libra are born with a call to adventure deep within their hearts. They strive for balance and equilibrium within their lives. Much like Taureans, Libras like to surround themselves with bodacious and beautiful environments, and have a keen eye for design. Relationships, no matter what form they take, are incredibly important to Libras and they will do anything in their power to maintain and strengthen those relationships. This incredible thirst for adventure and eye for detail comes with a downside though. In striving for balance, Libras are incredibly indecisive, torn between two polar opposite decisions.

SCORPIO

Powerful and Wise

Those who are born under the sign of Scorpio find themselves incredibly predisposed to waiting and striking when the time is right. A mysterious sign, Scorpions play their cards close to their chest, and are seen as incredibly vague and somewhat untrustworthy people. Scorpions are attuned to the concepts of destruction and transformation, two concepts which often go hand in hand. This means that Scorpions are constantly looking to change the world around them. Left unchecked, this means that Scorpions can be control freaks, relentlessly desiring control and dominion.

SAGITTARIUS

Achieving and open-Minded

Those who are born under the sign of Sagittarius find themselves drawn to knowledge and the pursuit of it. Unlike Virgo, which is another erudite sign, Sagittarians are drawn to knowledge for the sake of knowledge, for the story of knowledge, rather than the practical application of it. Sagittarians travel across Faerun in search of knowledge and experiences. This in combination with their amazing sense of humor allows them to magnetically draw people from all walks of life to themselves. However Sagittarius, more so than any other erudite sign, must take care to keep their comments and opinions in check, lest they be seen as arrogant or haughty.

CAPRICORN

Loyal and stubborn

Those born under the sign of Capricorn find themselves drawn to ambition and the pursuit of power. Unlike Aries, which is another ambition focused sign, Capricorns are able to methodically plan out their plans and follow through. They are utterly focused on their goal, which can make them come off as cold or detached to other people sometimes. Capricorns are predisposed to being stoics, showing little emotion to the people around them. Despite this apparent coldness however, they are fiercely loyal to their friends and family and are known to engage in many childlike pursuits with them such as pranks and troublemaking.

AQUARIUS

Innovative and distant

Those who are born under the sign of Aquarius find themselves drawn to humanitarian efforts and organizations. Radical social progressives, Aquarians are often the ones to speak out the loudest against the monarchies of faerun, advocating power to the people. Because of this rigid adherence to their convictions, Aquarians are one of the most stubborn signs. Magic users born under the sign of Aquarius find themselves drawn to earth and abjuration magic.

PISCES

Free and sensitive

Those born under the sign of Pisces find themselves constantly torn between what's real and what's made believe. Pisceans are oftentimes the people who are most predisposed to psionic abilities, due to their attunement with their own and others emotions. Pisceans are the best at creative projects and endeavours, such as music and motivational speaking. This, combined with their innate connection to people, make them excel at person to person contact. This connection to the collective unconsciousness can come at a cost however, Pisceans have to constantly keep themselves grounded or risk losing themselves to their emotions.

REPLACING RACIAL ASI'S

As more and more people are moving away from ability score increases as racial bonuses, it only seems fitting to include them as a part of introducing zodiac signs to your campaign. For those looking for a new way to gain starting ASI's, the following table shows how to do so using the western zodiac.

ZODIAC SIGN	ASIS
Aries	Str +2, Cha +1
Taurus	Con +2, Wis +1
Gemini	Cha +2, Dex +1
Cancer	Con +1, Int +1, Str +1
Leo	Str +2, Dex +1
Virgo	Int +2, Wis +1
Libra	Wis +2, Con +1
Scorpio	Int +2, Dex +1
Sagittarius	Cha +2, Str +1
Capricorn	Cha +1, Dex +1, Wis +1
Aquarius	Int +2, Cha +1
Pisces	Wis +2, Int +1

SIGNS AS FEATS

When using the western zodiac, players can also choose to use some of the feats provided as options for both the Faerun and Eberron zodiac—with some minor modifications.

When using the **Astrological Resistance** feat, instead of choosing a second sign consider figuring out what your characters rising or moon sign would be and using that instead.

When using the **Starmarked** and **Greater Starmark** feats, refer to the table below to determine which abilities or spells you would gain from these feats. Since they correspond with the dragonmarks assigned to the signs, the only differences are the names of the signs.

Additionally, this section includes a new feat designed specifically for the western zodiac.

WESTERN	EBERRON	WESTERN	EBERRON
Aries	Sorcerer	Libra	Mind Flayer
Taurus	Orc	Scorpio	Kobold
Gemini	Couatl	Sagittarius	Scribe
Cancer	Modron	Capricorn	Manticore
Leo	Mimic	Aquarius	Celestial
Virgo	Bard	Pisces	Dragon

ELEMENTAL INFLUENCE

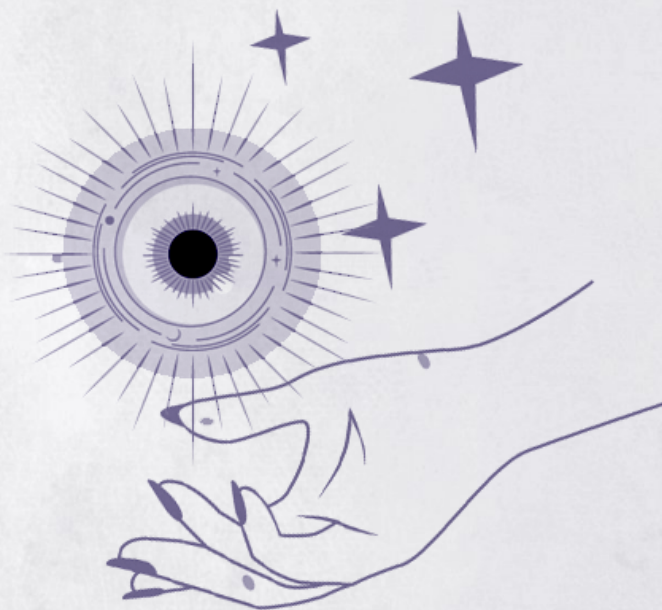
The signs of the western zodiac are divided into air, earth, fire, and water signs. The classification of your sign determines which one of the following abilities you gain through this feat.

Air. Once per long rest, you can grant a number of allies (including yourself) equal to your Charisma modifier a flying speed of 15 feet for 1 hour. A character with this flight must end their movement on solid ground, or else they fall back to the ground at the end of their turn.

Earth. Your choice of Strength of Constitution increases by 1, and you gain the ability to push past your limits to get the job done. Whenever you would take your first level of exhaustion you can ignore the effects, and treat any other levels of exhaustion as if they were one lesser. You still die upon reaching 6 levels of exhaustion.

Fire. Your wisdom score increases by 1, and you have advantage on saving throws to avoid being charmed or frightened. Once per long rest, you can use your bonus action to also grant one ally within 30 feet advantage on their saving throw against being charmed or frightened.

Water. As a bonus action, you can reach out telepathically to soothe a friendly creature within 30 feet, ridding them of one of the following conditions: charmed, frightened, paralyzed, or stunned. You can use this ability a number of times equal to your Wisdom modifier (minimum of 1), and regain spent uses upon finishing a long rest.



ADVANCED ASTROLOGY



Some zodiacs, like that of the western branch of astrology, are more complex than a single sign. In western astrology, the locations of each planet on the date and time of your birth come together to form what is called a **birth chart**. Each planet and the house they are found in on one's birth chart is said to affect a key part of one's life, from money to relationships.

If you wish to develop a full birth chart for your character, this section will detail how to do so—or at least how to mimic the birth charts found in western astrology. This section is best suited for use with the Faerun, Eberron, or Western zodiacs.

DETERMINING RISING SIGN

Your rising sign represents your social personality, physical body, and outward style—this is how people perceive you. This sign changes every two hours, and as such is dependant on your time of birth. Assuming your world has 24 hour days, and uses a zodiac with 12 signs, this is fairly easy to calculate as the signs will simply go in order. For worlds with more zodiac signs, or less, simply adjust how quickly the rising sign changes and repeat the signs as many—or as few—times as necessary.

TIME (24 HR)	WESTERN	FAERUN	EBERRON
00:00 - 02:00	Aries	Aboleth	Sorcerer
02:00 - 04:00	Taurus	Blink Dog	Orc
04:00 - 06:00	Gemini	Cleric	Couatl
06:00 - 08:00	Cancer	Pirate	Modron
08:00 - 10:00	Leo	Ooze	Mimic
10:00 - 12:00	Virgo	Owlbear	Bard
12:00 - 14:00	Libra	Unicorn	Mind Flayer
14:00 - 16:00	Scorpio	Fiend	Kobold
16:00 - 18:00	Sagittarius	Goblin	Scribe
18:00 - 20:00	Capricorn	Treant	Manticore
20:00 - 22:00	Aquarius	Tarrasque	Celestial
22:00 - 24:00	Pisces	Beholder	Dragon

DETERMINING MOON SIGN

The moon changes signs every 2 to 2 1/2 days, meaning it can even change sign mid-day. For this section, we will stick to having it change every 2 days exactly. Your moon sign represents your emotional personality—your inner world. It is one of the most important parts of your chart, alongside your sun and rising signs.

For zodiacs like Eberron, where your main sign is referred to as a "moon sign", feel free to rename this sign to anything you'd like! For example, Eberron may have Siberys and Khyber signs rather than rising or moon signs.

The table below uses the Harptos calendar as an example, but can easily be converted to any style of calendar. The zodiac will always repeat itself in order, with the moon sign changing every 2 days.

DAY OF MONTH	WESTERN	FAERUN	EBERRON
1st & 2nd	Aries	Aboleth	Sorcerer
3rd & 4th	Taurus	Blink Dog	Orc
5th & 6th	Gemini	Cleric	Couatl
7th & 8th	Cancer	Pirate	Modron
9th & 10th	Leo	Ooze	Mimic
11th & 12th	Virgo	Owlbear	Bard
13th & 14th	Libra	Unicorn	Mind Flayer
15th & 16th	Scorpio	Fiend	Kobold
17th & 18th	Sagittarius	Goblin	Scribe
19th & 20th	Capricorn	Treant	Manticore
21st & 22nd	Aquarius	Tarrasque	Celestial
23rd & 24th	Pisces	Beholder	Dragon
25th & 26th	Aries	Aboleth	Sorcerer
27th & 28th	Taurus	Blink Dog	Orc
29th & 30th	Gemini	Cleric	Couatl

OTHER PLANETARY SIGNS

When reading a normal western birth chart, each planet is also assigned a sign. Unlike moon, sun, and rising signs, a planet can stay in one house—or sign—for years at a time. This makes planetary signs the easiest to adapt to a fantasy calendar, since your world likely doesn't have the same planets as our earth; meaning you can assign your own timing and meanings to whatever celestial bodies the astrology of your world revolves around. The only constant is that planets will always rotate through the signs in order.

The planets as we know them, how long they stay in a given sign, and what they represent are listed below for your reference;

Mercury determines how you communicate and process information, and is also known as the "mind's planet". It spends 14 to 30 days in each sign.

Venus determines how, and what, you love. It stays in each sign for 1 to 2 months at a time.

Mars is known for aggression. It determines how you assert yourself and take action, particularly in your ambitiousness or when you're angry. It stays in each sign for about a 1 1/2 months.

Jupiter rules your idealism, optimism, and expansion. It stays in each sign for 1 year.

Saturn rules your responsibility, boundaries, and self discipline. It stays in each sign for 2 1/2 years.

Uranus rules over innovation and rebellion. As it stays in each sign for 7 years, it says more about your generation than yourself.

Neptune rules dreams and imagination. Like Uranus, it stays in each sign for 14 years and is typically representative of a generation.

Pluto rules over power—the obsession with, and control of. It stays in each sign for 14 to 30 years, and represents a generation much like Uranus and Neptune.

THE 12 HOUSES

In astrology, the 12 houses each represent a key part of life. Planets are constantly moving from house to house, and their locations during your birth can provide valuable insights into your future and yourself. While a sign tells you "how" a planet expresses themselves, the house a planet is in tells you "where". Your rising sign is your anchor when dealing with the houses, as it represents the sign emerging from the horizon at the time of your birth and your chart's ruling planet.

As which house a planet is in is determined by its location in the sky, this is almost impossible to translate easily to a fantasy setting—few people keep track of the planets in their games, much less their exact locations. Because of this, this section includes descriptions for each of the 12 houses but not how to use them. You may choose to assign planets to houses randomly, or develop a rotation similar to those used to determine planetary signs. The 12 houses are as follows;

1. First impressions, sense of self. Determines your rising (or ascendant) sign.
2. Finances, material environment, self-esteem.
3. Communication and community affairs.
4. Foundation—home, security, family.
5. Self-expression, creativity, romance.
6. Service to others, routines, healthy living.
7. Relationships, both business and personal.
8. Birth, death, transformation.
9. Expansion, travel, risk, and adventure.
10. Public image, tradition, boundaries—said to represent your career path.
11. Teamwork, friendship, social justice, originality.
12. Endings, tying up loose ends, the arts, the subconscious.

ASTROLOGICAL SUBCLASSES

ARTIFICER: INVENTOR

Suggested Signs: Osiris, Virgo, Hazel, Kobold.

While all artificers are creators, those that follow the path of the Inventor truly stand out among the rest. Their knack for organization and their keen eyes make them quick workers, though their indecisiveness means they are likely to be working on multiple projects at any given time. Artificers that follow this path are almost always driven by a great curiosity, leading them to create any number of new and unique items.

INVENTOR SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Inventor Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

ARTIFICER LEVEL	SPELLS
3rd	<i>catapult, identify</i>
5th	<i>arcane lock, heat metal</i>
9th	<i>counterspell, galdler's tower</i>
13th	<i>fabricate, secret chest</i>
17th	<i>awaken, creation</i>

McOSIRIS

Beginning at 3rd level, you are never left unprepared. Any common item your group may need you can easily build from the things you have on hand. To determine how long it would take to build the replacement, divide the gold cost by 2 for the number of minutes (minimum of 1).

The rarity of the item that can be replaced in this way rises to uncommon at 8th level, and rare at 12th level.

FINER CRAFT

By 5th level, you are a master craftsman. Pick two additional artisan tools to gain proficiency with, and double your proficiency bonus for all checks made to use artisan tools you are proficient in (including the tinker's tools).

Additionally, whenever you craft an object in your downtime or create a replacement using your McOsiris feature, the final product is considered one rarity level higher than normal for trading or selling purposes because it's so well made.

PLAN B

Starting at 9th level, you have learned that the first plan doesn't always work out and how best to get out of a tight spot. As an action, you can move a number of allies equal to your Wisdom modifier (minimum of 1) up to an equal amount of positions in the initiative order. Once you have done so, you can't do so again until you have finished a long rest.

Additionally, twice per long rest, you can use your bonus action to power up a weapon that you can see within 60 feet of yourself, causing it to deal an additional 1d8 force damage on its next successful hit.

LIVING CREATIONS

By 15th level, you have a deep connection to the things you make that tends to bring them to life. After finishing a long rest, you may select any creation that is small or tiny sized to spend 10 minutes with and simulate the effects of the *animate object* spell. If this is cast on the same object for a week unbroken the effects will be permanent.

This increases to a medium sized or smaller object at 18th level and a large sized or smaller object at 20th level.

BARDIC COLLEGE OF ROMANCE

Suggested Signs: Iris, Taurus, Hawthorn, Cleric.

A bard from the College of Romance is a smooth operator who knows how to invoke feelings. They are about passion and pleasure for all, often seeing no reason why everyone can't just enjoy themselves. Not the type to settle down for long, they are always chasing after a new love—in love with the idea of love, rather than any particular person, as that passion fuels their art. You'll often find them as poets, songwriters, or acting in plays laced with romance. They are the stars of the shows and the players of hearts.

PERHAPS YOU HEARD WRONG

When you join the College of Romance at 3rd level, you learn to always say the right thing. As an action, you can skillfully reshape the memories of listeners in your immediate area, so that each creature of your choice within 5 feet of you forgets a verbal flub you made within the last 6 seconds. Those listeners then remember that you actually said the next words out of your mouth.

Once used to correct a verbal miss step, it can not be used on the same group of people for 24 hours. This feature can be used a number of times equal to your Charisma modifier (minimum 1), after which you can not use it again until you finish a long rest.

LOVE'S PROTECTION

Starting at 3rd level, you are immune to being charmed, frightened, hypnotized, or petrified.

SWEET NOTHINGS

At 6th level, you learn to infuse your words with sugary sweetness to charm those around you. If you speak to a humanoid alone for at least 1 minute, you can attempt to persuade them to aid you. At the end of the conversation, the target must succeed on a Wisdom saving throw against your spell save DC or be charmed by you or a creature of your choice. The target is charmed in this way for 1 hour, until it is attacked or damaged, or until it witnesses its allies being attacked or damaged. If the target succeeds on its saving throw, the target has no hint that you tried to charm it.

Once you use this feature, you can not use it again until you finish a short or long rest.

LOVE EXPERT

Starting at 6th level, you double your proficiency bonus for any Charisma based checks. Additionally, any Charisma check or save that would total 9 or below is instead treated as a 10.

LOVE NEVER DIES

At 14th level, you can expend one use of your Bardic Inspiration dice as a bonus action to heal a fallen party member that you can see that has fallen unconscious for its maximum amount of hit points.

Additionally, any Bardic Inspiration dice you give out can now also be used to heal as a bonus action by the player holding it instead of being applied to a roll.



DRUID CIRCLE OF THE FLOOD

Suggested Signs: Nile, water signs, Willow, Sorcerer.

In nature, the floods bring destruction but also a new life for the next planting season. Like this cycle of destruction and growth, a Druid of the Circle of Flood embraces the healing and destructive powers of the water. They often live close to running water sources in order to protect them from being spoiled, and become protectors of the wild around it as a side effect. A healthy respect of the power that water holds permeates every aspect of their lives, integrating the water source into their everyday life.

CIRCLE SPELLS

When you choose this Circle, you gain such a close bond to the river and the seasons it moves through that you gain access to certain spells. At 2nd level, you learn the shape water cantrip. You gain additional spells at later levels, as shown on the Circle of the Flood Spells table.

Once you gain access to one of these spells, you always have it prepared and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

DRUID LEVEL	SPELLS
3rd	<i>misty step, spike growth</i>
5th	<i>wall of water, water walk</i>
7th	<i>control water, watery sphere</i> <i>conjure elemental, wrath of</i>
9th	<i>nature</i>

ELEMENTAL AVATAR

At 2nd level, your tie with nature allows you to take the shape of elementals when using your Wild Shape feature rather than using a beast form. When choosing your shape you can pick from an elemental with a challenge rating as high as 1 (you ignore the Max CR column of the Beast Shapes table, but must abide by the other limitations there). Normal rules apply when taking on a beast shape instead.

Starting at 6th level, you can transform into an elemental with a challenge rating as high as your druid level divided by 3, rounded down.

ONE WITH THE WAVES

At 6th level, you can breath underwater at will. You can also move through water freely and no longer take disadvantage on attack rolls. Water also appears crystal clear to you, giving you an additional 15 feet of sight and advantage on perception checks as if the water is helping to warn you.

In addition, you have advantage on any saving throws against attacks magical or otherwise that involve water such as *wall of water*.

HEALING WATERS

Starting at 10th level, once per day when near running water you can gain 2d10 temporary hit points by partially immersing yourself. These hit points do not stack. Additionally, you may select a number of targets equal to your Wisdom modifier (minimum 1) to wade into the water with you to restore 4d8 hit points instead of gaining the temporary hit points. Once you've used this feature, it can't be used again until you've finished a long rest.

RISING FLOODS

At 14th level, as a bonus action you can cause a cyclone of water to spin out from you and grow to a 30 ft sphere. Any target within the area of the cyclone must make a Strength saving throw against your spell DC. On a failure, they take 2d10 force damage and are slammed back to the edge of the cyclone. On a success, they take no damage and are moved back half the distance. This can be done a number of times equal to your Wisdom modifier (minimum 1), after which you can not use this feature again until you've finished a long rest.

At 17th level, you can use an action to cast the cyclone of water and choose a number of targets up to your Wisdom modifier to remain within the cyclone unscathed.

FIGHTER: MAYHEM HARBINGER

Suggested Signs: Seth, fire signs, Mind Flayer, Beholder.

War is chaos; if you want to win a fight, then you have to be willing to fight dirty. There is no honor for a dead man no matter what the tales of old try to fill your head with. You've learned this the hard way, whether through first hand experience or losing someone close to the way of war. It has instilled in you a knowledge that the best way to walk away from a battle victorious is to blow through the other side, and there is no better way to do that then to throw their side into chaos. Break their lines, throw them for a loop, and get them running for their lives to sweep in and mop up the mess of scared men.

BATTLE MADNESS

Beginning when you choose this archetype at 3rd level, when you land a critical strike you also roll on the Wild Magic Surge chart. On a 99 - 100 you gain an additional attack. The critical strike still does the weapon's critical damage in addition to the wild magic effect.

CHAOTIC CHARGE

Also at 3rd level, when charging into battle you create maximum chaos in order to benefit from the confusion. Once during each combat as a bonus action, you can cast randomly from the chaos effect table on a point you can see within 60 ft of you. The distraction this causes gives you +1 to all attack rolls and damage for the duration of the effect.

Additionally when you successfully hit on an attack roll while the distraction is active, you deal damage equal to your proficiency bonus to any other targets within reach. You can use this feature once, and regain spent uses upon finishing a short or long rest.

DESTRUCTIVE FORCE

At 7th level, your blows gain an inhuman power. On a successful attack you can choose to use your bonus action to damage the creature's armor instead. If they are not wearing armor, you can instead give a -1 AC cumulative debuff to them. This debuff remains for the next 24 hours. If they

are wearing armor it takes a -1 permanent and cumulative penalty, and if it reaches -5 it is considered destroyed. This feature can only be used once per round.

Additionally, this can be used to target a weapon at a -2 penalty for the attack roll.

CHILD OF WAR

Starting at 7th level, you can now use your bonus action to perform a single attack without any penalty to modifiers.

TIDES OF BATTLE

At 10th level, when it seems like the fight is not going your way you are able to shift the battle to your favor. As a reaction when any enemy you see within 60 ft of you lands a successful hit, you can force them to make a Wisdom saving throw against a DC of 8 + your proficiency bonus + your Strength or your Dexterity modifier. On a failure, the target instead lands that attack on their nearest ally. On a success, the attack continues as normal.

D6 CHAOS EFFECT

- 1 **cave bear** appears and attacks any hostiles, when it reaches 0 hit points or there are no remaining hostiles it disappears.
A 5 ft square explodes, raining down rock and lava in a 10 ft sphere, dealing 2d6 fire damage to anyone in range. The space is now a lava pit that continues to bubble dealing 1d4 fire damage to anyone next to it for the next 10 minutes.
- 2 You trigger *the sword burst* spell on the chosen space.
- 3 **crag cats** appear and begin attacking any hostiles, when it reaches 0 hit points or there are no remaining hostiles it disappears.
- 4 The ground drops away in a 10 ft square revealing an acid pit that remains for 10 minutes.
A *fog cloud* appears but does not hamper your own vision.
- 5
- 6

TACTICAL RETREAT

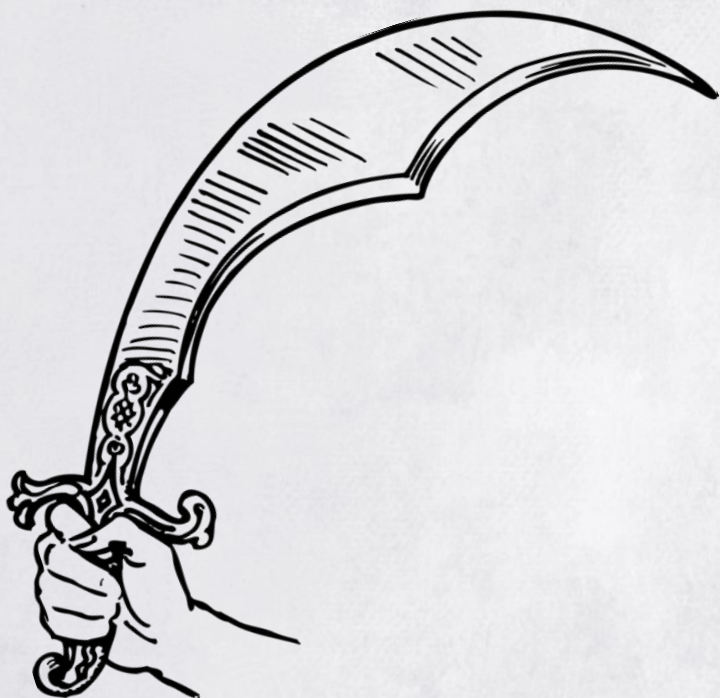
Starting at 15th level, if the battle doesn't look like a win you can gather your forces to retreat to recover and try again. As an action you can give a war bellow, and any ally able to hear it will not take attacks of opportunity while retreating till the end of their turn. Additionally any attacks done as part of retreating deal an additional 2d8 damage and force the target to make a Dexterity saving throw or fall prone.

Once successfully out of combat, those who defeated you are marked as your sworn enemy. This gives you advantage when tracking them, as well as granting a +2 bonus to your attacks against them. You can only have one sworn enemy at a time, but this can include a group as long as it's specific. An example would be the Red Rose Bandits that ambushed us, or the Ankeheg whose eye I took.

STORMING

At 18th level, even the environment around you turns to chaos while fighting. As a bonus action you gain the ability to cast from the following spells without expending a spell slot once per combat: *call lightning*, *ice storm*, *sleet storm*, *storm sphere*

Your spell attack modifier for these spells = your proficiency bonus + either your Strength or Dexterity modifier.



ROGUE: THE SCORPIO

Suggested Signs: Scorpio.

The Scorpio is a roguish archetype that draws more energy from their sign than usual, allowing them to mimic it to a certain degree. Scorpio Rogues are calm, collected, and ambitious. This, along with their ability to harness their astrological magic, makes them a formidable adventurer.

SCORPION'S STING

Starting at 3rd level, you've developed a magical poison that allows you the upper hand in fights. Whenever you deal piercing damage to a creature, you can use a bonus action to force them to make a Constitution saving throw (DC = 8 + your proficiency bonus + your Dexterity modifier). On a failure, they are poisoned for 1 minute and you have advantage on attacks against them when you take the attack action on your turn. You can poison a creature in this way a number of times equal to your Dexterity modifier (minimum of 1), regaining spent uses on a long rest.

GLOWERING PRESENCE

Starting at 9th level, you learn to leverage your persona against your foes. If you fail an intimidation check, you can reroll with advantage. You must finish a long rest before using this ability again.

SELF ASSERTION

Starting at 13th level, you know exactly who you are and what you want to be. You have advantage on saving throws against being charmed or other mind altering effects, and can add double your proficiency bonus to these rolls.

ENVENOMED

Starting at 17th level, when a creature fails its saving throw against your Scorpio's Sting feature, they take an amount of poison damage equal to half your sneak attack dice.

SORCERER: CHILD OF BASTET

Suggested Signs: Bastet.

Your innate magic comes from the power of Bastet. Somewhere along your family tree an ancestor caught the goddess' eyes and ended up with a child. Though it was so long ago it's just seen as a tall tale, you've recently been awoken to new powers. The goddess is with you now to help you regain the knowledge laying hidden in your blood.

Children of Bastet are invaluable members of a party as they can give warnings of what lay ahead, see through deceit, and provide a sense of peace for those around them. Their magic is shaped by each individual to be defensive or offensive in its protection, but every child has the heart of a lioness beating within as Bastet watches on.

PSYCHIC FOCUS

Starting at 1st level, you select a focus with which you can read the future and see what others wish to hide. The selection of the focus allows for additional spells as well as the base effect the focus produces when paired with your bloodline.

Crystal Orb. With a fist sized crystal orb wrapped in a silk cloth you can find the answers to what you look for by staring into the swirling mists within. During downtime you can stare into the crystal orb and roll on the Fortunes chart to see what awaits you. Additionally you gain access to the following spells at the levels at which you can cast them: *clairvoyance, divination, sending, telepathic bond.*

Cards. A very special set of cards rests in a velvet lined bag, it can be an heirloom or something you made yourself. Each card holds several images that when stacked and laid over each other answers questions though you may not like the answer. During downtime you can read someone's cards and roll on the Fortunes chart to see what awaits them. Additionally you gain access to the following spells at the levels at which you can cast them: *bless, banishment, crown of madness, guardian of faith.*

Bones. You collect bits of bones from dead creatures you come across that are unique in some way. This growing collection of bones is stored in a leather pouch that you dip a small wooden cup into to rattle the bones before throwing them.

During downtime you can read someone their bones and roll on the Fortunes chart to see what awaits them. Additionally you gain access to the following spells at the levels at which you can cast them: *bestow curse, cause fear, life transference, speak with dead.*

Tea Leaves. Serving brewed tea during downtime will remove a point of exhaustion for any who partake in it. Afterwards you may read their tea leaves and roll on the Fortunes chart to see what awaits them. Additionally you gain access to the following spells at the levels at which you can cast them: *cure wounds, healing word, lesser restoration, greater restoration.*

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the sorcerer spell list, the spell is nonetheless a sorcerer spell for you.

HEALING PRESENCE

Also at 1st level, you give off a curative aura. After a long rest you start, with a pool of 2d6 hit points. These can be dispersed to an ally within 30 ft that is in need to heal them, and any excess becomes temporary hit points. Once the pool has been depleted you can not use this feature again until finishing a long rest.

This grows to 2d8 at 6th level, 2d10 at 14th level and 2d12 at 18th level.

PROTECTIONS PATH

At 6th level, you can choose how protect those you value from the options below.

Defensive. You can spend 1 sorcery point to gain resistance to a damage type for 1 hour. Spending 2 sorcery points allows the resistance to an ally within 30 ft. You can only have a single resistance on a target at a time, casting a new resistance on the same target cancels out the previous one.

Offensive. You can spend 1 sorcery point to negate resistance to the type of damage being dealt with an attack or spell till the end of your next turn. Each subsequent turn you can spend an additional sorcery point to continue the negation. You can negate up to 3 damage resistances at a time, these can be spread between different targets

and can be the same type of resistance. Casting a 4th resistance negation will drop the first. Spending 2 sorcery points allows you to negate an immunity, additional rounds cost 2 sorcery points as well.

Balanced. You can spend 1 sorcery point as a reaction to cast shield on an ally within 30 ft of you. You can also spend 1 sorcery point to add 2d6 psychic damage to any attack that is successfully landed within 15 ft of you.

FORTUNES CHART

d8 CRYSTAL ORB CARDS BONES TEA LEAVES

1	+1 to next CHA check.	Start the next battle under the effects of <i>bless</i> .	-2 on the next attack from a hostile.	+1 to next STR check.
2	A single question answered as if using the commune spell.	+1 to next WIS check.	Advantage on the next initiative roll.	Immune to poison for 24 hrs.
3	Immune to surprise effects for the next 24 hrs.	Extra attack first turn in combat.	+1 to next DEX check.	Next short rest counts as a long rest.
4	+1 to next DEX check.	Cast the next level 1 spell without components.	Healing is maxed for the next 24 hours.	+1 to next WIS check.
5	Immune to charm effects for the next 24 hrs.	Find (1d10 x 10) GP.	+1 to next WIS check	Under the effects of haste.
6	+2 to the next skill check.	+1 to next INT check.	+2 to next saving throw.	Immune to disease for 24 hrs.
7	+1 to next STR check.	The next person you talk to is charmed by you for 10 minutes.	1d6 temporary hit points.	+1 to next INT check.
8	Can't be frightened for 24 hrs.	Next hit deals 2d6 extra damage.	+1 to next CHA check.	Able to take the max of hit dice on the next rest.

BASTET'S INSIGHT

At 14th level, you can see the lies others tell. When you use this feature as a bonus action for the next 10 minutes anyone telling a lie will have a black film over them—the bigger the lie, the more they seem to be coated in darkness. Additionally, those telling the truth will glow—the more honest the person is being the brighter they glow. This feature can be used a number of times equal to your Charisma modifier (minimum 1), after which you must finish a long rest before using it again.

Additionally, a roll of 10 or less on any Insight check is treated as an 11.

DICE OF FATE

Starting at 18th level, you become an avatar of Bastet. As a reaction anytime a d20 is rolled at the table you can claim it for the future as a Dice of Fate. You can interrupt before a success or fail is called on a roll and spend 3 sorcery points to make one of the Dice of Fate the total instead of what was rolled. The number of Dice of Fate you can hold onto at a time is determined by your Charisma modifier (minimum 1).



WARLOCK: SEKHMET, PATRON OF MISFORTUNES

Suggested Signs: Sekhmet.

Your patron is the goddess Sekhmet, and the deal was made through the stars she watches from. You are not sure what she wants with you or her goals in making a deal with a mortal. Her moods seem to swing from quarrels to peace just as easily as flipping a coin. Though she does seem intensely interested in the waves you create on your adventures, you hope it will be enough to remain on her good side.

EXPANDED SPELL LIST

Sekhmet lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

SPELL LEVEL	SPELLS
1st	<i>hex, ray of sickness</i> <i>blindness/deafness, ray of</i>
2nd	<i>enfeeblement</i>
3rd	<i>revivify, vampiric touch</i>
4th	<i>blight, divination</i>
5th	<i>contagion, greater restoration</i>

CHARMING MASK

Starting at 1st level, you are proficient in all Charisma based skills and may select one in which to apply a double proficiency bonus to.

READING THE ROOM

Starting at 6th level, you have learned to manipulate the feelings of a room or crowd. As an action you can placate a large gathering of people as if casting calm emotions at double its area of effect, you can however also cause a calm crowd to become panicked or an angry mob using the same saving throw as the calm emotions spell. Any actions that you may take to try and instigate the crowd one way or the other are also rolled with advantage. You can do this a number of times a day equal to your Charisma modifier (minimum 1), after which you need to finish a long rest before using this feature again.

Additionally, if given a minute to observe, you can tell the moods of the people in a room, who are

the leaders that people will follow, who are the scapegoats, and who dislikes who.

LUCK STEALER

Starting at 10th level, you can steal the luck from others and give them a bad day. As a reaction, anytime a target within 60 ft of you rolls a natural 20 you may take that from them and force them to roll again. These stolen natural 20s then become d6 Luck Dice that you can give out or use with a bonus action to add to your own roll or that of an ally. You are able to hold up to your Charisma modifier's worth (minimum 1) of Luck Dice at any one time. Any stolen natural 20s that can not be saved as Luck Dice are instead simply discarded. You may use this feature twice before needing to finish a long rest.

TOUCH OF MISFORTUNE

Starting at 14th level, you gain the ability to instantly bend the fortune of a humanoid. You can use your action to touch any humanoid, the target must make a Wisdom saving throw against your spell save DC. If they fail you roll on the Conditions chart below. The target has this condition until it is removed by their ally, the remove curse spell is cast on it, or you use this feature again.

D12	CONDITION
1	Incapacitated
2	Petrified
3	Deafened
4	Stunned
5	Frightened
6	Prone
7	Paralyzed
8	Charmed
9	Poisoned
10	Unconscious
11	Exhaustion
12	Blinded

WARLOCK: THE ZODIAC

Suggested Signs: any, especially western signs.

Your patron is a manifestation of the planets of the western zodiac. Your patron could be just one planet, such as Aquarius or Virgo, or it could even be all of them. Warlocks who choose to make a pact with the Zodiac find themselves more easily able to connect with other people. Legend has it that Warlocks who are particularly devoted to their patron can call down the very heavens to strike their enemies.

EXPANDED SPELL LIST

Your patron lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

SPELL LEVEL	SPELLS
1st	<i>compelled duel, cause fear</i>
2nd	<i>aid, augury</i>
3rd	<i>hypnotic pattern, nondetection</i>
4th	<i>arcane eye, confusion</i>
5th	<i>commune, legend lore</i>

EMPATHETIC CONNECTION

Starting at 1st level, you know the spells *calm emotions* and *friends*. You can cast *friends* at will and you can cast *calm emotions* a number of times equal to your Charisma modifier without expending a spell slot. You regain spent uses on a long rest.

BOLSTER SIGNS

Starting at 6th level, you can choose to bestow a boon to a friendly creature within 30 feet of you that you can see as a bonus action for 1 minute.

The type of boon depends on their zodiac sign:

- **Fire Sign.** The creature has advantage on saving throws against being charmed or frightened.
- **Water Sign.** The creature gains a bonus to their wisdom (insight) and intelligence (investigation) checks equal to your Charisma modifier.
- **Air Sign.** The creature is unaffected by difficult terrain.
- **Earth Sign.** The creature is immune to any spell or effect that would alter its form.

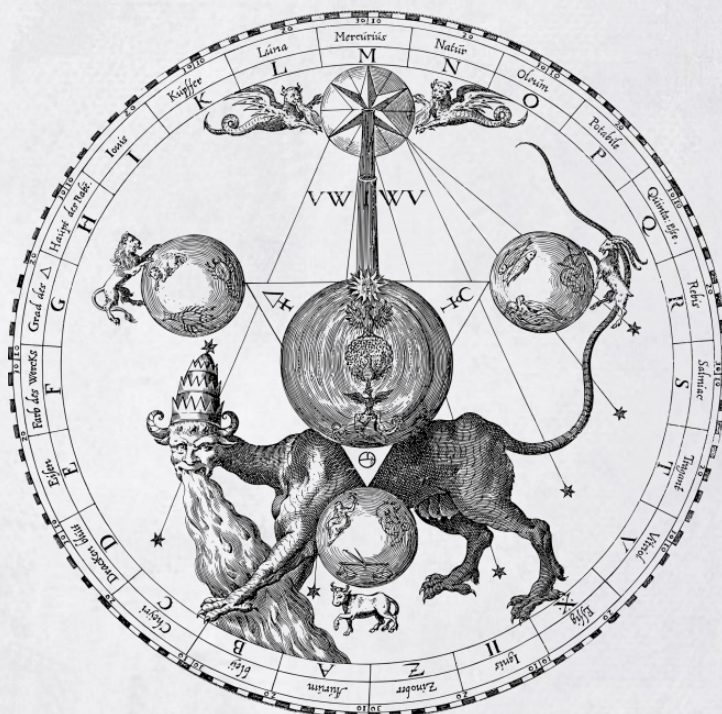
You must finish a long rest before using this ability again.

THE GREAT WHEEL

Starting at 10th level, you learn to harness the stars to defend yourself. As a reaction to taking damage that would reduce you to 0 hit points, you polymorph yourself into one of the following: a fish, crab, goat, cow, cat, or scorpion for 10 minutes. If you are reduced to 0 hit points in this form, you revert back into your original form and resume making death saving throws as usual. Otherwise, at the end of the duration, you polymorph back into your original form with 1 hit point plus an amount of temporary hit points equal to the total hit points of your chosen animal plus twice your Warlock level.

REALIGN THE STARS

Starting at 14th level, you have reached the point where your will can influence the stars. As an action, you can summon up to 6 pillars of starlight for 1 minute. These pillars of starlight are 5 feet in diameter and 120 feet tall. Any creature that starts its turn in one of these pillars takes 5d10 radiant damage (lycanthropes and shapeshifters take 6d10). As a bonus action on subsequent turns you can move one pillar up to 30 feet. You must finish a long rest before using this ability again.



WIZARD SCHOOL OF ASTROLOGY

Suggested Signs: any.

Often, new wizards are faced with a choice: do they train in divination, or specialize in astrology?

Those who choose to focus on astrology are typically already knowledgeable about the stars and the secrets they hold, or have some sort of connection to space or its celestial bodies. Wizards of this school show more self control than those practicing divination, merely wishing to learn the stars secrets instead of change the future.

ASTRONOMER'S TOOLS

Starting when you choose this tradition at 2nd level, you gain proficiency with a new tool set—Astronomer's Tools. Whenever you would take a short or long rest at night, you can use these tools to study the stars and learn what awaits you. You can ask your DM one simple question about the day ahead which they must answer truthfully, though it doesn't have to be an answer that you understand.

You can only use this feature once per day, only at night, and must be able to see the stars to do so.

ASTRONOMER'S TOOLS

These special tools include everything you need to study and chart celestial bodies and phenomena. Included is a collapsible telescope, an astrolabe, an astronomical quadrant, a notebook, a quill, and a pot of ink. Adventurer's proficient with astronomer's tools may be able to use them to navigate using the stars, or to predict changes in celestial bodies which may influence the world around them.

WHAT'S YOUR SIGN?

Also at 2nd level, you have the ability to ascertain the astrological sign of friends and foes alike through simple conversation. You can spend one minute in conversation with or observing a creature with which you share a language to learn their astrological sign and one of the following bits of information:

- Any one personality trait, ideal, bond, or flaw
- Spellcasting level, if the creature has one, and their spellcasting ability
- Whether they have more or less hit points than you
- If their CR is higher or lower than your Wizard level

You can use this feature a number of times equal to your Intelligence modifier (minimum of 1), and regain spent uses whenever you finish a long rest.

DESTRUCTIVE DIVINATION

At 2nd level, your knowledge of the zodiac signs and how they influence those born under them has given you the upper hand. You learn the *bane* and *bless* spells and add them to your spellbook. These spells count as wizard spells for you, but don't count against the number of spells you can prepare.

If you know a target's zodiac sign, you can cast either spell targeting them without expending a spell slot. When casting the spells this way, you must know the zodiac signs of all of your intended targets. You can cast the spells in this way a number of times equal to your Intelligence modifier, and regain spent uses upon finishing a long rest.

DIVINE KNOWLEDGE

Beginning at 6th level, your knowledge of astrology means that other forms of divination come easily to you. Whenever you cast a divination spell of 2nd level or higher, you regain one extended spell slot that is at least one level lower than the spell you cast. You cannot regain spell slots higher than 5th level this way.

GIFTS FROM THE STARS

At 10th level, you have begun to excel at reading the secrets the stars hold. Whenever you use your Astronomer's Tools feature, you can also choose two spells from any spell list to temporarily add to your spell book. These spells count as wizard spells for you, and don't count against the number of spells you can have prepared. Each time you use your Astronomer's Tools feature, you can swap one or both of the spells learned this way for another.

ACE ASTROLOGER

At 14th level, you can channel your energy to bypass the defenses of any creature whose zodiac sign you know. Whenever you would target a creature whose zodiac sign you know with a spell that requires them to make a saving throw, you can choose to impose disadvantage on their roll. If they would make additional saving throws on their turn, you can use your reaction to impose disadvantage again.

You can use this feature a number of times equal to your Intelligence modifier, and regain spent uses upon finishing a long rest.



ASTROLOGICAL ITEMS

ALDER SHIELD

Item (Shield), Uncommon (requires attunement)

This shield made of alder wood is encrusted with rubies and can only be attuned by a character born under the sign of the Alder. A character attuned to this shield does not need proficiency in shields to use it. While in use, this shield gives a character a +3 to their AC. Additionally, this shield cannot be damaged by water and offers an additional +1 AC bonus when the character is targeted by a water attack.

Recommended Gold Cost: 400 gp

AMULET OF HAWTHORN

Item (Amulet), Amulet (requires attunement)

This topaz encrusted hawthorn wood pendant hangs from a bronze chain and can only be attuned by a character born under the sign of the Willow. While wearing this amulet, you are resistant to psychic damage and your mind cannot be read.

Recommended Gold Cost: 300 gp

AMULET OF REED

Item (Amulet), Uncommon (requires attunement)

The wooden pendant is set with jasper and hangs from a bronze chain. It can only be attuned by a character born under the sign of the Reed. When wearing this amulet, you gain advantage on Wisdom (Perception) rolls that rely on hearing. You also have a 45% chance to hear whispers as if they were spoken normally.

Recommended Gold Cost: 300 gp

AMULET OF WILLOW

Item (Amulet), Amulet (requires attunement)

The willow wood pendant of this amulet hangs from a silvery chain that appears to give off a lunar glow. The pendant is encrusted with tiny moonstones that glimmer under the moon. This amulet can only be attuned by a character born under the sign of the Willow. While wearing this amulet, you cannot be targeted by radiant damage.

Recommended Gold Cost: 400 gp

ASH WAND

Item (Wand), Uncommon (requires attunement)

This wand of rowan wood has a handle of carved coral and can only be attuned by a character born under the sign of the Ash. This wand has 3 charges that can be spent to cast the spell charm person. The wand regains 1d3 expended charges daily at dawn.

Recommended Gold Cost: 300 gp

COLLAR OF AMON-RA

Item (necklace), rare (requires attunements)

Twice per day the user can cast from the following list of spells:

calm emotions, charm person, comprehend languages, enthrall, friends, gift of gab, motivational speech, suggestion

Once used, the user needs to complete a long rest before they can use the item again.

Recommended Gold Cost: 5,000 gp

DIPLOMAT'S KIT

Tool, common

This is a small velvet lined box that contains sheets of paper, sending perfume, sealing wax, a quill and ink, a small candle, a signet ring, and signed papers from your ruler. Proficiency with this kit lets you add your proficiency bonus to any ability check involved with navigating political situations.

Recommended Gold Cost: 15 gp

Weight: 5 lbs

DIADEM OF HOLLY

Item (Diadem), Uncommon (requires attunement)

This diadem of holly has carnelian berries and can only be attuned by a character born under the sign of the Holly. This diadem has 3 charges that can be used to cast the command spell. The diadem regains 1d3 expended charges daily at dawn.

Recommended Gold Cost: 300 gp

ELDER SWORD

Item (Sword), Uncommon (requires attunement)

This deceptive sword appears to be a wooden practice sword, but in the hands of a character born under the sign of the Elder it can reveal its true nature. When attuned, this shortsword is razor sharp (despite being made entirely of wood) and jet emerges from the pommel. A character attuned to this sword can use it even if they do not have proficiency in shortswords. This sword is considered magical and deals an additional 1d4 force damage on a hit. On a critical hit, this additional damage increases to 3d4.

Recommended Gold Cost: 500 gp

EXPERIMENTATION SUPPLIES

Tool, common

This padded case contains a variety of bottles and vials filled with liquids, testing papers, various herbs, a portable flame candle, and a miniaturized testing lab. All items needed in order to experiment in the field to concoct new items to assist the team or to tackle a new problem can be found within its many compartments. Proficiency with this kit lets you add your proficiency bonus to any ability check involving alchemy, creating poisons or potions, or the identification of strange liquids.

Recommended Gold Cost: 25 gp (optional)

Weight: 10 lbs

EYES OF THOTH

Item (glasses), uncommon (requires attunements)

A pair of circular glasses made of a black wire framing whose glasses seems to shimmer with moving colors when the light hits it. As an action the user can cast hypnotic pattern twice per day, once all uses you must finish a long rest before using the item again.

Recommended Gold Cost: 500 gp (optional)

GLASSES OF TRUE SIGHT

Item (glasses), rare (requires attunements)

A pair of glasses with dark glass that seems to filter out the light from the user, when activated the glass seems to clear and things that were once hidden now glow in the user's vision when looking through the glasses. As a bonus action the user casts true seeing. This can be done once per day,

after which the user needs to finish a long rest before using the item again.

Recommended Gold Cost: 3,500 gp (optional)

HAZEL WAND

Item (Wand), Uncommon

This hazel wand has a large amethyst at the tip and can only be attuned by a character born under the sign of the Holly. This wand has 3 charges that can be used to cast the detect magic spell. The wand regains 1d3 expended charges daily at dawn.

Recommended Gold Cost: 300 gp

INVESTIGATOR'S KIT

Tool, uncommon

A small leather rolled bundle this kit contains tweezers, magnifying glass, small collection vials, small collection envelopes, a pair of leather gloves, dusting powder, sticky paper, a small notepad and pencil. Proficiency with this kit lets you add your proficiency bonus to any ability check involving investigating a space or body.

Recommended Gold Cost: 30 gp (optional)

Weight: 5 lbs

RING OF IVY

Item (Ring), Uncommon (requires attunement)

This ring is made from ivy that refuses to dry or die wrapped around a blue opal. It can only be attuned by a character born under the sign of the Ivy. While wearing this ring, you can roll a d4 when you make any saving throw and add the result to the number rolled.

Recommended Gold Cost: 200 gp

RING OF OAK

Item (Ring), Uncommon (requires attunement)

This oak ring holds a small diamond and can only be attuned by a character born under the sign of the Oak. While wearing this ring, you are immune to the poisoned condition. You may also render all nonmagical food and drink within a 5-foot-radius free of poison once per day.

Recommended Gold Cost: 200 gp

RING OF VINE

(tem (Ring), Uncommon (requires attunement))

This ring is made of tiny dried vines wrapped around a large emerald and can only be attuned by a character born under the sign of the Vine. While wearing this ring, you are immune to the blinded condition and can create a 15-foot-radius magical sphere around yourself once per day. Those in this sphere must make a Charisma saving throw of 8+ your proficiency bonus + your Charisma modifier. On a failed save, those in the sphere cannot tell a deliberate lie.

Recommended Gold Cost: 250 gp

ROWAN WAND

Item (Wand), Uncommon (requires attunement)

This wand of rowan wood has a large peridot in the handle and can only be attuned by a character born under the sign of the Rowan. This wand has 3 charges that can be spent to cast the spell identify. The wand regains 1d3 expended charges daily at dawn.

Recommended Gold Cost: 300 gp

SCALES OF ANUBIS

Item (earrings), very rare (requires attunements)

When worn each earring is the golden basket of a scale gifting the user with the power of judgement. While being used the earrings glow slightly and the user takes on an ethereal image associated with their alignment.

The earrings have 3 charges, while worn these powers can be used by expending charges of the item in the following ways:

1 charge: *detect evil and good, protection from evil and good, branding smite*

3 charges: *dispel evil and good, banishing smite*

Once all charges have been expended the user will need to complete a long rest to regain the first charge, additional charges will be regained each subsequent rest (short or long).

Recommended Gold Cost: 25,000 gp (optional)

SIGNET RING OF BIRCH

Item (Ring), Uncommon (requires attunement)

This wooden signet ring made of birch laden with crystal can only be attuned by a character born under the sign of the Birch. An attuned character

who wears this ring is immune to being frightened and can gain temporary hit points equal to their Wisdom modifier once per day.

Recommended Gold Cost: 200 gp

TAMER'S KIT

Tool, uncommon

This rolled leather kit contains harnesses, ropes, riggings, and soft saddles used for breaking or taming a wild creature. Proficiency with this kit lets you add your proficiency bonus to any ability check to capture, befriend, or train a beast or wild creature.

Recommended Gold Cost: 20 gp (optional)

Weight: 10 lbs

WATCH OF FORTUNE

Item (watch), very rare (requires attunements)

While this watch is on your person, you gain a +1 bonus to ability checks and saving throws. Additionally once per day should you fail a saving throw or ability check you can turn back time and reroll the dice, you must take the new total. Once this has been used the user can not turn back time again until they have finished a long rest.

Recommended Gold Cost: 15,000 gp (optional)

WINGS OF HORUS

Item (harness), very rare (requires attunements)

A velvety brown harness that criss-crosses the front and back it seems impossible to get in and out of, but once attuned the harness magically appears on the user who can choose if it is over or under their clothing after a short rest. The harness is held together with silvered studs that seem to glow slightly and creates the faint sound of feathers rustling when moved in quickly.

Using a bonus action this harness reveals a pair of wings like that of a falcon giving the wearer a flight speed of 30 ft that lasts for 10 minutes. During flight the user provokes no opportunity attacks and receives an additional +2 to attacks if they choose to use their full speed to dive at a target. This item can be used twice a day before needing to recharge after a long rest.

Recommended Gold Cost: 10,000 gp (optional)