

ALL THE LIGHTS IN THE SKY ARE STARS

HOMEBREW



Presented by Haven

PREFACE

All the Lights in the Sky are Stars, or *ATLAS* for short, is an astronomical compendium lovingly put together by the good people of the [Haven](#) Discord server. We homebrew for our own joy and to provide enjoyment to the readers.

The contents of this compendium are intended to be balanced for play in a regular Dungeons and Dragons Fifth Edition group.

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ON THE COVER

The stars shine defiantly through the clouds.

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PART 1: RACES

This chapter presents four new races or subraces to supplement those in the *Player's Handbook* and other published Wizards of the Coast works: star genasi, cosmic gnome, starforged, and vandori. These new options are available when you make a character, provided that your DM allows them in your campaign.

Races and the cultures surrounding them can have a big impact on a campaign's setting, and thus your DM should thoroughly consider the impact of allowing these races in your campaign.

STAR GENASI

"My mother once told me a story about the stars, heavenly entities that guide us from above, constantly watching over us from the night sky. She told me she'd met one once. I had thought she was joking."

— Cecelia Winnows, Astronomer

NEBULOUS ORIGINS

The star genasi are born from the wishes of a mortal upon a star. They are the might and mind of heavenly bodies, and draw their power from the glowing core they carry in place of a heart, a shard of their parent star. This core grants them the power to illuminate the dark.

OTHERWORLDLY APPEARANCE

Star genasi are strange creatures, with dark-blue skin that blends with the night sky and eyes containing the light of thousands of galaxies. They have silvery hair that shimmers with starlight in the light of day, the specks of light that infuse their skin and hair becoming less pronounced during the daytime. However, their eyes still bear the light of countless stars.

STAR GENASI NAMES

Star genasi use the naming conventions of the people among whom they were raised. They might later assume the names of constellations or stars, such as Orion, Polaris, or Vega. Some take on more vague names to reflect their origins, such as Nebula, Nova, or Starlight.

STAR GENASI TRAITS

When you create a genasi character, you may choose the star genasi as an alternative to the subraces in the *Elemental Evil Player's Companion*. For your convenience, the traits of the genasi and the star genasi are combined here.

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

Age. Genasi mature at about the same rate as humans and reach adulthood in their late teens. They live somewhat longer than humans do, up to 120 years.

Alignment. Independent and self-reliant, genasi tend toward a neutral alignment.

Size. Genasi are as varied as their mortal parents but are generally built like humans, standing anywhere from 5 feet to over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and Primordial. Primordial is a guttural language, filled with harsh syllables and hard consonants.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Radiant Resistance. You have resistance to radiant damage.

Reach for the Stars. You know the *twinkle*^{ATLAS} cantrip. When you reach 3rd level, you can cast the *starlight shroud*^{ATLAS} spell as a 2nd-level spell; you must finish a long rest in order to cast the spell again using this trait. When you reach 5th level, you can also cast the *dazzling gleam*^{ATLAS} spell; you must finish a long rest in order to cast the spell again using this trait. Constitution is your spellcasting ability for these spells.

STAR GENASI VARIANT

Though most star genasi are born from living stars, sometimes the situations of their birth can result in the collapse of a star into a black hole.

If your DM allows it, your star genasi character can forgo Reach for the Stars and instead gain the following feature:

Black Hole Magic. You know the *twinkle*^{ATLAS} cantrip. When you reach 3rd level, you can cast the *gravity pulse*^{ATLAS} spell as a 2nd-level spell; you must finish a long rest in order to cast the spell again using this trait. When you reach 5th level, you can also cast the *darkness* spell; you must finish a long rest in order to cast the spell again using this trait. Constitution is your spellcasting ability for these spells.



COSMIC GNOME

"The ongoing on the surface interest me not. Mine eyes need look only to the heavens."

— Cecelia Winnows, Astrognomer

NOT SO DIFFERENT

Cosmic gnomes live quiet and reclusive lives. The few that do encounter them often mistake them for their rock or forest counterparts, due in part from the visual similarities they share with them.

Cosmic gnomes retain some of the tinkering prowess that their rock gnome counterparts are renowned for, directing these talents toward the development of astrolabes and telescopes to further their astronomical research.

EYES TO THE SKY

Cosmic gnomes are defined primarily by their intense focus toward the heavens. Utilizing their longevity, a single cosmic gnome can study and record the motion of planets and stars in the sky for hundreds of years. Their findings often spearhead developments in meteorology and astral magics.

SEERS AND SCHOLARS

The depth of a cosmic gnome's knowledge grants it foresight that some find nearly magical. Many become seers or esteemed astrognomers, highly sought after as advisors by royal courts for their divinations.

COSMIC GNOME TRAITS

When you create a gnome character, you may choose the cosmic gnome as an alternative to the subraces in the *Player's Handbook*. For your convenience, the traits of the gnome and the cosmic gnome are combined here.

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

Age. Cosmic gnomes enjoy relatively long lifespans compared to their forest counterparts. They mature at the same rate humans do, and most are expected to settle down into an adult life by around age 60. They can live 500 to almost 800 years.

Alignment. Cosmic gnomes study the laws that govern the astral bodies, and tend towards lawful alignments.

Size. Cosmic gnomes are between 3 and 4 feet tall and average about 40 pounds. Your size is Small.

Speed Your base walking speed is 25 feet.

Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Languages. You can speak, read, and write Common and Gnomish.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Astronomical Knowledge. Whenever you make a check pertaining to the stars or other cosmic bodies, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Star Seer. You know the *guidance* cantrip. Once you reach 5th level, you can also cast the *augury* spell as a ritual. Intelligence is your spellcasting ability for these spells. You can only cast these spells outside and at night, with a clear view of the sky.

STARFORGED

"I remember it so clearly, it was fleeting, but it was there, it came as soon as it arrived. My first thought, the first thing my core every thought of, a simple phrase: *Why am I here?*"

— Hem Haywire, Starforged

SENTIENT CONSTRUCTS

Constructs created from the parts of meteorite or comets, some of these mindless automatons develop sentience after a single catalyzing thought. This thought ruminates within the starforged as it continues its designated function, but slowly grows into more and more thoughts, until flowering into sentience and a concept of self. Though this process varies from between starforged, each one's first thought remains universally the single thing that it dedicates its life to unraveling.

BORN OF SPACE

Starforged are a singular bright and white core surrounded by rock and ice. The core acts as the brain for the creature as well as its mouth and eyes. The rock and ice that makes them up floats around this core, but will move to a position in a way that simulates a humanoid. They will rarely form heads, however, letting their core rest in the middle of their chest instead.



DRIVING QUESTION

A starforged's life is dedicated to understanding its first thought, normally to answering its question or unveiling the meaning behind that thought. Starforged are innately curious about the world, learning by testing and observing how things work. They tend to be empathetic to other humanoids wanting to achieve humanity. They can however be resentful to humans if their master had treated them badly enough before their awakening. This makes them violent and quick to anger when humanoids are hostile towards them.

STARFORGED NAMES

Nameless before achieving sentience, a starforged chooses or is given a name after gaining a sense of self. Names given to a starforged by another creature take after that creature's language and culture.

Names chosen by a starforged for itself often relate to its first thought, sometimes creating anagrams of the thought. Thoughts such as "Who am I?" can be rearranged into names like Whaimo, or abbreviated into names such as Ami.

STARFORGED TRAITS

Your starforged character has certain traits derived from its cosmic and constructed nature.

Ability Score Increase. Your Constitution score increases by 2, and one other score of your choice increases by 1.

Age. After achieving sentience, starforged mature at the same age as humans. They can live until their core run out of energy, a process that can take up to 700 years.

Alignment. Most starforged take comfort in order and discipline, tending toward law and neutrality, but some have absorbed the morality—or lack thereof—of the beings they served with.

Size. Most starforged stand between 5 and 6½ feet tall. Your size is Medium.

Speed Your base walking speed is 30 feet.

Luminous Core. You know the *light* cantrip. Constitution is your spellcasting ability for it.

Languages. You can speak, read, and write Common and one extra language of your choice.

Starforged Resilience. Your constructed and cosmic nature grants you the following benefits:

- You have resistance to cold damage.
- You are immune to disease.
- You don't need to eat, drink, or breathe.
- You don't need to sleep and don't suffer the effects of exhaustion due to lack of rest, and magic can't put you to sleep.

Natural Armor. Your body is composed of metal, stone, and strands of starlight. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Sentry's Rest. When you take a long rest, you must spend at least six hours of it in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

VANDORI

"Sure I've been asked if I actually believe any of it, more'n I can count. I tread a fine line between history and storytellin' I'll admit, but the good histories don't need no polishin'. I reckon that if you take a hard look around at the world we're livin' in and still wag your eyebrows at what I've got to say you're probably better at foolin' yourself than I'll ever be."

— Godseye Rax the Dim, Vandori Bard

NOMADIC FOLK

The Vandori are itinerant laborers, treasure seekers, scavengers, and nomads that claim to have been driven out of their ancestral homes, cast aside and forgotten by history. Forever spinning tales of dazzling adventures and battles fought among the stars, the boisterous children of the stars share the trackless wandering of those same celestial bodies as their nomadic bands drift across the countries of the world.

SEEKERS OF STARS

As the stars inexorably move across the sky they drag the vandori bands behind them. Although a vandor does not usually follow organized religions or believe in the gods, each band is tied together by a mutual spirituality. Each band believes in the divine power of their own star, which they follow as they wander. While some vandori believe their star is their ancestral homeland, others believe it is a benevolent being that watches over the good fortunes of the band.

OLD SOULS

The vandori appear weather-beaten and wrinkled, even the young among them. Their skin runs from a dark-blue to a ruddy purple, their hair white or gray. For all that, the eyes of a vandor seem to hold a mischievous glint that belies their true nature. While they are not naturally predisposed to large, bulky frames the vandor have a certain hardness to them that sees them through rough times.

VANDORI NAMES

Vandori take the name of their guiding star, accompanied by a familiar name. At a young age they are granted an epithet, which can evolve and change through the course of ones life. In conversations, a vandor is usually addressed by his or her familiar name.

Male Familiar Names: Rax, Horvath, Pal, Miska, Bodnar, Vazol, Somogi, Borbel

Female Familiar Names: Sandora, Illes, Nemeth, Bella, Surana, Kelema

Epithets: the Bold, the Slow, the Ashen, the Younger, the Boisterous, the Crow, the Fleet, the Steadfast

NAMES OF THE STARS

The stars can vary depending on where your adventure is taking place. For instance the vandori of the Sword Coast take the names of stars and constellations like the Centaur, the Harp, or the Caltrop. In Zakhara they may follow Haku, Kor, or Zann. It is up to the DM to establish what stars and constellations make sense for the setting.

VANDORI TRAITS

Your vandori character has certain traits obtained from a nomadic lifestyle.

Ability Score Increase. Your Charisma score increases by 2, and one other score of your choice increases by 1.

Age. Vandori achieve maturity at the same rate as humans and reach adulthood around the age of twenty. Disparate lifestyles and living conditions means the life expectancy of any given vandor vary wildly, with the oldest living often exceeding 120 years of age.

Alignment. Other than an aversion to organized law, it is difficult to pin down a consensus among the vandor. Although they often trend chaotic, many attempt to remain detached from either extreme and resolve to live a moderate and neutral lifestyle.

Size. A vandor stands between 5½ and 6½ feet in height. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and one other language of your choice.

Environmentally Adaptive. As a nomadic race, the vandori have become skilled in quickly adapting to harsh environments. Once you succeed a saving throw against an extreme climate, you become adapted to the climate. This adaptation lasts until you spend more than 1 day in a different climate.

Natural Flair. The vandori share a flair for the dramatic and can always spin a far-fetched tale to support their arguments. When you make a Charisma check, you can choose to add 1d10 to the roll. Once you use this trait, you can't use it again until you finish a short or long rest.

Storied Past. You gain proficiency in one of the following skills: Arcana, History, or Nature.



PART 2: SUBCLASSES

This chapter offers twelve new subclasses to supplement those in the *Player's Handbook* and other published Wizards of the Coast works: one for each class. These new options are available to when you make a character, provided that your DM allows them in your campaign.

PRIMAL PATH

At 3rd level, a barbarian gains the Primal Path feature. The following is an additional option available to barbarians, in addition to those offered in the *Player's Handbook* and other published Wizards of the Coast works.

PATH OF THE COMET

Blasting across the battlefield in a shell of fire and ice, barbarians who follow the path of the comet are blessed with tremendous speed and power. As with the celestial voyagers that pass overhead, so too do these warriors put on brilliant displays, engraved in the hearts and minds of those that witness them.

PATH OF THE COMET FEATURES

Barbarian Level	Feature
3rd	Coldfire Slam, Comet Dash
6th	Shoot Across the Sky
10th	Coldfire Aura
14th	Cosmic Charge

COLDFIRE SLAM

Starting when you choose this path at 3rd level, you channel the power of comets when you slam into enemies. While you are raging, you can surround yourself with a layer of either fire or ice. When you shove a creature, it takes damage equal to your Strength modifier plus your rage bonus damage if you win the contested ability check. The damage is cold or fire; you choose the type of damage when you begin your rage.

COMET DASH

At 3rd level, the cosmic powers you emulate allow you to barrel through your opponents. While you are raging, when you move straight towards a creature and then make a melee weapon attack or shove, the creature takes an additional 1d6 damage for each 10 feet you move straight toward it before the attack or shove, up to a maximum of 3d6. This maximum increases to 4d6 at 6th level, 5d6 at 10th level, and 6d6 at 14th level. The damage is the same type as your Coldfire Slam.

SHOOT ACROSS THE SKY

At 6th level, your speed empowers your ability to leap. While you are raging, your jump distance is tripled, and you do not take fall damage from a height of less than 100 feet.

COLDFIRE AURA

At 10th level, the comet that surrounds you expands. At the start of your turn while you are raging, each creature within 5 feet of you takes 1d6 damage. The damage is the same type as your Coldfire Slam.

COSMIC CHARGE

At 14th level, your charge is nigh unstoppable. When you take the Dash action, you can move through the spaces of Large or smaller creatures. Each creature you move through must make a Strength saving throw (DC = 8 + your Strength modifier + your proficiency bonus). On a failed save, they are knocked prone.



BARD COLLEGE

At 3rd level, a bard gains the Bard College feature. The following is an additional option available to bards, in addition to those offered in the *Player's Handbook* and other published Wizards of the Coast works.

COLLEGE OF SUPERSTARS

The College of Superstars is home to the most ambitious performers, artists, singers, and dancers. Bards of this college seek to dazzle audiences with their brilliance and talent, competing endlessly with one another to become the world's brightest star.

COLLEGE OF SUPERSTARS FEATURES

Bard Level	Feature
3rd	Steal the Show, Live Show
6th	Star Power
14th	Idol's Aura

STEAL THE SHOW

When you join the College of Superstars at 3rd level, you learn use your performance to cover for your allies. When a creature you can see within 30 feet of you makes an attack roll or ability check, you can use your reaction to steal the show. Make a Charisma (Performance) check and replace the original attack roll or ability check with the result, even if it is lower.

Once you use this feature, you must finish a long rest before you can use it again.

LIVE SHOW

Starting at 3rd level, you hone your ability to shine as a performer.

If you perform for at least 10 minutes, you can attempt to inspire awe in your audience by singing, acting, dancing, or speaking. At the end of your performance, choose a number of creatures equal to your Charisma modifier (minimum of one). Each creature gains a d4 Bardic Inspiration die. This die lasts for a number of hours equal to your Charisma modifier (minimum of one), instead of 10 minutes. Using this feature does not expend any uses of your Bardic Inspiration.

Once you use this feature, you must finish a long rest before you can use it again.

STAR POWER

At 6th level, you learn to use your renown as a performer to your advantage. When you make an ability check using Charisma, you can expend a use of your Bardic Inspiration as a reaction and add the die to the check.

IDOL'S AURA

At 14th level, your mere presence is enough to sweep most off their feet. As an action, you can expend one use of your Bardic Inspiration to exude an aura around you.

For 1 minute, whenever you or a friendly creature within 10 feet of you must make an attack roll, ability check, or saving throw, the creature gains a bonus to the roll equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

DIVINE DOMAIN

At 1st level, a cleric gains the Divine Domain feature. The following is an additional option available to clerics, in addition to those offered in the *Player's Handbook* and other published Wizards of the Coast works.

SKY DOMAIN

The gods that govern the sky are held in high regard by many religions. Deities of the sky include Zeus and Tyr, among various others. Followers of these deities often travel far to sate their wanderlust and feel the beauty of the open sky

SKY DOMAIN FEATURES

Cleric Level Feature

1st	Domain Spells, Forceful Gale, Tailwind
2nd	Channel Divinity: Updraft
6th	Channel Divinity: Protection of the wind
8th	Divine Strike (1d8)
14th	Divine Strike (2d8)
17th	Blessed Wings

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Sky Domain Spells table. See the Divine Domain class features for how domain spells work.

SKY DOMAIN SPELLS

Cleric Level Spells

1st	<i>faerie fire</i> , <i>feather fall</i>
3rd	<i>moonbeam</i> , <i>skywrite</i> ^{XGE}
5th	<i>fly</i> , <i>wind wall</i>
7th	<i>freedom of movement</i> , <i>storm sphere</i> ^{XGE}
9th	<i>control winds</i> ^{XGE} , <i>maelstrom</i> ^{XGE}

VARIANT: ALTERNATIVE SPELLS

For players who do not have access to *Xanathar's Guide to Everything*, the domain spells *skywrite*, *storm sphere*, *control winds*, and *maelstrom* can be replaced with *gust of wind*, *ice storm*, *cone of cold*, and *telekinesis* respectively.

FORCEFUL GALE

At 1st level, you gain the ability to manipulate the winds. You learn the *gust* cantrip, which doesn't count against the number of cleric cantrips you know. For you, it gains the following changes:

- One Large or smaller creature that you choose must succeed on a Strength saving throw or be flung up 20 feet away from you and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 1d6 bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a Dexterity saving throw or take the same damage and be knocked prone.
- You create a blast of air capable of moving one object that weighs no more than 100 pounds. If the object is being held or carried, the holder must make a Strength saving throw or lose hold of it. The object is pushed up to 60 feet away from you.

TAILWIND

Also at 1st level, the blessing of your god grants you unmatched grace and mobility. Your movement speed increases by 10 feet if you are not wearing medium or heavy armor.

CHANNEL DIVINITY: UPDRAFT

Starting at 2nd level, you can use your Channel Divinity to create a powerful blast of wind. As an action, you present your holy symbol and invoke the name of your deity. Choose a Large or smaller creature within 60 feet of you. The target must make a Strength saving throw or be blown upwards 30 feet. A target can choose to automatically fail this saving throw. If the target doesn't have a hover or fly speed, it immediately falls afterwards, taking fall damage and landing prone.

CHANNEL DIVINITY: PROTECTION OF WIND

At 6th level, the gusts and breezes protect you from harm. As a reaction when you are hit by a ranged weapon attack you can see, you can use your Channel Divinity to create a gust of wind around you, causing the attack to miss.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 thunder damage to the target. When you reach 14th level, the extra damage increases to 2d8.

BLESSED WINGS

At 17th level, your god places upon you the blessing of true flight. You grow a pair of wings, which grant you a flying speed of 60 feet. If you already have a flying speed, it increases to 90 feet, unless it is already higher. You can't use these wings while wearing armor unless the armor is made to accommodate them.

DRUID CIRCLE

At 2nd level, a druid gains the Druid Circle feature. The following is an additional option available to druids, in addition to those offered in the *Player's Handbook* and other published Wizards of the Coast works.

CIRCLE OF CONSTELLATIONS

Druids who are members of the Circle of Constellations live nocturnally. On star-speckled nights, when the skies are clear, druids of the circle tell tales of shapes in the stars, of the beasts that dance across the velvety sky, and of the magic woven by the twinkling specks of light that hang above.

CIRCLE OF CONSTELLATIONS FEATURES

Druid Level	Feature
2nd	Starlight Shapes, Starline
6th	Constellation Companion
10th	Starline Runner
14th	Constellate Body

STARLIGHT SHAPES

At 2nd level, your beast forms become infused with starlight when you use your Wild Shape. While you are transformed, you gain the following benefits:

- You can emit bright light in a 20-foot radius and dim light for an additional 20 feet. You can activate or suppress this light as a bonus action. While this light is suppressed, you can use an action to become invisible while in dim light and darkness, even to creatures with darkvision. This effect ends if you attack or cast a spell.
- Your melee weapon attacks deal an additional 1d4 force damage. This damage increases to 1d6 at 6th level, 1d8 at 10th level, and 1d10 at 14th level.
- As a bonus action, you can grant yourself resistance to slashing, piercing, and bludgeoning damage from nonmagical attacks until the start of your next turn.

STARLINE

At 2nd level, your stellar powers allow you to create your own constellations. As a bonus action, you can place a mote of starlight in an unoccupied space within 5 feet of you. This mote emits dim light in a 5-foot radius, and lasts for 1 minute. You can have a number of motes equal to 1 plus half your druid level.

As an action, you can form strands of starlight between all motes within 60 feet of you. If two motes are separated by a barrier or other solid object, the strand between them will not form. If a strand passes through a creature, that creature must make a Dexterity saving throw, taking 1d10 radiant damage for each mote placed on a failed save. Once you use this action, all the motes disappear.

CONSTELLATION COMPANION

At 6th level, you learn to form the starlight within yourself into more forms. When you use your Wild Shape, you can create a starlight beast in an unoccupied space within 10 feet of you, rather than transform. This creature can take the shape of any beast you are able to transform into using Wild Shape. The starlight beast acts on your initiative and has the stats of a normal creature, but gains the benefits of your Starlight Shapes as well.

This beast disappears after a number of hours equal to half your druid level (rounded down), or if it is reduced to 0 hit points.

STARLINE RUNNER

At 10th level, you learn to walk on the connections between stars. While you are within 5 feet of a mote, you can use your bonus action to teleport to another mote within 30 feet of it that is not separated by a barrier or other solid object. When you do so, you create a strand of light between the two motes. Each creature that the strand passes through must make a Dexterity saving throw, taking 1d10 radiant damage on a failed save.

CONSTELLATE BODY

At 14th level, the power of the stars has infused your very being. You gain the benefits of your Starlight Shapes even when not in your Wild Shape.

MARTIAL ARCHETYPE

At 3rd level, a fighter gains the Martial Archetype feature. The following is an additional option available to fighters, in addition to those offered in the *Player's Handbook* and other published Wizards of the Coast works.

METEOR KNIGHT

Fighters who fight like falling stones, Meteor Knights are uniquely specialized in utilizing blunt weaponry to their maximum effectiveness. Fighters of this school typically prefer maces, warhammers, and mauls, although some utilize staves and clubs to resounding effect.

METEOR KNIGHT FEATURES

Fighter Level	Feature
3rd	Heavy Hitter, Brace for Impact
7th	Starstruck
10th	Meteor Shower
15th	Impact
18th	Rock Body

HEAVY HITTER

Starting at 3rd level, you learn how to accelerate the impact of your blows for maximum effect. Once per turn, whenever you deal more than 10 damage to a creature with a melee attack using a weapon that deals bludgeoning damage, you can force it to make a Strength saving throw or suffer one of the following effects:

- The creature is knocked prone.
- The creature is pushed 10 feet away from you.
- The creature drops one object of your choice that it is holding, which lands at its feet.

The DC for these saving throws is equal to 8 + your proficiency bonus + your Strength modifier.

BRACE FOR IMPACT

Starting at 3rd level, you learn to brace against otherwise devastating blows. As a reaction to taking more than 10 damage, you can hold strong against the impact and reduce the damage by 1d10. This increases to 2d10 at 10th level, 3d10 at 15th level, and 4d10 at 18th level.

You can use this feature a number of times equal to your Constitution modifier (a minimum of once). You regain all expended uses when you finish a short or long rest.

STARSTRUCK

At 7th level, you can daze an opponent with your blows. Whenever you hit a creature with a melee attack using a weapon that deals bludgeoning damage, you can force it to make a Constitution saving throw. On a failed save, it becomes stunned until the end of its next turn.

You can use this feature a number of times equal to your Strength modifier (a minimum of once). You regain all expended uses when you finish a short or long rest.

METEOR SHOWER

At 10th level, you shrug off blows with a shower of sparks. When you reduce damage from a melee weapon attack using your Brace for Impact feature, the attacker takes fire damage equal to the damage reduced.

IMPACT

At 15th level, you learn to channel your strikes in a destructive wave. As an action, you can slam the ground with a weapon that does bludgeoning damage. Each creature within 10 feet of you that is not behind total cover must make a Dexterity saving throw. A creature takes 4d10 bludgeoning damage and is knocked prone on a failed save, or half as much damage and is not knocked prone on a successful one.

If you use this feature immediately after falling, the damage dealt by this feature increases by 1d6 for every 10 feet you fell.

ROCK BODY

At 18th level, your physical form has become accustomed to the heat and shock from your style of combat. You gain immunity to fire damage and bludgeoning damage from nonmagical attacks.



MONASTIC TRADITION

At 3rd level, a monk gains the Monastic Tradition feature. The following is an additional option available to monks, in addition to those offered in the *Player's Handbook* and other published Wizards of the Coast works.

WAY OF THE VOID

Monks that follow the traditions of the Way of the Void look to the spaces between the stars for inspiration in their techniques. Their training emphasizes emptiness of mind and body, and monks of this tradition spend long hours in fasting and meditation.

WAY OF THE VOID FEATURES

Monk Level	Feature
3rd	Void Techniques
6th	Empty Soul
11th	Empty Mind
17th	Nothing

VOID TECHNIQUES

At 3rd level, you learn the techniques of the void. You gain the following abilities:

Suffocate. When you hit a creature with a melee weapon attack, you can expend one ki point to attempt to knock the air from its body. The target must make a Constitution saving throw. On a failed saving throw, it has the air knocked from its body, begins suffocating, and can't breathe until the end of your next turn.

Vacuum Pull. When you hit a creature with a melee weapon attack, you can expend one ki point to create a vacuum centered on the target. Each creature other than you within 10 feet of the target must make a Strength saving throw or be pulled 5 feet toward the target and take bludgeoning damage equal to your Martial Arts die.

Deflect Spell. When you take damage from a spell, you can expend one ki point and use your reaction to reduce or nullify the magic. When you do so, the damage you take from the attack is reduced by 1d10 + your Wisdom modifier + your monk level.

EMPTY SOUL

At 6th level, you learn to fight without being weighed down by your own life energy. When you have no ki remaining, your movement speed increases by 10 feet and all damage you take is reduced by an amount equal to your Wisdom modifier (minimum of 0 damage reduced).

EMPTY MIND

At 11th level, you learn to remove your presence. You are always under the effects of a *nondetection* spell. Additionally, you are immune to psychic damage.

NOTHING

At 17th level, you can become so empty that not even magic can exist around you. You can use your action to spend 6 ki points to cast *antimagic field*, without material components.

SACRED OATH

At 3rd level, a paladin gains the Sacred Oath feature. The following is an additional option available to paladins, in addition to those offered in the *Player's Handbook* and other published Wizards of the Coast works.

OATH OF THE NORTH STAR

Knights who swear an oath to the north star aid and guide travelers along their way. They take after the star itself, reliable and steadfast in even the darkest of times.

OATH OF THE NORTH STAR FEATURES

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity
7th	Aura of Stardust (10 ft.)
15th	Polaris
18th	Aura of Stardust (30 ft.)
20th	Supernova

TENETS OF THE NORTH STAR

A paladin who takes this oath swears on a star in the sky on a clear night.

Show the Way. It is your duty to guide the lost back onto the righteous path. Otherwise, those who are lost will never find their way.

Stand Strong. Do not waver or break formation. Many rely on you, and for them you must stand strong.

Shine in the Night. Without the light above, the night would be dark. Shine bright and defend against the darkness.

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of the Stars Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF THE NORTH STAR SPELLS

Paladin Level	Spells
3rd	<i>color spray, magic missile,</i>
5th	<i>calm emotions, enthrall</i>
9th	<i>blink, hypnotic pattern</i>
13th	<i>aura of purity, guardian of faith</i>
17th	<i>circle of power, flame strike</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity Options. See the Sacred Oath class feature for how Channel Divinity works.

Soothing Light You can use your Channel Divinity to call out to your allies, reassuring and bolstering them. As a bonus action, choose a number of creatures up to your Charisma modifier (minimum one creature) within 60 feet of you that can see or hear you. Each target gains a number of temporary hit points equal to your paladin level and is immediately freed from the frightened or charmed conditions.

Stellar Glow. As a bonus action, you can use your Channel Divinity to surround yourself in stardust. You emit dim light in a 5-foot radius for one minute. Attacks made at creatures within this dim light (including you) are at advantage. You can end this effect as a bonus action on your turn.

AURA OF STARDUST

Starting at 7th level, you emit an aura of starlight around you while you're not incapacitated, casting dim light in a 10-foot radius around you. You can activate or suppress this this aura as a bonus action.

When an invisible creature moves within 10 feet of you for the first time on a turn or starts its turn there, it must succeed a Dexterity saving throw against your spell DC or become coated in tiny motes of stardust. While coated in this way, the affected creature can't benefit from being invisible. These motes of stardust disappear once the affected creature moves out of the range of your aura.

At 18th level, the range of this aura increases to 30 feet.

POLARIS

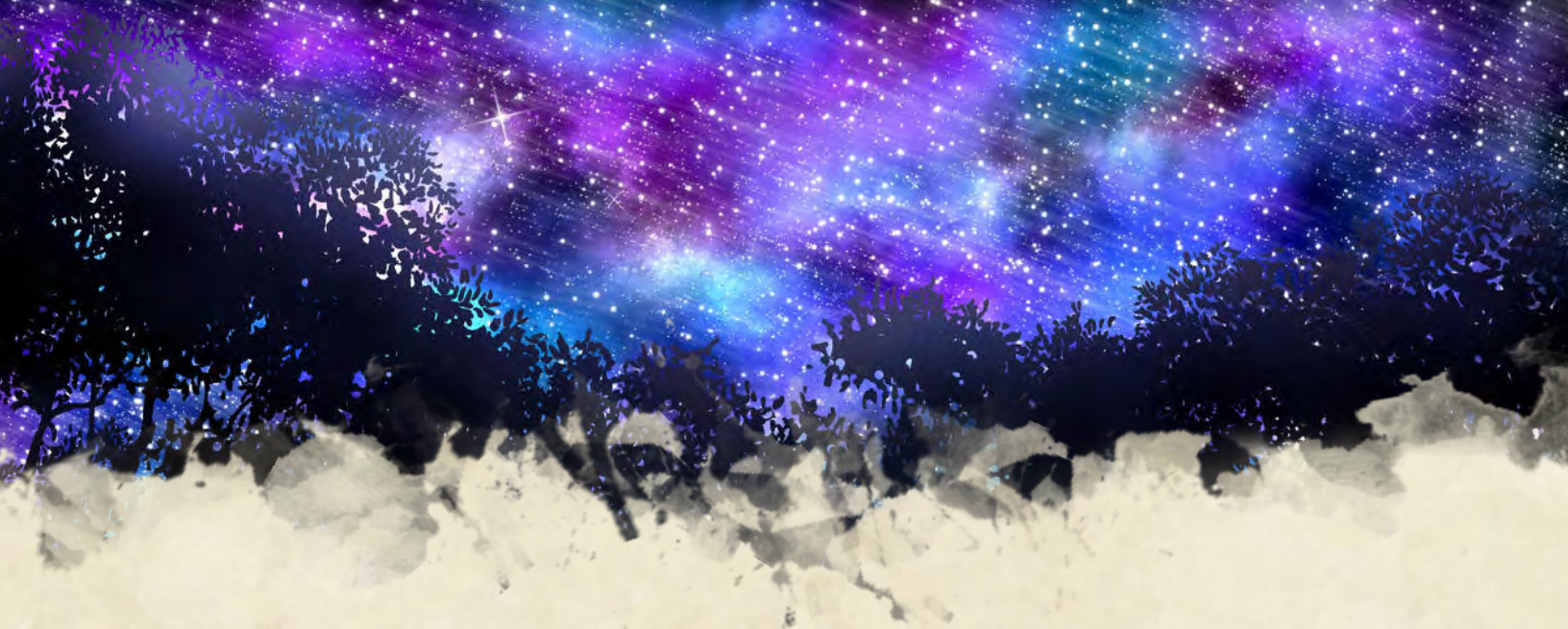
At 15th level, you are an immovable bastion on the battlefield. While you are conscious, you cannot be pushed or moved involuntarily. Additionally, you have advantage on ability checks and saving throws against being knocked prone.

SUPERNOVA

At 20th level, you gain the ability become the realization of the end of a star's life. As an action, you can magically infuse yourself with starlight, gaining the following benefits for 1 minutes:

- You emit bright light in a 60-foot radius and dim light for an additional 60 feet.
- Your weapon attacks deal an additional 3d8 radiant damage on a hit.
- When you use your Divine Smite feature, double the number of dice rolled for the radiant damage.

Once you use this feature, you can't use it again until you finish a long rest.



RANGER ARCHETYPE

At 3rd level, a ranger gains the Ranger Archetype feature. The following is an additional option available to rangers, in addition to those offered in the *Player's Handbook* and other published Wizards of the Coast works.

SHOOTING STAR

Rangers of the Shooting Star conclave emulate the brilliant displays of astral bodies streaking across the sky. Their arrows strike with the intensity and variety of these extraterrestrial phenomenon.

SHOOTING STAR FEATURES

Ranger Level	Feature
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3rd	Star Motes, Shooting Star Technique
7th	Luminous Defense
11th	Starlight Strike
15th	Conjure Mote

STAR MOTES

Starting at 3rd level, you learn to conjure motes of starlight. As a bonus action, you can expend a spell slot to conjure motes of starlight that encircle you. You conjure three motes with a 1st-level spell slot, creating one additional mote for each spell level higher than 1st. You can have a number of motes equal to your ranger level. Any additional motes you create disappear. These motes last until they are used or until you finish a long rest.

If you have four or more motes remaining, they shed bright light in a 20-foot radius and dim light for an additional 20 feet. If you have one to three motes remaining, they shed dim light in a 20-foot radius.

You can expend a mote to make a ranged spell attack that you can use with the Attack action. The attack has a range of 120 feet, and on a hit the target takes 2d6 radiant damage and is pushed 10 feet away from you.

SHOOTING STAR TECHNIQUE

At 3rd level, you learn the three Shooting Star techniques. Some of your techniques require your target to make a saving throw to resist the feature's effects. The saving throw DC is equal to 8 + your proficiency bonus + your Wisdom modifier.

Illuminate. As a bonus action, you can expend a mote to imbue a piece of ammunition with starlight. The ammunition sheds dim light in a 5-foot radius until the end of your next turn, after which it returns to normal. When you hit a creature with this piece of ammunition, it takes an additional 1d6 radiant damage, sheds dim light in a 5-foot radius until the end of your next turn, and the next attack roll made against it before the end of your next turn has advantage.

Scattered Sparks. As an action, you can expend a mote and launch it at a point within 120 feet of you. Each creature within 10 feet of that point must make a Dexterity saving throw. A creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one. This damage increases to 3d6 at 7th level, 4d6 at 11th level, and 5d6 at 15th level.

Comet Shot. When you miss a ranged weapon attack or ranged spell attack, you can expend a mote to use a bonus action to reroll the attack roll against a different target within 60 feet of the original target. On a hit, the attack deals an additional 1d6 radiant damage.

LUMINOUS DEFENSE

At 7th level, the power of the stars comes to your aid in times of need. When a creature moves within 30 feet of you, you can use your reaction to make a mote attack at the creature.

STARLIGHT STRIKE

At 11th level, your attacks become infused with starlight. Whenever you hit a creature with a weapon attack, it takes an additional 1d6 radiant damage.

CONJURE MOTE

At 15th level, you learn to create starlight motes with your own powers. You can use an action while you have no motes to create one mote.

ROGUISH ARCHETYPE

At 3rd level, a rogue gains the Roguish Archetype feature. The following is an additional option available to rogues, in addition to those offered in the *Player's Handbook* and other published Wizards of the Coast works.

NIGHTMARE

Rogues of the Nightmare archetype excel at combat in the dark, inflicting terror into their foes. These combatants prefer to operate at night or in places that otherwise never see the light of day, and are feared by the common folk. Nightmare rogues often scout out their targets' deepest fears, replicating them to great effect.

NIGHTMARE FEATURES

Rogue Level	Feature
3rd	Cover of Night, Afraid of the Dark
9th	Mask of Darkness
13th	Instill Dread
17th	Strike Fear

COVER OF NIGHT

Starting at 3rd level, you learn to mask your strikes with shadows. You don't need advantage on your attack roll to use your Sneak Attack if you attack while in dim light or darkness. All the other rules for the Sneak Attack class feature still apply to you.

Additionally, being in dim light or darkness does not have a negative effect on your passive Perception or passive Investigation.

AFRAID OF THE DARK

At 3rd level, your blade strikes fear in the hearts of your foes. Whenever you deal damage with your Sneak Attack to a creature while you are in dim light or darkness, you can force it to make a Wisdom saving throw or become frightened of you for 1 minute. The DC for this saving throw is equal to 8 + your proficiency bonus + your Charisma modifier. A creature is immune to this effect if it has darkvision.

If the creature loses sight of you, it instead becomes frightened of all areas that are in complete darkness until it can see you again.

If the creature ends its turn in bright light, it can repeat the saving throw, ending the effect on a success.

MASK OF DARKNESS

At 9th level, the cover of night lends aid to your ability to deceive. You have advantage on Charisma (Deception) and Charisma (Intimidation) checks made while in dim light or darkness.

INSTILL DREAD

At 13th level, you gain the ability to strike fear in your foes without lifting your blade. As a bonus action, you can speak words of terror and force a creature within 60 feet of you that can't see you to make a Wisdom saving throw. The target must be able to hear and understand you. If you are hidden, doing this does not give away your position. On a failed save, the target becomes frightened of all areas that are heavily obscured from it for 1 minute, or until it sees you.

The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

STRIKE FEAR

At 17th level, your blade cuts into the mind of your terrified foes. Whenever you hit a creature that is frightened of you with an attack, the creature takes an extra 2d6 psychic damage.



SORCEROUS ORIGIN

At 1st level, a sorcerer gains the Sorcerous Origin feature. The following is an additional option available to sorcerers, in addition to those offered in the *Player's Handbook* and other published Wizards of the Coast works.

STAR SPAWN

Star Spawn sorcerers inherit their magic from the mysterious creatures of the same name from the far reaches. Their magic is one of spatial manipulation and psychic energies, allowing them to move and cast spells in unpredictable and disruptive ways. The birth of a Star Spawn sorcerer occurs in the wake of a comet passing overhead, and forebodes the arrival of Elder Evils.

STAR SPAWN FEATURES

Sorcerer Level	Feature
1st	Out of Phase
6th	Bend Space
14th	Psychic Mirror
18th	Torrent of Madness

OUT OF PHASE

Starting at 1st level, you gain the ability to move through material space. You can use a bonus action on your turn to become partially ethereal. Until the end of your turn, you can move through creatures and objects as if they were difficult terrain. Each creature you move through takes 1d10 psychic damage; no creature can take this damage more than once per turn. You take 1d10 psychic damage if you end your turn inside an object.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

BEND SPACE

At 6th level, you gain the ability to collapse distance. As an action, you can spend one sorcery point to force a creature you can see within 30 feet of you to be forcefully warped. The target must make a Wisdom saving throw. On a failed save, the target, along with any equipment it is wearing or carrying, is magically teleported up to 30 feet to an unoccupied space you can see. A willing creature can choose to fail this save.

Additionally, as a reaction to being hit by an attack, you can spend one sorcery point to negate the damage and magically teleport yourself to an unoccupied space within 30 feet of you.

PSYCHIC MIRROR

At 14th level, you gain the ability to shield your mind and redirect psychic energies to the creatures around you. You can't be targeted by any divination magic or perceived through magical scrying sensors.

Additionally, when you take psychic damage, you can use your reaction to spend one sorcery point to negate the damage, and each creature within 5 feet of you must make a Wisdom saving throw or take damage equal to the psychic damage reduced.

TORRENT OF MADNESS

Beginning at 18th level, you can channel the madness of the Elder Evils, confounding and disorienting those around you. As an action, you can spend 5 sorcery points to exude an aura of madness to a distance of 60 feet. Each creature within this area must make a Wisdom saving throw or go insane. While insane, it can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. You can choose a number of creatures equal to your Charisma modifier to automatically succeed the saving throw.

If the creature ends its turn in a location where it doesn't have line of sight to you, it can repeat the saving throw, ending the effect on a success.

OTHERWORLDLY PATRON

At 1st level, a warlock gains the Otherworldly Patron feature. The following is an additional option available to warlocks, in addition to those offered in the *Player's Handbook* and other published Wizards of the Coast works.

THE NEBULA

Your patron is a cloud of interstellar gas, chaotic and raw. You have bound yourself to this primeval being, allowing you to bear the power of creation that is the nebula's nature.

The nebula is a chaotic force of creation, and its desire to spawn new things into being are imparted upon its warlocks.

NEBULA FEATURES

Warlock Level Feature

1st	Expanded Spell List, Shimmering Cloud
6th	Stardust Magic
10th	Gaseous Evasion
14th	Star Formation

EXPANDED SPELL LIST

The Nebula 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.

NEBULA EXPANDED SPELLS

Warlock Level Spells

1st	<i>absorb elements</i> ^{XGE} , <i>chromatic orb</i>
3rd	<i>dragon's breath</i> ^{XGE} , <i>dust devil</i> ^{XGE}
5th	<i>elemental weapon</i> , <i>protection from energy</i>
7th	<i>conjure minor elementals</i> , <i>fabricate</i>
9th	<i>conjure elemental</i> , <i>creation</i>

SHIMMERING CLOUD

At 1st level, the powers of the nebula come to your protection. When you cast a spell using a warlock spell slot, you can create a cloud of glowing stardust around you. The cloud sheds dim light in a 10-foot radius. The cloud has hit points equal to 5 times the level of the warlock spell slot expended. Whenever you take damage, the cloud shifts to protect you, taking the damage instead. The cloud lingers until it is reduced to 0 hit points, or until you take a short or long rest.

If you cast another spell using a warlock spell slot while the cloud has more than 0 hit points, the cloud's hit points become equal to 5 times the level of the warlock spell slot expended.

STARDUST MAGIC

At 6th level, you gain the ability to bring objects into creation using stardust. You can expend hit points from your cloud to cast a warlock spell you know at its lowest level without expending a spell slot. The number of hit points expended equals 10 times the spell's level.

Additionally, while your Shimmering Cloud has more than 0 hit points, you can expend 1 hit point from the cloud as a bonus action to coalesce stardust and create an inanimate object in your hand or on the ground in an unoccupied space within the cloud. This object can be no larger than 3 feet on a side and weigh no more than 10 pounds, and its form must be that of a nonmagical object that you have seen. The object is visibly magical, radiating dim light out to 5 feet, and vanishes after 1 hour.

VARIANT: ALTERNATIVE SPELLS

For players who do not have access to *Xanathar's Guide to Everything*, the spells in the Expanded Spell List *absorb elements*, *dragon's breath*, and *dust devil* can be replaced with *color spray*, *continual flame*, and *flaming sphere* respectively.

GASEOUS EVASION

At 10th level, you learn to dissipate and reform your body in order to avoid harm. When you are hit with an attack from an attacker you can see, you can use your reaction to become amorphous gas and negate the damage. Until the start of your next turn, you remain as gas and have resistance to all damage.

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

STAR FORMATION

At 14th level, you learn to materialize your patron's powers in the creation of a new star. Choose a point within 60 feet you can see. A miniature star bursts into existence at the chosen point. Each creature within 30 feet of the star when it first appears must make a Constitution saving throw. On a failed save, a creature takes 6d10 radiant damage and is blinded for 1 minute. On a successful save, the creature takes half as much damage and isn't blinded. At the end of each of its turns, the target can repeat the saving throw, ending the effect on a success.

The star shines for one minute, and provides bright light in a 30-foot radius and dim light for an additional 30 feet. Creatures within 30 feet of the star have disadvantage on saving throws against your warlock spells.

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



PACT OF THE CHAIN OPTION

At 3rd level, a warlock gains the Pact Boon feature. The *satellite* is an additional familiar option available to warlocks of the Nebula patron who select the Pact of the Chain.

SATELLITE

Tiny elemental, lawful neutral

Armor Class 16 (shell)

Hit Points 16 (3d4 + 9)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	16 (+3)	12 (+1)	13 (+1)	11 (+0)

Skills Perception +3

Damage Resistances cold, fire, bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 13

Languages Common, Ignan, Terran

Challenge 1/2 (100 XP)

Limited Telepathy. The satellite can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

Magic Resistance. The satellite has advantage on saving throws against spells and other magical effects.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage.

Shell Smash (Recharges after a Long Rest). The satellite forcefully bursts its shell. Each creature within 5 feet of the satellite must make a DC 13 Dexterity saving throw. A creature takes 7 (3d4) bludgeoning damage on a failed save, or half as much on a successful one. After using this, the satellite's armor class becomes 11 and its flying speed increases to 50 feet.

Gleam (Recharges after a Short or Long Rest). The satellite shines brightly. Each creature within 5 feet of the satellite must make a DC 13 Constitution saving throw be blinded until the end of its next turn.

Reactions

Intercept Attack. When a creature the satellite can see within 5 feet of it is hit by an attack, the satellite can swap places with the creature and become the target of the attack instead.

ARCANE TRADITION

At 2nd level, a wizard gains the Arcane Tradition feature. The following is an additional option available to wizards, in addition to those offered in the *Player's Handbook* and other published Wizards of the Coast works.

SCHOOL OF ASTRONOMY

The observation of the stars and celestial bodies of the greater universe is known as astronomy, with wizards who practice this tradition being known as astronomers. They study the different properties of the stars, and learn to create their own miniature celestial bodies.

SCHOOL OF ASTRONOMY FEATURES

Wizard Level	Feature
2nd	Astrological Augury, Spell Stars
6th	Realign
10th	Arcane Constellation
14th	Constellate

ASTROLOGICAL AUGURY

When you choose this tradition, at 2nd level, you can study the stars to gain knowledge on a variety of subjects.

When you finish a long rest, you choose one skill of your choice from any of the following: Arcana, History, Religion, or Nature. You gain proficiency with that skill, or if you already have proficiency in the skill, your proficiency bonus is doubled for any ability check you make with that skill, until the end of your next long rest.

SPELL STARS

Also, at 2nd level, you can conjure forth stars when you cast a spell of 1st level or higher. When you do so, you choose an unoccupied space within range of the spell, and a spell star appears at the point for 1 minute. The spell star provides bright light in a 10-foot radius and dim light for an additional 10 feet. You can have a number of spell stars at once equal to half your wizard level. While you are within 60 feet of a spell star, you can cast spells as though you were in the spell star's space.

Additionally, you can use your bonus action to cause any number of spell stars within 60 feet of yourself explode. Each creature within 5 feet of a spell star must make a Dexterity saving throw or take 2d6 radiant damage. A creature in the area of more than one spell star burst is affected only once.

REALIGN

At 6th level, you learn to shift your stars as you desire. As a bonus action on your turn, you can move a spell star within 60 feet of you up to 30 feet in any direction. If you ram the spell star into a creature, that creature must make a Dexterity saving throw. On a failed save, the creature takes 2d6 radiant damage and the spell star disappears.

ARCANE CONSTELLATION

Starting at 10th level, you can channel magic between your stars as if they were portals. When you cast a spell with an area of effect that includes one of your spell stars, you can choose another spell star within 60 feet of you to carry the effect. Each creature within 10 feet of the chosen spell star is also affected by your spell.

CONSTELLATE

At 14th level, you can channel your arcane energy to create a constellation in an instant. As an action, you can expend a spell slot of 1st level or higher to create a number of spell stars equal to the slot level, placing each star at a point you can see within 60 feet of you.



PART 3: SPELLS

This chapter offers new spells for many of the classes in the *Player's Handbook* and other published Wizards of the Coast works. These spells relate to stars, space, and the cosmos. Your DM determines whether these spells are available at character creation, or whether they are discovered in libraries or observatories or other storehouse of magical or astronomical knowledge.

When a DM adds spells to a campaign, clerics, druids, and paladins require special consideration. When characters of those classes prepare their spells, they have access to the entire spell list for their class. Given that fact, the DM should be cautious about making all of these new spells available to a player who is overwhelmed when presented with many options.

SPELL LISTS

The following spell lists show which of the new spells are for a class.

BARD SPELLS

CANTRIPS (0 LEVEL)

Twinkle

1ST LEVEL

Starlight Shroud

2ND LEVEL

Dazzling Gleam
Gleam-Eye

3RD LEVEL

Lucky Stars

4TH LEVEL

Celestial Pyre
Field of Stars

5TH LEVEL

Vacuum

6TH LEVEL

Intensify Gravity

7TH LEVEL

Starcrossed Binding

8TH LEVEL

—

9TH LEVEL

Night Sky

CLERIC SPELLS

CANTRIPS (0 LEVEL)

Illuminate
Twinkle

1ST LEVEL

Starlight Shroud

2ND LEVEL

Starlight Spear
Ultraviolet Pulse

3RD LEVEL

Guiding Light
Icy Ring

4TH LEVEL

Celestial Pyre
Ionizing Wind

5TH LEVEL

Golden Glow
Vacuum

6TH LEVEL

Quasar

7TH LEVEL

Starcrossed Binding

8TH LEVEL

Moonfall

9TH LEVEL

Night Sky

DRUID SPELLS

CANTRIPS (0 LEVEL)

Illuminate
Twinkle

1ST LEVEL

Starlight Shroud

2ND LEVEL

Ultraviolet Pulse

3RD LEVEL

Guiding Light
Icy Ring

4TH LEVEL

Field of Stars
Ionizing Wind

5TH LEVEL

Vacuum

6TH LEVEL

Intensify Gravity

7TH LEVEL

—

8TH LEVEL

Black Hole
Moonfall

9TH LEVEL

Night Sky

PALADIN SPELLS

1ST LEVEL

Meteor Strike
Starlight Shroud

2ND LEVEL

Dazzling Gleam
Gleam-Eye
Starlight Spear

3RD LEVEL

Guiding Light

4TH LEVEL

Celestial Pyre

5TH LEVEL

Golden Glow

RANGER SPELLS

1ST LEVEL

Meteor Strike
Starlight Shroud

2ND LEVEL

Ultraviolet Pulse

3RD LEVEL

Guiding Light

4TH LEVEL

Field of Stars
Ionizing Wind

5TH LEVEL

Vacuum

SORCERER SPELLS

CANTRIPS (0 LEVEL)

Illuminate
Twinkle

1ST LEVEL

Gravity Pulse
Starlight Shroud

2ND LEVEL

Dazzling Gleam
Gleam-Eye
Starlight Spear
Ultraviolet Pulse

3RD LEVEL

Icy Ring
Lucky Stars

4TH LEVEL

Ionizing Wind

5TH LEVEL

Vacuum

6TH LEVEL

Intensify Gravity
Quasar

7TH LEVEL

—

8TH LEVEL

Black Hole
Moonfall

9TH LEVEL

Night Sky

WARLOCK SPELLS

CANTRIPS (0 LEVEL)

Illuminate

1ST LEVEL

Starlight Shroud

2ND LEVEL

Dazzling Gleam

Gleam-Eye

Ultraviolet pulse

3RD LEVEL

Icy Ring

4TH LEVEL

Ionizing Wind

5TH LEVEL

Vacuum

6TH LEVEL

Intensify Gravity

7TH LEVEL

—

8TH LEVEL

Black Hole

Moonfall

9TH LEVEL

Night Sky

WIZARD SPELLS

CANTRIPS (0 LEVEL)

Illuminate

Twinkle

1ST LEVEL

Gravity Pulse

Starlight Shroud

2ND LEVEL

Starlight Spear

Ultraviolet Pulse

3RD LEVEL

Icy Ring

Lucky Stars

4TH LEVEL

Ionizing Wind

5TH LEVEL

Vacuum

6TH LEVEL

Intensify Gravity

Quasar

7TH LEVEL

Starcrossed Binding

8TH LEVEL

Black Hole

Moonfall

9TH LEVEL

Night Sky



SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

BLACK HOLE

8th-level transmutation (Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You condense gravity into an immeasurably dense orb at a point you can see within the spell's range. The orb fills a 10-foot radius sphere around it with darkness, which no light, magical or mundane, can illuminate.

When a creature enters within 30 feet of the orb for the first time on a turn or starts its turn there, it must make a Strength saving throw or be pulled 10 feet toward the orb. When a creature enters within 5 feet of the orb for the first time on a turn or starts its turn there, it must make a Constitution saving throw, taking 10d10 bludgeoning damage on a failed save or half as much on a successful one.

The orb's gravitation makes moving away from it incredibly difficult. While within 10 feet of the orb, a creature moving away from the orb must spend 4 feet of movement for every 1 foot it moves. While within 30 feet of the orb, a creature moving away from the orb must spend 2 feet of movement for every 1 foot it moves.

In addition, unsecured objects that are completely within the area of effect are automatically pulled into orb. Small nonmagical objects that come within 5 feet of the orb are immediately destroyed.

CELESTIAL PYRE

4th-level necromancy. (Bard, Cleric, Paladin)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (100 lbs of firewood, which the spell consumes)

Duration: Until dispelled or triggered

You can cast this spell only at night. You memorialize a dead creature you touch, turning them into a constellation, provided that it has been dead no longer than 1 day. The target's body dissolves into stardust and rises into the sky.

The spell effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as *raise dead*. Spells that target the dead but usually require a body can be cast targeting this constellation instead, provided they are cast at night and the caster can see the target's constellation. If the target of this spell is returned to life, this spell ends and the constellation fades.

DAZZLING GLEAM

2nd-level evocation (Bard, Paladin, Sorcerer, Warlock)

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You release a burst of light. Each creature within 30 feet of you must make a Constitution saving throw. On a failed save, a creature takes 3d8 radiant damage and is blinded until the end of its next turn. On a successful save, it takes half as much damage and is not blinded.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.





FIELD OF STARS

4th-level conjuration (Bard, Druid, Ranger)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

You conjure into existence four motes of starlight, each in an unoccupied space you can see within range. Each mote provides dim light in a 5-foot radius and lasts for the duration or until it explodes.

When a creature moves within 5 feet of a mote or moves away from a mote within 5 feet of it, the mote explodes. Each creature within 5 feet of the mote must make a Dexterity saving throw. A creature takes 2d6 radiant damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you create one additional mote for each slot level above 4th.

GLEAM-EYE

2nd-level enchantment (Bard, Paladin, Sorcerer, Warlock)

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 minute

You imbue your eyes with an endearing twinkle that distracts even the most hardened of hearts.

When you cast this spell, you can target a creature within 30 feet of you that you can see with a brilliant wink. The target must make a Wisdom saving throw or have disadvantage on the next attack roll or ability check they make before the start of your next turn. On each of your turns until the spell ends, you can use your bonus action to repeat this effect, targeting the same creature or a different one.

A creature that can't see you or that can't be charmed is unaffected by this spell.

GOLDEN GLOW

5th-level evocation. (Cleric, Paladin)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a golden orb worth 100gp, which the spell consumes)

Duration: Concentration, up to 1 minute

You point at a spot within 30ft of you that you can see, a bright orb of sunlight takes form there. This orb emits bright light in a 20-foot radius and dim light for an additional 20 feet, the orb will hover 15ft above the ground unless you're pointing at a wall or ceiling.

When a creature enters the bright light for the first time on a turn or starts its turn there, it must make a Constitution saving throw. It takes 6d8 radiant damage on a failed save, or half as much damage on a successful one.

An undead makes its saving throw with disadvantage, and the spell deals maximum damage to it.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the spell deals an additional 1d8 damage for each slot level above 5th.

GRAVITY PULSE

1st-level transmutation (Sorcerer, Wizard)

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S

Duration: Instantaneous

You concentrate gravity around your body. Each creature within 15 feet of you must make a Strength saving throw. On a failed save, a creature takes 2d8 bludgeoning damage and be pulled up to 10 feet toward you. On a successful save, it takes half as much damage and is not pulled toward you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

GUIDING LIGHT

3rd-level divination (ritual) (Cleric, Druid, Paladin, Ranger)

Casting Time: 1 minute

Range: Special

Components: V, S, M (a piece of flint, which the spell consumes)

Duration: 8 hours

You can cast this spell only at night. You speak the name of a creature or location known to you to be the target of this spell. The target must be on the same plane of existence as you, and cannot be under more than 100 feet of dirt or stone. A shining star appears high in the sky above the target's location, visible only at night. Your familiarity with the target determines the accuracy of the star's location. The DM rolls d100 and consults the table.

STAR LOCATION

Target Familiarity	Mishap	Similar Target	Off Target	On Target
Very familiar	01-05	06-13	14-24	25-100
Seen casually	01-33	34-43	44-53	54-100
Viewed once	01-43	44-53	54-73	74-100
Description	01-43	44-53	54-73	74-100
False description	01-50	51-100	—	—

Familiarity. "Very familiar" is a creature or place you have met with or been to very often, a creature or place you have carefully studied, or a creature or place you can see when you cast the spell. "Seen casually" is someone or someplace you have seen more than once but with which you aren't very familiar. "Viewed once" is a creature or place you have seen once, possibly using magic. "Description" is a creature or place whose location and appearance you know through someone else's description, perhaps from a map.

"False description" is a creature or place that doesn't exist. Perhaps you scried an illusion, or you are attempting to locate a familiar creature or location that no longer exists.

On Target. The star appears directly over the target's location.

Off Target. The star appear a random distance away from the target's location in a random direction. Distance off target is $1d10 \times 1d10$ percent of the distance between you and the target. For example, if the target was 120 miles away from you, and the DM rolled a 5 and 3 on the two d10s, then the star would be off target by 15 percent, or 18 miles. The DM determines the direction off target randomly by rolling a d8 and designating 1 as north, 2 as northeast, 3 as east, and so on around the points of the compass.

Similar Target. The star appears over a different target that's visually or thematically similar to the target. Generally, the star appears over the closest similar target, but since the spell has no range limit, it could conceivably wind up anywhere on the plane.

Mishap. The star appears in your hands and then explodes. Each creature within 30 feet of the star must make a Dexterity saving throw. A creature takes $2d10$ radiant damage on a failed save, or half as much damage on a successful one.

ICY RING

3rd-level conjuration. (Cleric, Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: Self

Components: V, S, M (a shard of ice or glass of water)

Duration: Concentration, up to 1 minute

You form a 5-foot thick ring of dust and ice that circles around you, with the outer edge of the ring 10 feet away from you. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. A creature takes $3d6$ cold damage on a failed save, or half as much damage on a successful one.

As a bonus action on your turn, you can increase or decrease the ring's radius from you by 5 feet, to a maximum distance of 20 feet away from you. The ring retains its 5-foot thickness, but its radius grows or shrinks.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

ILLUMINATE

Evocation cantrip (Cleric, Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

You release a cloud of shimmering gas at a creature you can see within range. The creature must succeed on a Constitution saving throw or take $1d8$ radiant damage, and has disadvantage on stealth checks and can't benefit from being invisible until the start of your next turn.

This spell's damage increases by $1d8$ when you reach 5th level ($2d8$), 11th level ($3d8$), and 17th level ($4d8$).

INTENSIFY GRAVITY

6th-level transmutation (Bard, Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a lead weight)

Duration: Concentration, up to 1 minute

This spell magnifies the gravity in a 30-foot-radius, 100-foot high cylinder centered on a point within range. For the spell's duration, everything within the spell's area becomes 10 times heavier. If the increase in a creature's carry weight exceeds 15 times its Strength score, it takes $1d6$ bludgeoning damage at the start of each of its turns, its speed drops by 20 feet and it has disadvantage on ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution.

Arrows, bolts, and other ordinary projectiles that enter the spell's area drop to the ground and automatically miss.

IONIZING WIND

4th-level evocation. (Cleric, Druid, Ranger, Sorcerer, Warlock, Wizard)

Casting Time: 1 action
Range: 40 feet
Components: V, S
Duration: Instantaneous

A blast of electrified wind erupts from your hands. Each creature in a 40-foot cone must make a Strength saving throw. On a failed save, a creature takes 6d8 lightning damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

LUCKY STARS

3rd-level divination (Bard, Sorcerer, Wizard)

Casting Time: 1 action
Range: Self
Components: V, S, M (a rabbit's foot or other lucky charm)
Duration: Concentration, up to 1 minute

You create three small stars that circle around your head. Whenever you make an attack roll, an ability check, or a saving throw, you can spend one star to roll an additional d20. You can choose to expend one of your stars after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

You can also expend one star when an attack roll is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours.

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

METEOR STRIKE

1st-level evocation (Paladin, Ranger)

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

The next time you hit a creature with a weapon attack during the spell's duration, your weapon strikes with the momentum of a meteor. The attack deals an extra 1d6 fire damage, and the target must succeed on a Strength saving throw or be knocked prone or pushed 5 feet away from you (your choice). A Large or larger creature has advantage on this saving throw.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.

MOONFALL

8th-level conjuration (Cleric, Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 action
Range: 500 feet
Components: V, S
Duration: Instantaneous

You materialize a minor moon from its place in the stars to use as an instrument of doom. A large stone moon of 100-foot radius appears 1500 feet above a point you can see within range. The spell fails if you can't see a point in the air where the moon could appear, or if you do not have a clear view of the sky.

The moon falls 500 feet at the start of each of your turns. Each creature in the moon's path as it falls must make a Dexterity saving throw. On a failed save, a creature takes 6d6 bludgeoning damage and is grappled until the end of its next turn, pinned by the moon. On a successful save, a creature takes half as much damage and is pushed out of the moon's path, up to 100 feet away from the moon.

Once the moon collides with the ground, each creature within 100 feet of the point of collision takes 12d12 bludgeoning damage. The spell deals maximum damage to structures. The moon then breaks into pieces, leaving a 100-foot radius impact crater, which becomes difficult terrain until cleared, with each 5-foot-diameter portion requiring at least 1 minute to clear by hand.

NIGHT SKY

9th-level illusion. (Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 action
Range: Self (1-mile radius)
Components: S
Duration: 1 hour

With a wave of your hand, you force the sky above you to clear and become night, in a radius of 1 mile. Within the spell's area, spells that can be cast only at night (such as *create undead*) can be cast regardless of time of day.

When you cast this spell, choose one of the following effects. On each of your turns until the spell ends, you can use your action to choose an effect, selecting the same effect or a different one.

Dreamland The terrain within the spell's area shapes to your desires. The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an Intelligence (Investigation) check against your spell save DC to disbelieve it. A creature who discerns the illusion for what it is, sees it as a vague image superimposed on the terrain. You can end this effect as an action on your turn.

Grim. You imbue false life into a corpse you can see within the spell's area. It rises as a skeleton if you choose a pile of bones, or a zombie if you choose a fleshy corpse. On each of your turns, you can use an action to mentally command any creature you made with this spell if the creature is within the spell's area (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete. The creature reverts to a corpse or pile of bones when the spell ends.

Shooting Star. A star streaks across the sky. One creature of your choice who can see the star gains 25 temporary hit points. While the creature has these hit points, it is immune to fear.

Slumber. You inflict drowsiness on a creature of your choice within the spell's area. If the target has less than 50 hit points, it falls unconscious until the spell ends, it takes damage, or someone uses an action to shake or slap it awake.

Star Storm. Ten stars fall from the sky. Each star hits a creature of your choice within the spell's area. Each star deals 1d4 + 1 force damage to its target (roll damage for each star separately). The stars all strike simultaneously, and you can direct them to hit one creature or several. Each time you use this effect, the sky grows darker. After the 10th use, the sky above becomes entirely dark, and you can no longer use this effect.

QUASAR

6th-level evocation. (Cleric, Sorcerer, Wizard)

Casting Time: 1 action
Range: Self (100-foot line)
Components: V, S
Duration: Instantaneous

You produce a beam of radiance in a line, 100 feet long and 5 feet wide. Each creature in the line must make a Dexterity saving throw. A target takes 10d8 radiant damage and is blinded for 1 minute on a failed save, or half as much damage and is not blinded on a successful one.

A creature blinded by this spell makes a Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d8 for each slot level above 6th.

STARCROSSED BINDING

7th-level abjuration (ritual) (Bard, Cleric, Wizard)

Casting Time: 1 hour
Range: 10 feet
Components: V, S, M (two stone rings made from the same meteorite and a diamond worth at least 3000 gp)
Duration: Until Dispelled

You adorn two willing creatures within range, bonding them together across time and space. As long as the two creatures remain on the same plane of existence, each creature gains a +1 bonus to its AC and saving throws, and is immune to the *charmed* condition. Additionally, each target knows the direction and distance to the other, and if one of them travels or is transported to a different plane, the other knows to which one they went.

The spell ends if one of the creatures is killed. A creature can only benefit from this spell once in their lifetime.

This spell can only be dispelled by a *wish* spell.

STARLIGHT SHROUD

1st-level abjuration (Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard)

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 10 minutes

Ghostly starlight surrounds your body, casting bright light in a 10-foot radius and dim light for an additional 10 feet. The first time you take damage after casting this spell, the starlight explodes outward and the spell ends. Each creature within 10 feet of you must make a Dexterity saving throw, taking 2d10 radiant damage on a failed save, or half damage as much on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

STARLIGHT SPEAR

2nd-level conjuration (Cleric, Paladin, Sorcerer, Wizard)

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You weave threads of starlight together to create a spear of solidified light in your hand. This magic spear lasts until the spell ends. It counts as a simple melee weapon with which you are proficient. It deals 2d12 radiant damage on a hit and has the reach and thrown (20/60ft.) properties. In addition, if you move at least 20 feet straight toward a target, your next attack with this weapon deals an additional 1d12 radiant damage on a hit.

If you drop the weapon or throw it, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a bonus action to cause the spear to reappear in your hand.

At Higher Levels. When you cast this spell using a 3rd- or 4th-level spell slot, the damage increases to 3d12. When you cast it using a 5th- or 6th-level spell slot, the damage increases to 4d12. When you cast it using a spell slot of 7th level or higher, the damage increases to 5d12.

TWINKLE

Evocation cantrip (Bard, Cleric, Druid, Sorcerer, Wizard)

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

You create or manipulate lights you can see within range and that fit within a 5-foot cube:

- You create a small burst of light, providing bright light in a 5-foot radius and dim light for an additional 5 feet until the start of your next turn.
- You cause a nonmagical light to dim until the start of your next turn. An object that usually casts dim light no longer casts light, and an object that casts bright light now casts dim light.
- You change the color of a light for 1 minute.

If you cast this spell multiple times, you can have up to three non-instantaneous effects created by it active at a time, and you can dismiss such an effect as an action.

ULTRAVIOLET PULSE

2nd-level evocation (Cleric, Druid, Ranger, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Instantaneous

You hurl a ball of glowing violet energy towards one creature within range, which bursts into a pulse of invisible radiation on impact. Make a ranged spell attack against the target. On a hit, it takes 5d6 radiant damage and must make a Constitution save or be poisoned for 1 minute. The target can repeat this save at the end of each of its turns, ending the effect on a success.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

VACUUM

5th-level conjuration. (Bard, Cleric, Druid, Ranger, Sorcerer, Warlock, Wizard)

Casting Time: 1 action

Range: 30 feet

Components: S, M (a sealed container)

Duration: Concentration, up to 1 hour

You draw all the air out of a creature within range. The target must make a Constitution saving throw. On a failed save, it takes 8d6 bludgeoning damage and begins suffocating. On a successful one, it takes half as much damage and does not begin suffocating.

The target can repeat the saving throw at the end of each of its turns, ending the spell on a success.

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

PART 4: MAGIC ITEMS

This chapter offers new magic items for players and monsters alike to supplement those found in the *Player's Handbook* and other published Wizards of the Coast works. These items relate to stars, space, and the cosmos. Your DM determines if and where these items are found.

The items are presented in alphabetical order.

ANTIMATTER AMMUNITION

Ammunition, rare

Dangerous ammunition crafted from antimatter, an attack made using this piece of ammunition deals 6d8 necrotic damage instead of a weapon's normal damage. Once the antimatter ammunition deals damage to a creature, it becomes a piece of nonmagical ammunition.

ASTEROID BELT

Wonderous item, rare (requires attunement)

Constructed from a string of seemingly unattached stones, this belt is held together by magical force. It has 7 charges, and it regains 1d6+1 expended charges daily at dawn. While wearing the belt, you can use an action to expend any number of charges to attack one creature you can see within 60 feet of you. The belt launches a flaming stone bead and makes its attack roll with a +7 bonus. On a hit, for each charge you spend, the target takes 1d6 bludgeoning damage and is pushed 5 feet away from you.

CLOAK OF THE STARWALKER

Wonderous item, very rare (requires attunement)

Belonging to a mythological thief who was said to have stolen the stars themselves, this cloak offers a window into the void of space. Adorned with a pattern of faintly glowing star-like motes of light, the pattern of the cloak shifts when attuned to reveal a picture of the heavens.

This cloak has 7 charges, and it regains 1d6+1 expended charges daily at dusk. While wearing the cloak, you can use a bonus action to expend one charge to cast *misty step*.

While attuned to this cloak, you gain resistance to radiant and force damage, you are immune to any ill effects from being in a vacuum, and your movement speed is doubled in dim light or darkness.

CRUCIFORM NEBULA

Weapon (greatsword, longsword, or shortsword), very rare (requires attunement)

Within the blade of this weapon shimmers the image of a brilliant nebula. As it moves, the misty appearance of the night sky trails behind it.

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

This weapon has 5 charges, regaining 1d4+1 charges daily at midnight. When you hit a creature with an attack using this sword, you can spend 1 charge to fill a 15-foot cube with swirling nebula for 1 minute, originating from you and encompassing the creature. When a creature enters the area for the first time on a turn or starts its turn there, it is engulfed in ghostly flames that cause searing pain, and it must make a DC 17 Constitution saving throw. It takes 2d6 radiant damage on a failed save, or half as much damage on a successful one.

GLIMMERING WEAPON

Weapon (any), uncommon

This weapon shines with cosmic light, dispelling illusions and revealing truth. When this weapon comes in contact with illusion magic, it dispels the illusion if it is a spell of 3rd level or lower.

A cleric of the Light or Sky domains of 10th level or higher can apply the *glimmering* property to a weapon by performing a 50 hour ritual. This ritual must be conducted within a hallowed temple, on an altar to the god of the cleric's faith, and involves 500 gp of materials. The ritual must be completed within 10 days of its initiation, otherwise the ritual fails and must be started over.

GRAVITY ROD

Rod, rare (requires attunement)

Bearing a black stone on one end and white stone on the other, this bronze rod boasts the ability to manipulate gravity.

This rod has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *levitate* (save DC 15) or *spider climb* spells from it.

The rod regains 1d6+1 expended charges daily at dawn. If you expend the rod's last charge, roll a d20. On a 1, the wand crumbles into dust and is destroyed.

HEAVEN-PIERCING GIGA DRILL

Weapon (javelin, lance, pike, or spear), legendary (requires attunement)

This weapon has an unnaturally long tip lined with spiraling flutes. When attuned, the tip of the weapon spins at the wielder's command. You have a burrow speed equal to your walking speed and tremorsense for 30 feet while you hold this weapon.

You gain a +3 bonus to attack and damage rolls made with this magic weapon.

Additionally, if you make an attack at a creature after bursting out from underground, you deal an additional 2d12 radiant damage to the creature on a hit.

This weapon has 5 charges, regaining 1d4+1 charges daily at dawn. As a bonus action while you are holding this weapon, you can spend 1 charge and choose a creature that can see and hear you within 30 feet of you. That creature gains temporary hit points equal to your Charisma score. While the creature has these temporary hit points, it has advantage on attack rolls and saving throws.

As a reaction when you are reduced to 0 hit points or killed, you can choose a creature that can see or hear you within 30 feet of you. If that creature has a free attunement slot, it immediately becomes attuned to this weapon.

JAR OF STARS

Wonderous item, common

This magical glass jar is filled with a 1d6+1 gleaming motes of starlight, and provides bright light in a 20-foot radius and dim light for an additional 20 feet.

As an action, you can open the jar to release the gleaming motes. Each mote acts as a dart per the *magic missile* spell. The jar ceases to be magical once opened.

LOCKET OF THE NIGHT

Wonderous item, uncommon (requires attunement)

An innocuous circular silver locket hung from a fine silver chain, this locket boasts the power to sap light from its surroundings. When opened, the inside of this locket seems to absorb all light around it, and is cold to the touch. As an action, you can open the locket to cast *darkness* centered on the locket, and you can see normally in darkness. Once you use this property, you can't use it again until the next dusk.

MOONLIT CENSER

Wonderous item, very rare

Created by an ancient order of holy knights, this ornate silver censer sheds moonlight, creating bright light in a 20-foot radius and dim light for an additional 20 feet. A silver lid on the censer can be used to shroud the light, snuffing it until the lid is removed.

Each creature lit by this light is subject to the following effects:

- It can't be charmed, frightened, or possessed by celestials, fey, fiends, or undead.
- It has advantage on Wisdom and Charisma saving throws against spells and magical effects.
- It is under the effects of a *zone of truth* spell (save DC 16).

Additionally, shapechangers lit by this light can't transform or voluntarily end their transformations.

Creatures completely shadowed from the censer's light aren't subject to its effects.

QUASAR BLADE

Weapon (greatsword, longsword, rapier, or shortsword), very rare (requires attunement)

This blade has an unusual guard, circular and shining with tiny specks of light. When attuned, the guard spins slowly, and the blade emits a faint light. When unsheathed, this sword casts dim light in a 15-foot radius around it.

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

This weapon has 5 charges, and it regains 1d4+1 expended charges daily at dawn.

As an action, you can expend charges to release a beam of radiance. Each creature within a 5 ft. wide and 200 ft long line must make a DC 15 Constitution saving throw. On a failed save, a creature takes 2d8 radiant damage for each charge expended and is blinded until the end of its next turn. On a successful save, it takes half as much damage and is not blinded.

The weapon gains the following ability if attuned by a paladin: As an action, you can expend a spell slot to release a beam of radiance. Each creature within a 5 ft. wide and 200 ft long line must make a Constitution saving throw against your spell DC. On a failed save, a creature takes 4d8 radiant damage for a 1st-level spell slot, plus 2d8 for each spell level higher than 1st, and is blinded until the end of its next turn. On a successful save, it takes half as much damage and is not blinded.



RIFTCUTTER

Wonderous item, legendary (requires attunement)

Scrawled on a tattered scrap of parchment is the knowledge of the *Riftcutter*, a conceptual weapon of with no physical presence. Once you attune to this parchment, you can't unattune from it unless you are targeted by the *remove curse* spell or similar magic.

This parchment has 10 charges, and it regains 1d8+2 expended charges daily at dawn.

While attuned to this parchment, you can spend one charge as a bonus action to create a weapon of your choice made from dark matter in your hand. You can choose the form that this melee weapon takes each time you create it. You gain a +2 bonus to attack and damage rolls made with this weapon, which deals psychic damage instead of the weapon's normal damage. If you drop the weapon or throw it, it dissipates at the end of the turn.

When you make a melee weapon attack with this weapon, you can spend one charge to cut through space, increasing the reach for the attack to 30 feet. If you hit a creature with this attack, you can spend 3 charges as a bonus action to magically teleport to an unoccupied space within 5 feet of it. Each creature within 10 feet of the space you teleport to must make a DC 18 Wisdom saving throw. A creature takes 5d10 psychic damage on a failed save, or half as much on a successful one.

RING OF CONSTELLATION

Ring, rare (requires attunement)

This magical ring is part of a set of 3 to 6 (1d4+2) similar rings, and glows with dim light in a 10-foot radius. While wearing this ring, you are linked to each other creature wearing a ring from the same set within 120 feet of you. You know the relative location of and can communicate telepathically with each other linked creature.

Additionally, each ring in a set has one of the following additional properties:

The Actor. As an action, you can choose another linked creature. You and that creature teleport to each other's space, swapping places.

The Advisor. As an action, you can choose two other linked creatures. Those creatures teleport to each other's space, swapping places.

The Guard. When another linked creature within 5 feet of you is hit by an attack, you can use your reaction to reduce the damage they take from the attack by 1d6.

The Guide. When another linked creature within 5 feet of you hits a target with a weapon attack, you can use your reaction to have the attack deal an additional 1d6 damage of the weapon's type.

The Handmaiden. When another linked creature is hit by an attack, you can use your reaction to make a melee weapon attack against the attacker if it is within reach.

The Hunter. When another linked creature hits a target with an attack, you can use your reaction to make a ranged weapon attack against that target if it is within range.

The Jester. When you take the Dodge action, attack rolls by other linked creatures against targets within 5 feet of you have advantage until the start of your next turn.

The Judge. You have advantage on melee attack rolls against targets within 5 feet of other linked creatures.

The Pariah. When another linked creature takes damage, you can use your reaction to take that damage instead of them. When you do so, the damage type changes to force. This feature doesn't transfer any other effects that might accompany the damage.

The Princess. When you take damage, any other linked creature can use their reaction to take that damage instead of you. When they do so, the damage type changes to force. This feature doesn't transfer any other effects that might accompany the damage.

SENTINEL STAR

Wonderous item, uncommon (requires attunement)

This two-inch blue sphere softly glows, creating dim light in a 5-foot radius. Once attuned, it hovers in the air, unaffected by gravity.

As a bonus action on your turn, you can move the sphere up to 30 feet to an unoccupied space you can see within 30 feet of you.

Creatures near the sphere provoke opportunity attacks from you as if you were in the sphere's space. When you take this opportunity attack, a phantom image of your weapon lashes out from the sphere, mimicking your movements. This attack deal radiant damage instead of your weapon's normal damage type.

The sphere has AC 24, 50 hit points, and resistance to all damage. If shattered, it can be repaired through a 1 hour ritual. You can perform this ritual only at night, under a clear night sky.

STAFF OF STARS

Staff, very rare (requires attunement by a druid, sorcerer, warlock, or wizard)

A smooth blackwood staff studded with gleaming star-like gems, this staff boasts powerful astral magics.

You have resistance to radiant damage while you hold this staff.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell attack bonus and save DC: *magic missile* (1 charge), *sickenning radiance*^{XGE} (3 charges), or *crown of stars*^{XGE} (7 charges).

The staff regains 1d6+4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff glows intensely, vaporizes, and is destroyed.

STARFALL HAMMER

Weapon (light hammer, maul, or warhammer), legendary (requires attunement)

Forged from a fallen star in the fires of its violent impact, this hammer is always accompanied by the faint smell of burning ozone.

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

This weapon has 5 charges, and it regains 1d4+1 expended charges daily at dusk. When you hit a creature with this weapon, you can expend 1 charge to intensify the weapon's weight, driving it downwards with tremendous force. Each creature within 10 feet of you must make a DC 18 Strength saving throw or be knocked prone.

Additionally, you can expend 3 charges to cast *reverse gravity* (save DC 18), centered on yourself. When you cast the spell in this way, you are immune to the spell's effect, and the spell ends at the start of your next turn.

STARLIGHT PENDANT

Wonderous item, uncommon (requires attunement)

A glittering golden star-shaped pendant on a silver chain, this necklace grants its wearer the power to manipulate small lights. While attuned to the necklace, you can cast the *dancing lights* cantrip. The lights appear as tiny diamonds, no matter what angle they're viewed from. Once per day, you can cast the *daylight* spell, targeting the necklace. Once you use the necklace this way, you can't do so again until the next dawn.

SKYFISH APPARATUS

Wonderous item, legendary

A Gargantuan metallic whale weighing 5000 pounds, this apparatus has a hidden catch on the top of the whale's head, which can be found with a successful DC 20 Intelligence (Investigation) check. Releasing the catch unlocks a hatch into an airlock, through which the apparatus' main compartment can be accessed. The apparatus fits two Large creatures or eight Medium or smaller creatures to crawl inside. Ten levers are set in a row inside the main compartment, each in a neutral position, able to move either up or down.

Armor Class: 20

Hit Points: 500

Speed: swim 60 ft., fly 60 ft.

Damage Immunities: poison, psychic

To be used as a vehicle, the apparatus requires one pilot. While the apparatus' hatch is closed, the compartment is airtight and watertight. The compartment holds enough air for 100 hours of breathing, divided by the number of breathing creatures inside.

The apparatus is built to survive the perils of space, and can travel through a complete vacuum with no ill effect.

A creature in the compartment can use an action to move as many as two of the apparatus's levers up or down. After each use, a lever goes back to its neutral position. Each level, from left to right, functions as shown in the Skyfish Apparatus Levers table.

SKYFISH APPARATUS LEVERS

Lever	Up	Down
1	Two fin-like wings extend, allowing the apparatus to fly and swim.	Wings retract, reducing the apparatus's speed to 0. While in this state, the apparatus gains a +2 bonus to its AC, and can still hover in place.
2	Forward window shutter opens.	Forward window shutter closes.
3	Side window shutters open (two per side).	Side window shutters close (two per side).
4	The mouth opens. Each creature in a 30-foot cone in front of the apparatus must make a DC 18 Strength saving throw or be pulled 10 feet toward the apparatus.	The mouth closes. Make the following melee weapon attack: +10 to hit, reach 5 ft., one target. <i>Hit:</i> 26 (4d12) piercing damage and the target is grappled (escape DC 18)
5	The apparatus begins charging its beam. While it is charging, the apparatus emits dim light in a 10-foot radius around its mouth if the mouth is closed, or a 60-foot cone of bright light and 60 feet of dim light beyond that if the mouth is open. The beam can remain charged for 1 minute, afterwards it must be recharged if not fired.	The apparatus fires a beam. If the mouth is closed, the beam fizzles, and the apparatus takes 72 (16d8) radiant damage. If the mouth is open, each creature in a 100 foot line, 5 feet wide, in front of the apparatus must make a DC 18 Dexterity saving throw. A creature takes 72 (16d8) radiant damage on a failed save, or half as much damage on a successful one.
6	The apparatus swims or flies forward.	The apparatus swims or flies backward.
7	The apparatus turns 90 degrees left.	The apparatus turns 90 degrees right.
8	The apparatus turns 90 degrees upward.	The apparatus turns 90 degrees downward.
9	Gravity within the apparatus is suppressed. All creatures and objects within the apparatus levitate.	Artificial gravity within the apparatus is enabled, oriented with the apparatus, affecting all creatures and objects inside the apparatus.
10	The door between the airlock and main compartment closes and the rear hatch unseals and opens.	The rear hatch closes and seals, and the airlock drains and opens to the main compartment.

PART 5: CREATURES

This chapter includes new creatures for your players to face as they run through your campaign, supplementing those found in the *Player's Handbook*, *Monster Manual*, and other published Wizards of the Coast works. These new creatures relate to stars, space, and the cosmos.

ASTRAL LYNX

These strange creatures, appearing like a lynx with vividly multicolored fur and much of their flesh missing, are hunters that reside in the Astral Plane. They venture forth to hunt, or to explore the many wonders of the worlds—and sometimes it's hard to tell the difference.

SURREAL PRESENCE

Astral lynxes carry with them a portion of their home plane, lending a dreamlike quality to their presence. Their coloration, posture, and even size are not fixed, and often differ from perspective to perspective. Some stories tell of these creatures wandering through mouse holes, walking across lakes, or pawing at the heavens, batting the very stars around the sky.

Surreal Size. A astral lynx's size is subjective and inconstant. The same lynx may barely fit through a door one moment, then leap nimbly through a keyhole the next, with observers disagreeing on how it occurred.

HUNTERS FROM THE EMPTINESS

Creatures on the Astral Plane neither age nor suffer from hunger or thirst. Like many creatures that live there, astral lynxes must go elsewhere to grow and raise young. To fuel that, though, they must hunt, and they do so by diving into the Material Plane to ambush prey.

Unearthly Patience. The unchanging nature of the Astral Plane negates any urgency in a hunt, and astral lynxes are content to wait weeks, months, or even years for the perfect moment to strike.

Planar Attunement. Astral lynxes always know the distance and direction to the nearest planar portal. They can also see from the Astral Plane into the Material Plane and vice versa, allowing them to watch unseen as they hunt or investigate.

INSATIABLE CURIOSITY

Their intelligence leaves astral lynxes with a second need that drives them from their home: curiosity. They are exceptionally inquisitive, and when not hunting, can be found sightseeing across the planes.

Astral lynxes venture forth from their home to see the wonders of the cosmos. Outside the Astral Plane, they are most commonly seen in places of great beauty, settlements with cultural significance, and sites where powerful things lie. Their innate desire to touch interesting things and play in interesting places can have wildly varying implications, from breaking a single blade of grass to accidentally toppling buildings with yard-wide paws and twists of space.



ASTRAL LYNX

Large monstrosity, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 161 (17d10 + 68)

Speed 50 ft., Astral Plane 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	21 (+5)	19 (+4)	20 (+5)	14 (+2)	13 (+1)

Skills Athletics +10, Perception +6, Stealth +9

Damage Resistances necrotic, poison, bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunities force

Condition Immunities blinded, charmed, paralyzed, petrified

Senses truesight 60 ft., passive Perception 16

Languages understands Common but can't speak

Challenge 11 (7200 XP)

Astral Step. As a bonus action, the lynx can magically shift from the Material Plane to the Astral Plane, or vice versa.

Planar Pounce. If the lynx returns from the Astral Plane and then hits a creature with a bite attack on the same turn, the target takes an extra 11 (2d10) force damage and must succeed on a DC 17 Charisma saving throw or be banished to the Astral Plane until the end of its next turn.

Actions

Multiattack. The lynx makes two attacks: one with its bite and one with its claw.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) slashing damage.

Astral Rift (Recharge 5-6). The lynx tears a hole in the fabric of space, drawing creatures in. Each creature within 30 feet of the lynx must make a DC 17 Charisma saving throw. On a failed save, the creature takes 38 (7d10) force damage and is banished to the Astral Plane. On a successful save, it takes half as much damage and isn't banished. At the end of a banished creature's turns, it repeats the saving throw, returning from the Astral Plane and reappearing in the space it left or in the nearest unoccupied space if that space is occupied on a success.

MOVEMENT IN THE ASTRAL PLANE

In combat, a creature's walking speed (in feet) on the Astral Plane is equal to 3 times its Intelligence score.

— *Dungeon Master's Guide*, page 47



CONSTELLATE CREATURES

When creatures of myth are slain, the gods or other celestial powers sometimes deem it fitting to memorialize them in the sky as constellations. Typically drawn from myths and legends, creatures who become constellations are blessed by the higher powers.

Constellate creatures maintain the same personalities as they did in life, whether that be the person a of a brave hunter or a menacing lion. In places of concentrated cosmic energy, or when their mythos is heavily invoked, these creatures will often return to the mortal realm, either to defend the area or to warn travelers.

All constellate creatures gain similar features, appearing as swarms of small stars connected by threads of starlight, and gain resistance to mundane weaponry, astral attacks, and the ability to manipulate starlight motes. Gifted with this power, constellate creatures are able to set traps using these starlight motes, piercing through unsuspecting victims with thin strands of light.

CONSTELLATE CREATURE TEMPLATE

An aberration, beast, humanoid, giant, or monstrosity can become a constellate creature. When a creature becomes constellate, it retains all its statistics except as noted below.

Senses. The creature gains darkvision with a radius of 60 feet.

Resistances. The creature gains resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks if does not already have these resistances.

Astral Attacks. The creature's weapon attacks deal force damage instead of their normal type.

Languages. If the creature can speak, it learns Celestial in addition to any other languages it knows.

Create Star Mote. As a bonus action, the creature can place a mote of starlight in an unoccupied space within 5 feet of it. This mote emits dim light in a 5-foot radius, and lasts for 1 minute. It can place a number of motes up to twice its challenge rating (minimum of 2).

New Action: Detonate Star Mote. The creature can cause any number of motes it created within 60 feet of it to explode. Each creature within 5 feet of a mote must make on a Dexterity saving throw or take 2d6 radiant damage. A creature in the area of more than one mote burst is affected only once. The DC for this saving throw is equal to 8 + the creature's proficiency bonus + the creature's Constitution modifier.

New Action: Starline. The creature can form strands of starlight between all motes it created within 60 feet of it. If two motes are separated by a barrier or other solid object, the strand between them will not form. If a strand passes through a creature, that creature must make a Dexterity saving throw, taking 1d10 radiant damage for each mote placed on a failed save. Once the creature uses this action, all the motes it placed disappear. The DC for this saving throw is equal to 8 + the creature's proficiency bonus + the creature's Constitution modifier.

SAMPLE CONSTELLATE CREATURE

Here the constellate creature template has been applied to a human archer and a lion representing the constellations Orion and Leo respectively.

CONSTELLATE ARCHER

Medium humanoid, any alignment

Armor Class 16 (studded leather armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Skills Acrobatics +6, Perception +3

Damage Resistances bludgeoning, piercing, slashing damage from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages Common, Celestial

Challenge 3 (700 XP)

Archer's Eye (3/Day). As a bonus action, the archer can add 1d10 to its next attack or damage roll with a longbow or shortbow.

Create Star Mote. As a bonus action, the archer can place a mote of starlight in an unoccupied space within 5 feet of it. This mote emits dim light in a 5-foot radius, and lasts for 1 minute. It can place up to 6 motes.

Actions

Multiattack. The archer makes two attacks with its longbow.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) force damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) force damage.

Detonate Star Mote. The archer can cause any number of motes it created within 60 feet of it to explode. Each creature within 5 feet of a mote must make on a DC 13 Dexterity saving throw or take 7 (2d6) radiant damage. A creature in the area of more than one mote burst is affected only once.

Starline. The archer can form strands of starlight between all motes it created within 60 feet of it. If two motes are separated by a barrier or other solid object, the strand between them will not form. If a strand passes through a creature, that creature must make a DC 13 Dexterity saving throw, taking 5 (1d10) radiant damage for each mote placed on a failed save. Once the creature uses this action, all the motes it placed disappear.

CONSTELLATE LION

Large beast, unaligned

Armor Class 12

Hit Points 26 (4d10 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	3 (−4)	12 (+1)	8 (−1)

Skills Perception +3, Stealth +4

Damage Resistances bludgeoning, piercing, slashing damage from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1 (200 XP)

Keen Smell. The lion has advantage on Wisdom (perception) checks that rely on smell.

Pack Tactics. The lion has advantage on an attack roll against a creature if at least one of the lion's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pounce. If the lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the lion can long jump up to 25 feet.

Create Star Mote. As a bonus action, the lion can place a mote of starlight in an unoccupied space within 5 feet of it. This mote emits dim light in a 5-foot radius, and lasts for 1 minute. It can place up to 2 motes.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) force damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) force damage.

Detonate Star Mote. The lion can cause any number of motes it created within 60 feet of it to explode. Each creature within 5 feet of a mote must make on a DC 11 Dexterity saving throw or take 7 (2d6) radiant damage. A creature in the area of more than one mote burst is affected only once.

Starline. The lion can form strands of starlight between all motes it created within 60 feet of it. If two motes are separated by a barrier or other solid object, the strand between them will not form. If a strand passes through a creature, that creature must make a DC 11 Dexterity saving throw, taking 5 (1d10) radiant damage for each mote placed on a failed save. Once the creature uses this action, all the motes it placed disappear.

CONSTELLATIONS AND THE WORLD

The constellate sample creatures provided here reference the legends of the huntsman Orion and the Nemean Lion. DMs should consider the mythology of your campaign, and create constellate creatures that best align with the constellations and legends of the setting.

For example, in the Forgotten Realms setting, constellations called the Centaur and the Woman Warrior are viewable over the Sword Coast North in summer. To represent the constellations, the constellate creature template can be applied to a centaur and a knight or other humanoid warrior. The constellation named Maerilzoun, also called the Serpent, can be represented by applying the constellate creature template to a giant constrictor snake.



DANCING STAR

Under the pale light of the moon, in quiet forest groves, small fey creatures shimmer and sway. More jovial than their aggressive sprite kin, dancing stars are creatures of constant energy.

Forest Tricksters. These dancing stars are innate pranksters, stopping at nothing for their amusement, but laughing and singing the entire way. Dancing stars lure wanderers in with their delightful songs, only to bewitch the poor souls or rob them blind.

Fey Outcasts. Though jovial and bewitching, the dancing stars' antics have a tendency to draw the ire of other fey creatures. As such, dancing stars usually live in communities of their own, on the boundaries of fey territory.

DANCING STAR

Tiny fey, chaotic neutral

Armor Class 13
Hit Points 5 (2d4 + 0)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	17 (+3)	11 (+0)	13 (+1)	12 (+1)	15 (+2)

Skills Acrobatics +5, Persuasion +4, Performance +4
Damage Resistances radiant
Senses darkvision 60 ft., passive Perception 11
Languages Common, Sylvan
Challenge 1/8 (25 XP)

Star Dance. If the dancing star uses its Enchanting Pirouette on its turn, it can take the Dodge action as a bonus action.

Actions

Star Mote. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 3 (1d4 + 1) force damage.

Enchanting Pirouette (Recharges after a Short or Long Rest). The dancing star sways in a sensational dance. Each creature within 30 feet of the dancing star must succeed on a DC 12 Wisdom saving throw or be charmed for 1 minute. The dancing star has advantage on attacks against the charmed target. A creature can repeat this save at the end of its turn, ending the effect on a success. The effect also ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

SOCIAL BEINGS

Dancing stars often come together in large groups, throwing parties and laughing together as a swarm. When working together, individual stars can play off of one another, putting on even more enchanting performances. As a group, the charm of the dancing stars is amplified.

SWARM OF DANCING STARS

Medium swarm of tiny fey, chaotic neutral

Armor Class 13
Hit Points 45 (10d8 + 0)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	11 (+0)	13 (+1)	12 (+1)	15 (+2)

Skills Acrobatics +5, Persuasion +4, Performance +4
Damage Resistances radiant, bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 11
Languages Common, Sylvan
Challenge 2 (450 XP)

Star Dance. If the swarm uses its Enchanting Pirouette on its turn, it can take the Dodge action as a bonus action.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny dancing star. The swarm can't regain hit points or gain temporary hit points.

Actions

Multiattack. The swarm makes 3 (1d6) star mote attacks, or 2 (1d4) star mote attacks if the swarm has half of its hit points or fewer.

Star Mote. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 3 (1d4 + 1) force damage.

Enchanting Pirouette (Recharge 5-6). The swarm sways in a sensational dance. Each creature within 30 feet of the swarm must succeed on a DC 12 Wisdom saving throw or be charmed for 1 minute. The swarm has advantage on attacks against the charmed target. A creature can repeat this save at the end of its turn, ending the effect on a success. The effect also ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

KRENELISK

Distant cousins of the terrestrial ankhegs, the krenelisk are a spacefaring species that dwell on asteroids and moons. Far more intelligent than their ankheg kin, krenelisk band together in hives, hunting in highly organized teams and serving a single krenelisk queen.

Labyrinth Diggers. The krenelisk retain the burrowing tendencies of their ankheg kin, and use their powerful mandibles to dig winding tunnels deep beneath the ground. Krenelisk tunnels wind erratically and in all directions, making them difficult to navigate. A tactic utilized by the krenelisk involves burrowing under the feet of unsuspecting prey, then dragging them into the maze-like tunnels.

Hive Psionics. A krenelisk queen is a being of immense power, able to grant her entire hive limited psionic abilities. This hive structure developed along-side the krenelisk's psychic sensitivity, but also serves as the creatures' greatest weakness. If a krenelisk queen is killed, all members of her hive lose their psionic abilities.

Invisible Hunters. Subsisting off various space creatures, krenelisks hunt as a pack. Utilizing psionic powers, they bend rays of light around their form, making them nearly impossible to see.

A KRENELISK QUEEN'S LAIR

At the heart of the krenelisk hives's labyrinth lies the krenelisk queen's lair. Burrowed deep underground, the queen's lair typically has multiple entrances to better facilitate the movement of other krenelisk around her.

As the queen's primary task is the creation of more krenelisk, the floor of her lair is lined with acid-pitted bones and rotting carcasses.

The lair also serves as a psionic echo chamber of sorts, amplifying the queen's psionic powers and shielding her from detection.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the krenelisk queen takes a lair action to cause one of the following effects; the krenelisk queen can't use the same effect two rounds in a row:

- Piles of bones that the krenelisk queen can see within 120 feet of it rise up in a skeletal hand. Any creature on the ground within 10 feet of the hand must succeed on a DC 15 Strength or Dexterity saving throw (target's choice) or be restrained.
- The psychic energy around the krenelisk queen resonates, filling the lair. Each non-krenelisk creature within 60 feet of the krenelisk queen must succeed on a DC 15 Intelligence saving throw or become stunned until the end of their next turn.
- The ground shakes around the krenelisk queen. Each creature within 30 feet of the krenelisk queen must succeed on a DC 15 Strength saving throw or be knocked prone.

REGIONAL EFFECTS

A region containing a krenelisk hive buzzes with the activity of these psionic hunters, and comes under one or more of the following effects:

- Wildlife within 3 miles of the lair begin disappearing.
- Water sources within 6 miles of the lair become acidic and foul.
- Humanoids within 10 miles of the lair begin suffering painful migraines.

If the krenelisk queen dies, the remaining krenelisk scatter in other directions, seeking a new home and a new queen. It takes a krenelisk 3d6 years to mature into a queen.

KRENELISK

Large monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	9 (-1)	13 (+1)	6 (-2)

Skills Perception +4, Stealth +4
Damage Vulnerabilities psychic
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 14
Languages Krenelisk, telepathy 120 ft.
Challenge 5 (1800 XP)

Spacefaring. The krenelisk doesn't need to breathe.

Hive Psionics. The krenelisk's psionic spellcasting ability is Intelligence (spell save DC 10, +2 to hit with spell attacks). While within 3 miles of a krenelisk queen, it can innately cast the following spells:

At will: *mage hand*, *mind spike*
3/day: *invisibility*
1/day: *telekinesis*

Actions

Multiattack. The krenelisk makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 4 (1d8) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the krenelisk can bite only the grappled creature and has advantage on attack rolls to do so.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Acid Spray (Recharge 5-6). The krenelisk spits acid in a line that is 30 ft. long and 5 ft. wide, provided that it has no creature grappled. Each creature in that line must make a DC 14 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much damage on a successful one.

KRENELISK QUEEN

Huge monstrosity, unaligned

Armor Class 19 (natural armor)

Hit Points 310 (20d12 + 180)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	29 (+9)	19 (+4)	13 (+1)	8 (-1)

Saving Throws Wis +6, Cha +4

Damage Immunities psychic

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11

Languages Krenelisk, telepathy 1 mile

Challenge 15 (13000 XP)

Legendary Resistance (3/Day). If the krenelisk queen fails a saving throw, it can choose to succeed instead.

Spacefaring. The krenelisk queen doesn't need to breathe.

Psionic Shield. Each krenelisk within 60 feet of the krenelisk queen loses its vulnerability to psychic damage and has resistance to damage from spells.

Hive Psionics. The krenelisk queen's psionic spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells:

At will: *mage hand*, *mind spike*

3/day: *synaptic static*^{XGE}, *telekinesis*

Actions

Multiattack. The krenelisk queen makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage plus 4 (1d8) acid damage. If the target is a Medium or smaller creature, it must succeed on a DC 20 Dexterity saving throw or be swallowed by the krenelisk queen. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the krenelisk queen, and it takes 21 (6d6) acid damage at the start of each of the krenelisk queen's turns. If the krenelisk queen takes 30 damage or more on a single turn from a creature inside it, the krenelisk queen must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the krenelisk queen. If the krenelisk queen dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 5 feet of movement, exiting prone.

Claw. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Acid Spray (Recharge 5-6). The krenelisk queen spits acid in a line that is 60 ft. long and 10 ft. wide, provided that it has no creature swallowed. Each creature in that line must make a DC 22 Dexterity saving throw, taking 42 (12d6) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The krenelisk queen can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The krenelisk queen regains spent legendary actions at the start of its turn.

Psionic. The krenelisk queen casts one of its at-will spells.

Claw (Costs 2 Actions). The krenelisk queen makes one claw attack.

Aggravate Hive (Costs 3 Actions). Each krenelisk within 60 feet of the krenelisk queen gains 10 temporary hit points. While a krenelisk has these hit points, it can make one claw attack as a bonus action on its turn.



METEOR GOLEM

Powerful golems crafted from extraterrestrial metals, the meteor golem is a powerful warrior wrought of exotic metals. A meteor golem's shape can be worked into any form, though most are fashioned to look like giant suits of armor. Its durable form allows it to fall from great heights, slamming into the ground with destructive force.

A meteor golem's body contains veins of exotic metals such as adamantite and mithral, protecting their bodies from all weapons but those imbued with magic or made from adamantite.

Elemental Spirit in Material Form. The construction of a golem begins with the building of its body, requiring great command of the craft of sculpting, stonemasonry, ironworking, or surgery. Sometimes a golem's creator is the master of the art, but often the individual who desires a golem must enlist master artisans to do the work.

After constructing the body from a meteor, the golem's creator infuses it with a spirit from the Elemental Plane of Earth. This tiny spark of life has no memory, personality, or history. It is simply the impetus to move and obey. This process binds the spirit to the artificial body and subjects it to the will of the golem's creator.

Strike Force. The creator of a meteor golem will typically utilize its destructive powers offensively rather than defensively, as their impact power has a propensity for property destruction that makes them ill suited as guardians.

Blind Obedience. When its creator or possessor is on hand to command it, a golem performs flawlessly. If the golem is left without instructions or is incapacitated, it continues to follow its last orders to the best of its ability. When it can't fulfill its orders, a golem might react violently—or stand and do nothing. A golem that has been given conflicting orders sometimes alternates between them.

A golem can't think or act for itself. Though it understands its commands perfectly, it has no grasp of language beyond that understanding, and can't be reasoned with or tricked with words.

Constructed Nature. A golem doesn't require air, food, drink, or sleep.

METEOR GOLEM

Large construct, unaligned

Armor Class 18 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	19 (+4)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities cold, fire, poison, psychic, bludgeoning, piercing, slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Understands the languages of its creator but can't speak

Challenge 12 (8400 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Impact (Recharge 5-6). The golem slams the ground, releasing a wave of destructive energy. Each creature within 10 feet of the golem that is not behind total cover must make a DC 18 Dexterity saving throw. A creature takes 22 (4d10) bludgeoning damage and 22 (4d10) fire damage and is knocked prone on a failed save, or half as much damage and is not knocked prone on a successful one.





MOON-TOUCHED CREATURES

In the presence of powerful lunar or fey magic, a creature's mind can sometimes become addled, and afflicted with the moon touch. Moon-touched creatures appear outwardly unchanged, with the exception of white fogged-over eyes, which glow when they are in pain. These creatures lose all sense of self preservation, and fight mindlessly to the death.

MOON-TOUCHED CREATURE TEMPLATE

A beast, humanoid, or monstrosity can become a moon-touched creature. When a creature becomes moon-touched, it retains all its statistics except as noted below.

Moon-Touched. While the creature has less than half of its maximum hit points remaining, it can make a single weapon attack as a bonus action.

Mindless. The creature's Intelligence score becomes 1 and it loses the ability to understand any languages.

Increased Hit Points. The creature gains an additional hit die, and its maximum hit points are increased to reflect this.

THE MOON-TOUCH AFFLICTION

Wanderers and adventurers may find themselves afflicted with the mindless madness of the moon-touch, should they stray too far into the land of fey magics without adequate protection.

When traversing such lands, a DM can call for a DC 15 Charisma saving throw, every hour the players traverse the land. On three failed saves, the DM can prescribe this affliction upon a player. The effect can be removed by a *remove curse* spell.

SAMPLE MOON-TOUCHED CREATURE

Here the moon-touched creature template has been applied to a dire wolf.

MOON-TOUCHED DIRE WOLF

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	1 (-5)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4
Senses passive Perception 13
Languages —
Challenge 1 (200 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Moon-Touched. While the wolf has less than half of its maximum hit points remaining (22), it can make a bite attack as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

NEBULA DRAGON

Formed from clouds of cosmic dust, nebula dragon distinguish themselves from true dragons through their amorphous form. Though they bear no draconic blood, nebula dragons are formed through the thoughts of a dragon, thus inheriting the cunning and greed of the true dragons.

Diet of Dust. Unlike their fleshy kin, nebula dragons grow and subsist entirely off a diet of dust and debris. Due to their diet, they age much slower than their true dragon counterparts, only reaching maturity after centuries.

A nebula dragon's physique allows it to combine and construct dust particles within its body into exotic and heavy metals. Nebula dragon produce these metals as a byproduct of their diet, jettisoning the metals they are unable to use for fusion.

Created from Chaos. Formed from clumps of cosmic dust, nebula dragons are born of chaos. Their personalities are likewise chaotically inclined, knowing neither good nor evil. Due in part to their isolation from other living creatures, nebula dragon are extremely self-centered, having no concept of compassion, sympathy, or empathy.

Category	Size	Age Range
Wyrmling	Medium	100 years or less
Young	Large	101—500 years
Adult	Huge	501—2000 years
Ancient	Gargantuan	2001 years or more

VARIANT: NEBULA DRAGONS AS INNATE SPELLCASTERS

Nebula dragons are composed of innately magical cosmic energies. Using this variant, they can master a few spells as they age.

A young or older dragon can innately cast a number of spells equal to its Charisma modifier. Each spell can be cast once per day, requiring no material components, and the spell's level can be no higher than one-third the dragon's challenge rating (rounded down). The dragon's bonus to hit with spell attacks is equal to its proficiency bonus + its Charisma modifier. The dragon's spell save DC equals 8 + its proficiency bonus + its Charisma modifier.

VARIANT: BLOODIED BREATH

This variant allows the dragon to turn the tide of battle when it becomes severely wounded, adding danger to the encounter. If the DM desires, the nebula dragon can gain the following feature:

Bloodied Breath. When the dragon drops under half its maximum hit points it immediately recharges and uses its Breath Weapon. If the triggering creature is within range the dragon will center the attack on that creature.

A NEBULA DRAGON'S LAIR

Though nebula dragon usually inhabit the emptiness of space, they sometimes form lairs upon asteroids or moons. The lair is glows faintly with the dragon's own stardust, and is littered with chunks of various metals produced by the dragon's internal fusion. Space whales shy far from these lairs, for fear of the dragon's wrath, but this in turn creates a haven for space squids, which feed off of the dragon's scattered stardust, safe from the space whales' hungry jaws.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Pillars of light, 5 feet in diameter and 60 feet long, shoot forth from the walls of the dragon's lair within 120 feet of the dragon. Any creature caught in a pillar must make a DC 15 Dexterity saving throw. A creature takes 11 (2d10) radiant damage on a failed save and is blinded until the end of its next turn on a failed save, or half as much damage and is not blinded on a successful one.
- A cloud of glowing stardust spreads from a point the dragon chooses within 60 feet of it, filling a 15-foot radius sphere until the dragon dismisses it as an action, uses this lair action again, or dies. When the cloud appears, each creature in it must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 10 (3d6) fire damage and begins glowing. Any attack roll against a glowing creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible. On a successful save, it takes half as much damage and does not glow. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there.
- Gravity intensifies around a point the dragon chooses within 120 feet of it, filling a 20-foot radius, 40-foot high cylinder until the dragon dismisses it as an action, uses this lair action again, or dies. A creature within the area must make a Strength saving throw, taking 10 (3d6) bludgeoning damage and being knocked prone on a failed save, or half as much damage and not being knocked prone on a successful one. Additionally, the area is considered difficult terrain for all creatures aside from the dragon.

REGIONAL EFFECTS

The space near a legendary nebula dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Meteor showers rain across the sky every 1d6 days. These can be seen from up to 10,000,000 miles away.
- New stars appear in the sky, some visible even during the day. These can be seen from up to 10,000,000 miles away.
- The tides of planets within a 1,000,000 mile radius rise and fall erratically.

If the dragon dies, the effects fade over 1d100 days.



ANCIENT NEBULA DRAGON

Gargantuan dragon, chaotic neutral

Armor Class 22 (natural armor)
Hit Points 546 (28d20 + 252)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	29 (+9)	18 (+4)	17 (+3)	28 (+9)

Saving Throws Dex +9, Wis +10, Cha +16
Skills Perception +17, Stealth +9
Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks
Damage Immunities fire, radiant
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Common, Draconic
Challenge 24 (62000 XP)

Spacefaring. The dragon doesn't need to breathe.

Stardust Form. The dragon can move through a space as narrow as 1 inch wide without squeezing. In addition, the dragon can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, or if a creature starts its turn within the dragon's space, that creature takes 14 (4d6) fire damage.

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 21 (2d10 + 10) fire damage.

Claws. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 17 (2d6 + 10) fire damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 19 (2d8 + 10) fire damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 24 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath weapons.

- **Starfire Breath.** The dragon exhales starfire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 45 (13d6) fire damage and 45 (13d6) radiant damage on a failed save, or half as much damage on a successful one.
- **Blinding Breath.** The dragon releases a beam of radiance in a 120-foot that is 10 feet wide. Each creature in that line must make a DC 24 Constitution saving throw. A creature takes 45 (13d6) radiant damage and is blinded until the end of its next turn on a failed save, or half as much damage and is not blinded on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Twist Gravity (Costs 2 Actions). The dragon shifts gravity around it. Each creature within 30 feet of the dragon must succeed on a DC 24 Strength saving throw or be pulled up to 20 feet closer to the dragon.

ADULT NEBULA DRAGON

Huge dragon, chaotic neutral

Armor Class 19 (natural armor)
Hit Points 256 (19d12 + 133)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	16 (+3)	15 (+2)	24 (+7)

Saving Throws Dex +8, Wis +8, Cha +13

Skills Perception +14, Stealth +8

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunities fire, radiant

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24

Languages Common, Draconic

Challenge 17 (18000 XP)

Spacefaring. The dragon doesn't need to breathe.

Stardust Form. The dragon can move through a space as narrow as 1 inch wide without squeezing. In addition, the dragon can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, or if a creature starts its turn within the dragon's space, that creature takes 10 (3d6) fire damage.

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) fire damage.

Claws. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) fire damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) fire damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath weapons.

Starfire Breath. The dragon exhales starfire in a 60-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 31 (9d6) fire damage and 31 (9d6) radiant damage on a failed save, or half as much damage on a successful one.

Blinding Breath. The dragon releases a beam of radiance in a 90-foot that is 5 feet wide. Each creature in that line must make a DC 21 Constitution saving throw. A creature takes 31 (9d6) radiant damage and is blinded until the end of its next turn on a failed save, or half as much damage and is not blinded on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Twist Gravity (Costs 2 Actions). The dragon shifts gravity around it. Each creature within 30 feet of the dragon must succeed on a DC 21 Strength saving throw or be pulled up to 20 feet closer to the dragon.

YOUNG NEBULA DRAGON

Large dragon, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	16 (+3)	13 (+1)	20 (+5)

Saving Throws Dex +6, Wis +5, Cha +9

Skills Perception +9, Stealth +6

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunities fire, radiant

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic

Challenge 10 (5900 XP)

Spacefaring. The dragon doesn't need to breathe.

Stardust Form. The dragon can move through a space as narrow as 1 inch wide without squeezing. In addition, the dragon can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, or if a creature starts its turn within the dragon's space, that creature takes 7 (2d6) fire damage.

Actions

Multiaction. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) fire damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) fire damage.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath weapons.

Starfire Breath. The dragon exhales starfire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 28 (8d6) fire damage and 28 (8d6) radiant damage on a failed save, or half as much damage on a successful one.

Blinding Breath. The dragon releases a beam of radiance in a 60-foot that is 5 feet wide. Each creature in that line must make a DC 17 Constitution saving throw. A creature takes 28 (8d6) radiant damage and is blinded until the end of its next turn on a failed save, or half as much damage and is not blinded on a successful one.

NEBULA DRAGON WYRMLING

Medium dragon, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	14 (+2)	11 (+0)	16 (+3)

Saving Throws Dex +4, Wis +2, Cha +5

Skills Perception +4, Stealth +4

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunities fire, radiant

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 4 (1100 XP)

Spacefaring. The dragon doesn't need to breathe.

Stardust Form. The dragon can move through a space as narrow as 1 inch wide without squeezing. In addition, the dragon can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, or if a creature starts its turn within the dragon's space, that creature takes 3 (1d6) fire damage.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) fire damage.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath weapons.

Starfire Breath. The dragon exhales starfire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage and 10 (3d6) radiant damage on a failed save, or half as much damage on a successful one.

Blinding Breath. The dragon releases a beam of radiance in a 30-foot that is 5 feet wide. Each creature in that line must make a DC 13 Constitution saving throw. A creature takes 10 (3d6) radiant damage and is blinded until the end of its next turn on a failed save, or half as much damage and is not blinded on a successful one.



SPACE BEASTS

High in the sky, miles above the atmosphere, a number of creatures have developed specialized traits that allow them to survive in otherwise inhospitable environments.

DUST AND DEBRIS

Without typical sources of sustenance, some space creatures have developed a peculiar diet. Chief among these is the space squid, which manages to subsist on a diet of space dust, supplemented with space jellyfish. It generates energy through a combined process of fission and fusion, breaking apart the dust and reforming it in order to create energy. In a pinch, it can expel its meal as a cloud of hot plasma, allowing it to scorch predators and escape from harm.

SPACE SQUID

Large beast, unaligned

Armor Class 11

Hit Points 102 (12d10 + 36)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	4 (-3)	10 (+0)	4 (-3)

Skills Perception +2, Stealth +3

Condition Immunities deafened

Senses blindsight 60 ft., passive Perception 12

Languages —

Challenge 3 (700 XP)

Spacefaring. The squid doesn't need to breathe.

Actions

Multiattack. The squid makes two attacks, only one of which can be a beak attack.

Tentacles. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the squid can't use its tentacles on another target.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature that is grappled by the squid, incapacitated, or restrained. *Hit:* 17 (3d8 + 4) piercing damage.

Plasma Cloud (Recharges after a Short or Long Rest). A 20-foot-radius cloud of scorching plasma extends all around the squid. The area is heavily obscured for 1 minute, although a wind of moderate or greater speed (at least 10 miles per hour) can disperse the cloud. When the cloud appears, each creature in it must make a DC 16 Dexterity saving throw. A creature takes 13 (3d8) fire damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there. After releasing the cloud, the squid can use the Dash action as a bonus action.

COSMIC HUNTERS

Another species of ecological significance in space is the gargantuan space whale, the primary predator of the space squids. Unlike the squid, space whales do not have a method of converting space dust into energy, and thus resort to hunting space squids and other rare cosmic creatures for food.

Astrambergris. This diet of space squids results in a build-up of the squids' indigestible beaks within the space whales' intestinal tracts. Over the course of many years, these beaks merge with chemicals within the whale's innards, forming into a lump of stony substance called *astrambergris*. This substance, produced solely from the guts of the rare space whales, is mysterious and extraordinarily valuable. It is touted to have uses in powerful elixirs and potions, and is highly sought after by alchemists and magicians alike.

SPACE WHALE

Gargantuan beast, unaligned

Armor Class 15 (natural armor)

Hit Points 232 (15d20 + 75)

Speed 0 ft., fly 60 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

23 (+6) 10 (+0) 21 (+5) 3 (–4) 12 (+1) 7 (–2)

Skills Perception +5

Condition Immunities deafened

Senses blindsight 120 ft., passive Perception 15

Languages —

Challenge 9 (5000 XP)

Spacefaring. The whale doesn't need to breathe.

Keen Sight. The whale has advantage on Wisdom (perception) checks that rely on sight.

Actions

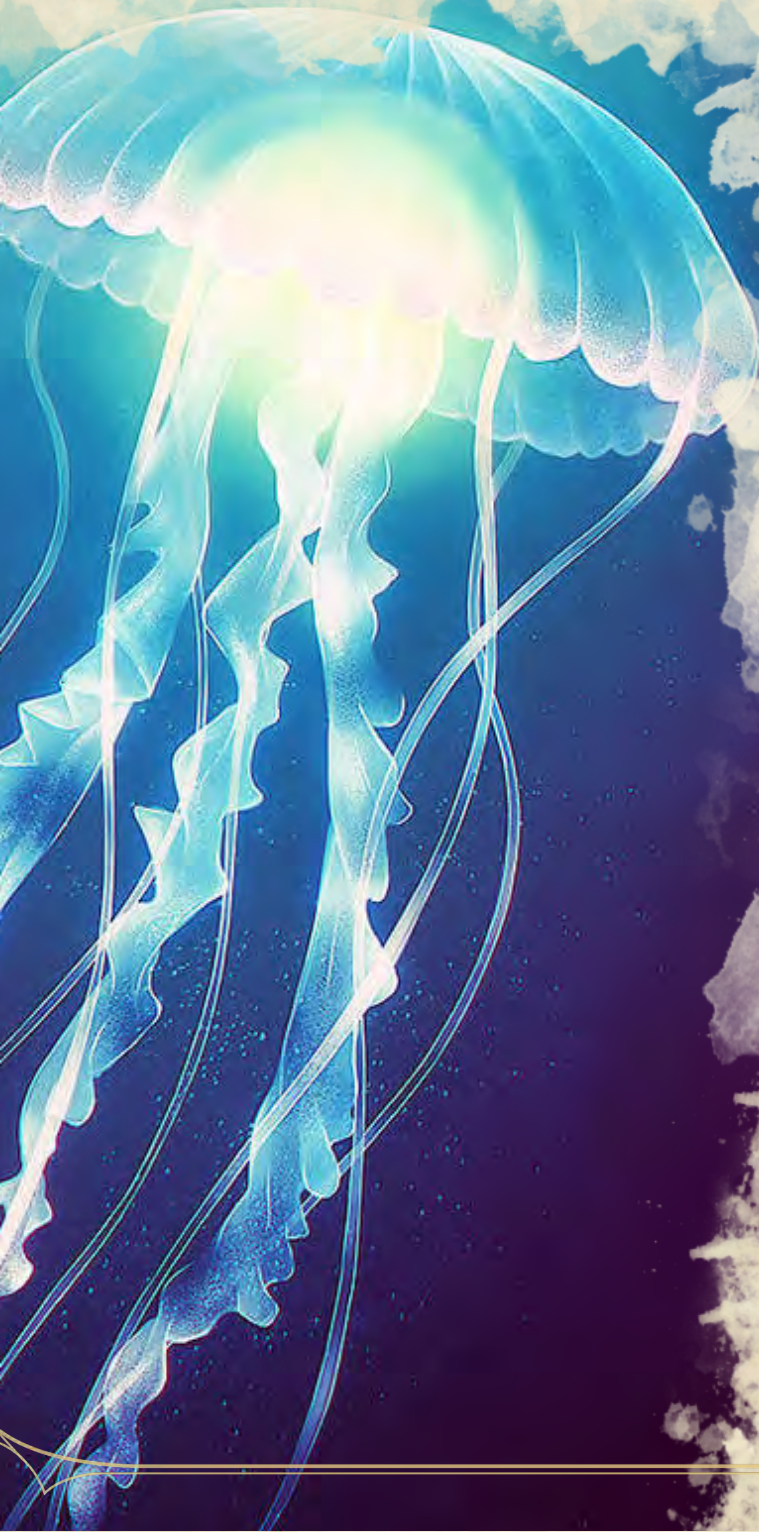
Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 33 (6d8 + 6) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 18 Dexterity saving throw or be swallowed by the whale. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the whale, and it takes 21 (6d6) fire damage at the start of each of the whale's turns. If the whale takes 30 damage or more on a single turn from a creature inside it, the whale must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the whale. If the whale dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.



DEEP SPACE DRIFTERS

Floating high above the atmosphere, tiny space jellyfish flutter about in the dark, casting their dim light like tiny stars. They, like the space squid, gather and consume space dust for energy. An unfortunate side effect of their diet is the propensity to glow, making them easily visible targets for hungrily space squids.

When a space jellyfish reaches maturity, it attaches itself to a large chunk of debris and becomes a space polyp. Using the energy gathered from space dust, it slowly produces more space jellyfish.



SPACE JELLYFISH

Tiny beast, unaligned

Armor Class 11

Hit Points 1 (1d4 - 1)

Speed 0 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	12 (+1)	8 (-1)	1 (-5)	10 (+0)	2 (-4)

Condition Immunities blinded, deafened, frightened

Senses passive Perception 10

Languages —

Challenge 0 (0 XP)

Spacefaring. The jellyfish doesn't need to breathe.

Illumination. The jellyfish sheds dim light in a 5-foot radius.

SPACE POLYP

Small beast, unaligned

Armor Class 5

Hit Points 3 (1d6 + 0)

Speed 0 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	1 (-5)	10 (+0)	1 (-5)	10 (+0)	2 (-4)

Condition Immunities blinded, deafened, frightened

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 0 (10 XP)

Spacefaring. The polyp doesn't need to breathe.

Illumination. The polyp sheds dim light in a 10-foot radius.

Actions

Multiattack. The polyp makes 1d4 star mote attacks.

Star Mote. *Ranged Spell Attack:* +2 to hit, range 30 ft., one target. *Hit:* 3 (1d4 + 1) force damage.

STAR DEVOURER

A mythical creature from the depths of space, the star devourer is a titan that consumes all forms of matter to fill its never-ending hunger. Denizens of space shudder when the stars flicker, for fear of its arrival. Constantly wandering from meal to meal, a star devourer has no lair.

Ancient Abomination. No one knows how the star devourer came to be, and it is unknown whether it is a singular entity or merely a member of a terrifying species. It has been witnessed throughout the ages as a harbinger of darkness, crushing distant stars in a path of destruction across the sky. Astronomers have observed vast pockets of darkness in the night sky, unexplained by their calculations or science, that ultimately have been attributed to the maw of this monstrous creature.

STAR DEVOURER

Gargantuan monstrosity (titan), unaligned

Armor Class 25 (natural armor)
Hit Points 615 (30d20 + 300)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	15 (+2)	30 (+10)	3 (-4)	11 (+0)	18 (+4)

Saving Throws Int +5, Wis +9, Cha +13

Damage Immunities fire, poison, radiant, bludgeoning, piercing, slashing from nonmagical attacks

Senses truesight 120 ft., passive Perception 10

Languages —

Challenge 30 (155000 XP)

Legendary Resistance (3/Day). If the star devourer fails a saving throw, it can choose to succeed instead.

Spacefaring. The star devourer doesn't need to breathe.

Magic Resistance. The star devourer has advantage on saving throws against spells and other magical effects.

Siege Monster. The star devourer deals double damage to objects and structures.

Astral Hide. Any time the star devourer is targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 4 to 6, the star devourer is unaffected, and the spell disappears into a void on its hide.

Death Burst Nova. When the star devourer dies, it explodes, and each creature within 600 feet of it must make a DC 20 Dexterity saving throw, taking 70 (20d6) fire damage and 70 (20d6) radiant damage on a failed save, or half as much damage on a successful one. After the explosion, the star devourer's body becomes a dense spherical black hole, 5 feet in diameter. Each creature within 120 feet of it must succeed on a DC 20 Strength saving throw or be pulled into the black hole and take 70 (20d6) bludgeoning damage.

Actions

Multiattack. The star devourer can use its Frightful Presence. It then makes three attacks: one with its bite and two with its tail. It can use its Swallow instead of its bite.

Bite. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 49 (6d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the star devourer can't bite another target.

Tail. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 43 (6d10 + 10) bludgeoning damage. If the target is a creature, it must succeed a DC 20 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of the star devourer's choice within 120 feet of it and is aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the star devourer is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the star devourer's Frightful Presence for the next 24 hours.

Swallow. The star devourer makes one bite attack against a Huge or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the star devourer, and it takes 28 (8d6) bludgeoning damage and 28 (8d6) fire damage at the start of each of the star devourer's turns.

If the star devourer takes 60 damage or more in a single turn from a creature inside it, the star devourer must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the star devourer.

Inhale (Recharge 4-6). The star devourer pulls creatures and objects alike towards its mouth. Each creature within a 60-foot cone originating from the star devourer must make a DC 20 Strength saving throw or be pulled up to 30 feet toward it. If a creature comes within 10 feet of the star devourer, the star devourer can immediately make a bite attack at it.

Legendary Actions

The star devourer can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The star devourer regains spent legendary actions at the start of its turn.

Attack. The star devourer makes one tail attack.

Move. The star devourer moves up to half its speed.

Chomp (Costs 2 Actions). The star devourer makes one bite attack or uses its Swallow.



STAR ELEMENTAL

A star elemental is a glowing mass of starlight with a vague semblance of a face. They are a strange variant of their fire elemental kin, channeling their energy as light and heat. As they are constructed of luminous plasma, direct contact with a star elemental can be dangerous.

Denizens of Space. Rather than occupying any of the elemental planes, star elementals can be found deep in space or adrift in the astral plane.

Elemental Nature. Like their other elemental kin, a star elemental doesn't require air, food, drink, or sleep.

STAR ELEMENTAL

Large elemental, neutral

Armor Class 14
Hit Points 90 (12d10 + 24)
Speed 50 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	15 (+2)	7 (-2)	10 (+0)	6 (-2)

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunities poison, radiant

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Celestial, Ignan

Challenge 5 (1800 XP)

Stardust Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, or if a creature starts its turn within the elemental's space, that creature takes 5 (1d10) fire damage.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Actions

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) radiant damage.

Gleam (Recharge 4-6). Each creature within 30 feet of the elemental must make a DC 13 Constitution saving throw. On a failure, a target takes 13 (3d8) radiant damage and is blinded until the end of its next turn. On a success, a target takes half as much damage and is not blinded.

MYRMIDON

Elemental myrmidons are elementals conjured and bound by magic into ritually created suits of plate armor. In this form, they possess no recollection of their former existence as free elementals. They exist only to follow the commands of their creators.

Though star elemental myrmidon bear several resemblances to the starforged, they spring into existence already possessing sentience, but unable to act against the commands of their creators.

STAR ELEMENTAL MYRMIDON

Medium elemental, neutral

Armor Class 18 (plate armor)
Hit Points 117 (18d8 + 36)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	8 (-1)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunities poison, radiant

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Celestial, Ignan, one language of its creator's choice

Challenge 7 (2900 XP)

Illumination. The myrmidon sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Magic Weapons. The myrmidon's weapon attacks are magical.

Actions

Multiattack. The myrmidon makes three morningstar attacks.

Morningstar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Radiant Strikes (Recharge 6). The myrmidon uses Multiattack. Each attack that hits deals an extra 5 (1d10) radiant damage.

DEATH OF A STAR

As star elementals go through their lives, they gather space dust and fuse it inside their body, providing energy in the form of heat and pressure. When the fuel inside a star elemental begins to run out, the pressure inside the elemental wanes, and the gravitational forces of its accrued stardust eventually collapse in on itself. This process forms an extraordinarily dense point of matter, a black hole elemental. Black hole elementals continue as star elementals do, consuming matter to subsist.

Singularity. At the core of a black hole elemental lies a gravitational singularity, a region of nearly infinite density where the laws of space and time are corrupted. Forming around the core, a vaguely humanoid event horizon leeches away any light shined upon the elemental, giving it a darker-than-black appearance. Anything that passes this threshold is crushed by the black hole elemental's incredible gravitational field.

BLACK HOLE ELEMENTAL

Large elemental, neutral

Armor Class 15 (natural armor)
Hit Points 126 (12d10 + 60)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunities poison, radiant

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Celestial, Terran

Challenge 5 (1800 XP)

Immeasurable Density. The elemental is composed of extremely densely packed matter, forming a crushing field around it. When a creature moves within 10 feet of the elemental or starts its turn within the 10 feet of the elemental, that creature takes 16 (3d10) bludgeoning damage. Additionally, a creature within 10 feet of the elemental must spend 2 feet of movement for every 1 foot it moves away from the it.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d10 + 5) bludgeoning damage.

Gravitational Pull (Recharge 4-6). Each creature within 30 feet of the elemental must succeed on a DC 16 Strength saving throw or be pulled up to 15 feet toward it.

SUN-SAILING LIZARDS

Traveling the depths of space are the hooded nebula, elemental lizards bearing magnificent neck frills that store and release sunlight.

Hooded nebula are innately curious creatures, and travel from world to world in to satisfy their thirst for knowledge.

HOODED NEBULA

Large elemental, chaotic neutral

Armor Class 15 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	16 (+3)	10 (+0)	12 (+1)

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunities radiant

Senses darkvision 60 ft., passive Perception 10

Languages Celestial, Ignan

Challenge 5 (1800 XP)

Standing Leap. The hooded nebula's long jump is up to 30 feet and its high jump is up to 30 feet, with or without a running start.

Solar Sail. Whenever the hooded nebula is subjected to radiant damage, it takes no damage and instead can immediately move up to half its speed.

Actions

Multiattack. The hooded nebula makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Deadly Leap. If the hooded nebula jumps at least 15 ft. as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 15 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 ft. out of the hooded nebula's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the hooded nebula's space.

Gleam (Recharge 4-6). The hooded nebula fans open its hood, releasing a blast of light in a 30-foot cone. Each creature in the area must make a DC 13 Constitution saving throw. On a failure, a target takes 18 (4d8) radiant damage and is blinded until the end of its next turn. On a success, a target takes half as much damage and is not blinded.

*When the blazing sun is set,
And the grass with dew is wet,
Then you show your little light,
Twinkle, twinkle, all the night.*

*Then the traveler in the dark
Thanks you for your tiny spark,
He could not see where to go
If you did not twinkle so.*

*In the dark blue sky you keep,
And often through my curtains peep,
For you never shut your eye
Till the sun is in the sky.*

*As your bright and tiny spark
Lights the traveler in the dark,
Though I know not what you are,*

— Twinkle, twinkle, little star



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