

SORCERERS OF THE COSMOS



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An elf rises high into the air, a silvery cloak of starlight billowing behind them as the light of the moon guides them through an impossibly dark landscape. As the light grows brighter, the hordes of aberrant monstrosities beneath the elf disappear in a flash of silver light, reduced to ash by their radiant power.

A halfling looks into the night sky and begins to chant, causing the moon and the stars to disappear behind a backdrop of inky blackness. The darkness in the sky draws closer and swallows up the red dragon as it swoops low, leaving little more than a pit where the dragon once stood.

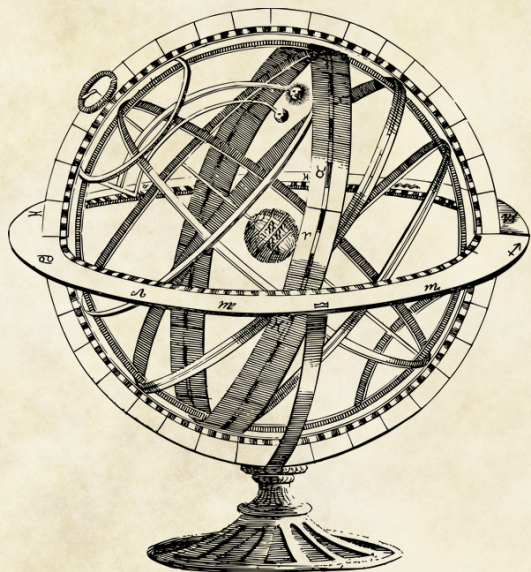
These are sorcerers of the cosmos, inspired and empowered by the strange and magnificent magic that exists in the phlogiston between the worlds of DUNGEONS AND DRAGONS. While some beings wield power granted by gods, angels, or even the elements, others are able to tap into the power of the stars in the heavens and the void into which their light can never reach.

This supplement introduces two new sorcerous origins for the sorcerer class:

Cosmic Spirit, a sorcerer who draws power from radiant, magnificent beings that wander the twinkling stars and vibrant expanses of the multiverse

Void Soul, a sorcerer whose very being is tainted by the aberrant creatures that slither about in the deepest reaches of the multiverse

On many worlds, the magic that these types of sorcerers wield is tied to astrology and prophecy. Does your sorcerer belong to a long line of star-touched magic users, or are you the first of your kind? Did your character willingly give themselves over to the void, or was this power thrust upon you against your will, perhaps by some occult society?



While this power may appear somewhat rarely to those bound to the earth, the power of the cosmos is all too familiar for those who wander the phlogiston. Perhaps you once belonged to an enterprising crew of planet-hopping pirates, only to find yourself stranded on one of the worlds of DUNGEONS AND DRAGONS. Perhaps, when you gained knowledge of the void and the truths that it holds, you were transported from one world to another, or to some place between the stars. No matter the reason, the immense cosmic power that your character wields will influence how they traverse the world, and realms beyond.

COSMIC SPIRIT

Out in the deepest reaches of the phlogiston, there exists a realm of wonder and mystique, where the rules of existence grow weak and the influence of the gods is unknown. Beings of immense power, as old as reality itself, scuttle through the darkness of the aether, given life by the immense masses of fire and gas we call stars. Sorcerers of this origin hail from a bloodline that intermingled with these cosmic creatures. For many sorcerers of this origin, their birth aligned with the creation of a star, or some form of cosmic prophecy.

Maybe your progenitor was a famous doomsayer that read patterns in the constellations to contact such entities. Or perhaps you were visited by an alien creature from the deepest reaches of space as it fled from something even greater, blessing your spirit with a modicum of its power. When creating a character of this origin, consider where your cosmic power might have come from, and how your character deals with knowing the magnitude of the world beyond what most know. Sorcerers of this origin often manifest special birthmarks or signs, like abnormally colored eyes, strange hair colors or styles, or an unusual, songlike voice. At your option, you can pick from or roll on the Cosmic Spirit Birthmarks table to create a birthmark for your character.

COSMIC SPIRIT BIRTHMARKS

d6 Birthmark

- 1 A spot of discolored skin on your neck that distinctly resembles a star
- 2 A "living" birthmark that shifts positions as your location on the planet changes
- 3 A star map that grew larger and more detailed as you grew older
- 4 The whites of one of your eyes reflects a section of the night sky at all times.
- 5 One of the realm's most famous constellations
- 6 An insignia that belongs to a religious order, arcane tradition, or other organization that exists only in space

COSMIC SPIRIT FEATURES

Sorcerer

Level	Feature
1st	Bonus Cantrip, Armor of the Sun, Brilliant Flare
6th	Cosmic Force
14th	Solar Winds
18th	Birth of Reality

BONUS CANTRIP

At 1st level, you learn the *dancing lights* cantrip if you don't already know it.

ARMOR OF THE SUN

Starting at 1st level, you are surrounded by a cloak of shimmering starlight, which emits dim light in a 5-foot radius. You decide its specific appearance, and you can cause it to disappear or reappear as an action. The stars in the cloak distract your enemies and rebuff their attacks. While the cloak surrounds you and you aren't wearing armor, your AC equals 10 + your Dexterity modifier (maximum of +2) + your Charisma modifier.

BRILLIANT FLARE

Also at 1st level, as a bonus action, you can hurl a mote of brilliant light at a creature within 30 feet of you that you can see. The next attack made against the target before the start of your next turn is made with advantage. Once you've used this feature a number of times equal to your Charisma modifier (minimum of once), you can't do so again until you finish a long rest, or until you expend 1 sorcery point to use it again.

OPTIONAL RULE: COSMIC SPIRIT ORIGIN SPELLS

With your DM's permission, you can also gain the following feature at 1st level if you are a Cosmic Spirit sorcerer.

Origin Spells. You learn an additional spell when you reach certain levels in this class, as shown in the table below. The spell counts as a sorcerer spell for you, even if it doesn't normally appear on the sorcerer spell list, but it doesn't count against the number of sorcerer spells you know.

These spells are from the *Player's Handbook*. If a spell's name is followed by an asterisk, it is instead from *Xanathar's Guide to Everything*.

Sorcerer Level	Spell
1st	<i>faerie fire</i>
3rd	<i>flaming sphere</i>
5th	<i>daylight</i>
7th	<i>fire shield</i>
9th	<i>dawn*</i>



COSMIC FORCE

Starting at 6th level, your soul burns with an astral flame, and intensifies the flames of your magic. Any time you cast a spell that deals fire damage, you can choose to deal radiant damage instead.

Additionally, whenever you deal radiant damage with a spell you cast, you can add your Charisma modifier to one damage roll of that spell. At the same time, you can spend 1 sorcery point to gain resistance to radiant damage for 1 hour.

SOLAR WINDS

At 14th level, you can conjure solar energy to hold you aloft. As an action, you can summon a harmless ring of golden fire around your form. While this ring is present, you have a flying speed equal to your walking speed. This halo lasts until you die, become incapacitated, or dismiss it (no action required).

BIRTH OF REALITY

At 18th level, as an action, you can spend 7 sorcery points to attempt to banish a creature to a demiplane of your creation. One creature within 120 feet of you that you can see must make a Charisma saving throw against your spell save DC. On a failure, the target is banished into the demiplane for up to 1 minute, or until you lose your concentration (as if you were casting a concentration spell). When the target is first banished to the demiplane, it also takes 10d8 radiant damage as it experiences the births and deaths of countless universes. While in the demiplane, the target is incapacitated. When this effect ends, the target reappears in the space it left, or in the nearest unoccupied space. On a successful save, the target takes half as much damage and isn't banished.

VOID SOUL

While some draw power from the swirling stars and the magnificent beings that protect and live amongst them, you are no such sorcerer. Imbued with the power of eldritch beings that live in the darkest reaches of the cosmos, your bloodline is tainted by the power of the void—a name collectively given to such aberrant beings that live in the unknown areas of the stars.

ABERRATIONS IN THE VOID

The Far Realm reaches into the material plane in many ways, and this supplement assumes that the darkest reaches of space are incursion points for creatures from that unexplainable realm. You should work with your Dungeon Master to determine exactly what kind of connection there is between aberrations and the darkest parts of the sky, and what significance that might have in your campaign. Regardless, Void Soul sorcerers derive their power from the darkest corners of the universe that no light has ever reached.

While many creatures of the void are evil, some are simply ambivalent or have unknowable motives. Perhaps, by pure chance, you crossed paths with one of these beings after it landed on your planet, and you became a part of a prophecy far greater than you could ever know. Your very birth may have tied you to such a power, having been born under a dying star or under the thrall of a nightmarish being. In the world of Eberron, sorcerers of this origin may have ties to the Dreaming Dark and the Quori, even if they aren't a kalashtar or one of the Inspired.

No matter the cause, you now possess a fragment of this power. Consider what this dark power means to your character and how it manifests itself. Do you hold yourself with a grim purpose in spite of the dark energies you wield, or are you abnormally jovial about your seemingly dark fate? Sorcerers of this origin often manifest strange birthmarks and signs on their bodies that belie their tainted souls, like discolored splotches of skin or scale, vestigial appendages, lifeless eyes of inky blackness, or even “living” birthmarks that move over time. At your option, you can pick from or roll on the Void Soul Birthmarks table to create a birthmark for your character.



VOID SOUL BIRTHMARKS

d6 Birthmark

- 1 A spot of discolored skin on your neck that distinctly resembles an aberrant creature, such as a beholder or aboleth
- 2 A “living” birthmark that shifts positions as your location on the planet changes
- 3 A star map that grew larger and more detailed as you grew older
- 4 The whites of one of your eyes reflects a murky nebula at all times.
- 5 A series of birthmarks that form the shape of a constellation that is now dead or missing
- 6 A misshapen scar from some horrible creature, despite never having physically interacted with such a being

VOID SOUL FEATURES

Sorcerer Level	Feature
1st	Eldritch Tongue, Armor of the Void, Whispers of Madness
6th	Horror from Beyond, Tempered Sanity
14th	Reality Deviant
18th	Microcosm

ELDRITCH TONGUE

At 1st level, you gain the ability to speak Deep Speech, as your connection to the void unlocks the secrets of that mysterious language for you. Your ability to speak with the menace of the void also gives you proficiency in the Intimidation skill, and your proficiency bonus is doubled for any ability check you make that uses Intimidation.



ARMOR OF THE VOID

Starting at 1st level, you are surrounded by a mass of swirling nebulas, which occasionally takes the shape of aberrant creatures. You can cause this cloud to disappear or reappear as an action. The forms in the cloud unsettle your enemies and divert their attacks. While the cloud surrounds you and you aren't wearing armor, your AC equals 10 + your Dexterity modifier (maximum of +2) + your Charisma modifier.

WHISPERS OF MADNESS

Also at 1st level, as a reaction, when a creature within 60 feet of you that you can see makes an attack against you, you can briefly infect their mind with disheartening whispers and paranoia to impose disadvantage on the attack roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll hits or misses. Once you've used this feature a number of times equal to your Charisma modifier (minimum of 1), you can't do so again until you finish a long rest.

HORROR FROM BEYOND

Starting at 6th level, you gain the ability to temporarily tear a hole in reality and call forth an aberrant horror - a babbling amalgamation of creatures consumed by the Far Realm. As an action, you can spend 4 sorcery points to magically summon a **gibbering moulder** at an unoccupied point within 120 feet of you that you can see (see the *Monster Manual* for the gibbering moulder's statistics). Roll initiative for the gibbering moulder.

When you summon the gibbering moulder, you can choose a number of creatures you can see (including yourself), up to your Charisma modifier + 1 (minimum of 2 creatures). These creatures are immune to the Aberrant Ground and Gibbering traits of the gibbering moulder you summoned.

As a bonus action, you can designate a point you can see within 120 feet of you to be the gibbering moulder's destination. On its turn, the gibbering moulder attempts to move towards its destination by the most direct route possible (taking the Dash action if it can), although it won't move through obviously hazardous terrain. If you haven't specified a destination for the gibbering moulder, or if it has already reached the destination you specified, it stays where it is and takes the Dodge action.

The gibbering moulder disappears after five minutes or after it is reduced to zero hit points.

TEMPERED SANITY

Also at 6th level, you have advantage on saving throws made to avoid becoming temporarily insane. This might include the effects of the *symbol* or *contact other plane* spells, or short-term and long-term madness (as described in Chapter 8 of the *Dungeon Master's Guide*).



REALITY DEVIANT

At 14th level, you're able to call upon the aberrant power of your bloodline to deny the laws of nature, allowing you to effortlessly levitate through the air. As an action, you can invoke the void's power to surround yourself with Far Realm energies. So long as these energies persist, you have a flying speed equal to your walking speed. This power lasts until you die, become incapacitated, or dismiss it (no action required).

MICROCOSM

At 18th level, as an action, you can spend 7 sorcery points to attempt to sunder a creature's consciousness, flooding its thoughts with glimpses of the void. One creature within 120 feet of you that you can see must make an Intelligence saving throw against your spell save DC. On a failure, the target takes 10d8 psychic damage and is incapacitated for up to 1 minute, or until you lose your concentration (as if you were casting a concentration spell). While the target is incapacitated in this way, it is unable to move, speak, or sense its surroundings. At the end of each of the target's turns, it can repeat the Intelligence saving throw to end the incapacitated condition on itself.

OPTIONAL RULE: VOID SOUL ORIGIN SPELLS

With your DM's permission, you can also gain the following feature at 1st level if you are a Void Soul sorcerer.

Origin Spells. You learn an additional spell when you reach certain levels in this class, as shown in the table below. The spell counts as a sorcerer spell for you, even if it doesn't normally appear on the sorcerer spell list, but it doesn't count against the number of sorcerer spells you know.

Sorcerer Level	Spell
1st	<i>arms of Hadar</i>
3rd	<i>blindness/deafness</i>
5th	<i>hunger of Hadar</i>
7th	<i>Evard's black tentacles</i>
9th	<i>dream</i>

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Cover thumbnail created using "[DMs Guild Cover Image Template \(MS WORD\)](#)" by Matthew Gravelyn

Created using a template from [/r/UncarthedArcana](#) and zeek0, using fonts created by [/u/Solbera](#) and [/u/Barkalot](#)

Special thanks to Axolotl Zvaleko for help with image editing and layout.

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