

WIZARD ASTROLOGER

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

While divination wizards get portents and enhanced divination magic, the astrologer goes in a radically different direction, gaining access to specific spells that are tied to hidden knowledge and the power of the night, using the instruction of the night sky to guide their actions. So there is far more emphasis on the effects of astral guidance on initiative rolls, reflexes, movement, and language than you see from a divination wizard. This subclass stays within the realm of your knowledge and reading of the stars and the fates attested to there, and has no abilities that portend, for example, the fate of an enemy. So while you are more constrained in your battlefield abilities, you do gain useful skills that will aid the party out of combat.

STUDY THE SKY

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

Wizard Level	Spells
2nd	<i>Alarm, Guidance</i>
3rd	<i>Augury, Moonbeam</i>
5th	<i>Beacon of Hope, Tongues</i>
7th	<i>Death Ward, Divination</i>
9th	<i>Seeming, Scrying</i>

SEARCH THE STARS

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

ARCANE RECOVERY

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

WATCHFUL MOON

Starting at 6th level, you trust the guidance of the moon and the constellations as they teach you. You gain proficiency with Dexterity saving throws, and you learn the Astral language. In addition, when using the *Augury* spell, you may ask about an event or activity within an hour (instead of 30 minutes).

SURVEY THE HEAVENS

Starting at 10th level, you use your knowledge of the heavens and the fates written there to predict actions in the moment. You gain advantage on initiative rolls if you are awake at the start of combat, and you gain one additional use of divination spells each day before you roll for a random result.

SONG OF THE STARS

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