



## RANGER CONCLAVE

### COMETCALLER

Many rangers prefer to sleep under the stars, but the Cometcaller Conclave takes it to a new level. When cometcallers look up at the night sky, they see not just the stars, but the power locked within them and the forces that transit the void of space. Their harmony with nature is particularly focused on the cosmos and their role within it, and as such, they can call on cosmic powers and command gravity itself.

Cometcallers come from any walk of life, but tend to have an esoteric or mystical streak - it helps when exploring the cosmos beyond mortal ken. Good-aligned cometcallers have a healthy perspective about civilization's place in the universe. Evil cometcallers, conversely, mostly just like to drop meteors on their enemies.

### COMETCALLER CONCLAVE FEATURES

Ranger Level	Features
3rd	Starstruck, Cosmic Strike
7th	Starlight Shroud
11th	Voidborne Blow
15th	Summon Comet

### COMETCALLER SPELLS

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the table below. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Ranger Level	Spells
3rd	<i>fall</i> <sup>K</sup>
5th	<i>gravity surge</i> <sup>K</sup>
9th	<i>meteor jump</i> <sup>K</sup>
13th	<i>starfall</i> <sup>K</sup>
17th	<i>field of stars</i> <sup>K</sup>

Spells marked with <sup>K</sup> are by KibblesTasty, and are included Appendix 1.

### STARSTRUCK

When you join the Cometcaller conclave at 3rd level, you gain a special relationship to the night sky. You gain the following benefits:

- You gain proficiency in Survival and navigators' tools, or any skill and tool of your choice if you are already proficient.
- When using the stars to navigate, you can double your proficiency bonus for any Wisdom (Survival) or navigators' tools checks.
- When you sleep under an open sky, you only require 4 hours of sleep in a long rest.

## COSMIC STRIKE

Also at 3rd level, you can empower your attacks with searing starlight. Once per turn when you hit an enemy with a weapon attack, you deal 1d4 additional radiant damage and can illuminate them with starlight until the end of your next turn. While illuminated in this way, a creature gives off 5 feet of dim light, and the next creature to hit them with a weapon attack can choose to explode the starlight to deal an additional 1d4 force damage and end the illumination.

When you reach level 11 in this class, these bonuses increase to d6's.

## STARLIGHT SHROUD

At 7th level, you can use a bonus action to wrap yourself in a cloak of voidstuff and starlight. This cloak lasts for 1 minute, and grants you the following benefits:

- Your jump distance is tripled, and you cannot take falling damage.
- The first attack against you after each of your turns is made at disadvantage.
- As a reaction when a creature hits you with a melee attack, you can explode the cloak. The attacker must make a Wisdom saving throw against your spell save DC or be blinded for 1 minute. They can attempt the saving throw again at the end of each of their turns.

You can summon this shroud once, regaining the ability after a short or long rest.

## VOIDBORNE BLOW

At 11th level, you can channel the cosmic void, tearing a rift in space to move you across the battlefield. As a bonus action, you can designate an empty 5-foot space within 30 feet. All creatures within 15 feet must succeed on a Constitution saving throw against your spell save DC or suffer 2d6 cold damage and be pulled 5 feet towards the space (but not into it). Then, you may teleport into the space. If you do so, your next attack afterward has advantage and deals a bonus 2d6 force damage on a hit.

You can use this ability a number of times equal to your Wisdom modifier, regaining all uses after a long rest.

## SUMMON COMET

At 15th level, you can at last directly command the immense power of celestial bodies. As an action, you can summon a small comet over a point you can see within 120 feet, which casts a 30-foot radius shadow centered there. At the start of your next turn, you choose one of the following two results.

- A superheated stone comet strikes the shadowed area. All creatures within must make a Dexterity saving throw against your spell save DC, taking 10d8 fire damage and falling prone on a failure. On a success, a creature takes half as much damage and is not knocked prone.
- An ice comet calves, splitting into four pieces. Each piece slams down on a 10-foot radius circle within 60 feet of the original point. Every creature in one of these areas must make a Constitution saving throw against your spell save DC, taking 8d8 cold damage on a failure or half as much on a success. The affected areas are covered with ice and become difficult terrain until the end of your next turn.

You can call a comet in this way once, regaining the ability after a long rest.

## COMETCALLER CONCLAVE QUIRKS

The following are some optional quirks for a player of this subclass to choose from.

### d6 Quirk

- 1 Your body is tattooed with intricate constellation patterns.
- 2 Your eyes turn a glittering, starry black when you cast spells.
- 3 You tend to pronounce the word "space" as "spaaaaaace".
- 4 You get hives when you go too long without seeing the night sky.
- 5 You have an inexplicable fondness for big stone masks.
- 6 Falling stars seem to streak brighter across the night sky when you're around to see them.

## APPENDIX 1: SPELLS

### FALL

*1st-level transmutation*

**Classes:** Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

You alter gravity for yourself, causing you to reorient which way is down for you until the end of your turn. You can pick any direction to fall as if under the effect of gravity, falling up to 500 feet before the spell ends.

If you collide with something during this time, you take falling damage as normal, but you can control your fall as you could under normal conditions by holding onto objects or move along a surface according to your new orientation as normal until your turn ends and gravity returns to normal.

### FIELD OF STARS

*5nd-level evocation*

**Classes:** Druid, Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** Self (60-foot radius)

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You cause 5 star-like motes of light to spring forth at points you can see within range. Each mote of light sheds bright light in a 10 foot radius and dim light for an additional 10 feet. If a creature moves within a 5-foot radius of a mote of light or ends their turn within 5 feet of one, the mote explodes in a brilliant flash, dealing 4d12 radiant damage to all creatures within 5-feet of that mote before fading away. If multiple motes explode at once, a creature in the area only takes damage once.

For the duration of the spell, while you have any motes of light remaining, as an action you can rearrange the remaining motes, placing them anywhere within range (this movement cannot cause them to detonate).

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the range increases by 10 feet and you create an additional star-like mote of light for each slot level about 5th.

### GRAVITY SURGE

*2nd-level transmutation*

**Classes:** Wizard

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You create a crushing field of gravity in a 15-foot radius sphere. Any creature within the area must make a Strength saving throw. On failure, creatures take 2d6 bludgeoning damage and falls prone. On success, creatures take half as much damage and are not knocked prone. Creatures that are not on the ground make this save with disadvantage.

### METEOR JUMP

*3rd-level transmutation*

**Classes:** Sorcerer, Wizard

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

You drastically reduce your weight, tripling your jump distance and allowing you to immediately jump up to your maximum jumping distance without spending your movement. When you reach the height of your jump, your weight and density are rapidly increased, causing you to crash down with great force. You take no falling damage provided you fell less than 100 feet from where you started your movement, and all creatures within 10 feet of where you land must succeed a Strength saving throw, or take 2d10 damage and be knocked prone. On successful save, creatures take half as much damage and not knocked prone.

### STARFALL

*4th-level evocation*

**Classes:** Druid, Warlock, Wizard

**Casting Time:** 1 action

**Range:** 60 ft

**Components:** V, S

**Duration:** Concentration, up to 1 minute

A false sky of a starry night swirls above you, which begins to rain down stars from above. When you cast the spell, 3 stars immediately fall, with 1 additional star falling at the start of your turn for the duration of the spell. For each star that falls, choose a creature within 60 feet of you. That creature must make a Dexterity saving throw, taking 4d8 radiant damage on failure, or half as much on a successful save. A creature cannot be targeted by more than one falling star per turn.

**At Higher Levels.** When cast with a 5th level or higher spell slot, the number of falling stars of the initial cast and subsequent turns increases by 1 for each level above 4th.

# CHANGE LOG

v0.1

- Rough Draft

## CREDITS & REFERENCES:

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## ART

Starfall, by Chris Rahn

## SPELLS

Fall, Field of Stars, Gravity Surge, Meteor Jump, and Starfall by KibblesTasty

Includes spells from Kibbles' Casting Compendium 2.0 by KibblesTasty Homebrew LLC, which is licensed CC-BY and available [here](#).

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