

AMAZONS Vs ALKYRIES

DIVINE DOMAINS

Bloodstone Press™





MAZONS
vs
ALKYRIES

ΔΙΟΥΙΣ ΔΟΥΛΙΟΥ

ΚΡΕΔΙΤΣ

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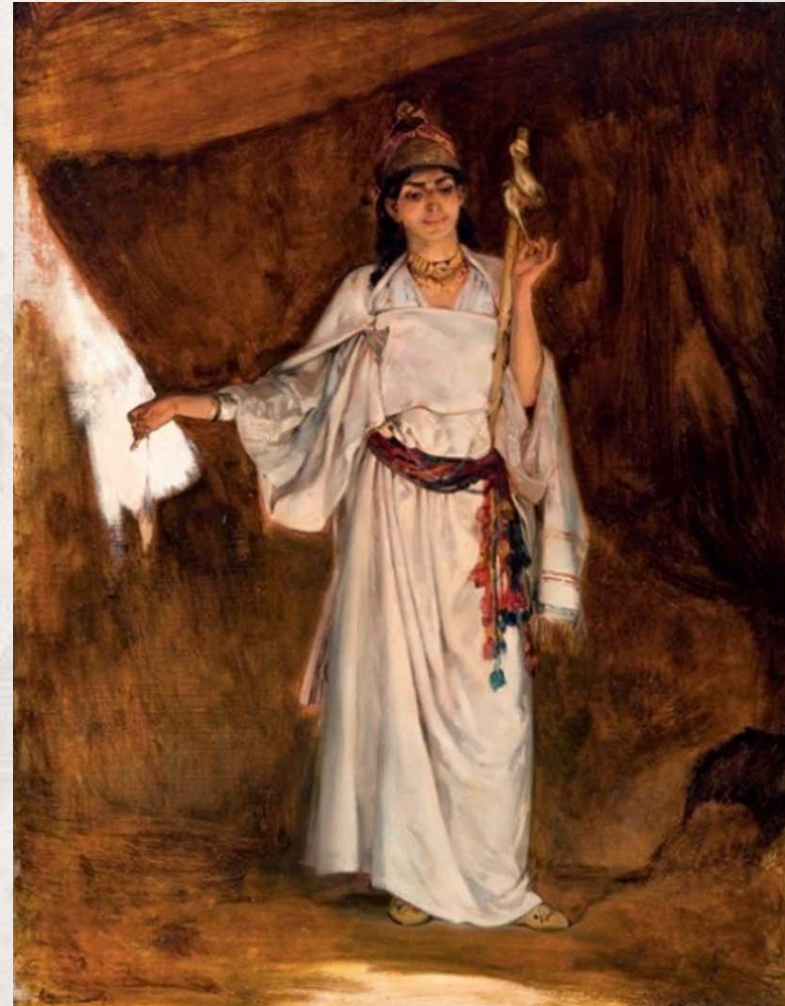
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ἸΜΤΡΟΔΥΚΤΙΟΝ

Welcome to the Amazons Vs Valkyries: Domains supplement for the 5th edition of the world's most popular role playing game. We developed these domains to help depict the ancient world of Amazons Vs Valkyries. Each represents a major aspect of daily life in this setting, such as Fire, Fertility, Death, and the Sea. Other common domains that are appropriate for this setting include Creation, Destruction, Earth, Life, Luck, Nature, Prosperity, Protection, Storms, and Time.

There are nine domains detailed in this supplement, summarized below. The priestess supplement includes lists of this setting's deities by pantheon and includes domains for each god's priestesses. The descriptions herein also include the gods that most commonly have influence over these domains.

- Death. Necromancy spells and plane shifting
- Fertility. Bolstering allies and providing abundance
- Fire. Summon, control, and project fire
- Hearth/Home. Shelter, sustenance, and succor
- The Hunt. Survival and combat
- Magic. Controlling arcane forces
- Moon. Light magic, scrying, and confusion
- Prophecy. Omen reading and fate bending
- Sea. Primordial power and aqueous control



DEATH

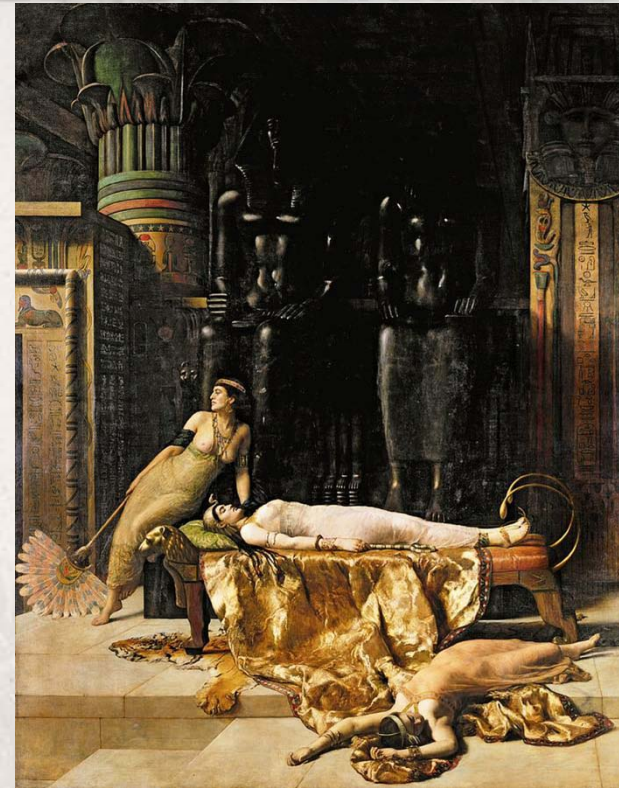
Deities of death are often lords of the underworld and other planes where the souls of deceased mortals reside. Every culture has at least one deity of death, such as Hel, Arawn, Anubis, Hades, Anat, Mot, and Orcus. Many of these gods are evil or have malicious aspects, but some are neutral and attempt to conduct themselves in a fair and judicious manner. Priestesses who follow death gods are typically morbid and gloomy but can also be dramatic at times.

Death Domain Spells

Priestess Level	Spells
1st	<i>False Life, inflict wounds</i>
3rd	<i>Blindness/deafness, ray of enfeeblement</i>
5th	<i>Speak with dead, vampiric touch</i>
7th	<i>Blight, soul smite</i>
9th	<i>Contagion, reincarnate</i>

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with Poisoner's kits.



NECROMANTIC REBUKE

Beginning at 1st level, you can discharge the necromantic power infused within you, targeting a creature within 5 feet that you can see. When that creature hits you with a melee attack, you can use your reaction to cause the creature to make a Constitution saving throw. The creature takes 2d8 necrotic damage on a failed saving throw, and half as much damage on a successful one.

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

CHANNEL DIVINITY: DRAIN LIFE

Starting at 2nd level, you can use your Channel Divinity to drain the life from creatures.

As an action, you present your holy symbol and evoke negative energy that can drain a number of hit points equal to five times your priestess (or cleric) level.

Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can drain a creature to no less than one hit point. You can't use this feature on an undead or a construct.



VAMPIRIC HEALING

Beginning at 6th level, the life draining spells you cast on others heal you. When you cast a spell of 1st level or higher that drains hit points from a creature (such as *inflict wounds*), you regain hit points equal to 2 + the spell's level.

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 necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

DEATHLY SHADOWS

Beginning at 17th level, you can use an action to generate an aura of magical darkness that persists for 1 minute or until you dismiss it. Starting and ending the aura both require an action. The magical aura has a 60-foot radius and it creates an area of dim light for 30 feet beyond that. Your enemies within this magical darkness have disadvantage on saving throws against spells that deal necrotic damage.

FERTILITY

Gods of fertility are known in every culture and are associated with life, birth, abundance, and prosperity. They are known for their passionate hearts and physical beauty. Deities such as Frey, Damara, Atum, Isis, Anvillus, Dagon, Ishtarte, Mot, Baccus, Juno, Venus, and others have dominion over the vital essence of fertility. These deities can be fickle and cruel, but they are more often playful and passionate. Their priestesses are known for their vitality, productivity, and proclivity. They are often accompanied by a menagerie animals and a harem of sexual partners.

Fertility Domain Spells

Priestess Level	Spells
1st	<i>Goodberry, heroism</i>
3rd	<i>Enhance ability, plant growth</i>
5th	<i>Conjure animals, revivify</i>
7th	<i>Death ward, giant insect</i>
9th	<i>Animate objects, awaken</i>

FERTILITY RITUAL

When you select this domain at 1st level, you learn to perform a special ritual that will increase the chance that a sexually intimate couple will conceive a child from an average of 20% to 40%.

The ritual takes 1 hour to perform and cannot be performed again until you complete a long rest.

FERTILE INFLUENCE

Also beginning when you select this domain at 1st level, you can touch a willing creature other than yourself, and grant it advantage on all Charisma (Persuasion) checks for 1 hour or until you use this feature again.



CHANNEL DIVINITY: IMBUEMENT

Beginning at 2nd level, you can use your Channel Divinity to bolster the virility and power of an ally.

As an action, you present your holy symbol and evoke positive energy that empowers one of your allies. Choose any one creature other than yourself within 60 feet of you who can hear you. That creature gains a Fertility Empowerment Die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Fertility Empowerment die, but must decide before the



GM says whether the roll succeeds or fails. Once the Fertility Empowerment die is rolled, it is lost. A creature can have only one Fertility Empowerment die at a time.

Your Fertility Empowerment die changes when you reach certain levels as a priestess (or cleric). The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

CHANNEL DIVINITY: FULL OF LIFE

At 6th level you can use your Channel Divinity to bolster your allies with toughness and resolve.

As an action, you present your holy symbol and evoke positive energy that bolsters your allies. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 10.

When you reach 10th level, the bonus hit points your allies receive increases to 20. When you reach 14th level your allies receive 30 hit points when you use this feature. When you use this feature after reaching 18th level, three of your allies each gain 40 temporary hit points.

POTENCY

Beginning at 8th level, you add your Wisdom modifier to the damage of any priestess (or cleric) cantrip you cast.

MENAGERIE

At 17th level you become a wellspring of life and are constantly surrounded by small animals that perpetually spring from your essence.

You gain the effects of a permanent *conjure animals* spell cast as a 9th level spell. You are constantly surrounded by your choice of animals ranging from 2 HD down to ¼ HD. There can be any combination of HD and creatures you want, ranging from 4 beasts of 2 HD each up to 24 beasts of ¼ HD each or anything in between.

1 hour after each conjured animal appears, it become a real animal and runs off to live its life in the wilderness. When that happens, new animals of your choice spring from your essence and behave in all ways as conjured animals for 1 hour, when they also become true animals and run off.



FIRE

Fire is a fundamental elemental of the universe which mortals barely understand. It is both dangerous and necessary, providing warmth for homes and forges, but also threatening to destroy cities. Gods such as Moloch, Surtur, Belenus, and Vulcan are closely associated with fire, either because they use it in their work, or are actual embodiments of it. Most fire deities are chaotic, and some are evil. Many fire gods require sacrifices, and the evil ones demand humans.

Fire Domain Spells

Priestess Level	Spells
1st	<i>Burning hands</i> , <i>hellish rebuke</i>
3rd	<i>Flaming sphere</i> , <i>heat metal</i>
5th	<i>Fireball</i> , <i>wildfire</i>
7th	<i>Conjure minor elemental</i> (fire), <i>wall of fire</i>
9th	<i>Conjure elemental</i> (fire), <i>flame strike</i>

BONUS CANTRIP

When you choose this domain at 1st level, you gain the *fire bolt* and *produce flame* cantrips if you don't already know them. These cantrips count as cleric spells for you.

ALLIED TO THE FIRE

Also starting at 1st level, you gain resistance to fire damage. Any fire damage you suffer is halved.

CHANNEL DIVINITY: STROKE THE BLAZE

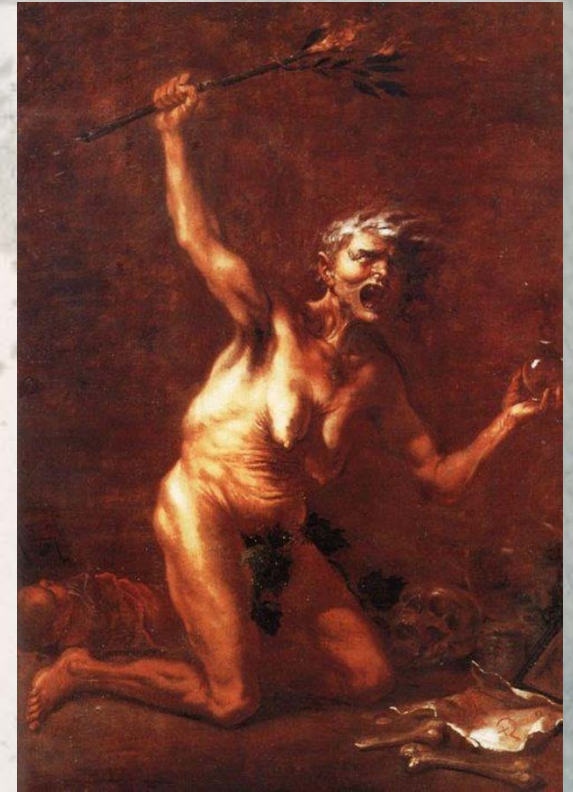
Starting at 2nd level, you can use your Channel Divinity to cause the flames created by your spells to burn with an intensity stoked by divine power.

When you roll fire damage, after you have rolled you can use your Channel Divinity to deal maximum damage to a single target, instead of what you rolled.

CHANNEL DIVINITY: SEARING RADIANCE

Beginning at 6th level, when you cast a spell that deals fire damage, you can use your Channel Divinity to add 1d10 in radiant damage to the spell.

You must make this decision before you resolve the spell's effect.

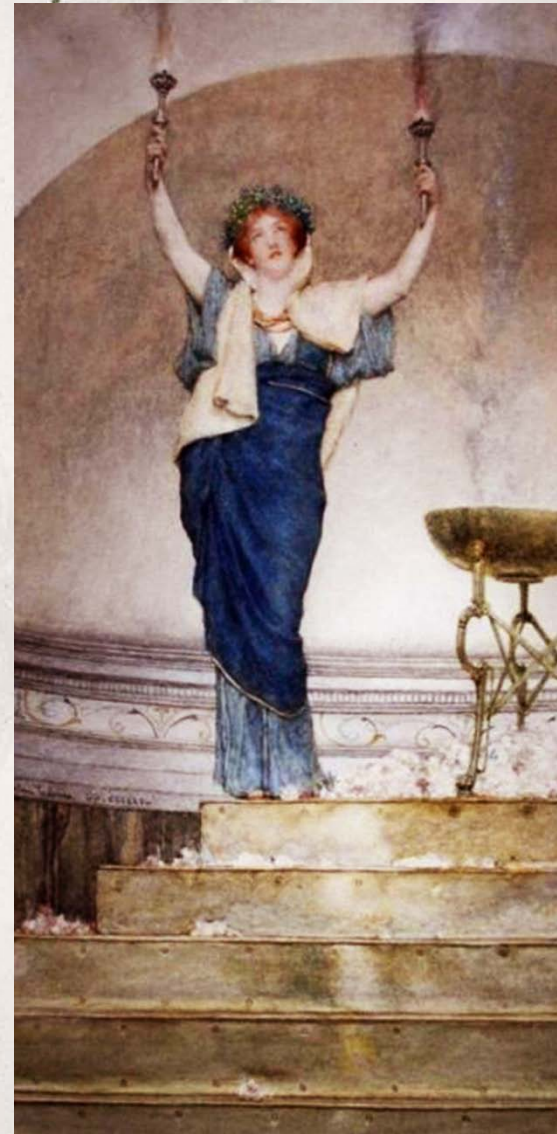


BURNING STRIKE

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 fire damage to the target. When you reach 14th level, the extra damage increases to 2d8.

UNTOUCHED BY THE FLAME

Starting at 17th level, you become immune to fire damage.



HEARTH/HOME

Deities of the hearth and home are associated with shelter, security, and sustenance. They are known for their sumptuous meals and rejuvenating care. The hearth is central to the home environment, providing warmth, light, and cooked food. Priestesses of these deities are usually welcoming, caring and supportive, though they can also be hostile to unwanted guests. Some of the deities that have influence over this domain include Hestia, Bridig, and Vesta.

Hearth and Home Domain Spells

Priestess Level	Spells
1st	<i>Healing word, Purify food and drink</i>
3rd	<i>Arcane lock, lesser restoration</i>
5th	<i>Glyph of warding, create food and water</i>
7th	<i>Fabricate, private sanctum</i>
9th	<i>Greater restoration, hallow</i>

BONUS CANTRIP

When you select this domain at 1st level, you can learn one cantrip that you don't already know from the following list: *light*, *sacred flame*, or *mending*.

BONUS PROFICIENCY

Also at 1st level you gain proficiency with herbalism kits.

CHANNEL DIVINITY: SANCTUARY

Starting at 2nd level you can use your channel Divinity to protect other creatures with a *sanctuary* spell effect.

As a bonus action, you present your holy symbol and invoke the name of your deity. You designate a number of creatures to be protected that can be up to 1 plus your Wisdom modifier. Each creature you designate must be within 30 feet of you and you must be able to see it.

Any creature who targets a warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect warded creatures from area effects, such as the explosion of a *fireball*.

If the warded creature makes an attack or casts a spell that affects an enemy creature, this effect ends. Otherwise the effect lasts for 1 minute.





SHELTER FROM THE ELEMENTS

Beginning at 6th level, when a creature within 30 feet of you (including yourself) is subject to acid, cold, fire, lightning, or thunder damage, you can grant resistance to that creature with your reaction. This resistance applies to only that single instance of damage.

POTENCY

Beginning at 8th level, you add your Wisdom modifier to the damage of any priestess (or cleric) cantrip you cast.

PLENTIFUL ABUNDENCE

At 17th level you gain the ability to automatically cast *create food and water*.

You create enough food and water to sustain fifteen humanoids or five steeds for 24 hours. 45 pounds of food and 30 gallons of water appears on the ground or in containers within range. The food is tasty and nourishing, but spoils if uneaten after 24 hours. The water is clean and doesn't go bad.

After using this ability three times, you cannot use it again until you complete a long rest.



THE HUNT

Hunting is more than just a sport or a way to feed one's family. When a huntress goes into the wilds to find game animals, she enters a primeval wilderness, devoid of civilization. The only law that exists is the law of the wild. A huntress must be in tune with the natural world, sensitive to changes in the weather and environment. A huntress in the wilds faces countless dangers and must adapt and endure to survive. Deities with influence over this domain include Artemis, Diana, Uller, Cernunnos, Moccus, Melquart, and Vosegus.

The Hunt Domain Spells

Priestess	
Level	Spells
1st	<i>Hunter's mark, longstrider</i>
3rd	<i>Animal messenger, locate animals or plants</i>
5th	<i>protection from energy</i>
7th	<i>Grasping vine, locate creature</i>
9th	<i>Commune with nature, tree stride</i>

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with short bows and long bows.



WILD GAME TRACKER

You have advantage on Wisdom (track) checks made to track game animals.

CHANNEL DIVINITY: DEAD SHOT

Beginning at 2nd level, you can strike with deadly precision. After you've rolled an attack, but before the DM reveals whether it hits or not, you can use Channel Divinity as a bonus action to add a +10 bonus to the roll.

CHANNEL DIVINITY: SILENT HUNTERS

Beginning at 6th level you can use your Channel Divinity to silence yourself and your allies.

Choose a number of creatures that is equal to no more than 1 plus your Wisdom modifier. Each creature you select is cloaked in magical *silence*. The silencing effect is similar to the spell *silence*. Each target has a 3-foot radius sphere of silence centered on them, and which moves with them. The targets must be within 30 feet of you and you must be able to see them to effect them with this feature. After the silence effect is on them, they may move beyond 30 feet or out of your sight and the *silence* will remain on them for 1 minute or less if you end it sooner.

CRITICAL WOUNDS

At 8th level, you attack with divinely inspired accuracy. 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 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

SUMMON THE HOUNDS

After reaching 17th level, you are constantly accompanied by your choice of either eight size Small hunting dogs with 1 HD each, or four size Medium hunting dogs with 2 HD each. If one or more of these dogs are killed, you automatically gain a replacement 24 hours later.



MAGIC

Deities of magic control the arcane forces of the universe. Their priestesses gain power over these forces and can manipulate them for their own purposes and disrupt others who use them. These priestesses are scholars, academicians, and alchemists, concerned with following the signs the gods give them to unlock greater secrets of magical power. These gods include Freya, Odin, Math Mathonwy, Isis, Dusios, and Hecate. They are typically good beings, but can be harsh and demanding.

Magic Domain Spells

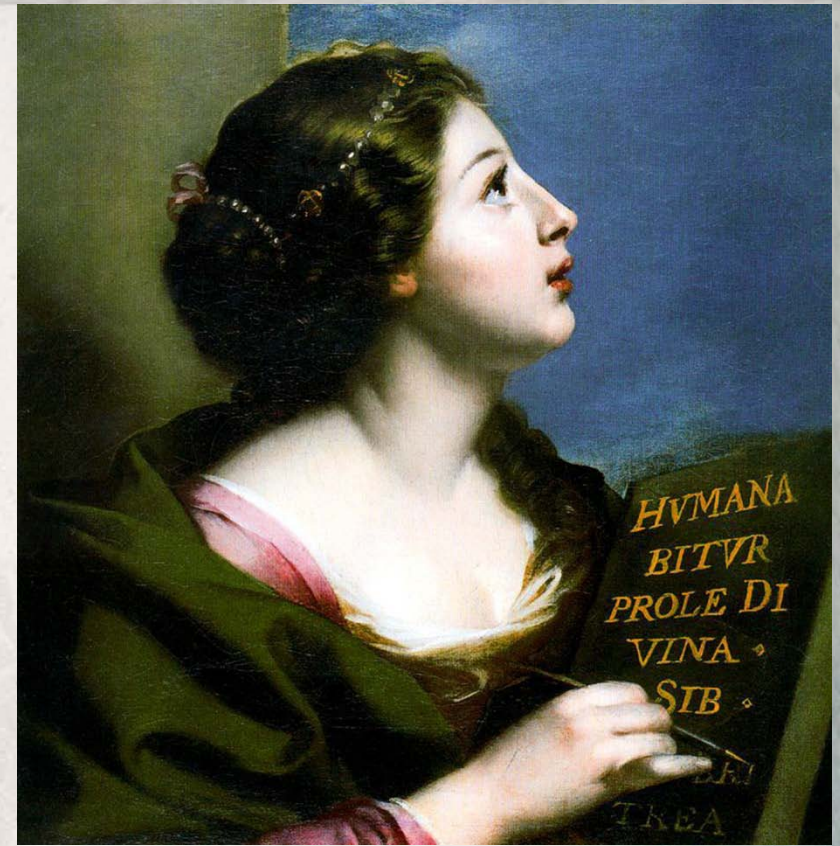
Priestess Level	Spells
1st	<i>Detect magic, identify</i>
3rd	<i>Magic weapon, arcanist's magic aura</i>
5th	<i>Dispel magic, counterspell</i>
7th	<i>Banishment, dimension door</i>
9th	<i>Animate objects, creation</i>

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with alchemist's supplies.

BONUS CANTRIP

Beginning at 1st level, you gain the *eldritch blast* cantrip if you don't already have it.



CHANNEL DIVINITY: CRUSHING FORCE

Beginning at 2nd level, you can use your Channel Divinity to hurl raw magical energy with unmatched power. When you damage a creature with magical force, you can call upon your Channel Divinity feature to deal maximum damage without rolling damage dice.

CHANNEL DIVINITY: DISPELLING STRIKE

Beginning at 6th level, you can use your channel divinity to cast *dispel magic* on creatures you hit with melee attacks.

After hitting a creature with a melee attack, you can use Channel Divinity to cast *dispel magic* on that creature. The *dispel magic* is cast as a 3rd level spell and follows all the standard rules for the spell.

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 force damage to the target. When you reach 14th level, the extra damage increases to 2d8.



WEAVE DISRUPTOR

When you reach 17th level, you gain the innate ability to disrupt other spell casters with *counterspell*.

When you see a creature within 60 feet of you casting a spell, you can use your reaction to cast *counterspell* and interrupt that creature's spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

MOON

The Moon is a source of soft light, deep mystery, and magical power. As it waxes and wanes, the seas change and earthly creatures behave in strange ways. The Moon is associated with scrying, shadowy illusions, visions, and dreams. Several deities have influence over it including Arianrhod, Hathor, Hecate, Tanit, and Diana.

Moon Domain Spells

Priestess Level	Spells
1st	<i>Faerie fire, silent image</i>
3rd	<i>Invisibility, moonbeam</i>
5th	<i>Clairvoyance, fly</i>
7th	<i>Confusion, control water</i>
9th	<i>Dream, scrying</i>

BONUS CANTRIP

You automatically gain the *light* cantrip when you select this domain.

MINION OF THE MOON

At 1st level, your connection with moonlight and the starry sky allows you to see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. Unlike most darkvision, you can see color in darkness while you are under moonlight.

If you already have darkvision as a racial ability, this feature increases the distance that you can see clearly in dim light by 30-feet (typically increasing to 90-feet)

You can also bestow darkvision on another creature. If that creature already has darkvision, they gain no additional benefit from this effect.

MOMENTARY MADNESS

Also at 1st level when you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to cause them to make a Wisdom save or become momentarily confused and lose their attack action.

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

CHANNEL DIVINITY: POWER OF THE MOON

Beginning at 2nd level, you can use your Channel Divinity to empower your lunar spells. When you inflict psychic or radiant damage on a creature, you can call upon your Channel Divinity feature to deal maximum damage without rolling damage dice.

CHANNEL DIVINITY: DRAW DOWN THE MOON

Upon reaching 6th level, you can use your Channel Divinity to request guidance from your deity.

You enter a trance that is similar to the spell *commune*, except that your deity's avatar inhabits your body. It speaks through your mouth and answers up to three questions posed by faithful followers.

When you reach 9th level, the avatar will answer up to four questions. When you reach 12th level, it will answer no more than five questions. It will answer up to six questions after you reach 15th level. And when you reach 18th level, the avatar will answer as many as seven yes or no questions.

When the effect ends, you awaken from the trance with no memory of what transpired. After using this feature, you are overcome with exhaustion and you can't move or take actions until after your next turn. Once used, you cannot use this feature again until you complete a long rest.

POWERFUL MAGIC

Upon reaching 8th level, the primordial power of the moon flows through you and empowers your magic, causing you to add your Wisdom modifier to damage you inflict with priestess cantrips.

LUNAR HALO

Upon reaching 17th level, you can use an action to generate a glowing aura of dim moonlight. This light persists for 1 minute or until you dismiss it with an action. It has a 60-foot radius and moves with you. Creatures in the area have disadvantage on saving throws against radiant damage and psychic damage.



PROPHECY

The Prophecy domain focuses on the flow of time and divining impending events that gods and fates have planned for humanity. Deities of Prophecy use their power to provide hints and clues about the future and in some cases they may directly intervene, bending and shaping the fate of certain individuals. Any deity with an interest in fate, destiny, creation, or time may have access to this domain, particularly deities of divination and prophecy (such as Apollo, Alaunus, and Ceridwen), creation gods (such as Atum, Ahura Mazda and El), and gods of knowledge and wisdom (such as Isis, Athena, and Odin).

Prophecy Domain Spells

Priestess Level	Spells
1st	<i>Bless, detect evil or good</i>
3rd	<i>Augury, suggestion</i>
5th	<i>Bestow curse, remove curse</i>
7th	<i>Divination, locate creature</i>
9th	<i>Commune, geas</i>

OMEN READING

Beginning at first level, the *augury* spell is always one of your prepared spells and does not count against your total number of spells you can prepare. With this domain feature, you can cast *augury* as a ritual, even though it is a 2nd level spell.

BONUS CANTRIP

When you choose this domain at 1st level, you gain the *true strike* cantrip if you don't already know it.

CHANNEL DIVINITY: FATEFUL STRIKE

Starting at 2nd level, you can use your Channel Divinity to strike with prophetic foresight. You can use your Channel Divinity to add a +10 bonus to an attack roll that you have just made, but before the DM reveals whether the attack hit or missed.

CHANNEL DIVINITY: FATE BENDING

At 6th level you can use your Channel Divinity to warp the fortunes of other creatures around you, helping your allies and hindering your foes. Choose a number of creatures within 30 feet of you that is no more than half your priestess level (allies and/or enemies, and which may include yourself). You decide whether each target creature receives a fateful blessing or a fateful curse.





Whenever a target who received the blessing makes an attack roll or a saving throw, they can roll a d4 and add the number rolled to the attack roll or saving throw.

Targets of the curse must make a Charisma saving throw. Those that succeed are unaffected. Whenever a target that fails this saving throw makes an attack roll or a saving throw, they must roll a d4 and subtract the number rolled from the attack roll or saving throw.

This effect lasts for one minute. You can't use this feature again until you finish a long or short rest.

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 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

HAND OF FATE

Upon reaching 17th level, you can alter the fate of creatures you touch, effectively bestowing curses or granting blessings.

The subject of a blessing receives your choice of one of the following:

- Choose one ability score: While blessed, the target has advantage on ability checks and saving throws made with that ability score.
- While blessed, the target has advantage on attack rolls against one individual creature.
- While blessed, the target gains a bonus action each round until the effect ends.
- While the target is blessed, its attacks and spells deal an extra 1d8 of their same type of damage that they normally deal to the target.

To apply a curse to a creature, you must make a melee spell attack against the target. On a hit, the target makes a Wisdom saving throw or suffers from your choice of one of the following options:

- Choose one ability score: While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.
- While cursed, the target has disadvantage on attack rolls against you.
- While cursed, the target must make a Wisdom saving throw at the start of each of its

turns. If it fails, it wastes its action that turn doing nothing.

- While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target.

You may only affect one creature at a time with this feature. If you use this feature on another creature while it is still active on a previous creature, the active effect ends as the new one starts. The effect lasts for 1 minute, but you can end it sooner with an action.



SEA

Deities of the sea, such as Poseidon, Aegir, Manannan mac Lir, and Yam are primordial beings, older than most other gods and often responsible for some aspects of creation. They are the patrons of sailors, seafarers, and fisherwomen. They also control storms and tides. People who live along the coasts or on islands often venerate these deities. The vast seas that encompass creation represent mystery, sustenance, storms, and death. Priestesses who worship sea gods build their temples on high cliffs or on beaches that are submerged at high tide.

Sea Domain Spells

Priestess Level	Spells
1st	<i>Create or destroy water, fog cloud</i>
3rd	<i>Gust of wind, misty step</i>
5th	<i>Create food and water, water walk</i>
7th	<i>Control water, conjure minor elemental (water only)</i>
9th	<i>Conjure elemental (water), commune with nature (sea instead of land)</i>

SEA LORE

Beginning at 1st level, you have advantage on Intelligence checks made regarding topics of the sea, including weather, navigation, and lore.



REFRACTION

Also at 1st level, you can use the moisture in the air between you and an attacking enemy to conceal your actual location. When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to impose disadvantage on the attack roll, causing yourself to appear slightly displaced just before the attacker hits or misses. An attacker that can't be blinded is immune to this feature.

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



CHANNEL DIVINITY: WASHED AWAY

At 2nd level, you can use your Channel Divinity to project a wave of sea water that knocks creatures down and pushes them away from you.

As an action, you present your holy symbol and summon a forceful wave of sea water that emanates from you in a

30-foot cone. It rolls along the ground, knocking creatures down and pushing them away from you. Creatures size Large and smaller caught in the area of this wave must make a Strength saving throw or suffer 1d10 in damage, be knocked prone, and be washed back 10 feet. Those who make the saving throw suffer half damage, are pushed 5 feet, and are not rendered prone. Large creatures with more than two legs, such as horses, have advantage on the saving throw. Creatures size Huge and larger automatically succeed on the saving throw and suffer half damage. Creatures that are taking cover behind fixed objects, such as a stone pillar, are not affected.

IMPROVED REFRACTION

Beginning at 6th level, you can use your Refraction feature to protect a creature other than yourself. You must be able to see the attacking creature and be within 30 feet of it to affect it with Refraction.

POWER OF THE SEA

The sea is a primordial force that possesses devastating power. Beginning at 8th level, this power increases the damage of any cantrip you cast by an amount equal to your Wisdom modifier.

ONE WITH THE SEA

Upon reaching 17th level, you are permanently under the effects of a *water breathing* spell. Also, being underwater does not impose any penalties on your movements or attacks.



APPENDIX: NEW SPELLS

SOUL SMITE

4th level Necromancy

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

This spell fills you with necromantic energy that is released when you strike an opponent with a melee attack. Your weapon strikes both body and soul, dealing an extra 4d6 in necrotic damage to the target. The target must also make a Constitution saving throw or suffer from disadvantage on all attack rolls and ability checks, and be unable to take reactions, until the end of its next turn.

WILDFIRE

3rd level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a pinch of ash and a whiff of smoke)

Duration: Concentration, up to 1 minute

Until the spell ends, thick smoke, burning embers, and flames fill a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured with smoke and fire.

The ground in the area is covered with burning embers, making it difficult terrain. 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. On a failed save, it suffers 1d8 fire damage (or half if it made the saving throw).

If a creature starts its turn in the spell area and is concentrating on a spell, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.

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