

## **Stars**

A Cleric domain

Some deities command the heavens and the rotation of the stars above. These range from goddesses of the moon to gods of madness between the stars, but regardless, those who follow them have a deep and innate connection to the constellations above, pulling power and energy from the celestial bodies above.

### **Extra Spells:**

- 1- Faerie Fire, Mage Armor
- 3- Darkness, Moonbeam
- 5- Speak with Dead, Major Image
- 7- Confusion, Dimension Door
- 9- Dream, Far Step

### **Protection**

At 1st level, you have mastered defensive maneuvers and the accouterments associated with such. You gain proficiency in heavy armor.

### **Lunar Sight**

The darkness is sacred and holy, for without it, you cannot look above and see the stars. At 1st level, your darkvision improves by 60 feet. In addition, once before you take a long rest, you can choose to have Truesight as far as you have darkvision for a number of minutes equal to your Wisdom modifier.

### **Channel Divinity: Stellar Blast**

At 2nd level, you can invest the fire of the stars into a single ball of binding energy. As an action, you can throw a ball of star-stuff up to 30 feet away. Every creature within 10 feet of where the ball hits must make a Constitution save, taking 2d8 (force or radiant, your choice) damage and being blinded on a failure. On a success, they only take half that damage and are not blinded.

### **Vacuum**

At 6th level, you are resistant to cosmic forces, including gravity. You gain resistance to cold damage and force damage. In addition, you have advantage on Strength saving throws against being moved or knocked prone.

### **Potent Spellcasting**

At 8th level, you can add your Wisdom modifier to the damage of your cantrips.

### **Might of the Constellation**

You have become a paragon of astral might, your capabilities far exceeding that of a normal being. At 17th level, you can increase one ability score that is not Wisdom by 4. Its maximum also increases by 4.