



AMAZONS VS ALKYRIES

THE PRIESTESS

Bloodstone Press™





MAZONS
vs
VALKYRIES

THE PRIESTESS

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INTRODUCTION

Welcome to the priestess class, designed for the 5th edition of the world's most popular role playing game. The reasons for this class and a summary of its traits are outlined below. There are several domains mentioned in this file, such as Prophecy, Fire, and Fertility, which are not covered in the core rules. These can be found in the accompanying Domains supplement, found [here](#). Although this class is designed for our Amazons vs Valkyries setting, it can be easily adapted to any ancient or medieval 5e setting.

OF CLERICS AND PRIESTESSES

Clerics. Heavily armored holy warriors who smite their enemies with divine power certainly exist in the ancient world, but the term “cleric” implies medieval clergy. Indeed, the first known use of the word was in 1621 AD. Therefore, in this setting, clerics are termed “war priestesses” and typically serve deities of war, storms, death, chaos, and victory. They are otherwise unchanged from the core rules.

However, many religious orders, such as the Vestals in Rome or the followers of Thoth in Egypt, could never take up arms and fight like a warrior. In fact the spiritual leaders in most societies are not warriors. They tend to be educated people who are not trained in weapons and armor.

Priestesses. As with every previous edition of the d20 system, there isn't a class that accurately represents the religious leaders of ancient (and medieval) times who didn't wear armor or use weapons. Therefore, we developed a class to represent the priestesses, seers, oracles, mantises, volvas, and prophetesses of the ancient world who, like wizards, dress in robes and rely upon magic and knowledge.



DESIGN

What the 5e priestess gives up in combat ability, she gains in spell casting and special abilities. These changes are as follows:

- Priestesses have d6 HD. They are not proficient with armor and are skilled with only a few of the simplest weapons.
- Priestesses gain a preaching ability similar to the bard's inspiration.
- Priestesses may channel divinity more often than a cleric.
- Priestesses can destroy undead of higher HD than clerics can.
- The priestess spell list includes all cleric spells plus some utility spells from other classes. Priestesses also gain a few new combat spells to balance their lack of weapons and armor, detailed in [Appendix I](#).

PRIESTESS

Lost in a meditative trance, the nymph sways rhythmically as she communes with the fates and utters an ominous prophecy.

Dancing madly around a raging bonfire and chanting in ancient tongues, the wicked Dvergar lays a curse on the people of Dunsberg.

Kneeling over the plague ridden body, a healer lifts a python over her head as she calls out to Asclepius to save the dying man.

Enraged, Masika, priestess of Sekhmet, transforms into a ferocious lioness as she leaps upon the thieves infiltrating her sacred temple.

Priestesses exist in every culture and may be known as shamans, seers, oracles, volva, prophets, medicine women, or judges. They serve as shepherds to their communities and advisors to their leaders. In some cases they become the leaders themselves, ruling over tribes, cities, and nations. Other priestesses prefer quiet lives of seclusion and study. Some decide to aimlessly wander the countryside as vagabonds, sharing the message and power of their deity.

CHOSEN PROPHETS

The gods decide who will become a priestess and endow the chosen ones with prophetic insight or a divine connection. If a chosen person develops her special gift, she will become a powerful conduit of divine magic, able to call upon it at will.

The priestess' divine power goes beyond healing allies and hindering foes. She has more access to divine spells and channels greater divine power than any other follower of the gods. While curses and divine fire are in her repertoire, she may also call upon elemental energies, transform into a beast, or travel across dimensions.





SCHOLARS AND JUDGES

A priestess who remains at her temple and faces the challenges of the local people can encounter a lifetime of adventure. When a priestess leaves her home and travels abroad, it is usually for her faith. She might visit another temple of her deity, or help establish a new temple, shrine, or monument in a distant land. Priestesses may also be reassigned to a different location as the leadership's needs change.

Priestesses are academics and scholars, concerned with enlightening themselves so they can provide the best advice to others. They often travel abroad to study, teach, or conduct research.

Priestesses also officiate over religious ceremonies, which may include animal or human sacrifice. As the ultimate divine authorities on earth, priestesses also investigate and arbitrate religious crimes.

CREATING A PRIESTESS

Priestesses help their flock navigate the trials of everyday life. When tribulations come, priestesses ease the pain, calm the fears, and provide answers. When supernatural threats emerge, whether it is ghouls feasting on innocent victims in the Roman catacombs, or demons plaguing the citizens of a remote mountain hamlet, priestesses are often the first to face them down and defend their flock.

Through their connection with the gods, priestesses offer counseling to the faithful. This advice often comes in vague prophecies and enigmatic omens. They may read the scattered bones of dead animals, or divine the will of the gods through drug induced visions or by deciphering astronomical omens.

When creating a priestess, the most important thing to consider is which deity to follow.

[Appendix III](#) lists all the most common deities found in the Amazons vs Valkyries setting. If your origin has been determined randomly, then the pantheon you have to choose from is determined by your homeland (see the [Campaign Primer](#) to determine a homeland).

After you have selected a deity, consider your character's relationship with her goddess (or god). How did she get involved with the temple? Was she chosen for her divine gift, or was she forced into that life? Did she end up there because she didn't fit in any place else? What is her current position among the members, and what are her responsibilities? How does the community regard her? Does she have goals and ambitions? Do her desires coincide with her leadership's (and deity's) objectives?



THE PRIESTESS

Level	Proficiency		Cantrips										
	Bonus	Features	Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	
1st	+2	Spellcasting, Divine Domain, Preaching	3	2	—	—	—	—	—	—	—	—	
2nd	+2	Channel Divinity (2/rest), Divine Domain feature	3	3	—	—	—	—	—	—	—	—	
3rd	+2	Destroy Undead (CR 1/2)	3	4	2	—	—	—	—	—	—	—	
4th	+2	Ability Score Improvement	4	4	3	—	—	—	—	—	—	—	
5th	+3	Destroy Undead (CR 1), Font of Inspiration	4	4	3	2	—	—	—	—	—	—	
6th	+3	Channel Divinity (3/rest), Divine Domain feature	4	4	3	3	—	—	—	—	—	—	
7th	+3	Counter Sermon	4	4	3	3	1	—	—	—	—	—	
8th	+3	Ability Score Improvement, Destroy Undead (CR 2), Divine Domain feature	4	4	3	3	2	—	—	—	—	—	
9th	+4	—	4	4	3	3	3	1	—	—	—	—	
10th	+4	Divine Intervention	5	4	3	3	3	2	—	—	—	—	
11th	+4	Destroy Undead (CR 3)	5	4	3	3	3	2	1	—	—	—	
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1	—	—	—	
13th	+5	—	5	4	3	3	3	2	1	1	—	—	
14th	+5	Destroy Undead (CR 4)	5	4	3	3	3	2	1	1	—	—	
15th	+5	—	5	4	3	3	3	2	1	1	1	—	
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	—	
17th	+6	Destroy Undead (CR 5), Divine Domain feature	5	4	3	3	3	2	1	1	1	1	
18th	+6	Channel Divinity (4/rest)	5	4	3	3	3	3	1	1	1	1	
19th	+6	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1	
20th	+6	Divine Intervention Improvement	5	4	3	3	3	3	2	2	1	1	

CLASS FEATURES

As a priestess, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per priestess level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per priestess level after 1st

PROFICIENCIES

Armor: None

Weapons: Clubs, daggers, quarterstaves, darts, and slings

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from Arcana, History, Insight, Medicine, Nature, Persuasion, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- A quarterstaff or dagger
- a priestess' pack or (b) an explorer's pack
- a holy symbol

SPELLCASTING

As a conduit for divine power, you choose your spells from the [priestess spell list](#).

CANTRIPS

At 1st level, you know three cantrips of your choice from the priestess spell list. You learn additional priestess cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Priestess table.



PREPARING AND CASTING SPELLS

The Priestess table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of priestess spells that are available for you to cast, choosing from the [priestess spell list](#). When you do so, choose a number of priestess spells equal to your Wisdom modifier + your priestess level (minimum of one spell). The spells must be of a level for which you have spell slots. For example, if you are a 3rd-level priestess, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *cure wounds*, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of priestess spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your priestess spells. The power of your spells comes from your devotion to your deity. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a priestess spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell Attack Modifier = your proficiency bonus + your Wisdom modifier

RITUAL CASTING

You can cast a priestess spell as a ritual if that spell has the ritual tag and you have the spell prepared.

SPELLCASTING FOCUS

You can use a holy symbol (see "[Equipment](#)") as a spellcasting focus for your priestess spells.

PREACHING

You can inspire others through rousing, dramatic oratory. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Divine Inspiration 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 Divine Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Divine Inspiration die is rolled, it is lost. A creature can have only one Divine Inspiration die at a time.

You can use this feature a number of times equal to your [Charisma](#) modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Your Divine Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.



FONT OF INSPIRATION

Beginning when you reach 5th level, you regain all of your expended uses of Divine Inspiration when you finish a short or long rest.

COUNTER SERMON

At 7th level, you gain the ability to use words of power to disrupt mind-influencing effects. As an action, you can start a sermon that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being **frightened** or **charmed**. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

DIVINE DOMAIN

Choose one domain related to your deity, such as Life, Nature, Knowledge, or Light. The **Domains** supplement features Death, the Sea, Fertility, and six other domains customized for this setting. Other domains are detailed in the core rules. Each one provides examples of gods associated with it. Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

DOMAIN SPELLS

Each domain has a list of spells—its domain spells—that you gain at the priestess levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you have a domain spell that doesn't appear on the priestess spell list, the spell is nonetheless a priestess spell for you.



CHANNEL DIVINITY

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description.

When you use Channel Divinity, you choose which effect to create. At 2nd level, you can do this twice and then must finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your priestess spell save DC.

Beginning at 6th level, you can use your Channel Divinity three times between rests, and beginning at 18th level, you can use it four times between rests. When you finish a short or long rest, you regain your expended uses.

CHANNEL DIVINITY: TURN UNDEAD

As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

DESTROY UNDEAD

Starting at 3rd level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

Destroy Undead

Priestess Level	Destroys Undead of CR...
3 rd	1/2 or lower
5 th	1 or lower
8 th	2 or lower
11 th	3 or lower
14 th	4 or lower
17 th	5 or lower

DIVINE INTERVENTION

Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great. Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your priestess level, your deity intervenes. The GM chooses the nature of the intervention; the effect of any priestess spell would be appropriate.

If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest. At 20th level, your call for intervention succeeds automatically, no roll required.



APPENDIX I: NEW SPELLS

BALL OF RADIANCE

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of tallow, a pinch of brimstone, and a dusting of powdered iron)

Duration: Concentration, up to 1 minute

A 5-foot-diameter sphere of holy light appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d4 radiant damage on a failed save, or half as much damage on a successful one.

As a **bonus action**, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn.

When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

CONE OF RADIANCE

5th-level evocation

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (a small crystal or glass cone)

Duration: Instantaneous

A blast of radiant energy erupts from your hands. Each creature in a 60-foot cone must make a Constitution saving throw. A creature takes 8d6 radiant damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for each slot level above 5th.

CELESTIAL ARMOR

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of cured leather)

Duration: 8 hours

You touch a willing creature who isn't wearing armor, and a protective celestial force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.



RADIANT BOLT

3rd-level evocation

Casting Time: 1 action

Range: Self (100-foot line)

Components: V, S, M (a lens or crystal)

Duration: Instantaneous

A bolt of radiant light forming a line 100 feet long and 5 feet wide erupts from you, streaking in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 6d6 radiant damage on a failed save, or half as much damage on a successful one.

Creatures that have an alignment that is diametrically opposed to your alignment (Lawful Good vs Chaotic Evil, for example) have disadvantage on the saving throw.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

RADIANT BURST

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You hurl a mote of radiant light at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 radiant damage. Creatures struck by this spell radiate an aura of dim light with a 15-foot radius unit is the end of their next turn.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).



APPENDIX II: PRIESTESS SPELL LIST

CANTRIPS

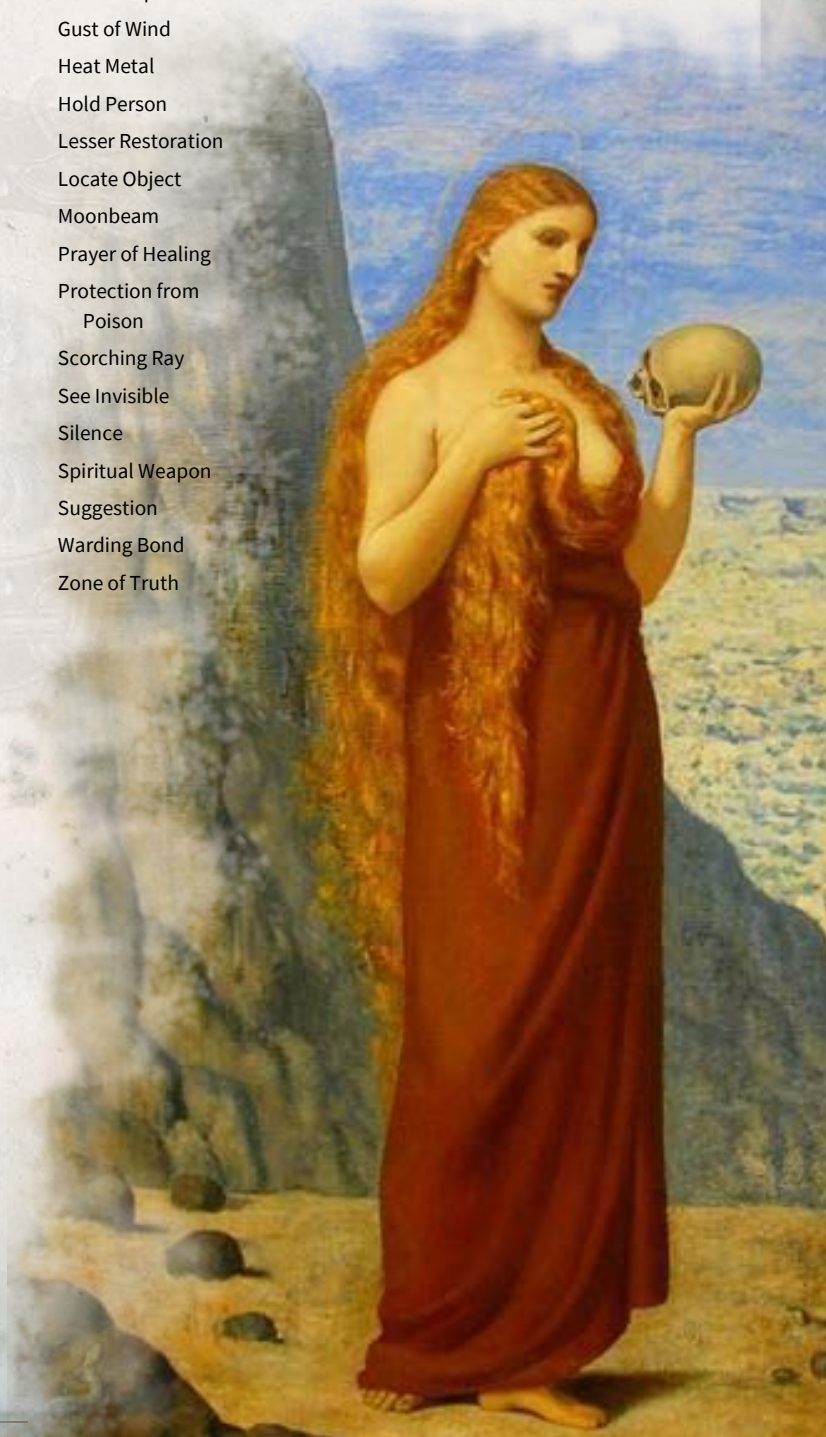
Friends
Guidance
Light
Mending
Message
Radiant burst
Resistance
Sacred Flame
Spare the Dying
Thaumaturgy
True Strike
Shillelagh

1ST LEVEL

Bane
Bless
Celestial Armor
Charm Person
Chromatic Orb
Command
Comprehend Languages
Create or Destroy Water
Cure Wounds
Detect Evil and Good
Detect Magic
Detect Poison and Disease
Expeditious Retreat
False Life
Feather Fall
Fog Cloud
Guiding Bolt
Healing Word
Inflict Wounds
Jump
Protection from Evil and Good
Purify Food and Drink
Ray of Sickness
Sanctuary Shield of Faith
Sleep
Thunderwave

2ND LEVEL

Aid
Augury
Ball of Radiance
Blindness/Deafness
Calm Emotions
Continual Flame
Darkness
Darkvision
Detect Thoughts
Enhance Ability
Find Traps
Flame Blade
Gentle Repose
Gust of Wind
Heat Metal
Hold Person
Lesser Restoration
Locate Object
Moonbeam
Prayer of Healing
Protection from
Poison
Scorching Ray
See Invisible
Silence
Spiritual Weapon
Suggestion
Warding Bond
Zone of Truth



3RD LEVEL

Animate Dead
Beacon of Hope
Bestow Curse
Clairvoyance
Create Food and Water
Daylight
Dispel Magic
Fear
Feign Death
Glyph of Warding
Magic Circle
Mass Healing Word
Protection from Energy
Radiant Bolt
Remove Curse
Revivify
Sending
Speak with Dead
Spirit Guardians
Tongues
Water Walk

4TH LEVEL

Banishment
Blight
Confusion
Conjure Minor Elementals
Control Water
Death Ward
Divination
Freedom of Movement
Guardian of Faith
Locate Creature
Polymorph
Stone Shape
Stoneskin
Wall of Fire

5TH LEVEL

Commune
Cone of Radiance
Conjure Elemental
Contact Other Plane
Contagion
Dispel Evil and Good
Dream
Flame Strike
Geas
Greater Restoration
Hallow
Hold Monster
Insect Plague
Legend Lore
Mass Cure Wounds
Planar Binding
Raise Dead
Scrying
Wall of Stone

6TH LEVEL

Blade Barrier
Create Undead
Find the Path
Forbiddance
Harm
Heal
Heroes' Feast
Move Earth
Planar Ally
Sunbeam
True Seeing
Wind Walk
Word of Recall

7TH LEVEL

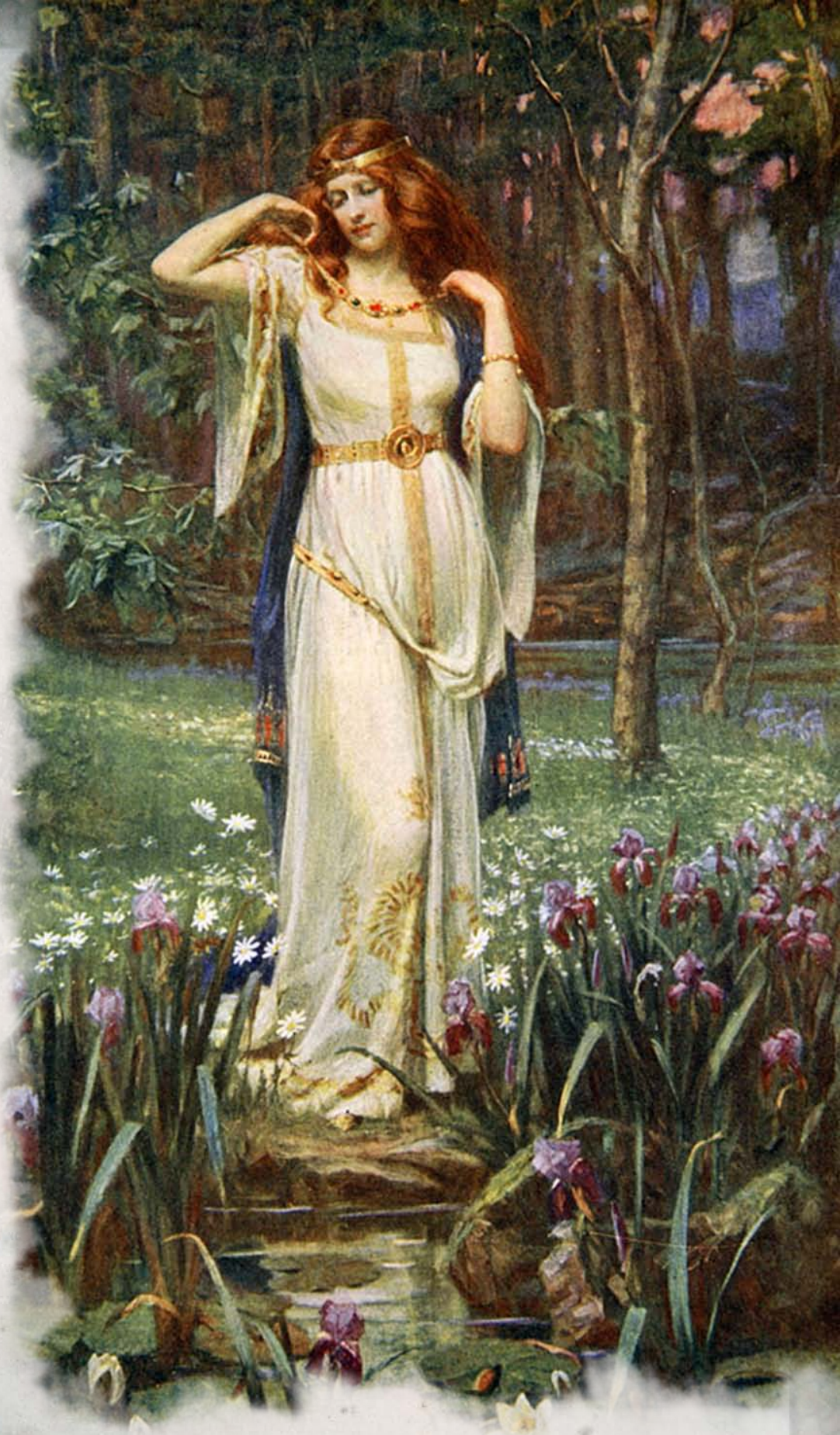
Conjure Celestial
Divine Word
Etherealness
Fire Storm
Plane Shift
Regenerate
Resurrection
Symbol
Finger Death
Simulacrum

8TH LEVEL

Antimagic Field
Control Weather
Earthquake
Holy Aura
Power Word Stun
Sunburst

9TH LEVEL

Astral Projection
Gate
Imprisonment
Mass Heal
True Resurrection
Power Word Kill



APPENDIX III: DEITIES

Asgardian Deities

Deity	AL	Portfolio	Suggested Domains	Symbol
Aegir	NE	Destruction, sea, storms	Nature, Sea, Tempest	Ocean waves
Baduhenna	CG	War, forests, madness	Madness, Nature, War	Woman with sword
Balder	NG	Beauty, light, music, poetry, rebirth	Life, Light	Bejeweled silver chalice
Forseti	N	Justice, law	Life, Light	Bearded man's face
Frey	NG	Agriculture, fertility, harvest, sun	Fertility, Life, Light	Greatsword
Freya	NG	Beauty, fertility, love, magic, war	Fertility, Life, war	Falcon
Frigga	N	Birth, fertility, love	Fertility, Life, Light, Prophecy	Cat
Heimdall	LG	Watchfulness, sight, hearing, loyalty	Light, War	Musical horn
Hel	NE	Death, underworld	Death, Knowledge	Half rotting woman's face
Hermod	CN	Luck, communication, freedom	Knowledge, Life, Prophecy	Winged scroll
Loki	CE	Thieves, trickery, murder	Knowledge, Trickery	Flame
Nerthus	LG	Fertility, peace	Fertility, Knowledge, Light	Fire, chariot, soil
Njord	NG	Commerce, sea, wind	Nature, Tempest	Gold coin
Odin	NG	Knowledge, magic, supremacy, war	Knowledge, Magic, War	Watching blue eye
Odur	CG	Light, sun, travel	Knowledge, Light	Solar disk
Rán	NE	Sea, theft	Sea, Trickery	Net
Sif	CG	Harvest, earth, fertility, family, marriage	Earth, Fertility, Nature	Grain, woman with long hair
Skadi	N	Earth, mountains, archery	Earth, Nature, the Hunt	Mountain peak
Sunna	N	Sun	Fire, Life, Light	Goddess with sun rays
Surtur	LE	Fire, war	Fire, Light, War	Flaming sword
Thor	CG	Storms, thunder, war	Tempest, War	Hammer
Thrym	CE	War, cold, giants	Nature, War	Double-bladed axe
Tyr	LN	Courage, trust, strategy, tactics, writing	Knowledge, War	Sword
Uller	CN	Archers, hunting, winter	Hunt, Life, Nature	Bow

Celtic Deities

Deity	AL	Portfolio	Suggested Domains	Symbol
Andrastra	NG	Battle, victory	Nature, War	Woman with sword
Arawn	NE	Life and death	Life, Death	Black star on gray field
Arianrhod	LG	Moon, motherhood, birth	Knowledge, Life, Moon	Silver wheel
Belenus	NG	Sun, fire, and druids	Fire, Nature, Light, Life	Solar disc and standing stone
Brigantia	NG	Rivers and livestock	Life, Nature	Footbridge
Brigid	CG	Arts, fire, metalwork, poetry	Fire, Knowledge, Light	Flaming hearth
Ceridwen	NG	Rebirth, transformation, poetry	Life, Prophecy	Magical caldron
Daghdha	CG	Crops and weather	Fertility, Life, Nature	Bubbling cauldron or shield
Damara	NG	Fertility	Fertility, Hearth/Home, Life	A flame
Diancecht	LG	Medicine, healing	Knowledge, Life	Crossed oak and mistletoe
Goibhniu	NG	Metalwork, healing	Fire, Knowledge, Life	Mallet over sword
Lugh	CN	Arts, crafts, travel, trade, war	Knowledge, War	Pair of long hands
Manannan mac Lir	LN	Oceans and sea creatures	Nature, Sea, Tempest	White wave on green field
Math Mathonwy	NE	Magic, alchemy	Knowledge, Magic, Trickery	Staff
Morrigan	CE	War, battle	Knowledge, Life, War	Crossed spears
Oghma	NG	Speech, writing	Knowledge, Trickery	Unfurled scroll

Egyptian Deities

Deity	AL	Portfolio	Suggested Domains	Symbol
Anubis	LN	Judgment, death	Knowledge, Death	Black jackal
Apep	NE	Evil, fire, serpents	Fire, Light, Trickery	Flaming snake
Atum	N	Creation, sun, fertility	Fertility, Life, Prophecy	Serpent
Bast	CG	Cats, protection, punishment	Life, War	Cat
Bes	CN	Luck, music, protection	Life, Trickery	Deity's misshapen image
Hathor	NG	Love, music, dance, moon, fate, mothers	Life, Light	Horned cow with lunar disc
Imhotep	NG	Crafts, medicine	Knowledge, Life	Step pyramid
Isis	NG	Fertility, magic, marriage, wisdom	Magic, Prophecy, Life	Ankh and star
Neith	NG	Birth, death, hunting, war	Death, Fertility, Hunt, War	Crossed arrows over a shield
Nephthys	CG	Death, grief	Death, Knowledge	Horns around a lunar disc
Osiris	LG	Harvest, nature, underworld	Fertility, Life, Nature	Crook and flail
Ptah	LN	Crafts, knowledge, secrets, travel	Knowledge, Life	Bull
Ra	LG	Nobility, revenge, sun, supremacy	Life, Light	Serpent around a solar disc
Sekhmet	CG	Cats, war, intoxication	Nature, Trickery, War	Solar disc, lioness
Seshet	N	Writing, measuring	Knowledge, life	Open book and stylus
Set	CE	Darkness, evil, night, desert storms, drought	Death, Tempest, Trickery	Coiled cobra
Sobek	LE	Water, river hazards, crocodiles, wetlands	Nature, Fertility, Sea, Tempest	Feathered, horned crocodile
Thoth	N	Knowledge, wisdom, learning	Knowledge, Life, Magic	Ibis

Gaulish Deities

Deity	AL	Portfolio	Suggested Domains	Symbol
Abgatiacus	NG	Luck, medicine, poetry, trade, travel	Knowledge, Life	Caduceus
Alaunus	NG	Healing, prophecy, rivers	Life, Nature, Prophecy	River
Ambisagrus	CG	Air, fertility, sky, lightning, nobility	Fertility, Life, Tempest	Lightning bolt
Andarta	CG	Bears, war, warrior women	Nature, War	Sword
Anvallus	NG	Plants, seasons, fertility	Fertility, Life, Nature	None
Artio	CG	Bears, motherhood, protection	Fertility, Nature, War	Bear
Belenus	CG	Fire, nobility, sun, horses, wheels	Fire, Knowledge, Light	Horse or wheel
Borvo	NG	Healing, springs, minerals	Life, Nature	Bubbling spring
Caturix	CE	Bloodlust, war	Death, Tempest, War	Spear
Cernunnos	CG	Battle ,fertility, hunting, wealth	Fertility, Hunt, Nature, War	Man with antlers
Dusios	CN	Fertility, trickery, magic, mirth, music	Fertility, Life, Magic, Trickery	Flute
Epona	CG	Fertility, horses, women	Fertility, Life, Nature	Ears of grain or horse
Esus	NG	Medicine, healing, wisdom	Knowledge, Life, Prophecy	Tree branch
Glanis	NG	Healing, springs, water	Life, Nature	Swirling stream
Gobannus	NG	Cleverness, metalwork, crafts	Fire, Knowledge, Trickery	Hammer and anvil
Lenus	CG	Healing, protection, battle	Life, War	Spear and Helmet
Loucetios	CG	Lightning, storms, war	Tempest, War	Lightning bolt
Moccus	NG	Hunting, protection	Hunt, Nature, War	Boar or pig
Nemetona	CG	Protection, groves, women	Nature, War	Shield
Olloudius	NG	Protection, healing, fertility	Fertility, Life, Knowledge, War	Offering plate
Rudianos	CN	War, horsemanship	Nature, War	Red sword
Rosmerta	NG	Fertility, abundance, women	Fertility, Hearth, Life, Nature	Cornucopia
Segomo	CG	Strength, victory, war	Life, War	Eagle or hawk
Sirona	NG	Healing, springs, wells	Life, Nature	Snakes and eggs
Taranus	CN	Storms, thunder	Tempest, Trickery	Storm cloud
Ucuetis	NG	Metalwork, craftsmanship, fertility	Fertility, Knowledge, Life	Hammer
Visucius	NG	Knowledge, poetry, wisdom, writing	Knowledge, Trickery	Scroll
Vosegus	CG	Hunting, forestry	Hunt, Life, Nature	Bow or hunting dog

Olympian Deities

Deity	AL	Portfolio	Suggested Domains	Symbol
Aphrodite	CG	Love, beauty, fertility	Fertility, Light, Life	Sea shell
Apollo	CG	Light, prophecy, music, healing	Prophecy, Life, Light	Lyre
Ares	CE	War, killing, strife	Death, War	Spear
Artemis	NG	Hunting, wild beasts, childbirth, dance	Fertility, Hunt, Life, Nature	Bow, arrows and lunar disc
Asclepius	CG	Healing, snakes	Life, Nature	Serpent entwined staff
Athena	LG	Wisdom, crafts, civilization, war	Knowledge, Prophecy, War	Owl
Demeter	N	Agriculture	Fertility, Life, Nature	Mare's head
Dionysus	CN	Mirth, madness, wine, fertility, theater	Life, Trickery	Thyrsus
Eileithyia	NG	Birth, women, healing	Healing, Life	Baby
Enyo	LN	Destruction, sieges, war	Tempest, War	Helm and torch
Eris	CN	Strife, Discord	Madness, War	Golden apple of Discord
Fates	N	Fate, destiny	Life, Prophecy	Three seamstresses
Furies	LE	Vengeance, punishment, war	Tempest, Trickery, War	Three viragos
Hades	NE	Death, underworld, earth, wealth	Death, Knowledge	Black ram
Hecate	NE	Moon, magic, abundance, undead	Knowledge, Moon, Trickery	Setting moon
Hephaestus	NG	Smiths, craftswomen	Fire, Knowledge	Hammer and anvil
Hera	N	Marriage, women, intrigue	Hearth, Life, Trickery	Fan of peacock feathers
Hercules	CG	Strength, adventure	Tempest, War	Lion's head
Hermes	CG	Travel, commerce, thieves, gambling, running	Knowledge, Trickery	Caduceus
Hestia	NG	Home, hearth, family	Life, Light	Hearth
Nike	LN	Victory	Light, War	Winged woman
Pan	CN	Nature, passion, shepherds, mountains	Fertility, Life, Nature	Pan pipes
Poseidon	CN	Seas, rivers, earthquakes	Nature, Sea, Tempest	Trident
Tyche	N	Good fortune, luck, travel	Knowledge, Prophecy	Red pentagram
Zeus	CG	Sky, air, storms, fate, nobility	Knowledge, Prophecy, Tempest	Fistful of lightning bolts

Persian Deities

Deity	AL	Portfolio	Suggested Domains	Symbol
Ahura Mazda	LG	Good, justice, peace, sun, truth, fire, water	Fire, Life, Light, Prophecy	Fire
Angra Mainyu	CE	Chaos, darkness, destruction, evil, fear	Death, War	Demon or monster

Phoenician Deities

Deity	AL	Portfolio	Suggested Domains	Symbol
Anat	CE	Strife, fury, virgins, war	Death, War	Atef crown
Ba'al	LE	Fertility, storms, strength, victory	Fertility, Tempest, War	Bull or sheep
Ba'alat	NE	Fertility, agriculture, women	Fertility, Life, Nature	Doves or fish
Dagon	CN	Agriculture, fertility, weather	Fertility, Life, Nature, Tempest	Merman or plow
El	LN	Nobility, paternity, time, creation	Fertility, Knowledge, Life, Prophecy	Bull
Eshmun	NG	Healing	Life, Nature	Snake entwining a staff
Ishtarte	CN	Art, Love, fertility, war	Fertility, Life, War	Eight-pointed star or lion
Kotharat	NG	Marriage, pregnancy, motherhood	Fertility, Knowledge, Life	Swallow
Kothar-wa-Khasis	N	Craftsmen, metalwork, inventions	Fire, Knowledge, Trickery	Open window
Melquart	NG	Nobility, commerce, seafaring, rebirth, hunting, colonization	Hunt, Knowledge, Nature	Fire or hippocampus
Misor	LG	Justice, guardianship	Light, War	Ray of light
Moloch	LE	Fire, purification, sacrifice	Death, Fire, War	Fire
Mot	NE	Underworld, death, infertility	Death, Knowledge	Skull
Qetesh	CG	Love, fertility, motherhood	Fertility, Hearth, Life	Nude woman
Reshef	CE	Fire, lightning, fevers, plague	Death, Fire, Tempest	Horse and chariot
Shapash	N	Curing poison, messengers, sun, weather	Life, Light, Nature	Solar disc
Sydyk	LG	righteousness, truth	Life, Light	Sailing ship
Tanit	LE	The Moon, power, sex, war	Life, Moon, War	Lioness, lunar disc
Yam	CE	Chaos, Destruction, Sea, Storms	Sea, Tempest, War	Serpent

Phrygian Deities

Deity	AL	Portfolio	Suggested Domains	Symbol
Attis	NG	Plants, resurrection	Nature, Life	Pine tree
Agdistis	CG	Healing, love	Healing, life	Almond tree
Cybele	N	Earth, fertility, motherhood	Earth, Fertility, Life	Mountain, seated woman
Ma	CG	War, victory, parenting	Knowledge, War	Meteorite
Meen	N	Moon	Moon	Crescent moon
Nana	NG	Agriculture, birth, spring time	Fertility, Life, Nature	Almond seed
Sabazios	CG	Horses, lordship, fertility, war	Fertility, War	Mounted warrior, hand

Roman Deities

Deity	AL	Portfolio	Suggested Domains	Symbol
Bacchus	CN	Mirth, madness, wine, fertility, theater	Fertility, Life, Trickery	Thyrus, bull
Bellona	NG	War, conquest, peace	Life, War	Helmet and torch
Diana	CG	Animals, nature, hunting, moon, women	Hunt, Life, Nature	Bow and quiver, hunting dogs
Dis Pater	NE	Mineral wealth, fertile land, underworld	Death, Fertility	Gemstones, grain
Janus	N	Beginnings and endings, transitions, doorways	Knowledge	Two faces
Juno	NG	Marriage, women, advice, fertility, protection	Fertility, Knowledge, Life	Goat, fig leaf
Jupiter	CG	Air, lightning, sky, thunderstorms, weather	Knowledge, Tempest	Lightning bolt, oak tree, eagle
Mars	LG	War, justice, spring, fertility, protection	Fertility, Tempest, War	Spear and shield
Mercury	NG	Luck, messengers, poetry, thieves, trade, travel	Knowledge, Trickery	Winged sandals, winged hat
Minerva	NG	Arts, battle, crafts, guidance, medicine, wisdom	Knowledge, Life	Owl, olive tree
Neptune	CG	Sea, oceans, sea creatures	Nature, Sea, Tempest	Hors, dolphin, bull
Orcus	CE	Underworld, punishment of oath breakers	Death, Tempest	Skull
Sol	N	Sun	Fire, Life, Light	Goddess with sun rays
Venus	CN	Love, beauty, fertility, sex	Fertility, Life, Tempest	Rose, myrtle
Vesta	LG	Home and hearth	Home, Knowledge, Life	Hearth and fire
Vulcan	NG	Fire, metalworking, volcanoes	Fire, Knowledge, War	Hammer

Scythian Deities

Deity	AL	Portfolio	Suggested Domains	Symbol
Argimpasa	CG	Love, beauty, fertility, divination	Fertility, Life	Vase
Api	N	Earth, motherhood, birth	Earth	Mountain
Ares	CE	War, killing, strife	Death, War	Spear
Oitosyros	NG	Light, prophecy, music, healing	Prophecy, Life, Light	Drum
Papaois	CN	Storms	Tempest, War	Lightning
Tabiti	N	Sun, fire, heat, hearth, protection	Fire, Home, Life, Light	Sun
Thagimasidas	CN	Sea	Sea, Tempest	Wave

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