

HALF ORCISH CONSECRATIONS

They gave up on their power to cut flesh, the very thing that made them stronger, they abandoned. Oh, but it didn't make them weaker, it was the opposite my friends ! They were reborn, Mother Nature had blessed them, and with their newfound gifts, they took to the heavens.

ORATOR BRULDENTHOR

Consecrations are a trait that you can give to your half-orc character, it replaces the *Savage Attack* trait. Choose one of the following consecrations for your character:

- **Consecration of the sea:** Your movements are fluid like the ocean, you have a swim speed equal to your walking speed. In addition attacks of opportunity against you are made at disadvantage.
- **Consecration of the storm:** if you use the Dash Action, clouds carry you, you can gain a flying speed equal to your walking speed until the end of your turn, where you fall if nothing is holding you aloft.
- **Consecration of the grove:** as a bonus action, a vine sprouts from your back, allowing you to attempt to grab a Huge or smaller creature within 30ft of you, and pull it closer to you. It must succeed a Strength saving throw (Save DC: 8 + your proficiency bonus + your Constitution modifier.) or be pulled in a space adjacent to yours. You can use this ability a number of times equal to your proficiency bonus per long rest.
- **Consecration of the earth:** As a reaction, you cover your body with stone, diminishing incoming damage. Roll 1d12 and subtract the number rolled to the damage. You can use this ability a number of times equal to your proficiency bonus per long rest.
- **Consecration of the night:** You can see normally in darkness, both magical and nonmagical, to a distance of 90 feet.
- **Consecration of the dawn:** You have resistance to radiant and fire damage.
- **Consecration of the dusk:** As a bonus action, you vanish in a cloud of darkness, you teleport up to 20 feet to an unoccupied space that you can see. You can use this ability a number of times equal to your proficiency bonus per long rest.
- **Consecration of the aurora:** You have resistance against Charm effects and when a creature recovers from being charmed by you, it has no memory of what happened during the time it was charmed.