* **3rd Level – Heaven-Sent Power:**
  + Reality-bending aura range: 100 ft (DNS)
  + You can manifest your will while at 100 hit points or below now (DNS)
  + You may maintain the benefits of up to two different domains at once
  + You exude and strongly radiate divine Aether. While you have access to this level of this Arte, the benefits of your divine Aether are extended as follows:
    - Your roll bonus increases to up to +5 (DNS); additionally, you may – at will – choose to subtract up to 5 from the roll instead
    - You may apply your roll bonus/penalty to the rolls of creatures you can see within 5 ft of you
    - Whenever a creature of a non-divine nature, damages you, you may decrease the damage taken by 20 (to a minimum of 0) (DNS)
    - At the start of your turn, if you have at least half your hit point maximum, you regain 20 hit points (DNS)
    - Whenever a creature starts its turn within 5 ft of you, you may cause it to take 10 damage of a damage type of your choice
  + You have attained the power to routinely manipulate the basal foundations of reality in subtle but very real ways. As an action, you can bend the rules of reality and rewrite the definitions of possibility, choosing one of the following effects from the list below. After taking this action, you cannot do so again until you complete a long rest.
    - **Death Rewritten:** No creatures within your reality-bending aura (including yourself) can die. Instead, whenever they would die (even from natural causes like disease or old age), their physical form resets in a manner that would prevent death (this does not alleviate pain, hit point loss, or other deleterious effects however). Examples of such possibilities include: a creature that would die of old age having their physical age reset 1 year, a creature that would die of disease having their disease reset to less severe state, a creature that would die from decapitation having their head restored, and so on. This manipulation of reality lasts until either you would die, you deactivate it as an action, or you complete a long rest.
    - **Magic Rewritten:** The natural flow of magic ceases to be within your reality-bending aura and now the flow is defined by you. While this effect is active name a spell school and apply a rule to it from the list below. Until you apply a new rule to that spell school, remove the rule (no action or reaction required), or deactivate this effect – the chosen rule applies to any spell cast within the aura, passing through the aura, or targeting a space/creature within the aura (even if you cast the spell). This manipulation of reality and all rules applied last until you die, you deactivate it as an action, or you complete a long rest
      * **Disallowed:** Spells of the named spell school cannot be cast. (This does not deactivate any effects from spells that have already been cast, it only prevents the casting of future spells). Any attempts to do so are treated as if the spell were countered.
      * **Expensive:** Whenever a spell from the named spell school is cast, if the casting requires spell slots, the caster must expend one additional spell slot of the spell’s level or higher in order to successfully cast the spell
      * **Free:** Whenever a spell from the named spell school is cast at its base level, the caster does not need to provide verbal, somatic, non-costly material components, or even spell slots.
      * **Maximized:** Rather than roll for damage/healing from a spell from the named spell school, the caster uses the maximum possible value
      * **Minimized:** Rather than roll for damage/healing from a spell from the named spell school, the caster uses the minimum possible value
      * **Released:** The ranges of any spell from the named spell school are quadrupled (Self becomes Touch, Touch becomes 30 ft)
      * **Required:** All of the components of any spell from the named spell school are now fully required – even if the creature casting them does not normally have to provide them (the only exceptions are spells cast through the Innate Spellcasting feature)
      * **Restrained:** The ranges of any spell from the named spell school are quartered (Touch becomes Self, Self retains)
      * **Strengthened:** The values of any damage, healing, bonuses, or penalties applied by a spell from the named spell school are doubled.
      * **Weakened:** The values of any damage, healing, bonuses, or penalties applied by a spell from the named spell school are halved.
    - **Motion Rewritten:** Space warps in a manner that alters direction and momentum within your reality-bending aura. As a baseline, your aura becomes difficult terrain for all creatures (including yourself) and the ranges of spells, ranged weapons, and other such ranged effects are quartered if passing through or originating in your aura. Additionally, as a reaction, you may acutely influence motion in one of the following ways: you may prevent a creature from taking the Dash action, instead reducing its speed for the turn to 0; you may complete change the direction a ranged spell, attack, or effect is traveling if it originates or passes through your aura – choosing a new target for it to travel towards; finally, you may immediately force a creature using fly speed within your aura to the ground, or – if there is no “ground” – your vertical position. This manipulation of reality lasts until you die, you deactivate it as an action, or you complete a long rest.
    - **Weight Rewritten:** Space warps in a manner that completely reworks the force of gravity within your reality-bending aura. Upon taking this action and choosing this effect, decide whether weight will increase or decrease. If you choose that weight will increase, the following effects are applied (even to you): all creatures and objects become 10 times heavier; a creature that now weighs and/or carries more than 50 times their Strength score has their speed reduced to 5 feet and they cannot use fly speed; all creatures suffer a -15 penalty to attack rolls using weapons or objects but a +30 to damage rolls with them; all creatures gain immunity to effects that would forcibly move them or knock them prone. If you choose that weight will decrease, the following effects are applied (even to you): all creatures and objects become 10 times lighter; a creature that now weighs and/or carries less than 5 times their Strength score has their speed and jump height/distance doubled; all creatures suffer a +15 penalty to attack rolls using weapons or objects but a -30 to damage rolls with them; whenever a creature is forcibly moved, the distance they are moved is tripled. As an action on your turn, you may change whether the weight is being increase or reduced. This manipulation of reality lasts until you die, you deactivate it as an action, or you complete a long rest.