

Bri's Index of Feats

Origin Feats	These feats may be chosen during character creation.
Fighting Style Feats	These feats may be chosen when making a fighting style choice.
General Feats	These feats may be chosen for the Ability Score Increase feature.
Epic Boon Feats	These feats may be chosen for the Epic Boon feature.
Supernatural Gifts	These feats may be rewarded by the DM, usually in recognition of service to a particular god.
Draconic Gifts	These feats may be rewarded by the DM, usually after a dragon has been slain or befriended.
Dragonlance Campaign Feats	These feats may be chosen in Dragonlance campaigns.
Planescape Campaign Feats	These feats may be chosen in Planescape campaigns.
Dragonmark Feats	These feats may be chosen in Eberron campaigns or settings where dragonmarks may be used.
Racial Feats	These feats may be chosen only by specific races for the Ability Score Increase feature.

Origin Feats

These feats may be chosen during character creation.

Alert *(2024 Player's Handbook)*

You gain the following benefits:

Initiative Proficiency: When you roll Initiative, you can add your Proficiency Bonus to the roll.

Initiative Swap: Immediately after you roll Initiative, you can swap your Initiative with the Initiative of one willing ally in the same combat. You can't make this swap if you or the ally has the Incapacitated condition.

Crafter *(2024 Player's Handbook)*

You gain the following benefits:

Tool Proficiency: You gain proficiency with three different Artisan's Tools of your choice from the Fast Crafting table.

Discount: Whenever you buy a nonmagical item, you receive a 20 percent discount on it.

Faster Crafting: When you finish a Long Rest, you can craft one piece of gear from the Fast Crafting table, provided you have the Artisan's Tools associated with that item and have proficiency with those tools. The item lasts until you finish another Long Rest, at which point the item falls apart.

Artisan's Tools	Crafted Gear
Carpenter's Tools	Ladder, Tinderbox
Jeweler's Tools	Bell, Caltrops (20)
Leatherworker's Tools	Case, Pouch, Tent
Mason's Tools	Block and Tackle
Potter's Tools	Jug, Lamp
Smith's Tools	Ball Bearings, Flask, Iron Pot
Tinker's Tools	Grappling Hook, Shovel

Weaver's Tools	Basket, Rope, Net
Woodcarver's Tools	Club, Greatclub, Quarterstaff

Healer *(2024 Player's Handbook)*

You gain the following benefits:

Battle Medic: If you have a Healer's Kit, you can expend one use of it and tend to a creature within 5 feet of yourself as a Utilize action. That creature can expend one of its Hit Point Dice, and you then roll that die. The creature regains a number of Hit Points equal to the roll plus your Proficiency Bonus.

Healing Rerolls: Whenever you roll a die to determine the number of Hit Points you restore with a spell or with this feat's Battle Medic benefit, you can reroll the die if it rolls a 1, and you must use the new roll.

Lucky *(2024 Player's Handbook)*

You gain the following benefits:

Luck Points: You have a number of Luck Points equal to your Proficiency Bonus and can spend the points on the benefits below. You regain your expended Luck Points when you finish a Long Rest.

Advantage: When you roll a d20 for a D20 Test, you can spend 1 Luck Point to give yourself Advantage on the roll.

Disadvantage: When a creature rolls a d20 for an attack roll against you, you can spend 1 Luck Point to impose Disadvantage on that roll.

Magic Initiate (Cleric) *(2024 Player's Handbook)*

You gain the following benefits:

Two Cantrips: You learn two cantrips of your choice from the Cleric spell list. Intelligence, Wisdom, or Charisma is your spellcasting ability for this feat's spells (choose when you select this feat).

Level 1 Spell: Choose a level 1 spell from the Cleric spell list. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have.

Spell Change: Whenever you gain a new level, you can replace one of the spells you chose for this feat with a different spell of the same level from the chosen spell list.

Magic Initiate (Druid) *(2024 Player's Handbook)*

You gain the following benefits:

Two Cantrips: You learn two cantrips of your choice from the Druid spell list. Intelligence, Wisdom, or Charisma is your spellcasting ability for this feat's spells (choose when you select this feat).

Level 1 Spell: Choose a level 1 spell from the Druid spell list. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have.

Spell Change: Whenever you gain a new level, you can replace one of the spells you chose for this feat with a different spell of the same level from the chosen spell list.

Magic Initiate (Wizard) *(2024 Player's Handbook)*

You gain the following benefits:

Two Cantrips: You learn two cantrips of your choice from the Wizard spell list. Intelligence, Wisdom, or Charisma is your spellcasting ability for this feat's spells (choose when you select this feat).

Level 1 Spell: Choose a level 1 spell from the Wizard spell list. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have.

Spell Change: Whenever you gain a new level, you can replace one of the spells you chose for this feat with a different spell of the same level from the chosen spell list.

Musician *(2024 Player's Handbook)*

You gain the following benefits:

Instrument Training: You gain proficiency with three Musical Instruments of your choice.

Encouraging Song: As you finish a Short or Long Rest, you can play a song on a Musical Instrument with which you have proficiency and give Heroic Inspiration to allies who hear the song. The number of allies you can affect in this way equals your Proficiency Bonus.

Savage Attacker *(2024 Player's Handbook)*

You've trained to deal particularly damaging strikes. Once per turn when you hit a target with a weapon, you can roll the weapon's damage dice twice and use either roll against the target.

Skilled *(2024 Player's Handbook)*

You gain proficiency in any combination of three skills or tools of your choice.

Tavern Brawler *(2024 Player's Handbook)*

You gain the following benefits:

Enhanced Unarmed Strike: When you hit with your Unarmed Strike and deal damage, you can deal Bludgeoning damage equal to 1d4 plus your Strength modifier instead of the normal damage of an Unarmed Strike.

Damage Rerolls: Whenever you roll a damage die for your Unarmed Strike, you can reroll the die if it rolls a 1, and you must use the new roll.

Improvised Weaponry: You have proficiency with improvised weapons.

Push: When you hit a creature with an Unarmed Strike as part of the Attack action on your turn, you can deal damage to the target and also push it 5 feet away from you. You can use this benefit only once per turn.

Tough *(2024 Player's Handbook)*

Your Hit Point maximum increases by an amount equal to twice your character level when you gain this feat. Whenever you gain a character level thereafter, your Hit Point maximum increases by an additional 2 Hit Points.

Fighting Style Feats

These feats may be chosen when making a fighting style choice.

Archery *(2024 Player's Handbook)*

Prerequisite: Fighting Style Feature

You gain a +2 bonus to attack rolls you make with Ranged weapons.

Blind Fighting *(2024 Player's Handbook)*

Prerequisite: Fighting Style Feature

You have Blindsight with a range of 10 feet.

Defense *(2024 Player's Handbook)*

Prerequisite: Fighting Style Feature

While you're wearing Light, Medium, or Heavy armor, you gain a +1 bonus to Armor Class.

Dueling *(2024 Player's Handbook)*

Prerequisite: Fighting Style Feature

When you're holding a Melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting *(2024 Player's Handbook)*

Prerequisite: Fighting Style Feature

When you roll damage for an attack you make with a Melee weapon that you are holding with two hands, you can treat any 1 or 2 on a damage die as a 3. The weapon must have the Two-Handed or Versatile property to gain this benefit.

Interception *(2024 Player's Handbook)***Prerequisite:** Fighting Style Feature

When a creature you can see hits another creature within 5 feet of you with an attack roll, you can take a Reaction to reduce the damage dealt to the target by 1d10 plus your Proficiency Bonus. You must be holding a Shield or a Simple or Martial weapon to use this Reaction.

Protection *(2024 Player's Handbook)***Prerequisite:** Fighting Style Feature

When a creature you can see attacks a target other than you that is within 5 feet of you, you can take a Reaction to interpose your Shield if you're holding one. You impose Disadvantage on the triggering attack roll and all other attack rolls against the target until the start of your next turn if you remain within 5 feet of the target.

Thrown Weapon Fighting *(2024 Player's Handbook)***Prerequisite:** Fighting Style Feature

When you hit with a ranged attack roll using a weapon that has the Thrown property, you gain a +2 bonus to the damage roll.

Two-Weapon Fighting *(2024 Player's Handbook)***Prerequisite:** Fighting Style Feature

When you make an extra attack as a result of using a weapon that has the Light property, you can add your ability modifier to the damage of that attack if you aren't already adding it to the damage.

Unarmed Fighting *(2024 Player's Handbook)***Prerequisite:** Fighting Style Feature

When you hit with your Unarmed Strike and deal damage, you can deal Bludgeoning damage equal to 1d6 plus your Strength modifier instead of the normal damage of an Unarmed Strike. If you aren't holding any weapons or a Shield when you make the attack roll, the d6 becomes a d8. At the start of each of your turns, you can deal 1d4 Bludgeoning damage to one creature Grappled by you.

General Feats

These feats may be chosen for the Ability Score Increase feature.

Ability Score Improvement *(2024 Player's Handbook)*

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feat. However, if you're at least level 19, that maximum increases to 22.

Actor *(2024 Player's Handbook)***Prerequisite:** Level 4+, Charisma 13+**Ability Score Increase:** Increase your Charisma score by 1, to a maximum of 20.**Impersonation:** While you're disguised as a real or fictional person, you have Advantage on Charisma (Deception or Performance) checks to convince others that you are that person.**Mimicry:** You can mimic the sounds of other creatures, including speech. A creature that hears the mimicry must succeed on a Wisdom (Insight) check to determine the effect is faked (DC 8 plus your Charisma modifier and Proficiency Bonus).**Artificer Initiate** *(Tasha's Cauldron of Everything)*

You've learned some of an artificer's inventiveness:

- You learn one cantrip of your choice from the Artificer spell list, and you learn one 1st-level spell of your choice from that list. Intelligence is your spellcasting ability for these spells.
- You can cast this feat's 1st-level spell without a spell slot, and you must finish a long rest before you can cast it in this way again. You can also cast the spell using any spell slots you have.
- You gain proficiency with one type of artisan's tools of your choice, and you can use that type of tool as a spellcasting focus for any spell you cast that uses Intelligence as its spellcasting ability.

Assail **(Tome of Heroes)****Prerequisite:** martial melee weapon

As an action, you can assail a hostile creature within range of your weapon with a series of rapid, superficial strikes, putting the target on the defensive. Make an attack roll with this weapon. On a hit, the target's mental focus shifts to defending itself. All attack rolls against the target have disadvantage until the start of your next turn, but the target has disadvantage on the next Intelligence, Wisdom, or Charisma saving throw it makes before the start of your next turn.

Athlete *(2024 Player's Handbook)***Prerequisite:** Level 4+, Strength or Dexterity 13+

You gain the following benefits:

Ability Score Increase: Increase your Strength or Dexterity score by 1, to a maximum of 20.**Climb Speed:** You gain a Climb Speed equal to your Speed.**Hop Up:** When you have the Prone condition, you can right yourself with only 5 feet of movement.**Jumping:** You can make a running Long or High Jump after moving only 5 feet.**Bash** **(Tome of Heroes)****Prerequisite:** melee weapon that deals bludgeoning damage

When you make an attack with this weapon, you can hit the target in the side of the head or other vital organ, disorienting it for a moment. Make an attack roll with this weapon. On a hit, the target is briefly disoriented and has disadvantage on its next attack roll.

Special: A sling can be used to perform this weapon option. At the GM's discretion, a shield can be used to perform this weapon option. In such cases, treat the shield as an improvised melee weapon. When you use the shield in this way, you lose its bonus to your AC until the start of your next turn. Treat a club shield (see the Adventuring Gear chapter) as a weapon and not a shield when performing this weapon option.

Boundless Reserves **(Tome of Heroes)****Prerequisite:** Wisdom 13+, Monk's Focus class feature

You have learned to harness your inner vitality to replenish your focus. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- When you start your turn and have no focus points remaining, you can use a reaction to spend one Hit Die. Roll the die and add your Constitution modifier to it. You regain expended focus points equal to up to half the total (minimum of 1). You can never have more focus points than the maximum for your level. Hit Dice spent using this feat can't be used to regain hit points during a short rest. You regain spent Hit Dice as normal.

Braced Reception **(Tome of Heroes)****Prerequisite:** melee weapon with a wooden haft and that deals piercing damage

As an action, you can set this weapon against a charge. If a creature further than 10 feet away from you moves into your reach and attacks you before the start of your next turn, you can use a reaction to attack the creature with this weapon. On a hit, this weapon deals 1 extra die of damage to the creature, and if the creature is no more than one size larger than you, it must succeed on a Strength saving throw or fall prone.

Special: A dwarven axe can be used to perform this weapon option. If a weapon doesn't have a wooden haft, such as an adamantine spear or silvered trident, but its standard design does, it can be used to perform this weapon option.

Cartomancer *(The Book of Many Things)***Prerequisite:** Level 4+, Spellcasting Feature

You have learned to channel your magic through a deck of cards. You can use a card deck as your spellcasting focus, and you gain the following benefits:

Card Tricks: You learn the Prestidigitation cantrip and can use it to create illusions that duplicate the effects of stage magic. When you use Prestidigitation in this way, you can conceal the verbal and somatic components of the spell as ordinary conversation and card handling.

Hidden Ace: When you finish a long rest, you can choose one spell from your class's spell list and imbue that spell into a card. The chosen spell must have a casting time of 1 action, and it must be a level for which you have spell slots. The card remains imbued with this spell for 8 hours. While the card is imbued with the spell, you can use a bonus action to flourish the card and cast the spell within. The card then immediately loses its magic.

Charger *(2024 Player's Handbook)*

Prerequisite: Level 4+, Strength or Dexterity 13+

You gain the following benefits:

Ability Score Increase: Increase your Strength or Dexterity score by 1, to a maximum of 20.

Improved Dash: When you take the Dash action, your Speed increases by 10 feet for that action.

Charge Attack: If you move at least 10 feet in a straight line toward a target immediately before hitting it with a melee attack roll as part of the Attack action, choose one of the following effects: gain a 1d8 bonus to the attack's damage roll, or push the target up to 10 feet away if it is no more than one size larger than you. You can use this benefit only once on each of your turns.

Chef *(2024 Player's Handbook)*

Prerequisite: Level 4+

You gain the following benefits:

Ability Score Increase: Increase your Constitution or Wisdom score by 1, to a maximum of 20.

Cook's Utensils: You gain proficiency with Cook's Utensils if you don't already have it.

Replenishing Meal: As part of a Short Rest, you can cook special food if you have ingredients and Cook's Utensils on hand. You can prepare enough of this food for a number of creatures equal to 4 plus your Proficiency Bonus. At the end of the Short Rest, any creature who eats the food and spends one or more Hit Dice to regain Hit Points regains an extra 1d8 Hit Points.

Bolstering Treats: With 1 hour of work or when you finish a Long Rest, you can cook a number of treats equal to your Proficiency Bonus if you have ingredients and Cook's Utensils on hand. These special treats last 8 hours after being made. A creature can use a Bonus Action to eat one of those treats to gain a number of Temporary Hit Points equal to your Proficiency Bonus.

Crossbow Expert *(2024 Player's Handbook)*

Prerequisite: Level 4+, Dexterity 13+

You gain the following benefits:

Ability Score Increase: Increase your Dexterity score by 1, to a maximum of 20.

Ignore Loading: You ignore the Loading property of the Hand Crossbow, Heavy Crossbow, and Light Crossbow (all called crossbows elsewhere in this feat). If you're holding one of them, you can load a piece of ammunition into it even if you lack a free hand.

Firing in Melee: Being within 5 feet of an enemy doesn't impose Disadvantage on your attack rolls with crossbows.

Dual Wielding: When you make the extra attack of the Light property, you can add your ability modifier to the damage of the extra attack if that attack is with a crossbow that has the Light property and you aren't already adding that modifier to the damage.

Crusher *(2024 Player's Handbook)*

Prerequisite: Level 4+

You gain the following benefits:

Ability Score Increase: Increase your Strength or Constitution score by 1, to a maximum of 20.

Push: Once per turn, when you hit a creature with an attack that deals Bludgeoning damage, you can move it 5 feet to an unoccupied space if the target is no more than one size larger than you.

Enhanced Critical: When you score a Critical Hit that deals Bludgeoning damage to a creature, attack rolls against that creature have Advantage until the start of your next turn.

Defensive Duelist *(2024 Player's Handbook)*

Prerequisite: Level 4+, Dexterity 13+

You gain the following benefits:

Ability Score Increase: Increase your Dexterity score by 1, to a maximum of 20.

Parry: If you're holding a Finesse weapon and another creature hits you with a melee attack, you can take a Reaction to add your Proficiency Bonus to your Armor Class, potentially causing the attack to miss you. You gain this bonus to your AC against melee attacks until the start of your next turn.

Diehard **(Tome of Heroes)****Prerequisite:** Constitution 13+

You are difficult to wear down and kill. You gain the following benefits:

- Increase your Constitution score by 1, up to a maximum of 20.
- You have advantage on saving throws against effects that cause you to suffer a level of exhaustion.
- You have advantage on death saving throws.

Disarm **(Tome of Heroes)****Prerequisite:** martial melee weapon

When you make an attack with this weapon, you can choose to aim a jarring hit at the target's held weapon, knocking it from their grasp. Make an attack roll with this weapon. On a hit, the target must succeed on a Strength or Dexterity saving throw (target's choice) or drop its weapon, which lands in an unoccupied space within 5 feet of it. If no unoccupied space is within range, the weapon lands at the target's feet.

Draconic Rune Casting **(Tome of Heroes)****Prerequisite:** The ability to cast at least one spell

You have unlocked the basic tenants of draconic rune casting (see the Magic and Spells chapter). You gain the following benefits:

- You learn two draconic runes of your choice. These runes can't be master runes.
- You learn the master runes up to the highest level of spell you can currently cast. As you grow in power and increase in level, you automatically learn the master runes for each spell level you can cast.
- You can inscribe draconic runes you know on objects and empower those runes with your magic when you finish a long rest. You can have a number of empowered runes at one time equal to 1 + your proficiency bonus. You can use empowered runes to replicate spells, as described in the Magic and Spells chapter.
- You can magically mark an inscribed rune to use as a spellcasting focus for your spells.

Dual Wielder *(2024 Player's Handbook)***Prerequisite:** Level 4+, Strength or Dexterity 13+

You gain the following benefits:

Ability Score Increase: Increase your Strength or Dexterity score by 1, to a maximum of 20.

Enhanced Dual Wielding: When you take the Attack action on your turn and attack with a weapon that has the Light property, you can make one extra attack as a Bonus Action later on the same turn with a different weapon, which must be a Melee weapon that lacks the Two-Handed property. You don't add your ability modifier to the extra attack's damage unless that modifier is negative.

Quick Draw: You can draw or stow two weapons that lack the Two-Handed property when you would normally be able to draw or stow only one.

Dungeon Delver *(2014 Player's Handbook)*

Alert to the hidden traps and secret doors found in many dungeons, you gain the following benefits:

- You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect the presence of secret doors.
- You have advantage on saving throws made to avoid or resist traps.
- You have resistance to the damage dealt by traps.
- Traveling at a fast pace doesn't impose the normal -5 penalty on your passive Wisdom (Perception) score

Durable *(2024 Player's Handbook)***Prerequisite:** Level 4+

You gain the following benefits:

Ability Score Increase: Increase your Constitution score by 1, to a maximum of 20.**Defy Death:** You have Advantage on Death Saving Throws.

Speedy Recovery: As a Bonus Action, you can expend one of your Hit Point Dice, roll the die, and regain a number of Hit Points equal to the roll.

Eldritch Adept *(Tasha's Cauldron of Everything)*

Prerequisite: Spellcasting or Pact Magic feature

Studying occult lore, you learn one Eldritch Invocation option of your choice from the warlock class. Your spellcasting ability for the invocation is Intelligence, Wisdom, or Charisma (choose when you select this feat). If the invocation has a prerequisite of any kind, you can choose that invocation only if you're a warlock who meets the prerequisite.

Whenever you gain a level, you can replace the invocation with another one from the warlock class.

Elemental Adept (Acid) *(2024 Player's Handbook)*

Prerequisite: Level 4+, Spellcasting or Pact Magic feature

You gain the following benefits:

Ability Score Increase: Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Energy Mastery: Spells you cast ignore Resistance to Acid damage. In addition, when you roll damage for a spell you cast that deals Acid damage, you can treat any 1 on a damage die as a 2.

Elemental Adept (Cold) *(2024 Player's Handbook)*

Prerequisite: Level 4+, Spellcasting or Pact Magic feature

You gain the following benefits:

Ability Score Increase: Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Energy Mastery: Spells you cast ignore Resistance to Cold damage. In addition, when you roll damage for a spell you cast that deals Cold damage, you can treat any 1 on a damage die as a 2.

Elemental Adept (Fire) *(2024 Player's Handbook)*

Prerequisite: Level 4+, Spellcasting or Pact Magic feature

You gain the following benefits:

Ability Score Increase: Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Energy Mastery: Spells you cast ignore Resistance to Fire damage. In addition, when you roll damage for a spell you cast that deals Fire damage, you can treat any 1 on a damage die as a 2.

Elemental Adept (Lightning) *(2024 Player's Handbook)*

Prerequisite: Level 4+, Spellcasting or Pact Magic feature

You gain the following benefits:

Ability Score Increase: Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Energy Mastery: Spells you cast ignore Resistance to Lightning damage. In addition, when you roll damage for a spell you cast that deals Lightning damage, you can treat any 1 on a damage die as a 2.

Elemental Adept (Thunder) *(2024 Player's Handbook)*

Prerequisite: Level 4+, Spellcasting or Pact Magic feature

You gain the following benefits:

Ability Score Increase: Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Energy Mastery: Spells you cast ignore Resistance to Thunder damage. In addition, when you roll damage for a spell you cast that deals Thunder damage, you can treat any 1 on a damage die as a 2.

Ember of the Fire Giant *(Bigby Presents: Glory of the Giants)*

Prerequisite: 4th Level, Strike of the Giants (Fire Strike) Feat

You've manifested the fiery combat emblematic of fire giants, granting you the following benefits:

Ability Score Increase: Increase your Strength, Constitution, or Wisdom score by 1, to a maximum of 20.

Born of Flame: You have resistance to fire damage.

Searing Ignition: When you take the Attack action on your turn, you can replace a single attack with a magical burst of flame. Each creature of your choice in a 15-foot-radius sphere centered on you must make a Dexterity saving throw (DC equals 8 + your proficiency bonus + the modifier of the ability increased by this feat). On a failed save, a creature takes fire damage equal to 1d8 + your proficiency bonus, and it has the blinded condition until the start of your next turn. On a successful save, the creature takes half as much damage only. You can use your Searing Ignition a number of times equal to your proficiency bonus (but no more than once per turn), and you regain all expended uses when you finish a long rest.

Fey-Touched *(2024 Player's Handbook)***Prerequisite:** Level 4+

Your exposure to the Feywild's magic grants you the following benefits:

Ability Score Increase: Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Fey Magic: Choose one level 1 spell from the Divination or Enchantment school of magic. You always have that spell and the Misty Step spell prepared. You can cast each of these spells without expending a spell slot. Once you cast either spell in this way, you can't cast that spell in this way again until you finish a Long Rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

Fighting Initiate *(Tasha's Cauldron of Everything)***Prerequisite:** Proficiency with a martial weapon

Your martial training has helped you develop a particular style of fighting. As a result, you learn one Fighting Style option of your choice from the fighter class. If you already have a style, the one you choose must be different. Whenever you reach a level that grants the Ability Score Improvement feature, you can replace this feat's fighting style with another one from the fighter class that you don't have.

Floriographer **(Tome of Heroes)****Prerequisite:** Proficiency in one of the following skills: Arcana, History, or Nature

You have studied the secret language of Floriography. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You learn Floriography, the language of flowers. Similar to Druidic and Thieves' Cant, Floriography is a secret language often used to communicate subtle ideas, symbolic meaning, and even basic messages. Floriography is conveyed through the combinations of colors, styles, and even types of flowers in bouquets, floral arrangements, and floral illustrations, often with a gift-giving component.
- Your fluency with the subtle messages in floral displays gives you a keen eye for discerning subtle or hidden messages elsewhere. You have advantage on Intelligence (Investigation) and Wisdom (Insight) checks to notice and discern hidden messages of a visual nature, such as the runes of a magic trap or the subtle hand signals passing between two individuals.

Forest Denizen **(Tome of Heroes)**

You are familiar with the ways of the forest. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You can discern if a plant or fungal growth is safe to eat.
- You learn to speak, read, and write Sylvan.
- You have advantage on Strength (Athletics) and Dexterity (Acrobatics) checks you make to escape from being grappled or restrained as long as you are being grappled or restrained by nonmagical vegetation or a beast's action such as a giant frog's bite or a spider's web.

Friend of the Forest **(Tome of Heroes)**

After spending some time in forests, you have attuned yourself to the ways of the woods and the creatures in it. You learn the Treeheal cantrip and two other druid cantrips of your choice. You also learn the Speak with Animals spell and can cast it once without expending a spell slot. Once you cast it, you must finish a short or long rest before you can cast it in this way again. Your spellcasting ability for these spells is Wisdom.

Fury of the Frost Giant *(Bigby Presents: Glory of the Giants)***Prerequisite:** 4th Level, Strike of the Giants (Frost Strike) Feat

You've manifested the icy might emblematic of frost giants, granting you the following benefits:

Ability Score Increase: Increase your Strength, Constitution, or Wisdom score by 1, to a maximum of 20.**Born of Ice:** You have resistance to cold damage.

Frigid Retaliation: Immediately after a creature you can see within 30 feet of you hits you with an attack roll and deals damage, you can use your reaction to retaliate with a conjured blast of ice. The creature must make a Constitution saving throw (DC equals 8 + your proficiency bonus + the modifier of the ability increased by this feat). On a failed save, the creature takes cold damage equal to 1d8 + your proficiency bonus, and its speed is reduced to 0 until the end of its next

turn. You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Gift of the Chromatic Dragon *(Fizban's Treasury of Dragons)*

You've manifested some of the power of chromatic dragons, granting you the following benefits:

Chromatic Infusion: As a bonus action, you can touch a simple or martial weapon and infuse it with one of the following damage types: acid, cold, fire, lightning, or poison. For the next minute, the weapon deals an extra 1d4 damage of the chosen type when it hits. After you use this bonus action, you can't do so again until you finish a long rest.

Reactive Resistance: When you take acid, cold, fire, lightning, or poison damage, you can use your reaction to give yourself resistance to that instance of damage. You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Gift of the Gem Dragon *(Fizban's Treasury of Dragons)*

You've manifested some of the power of gem dragons, granting you the following benefits:

Ability Score Increase: Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Telekinetic Reprisal: When you take damage from a creature that is within 10 feet of you, you can use your reaction to emanate telekinetic energy. The creature that dealt damage to you must make a Strength saving throw (DC equals 8 + your proficiency bonus + the ability modifier of the score increased by this feat). On a failed save, the creature takes 2d8 force damage and is pushed up to 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Gift of the Metallic Dragon *(Fizban's Treasury of Dragons)*

You've manifested some of the power of metallic dragons, granting you the following benefits:

Draconic Healing: You learn the cure wounds spell. You can cast this spell without expending a spell slot. Once you cast this spell in this way, you can't do so again until you finish a long rest. You can also cast this spell using spell slots you have. The spell's spellcasting ability is Intelligence, Wisdom, or Charisma when you cast it with this feat (choose when you gain the feat).

Protective Wings: You can manifest protective wings that can shield you or others. When you or another creature you can see within 5 feet of you is hit by an attack roll, you can use your reaction to manifest spectral wings from your back for a moment. You grant a bonus to the target's AC equal to your proficiency bonus against that attack roll, potentially causing it to miss. You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Grappler *(2024 Player's Handbook)*

Prerequisite: Level 4+, Strength or Dexterity 13+

You gain the following benefits.

Ability Score Increase: Increase your Strength or Dexterity score by 1, to a maximum of 20.

Punch and Grab: When you hit a creature with an Unarmed Strike as part of the Attack action on your turn, you can use both the Damage and the Grapple option. You can use this benefit only once per turn.

Attack Advantage: You have Advantage on attack rolls against a creature Grappled by you.

Fast Wrestler: You don't have to spend extra movement to move a creature Grappled by you if the creature is your size or smaller.

Great Weapon Master *(2024 Player's Handbook)*

Prerequisite: Level 4+, Strength 13+

You gain the following benefits.

Ability Score Increase: Increase your Strength score by 1, to a maximum of 20.

Heavy Weapon Mastery: When you hit a creature with a weapon that has the Heavy property as part of the Attack action on your turn, you can cause the weapon to deal extra damage to the target. The extra damage equals your Proficiency Bonus.

Hew: Immediately after you score a Critical Hit with a Melee weapon or reduce a creature to 0 Hit Points with one, you can make one attack with the same weapon as a Bonus Action.

Guile of the Cloud Giant *(Bigby Presents: Glory of the Giants)*

Prerequisite: 4th Level, Strike of the Giants (Cloud Strike) Feat

You've manifested the confounding magic emblematic of cloud giants, granting you the following benefits:

Ability Score Increase: Increase your Strength, Constitution, or Charisma score by 1, to a maximum of 20.

Cloudy Escape: When a creature you can see hits you with an attack roll, you can use your reaction to give yourself resistance to that attack's damage. You then teleport to an unoccupied space that you can see within 30 feet of yourself. You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Gunner *(Tasha's Cauldron of Everything)*

You have a quick hand and keen eye when employing firearms, granting you the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency with firearms.
- You ignore the loading property of firearms.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.

Hamstring **(Tome of Heroes)**

Prerequisite: melee weapon that deals slashing damage

When you make an attack with this weapon, you can make a painful but superficial wound on a leg of a Large or smaller creature. Make an attack roll with this weapon. On a hit, the target's walking speed is reduced by 10 feet for 1 minute. A creature's speed can't be reduced by more than 10 feet with this weapon option. A creature within 5 feet of the target can take an action to tend the wound with a successful Wisdom (Medicine) check (against your weapon option DC), ending the effect on the target. The effect also ends if the target receives magical healing.

Harmless Fusillade **(Tome of Heroes)**

Prerequisite: ranged weapon that has the Gunpowder property

When you make an attack with this weapon, you can harmlessly discharge the weapon instead while aiming at a creature within the weapon's normal range. The target must succeed on a Constitution saving throw or have disadvantage on the next concentration check it makes before the start of your next turn as the sound of your weapon distracts or startles it.

Harrier **(Tome of Heroes)**

Prerequisite: The Shadow Traveler shadow Fey trait or the ability to cast the misty step spell

You have learned to maximize the strategic impact of your misty step. You appear in a flash and, while your foe is disoriented, attack with deadly precision. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- When you use your Shadow Traveler trait or cast misty step, you have advantage on the next attack you make before the end of your turn.

Heavily Armored *(2024 Player's Handbook)*

Prerequisite: Level 4+, Medium Armor Training

You gain the following benefits:

Ability Score Increase: Increase your Constitution or Strength score by 1, to a maximum of 20.

Armor Training: You gain training with Heavy armor.

Heavy Armor Master *(2024 Player's Handbook)*

Prerequisite: Level 4+, Heavy Armor Training

You gain the following benefits:

Ability Score Increase: Increase your Constitution or Strength score by 1, to a maximum of 20.

Damage Reduction: When you're hit by an attack while you're wearing Heavy armor, any Bludgeoning, Piercing, and Slashing damage dealt to you by that attack is reduced by an amount equal to your Proficiency Bonus.

Hedgecraft **(Tome of Heroes)**

Prerequisite: Proficiency in two of the following skills or proficiency in one of these skills and with an herbalism kit: Arcana, Medicine, Nature, or Survival

You have extensively studied the magic found in rare plants, and you have unlocked the secrets to invoking the ceremonial and cultivated worts of hedge magic (see the Magic and Spells chapter). You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You are skilled at locating and identifying magic plants. You have advantage on Intelligence and Wisdom checks to search for and identify magic plants.
- When you fail to harvest a magic plant (see Hedge Magic in the Magic and Spells chapter), you can try a second time before the magic plant is destroyed. You have disadvantage on this second attempt, which destroys the plant on a failure.
- You have learned how to expertly care for magic plants, and you gain two magic plants of your choice. Each plant is in a small pot, pouch, or some other portable container that you carry with you on your travels. At the end of every 7 days, roll a d4 for each magic plant that you own. The number rolled determines how many uses of that plant you have for the next 7 days. Each plant then steadily regrows, providing more uses after 7 days have passed. While caring for a plant requires work, it is considered part of your routine when you take a long rest and requires no further skill checks. You can keep and care for a number of magic plants equal to 1 + your proficiency bonus at a time.

Inner Resilience **(Tome of Heroes)**

Prerequisite: Wisdom 13+

Your internal discipline gives you access to a small pool of focus points. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You have 3 focus points, which you can spend to fuel the Patient Defense or Step of the Wind features from the monk class. When you spend a focus point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended focus back into yourself. You must spend at least 30 minutes of the rest meditating to regain your focus points.
- If you already have focus points, your focus point maximum increases by 3 instead.

Inspiring Leader *(2024 Player's Handbook)*

Prerequisite: Level 4+, Wisdom or Charisma 13+

You gain the following benefits:

Ability Score Increase: Increase your Wisdom or Charisma score by 1, to a maximum of 20.

Bolstering Performance: When you finish a Short or Long Rest, you can give an inspiring performance: a speech, song, or dance. When you do so, choose up to six allies (which can include yourself) within 30 feet of yourself who witness the performance. The chosen creatures each gain Temporary Hit Points equal to your character level plus the modifier of the ability you increased with this feat.

Jagged Wound **(Tome of Heroes)**

Prerequisite: whipsaw

When you make an attack with this weapon, you deal damage as normal, and you can choose to use a bonus action to twist the weapon while attacking to create a jagged wound in the target. The target loses hit points at the start of each of its turns equal to your proficiency bonus for 1 minute. If the attack was a critical hit, the target loses hit points at the start of each of its turns equal to 2 + your proficiency bonus for 1 minute instead. A successful DC 10 Wisdom (Medicine) check stanches the wound. The wound also closes if the target receives magical healing. A creature can't have more than one jagged wound at a time. This wound has no effect on undead or constructs.

Special: At the GM's discretion, any weapon with a serrated blade can be used to perform this weapon option.

Keen Mind *(2024 Player's Handbook)*

Prerequisite: Level 4+, Intelligence 13+

You gain the following benefits:

Ability Score Increase: Increase your Intelligence score by 1, to a maximum of 20.

Lore Knowledge: Choose one of the following skills: Arcana, History, Investigation, Nature, or Religion. If you lack proficiency in the chosen skill, you gain proficiency in it, and if you already have proficiency in it, you gain Expertise in it.

Quick Study: You can take the Study action as a Bonus Action.

Keenness of the Stone Giant *(Bigby Presents: Glory of the Giants)*

Prerequisite: 4th Level, Strike of the Giants (Stone Strike) Feat

You've manifested the physical talents emblematic of stone giants, granting you the following benefits:

Ability Score Increase: Increase your Strength, Constitution, or Wisdom score by 1, to a maximum of 20.

Cavernous Sight: You gain darkvision with a range of 60 feet. If you already have darkvision from another source, its range increases by 60 feet.

Stone Throw: As a bonus action, you can take a rock and make a magical attack with it. The attack is a ranged spell attack with a range of 60 feet that uses the ability score you increased with this feat as the spellcasting ability. On a hit, the rock deals 1d10 force damage, and the target must succeed on a Strength saving throw (DC equals 8 + your proficiency bonus + the spellcasting ability modifier) or have the prone condition. You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Leash **(Tome of Heroes)**

Prerequisite: any whip

When you make an attack with this weapon, you can choose to wrap its end around a Large or smaller creature. Make an attack roll with this weapon. On a hit, the target can't move more than 10 feet away from you. A creature, including the target, can take its action to remove the whip and end the effect by succeeding on a Strength check. While the whip is holding a creature in this way, you can't make attacks with the whip. If you drop the whip, the creature is immediately freed.

Special: A whipsaw isn't a true whip and can't be used to perform this weapon option. You can use the pull weapon option on a creature you have leashed, and you have advantage on the attack roll, provided you use the whip that is leashing the target to perform the pull weapon option.

Lightly Armored *(2024 Player's Handbook)*

Prerequisite: Level 4+

You gain the following benefits:

Ability Score Increase: Increase your Strength or Dexterity score by 1, to a maximum of 20.

Armor Training: You gain training with Light armor and Shields.

Linguist *(2014 Player's Handbook)*

You have studied languages and codes, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You learn three languages of your choice.
- You can ably create written ciphers. Others can't decipher a code you create unless you teach them, they succeed on an Intelligence check (DC equal to your Intelligence score + your proficiency bonus), or they use magic to decipher it.

Mage Slayer *(2024 Player's Handbook)*

Prerequisite: Level 4+

You gain the following benefits:

Ability Score Increase: Increase your Strength or Dexterity score by 1, to a maximum of 20.

Concentration Breaker: When you damage a creature that is concentrating, it has Disadvantage on the saving throw it makes to maintain Concentration.

Guarded Mind: If you fail an Intelligence, a Wisdom, or a Charisma saving throw, you can cause yourself to succeed instead. Once you use this benefit, you can't use it again until you finish a Short or Long Rest.

Martial Adept *(2014 Player's Handbook)*

You have martial training that allows you to perform special combat maneuvers. You gain the following benefits:

- You learn two maneuvers of your choice from among those available to the Battle Master archetype in the fighter class. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

- You gain one superiority die, which is a d6 (this die is added to any superiority dice you have from another source. This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest. The superiority die is added to any others you have, no matter when you gain them.

Martial Weapon Training *(2024 Player's Handbook)*

Prerequisite: Level 4+

You gain the following benefits:

Ability Score Increase: Increase your Strength or Dexterity score by 1, to a maximum of 20.

Weapon Proficiency: You gain proficiency with Martial weapons.

Medium Armor Master *(2024 Player's Handbook)*

Prerequisite: Level 4+, Medium Armor Training

You gain the following benefits:

Ability Score Increase: Increase your Strength or Dexterity score by 1, to a maximum of 20.

Dexterous Wearer: While you're wearing Medium armor, you can add 3, rather than 2, to your AC if you have a Dexterity score of 16 or higher.

Metamagic Adept *(Tasha's Cauldron of Everything)*

Prerequisite: Spellcasting or Pact Magic feature

You've learned how to exert your will on your spells to alter how they function:

- You learn two Metamagic options of your choice from the sorcerer class. You can use only one Metamagic option on a spell when you cast it, unless the option says otherwise. Whenever you reach a level that grants the Ability Score Improvement feature, you can replace one of these Metamagic options with another one from the sorcerer class.
- You gain 2 sorcery points to spend on Metamagic (these points are added to any sorcery points you have from another source but can be used only on Metamagic). You regain all spent sorcery points when you finish a long rest.

Mobile *(2014 Player's Handbook)*

You are exceptionally speedy and agile. You gain the following benefits:

- Your speed increases by 10 feet.
- When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.
- When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

Moderately Armored *(2024 Player's Handbook)*

Prerequisite: Level 4+, Light Armor Training

You gain the following benefits:

Ability Score Increase: Increase your Strength or Dexterity score by 1, to a maximum of 20.

Armor Training: You gain training with Medium armor.

Mounted Combatant *(2024 Player's Handbook)*

Prerequisite: Level 4+

You gain the following benefits:

Ability Score Increase: Increase your Strength, Dexterity, or Wisdom score by 1, to a maximum of 20.

Mounted Strike: While mounted, you have Advantage on attack rolls against any unmounted creature within 5 feet of your mount that is at least one size smaller than the mount.

Leap Aside: If your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw and only half damage if it fails. For your mount to gain this benefit, you must be riding it, and neither of you can have the Incapacitated condition.

Veer: While mounted, you can force an attack that hits your mount to hit you instead if you don't have the Incapacitated condition.

Observant *(2024 Player's Handbook)*

Prerequisite: Level 4+, Intelligence or Wisdom 13+

You gain the following benefits:

Ability Score Increase: Increase your Intelligence or Wisdom score by 1, to a maximum of 20.

Keen Observer: Choose one of the following skills: Insight, Investigation, or Perception. If you lack proficiency with the chosen skill, you gain proficiency in it, and if you already have proficiency in it, you gain Expertise in it.

Quick Search: You can take the Search action as a Bonus Action.

Part of the Pack **(Tome of Heroes)**

Prerequisite: Proficiency in the Animal Handling skill

Wolves are never seen to be far from your side and consider you to be a packmate. You gain the following benefits:

- Through growls, barks, and gestures, you can communicate simple ideas with canines. For the purposes of this feat, a “canine” is any beast with dog or wolf-like features. You can understand them in return, though this is often limited to knowing the creature's current or most recent state, such as “hungry,” “content,” or “in danger.”
- As an action, you can howl to summon a wolf to assist you. The wolf appears in 1d4 rounds and remains within 50 feet of you until 1 hour elapses or until it dies, whichever occurs first. You can't control the wolf, but it doesn't attack you or your companions. It acts on its own initiative, and it attacks creatures attacking you or your companions. If you are 5th level or higher, your howl summons a number of wolves equal to your proficiency bonus. When your howl summons multiple wolves, you have a 50 percent chance that one of the wolves is a dire wolf instead. Your summoned pack can have no more than one dire wolf. While at least one wolf is with you, you have advantage on Wisdom (Survival) checks to hunt for food or to find shelter. At the GM's discretion, you may not be able to summon a wolf or multiple wolves if you are indoors or in a region where wolves aren't native, such as the middle of the sea. Once you have howled to summon a wolf or wolves with this feat, you must finish a long rest before you can do so again.

Piercer *(2024 Player's Handbook)*

Prerequisite: Level 4+

You gain the following benefits:

Ability Score Increase: Increase your Strength or Dexterity by 1, to a maximum of 20.

Puncture: Once per turn, when you hit a creature with an attack that deals Piercing damage, you can reroll one of the attack's damage dice, and you must use the new roll.

Enhanced Critical: When you score a Critical Hit that deals Piercing damage to a creature, you can roll one additional damage die when determining the extra Piercing damage the target takes.

Pinning Shot **(Tome of Heroes)**

Prerequisite: ranged weapon that uses arrows or bolts

When you make an attack with this weapon, you can choose to shoot part of a Large or smaller creature's clothing and pin the clothing to the ground or nearby object or structure. The target must be wearing clothing, such as boots or a cloak, and must be on the ground or within 5 feet of an object or structure. Make an attack roll with this weapon. On a hit, the target can't move from its current space. A creature, including the target, can take its action to rip the cloth, pull out the arrow or bolt, unclasp or wriggle out of the clothing, or free itself in some other way by succeeding on a Strength or Dexterity check (target's choice). The target must make only one check to free itself, using the highest DC of the characters performing this weapon option, regardless of the number of arrows or bolts holding its clothing in place.

Special: A dagger, dart, or javelin can be used to perform this weapon option.

Poisoner *(2024 Player's Handbook)*

Prerequisite: Level 4+

You gain the following benefits:

Ability Score Increase: Increase your Dexterity or Intelligence score by 1, to a maximum of 20.

Potent Poison: When you make a damage roll that deals Poison damage, it ignores Resistance to Poison damage.

Brew Poison: You gain proficiency with the Poisoner's Kit. With 1 hour of work using such a kit and expending 50 GP worth of materials, you can create a number of poison doses equal to your Proficiency Bonus. As a Bonus Action, you can apply a poison dose to a weapon or piece of ammunition. Once applied, the poison retains its potency for 1 minute, or until you deal damage with the poisoned item, whichever is shorter. When a creature takes damage from the poisoned item, that creature must succeed on a Constitution saving throw (DC 8 plus the modifier of the ability increased by this feat and your

Proficiency Bonus) or take 2d8 Poison damage and have the Poisoned condition until the end of your next turn.

Polearm Master *(2024 Player's Handbook)*

Prerequisite: Level 4+, Strength or Dexterity 13+

You gain the following benefits:

Ability Score Increase: Increase your Dexterity or Strength score by 1, to a maximum of 20.

Pole Strike: Immediately after you take the Attack action and attack with a Quarterstaff, a Spear, or a weapon that has the Heavy and Reach properties, you can use a Bonus Action to make a melee attack with the opposite end of the weapon. The weapon deals Bludgeoning damage, and the weapon's damage die for this attack is a d4.

Reactive Strike: While you're holding a Quarterstaff, a Spear, or a weapon that has the Heavy and Reach properties, you can take a Reaction to make one melee attack against a creature that enters the reach you have with that weapon.

Pommel Smash **(Tome of Heroes)**

Prerequisite: melee weapon that doesn't have the Light property

When a creature within 5 feet of you hits you with a melee weapon attack, you can use a reaction to hit the creature with the pommel of this weapon as you lean into the blow, leaving the target disoriented or gasping for breath afterwards. Make an attack roll with this weapon. If your attack roll equals or exceeds the creature's attack roll, the next attack against that creature before the start of your next turn has advantage. The creature's attack against you is unaffected by this weapon option, and you still take damage from the attack.

Pull **(Tome of Heroes)**

Prerequisite: melee weapon that has the Reach property

When you make an attack with this weapon, you can pull a Large or smaller creature up to 5 feet closer to you as you wrap the whip or slide the weapon's haft around the creature. Make an attack roll with this weapon. On a hit, the target is pulled up to 5 feet closer to you. If this movement would pull a creature into damaging terrain, such as lava or a pit, it can make a Strength or Dexterity (target's choice) saving throw, avoiding the pull on a success.

Resilient *(2024 Player's Handbook)*

Prerequisite: Level 4+

You gain the following benefits:

Ability Score Increase: Choose one ability in which you lack saving throw proficiency. Increase the chosen ability score by 1, to a maximum of 20.

Saving Throw Proficiency: You gain saving throw proficiency with the chosen ability.

Ricochet Shot **(Tome of Heroes)**

Prerequisite: ranged weapon that has the Ammunition property

As an action, you can ricochet an attack off an object or structure to hit a target you can see that has half or three-quarters cover. The target must be within 10 feet of an object or structure that isn't providing it with cover, and that object or structure must be within your weapon's normal range. Make an attack roll with this weapon against the target's Armor Class as if it wasn't behind cover. On a hit, the target takes damage as if hit by your attack. This weapon option expends the same ammunition as a normal attack with this weapon. This attack doesn't deal extra damage from features such as sneak attack, but it can deal extra damage from a magical effect on the weapon or ammunition, such as a +1 shortbow or an arrow of slaying.

Ritual Caster *(2024 Player's Handbook)*

Prerequisite: Level 4+, Intelligence, Wisdom, or Charisma 13+

You gain the following benefits:

Ability Score Increase: Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Ritual Spells: Choose a number of level 1 spells equal to your Proficiency Bonus that have the Ritual tag. You always have those spells prepared, and you can cast them with any spell slots you have. The spells' spellcasting ability is the ability increased by this feat. Whenever your Proficiency Bonus increases thereafter, you can add an additional level 1 spell with the Ritual tag to the spells always prepared with this feature.

Quick Ritual: With this benefit, you can cast a Ritual spell that you have prepared using its regular casting time rather than the extended time for a Ritual. Doing so doesn't require a spell slot. Once you cast the spell in this way, you can't use

this benefit again until you finish a Long Rest.

Rune Shaper *(Bigby Presents: Glory of the Giants)*

Prerequisite: Spellcasting Feature or Rune Carver Background

You've studied the magic of Giant runes, granting you the following benefits:

Comprehend Languages: You learn the comprehend languages spell. You can cast this spell without expending a spell slot, and you must finish a long rest before you can cast it in this way again. You can also cast this spell using any spell slots you have.

Rune Magic: You know a number of runes equal to half your proficiency bonus (rounded down), chosen from the Rune Spells table. Whenever you finish a long rest, you can inscribe each rune you know onto one nonmagical weapon, armor, piece of clothing, or other object you touch. You temporarily learn the 1st-level spells that correspond to the runes you inscribed, as specified on the Rune Spells table, and you know those spells until you finish a long rest, when the runes fade. While you are wearing or carrying any rune-marked object, you can cast the spells associated with those runes using any spell slots you have.

You can also invoke a rune inscribed on an object you are wearing or carrying and cast its associated spell without expending a spell slot or using material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Your spellcasting ability for this feat is Intelligence, Wisdom, or Charisma (choose when you select this feat).

Each time you gain a level, you can replace one of the runes you know with another one from the Rune Spells table.

Rune	Rune Spell
Cloud	Fog Cloud
Death	Inflict Wounds
Dragon	Chromatic Orb
Enemy	Disguise Self
Fire	Burning Hands
Friend	Speak with Animals
Frost	Armor of Agathys
Hill	Goodberry
Journey	Longstrider
King	Command
Mountain	Entangle
Stone	Sanctuary
Storm	Thunderwave

Sentinel *(2024 Player's Handbook)*

Prerequisite: Level 4+, Strength or Dexterity 13+

You gain the following benefits:

Ability Score Increase: Increase your Strength or Dexterity score by 1, to a maximum of 20.

Guardian: Immediately after a creature within 5 feet of you takes the Disengage Action or hits a target other than you with an attack, you can make an Opportunity Attack against that creature.

Halt: When you hit a creature with an Opportunity Attack, the creature's Speed becomes 0 for the rest of the current turn.

Shadow-Touched *(2024 Player's Handbook)*

Prerequisite: Level 4+

Your exposure to the Shadowfell's magic grants you the following benefits:

Ability Score Increase: Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Shadow Magic: Choose one level 1 spell from the Illusion or Necromancy school of magic. You always have that spell and the Invisibility spell prepared. You can cast each of these spells without expending a spell slot. Once you cast either spell in this way, you can't cast that spell in this way again until you finish a Long Rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

Sharpshooter *(2024 Player's Handbook)*

Prerequisite: Level 4+, Dexterity 13+

You gain the following benefits:

Ability Score Increase: Increase your Dexterity score by 1, to a maximum of 20.

Bypass Cover: Your ranged attacks with weapons ignore Half Cover and Three-Quarters Cover.

Firing in Melee: Being within 5 feet of an enemy doesn't impose Disadvantage on your attack rolls with Ranged weapons.

Long Shots: Attacking at long range doesn't impose Disadvantage on your attack rolls with Ranged weapons.

Shield Master *(2024 Player's Handbook)*

Prerequisite: Level 4+, Shield Training

You gain the following benefits:

Ability Score Increase: Increase your Strength score by 1, to a maximum of 20.

Shield Bash: If you attack a creature within 5 feet of you as part of the Attack action and hit with a Melee weapon, you can immediately bash the target with your Shield if it's equipped, forcing the target to make a Strength saving throw (DC 8 plus your Strength modifier and Proficiency Bonus). On a failed save, you either push the target 5 feet from you or cause it to have the Prone condition (your choice). You can use this benefit only once on each of your turns.

Interpose Shield: If you're subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can take a Reaction to take no damage if you succeed on the saving throw and are holding a Shield.

Skill Expert *(2024 Player's Handbook)*

Prerequisite: Level 4+

You gain the following benefits:

Ability Score Increase: Increase one ability score of your choice by 1, to a maximum of 20.

Skill Proficiency: You gain proficiency in one skill of your choice.

Expertise: Choose one skill in which you have proficiency but lack Expertise. You gain Expertise with that skill.

Skulker *(2024 Player's Handbook)*

Prerequisite: Level 4+, Dexterity 13+

You gain the following benefits:

Ability Score Increase: Increase your Dexterity score by 1, to a maximum of 20.

Blindsight: You have Blindsight with a range of 10 feet.

Fog of War: You exploit the distractions of battle, gaining Advantage on any Dexterity (Stealth) check you make as part of the Hide action during combat. Sniper. If you make an attack roll while hidden and the roll misses, making the attack roll doesn't reveal your location.

Slasher *(2024 Player's Handbook)*

Prerequisite: Level 4+

You gain the following benefits:

Ability Score Increase: Increase your Strength or Dexterity score by 1, to a maximum of 20.

Hamstring: Once per turn when you hit a creature with an attack that deals Slashing damage, you can reduce the Speed of that creature by 10 feet until the start of your next turn.

Enhanced Critical: When you score a Critical Hit that deals Slashing damage to a creature, it has Disadvantage on attack rolls until the start of your next turn.

Sorcerous Vigor **(Tome of Heroes)**

Prerequisite: Charisma 13 or higher and the Sorcery Points class feature

When your magical reserves are low, you can call on your life force to fuel your magic.

- Increase your Charisma score by 1, to a maximum of 20.

- When you start your turn and have no sorcery points remaining, you can use a reaction to spend one Hit Die. Roll the die and add your Constitution modifier to it. You regain expended sorcery points equal to up to half the total (minimum of 1). You can never have more sorcery points than the maximum for your level. Hit Dice spent using this feat can't be used to regain hit points during a short rest. You regain spent Hit Dice as normal.

Soul of the Storm Giant *(Bigby Presents: Glory of the Giants)*

Prerequisite: 4th Level, Strike of the Giants (Storm Strike) Feat

You've manifested the tempest magic emblematic of storm giants, granting you the following benefits:

Ability Score Increase: Increase your Strength, Wisdom, or Charisma score by 1, to a maximum of 20.

Maelstrom Aura: As a bonus action, you surround yourself with an aura of magical wind and lightning that extends 10 feet from you in every direction but not through total cover. The aura lasts until the start of your next turn or until you are incapacitated. While the aura is active, you have resistance to lightning and thunder damage. In addition, attack rolls against you have disadvantage, and whenever another creature starts its turn within the aura, you can force the creature to make a Strength saving throw (DC equals 8 + your proficiency bonus + the ability modifier of the score increased by this feat). On a failed save, the creature's speed is halved until the start of its next turn. You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Speedy *(2024 Player's Handbook)*

Prerequisite: Level 4+, Dexterity or Constitution 13+

You gain the following benefits:

Ability Score Increase: Increase your Dexterity or Constitution score by 1, to a maximum of 20.

Speed Increase: Your Speed increases by 10 feet. Dash over Difficult Terrain. When you take the Dash action on your turn, Difficult Terrain doesn't cost you extra movement for the rest of that turn.

Agile Movement: Opportunity Attacks have Disadvantage against you.

Spell Sniper *(2024 Player's Handbook)*

Prerequisite: Level 4+, Spellcasting or Pact Magic Feature

You gain the following benefits:

Ability Score Increase: Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Bypass Cover: Your attack rolls for spells ignore Half Cover and Three-Quarters Cover.

Casting in Melee: Being within 5 feet of an enemy doesn't impose Disadvantage on your attack rolls with spells.

Increased Range: When you cast a spell that has a range of at least 10 feet and requires you to make an attack roll, you can increase the spell's range by 60 feet.

Stalker **(Tome of Heroes)**

You are an expert at hunting prey. You are never more at home than when on a hunt, and your quarry rarely escapes you.

You gain the following benefits:

- You gain proficiency in the Stealth and Survival skills.
- You have advantage on Wisdom (Survival) checks made to track a creature you have seen in the past 24 hours.

Strike of the Giants *(Bigby Presents: Glory of the Giants)*

Prerequisite: Martial Weapon Proficiency or Giant Foundling Background

You have absorbed primeval magic that gives you an echo of the might of giants. When you take this feat, choose one of the benefits listed below. Once per turn, when you hit a target with a melee weapon attack or a ranged weapon attack using a thrown weapon, you can imbue the attack with an additional effect depending on the benefit you chose:

- **Cloud Strike:** The target takes an extra 1d4 thunder damage. If the target is a creature, it must succeed on a Wisdom saving throw, or you become invisible to it until the start of your next turn or until immediately after you make an attack roll or cast a spell.
- **Fire Strike:** The target takes an extra 1d10 fire damage.
- **Frost Strike:** The target takes an extra 1d6 cold damage. If the target is a creature, it must succeed on a Constitution saving throw, or its speed is reduced to 0 until the start of your next turn.
- **Hill Strike:** The target takes an extra 1d6 damage of the weapon's type. If the target is a creature, it must succeed on a Strength saving throw or have the prone condition.

- **Stone Strike:** The target takes an extra 1d6 force damage. If the target is a creature, it must succeed on a Strength saving throw or be pushed 10 feet from you in a straight line.
- **Storm Strike:** The target takes an extra 1d6 lightning damage. If the target is a creature, it must succeed on a Constitution saving throw, or it has disadvantage on attack rolls until the start of your next turn.

The saving throw DC for these effects equals 8 + your proficiency bonus + your Strength or Constitution modifier. You can use this feat a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Strixhaven Initiate *(Strixhaven: A Curriculum of Chaos)*

You have studied some magical theory and have learned a few spells associated with Strixhaven University. Choose one of Strixhaven's colleges: Lorehold, Prismari, Quandrix, Silverquill, or Witherbloom. You learn two cantrips and one 1st-level spell based on the college you choose, as specified in the Strixhaven Spells table. You can cast the chosen 1st-level spell without a spell slot, and you must finish a long rest before you can cast it in this way again. You can also cast the spell using any spell slots you have. Your spellcasting ability for this feat's spells is Intelligence, Wisdom, or Charisma (choose when you select this feat).

College	Cantrips	1st-Level Spell
Lorehold	Choose 2 from Light, Sacred Flame, and Thaumaturgy	Choose 1 1st-level cleric or wizard spell
Prismari	Choose 2 from Fire Bolt, Prestidigitation, and Ray of Frost	Choose 1 1st-level bard or sorcerer spell
Quandrix	Choose 2 from Druidcraft, Guidance, and Mage Hand	Choose 1 1st-level druid or wizard spell
Silverquill	Choose 2 from Sacred Flame, Thaumaturgy, and Vicious Mockery	Choose 1 1st-level bard or cleric spell
Witherbloom	Choose 2 from Chill Touch, Druidcraft, and Spare the Dying	Choose 1 1st-level druid or wizard spell

Strixhaven Mascot *(Strixhaven: A Curriculum of Chaos)*

Prerequisite: 4th Level, Strixhaven Initiate Feat

You have learned how to summon a Strixhaven mascot to assist you, granting you these benefits:

- You can cast the find familiar spell as a ritual. Your familiar can take the form of the mascot associated with the college you chose for the Strixhaven Initiate feat: a spirit statue mascot (Lorehold), an art elemental mascot (Prismari), a fractal mascot (Quandrix), an inkling mascot (Silverquill), or a pest mascot (Witherbloom). Stat blocks for these creatures appear in chapter 7.
- When you take the Attack action on your turn, you can forgo one attack to allow your mascot familiar to make one attack of its own with its reaction.
- If your mascot familiar is within 60 feet of you, you can teleport as an action, swapping places with the familiar. If your destination space is too small for you to occupy, the teleportation fails and is wasted. Once you teleport in this way, you can't do so again until you finish a long rest, unless you expend a spell slot of 2nd level or higher to do it again.

Stunning Sniper **(Tome of Heroes)**

Prerequisite: Proficiency with a ranged weapon

You have mastered the use of ranged weapons to cripple your target from a distance. When you score a critical hit on a ranged attack roll, you can stun the target until the start of your next turn instead of doubling the damage.

Telekinetic *(2024 Player's Handbook)*

Prerequisite: Level 4+

You gain the following benefits:

Ability Score Increase: Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Minor Telekinesis: You learn the Mage Hand spell. You can cast it without Verbal or Somatic components, you can make the spectral hand Invisible, and its range and the distance it can be away from you both increase by 30 feet when you cast it. The spell's spellcasting ability is the ability increased by this feat.

Telekinetic Shove: As a Bonus Action, you can telekinetically shove one creature you can see within 30 feet of yourself. When you do so, the target must succeed on a Strength saving throw (DC 8 plus the ability modifier of the score increased by this feat and your Proficiency Bonus) or be moved 5 feet toward or away from you.

Telepathic *(2024 Player's Handbook)*

Prerequisite: Level 4+

You gain the following benefits:

Ability Score Increase: Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Telepathic Utterance: You can speak telepathically to any creature you can see within 60 feet of yourself. Your telepathic utterances are in a language you know, and the creature understands you only if it knows that language. Your communication doesn't give the creature the ability to respond to you telepathically.

Detect Thoughts: You always have the Detect Thoughts spell prepared. You can cast it without a spell slot or spell components, and you must finish a Long Rest before you can cast it in this way again. You can also cast it using spell slots you have of the appropriate level. Your spellcasting ability for the spell is the ability increased by this feat.

Trap Limb **(Tome of Heroes)**

Prerequisite: shield

As an action, you can hook your shield around the limb of a Large or smaller creature within 5 feet of you. The creature must succeed on a Dexterity saving throw or its limb is trapped between you and your shield. If you trap a limb that deals damage or has a special action, such as a goblin's weapon arm or a roper's tendril, the creature can't use that limb to take that action until it breaks free. The creature can take its action to break free by succeeding on a Strength or Dexterity check (target's choice). If the creature moves while you are holding its limb, you can use a reaction to move up to your speed with it. Otherwise, you release the limb. While holding a creature's limb in this way, you lose the shield's armor bonus to your Armor Class.

Special: A khopesh can be used to perform this weapon option. While the khopesh is trapping a creature's limb in this way, you can't make attacks with the khopesh. If a creature attempts to break free and fails while you are using a khopesh to trap its limb, it takes 1d4 slashing damage.

Trip **(Tome of Heroes)**

Prerequisite: melee weapon that has the Reach property

When you make an attack with this weapon, you can choose to sweep the weapon at a Large or smaller creature's legs. The target must succeed on a Strength or Dexterity saving throw (target's choice) or fall prone. If the target is mounted, it has advantage on the saving throw.

Special: A flail or a stone rake (see the Adventuring Gear chapter) can be used to perform this weapon option. At the GM's discretion, a target with more than two legs has advantage on the saving throw.

Vigor of the Hill Giant *(Bigby Presents: Glory of the Giants)*

Prerequisite: 4th Level, Strike of the Giants (Hill Strike) Feat

You've manifested the resilience emblematic of hill giants, granting you the following benefits:

Ability Score Increase: Increase your Strength, Constitution, or Wisdom score by 1, to a maximum of 20.

Bulwark: When you are subjected to an effect that would move you at least 5 feet or give you the prone condition, you can use your reaction to steady yourself. You aren't moved and don't have the prone condition.

Iron Stomach: Whenever you eat food as part of a short rest and spend one or more Hit Dice to regain hit points, you regain additional hit points equal to your Constitution modifier + your proficiency bonus.

War Caster *(2024 Player's Handbook)*

Prerequisite: Level 4+, Spellcasting or Pact Magic feature

You gain the following benefits:

Ability Score Increase: Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Concentration: You have Advantage on Constitution Saving Throws that you make to maintain Concentration.

Reactive Spell: When a creature provokes an Opportunity Attack from you by leaving your reach, you can take a Reaction to cast a spell at the creature rather than making an Opportunity Attack. The spell must have a casting time of one action and must target only that creature.

Somatic Components: You can perform the Somatic components of spells even when you have weapons or a Shield in

one or both hands.

Weapon Master *(2024 Player's Handbook)*

Prerequisite: Level 4+

You gain the following benefits:

Ability Score Increase: Increase your Strength or Dexterity score by 1, to a maximum of 20.

Mastery Property: Your training with weapons allows you to use the mastery property of one kind of Simple or Martial weapon of your choice, provided you have proficiency with it. Whenever you finish a Long Rest, you can change the kind of weapon to another eligible kind.

Epic Boon Feats

These feats may be chosen for the Epic Boon feature.

Boon of Combat Prowess *(2024 Player's Handbook)*

Prerequisite: Level 19+

You gain the following benefits:

Ability Score Increase: Increase your Strength or Dexterity score by 1, to a maximum of 30.

Peerless Aim: When you miss with an attack roll using a weapon or an Unarmed Strike, you can hit instead. Once you use this benefit, you can't use it again until the start of your next turn.

Boon of Dimensional Travel *(2024 Player's Handbook)*

Prerequisite: Level 19+

You gain the following benefits:

Ability Score Increase: Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 30.

Blink Steps: Immediately after you take the Attack action or the Magic action, you can teleport up to 30 feet to an unoccupied space you can see.

Boon of Energy Resistance *(2024 Player's Handbook)*

Prerequisite: Level 19+

You gain the following benefits:

Ability Score Increase: Increase your Constitution score by 1, to a maximum of 30.

Energy Resistances: You gain Resistance to two of the following damage types of your choice: Acid, Cold, Fire, Lightning, Necrotic, Poison, Psychic, Radiant, or Thunder. Whenever you finish a Long Rest, you can change your choices.

Energy Redirection: When you take damage of one of the types chosen for the Energy Resistances benefit, you can take a Reaction to direct damage of the same type toward another creature you can see within 60 feet of yourself that isn't behind Total Cover. If you do so, that creature must succeed on a Dexterity saving throw (DC 8 plus your Constitution modifier and Proficiency Bonus) or take damage equal to 2d12 plus your Constitution modifier.

Boon of Fate *(2024 Player's Handbook)*

Prerequisite: Level 19+

You gain the following benefits:

Ability Score Increase: Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 30.

Improve Fate: When you or another creature within 60 feet of you succeeds on or fails a D20 Test, you can roll 2d4 and apply the total rolled as a bonus or penalty to the d20 roll. Once you use this benefit, you can't use it again until you roll Initiative or finish a Short or Long Rest.

Boon of Fortitude *(2024 Player's Handbook)*

Prerequisite: Level 19+

You gain the following benefits:

Ability Score Increase: Increase your Constitution score by 1, to a maximum of 30.

Fortified Health: Your Hit Point maximum increases by 40. In addition, whenever you regain Hit Points, you can regain additional Hit Points equal to your Constitution modifier. Once you've regained these additional Hit Points, you can't do so

again until the start of your next turn.

Boon of Irresistable Offense *(2024 Player's Handbook)*

Prerequisite: Level 19+

You gain the following benefits:

Ability Score Increase: Increase your Strength or Dexterity score by 1, to a maximum of 30.

Overcome Defenses: The Bludgeoning, Piercing, and Slashing damage you deal always ignores Resistance.

Overwhelming Strike: When you roll a 20 on the d20 for an attack roll, you can deal extra damage to the target equal to the ability score increased by this feat. The extra damage's type is the same as the attack's type.

Boon of Recovery *(2024 Player's Handbook)*

Prerequisite: Level 19+

You gain the following benefits:

Ability Score Increase: Increase your Constitution score by 1, to a maximum of 30.

Last Stand: When you would be reduced to 0 Hit Points, you can drop to 1 Hit Point instead and regain a number of Hit Points equal to half your Hit Point Maximum. Once you use this benefit, you can't use it again until you finish a Long Rest.

Recover Vitality: You have a pool of ten d10s. As a Bonus Action, you can expend dice from the pool, roll those dice, and regain a number of Hit Points equal to the roll's total. You regain all the expended dice when you finish a Long Rest.

Boon of Skill *(2024 Player's Handbook)*

Prerequisite: Level 19+

You gain the following benefits:

Ability Score Increase: Increase any ability score of your choice by 1, to a maximum of 30.

All-Around Adept: You gain proficiency in all skills.

Expertise: Choose one skill in which you lack Expertise. You gain Expertise in that skill.

Boon of Speed *(2024 Player's Handbook)*

Prerequisite: Level 19+

You gain the following benefits:

Ability Score Increase: Increase your Dexterity score by 1, to a maximum of 30.

Escape Artist: As a Bonus Action, you can take the Disengage Action, which also ends the Grappled condition on you.

Quickness: Your Speed increases by 30 feet.

Boon of Speed Recall *(2024 Player's Handbook)*

Prerequisite: Level 19+

You gain the following benefits:

Ability Score Increase: Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 30.

Free Casting: Whenever you cast a spell with a level 1-4 spell slot, roll 1d4. If the number you roll is the same as the slot's level, the slot isn't expended.

Boon of the Night Spirit *(2024 Player's Handbook)*

Prerequisite: Level 19+

You gain the following benefits:

Ability Score Increase: Increase your Dexterity, Intelligence, Wisdom, or Charisma score by 1, to a maximum of 30.

Merge with Shadows: While entirely within Dim Light or Darkness, you can give yourself the Invisible condition as a Bonus action. The condition ends on you immediately after you take an action, a Bonus Action, or a Reaction.

Shadowy Form: While entirely within Dim Light or Darkness, you have Resistance to all damage except Psychic and Radiant.

Boon of Truesight *(2024 Player's Handbook)*

Prerequisite: Level 19+

You gain the following benefits:

Ability Score Increase: Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 30.
Truesight: You have Truesight with a range of 60 feet.

Supernatural Gifts

These feats may be rewarded by the DM, usually in recognition of service to a particular god.

Blessing: Blessing of Farsight (*Mythic Odysseys of Theros*)

Prerequisite: Piety 3+

You have advantage on Wisdom (Perception) checks that rely on sight.

Blessing: Blessing of Health (*2024 Dungeon Master's Guide*)

Your Constitution score increases by 2, up to a maximum of 22.

Blessing: Blessing of Magic Resistance (*2024 Dungeon Master's Guide*)

You have advantage on saving throws against spells and other magical effects.

Blessing: Blessing of Protection – DMG version (*2024 Dungeon Master's Guide*)

You gain a +1 bonus to AC and saving throws.

Blessing: Blessing of Protection – Theros version (*Mythic Odysseys of Theros*)

Prerequisite: Piety 3+

As a bonus action, you can invoke your god's protection, providing you with a +1 bonus to your AC for 1 minute. Once you use this blessing, you can't use it again until the next dawn.

Blessing: Blessing of Resilience (*Mythic Odysseys of Theros*)

Prerequisite: Piety 3+

When you are about to take acid, cold, fire, lightning, or thunder damage, you can use your reaction to gain resistance to that damage type until the end of your next turn. Once you use this blessing, you can't use it again until the next dawn.

Blessing: Blessing of Understanding (*2024 Dungeon Master's Guide*)

Your Wisdom score increases by 2, up to a maximum of 22.

Blessing: Blessing of Valhalla (*2024 Dungeon Master's Guide*)

This blessing grants you the power to summon spirit warriors, as if you had blown a silver horn of Valhalla. Once you use this blessing, you can't use it again until 7 days have passed.

Blessing: Blessing of Weapon Enhancement (*2024 Dungeon Master's Guide*)

One nonmagical weapon in your possession becomes a +1 weapon whenever you wield it.

Blessing: Blessing of Wound Closure (*2024 Dungeon Master's Guide*)

This blessing grants you the benefits of a peripat of wound closure.

Blessing: Eyes of Nyx (*Mythic Odysseys of Theros*)

Prerequisite: Piety 10+

As an action, you can imbue your eyes with enhanced vision for 10 minutes. While the blessing is active, your eyes look like the starry void of Nyx, and you can see invisible creatures and objects within 60 feet of you that are within your line of sight. Once you use this blessing, you can't use it again until the next dusk.

Blessing: Weapon of Nyx (*Mythic Odysseys of Theros*)

Prerequisite: Piety 10+

You can use a bonus action to cause one weapon you are holding to surge with divine power for 1 minute. On a hit, the weapon deals an extra 1d8 radiant damage. (Depending on your god, it might deal a different damage type-necrotic for Erebos, lightning for Keranos, or fire for Purphoros, for example.) Once you use this blessing, you can't use it again until you finish a long rest.

Charm: Charm of Animal Conjuring *(2024 Dungeon Master's Guide)*

This charm allows you to cast Conjure Animals. Once used three times, the charm vanishes from you.

Charm: Charm of Darkvision *(2024 Dungeon Master's Guide)*

This Charm allows you to cast Darkvision . Once used three times, the Charm vanishes from you.

Charm: Charm of Feather Falling *(2024 Dungeon Master's Guide)*

This Charm grants you the benefits of a Ring of Feather Falling . These benefits last for 10 days, after which the Charm vanishes from you.

Charm: Charm of Heroism *(2024 Dungeon Master's Guide)*

This Charm allows you to give yourself the benefit of a Potion of Heroism as a Magic action. Once you do so, the Charm vanishes from you.

Charm: Charm of Restoration *(2024 Dungeon Master's Guide)*

This Charm has 3 charges. You can expend some of its charges to cast one of the following spells: Greater Restoration (2 charges) or Lesser Restoration (1 charge). Once all its charges have been expended, the Charm vanishes from you.

Charm: Charm of the Slayer *(2024 Dungeon Master's Guide)*

One weapon in your possession becomes a Dragon Slayer or Giant Slayer (DM's choice) for the next 9 days. The Charm then vanishes from you, and the weapon returns to normal.

Charm: Charm of Vitality *(2024 Dungeon Master's Guide)*

This Charm allows you to give yourself the benefit of a Potion of Vitality as a Magic action. Once you do so, the Charm vanishes from you.

Piety: Athreos's Devotee (Athreos Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 3+ Athreos Trait

Your life is intertwined with the fate of the dead. You can cast gentle repose with this trait, requiring no material components, a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for this spell.

Piety: Athreos's Disciple (Athreos Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 25+ Athreos Trait

You can cast false life with this trait, requiring no material components. When you do so, you gain an additional 25 temporary hit points. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

Piety: Athreos's Votary (Athreos Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 10+ Athreos Trait

You can cast speak with dead with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

Piety: Champion of Affliction (Pharika Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 50+ Pharika Trait You can increase your Dexterity or Wisdom score by 2 and also increase your maximum for that score by 2.
Piety: Champion of Deception (Phenax Trait) <i>(Mythic Odysseys of Theros)</i> Prerequisite: Piety 50+ Phenax Trait You can increase your Dexterity or Charisma score by 2 and also increase your maximum for that score by 2.
Piety: Champion of Destiny (Klothys Trait) <i>(Mythic Odysseys of Theros)</i> Prerequisite: Piety 50+ Klothys Trait You can increase your Strength or Wisdom score by 2 and also increase your maximum for that score by 2.
Piety: Champion of Harvests (Karametra Trait) <i>(Mythic Odysseys of Theros)</i> Prerequisite: Piety 50+ Karametra Trait You can increase your Constitution or Wisdom score by 2 and also increase your maximum for that score by 2.
Piety: Champion of Horizons (Kruphix Trait) <i>(Mythic Odysseys of Theros)</i> Prerequisite: Piety 50+ Kruphix Trait You can increase your Constitution or Intelligence score by 2 and also increase your maximum for that score by 2.
Piety: Champion of Slaughter (Mogis Trait) <i>(Mythic Odysseys of Theros)</i> Prerequisite: Piety 50+ Mogis Trait You can increase your Strength or Constitution score by 2 and also increase your maximum for that score by 2.
Piety: Champion of Storms (Keranos Trait) <i>(Mythic Odysseys of Theros)</i> Prerequisite: Piety 50+ Keranos Trait You can increase your Intelligence or Wisdom score by 2 and also increase your maximum for that score by 2.
Piety: Champion of the Dead (Erebos Trait) <i>(Mythic Odysseys of Theros)</i> Prerequisite: Piety 50+ Erebos Trait You can increase your Constitution or Wisdom score by 2 and also increase your maximum for that score by 2.
Piety: Champion of the Forge (Purphoros Trait) <i>(Mythic Odysseys of Theros)</i> Prerequisite: Piety 50+ Purphoros Trait You can increase your Strength or Intelligence score by 2 and also increase your maximum for that score by 2.
Piety: Champion of the Hunt (Nylea Trait) <i>(Mythic Odysseys of Theros)</i> Prerequisite: Piety 50+ Nylea Trait You can increase your Dexterity or Wisdom score by 2 and also increase your maximum for that score by 2.
Piety: Champion of the Passage (Athreos Trait) <i>(Mythic Odysseys of Theros)</i> Prerequisite: Piety 50+ Athreos Trait You can increase your Intelligence or Wisdom score by 2 and also increase your maximum for that score by 2.
Piety: Champion of the Polis (Ephara Trait) <i>(Mythic Odysseys of Theros)</i> Prerequisite: Piety 50+ Ephara Trait You can increase your Intelligence or Charisma score by 2 and also increase your maximum for that score by 2.
Piety: Champion of the Sea (Thassa Trait) <i>(Mythic Odysseys of Theros)</i> Prerequisite: Piety 50+ Thassa Trait You can increase your Dexterity or Intelligence score by 2 and also increase your maximum for that score by 2.

Piety: Champion of the Sun (Heliod Trait) <i>(Mythic Odysseys of Theros)</i> Prerequisite: Piety 50+ Heliod Trait You can increase your Strength or Wisdom score by 2 and also increase your maximum for that score by 2.
Piety: Champion of Victory (Iroas Trait) <i>(Mythic Odysseys of Theros)</i> Prerequisite: Piety 50+ Iroas Trait You can increase your Strength or Charisma score by 2 and also increase your maximum for that score by 2.
Piety: Ephara's Devotee (Ephara Trait) <i>(Mythic Odysseys of Theros)</i> Prerequisite: Piety 3+ Ephara Trait Ephara grants you insight into how people communicate. You can cast comprehend languages with this trait, requiring no material component, a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest. Intelligence is your spellcasting ability for this spell.
Piety: Ephara's Disciple (Ephara Trait) <i>(Mythic Odysseys of Theros)</i> Prerequisite: Piety 25+ Ephara Trait You can cast Mordenkainen's private sanctum with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for this spell.
Piety: Ephara's Votary (Ephara Trait) <i>(Mythic Odysseys of Theros)</i> Prerequisite: Piety 10+ Ephara Trait You gain advantage on Charisma (Persuasion) checks while you are within a city. In addition, when you fail an Intelligence check or Intelligence saving throw, you can reroll the die, and you must use the new roll. Once you use this reroll, you can't do so again until you finish a long rest.
Piety: Erebos's Devotee (Erebos Trait) <i>(Mythic Odysseys of Theros)</i> Prerequisite: Piety 3+ Erebos Trait As a devotee of Erebos, you have proven yourself an executor of the Underworld's grim laws. You can call on Erebos's favor to cast bane with this trait, requiring no material components, a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for this spell.
Piety: Erebos's Disciple (Erebos Trait) <i>(Mythic Odysseys of Theros)</i> Prerequisite: Piety 25+ Erebos Trait When a soul is sent to its rightful place, you can draw on the energy of the Underworld to empower you. When a creature dies within 10 feet of you, you can use your reaction to gain a number of temporary hit points equal to your level.
Piety: Erebos's Votary (Erebos Trait) <i>(Mythic Odysseys of Theros)</i> Prerequisite: Piety 10+ Erebos Trait You can cast vampiric touch with this trait. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.
Piety: Heliod's Devotee (Heliod Trait) <i>(Mythic Odysseys of Theros)</i> Prerequisite: Piety 3+ Heliod Trait As a devotee of Heliod, you have proven yourself a worthy champion of the sun god. You can call on Heliod's favor and cast bless with this trait, requiring no material components. Heliod's blessing manifests as a nimbus around the affected creatures, causing them to shed dim light in a 5-foot radius until the spell ends. You can cast the spell in this way a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for this spell.

Piety: Heliod's Disciple (Heliod Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 25+ Heliod Trait

You grow accustomed to the blazing radiance of the sun; you have advantage on saving throws against being blinded, and you have resistance to fire damage.

Piety: Heliod's Votary (Heliod Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 10+ Heliod Trait

You can cast daylight with this trait. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

Piety: Iroas's Devotee (Iroas Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 3+ Iroas Trait

As a devotee of Iroas, you have earned his favor through victories won in his name. You can cast compelled duel with this trait a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses when you finish a long rest. Charisma is your spellcasting ability for this spell.

Piety: Iroas's Disciple (Iroas Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 25+ Iroas Trait

As a bonus action, you can call on Iroas's blessing, gaining the following benefit for 1 minute or until you are incapacitated: creatures within 30 feet of you can't gain advantage on attack rolls against you. Once you use this trait, you can't do so again until you finish a long rest.

Piety: Iroas's Votary (Iroas Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 10+ Iroas Trait

You can cast crusader's mantle with this trait. Once you cast the spell in this way, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for this spell. In addition, you have advantage on saving throws against being frightened.

Piety: Karametra's Devotee (Karametra Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 3+ Karametra Trait

As a devotee of Karametra, you have proven yourself a worthy potential champion of the harvest god. As a bonus action, you can invoke her protection; spectral plants cover you, providing you with a +1 bonus to AC for 1 minute. Once you use this trait, you can't use it again until you finish a long rest.

Piety: Karametra's Disciple (Karametra Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 25+ Karametra Trait

By performing an hour-long ritual, you can conjure enough grapes to fill three vials (4 ounces each) of wine. Each vial serves as a potion of healing for 24 hours, after which it loses this property. Once you use this trait, you can't do so again until you finish a long rest.

Piety: Karametra's Votary (Karametra Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 10+ Karametra Trait

You can cast create food and water with this trait. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell.

In addition, you have advantage on saving throws against being poisoned.

Piety: Keranos's Devotee (Keranos Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 3+ Keranos Trait

As a devotee of Keranos, you have proven your wisdom and your allegiance to the storm lord. Once on each of your turns when you hit a creature with a weapon attack, you can deal an extra 1d6 lightning damage to the target. You can use this trait a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you

finish a long rest.

Piety: Keranos's Disciple (Keranos Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 25+ Keranos Trait

The energy of the storm fills your being, granting you advantage on initiative rolls.

Piety: Keranos's Votary (Keranos Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 10+ Keranos Trait

When you fail an Intelligence or a Wisdom saving throw, you can reroll the die, and you must use the new roll. Once you use this trait, you can't do so again until you finish a long rest.

Piety: Klothys's Devotee (Klothys Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 3+ Klothys Trait

As a devotee of Klothys, you can manipulate the bonds of destiny that invisibly entangle every living thing. You can cast command with this trait a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for this spell.

Piety: Klothys's Disciple (Klothys Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 25+ Klothys Trait

You develop a second sense, allowing you to intuit the tug and pull of destiny. You can't be surprised, provided you aren't incapacitated.

Piety: Klothys's Votary (Klothys Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 10+ Klothys Trait

You can cast clairvoyance with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Wisdom is your spellcasting ability for this spell. In addition, you have advantage on saving throws against being charmed.

Piety: Kruphix's Devotee (Kruphix Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 3+ Kruphix Trait

As a devotee of Kruphix, you have proven yourself a devotee of reality's mysteries and laws. You can cast detect magic with this trait a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest. In addition, you know the mage hand cantrip. Intelligence is your spellcasting ability for these spells.

Piety: Kruphix's Disciple (Kruphix Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 25+ Kruphix Trait

As a true champion of Kruphix, you can use your mage hand cantrip to protect yourself. While your spectral hand is within 5 feet of you, you gain a +2 bonus to your AC against ranged attacks.

Piety: Kruphix's Votary (Kruphix Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 10+ Kruphix Trait

You can cast detect thoughts with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for this spell. In addition, you have advantage on saving throws against being charmed.

Piety: Mogis's Devotee (Mogis Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 3+ Mogis Trait

As a devotee of Mogis, you have shown yourself to be a brutal combatant. You can call on Mogis's favor and cast wrathful smite with this trait. Mogis's blessing manifest as a blood-red glow around your weapon, causing it to shed dim light in a 5-foot radius until the spell ends. You can cast the spell in this way a number of times equal to your Constitution modifier (minimum of once). You regain all expended uses when you finish a long rest. Constitution is your spellcasting ability for

this spell.

Piety: Mogis's Disciple (Mogis Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 25+ Mogis Trait

Countless battles and vicious visions have given you focus. You have advantage on saving throws against being charmed or frightened.

Piety: Mogis's Votary (Mogis Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 10+ Mogis Trait

You can cast blinding smite with this trait. Once you cast the spell in this way, you can't do so again until you finish a long rest. Constitution is your spellcasting ability for this spell.

Piety: Nylea's Devotee (Nylea Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 3+ Nylea Trait

As a devotee of Nylea, you have proven yourself a guardian of the wilds. You can cast hunter's mark with this trait a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for this spell.

Piety: Nylea's Disciple (Nylea Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 25+ Nylea Trait

When a beast is about to attack you, it must make a DC 15 Wisdom saving throw. On a failed save, the creature must choose a different target, or the attack automatically misses you. On a successful save, the creature is immune to this trait for 24 hours.

Piety: Nylea's Votary (Nylea Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 10+ Nylea Trait

You can cast speak with animals with this trait a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for this spell. In addition, you have advantage on saving throws against being poisoned.

Piety: Pharika's Devotee (Pharika Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 3+ Pharika Trait

As a devotee of Pharika, you have power over affliction. You can cast ray of sickness with this trait a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for this spell.

Piety: Pharika's Disciple (Pharika Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 25+ Pharika Trait

Pharika blesses you with Pharika's Balm, an effect that can cure or enfeeble. As an action, you can touch a creature and choose one of the following:

- The target regains hit points equal to 1d8 + your Wisdom modifier, and you can cure the target of one disease or neutralize one poison affecting it.
- The target must succeed on a DC 15 Constitution saving throw, or for 1 minute, the target deals only half damage with weapon attacks. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

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

Piety: Pharika's Votary (Pharika Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 10+ Pharika Trait

Pharika's blessing shields you from most maladies. You have advantage on saving throws against being poisoned, and you

are immune to disease.

Piety: Phenax's Devotee (Phenax Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 3+ Phenax Trait

As a devotee of Phenax, you have proven yourself accomplished at deception. You can call on Phenax's blessing and cast disguise self with this trait. While the spell is active, your shadow still resembles your original form. You can cast the spell in this way a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses when you finish a long rest. Charisma is your spellcasting ability for this spell.

Piety: Phenax's Disciple (Phenax Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 25+ Phenax Trait

When you are hidden from a creature and miss it with an attack, making the attack doesn't reveal your position.

Piety: Phenax's Votary (Phenax Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 10+ Phenax Trait

Your words are inspired by Theros's greatest liar. You have advantage on Charisma (Deception) checks.

Piety: Purphoros's Devotee (Purphoros Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 3+ Purphoros Trait

As a devotee of Purphoros, you have drawn the notice of the forge god with your skill. You can cast shield of faith with this trait, requiring no material components, a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest. In addition, you know the mending cantrip. Intelligence is your spellcasting ability for these spells.

Piety: Purphoros's Disciple (Purphoros Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 25+ Purphoros Trait

While you are standing and an effect would push you 1 foot or more, you can use your reaction to not be pushed.

Piety: Purphoros's Votary (Purphoros Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 10+ Purphoros Trait

You can cast heat metal with this trait, requiring no material components. Once you cast the spell in this way, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for this spell. In addition, you have advantage on saving throws against being knocked prone.

Piety: Thassa's Devotee (Thassa Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 3+ Thassa Trait

As a devotee of Thassa, you have proven yourself a worthy representative of the god of the sea. You can cast fog cloud with this trait. Fog created in this way smells strongly of the sea. You can cast the spell in this way a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest. Intelligence is your spellcasting ability for this spell.

Piety: Thassa's Disciple (Thassa Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 25+ Thassa Trait

You are inspired by the tempestuous, uncontrollable nature of the sea; you have advantage on saving throws against being charmed or restrained.

Piety: Thassa's Votary (Thassa Trait) *(Mythic Odysseys of Theros)*

Prerequisite: Piety 10+ Thassa Trait

You can cast blink with this trait. Once you cast the spell in this way, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for this spell.

Supernatural Gift: Anvilwrought *(Mythic Odysseys of Theros)*

You were forged in the fires of Purphoros's forge. Your appearance bears a metallic sheen and visible joints. The Anvilwrought Characteristics table suggests details of your life or origins:

1d6	Anvilwrought Characteristic
1	An oreid who works in Purphoros's forge is the closest thing I have to a parent.
2	Purphoros made me to serve him.
3	I was created decades ago and, fearing that I'm growing obsolete, recently fled Mount Velus.
4	Purphoros regrets my creation and wants to reforge me into something better.
5	Purphoros intended me to carry on his work by making even greater creations of my own.
6	Someone in Mount Velus implanted a terrible secret within me in order to smuggle it out into the world.

Additionally, you gain the following traits:

Constructed Resilience: You were created to have remarkable fortitude, represented by the following benefits:

- You have advantage on saving throws against being poisoned, and you have resistance to poison damage.
- You don't need to eat, drink, or breathe.
- You are immune to disease.
- You don't need to sleep, and magic can't put you to sleep.

Sentry's Rest: When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

Supernatural Gift: Heroic Destiny *(Mythic Odysseys of Theros)*

Great deeds lie in your future, and it will take extraordinary effort to kill you before you accomplish those deeds. Choose or roll a random destiny using the Heroic Destiny table:

1d6	Heroic Destiny
1	I'm destined to be the most skilled practitioner of a craft or trade.
2	I'm destined to earn a place among the stars of Nyx.
3	I'm destined to become a god.
4	I'm destined to liberate my beloved from the clutches of the Underworld.
5	I was born while a kraken ravaged Meletis, and I'm destined to destroy that kraken.
6	I'm destined to uncover the secret of the gods' power.

Additionally, you gain the following traits:

Defy Death: You have advantage on death saving throws.

Hard to Kill: When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this trait, you can't use it again until you finish a long rest.

Supernatural Gift: Hollow One *(Explorer's Guide to Wildemount)*

As a Hollow One, the void left behind by your departed soul is filled with the strange magic of Blightshore. Becoming a Hollow One is a supernatural gift that bestows upon you the following traits:

Ageless: You don't age, and effects that would cause you to age don't work on you.

Cling to Life: When you make a death saving throw and roll 16 or higher, you regain 1 hit point.

Revenance: You retain your creature type, yet you register as undead to spells and other effects that detect the presence of the undead creature type.

Unsettling Presence: As an action, you can unsettle a creature you can see within 15 feet of you. The target has disadvantage on the next saving throw it makes within the next minute. Constructs, undead, and creatures that can't be frightened are immune to this feature. Once you use this feature, you can't use it again until you finish a long rest.

Supernatural Gift: Iconoclast *(Mythic Odysseys of Theros)*

No one can deny the reality of the gods of Theros, whose presence and deeds are visible in the night sky and sometimes directly in the mortal realm. But some people refute the idea that the gods are worthy of reverence. Such iconoclasts are common among the leonin, but members of any culture can adopt this supernatural gift. The Iconoclast Characteristics table presents suggestions for why you've become an iconoclast.

1d6	Iconoclast Characteristics
1	I blame the gods for the death of those I cared about.
2	Multiple gods seek to use me to their ends, so I try to avoid all divine entanglements.
3	It's obvious the gods are fickle and unworthy of worship.
4	I know the world's future lies with mortals, not gods.
5	I'm convinced the gods want me dead.
6	I refuse to be a pawn in divine schemes.

Your denial of the gods gives you supernatural power to resist their influence in the world. You gain the following traits:

Enlightened Protection: You can cast protection from evil and good with this trait, targeting only yourself and requiring no material components. Once you do so, you can't cast it in this way again until you finish a long rest. Wisdom is your spellcasting ability for this trait.

Reject the Gods: You can't gain or lose piety to any god. You instead gain the following traits at the character level listed in each one. Wisdom is your spellcasting ability for any spell that you cast through these traits.

ICONOCLAST HERO

5th-level Iconoclast trait

You can cast dispel magic with this trait. Once you do so, you can't cast it in this way again until you finish a long rest.

ICONOCLAST PARAGON

11th-level Iconoclast trait

You can cast dispel evil and good with this trait, requiring no material components. Once you do so, you can't cast it in this way again until you finish a long rest. In addition, when you cast dispel magic using your Iconoclast Hero trait, you cast it as a 4th-level spell.

ICONOCLAST ARCHETYPE

17th-level Iconoclast trait

You can cast antimagic field with this trait, requiring no material components. Once you do so, you can't cast it in this way again until you finish a long rest. In addition, when you cast dispel magic using your Iconoclast Hero trait, you cast it as a 5th-level spell.

Supernatural Gift: Inscrutable *(Mythic Odysseys of Theros)*

Like a sphinx, you have a mind like a maze, impenetrable to mortal scrutiny. This might be a gift or training from an actual sphinx, the blessing (or curse) of a god, or an inexplicable talent. The Inscrutable Characteristics table suggests options for what makes you inscrutable.

1d6	Inscrutable Characteristics
1	I was educated by a sphinx in the Dakra Isles.
2	I am a devout adherent to one of Meletis's schools of philosophy.
3	I only speak in the past tense, as if all things I say have already transpired.
4	I have sworn a vow to allow no living person to see behind the mask that covers my face at all times.
5	Why wouldn't I phrase every statement as a question?
6	I was born a sphinx, but a god cursed me into humanoid form and saddled me with the limits of mortal

knowledge. I won't rest until I break the curse.

Additionally, you gain the following traits:

Psychic Shield: You have resistance to psychic damage.

Sphinx's Shroud: You are immune to any effect that allows other creatures to sense your emotions or read your thoughts. Wisdom (Insight) checks made to ascertain your intentions or sincerity have disadvantage.

Supernatural Gift: Lifelong Companion *(Mythic Odysseys of Theros)*

Behind many heroes is another hero whose greatness comes from the support and love they offer. Haktos had his beloved Perynes, Renata was accompanied by her servant Karados, and Siona sailed with her devoted crew. Like these partners, you are great and make others great. Consider the Companion Relationships table when determining your legendary connection. Any relationship with another player's character requires that player's consent:

1d6	Companion Relationships
1	Another character is my lover or dearest friend.
2	Another character is my sibling.
3	Another character is my parent or child.
4	Another character is a champion of my god.
5	After admiring another character from afar, I've finally won a position by their side.
6	I want nothing more than for another character to recognize my devotion and love me in return.

Additionally, you gain the following traits:

Boon Aura: Your allies within 5 feet of you have advantage on saving throws against being frightened or charmed, provided you aren't incapacitated.

Companion's Protection: When a creature you can see within 5 feet of you is hit by an attack roll, you can use your reaction to cause the attack to hit you instead. Once you use this trait, you can't do so again until you finish a long rest.

Supernatural Gift: Nyxborn *(Mythic Odysseys of Theros)*

Born from the minds of the gods, the creatures that populate the gods' realm are called Nyxborn. Nyxborn creatures resemble mortal beings, but philosophers debate their true character. Are they idealized forms of mortal beings, free from the imperfections and transience that causes mortals to suffer and die? Or are they hollow and soulless shades, lacking the authenticity and pathos that make mortal existence worthwhile?

A Nyxborn is like a fragment of divinity, an idea or a dream that is incarnate. You embody an idea-like the way leaves turn toward the sun or the feeling of ocean sand between the toes, the way the heart stirs when the tide of battle changes or the sadness that lingers when remembering a happy moment of childhood.

These ideas, dreams, memories, and feelings are the stuff Nyx is made of, and a Nyxborn is shaped from that raw material. You might have been specifically crafted by one of the gods to serve a certain purpose. Or your existence could be an accident caused by a confluence of supernatural forces. The Nyxborn Origin table offers a handful of suggestions that might explain how you came to be, and the Nyxborn Quirks table describes some special effects that might linger around your person:

1d6	Nyxborn Origin	Nyxborn Quirks
1	One of my parents is a nyxborn, a nymph, or some other supernatural creature.	Whenever my weapon strikes something, the weapon gives off a shower of starry sparks.
2	I was formed from Nyx by one of the gods to serve as a divine emissary.	My hair moves as if in a perpetual breeze.
3	I'm a side effect of some other divine action.	My anger smells like burning autumn leaves.
4	A god witnessed my birth, making me what I am.	When the sun shines on me just so, I glimmer with

		many colors.
5	I was rescued from the Underworld and took on supernatural characteristics when I returned to life.	My laughter causes nearby birds to erupt in song.
6	I'm a song or other work of art brought to life.	People who sleep near me always dream of the sea.

Additionally, you gain the following traits:

Cloak of Stars: As an action, you wrap yourself in a starry cloak, appearing like a silhouette formed of the night sky. When you do, attack rolls have disadvantage against you. This cloak lasts for 1 minute, until you doff it (no action required), or until you die. Once you use this trait, you can't use it again until you finish a long rest.

Nyxborn Resistance: You have resistance to necrotic and radiant damage.

Supernatural Gift: Oracle *(Mythic Odysseys of Theros)*

You possess a precious gift coveted not just by mortals but by the gods themselves: the gift of clear communication between the mortal and divine realms. As an oracle, you can perceive the whims of the gods and petition them for glimpses of their vast insight. This gift also comes with a curse, though, which typically takes the form of dire insights. Consult the Oracle Curse table to determine what unwanted revelations you receive:

1d8	Oracle Curse
1	I know exactly how I'm going to die, and I can't do or say anything to prevent it.
2	People who consult me for information rarely believe the answers I give them.
3	I'm haunted by nightmares foretelling the deaths of people I've never met.
4	I'm often distracted by the sights and sounds of things that other people can't perceive.
5	A horrible monster in Nyx watches me constantly, and I see it every time I venture outdoors.
6	Any time I grow close to someone, I see them aged, dying, or dead.
7	Whenever I receive a divine vision, I get an intense pain in my head or chest.
8	One of the gods intends to use me as an oracle whether I want to listen or not.

The gods seek mortal oracles to act as their agents. As a result, most oracles devote themselves to the service of a single god and learn to ignore the voices of all others. Occasionally, two gods agree to share the services of an oracle. Oracles who try to remain independent often find themselves pursued by the agents of evil gods who would bind them to the god's service, if necessary.

You gain the following traits:

Ears of the Oracle: You can speak, read, and write Celestial, the language of the gods. In addition, a god might deliver a message through you, and you can decide whether to use your own voice or to allow the god's voice to come through your mouth to deliver the message, translated into any language you speak.

Oracle's Insight: The gods give you flashes of insight that help you bring your efforts to fruition. When you make an ability check, you can roll a d10 and add the number rolled to the check. You can wait until after you roll the d20 before deciding to add the d10, but you must decide before the DM says whether the roll succeeds or fails. Once you use this trait, you can't use it again until you finish a short or long rest.

Oracle's Piety: Your oracular abilities improve as your piety score increases. Instead of gaining the piety benefits associated with any god (as described in chapter 2), you gain the following traits when you reach the specified piety score.

Wisdom is your spellcasting ability for any spell that you cast through these traits.

AUGUR

Piety 3+ Oracle trait

You can cast augury as a ritual with this trait. Once you do so, you can't cast it in this way again until you finish a long rest.

SEER

Piety 10+ Oracle trait

You can cast divination as a ritual with this trait. Once you do so, you can't cast it in this way again until you finish a long rest.

SIBYL

Piety 25+ Oracle trait

You can cast commune as a ritual with this trait. Once you do so, you can't cast it in this way again until you finish a long rest. You also can't be surprised, provided you aren't incapacitated.

DIVINE ORACLE

Piety 50+ Oracle trait

You can increase your Intelligence or Wisdom score by 2, as well as increasing your maximum for the chosen score by 2.

Supernatural Gift: Pious *(Mythic Odysseys of Theros)*

Born with a particular connection to a deity, you have been winning favor with your god since birth. Consult the Pious Quirks table to determine how your faith might influence your personality:

1d6	Pious Quirks
1	I often call people by the name of my god (or another god) by accident.
2	I stay up late at night watching the stars in hopes that my god will share a message with me.
3	I'm deeply jealous of my god's oracles, who seem to have a more intimate relationship with my god than I can ever hope to attain.
4	I dream of one day entering Nyx and being granted a permanent place at my god's side.
5	I have no home besides the temples of my god.
6	I can't prove it, but I suspect that my god might actually be my parent.

Additionally, you gain the following traits:

Pious Protection: If you fail a saving throw, you can reroll it, and you must use the new roll. Once you use this trait, you can't do so again until you finish a long rest.

Religious Study: You have advantage on any Intelligence (Religion) check pertaining to your chosen god.

Starting Piety: You begin with a piety score of 3 with your chosen god.

Supernatural Gift: Unscarred *(Mythic Odysseys of Theros)*

Like the great hero Haktos, you are resistant to physical harm. Use the Unscarred Origin table to determine how you gained your legendary invulnerability.

1d6	Unscarred Origin
1	I was bathed in hydra's blood as an infant, and my wounds close too quickly to become mortal injuries.
2	I swallowed a magic stone that fell from Nyx, which made my skin hard as rock.
3	When I was wounded as a child, a god healed me. Now wounds are reluctant to undo the god's work.
4	I was rescued from the Underworld, and I'm not sure I fully returned to life-it's always so cold.
5	I was born on one of the Dakra Isles. All my people are naturally resilient, a fact I didn't realize until I lost my home and ventured into the world.
6	I don't know who one or more of my parents is, but my resilience (and other hints) provide clues to their immortal identity.

Additionally, you gain the following trait:

Unscarred Resilience: When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled, and reduce the damage by that total. After you use this trait, you can't use it again until you finish a short or long rest.

Draconic Gifts

These feats may be rewarded by the DM after a dragon has been slain or befriended.

Draconic Familiar *(Fizban's Treasury of Dragons)*

Draconic Gift Rarity: Uncommon

You gain the aid of a draconic familiar, which might be a splinter of the consciousness of a dragon that invested you with power. You can cast the find familiar spell as a ritual without using any material components. When you cast the spell in this way, your familiar always takes the form of a pseudodragon. Additionally, when you take the Attack action on your turn, you can forgo one of your own attacks to allow your pseudodragon familiar to make one attack of its own with its reaction.

Draconic Rebirth *(Fizban's Treasury of Dragons)*

Draconic Gift Rarity: Uncommon

You become a dragonborn. You replace the racial traits of your original race with the traits of a chromatic, gem, or metallic dragonborn (detailed in this book). The kind of dragonborn you become matches the family of the dragon that is the source of this gift. You can keep any skill proficiencies you gained from your previous race, or you gain proficiency in two skills of your choice.

Draconic Senses *(Fizban's Treasury of Dragons)*

Draconic Gift Rarity: Rare

You gain keen senses like a dragon's.

Blindsight: You have blindsight to a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see invisible creatures within that range, unless the creatures successfully hide from you.

Keen Senses: You have advantage on Wisdom (Perception) checks.

Echo of Dragonsight *(Fizban's Treasury of Dragons)*

Draconic Gift Rarity: Very Rare

You have begun to extend your awareness beyond the single world of the Material Plane that is your home. You can cast contact other plane as a ritual. The entity you contact is a dragon on another world in the Material Plane, so its knowledge of your world might be limited. Also, this dragon is an echo of the dragon who is the source of the gift, which might affect its attitude and behavior toward you.

Frightful Presence *(Fizban's Treasury of Dragons)*

Draconic Gift Rarity: Very Rare

Echoes of a dragon's might linger around you, and you can call on them to inspire fear in those who stand against you.

As a bonus action, you can manifest your frightful presence. Each creature of your choice that is within 120 feet of you and aware of you must make a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier. A creature that fails becomes frightened of you for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Once you use this ability a number of times equal to your proficiency bonus, you can't use it again until you finish a long rest.

Psionic Reach *(Fizban's Treasury of Dragons)*

Draconic Gift Rarity: Very Rare

The psionic energy of a gem dragon empowers your mind. You gain resistance to psychic damage. In addition, you learn the telekinesis spell. You can cast this spell without expending a spell slot. Once you cast this spell in this way, you can't do so again until you finish a long rest. You can also cast this spell using spell slots you have of the appropriate level. The spellcasting ability is Intelligence, Wisdom, or Charisma when you cast the spell with this gift (choose when you gain the gift).

Scaled Toughness *(Fizban's Treasury of Dragons)***Draconic Gift Rarity:** Legendary

Your skin toughens, making you resistant to certain types of physical harm. You gain resistance to piercing and slashing damage.

Tongue of the Dragon *(Fizban's Treasury of Dragons)***Draconic Gift Rarity:** Uncommon

You gain some of the majestic presence of a dragon:

Dragon's Speech: You can speak, read, and write Draconic.

Dragon's Voice: As a bonus action, you can make your voice audible up to 300 feet away for 1 minute.

Dragon's Wiles: You have advantage on Charisma (Persuasion) checks.

Dragonlance Feats

These feats may be chosen in Dragonlance campaigns.

Adept of the Black Robes *(Dragonlance: Shadow of the Dragon Queen)***Prerequisite:** Level 4+; Initiate of High Sorcery (Nuitari) Feat

You chose the moon Nuitari to influence your magic, and your ambition and loyalty to the Order of the Black Robes have been recognized, granting you these benefits:

Ambitious Magic: You learn one 2nd-level spell of your choice. The 2nd-level spell must be from the enchantment or necromancy school of magic. You can cast this feat's 2nd-level spell without a spell slot, and you must finish a long rest before you can cast it in this way again. You can also cast this spell using spell slots you have of the appropriate level. The spell's spellcasting ability is the one chosen when you gained the Initiate of High Sorcery feat.

Life Channel: You can channel your life force into the power of your magic. When a creature you can see within 60 feet of you fails a saving throw against a spell that deals damage that you cast, you can expend a number of Hit Dice equal to the level of the spell. Roll the expended Hit Dice and add them together. The damage that the creature takes increases by an amount equal to that total.

Adept of the Red Robes *(Dragonlance: Shadow of the Dragon Queen)***Prerequisite:** Level 4+; Initiate of High Sorcery (Lunitari) Feat

You chose the moon Lunitari to influence your magic, and your dedication to maintaining the balance between all things has been recognized by the Order of the Red Robes, granting you these benefits:

Insightful Magic: You learn one 2nd-level spell of your choice. The 2nd-level spell must be from the illusion or transmutation school of magic. You can cast this feat's 2nd-level spell without a spell slot, and you must finish a long rest before you can cast it in this way again. You can also cast this spell using spell slots you have of the appropriate level. The spell's spellcasting ability is the one chosen when you gained the Initiate of High Sorcery feat.

Magical Balance: When you make an attack roll or an ability check and roll a 9 or lower on the d20, you can balance fate and treat the roll as a 10. You can balance fate in this way a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Adept of the White Robes *(Dragonlance: Shadow of the Dragon Queen)***Prerequisite:** Level 4+; Initiate of High Sorcery (Solinari) Feat

You chose the moon Solinari to influence your magic, and your oath to use magic to make the world a better place has been recognized by the Order of the White Robes, granting you these benefits:

Protective Magic: You learn one 2nd-level spell of your choice. The 2nd-level spell must be from the abjuration or divination school of magic. You can cast this feat's 2nd-level spell without a spell slot, and you must finish a long rest before you can cast it in this way again. You can also cast this spell using spell slots you have of the appropriate level. The spell's spellcasting ability is the one chosen when you gained the Initiate of High Sorcery feat.

Protective Ward: When you or a creature you can see within 30 feet of you takes damage, you can use your reaction to expend a spell slot and weave protective magic around the target. Roll a number of d6s equal to the level of the spell slot expended and reduce the damage the target takes by the total rolled on those dice + your spellcasting ability modifier.

Divinely Favored *(Dragonlance: Shadow of the Dragon Queen)***Prerequisite:** Level 4+, Dragonlance Campaign

A god chose you to carry a spark of their power. You learn one cantrip of your choice from the cleric spell list and one 1st-level spell based on the alignment of your character, as specified in the Alignment Spells table below. You also learn the Augury spell.

Alignment	1st-Level Spell
Evil	Choose one 1st-level warlock spell
Good	Choose one 1st-level cleric spell
Neutral	Choose one 1st-level druid spell

You can cast the chosen 1st-level spell and the Augury spell without a spell slot, and you must finish a long rest before you can cast either of these spells in this way again. You can also cast these spells using spell slots you have of the appropriate level. Your spellcasting ability for this feat's spells is Intelligence, Wisdom, or Charisma (choose when you select this feat). In addition, you can use a holy symbol as a spellcasting focus for any spell you cast that uses the spellcasting ability you choose when you select this feat.

Initiate of High Sorcery *(Dragonlance: Shadow of the Dragon Queen)*

Prerequisite: Dragonlance Campaign, Sorcerer or Wizard Class or Mage of High Sorcery Background

You've received training from magic-users affiliated with the Mages of High Sorcery. Choose one of the three moons of Krynn to influence your magic: the black moon, Nuitari; the red moon, Lunitari; or the white moon, Solinari. You learn one cantrip of your choice from the wizard spell list and two 1st-level spells based on the moon you choose, as specified in the Lunar Spells table.

Moon	1st-Level Spells
Nuitari	Choose two from dissonant whispers , false life , hex , and ray of sickness
Lunitari	Choose two from color spray , disguise self , feather fall , and longstrider
Solinari	Choose two from comprehend languages , detect evil and good , protection from evil and good , and shield

You can cast each of the chosen 1st-level spells without a spell slot, and you must finish a long rest before you can cast them in this way again. You can also cast the spells using any spell slots you have. Your spellcasting ability for this feat's spells is Intelligence, Wisdom, or Charisma (choose when you select this feat).

Knight of the Crown *(Dragonlance: Shadow of the Dragon Queen)*

Prerequisite: 4th Level, Squire of Solamnia Feat

You are a Knight of Solamnia aligned with the Order of the Crown, a group that extols the virtues of cooperation, loyalty, and obedience. You excel in group combat and gain these benefits:

Ability Score Increase: Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.

Commanding Rally: As a bonus action, you can command one ally within 30 feet of yourself to attack. If that ally can see or hear you, they can immediately make one weapon attack as a reaction. If the attack hits, the ally can roll a d8 and add the number rolled as a bonus to the attack's damage roll. You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Knight of the Rose *(Dragonlance: Shadow of the Dragon Queen)*

Prerequisite: 4th Level, Squire of Solamnia Feat

You are a Knight of Solamnia aligned with the Order of the Rose, a group known for leadership, justice, and wisdom. Your resolve grants you these benefits:

Ability Score Increase: Increase your Constitution, Wisdom, or Charisma score by 1, to a maximum of 20.

Bolstering Rally: As a bonus action, you can encourage one creature you can see within 30 feet of yourself (you can choose yourself). If the target can see or hear you, the target gains temporary hit points equal to 1d8 + your proficiency bonus + the ability modifier of the ability score increased by this feat. You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Knight of the Sword *(Dragonlance: Shadow of the Dragon Queen)*

Prerequisite: 4th Level, Squire of Solamnia Feat

You are a Knight of Solamnia aligned with the Order of the Sword, a group devoted to heroism and courage. Bravery steels your spirit, granting you these benefits:

Ability Score Increase: Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Demoralizing Strike: Once per turn, when you hit a creature with a weapon attack roll, you can attempt to frighten that target. The target must make a Wisdom saving throw (DC equals 8 + your proficiency bonus + the ability modifier of the score increased by this feat). On a failed save, the target is frightened of you until the end of your next turn. On a successful save, the target has disadvantage on the next attack roll it makes before the end of its next turn. You can use this benefit a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Squire of Solamnia *(Dragonlance: Shadow of the Dragon Queen)*

Prerequisite: Dragonlance Campaign, Fighter or Paladin Class or Knight of Solamnia Background

Your training in the ways of the Knights of Solamnia grants you these benefits:

Mount Up: Mounting or dismounting costs you only 5 feet of movement.

Precise Strike: Once per turn, when you make a weapon attack roll against a creature, you can cause the attack roll to have advantage. If the attack hits, you roll a d8 and add the number rolled as a bonus to the attack's damage roll. You can use this benefit a number of times equal to your proficiency bonus, but a use is expended only if the attack hits. You regain all expended uses when you finish a long rest.

Planescape Feats

These feats may be chosen in Planescape campaigns.

Agent of Order *(Planescape:Sigil and the Outlands)*

Prerequisite: Level 4+; Scion of the Outer Planes (Lawful Outer Plane) Feat

You can channel cosmic forces of order to gain these benefits:

Ability Score Increase: Increase an ability score of your choice by 1, to a maximum of 20.

Stasis Strike: Once per turn when you damage a creature you can see within 60 feet of yourself, you can deal an extra 1d8 force damage to the target, and it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + the modifier of the spellcasting ability you chose for the Scion of the Outer Planes feat) as spectral bindings try to ensnare it. On a successful save, the target escapes. On a failed save, the target has the restrained condition until the start of your next turn. These bindings manifest as chains or some other symbol of stasis. You can use this benefit a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Baleful Scion *(Planescape:Sigil and the Outlands)*

Prerequisite: Level 4+; Scion of the Outer Planes (Evil Outer Plane) Feat

You can channel cosmic forces of evil to gain these benefits:

Ability Score Increase: Increase an ability score of your choice by 1, to a maximum of 20.

Grasp of Avarice: Once per turn, when you damage a creature you can see within 60 feet of yourself, you can also deal necrotic damage to it. The necrotic damage equals 1d6 + your proficiency bonus, and you regain a number of hit points equal to this necrotic damage dealt. You can use this benefit a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Cohort of Chaos *(Planescape:Sigil and the Outlands)*

Prerequisite: Level 4+; Scion of the Outer Planes (Chaotic Outer Plane) Feat

You can channel cosmic forces of chaos to gain these benefits:

Ability Score Increase: Increase an ability score of your choice by 1, to a maximum of 20.

Chaotic Flare: When you roll a 1 or a 20 on an attack roll or a saving throw, the magic of chaos flows through you. Roll a d4 and consult the Chaotic Flares table to determine what happens. A flare lasts until the end of your next turn, and a new flare can't occur until after the first flare ends.

1d4	Chaotic Flare
1	Battle Fury: A creature of your choice that you can see is filled with reckless fury. It has advantage on attack rolls and disadvantage on ability checks.

2	Disruption Field: Waves of energy ripple around you. Every creature that starts its turn within 5 feet of you, or that moves into that area for the first time on a turn, takes 1d8 force damage.
3	Unbound: When you move, you can use some or all of your walking speed to teleport yourself once, along with any equipment you're wearing or carrying, up to the distance used to an unoccupied space that you can see.
4	Wailing Winds: Winds swirl in a 15-foot-radius sphere centered on you. You and any other creatures in that area have disadvantage on Wisdom saving throws.

Outlands Envoy *(Planescape:Sigil and the Outlands)*

Prerequisite: Level 4+; Scion of the Outer Planes (The Outlands) Feat

You have spent significant time in Sigil or the Outlands, the crossroads of the multiverse. Being steeped in converging planar energies grants you these benefits:

Ability Score Increase: Increase an ability score of your choice by 1, to a maximum of 20.

Crossroads Emissary: You learn the misty step and tongues spells. You can cast each spell once using this feat without a spell slot, and you must finish a long rest before you can cast that spell in this way again. When you cast tongues using this feat, you require no material components. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the one chosen when you gained the Scion of the Outer Planes feat.

Planar Wanderer *(Planescape:Sigil and the Outlands)*

Prerequisite: Level 4+; Scion of the Outer Planes Feat

You can draw on the forces of the multiverse to survive cosmic extremes and to traverse its infinite realms, granting you these benefits:

Planar Adaptation: When you finish a long rest, you gain resistance to either acid, cold, or fire damage (your choice) until you finish your next long rest.

Portal Cracker: Your experience with portals allows you to open them without a portal key. As an action, you can concentrate on a portal you're aware of that is within 5 feet of yourself and make a DC 20 Intelligence (Arcana) check. On a failed check, you take 3d8 psychic damage and can't use this benefit on that portal again until you finish a long rest. On a successful check, you can force the portal open or closed for 1 hour. For that duration, the portal doesn't respond to its portal key unless a creature employing the key succeeds on a DC 20 Intelligence (Arcana) check as an action.

Portal Sense: You know the direction to the last planar portal you used while you and the portal are on the same plane of existence. Moreover, as an action, you can detect the location of any portals within 30 feet of you that aren't behind total cover. Once you detect a portal with this action, you can't use the action

Righteous Heritor *(Planescape:Sigil and the Outlands)*

Prerequisite: Level 4+; Scion of the Outer Planes (Good Outer Plane) Feat

You can channel cosmic forces of order to gain these benefits:

Ability Score Increase: Increase an ability score of your choice by 1, to a maximum of 20.

Soothe Pain: When you or a creature within 30 feet of you takes damage, you can use your reaction to reduce that damage by 1d10 + your proficiency bonus. You can use this benefit a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Scion of the Outer Planes *(Planescape:Sigil and the Outlands)*

Prerequisite: Planescape Campaign

Your connection to an Outer Plane infuses you with the energy there. Choose a type of plane listed in the Planar Infusion Table. Your choice gives you a resistance to a damage type and the ability to cast a cantrip, as specified in the table. You can cast this cantrip without material components, and your spellcasting ability for it is Intelligence, Wisdom or Charisma (choose when you select this feat).

Plane	Damage Resistance	Cantrip
Chaotic Outer Plane	Poison	Minor Illusion
Evil Outer Plane	Necrotic	Chill Touch
Good Outer Plane	Radiant	Sacred Flame

Lawful Outer Plane	Force	Guidance
The Outlands	Psychic	Mage Hand

Dragonmark Feats

These feats may be chosen in Eberron campaigns or settings where dragonmarks may be used.

Aberrant Dragonmark *(Wayfinder's Guide to Eberron, Eberron: Rising from the Last War)*

Prerequisite: No other dragonmark

You have manifested an aberrant dragonmark. Determine its appearance and the flaw associated with it. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You learn a cantrip of your choice from the sorcerer spell list. In addition, choose a 1st-level spell from the sorcerer spell list. You learn that spell and can cast it through your mark. Once you cast it, you must finish a short or long rest before you can cast it again through the mark. Constitution is your spellcasting ability for these spells.
- When you cast the 1st-level spell through your mark, you can expend one of your Hit Dice and roll it. If you roll an even number, you gain a number of temporary hit points equal to the number rolled. If you roll an odd number, one random creature within 30 feet of you (not including you) takes force damage equal to the number rolled. If no other creatures are in range, you take the damage.

You also develop a random flaw from the Aberrant Dragonmark Flaws table.

1d8	Aberrant Dragonmark Flaw
1	Your mark is a source of constant physical pain.
2	Your mark whispers to you. Its meaning can be unclear.
3	When you're stressed, the mark hisses audibly.
4	The skin around the mark is burned, scaly, or withered.
5	Animals are uneasy around you.
6	You have a mood swing any time you use your mark.
7	Your looks change slightly whenever you use the mark.
8	You have horrific nightmares after you use your mark.

Greater Dragonmark (Detection) *(Wayfinder's Guide to Eberron)*

Prerequisite: 8th level, Character must possess a detection dragonmark

Your dragonmark has grown in size and power. This enhances your existing dragonmark, providing the following benefits:

- The die type of your dragonmarked Intuition Die increases by one.
- Increase either your Charisma or Intelligence ability score by 1, to a maximum of 20.
- You learn the see invisibility and true seeing spells, each of which you can cast once without expending a spell slot or using a material component. Your spellcasting ability is Intelligence and you must complete a long rest before you regain the use of these spells.

Greater Dragonmark (Finding) *(Wayfinder's Guide to Eberron)*

Prerequisite: 8th level, Character must possess a finding dragonmark

Your dragonmark has grown in size and power. This enhances your existing dragonmark, providing the following benefits:

- The die type of your dragonmarked Intuition Die increases by one.
- Increase either your Dexterity, Strength or Wisdom ability score by 1, to a maximum of 20.
- You learn the find the path and locate creature spells, each of which you can cast once without expending a spell slot or using a material component. Your spellcasting ability is Wisdom and you must complete a long rest before you regain the use of these spells.

Greater Dragonmark (Handling) *(Wayfinder's Guide to Eberron)*

Prerequisite: 8th level, Character must possess a handling dragonmark

Your dragonmark has grown in size and power. This enhances your existing dragonmark, providing the following benefits:

- The die type of your dragonmarked Intuition Die increases by one.
- Increase either your Dexterity or Wisdom ability score by 1, to a maximum of 20.
- You learn the beast sense and dominate beast spells, each of which you can cast once without expending a spell slot or using a material component. Your spellcasting ability is Wisdom and you must complete a long rest before you regain the use of these spells.

Greater Dragonmark (Healing) *(Wayfinder's Guide to Eberron)*

Prerequisite: 8th level, Character must possess a healing dragonmark

Your dragonmark has grown in size and power. This enhances your existing dragonmark, providing the following benefits:

- The die type of your dragonmarked Intuition Die increases by one.
- Increase either your Dexterity or Wisdom ability score by 1, to a maximum of 20.
- You learn the greater restoration and mass healing word spells, each of which you can cast once without expending a spell slot or using a material component. Your spellcasting ability is Wisdom and you must complete a long rest before you regain the use of these spells.

Greater Dragonmark (Hospitality) *(Wayfinder's Guide to Eberron)*

Prerequisite: 8th level, Character must possess a hospitality dragonmark

Your dragonmark has grown in size and power. This enhances your existing dragonmark, providing the following benefits:

- The die type of your dragonmarked Intuition Die increases by one.
- Increase either your Dexterity or Charisma ability score by 1, to a maximum of 20.
- You learn the Mordenkainen's magnificent mansion and sanctuary spells, each of which you can cast once without expending a spell slot or using a material component. Your spellcasting ability is Wisdom and you must complete a long rest before you regain the use of these spells.

Greater Dragonmark (Making) *(Wayfinder's Guide to Eberron)*

Prerequisite: 8th level, Character must possess a making dragonmark

Your dragonmark has grown in size and power. This enhances your existing dragonmark, providing the following benefits:

- The die type of your dragonmarked Intuition Die increases by one.
- Increase either your Dexterity or Intelligence ability score by 1, to a maximum of 20.
- You learn the creation and fabricate spells, each of which you can cast once without expending a spell slot or using a material component. Your spellcasting ability is Intelligence and you must complete a long rest before you regain the use of these spells.

Greater Dragonmark (Passage) *(Wayfinder's Guide to Eberron)*

Prerequisite: 8th level, Character must possess a passage dragonmark

Your dragonmark has grown in size and power. This enhances your existing dragonmark, providing the following benefits:

- The die type of your dragonmarked Intuition Die increases by one.
- Increase either your Dexterity or Constitution ability score by 1, to a maximum of 20.
- You learn the blink and teleportation circle spells, each of which you can cast once without expending a spell slot or using a material component. Your spellcasting ability is Constitution and you must complete a long rest before you regain the use of these spells.

Greater Dragonmark (Scribing) *(Wayfinder's Guide to Eberron)*

Prerequisite: 8th level, Character must possess a scribing dragonmark

Your dragonmark has grown in size and power. This enhances your existing dragonmark, providing the following benefits:

- The die type of your dragonmarked Intuition Die increases by one.
- Increase either your Intelligence or Charisma ability score by 1, to a maximum of 20.
- You learn the sending and tongues spells, each of which you can cast once without expending a spell slot or using a material component. Your spellcasting ability is Intelligence and you must complete a short or long rest before you regain the use of these spells.

Greater Dragonmark (Sentinal) *(Wayfinder's Guide to Eberron)*

Prerequisite: 8th level, Character must possess a sentinal dragonmark

Your dragonmark has grown in size and power. This enhances your existing dragonmark, providing the following benefits:

- The die type of your dragonmarked Intuition Die increases by one.
- Increase either your Strength or Wisdom ability score by 1, to a maximum of 20.
- You learn the compelled dual and warding bond spells, each of which you can cast once without expending a spell slot or using a material component. Your spellcasting ability is Wisdom and you must complete a long or short rest before you regain the use of these spells.

Greater Dragonmark (Shadow) *(Wayfinder's Guide to Eberron)*

Prerequisite: 8th level, Character must possess a shadow dragonmark

Your dragonmark has grown in size and power. This enhances your existing dragonmark, providing the following benefits:

- The die type of your dragonmarked Intuition Die increases by one.
- Increase either your Charisma or Dexterity ability score by 1, to a maximum of 20.
- You learn the nondetection and mislead spells, each of which you can cast once without expending a spell slot or using a material component. Your spellcasting ability is Charisma and you must complete a long rest before you regain the use of these spells.

Greater Dragonmark (Storm) *(Wayfinder's Guide to Eberron)*

Prerequisite: 8th level, Character must possess a shadow dragonmark

Your dragonmark has grown in size and power. This enhances your existing dragonmark, providing the following benefits:

- The die type of your dragonmarked Intuition Die increases by one.
- Increase either your Charisma or Dexterity ability score by 1, to a maximum of 20.
- You learn the nondetection and mislead spells, each of which you can cast once without expending a spell slot or using a material component. Your spellcasting ability is Charisma and you must complete a long rest before you regain the use of these spells.

Greater Dragonmark (Warding) *(Wayfinder's Guide to Eberron)*

Prerequisite: 8th level, Character must possess a warding dragonmark

Your dragonmark has grown in size and power. This enhances your existing dragonmark, providing the following benefits:

- The die type of your dragonmarked Intuition Die increases by one.
- Increase either your Dexterity or Intelligence ability score by 1, to a maximum of 20.
- You learn the glyph of warding, knock and Leomund's secret chest* spells, each of which you can cast once without expending a spell slot or using a material component. Your spellcasting ability is Intelligence and you must complete a long rest before you regain the use of these spells.

*To cast Leomund's secret chest using this feat and the Mark of Warding, you must have a Siberys dragonshard with a value of at least 100 gp. While you have this dragonshard in hand, it serves as the spell's focus, and you can use it to summon and dismiss the chest.

Racial Feats

These feats may be chosen only by specific races for the Ability Score Increase feature.

Bountiful Luck *(Xanathar's Guide to Everything)*

Prerequisite: Halfling

Your people have extraordinary luck, which you have learned to mystically lend to your companions when you see them falter. You're not sure how you do it; you just wish it, and it happens. Surely a sign of fortune's favor! When an ally you can see within 30 feet of you rolls a 1 on the d20 for an attack roll, an ability check, or a saving throw, you can use your reaction to let the ally reroll the die. The ally must use the new roll. When you use this ability, you can't use your Lucky racial trait before the end of your next turn.

Dragon Fear *(Xanathar's Guide to Everything)***Prerequisite:** Dragonborn

When angered, you can radiate menace. You gain the following benefits:

- Increase your Strength, Constitution, or Charisma score by 1, to a maximum of 20.
- Instead of exhaling destructive energy, you can expend a use of your Breath Weapon trait to roar, forcing each creature of your choice within 30 feet of you to make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier). A target automatically succeeds on the save if it can't hear or see you. On a failed save, a target becomes frightened of you for 1 minute. If the frightened target takes any damage, it can repeat the saving throw, ending the effect on itself on a success.

Dragon Hide *(Xanathar's Guide to Everything)***Prerequisite:** Dragonborn

You manifest scales and claws reminiscent of your draconic ancestors. You gain the following benefits:

- Increase your Strength, Constitution, or Charisma score by 1, to a maximum of 20.
- Your scales harden. While you aren't wearing armor, you can calculate your AC as 13 + your Dexterity modifier. You can use a shield and still gain this benefit.
- You grow retractable claws from the tips of your fingers. Extending or retracting the claws requires no action. The claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the normal bludgeoning damage for an unarmed strike.

Drow High Magic *(Xanathar's Guide to Everything)***Prerequisite:** Elf (Drow)

You learn more of the magic typical of dark elves. You learn the Detect Magic spell and can cast it at will, without expending a spell slot. You also learn Levitate and Dispel Magic, each of which you can cast once without expending a spell slot. You regain the ability to cast those two spells in this way when you finish a long rest. Charisma is your spellcasting ability for all three spells.

Dwarven Fortitude *(Xanathar's Guide to Everything)***Prerequisite:** Dwarf

You have the blood of dwarf heroes flowing through your veins. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- Whenever you take the Dodge action in combat, you can spend one Hit Die to heal yourself. Roll the die, add your Constitution modifier, and regain a number of hit points equal to the total (minimum of 1).

Elven Accuracy *(Xanathar's Guide to Everything)***Prerequisite:** Elf or Half-elf

The accuracy of elves is legendary, especially that of elf archers and spellcasters. You have uncanny aim with attacks that rely on precision rather than brute force. You gain the following benefits:

- Increase your Dexterity, Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- Whenever you have advantage on an attack roll using Dexterity, Intelligence, Wisdom, or Charisma, you can reroll one of the dice once.

Fade Away *(Xanathar's Guide to Everything)***Prerequisite:** Gnome

Your people are clever, with a knack for illusion magic. You have learned a magical trick for fading away when you suffer harm. You gain the following benefits:

- Increase your Dexterity or Intelligence score by 1, to a maximum of 20.
- Immediately after you take damage, you can use a reaction to magically become invisible until the end of your next turn or until you attack, deal damage, or force someone to make a saving throw. Once you use this ability, you can't do so again until you finish a short or long rest.

Fey Teleportation *(Xanathar's Guide to Everything)***Prerequisite:** Elf (High)

Your study of high elven lore has unlocked fey power that few other elves possess, except your eladrin cousins. Drawing

on your fey ancestry, you can momentarily stride through the Feywild to shorten your path from one place to another. You gain the following benefits:

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- You learn to speak, read, and write Sylvan.
- You learn the misty step spell and can cast it once without expending a spell slot. You regain the ability to cast it in this way when you finish a short or long rest. Intelligence is your spellcasting ability for this spell.

Flames of Phlegethos *(Xanathar's Guide to Everything)*

Prerequisite: Tiefling

You learn to call on hellfire to serve your commands. You gain the following benefits:

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- When you roll fire damage for a spell you cast, you can reroll any roll of 1 on the fire damage dice, but you must use the new roll, even if it is another 1.
- Whenever you cast a spell that deals fire damage, you can cause flames to wreath you until the end of your next turn. The flames don't harm you or your possessions, and they shed bright light out to 30 feet and dim light for an additional 30 feet. While the flames are present, any creature within 5 feet of you that hits you with a melee attack takes 1d4 fire damage.

Giant Foe **(Tome of Heroes)**

Prerequisite: Small or smaller race

Your experience fighting giants, such as ogres, trolls, and frost giants, has taught you how to avoid their deadliest blows and how to wield mighty weapons to better combat them. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- If you normally have disadvantage on attack rolls made with weapons with the Heavy property due to your size, you don't have disadvantage on those attack rolls.
- When a giant attacks you, any critical hit from it against you becomes a normal hit.
- Whenever you make an Intelligence (History) check related to the culture or origins of a giant, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Infernal Constitution *(Xanathar's Guide to Everything)*

Prerequisite: Tiefling

Fiendish blood runs strong in you, unlocking a resilience akin to that possessed by some fiends. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You have resistance to cold damage and poison damage.
- You have advantage on saving throws against being poisoned.

Orcish Fury *(Xanathar's Guide to Everything)*

Prerequisite: Half-orc

Your inner fury burns tirelessly. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- When you hit with an attack using a simple or martial weapon, you can roll one of the weapon's damage dice an additional time and add it as extra damage of the weapon's damage type. Once you use this ability, you can't use it again until you finish a short or long rest.
- Immediately after you use your Relentless Endurance trait, you can use your reaction to make one weapon attack.

Prodigy *(Xanathar's Guide to Everything)*

Prerequisite: Half-elf, half-orc, or human

You have a knack for learning new things. You gain the following benefits:

- You gain one skill proficiency of your choice, one tool proficiency of your choice, and fluency in one language of your choice.
- Choose one skill in which you have proficiency. You gain expertise with that skill, which means your proficiency

bonus is doubled for any ability check you make with it. The skill you choose must be one that isn't already benefiting from a feature, such as Expertise, that doubles your proficiency bonus.

Revenant Blade *(Eberron: Rising from the Last War)*

Prerequisite: Elf

You are descended from a master of the double-bladed scimitar, and some of that mastery has passed on to you. You gain the following benefits:

- Increase your Dexterity or Strength score by 1, to a maximum of 20.
- While you are holding a double-bladed scimitar with two hands, you gain a +1 bonus to Armor Class.
- A double-bladed scimitar has the finesse property when you wield it.

Runecaster **(Tome of Heroes)**

Prerequisite: A race or background from a cold climate and the ability to cast at least one spell

You are from an area with a cold climate and have learned to adapt your magic to reflect your heritage. You gain the following benefits:

- When you cast a spell that deals damage, you can use a reaction to change the type of damage the spell deals to cold damage.
- When you cast a spell that deals cold damage, you gain resistance to cold damage until the start of your next turn. If you already have resistance to cold damage, you are immune to cold damage until the start of your next turn instead.

Second Chance *(Xanathar's Guide to Everything)*

Prerequisite: Halfling

Fortune favors you when someone tries to strike you. You gain the following benefits:

- Increase your Dexterity, Constitution, or Charisma score by 1, to a maximum of 20.
- When a creature you can see hits you with an attack roll, you can use your reaction to force that creature to reroll. Once you use this ability, you can't use it again until you roll initiative at the start of combat or until you finish a short or long rest.

Squat Nimbleness *(Xanathar's Guide to Everything)*

Prerequisite: Dwarf or a Small race

You are uncommonly nimble for your race. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- Increase your walking speed by 5 feet.
- You gain proficiency in the Acrobatics or Athletics skill (your choice).
- You have advantage on any Strength (Athletics) or Dexterity (Acrobatics) check you make to escape from being grappled.

Svirfneblin Magic *(Xanathar's Guide to Everything)*

Prerequisite: Deep Gnome

You have inherited the innate spellcasting ability of your ancestors. This ability allows you to cast nondetection on yourself at will, without needing a material component. You can also cast each of the following spells once with this ability: blindness/deafness, blur, and disguise self. You regain the ability to cast these spells when you finish a long rest. Intelligence is your spellcasting ability for these spells.

Wood Elf Magic *(Xanathar's Guide to Everything)*

Prerequisite: Elf (wood)

You learn the magic of the primeval woods, which are revered and protected by your people. You learn one druid cantrip of your choice. You also learn the longstrider and pass without trace spells, each of which you can cast once without expending a spell slot. You regain the ability to cast these two spells in this way when you finish a long rest. Wisdom is your spellcasting ability for all three spells.