

### **Adept Speed**

All, Adept can take it multiple times

Your speed increases by 10 feet while you are not wearing armor or wielding a shield. You can choose this knack more than once. Its effects stack.

### **Aerial Surveyor**

Druid, Ranger

You are at home soaring at dizzying heights and peering towards the horizon. You have advantage on Perception checks made while flying or from great heights.

### **Agile Athlete**

Ranger, Rogue

You gain an expertise die on Athletics checks and a climb speed equal to your walking speed.

### **Amphibious Combatant**

Fighter, Berserker,

You gain a swimming speed equal to your walking speed, and may spend 1 exertion to reroll a failed Strength (Athletics) check to swim and may choose whether to use the new roll or the original. In addition, you add your proficiency bonus to the number of minutes you can hold your breath before suffocating, and can spend 1 exertion to hold your breath for an additional minute.

### **Ancestral Guidance**

Cleric, Herald

In addition to the spells you normally prepare, you always have *speak with dead* prepared, and you can use this feature to cast it once between long rests without spending a spell slot. When you do so, you do not have to target a corpse; you can also target a grave marker, memorial, statue, painting, or other depiction of the deceased creature you wish to talk to. If the chosen creature is not dead, or if such a creature never existed in the first place, the spell fails.

### **Aquatic Delver**

Druid, ranger

You are at home in the water. You gain a swimming speed equal to your walking speed. In addition, you gain an expertise die on any Athletics checks made to swim.

### **Ascendant Step**

*Prerequisite: 9th level*

*Warlock*

You can cast *levitate* on yourself at will, without expending spell points or material components.

### **Beast Friend**

Berserker, druid, ranger

If you spend 10 minutes befriending and feeding a Medium or smaller beast of CR 1/8 or less, you become its guardian ranger. It follows you and is loyal to you, but it acts independently. In combat, it rolls its own initiative and acts on its own turn. The beast won't attack except as a reaction to being attacked, but it can take other actions as normal and makes death saving throws. You can only be a guardian ranger to one beast at a time.

### **Beast Speech**

Berserker, Druid, Ranger, Warlock

You are under the constant effects of the *speak with animals* spell.

### **Bestowed Understanding**

All

When attempting to understand a language with which you are not proficient (whether spoken or written), you can make a DC 15 Wisdom (Insight) check to understand the basic message. If the language is considered forgotten, you roll with disadvantage. You can do so a number of times equal to your Wisdom modifier, and regain spent uses upon finishing a long rest.

## **Bewitching Companion**

All,

Choose one skill you are proficient with. You gain an expertise die on checks made using the chosen skill. In addition, your relationship with hirelings, NPCs, or even enemies that accompany you on a journey are improved by one step (see Esteem on page @@ in Chapter 7: Adventuring).

## **Booby trapper**

Rogue,

You gain an expertise die on Sleight of Hand checks. You may make a Sleight of Hand check to conceal caltrops, ball bearings, a hunting trap, an alarm bell, or other Tiny traps. The result of your Sleight of Hand check is the DC for discovering these obstacles. They can be spotted without a check if they are not obscured.

## **Book of Ancient Secrets**

*Prerequisite: Warlock, Pact of the Tome feature*

The complex sigils and symbols of ritual magic appear in your Book of Shadows. Choose two 1st-level spells that have the ritual tag. The spells appear in the book and don't count against the number of spells you know. While the book is in your possession, you can cast these spells as rituals. You can't cast the spells except as rituals, unless you've learned them by some other means. You can also cast a warlock spell you know as a ritual if it has the ritual tag. When you find a spell with the ritual tag, you can transcribe it into your Book of Shadows if the spell's level is equal to or less than half your warlock level (rounded up). For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it.

## **Brutish Confrontation**

Barbarian, Ranger, Rogue

Choose one skill you are proficient with. You gain an expertise die on checks made using the chosen skill. In addition, you gain advantage on ability checks made to prepare an ambush.

## **Burst of Strength**

Fighter, Berserker

You have moments of incredible strength. When you make a Strength check you may choose to add your Proficiency bonus to the roll. Once you use this feature, you must finish a short or long rest before you can use it again.

## **Campaigner**

Fighter, Ranger

You have the ability to go for the long haul, carrying heavy equipment across long distances. You add your proficiency bonus to your Strength score when determining your carrying capacity, the weight you can lift, push, or drag, and the number of hours you can march before you risk exhaustion from a forced march.

## **Calls of the Wild**

Berserker, druid, ranger

Using verbal and nonverbal cues to communicate with beasts, you can gain basic information from them or make a simple request (like delivering a short message or small object).

## **Cavern Skulker**

Druid, Ranger, Rogue

You've grown accustomed to the echoing solitude of vast caverns. You always know the actual direction of any sound you hear regardless of any echoes. In addition, you have advantage on Perception checks that rely on hearing that are made while in caverns or underground.

### Compassionate Nurse

Bard, Cleric, Druid, Herald, Ranger

Your insight and sympathy more than make up for your lack of formal medical training. You gain an expertise die on Medicine checks. In addition, you may always choose to use Wisdom when making Medicine checks.

### Delay Trap

Rogue,

You gain an expertise die on checks made with thieves' tools. When you would trigger a mechanical trap on your turn, your alert senses warn you of danger before you complete the action. You may immediately end your turn in order to delay the trap's effects until the start of your next turn.

### Desert Dweller

Druid, Berserker, Ranger

Few choose to willingly live where the sun relentlessly burns the earth, but you find tranquility amongst the sands. naturally acclimatized to hot weather and extremely high temperatures. In addition, while in a desert or similar arid environment you can find enough water to sustain yourself for a day by spending 1 hour digging for water or extracting moisture from harsh desert flora.

### Detect Magic Savant

Prerequisite: Able to cast detect magic

Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

Whenever you cast *detect magic*, you can choose one of the following benefits to amplify the spell. *Lengthened Detect Magic*. The duration of *detect magic* is increased by 10 minutes. *Extended Detect Magic*. The detection radius of *detect magic* is increased by 30 feet. *Penetrating Detect Magic*. The spell can penetrate most barriers, and it is only blocked by 2 feet of stone, 2 inches of common metal, a 1-inch sheet of lead, or 6 feet of wood or dirt.

### Devil's Sight

Warlock

You can see normally in all types of darkness (including magical) to a distance of 120 feet.

### Divine Health

Cleric, Druid, Herald

You are immune to disease and have advantage on saving throws made to resist the poisoned condition.

### Do Without

Cleric, Herald

Your divine connection and years of training combine to allow you to survive without food or water for a number of days equal to your Charisma modifier without suffering any adverse effects.

### Ear to the Ground

Ranger, rogue

By expending 1 minute remaining stationary, using sound and vibrations alone, until you move or take an action you are able to deduce information up to 30 feet in every direction, as if using blindsight or tremorsense.

### Eidetic Memory

All

You easily remember things that you have read. You can accurately recall anything that you have read within the last two weeks.

### Eldritch Sight

Warlock

You can cast *detect magic* at will, without expending spell points.

## **Eldritch Survivor**

Druid, Ranger

You've grown to know the lands twisted by the fey, distorted by magical pollution, or places otherwise warped in unnatural ways. You may make Survival checks in place of Arcana checks regarding magical environments, foodstuffs, and creatures, and gain an expertise die on any checks made this way.

## **Exacting**

Fighter, ranger, warlord

You've won more battles armed with a sextant and your keen intellect than you have any blade. You gain proficiency with navigator's tools, or if you are already proficient, an expertise die on checks made using them. When determining the distance you travel while journeying, you can make a DC 10 navigator's tools check to travel an additional number of miles equal to your proficiency bonus.

## **Exemplary**

Herald, Warlord

You gain an expertise die on Athletics or Acrobatics checks made to climb, jump, run, and swim. When your party makes a group Athletics or Acrobatics check, you may apply the results of your roll to yourself and one ally. You can choose which ally to apply your result to after everyone has rolled, but must do so before the Narrator says whether you succeed or fail.

## **Expertise Training**

All,

You gain an expertise die on one of the skill or tool checks. You may choose this knack more than once.

## **Extra Skill Training**

All,

You gain proficiency with one skill or tool. You may choose this knack more than once.

## **Extreme Leap**

Berserker, fighter,

When you take the Dash action, your jump distance is doubled for the turn. You may spend 1 exertion to triple your jump distance for the turn instead, and may move the full distance of your jump even if it exceeds your speed.

## **Faithful Historian**

Cleric, Druid, Herald

You have a deep relationship with religious history and art. You gain an expertise die on History checks. In addition, you may always choose to use Wisdom when making History checks.

## **Gentle Healer**

Bard, Cleric, Druid, Herald, Ranger

During a short rest, your healer's kit aids your allies in their recovery. A creature you choose may roll expended hit dice twice, taking the higher result. You may not expend your own hit dice while using this feature, since you use all of your energies to heal your companions.

## **Gale Walk**

*Requirement: Adept, Adept Speed, proficiency with Athletics*

You have advantage on Athletics checks made to jump. On your turn, you can spend 1 exertion to triple your jump distances until the start of your next turn.

## Graceful Fall

Cleric, Druid, Herald

Falling from a height greater than 30 feet causes your greater entity to intervene. You are protected as if by the *feather fall* spell. This knack does not use your reaction.

## Grub Hunter

Druid, ranger

You can take 1 minute to collect a number of edible, non-poisonous grubs equal to your proficiency bonus. Availability of such grubs is dependent on the terrain and the GM's discretion. A creature can use its action to eat up to 5 grubs, each of which restores 1 hit point and provides enough nourishment to sustain a Medium or Smaller creature for one day. Eating additional grubs has no effect until the creature finishes a short or long rest. The grubs die and spoil 24 hours after being collected.

## Healing Salves

Druid, ranger

Once between long rests you can spend an hour to collect natural ingredients and concoct an ointment that speeds healing. This salve is potent for 24 hours and has a number of uses equal to 1 + your Wisdom modifier. As an action, you can use the salve to restore 1d4 hit points to a creature within reach.

## Herbal Apothecary.

Druid, ranger

Forests and jungles are filled with natural medicines ripe for the picking. You have advantage on any checks made using an herbalism kit and for locating herbal ingredients while in a forest or jungle. In addition, you halve the time and gold costs when using an herbalism kit to create an antitoxin or potion of healing.

## Herbal Bitters

Druid, ranger

You can spend an hour to collect ingredients and brew two servings of a bitter drink that is potent for 24 hours. Imbibing a serving takes an action and reduces exhaustion by one level for 4 hours.

## Hide in the Shadows

Ranger, rogue

You gain an expertise die on Stealth checks. You can attempt to hide while you are in an area of dim light.

## Hot Air

Sorcerer,

Your Conduit is strangely buoyant. Any time you have sorcery points remaining, your weight is reduced by half, and falling deals only 1d6 bludgeoning damage for every 20 feet you fall, instead of 10 feet. Additionally, if you are carrying less than a quarter of your maximum equipment load, you float on water.

## Hurricane Walk

*Requirement: Adept, Gale Walk*

Your step is so light you seem to float in the air. You can use a bonus action and spend 1 exertion to cast *fly* on yourself. You also have advantage on Stealth checks related to noise. The effect lasts until the start of your next turn.

## Illusion Detective

Prerequisite: Wizard, At least one illusion spell in your spellbook.

You have advantage on Investigation checks and Intelligence saving throws made against illusion. Whenever you successfully detect an illusion, for the next 10 minutes you gain a bonus to Investigation and Perception checks equal to half your wizard level.

## **Lay of the Land**

Ranger, warlord

Knowledge of the terrain can be the difference between victory and defeat. By spending 10 minutes observing the area in a 2-mile radius you can spend 2 exertion points to pick out where there are choke points, large swathes of cover, watercourses, vegetations that can offer concealment, ridgelines, and so on. You gain an expertise die on Engineering and Survival checks made within the area, , and on checks made to prepare an ambush or realize you are being ambushed.

## **Lead the Pack**

Beserker, Druid, Ranger

Your unfaltering actions inspire your teammates to greater efforts. You gain an expertise die on Athletics or Acrobatics checks made to climb, jump, run, and swim. When your party makes a group Athletics or Acrobatics check, you may apply the results of your roll to yourself and one ally. You can choose which ally to apply your result to after everyone has rolled, but must do so before the GM says whether you succeed or fail.

## **Loremaster of Travel**

Bard, Wizard

You are well-travelled and well-studied. You have advantage on History checks to recall information relating to myths and legends that are location-based. In addition, when you arrive at a new destination you automatically know any history, legends, or myths related to it. The GM can withhold pertinent secret information at their discretion.

## **Loremaster of Creatures**

Bard, Wizard

You are well-studied on naturally occurring creatures of the world. When you choose this knack, choose one creature type: beasts, constructs, dragons, elementals, fey, fiends, giants, oozes, plants, or undead. This creature type becomes your Loremaster Creature Specialty. When you encounter a

creature of the same type as your Loremaster Creature Specialty, you automatically know any history, legends, or myths related to it. You have advantage on History checks to recall information, myths, and legends that are related to that creature.

## **Magnetic Step**

Sorcerer, Adept

You can move along vertical surfaces at half your speed without needing to make an ability check. If you end your turn on such a surface, you immediately fall unless you have some other way to support yourself.

## **Marching Song**

Bard, Warlord, Herald

You know how to inspire and motivate your companions as they travel. Allies within 30 feet of you travel 1 mile per hour faster than normal. Your party cannot use Stealth while traveling in this manner.

## **Mark of the Wilderness**

Beserker, Druid, Ranger

You have traveled far and seen much, and those around you can tell. You gain an expertise die on Intimidation checks. In addition, you may always choose to use Strength when rolling an Intimidation or Persuasion check.

## **Marshland Guide**

Druid, ranger

Bogs and swamps are unpleasant to most but are filled with natural beauty to you. Moving through swamps, bogs, or muddy difficult terrain costs you no extra movement and you cannot become naturally lost while traveling through marshlands.



## Master Forager

Beserker, Druid, ranger

No matter the brush you always know how to harvest nature's bounty. You have advantage on any check made to locate or harvest edible flora in the wild.

## Master Tracker

*Prerequisite: 9th Level*

Ranger,

You can spend 5 minutes looking at a 30-foot diameter outdoor area to study the ground and other clues. You learn all events which transpired in that area in the last 24 hours as though you had witnessed them yourself, although you do not learn secret information not obvious to an observer. The information you gain is only that which would be learned by sight; you do not gain sound-based information or learn what creatures in the area said to each other. Once you have used this feature, you can't use it again until you finish a long rest.

## Miraculous Discovery

All,

You gain an expertise die on Investigation checks, and your passive Investigation score increases by 3. Additionally, when making Investigation checks you can do so using your Charisma modifier instead of your Intelligence modifier.

## Mirror, Mirror

*Prerequisite: 3rd level*

Warlock

Using a reflective object, such as an ordinary mirror or the smooth surface of water, you can commune with your patron or their emissary. You may do so during a short or long rest, receiving or conveying information related to your master's bidding. This entity may also use such surfaces to bridge communication with you on its own terms. You can also use this invocation to cast *augury* without spending spell points. Casting the spell in this way does not require material components, although you do need a

reflective surface by which your patron might appear to you. Once you cast the spell in this way, you can't do so again until you finish a long rest.

## Monastic Austerity

Adept, Cleric, Herald

Your greater entity acts as a buffer to shield you from hardship or your religious self-discipline sustains you even during harsh times. Prevent the first level of exhaustion you would take each day.

## Monster Mimic

Ranger,

By imitating how a beast or studied adversary sounds, looks, and moves, you gain advantage on Deception and Intimidation checks made to convince a creature that it is seeing or hearing that beast or studied adversary.

## Mountain Climber

Beserker, Druid, Ranger

You gain a climbing speed equal to your walking speed. You gain an expertise die on any Athletics checks made while climbing and you are also acclimated to high altitudes, including elevations above 20,000 feet.

## Mountaineer

Beserker, fighter, ranger

You gain a climbing speed equal to your walking speed, and may spend 1 exertion to reroll a failed Strength (Athletics) check to climb and may choose whether to use the new roll or the original. In addition, moving through nonmagical difficult terrain costs you no extra movement.

## Nightwatch

Fighter, ranger, rogue

You are used to sleeping light and making the most of your rest. When taking a long rest, add your proficiency bonus to the number of hours you can spend in light activity. In addition, one hour of that time can be spent in strenuous activity near the rest site (such as patrolling, fighting, or other adventuring activities) without interrupting your rest.

## Nimble Athlete

All

You can always choose to use your Dexterity modifier for Athletics checks.

## Numinous Awareness

All

When you see a creature that appears to be a beast, you automatically recognize whether it is a celestial, fiend, or fey. You have advantage on Arcana and Medicine checks made to interact with magical wounds and maladies caused by celestials, fiends, and fey.

## Observer

All,

You gain an expertise die on Perception checks and increase your passive Perception score by 3.

## One with Shadows

*Warlock, Wizard, Sorcerer,*

*Prerequisite: 5th level*

You can use an action to become invisible while you are in an area of dim light or darkness. Your invisibility lasts until you move, take an action, or use your reaction.

## Otherworldly Leap

Warlock

You are under the constant effects of the *jump* spell.

## Poisons and Antidotes

Druid, ranger

Once between long rests you can spend 10 minutes to extract 3 doses of liquid poison (when ingested, a creature makes a DC 10 Constitution saving throw or is poisoned for 1 hour) from poisonous plants you've foraged with an hour of searching and DC 10 Survival check. Alternatively, using the same plants you can spend an hour making a dose of antitoxin (see Chapter 4: Equipment).

## Portents & Portals

Cleric, Druid, Sorcerer, Warlock, Wizard

You automatically know when you are within 1 mile of a portal or gateway to another plane, even if it is inactive or malfunctioning (but not destroyed). You have advantage on checks made to locate this portal, and gain an expertise die on any checks you make to stabilize, activate, or open it.

## See the Unseen

*Prerequisite: 5th Level*

Ranger, rogue

Once between long rests you can focus your attention on peripheral sights, sounds, and other signs of unseen passage. For the next hour, you can detect invisible creatures and objects, their location, movement, and actions, and even sense creatures and objects in the Ethereal Plane.

## Path of Lean Winters

Berserker, Druid, Ranger

You gain advantage on saving throws made to resist the effects of cold weather as though you were wearing cold weather gear, but without the disadvantages in hot weather. Additionally, you can go without food for a number of days equal to 3 + twice your Constitution modifier (minimum 1) before taking a level of exhaustion.



## Path of Scorching Summers

Beserker, Druid, Ranger

You gain advantage on saving throws made to resist the effects of hot weather as though you were wearing hot weather gear, but without the disadvantages in cold weather. You also gain advantage on saving throws made to resist the effects of thirst.

## Power Tumble

All

You can always choose to use your Strength modifier for Acrobatics checks.

## Premonition

Cleric, Druid, Herald

You have the ability to interpret messages sent to you in dreams or visions by your greater entity. After each long rest you know either:

- A piece of information that will help you in your endeavours before the end of your next long rest; or
- How one action will play out before the end of your next long rest. Roll a d20. Before the end of your next long rest, you may choose to replace any roll made by a creature that you can see within 30 feet of you with the result of this d20 roll. The Narrator lets you know which benefit is available whenever you finish a long rest.

## Preservation

Cleric, Druid, Herald

Your connection to a greater entity allows you to sense poison or disease in food, drink, or other consumables. You must have had direct contact with them or their container in order to sense this corruption.

## Presto, Prestidigitation!

Bard, Sorcerer, Warlock, Wizard

If you are not actively casting *prestidigitation* or concentrating on a spell, the magic of

*prestidigitation* is always keeping you, your clothes, and your gear sparkling clean. The following effects are added to the list of options you can choose from when you cast *prestidigitation*.

- You transmute a small piece of string in your hands into a sturdy 30-foot long rope. For the duration, it functions as a regular hempen rope.
- Using the heads side of a coin like a lens, you can hold the coin over one of your closed eyes and see through it. While looking through the coin in this way, you gain darkvision to a range of 30 feet. The coin's darkvision effect ends when the spell ends.
- A pebble becomes a sensor that you can use to see through. For the duration as long as the pebble is within 10 feet, you can use an action to see whatever is within 30 feet of the pebble. While seeing through the pebble, you are deaf and blind with regard to your own senses.
- On a piece of parchment or paper, you can create an exact copy of another piece of parchment or paper, including any writing, drawings, or other markings that appear on the original. The paper does not change size to accommodate any differences in size between the two. The copy you create lasts for the duration of this spell, and disappears when the spell ends.

## Prophetic Protection

All,

Whenever you would trigger a trap, the Narrator makes a secret Charisma (Perception) check against the DC to spot the trap. On a success, you do not spot the trap but get a strong sense that moving any further will put you in danger.

## Read the Room

Ranger, rogue

By spending 10 minutes observing facial expressions, body language, and vocal intonation, you can detect minute details which give you insight into the creatures within 30 feet of you. For the next minute, you can direct your focus on any one creature that you can see within 30 feet. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature

is unaffected. You learn the surface thoughts of the creature—what is most on its mind in that moment. As an action, you can shift your attention to another creature's thoughts.

## **Relentless Pursuit**

Ranger,

Once you have successfully picked up the tracks of a creature, you are able to follow those tracks without any need for further checks for a period of up to 7 days.

## **Religious Training**

Adept, Cleric, Herald

You are proficient with the Religion skill. When you are in contact with a holy relic, religious artifact, or any kind of similar object or structure, you can spend 2 exertion to learn something about it. You receive a correct answer from the GM for a question about the object that can be answered with a yes or no.

## **Resonance**

Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

Choose one skill you are proficient with. You gain an expertise die on checks made using the chosen skill. In addition, when either you or a companion casts a ritual spell, its duration is doubled and it affects twice the usual number of targets.

## **Rewarding Repute**

Fighter, ranger, rogue, warlord

Your deeds have heroically won over the hearts and minds of people everywhere or cowed them into submission. Whenever you visit a settlement, the commoners there tell you all the valuable information they can about their home including nearby ruins, the general environment of nearby wilderness, and how populated the region is. You gain an expertise die on Nature and Survival checks made within 10 miles of any settlement you have visited.

## **Righteous Path**

Cleric, Herald

Divine intuition guides you through the tangled paths of constructed or inhabited areas without confusion. Once per day you may choose to walk the Righteous Path for 1 hour. While walking the Righteous Path, you are aware when enemies are within 60 feet of you, and you know if backtracking or alternate routes could avoid them. You can also use an action to sense if there are traps within 30 feet, but not the location or nature of the traps.

## **Scout Leader**

Ranger, rogue

You gain an expertise die on Stealth checks. When your party makes a group Stealth check, you may apply your result to yourself and one ally after seeing the results of all rolls. Additionally, when you are traveling, you can move stealthily at a normal pace.

## **Sense Import**

Cleric, Herald

Your Divine Sense extends to detect whenever you enter a place that is or once was of great holy or unholy significance, and you learn basic information about why or to whom it was important. Additionally, you have advantage on checks made to learn more information about the area while you are there.

## **Sense for Secrets**

rogue

You gain an expertise die on Investigation checks. You have a sense for finding hidden things. You can spend a minute observing an area. If there are tricks, traps, secret doors, or other unusual features of a nonmagical nature within 30 feet of you on an unobscured surface you can see, you know something nearby is worth investigating, but not what or where it is. You can't use this ability twice on the same area.

## Sharpened Senses

Beserker,

Your time spent drawing on your rage has brought the world into sharp, relentless focus. You gain an expertise die on Investigation, Perception, or Survival checks made to follow a creature's trail.

## Showoff

Adept, Bard, Rogue

Choose one skill you are proficient with. You gain an expertise die on checks made using the chosen skill. In addition, when you succeed on an Acrobatics or Athletics check to climb, balance, leap over danger, or otherwise physically overcome an obstacle, a number of allies equal to your proficiency bonus gain advantage on the same check made to overcome the same obstacle.

## Sly Confidant

Bard, Rogue

Choose one skill you are proficient with. You gain an expertise die on checks made using the chosen skill. In addition, when you succeed on an opposed Intelligence, Wisdom, or Charisma check, you gain advantage on your next opposed Intelligence, Wisdom, or Charisma check against the same creature.

## Soldier Kitting

Fighter, warlord

The weapons of war are rarely small, light, or easy to carry but you've learned tricks to lessen the burden. You and a number of creatures equal to your proficiency bonus are able to carry one additional bulky item

## Song of Rest

Bard, Warlord

Any creatures able to perceive you performing your art while taking a short rest and rolling hit dice regain an additional 1d8 hit points.

## Soothing Words

Cleric, Herald

Your divinely-inspired counsel and wise advice can calm troubled minds. You may reduce one ally's strife by one level. Once you use this feature, you cannot do so again until you finish a long rest.

## Strange Traces

Sorcerer,

While travelling, you can spend 1 sorcery point to obscure your trail. For the next hour, any tracks your group leaves become random, zigzagging, and incomprehensible. Creatures attempting to track you have disadvantage on Survival checks to do so, and become lost on a failed check.

## Supernal Intuition

All

Choose a creature type from fiend, fey, celestial, elemental, or undead. You know when a creature of this type is within 60 feet of you, although you do not know its location. *Nonetection* protects against this feature. You may select this knack multiple times, choosing a different creature type each time.

## Team Tactics

Herald, Warlord,

With your directions to help there is very little your companions can't accomplish. When more than one creature takes the Help action to aid an ally, for each additional creature helping the check is made with a +2 bonus. Only a number of additional creatures equal to half your proficiency bonus are able to Help in this way.

## **Townie**

Bard, Rogue

Choose one skill you are proficient with. You gain an expertise die on checks made using the chosen skill. As long as you have a positive reputation in a town or city, all basic goods and spellcasting components cost 1/3rd less (rounded down).

## **Tuck and Roll**

Beserker, Ranger, rogue

You gain an expertise die on Acrobatics checks. When you would take falling damage, make an Acrobatics check and reduce the damage by an amount equal to the result of the check

## **Tundra Explorer**

Beserker, Druid, Ranger

Snowbound tundra is inhospitable to most but you embrace the cold. You are naturally acclimatized to cold weather and extremely low temperatures. In addition, you ignore the disadvantage to Perception checks imposed by blizzards and automatically succeed on concentration checks imposed by blizzards. naturally acclimatized to hot weather and extremely high temperatures. In addition, while in a desert or similar arid environment you can find enough water to sustain yourself for a day by spending 1 hour digging for water or extracting moisture from harsh desert flora.

## **Visions of Distant Realms**

*Prerequisite: 7th level*

Warlock

You can cast *arcane eye* once without expending spell points. You can't do so again until you finish a long rest.

## **Undaunted**

All,

While exploring a place which you have never been to before, you can use your reaction to gain advantage on ability checks and attack rolls. You can do so a number of times equal to your Wisdom modifier, and regain spent uses upon finishing a long rest.

## **Wall Walk**

*Requirement: Adept, Adept Speed, proficiency with Acrobatics*

You gain the ability to move along vertical surfaces on your turn without falling during the move. You can use a bonus action and spend 1 exertion to cast *spider climb* on yourself. The effect lasts until the start of your next turn.

## **Water Walk**

*Requirement: Adept, Adept Speed*

You gain the ability to move across liquids on your turn without falling during the move. You can use a bonus action and spend 1 exertion to cast *water walk* on yourself. The effect lasts until the start of your next turn.

## **Weird Insight**

Sorcerer, Warlock

When you know, you know, you know? When you fail an Arcana, History, Nature, or Religion check, you can attempt to draw on your Conduit to find an answer and reroll the check. If the new roll fails, your attempt has clouded your mind, and you have disadvantage on Intelligence checks until you finish a short rest. While suffering this disadvantage, you can't use Weird Insight.

## **Whiff of the Beyond**

Cleric, Paladin, Ranger

You automatically know when an aberration, celestial, elemental, fey, fiend, or undead creature has been in a space within 30 feet of you within the past 24 hours. You also know which type of creature triggered this invocation. Additionally, you gain an expertise die on Perception checks, and you have advantage on checks made to track these creatures.

## **Wode Sense**

Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

While travelling, any time you enter an illusory terrain, or magic is used to cause you to become lost, you always notice within 1 minute of being affected.