

Feats

Oracle

Tea leaves, tarot cards, coffee remnants, these are all signs of fate which you've learned to read. To you, the future is not uncertain, merely hidden to the untrained eye. You gain the following features:

- Your Wisdom or Charisma score increases by 1.
- You learn the *augury* spell. You may cast it without expending a spell slot or material components. Once you cast the spell once, you can't cast it in this way again until you finish a long rest. You can also cast the spell using spell slots if you have them. The spell's spellcasting ability is the ability increased by this feat.
- When a creature within 60 feet of you targets you with an attack roll or forces you to make a saving throw, you can call upon fate to decipher how it intends to hurt you. You can use your reaction to roll a d6 and add or subtract the result to the roll. Once you've used this feature, you can't use it again until you complete a long rest.

Ravenkeeper

Whether it be as a messenger, a wildman or a bird enthusiast, you've developed a particularly strong connection to ravens. Now, the magical bird heeds your command and defends you in your time of need. You gain the following features:

- You learn the *beast sense* and *speak with animals* spells. You can cast each of these spells without expending a spell slot. Once you cast one of these spells in this way, you can't cast it again with this feat until you finish a long rest. When casting either of these spells in this way, they can only target ravens. You can also cast these spells using spell slots you have of the appropriate level.
- When you drop to 0 hit points, a flock of ravens rushes to your body. They move you to any space you choose within 30 feet of your original location. Once you've used this ability once, you can't use it again until you complete a long rest.

Empath

You've always had a keen eye for the emotions of those around you. For you, empathy knows no bounds and you'll always feel connected to whatever people feel. You gain the following features:

- Your Intelligence, Wisdom or Charisma score increases by 1.
- You gain advantage on Wisdom (Insight) checks to discern a person's emotions and state of mind.
- You learn the *calm emotions* spell. You may cast it without expending a spell slot. Once you cast the spell in this way, you can't cast it with this feat again until you finish a long rest. You can also cast the spell using spell slots you have of the appropriate level. The spell's spellcasting ability is the ability increased by this feat.

Spells

Captivate The Audience

4th-level enchantment

Casting Time: 1 action

Range: 120 feet (15-foot cube)

Components: S, M, V (a golden tassel)

Duration: 1 minute, Concentration

Classes: Bard, Wizard

You create a swirl of patterns accompanied by music within a 15-foot cube within range. Each creature in the area who sees the pattern or hears the music must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, each creature is under one of the effects listed below. You may choose a different effect for each creature who failed the saving throw.

- **Watch in Awe.** The creature is incapacitated and its speed is 0. This effect ends if the creature takes damage.
- **Get Involved.** Each turn, the creature moves to the nearest creature and uses its Action to attack it. It can repeat the Wisdom saving throw at the end of each of its turns, ending the effect on a success.
- **Leave Early.** Each turn, the creature uses its full movement and takes the Dash action to move away as far as it can from you. It can repeat the Wisdom saving throw at the end of each its turns, ending the effect on a success.
- **Boo In Disagreement.** The creature's speed becomes 0. Each turn, the creature uses its Action to angrily shout as loud as it can. It can take no other action. It can repeat the Wisdom saving throw at the end of each its turns, ending the effect on a success.

Deflect

6th-level abjuration

Casting Time: 1 reaction (that you take when you are being targeted by a spell that only targets you)

Range: 60

Components: S, M (a twig that's been split by lightning)

Duration: Instantaneous

Classes: Sorcerer, Warlock, Wizard

You attempt to change the direction of a spell headed your way. If the spell is of 3rd level or lower, you can choose a creature within 60 feet as the new target for the spell. If the spell targeting you is of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, you can choose a new target for the spell.

Smothering Curse

3rd-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: S,V

Duration: 1 minute, Concentration

Classes: Cleric, Paladin, Warlock

Choose a creature within range. It must make a Charisma saving throw. On a failure, chains of light form around its mouth. Whenever it attempts to speak (including while casting spells with verbal components), you may choose it or a creature within 60 feet of it. That creature takes 2d8 radiant damage. A creature can take this damage only once per turn. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the radiant damage increases by 1d8 for each slot level above 3rd.