

# FEATS OF DEVOTION AND DELIVERANCE

## BESTOW PIETY

*Prerequisite: Proficiency in Religion or the ability to use Channel Divinity*

You gain the ability to Channel Divinity once, and regain the ability to do so after finishing a short or long rest. If you have or gain the ability to use Channel Divinity, you can do so one additional time before needing to finish a short or long rest. When you choose this feat, select one of the following options:

**Purity.** You can use your Channel Divinity to create a zone of purity. As an action, you can create a 40 foot tall cylinder with a radius of 30 feet and lasts for 1 minute. In this zone, a creature cannot become poisoned or diseased. Additionally, all creatures within the zone gain resistance to poison damage if they did not already possess this trait. Finally, creatures that are already poisoned or diseased can make a new saving throw with advantage, ending their poisoned condition or diseased effect, unless the effect or condition is caused by a curse.

**Hope.** You can use your Channel Divinity to instill hope in allies. As a bonus action, you can ward up to three creatures. While warded, a creature cannot be frightened for the next hour, and gains a point of inspiration if they did not already have one. When used on a creature that is already frightened, the creature gets another saving throw with advantage. On a success, it is no longer frightened and it enjoys the other benefits of your Channel Divinity.

**Clarity.** You can use your Channel Divinity to provide a bulwark against madness. You can use your reaction to gain a 30 foot aura that protects against madness and confusion. Creatures within this aura have advantage to resist gaining madness, or against a spell or magical effect that would cause them to act randomly, such as the *confusion* spell. This aura lasts for up to 1 hour.

You can select this feat multiple times. Each time you do so, you gain another option made available by this feat. You can also increase the number of times you can use Channel Divinity between rests by 1 for each time you have selected this feat.

## DISCIPLINED MIND

*Prerequisite: Wisdom 11+*

You have practiced and meditated, steeling your mind against the dark forces that would twist your mind to ruin. You receive the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You have advantage against any effect that would cause you to become frightened. Even when frightened, you have advantage on saving throws to remove the condition.
- You have advantage against effects that would cause you to become charmed if the effect originated from a creature that is an aberration, fiend, or undead.
- You are always immediately aware of magical attempts to read your mind. This benefit does not reveal the source of the mental probe.

## SLAYER OF HORRORS

You are adept at slaying a particular type of creature of darkness. Choose either aberration, fiend, or undead as your chosen enemy. When fighting against a creature of that type, you gain the following benefits:

- Once per turn, you can add your proficiency bonus to damage rolls made against your chosen enemy type.
- Once per turn when you make an attack against your chosen enemy type, you can ignore resistance to one damage type of your choice. You can choose the damage type each time you make an augmented attack.
- You can use your reaction to distract a creature of your chosen enemy type as it attacks but before it rolls. That attack has disadvantage. You can use this ability twice, and must finish a short or long rest before you regain spent uses.

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