

Feats

Blight Touched

Your exposure to the corruption of the Blight has changed you, granting you the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You learn the *spike growth* spell and one 1st-level spell of your choice. The 1st-level spell must be from the Abjuration or Enchantment school of magic. You can cast each of these spells without expending a spell slot. Once you cast either of these spells 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

Celestial Touched

Your time spent studying the divine transformed you, granting you the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You learn the *prayer of healing* spell and one 1st-level spell of your choice. The 1st-level spell must be from the Evocation or Necromancy school of magic. You can cast each of these spells without expending a spell slot. Once you cast either of these spells 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.

Divine Inheritor:

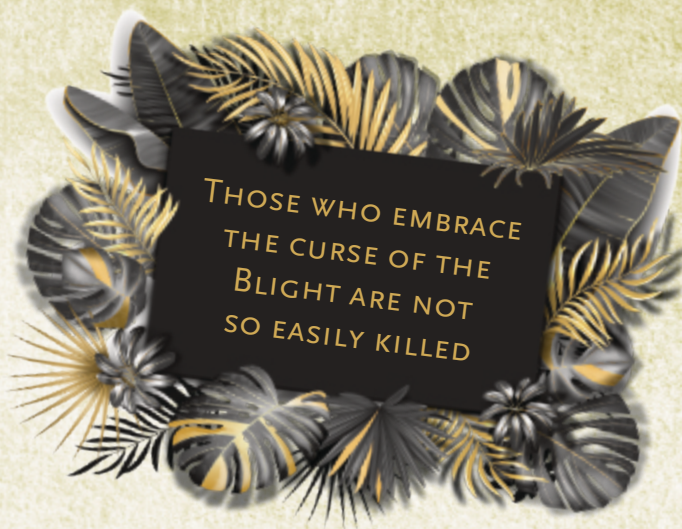
Prerequisite: Level 6

Your body is a conduct for the divine flames, you gain the following benefits:

- Whenever you deal fire damage you can change to damage type to radiant and vice-versa
- As a bonus action, you can give yourself a flying speed of 30 feet that lasts for 1 minute, during which you can hover, as wings made of white flames appear on your back. You can use this bonus action once, and you regain the ability to use it when you complete a short or long rest.

GM NOTE:

This feat can be acquired as a feat, or you can turn into a celestial gift. This means that the players need to slay a Celestial of CR 8 or higher to acquire this feat by draining the power from the celestial's body. Alternatively a powerful celestial could grant them this gift if they were to slay an agent of evil (working for the Blight perhaps) or CR 8 or higher.



Intuitive

Your gut instinct is never wrong, you gain the following benefits:

- Your Wisdom score increases by 1, to a maximum of 20.
- You can sense any creature within 120 feet of you that harbors a killing intent towards you or your allies. This only reveals the general direction of the creature, not its exact location. A killing intent is a creature wishing to kill you right now, simple hostility or hatred is not detected by this ability.
- You have a +5 bonus to your passive Wisdom (Insight) score.

Toxic Blood

Toxic poison flows in you. These virulent toxins have contaminated your blood, yet you survived. You are a plagued being that roams the land, you gain the following benefits:

- Poison damage you deal ignores resistance to poison damage and you have resistance to poison damage.
- Creatures you target with spells or abilities are not immune to being diseased or poisoned. Instead, a creature that is immune to disease or poison makes a saving throw against your effect with advantage.