

FEATS

Blessing of the Loch

You've uncovered the secrets of a loch and have thus received its blessing. You gain the following traits:

- You can breathe underwater for up to 1 hour.
- You have a swimming speed of 30 feet.
- While underwater, you see dim light within 60 feet of you as if it were bright light and darkness within 60 feet of you as if it were dim light.
- You learn the *invisibility* spell. You can cast this spell without expending a spell slot. Once you cast it in this way, you can't cast that spell in this way again until you finish a long rest. You can also cast this spells using spell slots you have of the appropriate level. This spells' spellcasting ability is Intelligence, Wisdom or Charisma, choose when you pick this feat.

Eye of Merlin

The Archmage of Camelot has seen potential in you, marking you with great power. You gain the following traits:

- Your Intelligence Score increases by 1.
- You gain proficiency in the Intelligence (Arcana) check.
- You learn the *prestidigitation* spell. Intelligence is your spellcasting ability for it.
- When you finish a long rest, roll 1d12 and record the number rolled. You can add or subtract the number from any attack roll, saving throw, or ability check made by you or a creature that you can see. You must choose to do so after you roll, but before you know if the roll fails or succeeds. Once you've used this feature, you can't do so again until you finish a long rest.

Blade of Avalon

Prerequisite: A strength score of 18 or higher.

By the blessing of Arthur, you've become a sworn defender of Camelot and Avalon. You may invoke the kingdom's power as a bonus action. When you do, you receive a spectral steed, sword, and armor.

For the next minute, your Armor Class becomes 15 + your Strength modifier, your speed becomes 60 feet and you can make attacks using the spectral longsword. You are proficient with this weapon, it has the two-handed property, uses your Strength modifier for attack rolls and deals a number of d12s of damage on a hit equal to your proficiency bonus.

Once you've used this feature, you can't do so again until you finish a long rest.

Child of Le Fay

Prerequisite: neutral or evil alignment

The dreaded Morgan le Fay has bestowed her powers unto you, so that you may tear down the empire. You gain the following traits:

- Your Charisma or Dexterity modifier increases by 1.
- You gain proficiency in the Charisma (Deception) skill.
- During the first round of combat, all successful attacks you make against creatures that are charmed by you, or that consider you their ally, become critical hits.

