

## VILLAINOUS OPTIONS UPDATE

This playtest document is part of a series of *Unearthed Arcana* articles that present material designed for upcoming products. The material here uses the rules in the *Player's Handbook*.

### WHAT'S INSIDE

This document presents revised versions of these three subclasses, incorporating player feedback from the initial playtest in which they appeared:

- Druid (Circle of the Titan)
- Fighter (Hell Knight)
- Sorcerer (Demonic Sorcery)

This document also includes Origin feats and Epic Boon feats.

### CONTENT WARNING

This material contains descriptions of body horror, disease, and insects that some readers might find disturbing.

#### THIS IS PLAYTEST MATERIAL

This article is presented for playtesting and feedback. The options here are experimental and in draft form. They aren't officially part of the game. Your feedback will help determine whether we adopt them as official.

**How to Playtest This UA.** We invite you to try out this material in play. To play with this material, you may either incorporate it into your campaign or run one or more special playtest sessions. For such a session, you may create an adventure of your own or use a short adventure from a source like *Dragon Delves*.

**Power Level.** The character options you read here might be more or less powerful than options in the *Player's Handbook*. If a design survives playtesting, we adjust its power to the desirable level before publication. This means an option could be more or less powerful in its final form.

**Feedback.** The best way for you to give us feedback on this material is in the survey we'll release on D&D Beyond. If we make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

Providing feedback on this document is one way you can help shape the future of D&D!

### SUBCLASSES

This section presents the following subclasses: Circle of the Titan, Hell Knight, and Demonic Sorcery.

#### CIRCLE OF THE TITAN (DRUID)

##### *Wreak Colossal Havoc*

When civilization violates the natural world—by deforesting ancient groves, polluting sacred waters, or hunting wildlife to the brink of extinction—Druids of the Circle of the Titan intervene. Druids of this order believe that for nature to thrive, society must sometimes fall. To this end, they assume towering, monstrous forms to mete out cataclysmic retribution and forcibly restore the natural order.

#### LEVEL 3: CIRCLE OF THE TITAN SPELLS

When you reach a Druid level specified in the Circle of the Titan Spells table, you thereafter always have the listed spells prepared.

In addition, you can cast the spells from this feature while you're in your Titan Form.

#### CIRCLE OF THE TITAN SPELLS

| Druid Level | Prepared Spells                                 |
|-------------|---|
| 3           | <i>Enlarge/Reduce, Thaumaturgy, Thunderwave</i> |
| 5           | <i>Fear</i>                                     |
| 7           | <i>Fire Shield</i>                              |
| 9           | <i>Destructive Wave</i>                         |

#### LEVEL 3: TITAN FORM

When you use Wild Shape, you can adopt a Titan Form, choosing from the **Behemoth**, **Leviathan**, and **Insectoid** stat blocks presented later in this subclass's description. You can stay in a Titan Form for 10 minutes, instead of a number of hours.

Each Titan Form gains additional benefits when you reach the specified Druid Levels, as noted in its respective stat block. Features that apply to your Beast forms also apply to your Titan Form.

You determine what your Titan Form looks like. Roll on or choose from the Titan Appearance table to inspire aspects of your form's appearance.

## TITAN APPEARANCE

| 1d4 | Behemoth          | Leviathan                 | Insectoid                  |
|-----|-------------------|---------------------------|----------------------------|
| 1   | Reflective scales | Many-tentacled            | Iridescent wings           |
| 2   | Multiple heads    | Translucent and blob-like | Compound eyes              |
| 3   | Reptilian tail    | Lamprey-like mouth        | Chitinous horns            |
| 4   | Furry and simian  | Serpentine body           | Bioluminescent exoskeleton |

## LEVEL 6: DIRE IMPACT

Your Titan Form brings greater devastation, gaining the following benefits.

**Elemental Rend.** Whenever you hit with your Titan Form's Rend attack, you can cause it to deal your choice of Acid, Cold, Fire, Lightning, or Thunder damage rather than its normal damage type.

**Shock Wave.** Once per turn, immediately after you move at least half your Speed, you can create a shock wave in a 10-foot Emanation originating from you. Each creature in the Emanation must succeed on a Constitution saving throw against your spell save DC or have the Prone condition.

## LEVEL 10: PRIMAL HAVOC

The unbridled power of nature surges within you, granting you the following benefits.

**Huge Size.** You can choose to become Huge when assuming your Titan Form if you're in a big enough space.

**Toughened Hide.** Immediately after you assume a Huge or larger Titan Form, you can expend a level 1+ spell slot. For the duration of the form, you gain a bonus to your AC equal to half the expended spell slot's level (round up).

**Above It All.** While you are Huge or larger in your Titan Form, Difficult Terrain caused by heavy snow, ice, rubble, or undergrowth doesn't cost you extra movement.

## LEVEL 14: MONSTROUS APPETITE

Your transformation embodies the vast size and terror of nature's titans. You gain the following benefits.

**Gargantuan Size.** You can choose to become Gargantuan when assuming your Titan Form if you're in a big enough space.

**Grappling Rend.** Once per turn, while you are Huge or larger and hit a creature with your Titan Form's Rend attack, you can give the target the Grappled condition (escape DC equals your spell save DC). You can have only one target grappled in this way at a time.

**Swallow.** As a Bonus Action while you are Gargantuan, choose one Large or smaller creature Grappled by you. The target makes a Strength saving throw against your spell save DC. On a failure, you swallow the target, and the Grappled condition ends on it. A swallowed creature has the Blinded and Restrained conditions, has Total Cover against attacks and other effects outside of your stomach, and takes Acid damage at the start of each of your turns. To determine this damage, roll a number of d12s equal to your Wisdom modifier.

The number of creatures you can have swallowed at a time equals your Wisdom modifier (minimum of one creature). You must maintain Concentration to hold swallowed creatures in your stomach. If you lose Concentration or leave your Titan Form, you regurgitate all swallowed creatures, each of which falls in a space within 10 feet of you and has the Prone condition.

## BEHEMOTH

*Large, Huge (Requires Druid Level 10+), or Gargantuan (Requires Druid Level 14+); Your Creature Type and Alignment Don't Change*

**AC** 13 + your Wisdom Modifier

**Temp HP** 4 times your Druid level

**Speed** 40 ft., Climb 40 ft.

**Str., Dex.** Your Strength and Dexterity scores are equal to your Wisdom score.

**Con., Int., Wis., Cha.** Your Constitution, Intelligence, Wisdom, and Charisma don't change.

**Senses** Darkvision 60 ft.

**Languages** Your languages don't change.

**CR** — (Your Proficiency Bonus doesn't change.)

## TRAITS

**Siege Monster.** You deal double damage to objects and structures.

## ACTIONS

**Multiattack (Requires Druid Level 5+).** You make two Rend attacks.

**Rend. Melee Attack Roll:** Bonus equals your spell attack modifier, reach 10 ft. **Hit:** 1d8 plus your Wisdom modifier Slashing damage. This damage increases by 1d8 when you reach Druid levels 6 (2d8) and 12 (3d8).

**Incandescent Breath.** You expend a level 1+ spell slot. **Dexterity Saving Throw:** DC equals your spell save DC, each creature in a 5-foot-wide, 60-foot-long Line. **Failure:** 2d10 Radiant damage per level of the spell slot expended. **Success:** Half damage.

## BONUS ACTIONS

**Rampager (Requires Druid Level 10+).** You expend a level 1+ spell slot and move up to half your Speed without provoking Opportunity Attacks. When you enter the space

of an enemy that is at least two sizes smaller than you for the first time on a turn, that creature is subjected to the following effect. *Strength Saving Throw*: DC equals your spell save DC. *Failure*: The target has the Prone condition. If the target already has the Prone condition, it instead takes 1d10 Bludgeoning damage per level of the spell slot expended.

## LEVIATHAN

*Large, Huge (Requires Druid Level 10+), or Gargantuan (Requires Druid Level 14+); Your Creature Type and Alignment Don't Change*

**AC** 13 + your Wisdom Modifier

**Temp HP** 4 times your Druid level

**Speed** 40 ft., Swim 40 ft.

**Str., Dex.** Your Strength and Dexterity scores are equal to your Wisdom score.

**Con., Int., Wis., Cha.** Your Constitution, Intelligence, Wisdom, and Charisma don't change.

**Senses** Darkvision 60 ft.

**Languages** Your languages don't change.

**CR** — (Your Proficiency Bonus doesn't change.)

## TRAITS

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**Amphibious.** You can breathe air and water.

**Siege Monster.** You deal double damage to objects and structures.

## ACTIONS

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**Multiattack (Requires Druid Level 5+).** You make two Rend attacks.

**Rend. Melee Attack Roll:** Bonus equals your spell attack modifier, reach 10 ft. *Hit*: 1d8 plus your Wisdom modifier Bludgeoning damage. This damage increases by 1d8 when you reach Druid levels 6 (2d8) and 12 (3d8).

## BONUS ACTIONS

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**Toxic Deluge (Requires Druid Level 10+).** You expend a level 1+ spell slot and emit a toxic miasma. *Constitution Saving Throw*: DC equals your spell save DC, each creature of your choice in a 10-foot Emanation originating from yourself. *Failure*: 2d4 Poison damage per level of the spell slot expended, and the target has the Poisoned condition until the start of your next turn.

## INSECTOID

*Large, Huge (Requires Druid Level 10+), or Gargantuan (Requires Druid Level 14+); Your Creature Type and Alignment Don't Change*

**AC** 13 + your Wisdom Modifier

**Temp HP** 4 times your Druid level

**Speed** 40 ft., Fly 40 ft. (requires Druid Level 10+)

**Str., Dex.** Your Strength and Dexterity scores are equal to your Wisdom score.

**Con., Int., Wis., Cha.** Your Constitution, Intelligence, Wisdom, and Charisma don't change.

**Senses** Darkvision 60 ft.

**Languages** Your languages don't change.

**CR** — (Your Proficiency Bonus doesn't change.)

## TRAITS

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**Flyby (Requires Druid Level 10+).** You don't provoke an Opportunity Attack when you fly out of an enemy's reach.

**Siege Monster.** You deal double damage to objects and structures.

## ACTIONS

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**Multiattack (Requires Level 5+).** You make two Rend attacks.

**Rend. Melee Attack Roll:** Bonus equals your spell attack modifier, reach 10 ft. *Hit*: 1d8 plus your Wisdom modifier Piercing damage. This damage increases by 1d8 when you reach Druid levels 6 (2d8) and 12 (3d8).

**Energizing Pollen.** You expend a level 1+ spell slot and can move up to half your Speed without provoking Opportunity attacks while emitting a cloud of healing pollen. When you move within 5 feet of another creature during this movement, you can restore a number of Hit Points equal to 2d6 per level of the spell slot expended. A creature can receive this healing only once per turn.

## HELL KNIGHT (FIGHTER)

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### *Inflict Hellish Wounds and Damn Enemies*

Hell Knights are the champions of archdevils and other high-ranking fiends of the Nine Hells, such as cambions and night hags. Armed with the techniques of the Nine Hells' fiercest warriors, Hell Knights inflict infernal wounds and fight with the tenacity of a devil.

Devils and other sinister figures employ Hell Knights to enact their will across the multiverse. Some Hell Knights are tasked with punishing creatures that violate infernal contracts or flee their consequences. Others act as interplanar bounty hunters, hastening the journey of wicked souls to the River Styx.

A Hell Knight's relationship with the Nine Hells is transactional. Archdevils see Hell Knights as an investment, and Hell Knights benefit in turn. The Hell Knight Pursuits table lists reasons why a Fighter might become a Hell Knight.

### HELL KNIGHT PURSUITS

#### 1d6 You Became a Hell Knight Because You ...

- 1 Desired treasures only the Nine Hells could grant you.
- 2 Hungered for power beyond mortal bounds.
- 3 Made a wager with a devil—and lost.
- 4 Sacrificed your soul to spare someone else's.
- 5 Sought vengeance on an adversary who wronged you deeply.
- 6 Were fooled by fine print in an infernal contract.

### LEVEL 3: DIABOLICAL GIFT

As a soldier for the agents of the Nine Hells, you've been given fiendish powers. You gain the following benefits.

**Devil's Sight.** You can see normally in Dim Light and Darkness—both magical and nonmagical—within 120 feet of yourself.

**Devil's Talents.** You know Infernal, the language of devils. If you already know Infernal, you learn another language of your choice.

You also gain proficiency in one of these skills of your choice: Deception, Performance, or Sleight of Hand.

### LEVEL 3: HELL-FORGED WEAPON

When you take the Attack action, you can imbue each weapon that you are holding with hellfire, transforming it into a Hell-Forged Weapon. It remains transformed in this way until you use this feature again, you have the Unconscious condition, or the weapon is more than 5 feet away from you for

1 minute or more. You can also end this effect early (no action required).

While you wield a Hell-Forged Weapon, it sheds Dim Light in a 5-foot radius, and whenever you deal damage with the weapon, it can deal your choice of Cold, Fire, or Necrotic damage or its normal damage type (choose when you imbue the weapon with hellfire).

### LEVEL 3: INFERNAL WOUND

Your Hell-Forged Weapon can inflict infernal wounds.

**Infernal Wound Die.** You have an Infernal Wound Die, which is a d6.

**Inflicting Infernal Wounds.** When you hit a creature with your Hell-Forged Weapon, you can deal extra damage equal to one roll of your Infernal Wound Die. This extra damage is of the same type you chose when you imbued the weapon with hellfire. You also give the target an infernal wound if it doesn't already have one.

While wounded in this way, the target takes damage of the chosen damage type equal to one roll of your Infernal Wound Die at the start of each of its turns. The wound lasts for 1 minute, until the target regains Hit Points, or until the target or a creature within 5 feet of the target takes an action to stanch the wound.

You can use this feature a number of times equal to your Constitution modifier (minimum of once). You regain all expended uses when you finish a Short or Long Rest.

### LEVEL 7: ADVANCED WOUNDS

When you roll your Infernal Wound Die, you can apply one of the following effects. If you roll a 6 on the Infernal Wound Die, the effect you choose has an additional Devil's Luck effect. Once you use this feature, you can't do so again until the start of your next turn.

**Purulence of Minauros.** Caustic pus erupts from the wound. Each enemy in a 5-foot Emanation originating from the target takes Acid damage equal to your Constitution modifier, and the target has the Poisoned condition until the end of its next turn.

**Devil's Luck:** Each creature that takes Acid damage from this effect has a -1 penalty to its AC until the end of your next turn.

**Rupture of Cania.** The wound ruptures with a spurt of arcane energy. The target takes Force damage equal to your Constitution modifier. **Devil's Luck:** The target subtracts 1d6 from the next saving throw it makes before the end of your next turn.

**Stygian Gangrene.** Infernal rime spreads from the wound. The target takes Cold damage equal to your Constitution modifier, and it can't take Reactions until the start of its next turn. **Devil's Luck:** The target's Speed is halved until the end of its next turn.

## LEVEL 7: INFERNAL EQUIPMENT

Your armor and weapons embody infernal armaments forged in the fires of Avernus, granting you the following benefits.

**Infernal Resilience.** Whenever you finish a Short or Long Rest, choose a damage type: Cold, Fire, or Necrotic. While wearing Heavy armor or wielding a Shield, you have Resistance to that damage type until you choose a different one with this feature.

**Unholy Power.** When you roll your Infernal Wound Die, you can treat a roll of 1 as a 6.

## LEVEL 10: HELLFIRE SURGE

When you use your Action Surge while holding a Hell-Forged Weapon, you erupt with hellfire in a 20-foot Emanation originating from you that lasts until the end of your next turn. Whenever a creature suffering an infernal wound starts its turn within the Emanation, it takes damage equal to two rolls of your Infernal Wound Die instead of one.

## LEVEL 15: DEVIL'S MISFORTUNE

When a creature with an infernal wound hits you with an attack roll, you can take a Reaction to roll your Infernal Wound Die and reduce the damage taken by the number rolled. On a roll of 6, roll your Infernal Wound Die again (to a maximum of three rolls total), and reduce the damage taken by the total rolled.

In addition, if the attack is a Critical Hit, it becomes a normal hit.

## LEVEL 18: INFERNAL BARGAIN

When you roll a 6 on your Infernal Wound Die three or more times before the start of your next turn, you gain Heroic Inspiration. You can use Heroic Inspiration in the following way.

**Infernal Inspiration.** If a creature you can see within 120 feet of you rolls a d20 for a D20 Test, you can expend your Heroic Inspiration to force the target to reroll the d20.

If the number rolled causes the target to succeed on the D20 Test, you regain an expended use of Indomitable or Second Wind (your choice). If the number rolled causes the target to fail the D20 Test, you lose Hit Points equal to 3d6 plus your Fighter level.

## DEMONIC SORCERY (SORCERER)

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### *Summon the Powers of the Abyss*

The corruptive magic of demons courses through you, making you a conduit for the infinite layers of the Abyss and their horrors. Your gift might stem from distant demonic ancestry, a fated encounter with a demon that cursed you, or a brush with the dark hunger of the Abyss.

The Abyss is a plane of wickedness and disorder, and this chaos echoes in your innate magic. Abyssal energy erupts from you, warping your body and surroundings in tandem with your sorcery.

These Abyssal eruptions manifest in strange and gruesome ways. Roll on or choose from the Abyssal Manifestations table to inspire how your connection to the Abyss might manifest when you channel your demonic power.

### ABYSSAL MANIFESTATIONS

#### 1d6 Manifestation

- |   |   |
|---|---|
| 1 | Abyssal fissures mar your flesh, revealing windows into a vast demonic realm. |
| 2 | Insects writhe beneath your skin and escape from your mouth, nose, and ears.  |
| 3 | Sheets of scorched skin peel from your body.                                  |
| 4 | Your flesh bubbles and froths like a toxic bog.                               |
| 5 | Your fingers or other extremities discolor as if frostbitten.                 |
| 6 | You grow a second head. (This has no impact on your game statistics.)         |

## LEVEL 3: ABYSSAL RUPTURE

When you use Innate Sorcery, you create a rupture into the Abyss, which fills a 10-foot-radius Sphere centered on a point you can see within 30 feet of yourself with Abyssal energy. When you activate your Innate Sorcery and as a Bonus Action while your Innate Sorcery is active, you can choose one of the following options. While the rupture persists, you can move the center of the Sphere to a point you can see within 30 feet of yourself at the start of each of your turns.

**Demonic Lash.** Make a melee spell attack against a target within 5 feet of the rupture. On a hit, the target takes 1d8 Slashing damage, and if it is Large or smaller, you can pull it up to 10 feet toward the center of the Sphere.

**Terrifying Screams.** Each creature in the rupture must succeed on a Wisdom saving throw against your spell save DC or take 1d4 Psychic damage.

### LEVEL 3: DEMONIC SPELLS

When you reach a Sorcerer level specified in the Demonic Spells table, you thereafter always have the listed spells prepared.

#### DEMONIC SPELLS

| Sorcerer |  |
|----------|--|
| Level    | Spells   |
| 3        | <i>Bane, Dissonant Whispers, Spike Growth, Web</i> |
| 5        | <i>Bestow Curse, Dispel Magic</i>                  |
| 7        | <i>Giant Insect, Hallucinatory Terrain</i>         |
| 9        | <i>Contact Other Plane, Modify Memory</i>          |

Sphere makes a Constitution saving throw against your spell save DC. On a failed save, a creature takes 8d6 Force damage if it isn't a Fiend, and it has the Incapacitated condition until the start of your next turn.

Once you use this feature, you can't do so again until you finish a Long Rest, unless you spend 7 Sorcery Points (no action required) to restore your use of it.

### LEVEL 6: ABYSSAL REALM

When you spend at least 1 Sorcery Point as part of a Magic action or a Bonus Action on your turn, you can pull influence from the Abyss. When you do, you create a 10-foot Emanation originating from you, or you fill the Sphere of your Abyssal Rupture with magic from one of the following layers of the Abyss. If an effect requires a saving throw, the DC equals your spell save DC.

**Gaping Maw's Frenzy.** Designate a direction that is horizontal to you. Each creature in the area that fails a Charisma saving throw must use as much of its movement as possible to move in that direction at the start of its next turn, taking the safest route.

**Maze of Azzatar.** Each creature in the area makes an Intelligence saving throw. On a failed save, you gain the benefits of the Invisible condition against the target until the start of your next turn.

**Slime Pits' Haze.** Each creature in the area makes a Constitution saving throw. On a failed save, the target has your choice of the Charmed or Poisoned condition until the start of your next turn.

### LEVEL 14: ABYSSAL CONDUIT

Your Abyssal powers reach their full potential. You gain the following benefits.

**Rupture Expansion.** The size of your Abyssal Rupture is now a 30-foot-radius Sphere, and the area is Difficult Terrain for your enemies.

**Fiendish Servant.** You always have the *Summon Fiend* spell prepared. When you cast the spell, you can modify it so that it doesn't require Concentration. When you do so, the spell's duration becomes 1 minute for that casting, and you must choose Demon when you summon the Fiend.

In addition, the Fiend has Advantage on attack rolls while within your Abyssal Rupture.

### LEVEL 18: ABYSSAL EXPLOSION

You unleash the chaos of the Abyss. As a Magic action, you fill a 30-foot-radius Sphere with an explosion of Abyssal energy. Each creature in the

# FEATS

This section presents eight new feats.

## ORIGIN FEATS

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These feats are in the Origin category.

### ATONER'S GRACE

*Origin Feat*

You gain the following benefits.

**Disarming Mien.** A creature's Hostile attitude doesn't impose Disadvantage on your Charisma (Persuasion) checks to influence that creature.

**Parley.** When you take the Disengage or Influence action, each creature of your choice within 5 feet of you has Advantage on the next ability check or saving throw it makes before the start of your next turn.

### RAISED BY CULTISTS

*Origin Feat*

You gain the following benefits.

**Bloody Revelation.** When you become Bloodied, you can take a Reaction to gain Heroic Inspiration.

**Communal Caster.** When an ally within 5 feet of you makes a Constitution saving throw to maintain Concentration, you can take a Reaction to give your ally Advantage on the save.

### TRAPPER

*Origin Feat*

You gain the following benefits.

**Eye for Detail.** You have Advantage on any Intelligence (Investigation) check you make as part of the Study action.

**Swift Tracker.** You don't have Disadvantage on Wisdom (Perception or Survival) checks while traveling at a Fast pace, and you have Advantage on such checks while traveling at a Normal pace.

**Trap Expert.** You can take a Bonus Action, instead of a Utilize action, to set a Hunting Trap. When you set a Hunting Trap, you add your Proficiency Bonus to the DC of the saving throw to avoid the trap and the DC of the check to escape it.

### UNDERHANDED

*Origin Feat*

You gain the following benefits.

**Elusive.** Immediately after you roll Initiative, you can move up to 10 feet.

**Fight Dirty.** When a creature one size larger than you or smaller makes an Opportunity Attack against you and misses, you can take a Reaction to give that

creature the Prone condition. You must have a free hand to use this Reaction.

## EPIC BOON FEATS

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These feats are in the Epic Boon category.

### BOON OF THE BANDIT KING

*Epic Boon Feat (Prerequisite: Level 19+)*

You gain the following benefits.

**Ability Score Increase.** Increase one ability score of your choice by 1, to a maximum of 30.

**Dastardly Charm.** You have Advantage on Dexterity (Sleight of Hand) checks to pick a pocket. When you succeed on such a check, you can cause the target of your theft to willingly part with the item and have the Charmed condition for 1 minute or until it takes damage. Once you use this benefit, you can't use it again until you finish a Short or Long Rest.

**Uncatchable.** You don't provoke Opportunity Attacks when you move out of a creature's reach.

### BOON OF THE CLEANSED HEART

*Epic Boon Feat (Prerequisite: Level 19+)*

You gain the following benefits.

**Ability Score Increase.** Increase one ability score of your choice by 1, to a maximum of 30.

**Cleanse Heart.** You can cast *Dispel Evil and Good* without expending a spell slot. You can't use the spell's Dismissal special function when you cast it in this way.

**Radiant Reflection.** You have Immunity to Necrotic damage. When you would be subjected to Necrotic damage and don't have the Incapacitated condition, you can deal 2d8 Radiant damage to each creature of your choice within a 10-foot Emanation originating from yourself.

### BOON OF THE HUNTER'S EYE

*Epic Boon Feat (Prerequisite: Level 19+)*

You gain the following benefits.

**Ability Score Increase.** Increase one ability score of your choice by 1, to a maximum of 30.

**Quick Capture.** When you deal damage to a creature you intend to knock out rather than kill, if the target has 20 or fewer Hit Points after your damage is dealt, the target is reduced to 0 Hit Points instead.

**Studied Hunter.** When you roll Initiative, you can choose a creature you can see; you know whether that creature has any Immunities, Resistances, or Vulnerabilities, and if the creature has any, you know what they are.

## BOON OF UNWAVERING DEVOTION

*Epic Boon Feat (Prerequisite: Level 19+)*

You gain the following benefits.

**Ability Score Increase.** Increase one ability score of your choice by 1, to a maximum of 30.

**Possession Immunity.** You automatically succeed on saving throws to avoid or end possession.

**See Through Illusions.** Visual illusions appear transparent to you, and you automatically succeed on saving throws against them.

**Undeniable Confidence.** Immediately after a creature you can see succeeds on a Wisdom saving throw against an effect you created, you can take a Reaction to force that creature to reroll the save, and it must use the new roll. Once you use this benefit, you can't use it again until you roll Initiative or finish a Short or Long Rest.