

Shadow Touched **Feat**

You've been exposed to shadow magic, gaining these benefits:

- Your Intelligence, Wisdom, or Charisma score increases by 1, to a maximum of 20.
- You learn the *invisibility* spell and one other 1st-level spell of your choice, with the latter being from either the illusion or necromancy schools of magic. You can cast each of these once per long rest without using a spell slot. You can also use regular spell slots to cast them, if you have any. The ability you chose to increase with this feat is the spellcasting ability for these spells.

Appears In : Tasha's Cauldron of Everything

Criminal Contact **Unknown**

You have a very reliable and trustworthy contact within a seedy network of criminals. You can get messages to and from this contact over long distances through the use of local messengers, caravan masters, sailors, pirates, etc. that can get it delivered in a timely manner and get a response just as fast.

Darkvision (60 feet) **Racial Ability, Senses (Tiefling)**

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

Tiefling (Asmodeus) **Unknown**

Tieflings connected to Asmodeus and the layer of Hell commonly known as Nessus command the power of fire and darkness. They are guided by a keener than normal intellect.

Such tieflings use the Ability Score Increase and Infernal Legacy traits in the Player's Handbook.

Appears In : Mordenkainen's Tome of Foes

Careful Spell (4 creatures) **Class Ability (Sorcerer)**

When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 sorcery point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

Draconic Resilience **Class Ability (Sorcerer)**

As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

Dragon Ancestor (Red) **Class Ability (Sorcerer)**

At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later.

Draconic Ancestry Dragon Damage Type

| | |
|--------|-----------|
| Black | Acid |
| Blue | Lightning |
| Brass | Fire |
| Bronze | Lightning |
| Copper | Acid |
| Gold | Fire |
| Green | Poison |
| Red | Fire |
| Silver | Cold |
| White | Cold |

You can speak, read, and write Draconic.

Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Font of Magic **Class Ability (Sorcerer)**

At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

Sorcery Points

You have 2 sorcery points, and you gain more as you reach higher levels, as shown in the Sorcery Points column of the Sorcerer table. You can never have more sorcery points than shown on the table for your level. You regain all spent sorcery points when you finish a long rest.

Flexible Casting

You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels.

Creating Spell Slots. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th.

Any spell slot you create with this feature vanishes when you finish a long rest.

Creating Spell Slots

| Spell Slot Level | Sorcery Point Cost |
|------------------|--------------------|
| 1st | 2 |
| 2nd | 3 |
| 3rd | 5 |
| 4th | 6 |
| 5th | 7 |

Converting a Spell Slot to Sorcery Points. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

Transmuted Spell **Class Ability (Sorcerer)**

When you cast a spell that deals acid, cold, fire, lightning, poison, or thunder damage, you can spend 1 sorcery point to change the damage type to a different one from that list.

Appears In : Tasha's Cauldron of Everything

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|--|---------------------|--|------------|
| Thaumaturgy (At will) <i>Transmutation cantrip</i> Casting Time : 1 action Range : 30 feet Components : V Duration : Up to 1 minute <p>You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range:</p> <ul style="list-style-type: none"> • Your voice booms up to three times as loud as normal for 1 minute. • You cause flames to flicker, brighten, dim, or change color for 1 minute. • You cause harmless tremors in the ground for 1 minute. • You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers. • You instantaneously cause an unlocked door or window to fly open or slam shut. • You alter the appearance of your eyes for 1 minute. <p>If you cast this spell multiple times, you can have up to three of its 1 minute effects active at a time, and you can dismiss such an effect as an action.</p> | Tiefling 0th | Invisibility (Spell slot plus , 1/long rest) <i>2nd-level illusion</i> Casting Time : 1 action Range : Touch Components : V, S, M (an eyelash encased in gum arabic) Duration : Concentration, up to 1 hour <p>A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.</p> | 2nd |
| Hellish Rebuke (1/long rest) <i>1st-level evocation</i> Casting Time : 1 reaction Range : 60 feet Components : V, S Target : 1 reaction, which you take in response to being damaged by a creature within 60 feet of you that you can see <p>As a reaction you can point your finger at a creature that damaged you and it will be surrounded by flames. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.</p> <p>At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.</p> | Tiefling 1st | | |
| Disguise Self (Spell slot or, 1/long rest) <i>1st-level illusion</i> Casting Time : 1 action Range : Self Components : V, S Duration : 1 hour <p>You make yourself—including your clothing, armor, weapons, and other belongings on your person— look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.</p> <p>The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.</p> <p>To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.</p> | 1st | | |