

GREYHAWK FEATS



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INTRODUCTION

For those DMs who are using the optional feats rule in the Player's Handbook, the following regional feats are presented. Each of these is unique to one or more areas or races found in the Flanaess, and these form the prerequisites for each feat. They otherwise function as other feats.

Note that some feats require that you be 1st level to take them, as they are inherent to your ancestry and/or place of origin, and thus wouldn't need to wait until you reached 3rd or 4th level to manifest. In such cases, you may still take the feat, but lose the opportunity to improve an ability or take a feat the first time the opportunity arises.

Remember that feats in general are purely optional, and these are especially so, and may only be used at the DM's discretion. Check with your DM before assigning any of these (or any other feat) to your character.

Note that this work uses the Flan versions of names for humanoid and demi-human races interchangeably with their regular counterparts (so olve = elf, hobniz = halfling, etc.).

ATLAN'S MARK

Prerequisite: Human (Olman) race

Your extensive body tattooing gives you the following benefits:

- You may add your Constitution bonus to Death Saving Throws
- You may subtract 1 from any necrotic damage you take each turn
- Other Olman will recognize you as a follower of Chitza-Atlan, the Olman god of death

BADGE OF BONDAGE

Prerequisite: You must originally come from a nation where slavery is tolerated; Bandit Kingdoms, Bone March, the Great Kingdom, Horned Society, Iuz, Ket, Lordship of the Isles, Medegia, North Province, the Pomarj, Scarlet Brotherhood, Sea Barons, Sea Princes, South Province, Wild Coast, or Zeif.

You are a former slave, and your body bears the scars of your past. Your history of torture and degradation give you the following benefits:

- You may add your proficiency bonus to the DC when subject to any Charisma (Intimidation) checks
- You may add your proficiency bonus when making any Charisma (Deception) checks

BAREBACK SOUL

Prerequisite: You must come from the Paynims, Rovers of the Barrens, Tiger Nomads, Ull, or Wolf Nomads.

Your bareback riding skills allow you to act as if you are riding with a military saddle, even when you are not. This means you get advantage when making checks to remain mounted. In addition, you get a +1 bonus when making to hit rolls with simple ranged weapons when mounted bareback. You also may add your proficiency bonus when mounting a horse bareback (if a roll is required), and need not use an action to dismount on your feet if your mount is knocked prone, when riding bareback. This only applies to horses.

BLACKMOORIAN RHYMES

Prerequisite: You must come from Blackmoor.

Your studies of the ancient Rhymers of Blackmoor has yielded arcane knowledge unknown to most men, allowing you to have advantage when making

an Intelligence (Arcana) check. You can also add your proficiency bonus to such checks.

BLOOD OF KORD

Prerequisite: Human (Suel) race, and ability to rage. You must be a 1st level character when taking this feat.

One of your distant ancestors was taken as a lover by the god Kord, impacting your ability to rage. Your rage damage bonus is twice what it normally would be.

BLOODED

Prerequisite: You must come from the Bandit Kingdoms, Bissel, Bone March, Furyondy, Geoff, Gran March, Hold of Stonefist, Iuz, Ket, Nyrond, Onnwal, Paynims, Pomarj, Rovers of the Barrens, Scarlet Brotherhood, Sea Princes, Shield Lands, Sterich, Tenh, Wild Coast, Wolf Nomads, or Yeomanry.

Your tough upbringing has left you with direct knowledge of what it means to fight for your life, and has given you an appreciation for quick wits and reflexes in combat. It is very difficult to catch you by surprise. You add your proficiency bonus when making Initiative rolls.

BORDER WATCH

Prerequisite: You must come from Bissel, Furyondy, Geoff, Gran March, Highfolk, Irongate, Ket, Nyrond, Ratik, Shield Lands, Sterich, or Sunndi.

You come from a land with a long history of being pressed by enemies. This has given you experience at scanning the horizon for foes, and some military experience. You may add your proficiency bonus to all Wisdom (Perception) checks.

BORN FOLLOWER

Prerequisite: You must come from the Gran March, the Great Kingdom, or the Pale. You must be a 1st level character when taking this feat.

You are at your best when taking orders from an inspiring leader. When you are within 30' of an ally with the Inspiring Leader feat, you gain advantage when making attack rolls and when making saving throws against fear effects.

CELESTIAL SCION

Prerequisite: You must come from the Great Kingdom, Medegia, North Province, or South Province. You must be a 1st level character when taking this feat.

You are a lesser member of one of the noble houses of the Great Kingdom, granting you the following benefits depending on the family to which you belong. The DM may (and should) introduce various complications and role-playing opportunities based on this feat, at his discretion. Note that the attitude adjustments mentioned below assume the NPC is aware of the PCs house.

House Cranden: You are a minor member of a very influential house. You start with the maximum amount of gold, and may add your proficiency bonus to all Charisma (Persuasion) checks. NPCs from the Great Kingdom automatically start with a friendly attitude towards you, unless they are explicitly enemies of House Cranden.

House Darmen: Your house is known for its silken tongue and poison words. If you fail a Charisma (Deception) check, you may immediately make a Charisma (Persuasion) check to try to talk your way out of the lie, explaining it away as being out of context, a slip of the tongue, and similar doubletalk. Within the Great Kingdom, members of the lower class (serfs) will have an initial attitude of hostile, as House Darmen is known to look down on such

people universally, but all others will have an attitude of friendly.

House Garasteth: Yours is a house known as a bastion of arcane power and knowledge. You have advantage on all Arcana skill checks, and NPCs from the Great Kingdom will have an initially friendly attitude.

House Naelax: You are a distant relation of the Overking, Ivid IV, whose line is known to be demon-possessed and/or mad, not to mention outright cruel. You may add your proficiency bonus to all Charisma (Intimidate) checks, and can spot any demon or devil even if it is magically disguised in some way on a successful Wisdom (Perception) check. All NPCs from the Great Kingdom have a seemingly friendly attitude towards you, as they try to ingratiate themselves to someone who is, no matter how distantly, related to the ultimate power in the kingdom. In reality, however, they will be unfriendly and display such as soon as you are out of earshot.

House Rax: You are a very minor member of the former Imperial house, which was supplanted by House Naelax long ago. No true heirs of House Rax remain, but several lesser cadet lines endure, and have managed to retain some measure of political influence. This influence allows you to add your proficiency bonus to all Charisma checks you make to find local rumors. NPCs from the Great Kingdom will have an initially friendly reaction towards you.

House Torquaan: You are a minor member of the wealthiest noble house in Aerdy. With this, however, comes a reputation for penuriousness, deceit, and even force to wring every last copper out of a deal. You get a 10% discount on all purchases within the Great Kingdom, except in areas or with enemies of your house. NPCs from the Great Kingdom will have an initially unfriendly reaction.

COMPANION GUARD STYLE

Prerequisite: You must be a gray olive and come from Celene. You must also be proficient with longsword, spear, and shortbow.

You have been trained to fight in the same style as the Companion Guard of Celene, allowing you to use either your strength or dexterity bonus when attacking. In addition, when attacking with a bow, you get a critical hit (but not an automatic hit) when you roll a 19 or 20.

DEEPSEER

Prerequisite: deep gnome, stout halfling, or mountain dwarf race

Your underground heritage helps you to see better underground, with the following benefits:

- Deep gnomes and mountain dwarves add 30' to the range of their darkvision
- Stout halflings gain darkvision; you can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light. You only see shades of grey in darkness.

DEFENSIVE EXPERT

Prerequisite: You must come from Irongate, Shield Lands, Sunndi, or the Yeomanry.

You are used to fighting under cover. This gives you an additional +2 to your armor class when you have half cover or three-quarters cover, for a total bonus of +4 and +7, respectively. In addition, when choosing the Dodge action, you may add your proficiency bonus to Dexterity saving throws.

DESERT FIGHTER

Prerequisite: Fighter class from the Bright Desert

Your experience in the desert helps you take advantage of the terrain when fighting, giving you the following benefits when fighting in desert terrain:

- You ignore difficult terrain
- Your armor class is increased by 1

DRIFTWALKER

Prerequisite: You must come from the Frost Barbarians, Hold of Stonefist, Ice Barbarians, Perrenland, Snow Barbarians; or be a wild olve or wood olve.

You are born and bred to snow and ice, and can move in such environments as easily as walking down a stone path. You ignore difficult terrain if it is snowy or icy, and those tracking you over such terrain have a DC of 15.

DWURLORE

Prerequisite: You must come from Irongate or the Ulek States, or be a dwur (any type).

You are an expert on the lore of the dwurfolk, including ancient lays, songs of battles, family sagas, and metalworking lore. Because of this, you may apply your proficiency bonus to any Intelligence (Dwur Lore) checks you make, as well as any Intelligence checks that would deal with blacksmithing, mining, and other dwur-related skills.

EHLONNA'S WAY

Prerequisite: You must come from Celene or Highfolk, or be an olve (any type except drow).

You have a special connection to the goddess of forests and meadows. You may add your proficiency

bonus to all Dexterity (Stealth) checks made in woodlands, and enemies with less than total cover do not receive any cover bonus when the cover is from trees or plants. Enemies with total cover are unaffected by this ability. You can also add your proficiency bonus to any Wisdom (Survival) rolls, as long as you are in woodlands.

ELEMENTAL FOCUS

Prerequisite: Human (Baklunish) race and the ability to cast at least one spell

Your Baklunish ancestors developed close relationships with the elements, dating back centuries before the Invoked Devastation. Your link to that tradition gives you the following benefit:

- Whenever you cast a spell dealing with an elemental force (earth, air, fire, water, ice, etc.), the DC of any saving throw is increased by 1

EXERCISES OF ARND

Prerequisite: Fighter class, the Tough feat, and Human (Oeridian) race

Ages ago, the legendary Arnd of Tdon, an Oeridian general-priest, developed a set of specific physical exercises designed to maintain peak fighting efficiency. After each long rest, you may select one of the three following specific rites and can use the benefits listed. The benefit will remain in place until your next long rest.

- Rite of Battle: Select a weapon with which you perform the rite. In melee, you receive a +1 bonus to hit with that weapon
- Rite of Calm: You get a +1 bonus to all saving throws
- Rite of Fitness: You gain 6 temporary hit points

EXPERT DUNGEONEER

Prerequisite: You must come from Blackmoor or Greyhawk, or be a dwur (any type) or deep noniz.

You have extensive experience and knowledge of dungeons and some of the hazards typically found therein. You may add your proficiency bonus to all ability checks made against mechanical traps. Magical traps are unaffected. If you would already add your proficiency score for other reasons, you may add it again.

FAERIE MYSTERIES INITIATE

Prerequisite: You must be of olven race (any sub-type except drow), or come from Celene, the Duchy of Ulek, the Spindrift Isles, or Verbobonc

You are an initiate of the ancient and mysterious rites and ceremonies of the Faerie Mysteries. These rites involve intricate songs and dances of unbelievably ancient provenance, and require a partner, who is also an Initiate of the mysteries, to properly invoke. Before engaging in the ritual, the Initiates must undergo a long rest immediately beforehand. The Mysteries take 15 minutes to perform, and both Initiates must agree on which to do; both gain the same benefit until such time as they next perform the rites, or until they take another long rest. The royal court of Celene is said to host a ball that involves all of these mysteries at Midsummer, with remarkably improved duration of the effects for those who participate. There are four rites that can be performed:

- **Carols.** You and your partner sing an ancient olven lay describing one of the victories of the supreme olven deity Corellon Larethian over the one-eyed uruz god Gruumsh, and extolling the virtues and graces of the olvenfolk at the expense of uruz and jebli. Successfully completing this rite gives you the equivalent of the Savage Attacker feat, and get a +1 bonus to damage

inflicted in melee or ranged attacks, while fighting uruz or jebli foes. If you already have the Savage Attacker feat, only the damage bonus applies.

- **Gyres.** You and your partner engage in an intricate and harmonious dance with clasped hands, centered around a living flower. Once complete, you gain a +1 bonus to all saving throws, regardless of which ability score they are made against.
- **Gambols.** You and your partner engage in a spritely and joyous dance involving the clapping of hands, kicks, and leaps. Once complete, you and your partner gain advantage on all Charisma (Performance) and Dexterity (Acrobatics) checks.
- **Passions.** You and your partner engage in a passionate and vivacious sensual act. You are both left intensely stimulated, and will use your Intelligence ability score modifier to gain extra hit points, instead of your Constitution ability score modifier.

GIANTKILLER

Prerequisite: You must come from Geoff, Keoland, or Sterich.

Long years of fighting against giants has given you special insights into how combat them. When fighting a giant, you get a critical hit on a roll of 16 or higher. In addition, you get a +2 bonus to your armor class when a giant is making a melee attack against you.

GREAT FERVOR

Prerequisite: You must come from Ekbir, the Pale, Scarlet Brotherhood, Tusmit, Veluna, or Verbobonc.

You have unwavering and enthusiastic religious faith, and your deity is inclined to reward such zeal. Once per day you may re-roll any saving throw roll, and add your Wisdom modifier to the roll. You must accept the outcome of the second roll, whether or

not it is successful, even if the outcome is worse than it otherwise would have been (such is an indicator that you have failed your deity in some way). F7&dd!6w

GREYHAWK METHOD

Prerequisite: You must come from Greyhawk, and have at least one level as a Wizard.

You are a student of the Greyhawk School of Wizardry, famed throughout the Flanaess as a place of magical learning. Because of your researches, each time you gain a wizard level, you can add four, rather than the normal two, spells to your spellbook. They must be spells of a level you can cast. Once you choose an arcane tradition at 2nd level, two of the four spells must be from that tradition.

HEIR OF LENDORE

Prerequisite: Human (Suel) race

The legendary Suel archmage Lendore is your distant ancestor, marking you by your milky white eyes (but your vision is unaffected). You may add your proficiency bonus to any ability checks needed to cast divination type spells. If the target of your divination type spell is entitled to a check, your proficiency bonus is subtracted from their roll (if applicable).

HOBNIZ LORE

Prerequisite: Hobniz (any) race, or come from one of the Ulek states.

You have learned the many recipes, jokes, legends, folk-songs, and aphorisms of the hobniz folk. This store of lore allows you to add your proficiency bonus to all Intelligence (History) and Intelligence checks relating to halflings, and also to any use of cook's utensils.

HORSELORE

Prerequisite: Human (Baklunish or Flan) race, or come from the Paynims, Rovers of the Barrens, Tiger Nomads, or Wolf Nomads.

You grew up with horses, and know their ways. You can add your proficiency bonus to all Wisdom (Animal Handling) checks that involve horses. If applicable, horses will have an initially friendly attitude towards you.

JINNBOUND

Prerequisite: Human (Baklunish) race. You must be a 1st level character when taking this feat.

You are distantly related to one of the elemental genies at the end of the Suel-Baklunish wars, some of whom took mortal mates and left their progeny to help rebuild after the Invoked Devastation. You must choose one type of genie to be your distant ancestor.

- **Dao (earth).** You may add your proficiency bonus to all saving throws against earth-related magical effects such as *earthquake*, etc. In addition, you may add your proficiency bonus to any ability check rolls required for earth-related sorcerer spells you cast.
- **Djinni (air).** You may add your proficiency bonus to all saving throws against air-related magical effects such as *gust of wind*, etc. In addition, you may add your proficiency bonus to any ability check rolls required for wind-related sorcerer spells you cast.
- **Efreeti (fire).** You may add your proficiency bonus to all saving throws against fire damage. In addition, you may add your proficiency bonus to any ability check rolls required for fire-related sorcerer spells you cast.

- **Marid (water).** You may add your proficiency bonus to all saving throws against water-related magical effects such as a water elemental's attack. In addition, you may add your proficiency bonus to any ability check rolls required for water-related sorcerer spells you cast.

JUNGLE FIGHTER

Prerequisite: You must come from the Amedio Jungle, Lordship of the Isles, Olman Islands, Scarlet Brotherhood, or the Sea Princes.

You grew up in dense, steamy jungles and know how to utilize the dense foliage to your advantage when fighting. You receive a +2 bonus to your armor class when fighting in jungle terrain.

KNIGHT OF THE HART (KNIGHT OF FURYONDY)

Prerequisite: You must be of human (any except Olman or Rhennee), elven, or half-elven race, and have at least three levels as a fighter, paladin, or ranger.

You are a member of the Knights of Furyondy branch of the Knights of the Hart. You can expect hospitality (food and lodging) from any knight of the Hart. Because of your connections, you can petition for assistance from the rulers or nobles of Furyondy, Veluna, or Highfolk; you will usually be heard within 24 hours. If the proposed mission will definitively aid the kingdom (obtaining a powerful artifact, stopping some plot by the Horned Society, etc.), you will get advantage when making Charisma (Persuasion) checks. You also receive a stipend of 2 gp per week.

When traveling beyond the boundaries of Furyondy, Veluna, or Highfolk, you must notify your superior. If you are needed for a battle, you might be recalled or forbidden from traveling.

KNIGHT OF THE HART (KNIGHT OF THE HIGH FOREST)

Prerequisite: You must be of elven or half-elven race, and have at least four levels as a fighter or ranger.

You are a member of the Knights of the High Forest branch of the Knights of the Hart. You can expect hospitality (food and lodging) from any village or woodsman home in Highfolk or the southern Vesve Forest, as well as from any other Knight of the Hart. Because of your skill and experience in woodland fighting, you get a +1 bonus to your Dexterity (Stealth) roll when checking to see if you surprise an enemy when in a wooded environment. You also receive a stipend of 1 gp per week.

KNIGHT OF THE HART (KNIGHT OF VELUNA)

Prerequisite: You must be of human (any but Olman or Rhennee) or half-elven race, and have at least seven levels as a fighter, paladin, or cleric.

You are a member of the Knights of Veluna branch of the Knights of the Hart. You can expect hospitality (food and lodging) from any knight of the Hart. Because of your connections, you can petition for assistance from the rulers or nobles of Furyondy, Veluna, or Highfolk; you will usually be heard within 24 hours. If the proposed mission will definitively aid the kingdom (obtaining a powerful artifact, stopping some plot by the Horned Society, etc.), you will get advantage when making Charisma (Persuasion) checks. You also receive a stipend of 3 gp per week.

When traveling beyond the boundaries of Furyondy, Veluna, or Highfolk, you must notify your superior. If you are needed for a battle, you will be expected to fight.

KNIGHT OF THE WATCH

Prerequisite: You must be a member of the Knights of the Watch, be of lawful good or lawful neutral

alignment, and have at least 3 levels as a fighter, paladin, or cleric. Race must be human (any non-Baklunish or Olman), dwarf, or half-elf.

You are a member of the Knights of the Watch, who guard the western borders of the Flanaess against the threat from the Baklunish lands to the west. You may requisition a mount for your use, and can expect hospitality (meals, lodging, and replacement of nonmagical weapons) from nobles and order castles in Geoff, Bissel, Gran March, and Keoland. You also receive a +1 bonus when attacking from horseback.

You are also expected to attend weekly drills; absences must be authorized beforehand from your superior. If you build a stronghold, it should be located in a location of strategic benefit to the order.

LANDLESS NOBILITY

Prerequisite: You must come from Bone March, Geoff, Sea Princes, Shield Lands, Sterich, Tenh, or the Principality of Ulek. You must be 1st level when choosing this feat.

Your family was once a respected and influential noble line, but has lost that status due to some unfortunate circumstance (war, political maneuvering, financial downturn, etc.). Your noble status still allows you some material comfort and respect in certain quarters, even if it is a shadow of what it would have been a few generations ago. You receive maximum starting gold, and may add your proficiency bonus to all Charisma checks made against people from your homeland, even if you are no longer within its boundaries.

LAYS OF THE NORTHERN ADEPTS

Prerequisite: You must come from Blackmoor or be of Human (Flan) race, and have at least one level as a sorcerer.

You have studied the heroic poems of the ancient sorcerers of the Ur-Flan, who had an empire and were counted as mighty sorcerers in the Flanaess, in the distant past. The DC of anyone attempting to dispel a sorcerer spell you have cast is automatically increased by 2.

LORE OF THE UR-FLAN

Prerequisite: You must come from Bright Desert or be of Human (Flan) race, and have at least one level as a spellcaster.

You have studied the ancient necromancies of the Ur-Flan. As such, when you cast any necromancy spells that grant a saving throw to the target, they have a -2 penalty to their roll.

MERCANTILE UPBRINGING

Prerequisite: You must come from Bissel, Dyvers, Ekbir, Gran March, Greyhawk, Highfolk, Ironton, Ket, Lordship of the Isles, North Province, Onnwal, Perrenland, Rel Astra, Sea Barons, Tusmit, Ulek States, Urnst Stares, or Verbobonc; or be of noniz (any), dwur (any), or hobniz (any) race.

You come from a long line of merchants and traders. You may add your proficiency bonus to all skill checks made to determine the value of a given item, trade goods, etc.

MOUNTAIN FIGHTER

Prerequisites: You must come from the Frost Barbarians, Geoff, Ice Barbarians, Ironton, Perrenland, Pomarj, Ratik, Snow Barbarians, Sterich, Stonefist, Tusmit, the Ulek States, Ull, Duchy of Urnst, the Valley of the Mage, or the Yeomanry; or must be a dwur (any type) or Valley olve.

You grew up in rocky, craggy terrain and know how best to use it in combat. You receive a +2 bonus to your armor class when fighting in mountainous terrain.

NEXUS METHOD

Prerequisite: You must come from Rel Astra, the Sea Barons, or Medegia, and have at least one level as a sorcerer.

You are a student of the Sorcerer's Nexus in Rel Astra, which specializes in conjuration magic. You may cast any conjuration spell in your spellbook, even though you have not prepared it for that day. The spell will still expend the appropriate spell slot when cast.

NOBLE SOUL

Prerequisite: You must come from Furyondy, the Pale, the Shield Lands, Ulek States, Veluna, or the Yeomanry; or be of noniz (deep), half-olve, human (Oeridian), or hobniz (tallfellow) race.

Your innate nobility and earnestness inspires those around you. You gain a +1 bonus to all Wisdom checks, and add your proficiency bonus to all Charisma (Persuasion) checks.

NONIZ LORE

Prerequisite: You must either come from the Ulek States, or be of noniz (any) or valley olve race.

You are a font of knowledge about the noniz, from legends to bawdy jokes to oral history. This allows you to use your proficiency bonus on all Intelligence (History) checks dealing with gnomish history, and a +1 bonus to all Charisma (Performance) checks.

OLVENLORE

Prerequisite: You must come from Celene, Highfolk, The Spindrift Isles, Sunndi, the Ulek States, or Verbobonc; or be of olven (any), Halfling (tallfellow) or valley olve race.

You have learned the epic songs, historical lays, and mystical songs of the olvenfolk, bringing you great

knowledge of Oerth and hidden mystical lore. You get a +1 on all Intelligence (Arcana) checks.

URUZ BLOODED

Prerequisite: You must come from the Bandit Kingdoms, Bone March, Iuz, North Kingdom, the Pomarj, Hold of Stonefist, Ull, or Zeif. You may select this feat only at 1st level.

One of your ancient ancestors was an uruz. The influence is far too weak and distant for you to qualify as a half-uruz (let alone an uruz), but your features have a slightly porcine cast, and your temper is as bad as your breath. You also get darkvision (30' range).

PUREBLOODED SUEL

Prerequisite: Human (Suel) race. You must be a 1st level character when taking this feat.

Your Suel blood is pure and untainted, forming a link with the glorious past of the Suloise Imperium and their mighty sorcerers, as well as modern-day organizations that seek a return to those bygone days of Suel glory. Your short-tempered nature gives you a +1 bonus to all Charisma (Intimidate) checks, while your link to the ancients gives you a +1 bonus to all saving throws against spells and spell-like magical effects. Finally, you may add your proficiency bonus to all Charisma (Persuasion) checks against agents of the Scarlet Brotherhood.

RAIDER'S SPIRIT

Prerequisite: You must come from the Amedio Jungle, Bone March, Frost Barbarians, Ice Barbarians, Iuz, Olman Islands, Paynims, Pomarj, Rovers of the Barrens, Snow Barbarians, Stonehold, Tiger Nomads, Ull, or Wolf Nomads.

You grew up as a raider, specializing in hit-and-run attacks and in a martial society that values war. You may add your proficiency bonus to all saving throws

against fear, including magical *fear*, as well as any Charisma (Intimidate) checks.

RANGER OF THE GNARLEY FOREST

Prerequisite: You must be a member of the Rangers of the Gnarley Forest faction, and have at least one level as a ranger.

You have been initiated into the select group of rangers that protect the Gnarley Forest from its enemies. Upon taking this feat, you will be able to count on the hospitality of the inhabitants of the Gnarley Forest simply by showing your badge of rank. In addition, you are able to identify plants, animals, and locate drinkable water with 90% accuracy while within the precincts of the forest. You also have proficiency in the secret language of druids, and your own cant which allows you to communicate with other members of your order without others even realizing it; this can also be used to leave messages from other Rangers of the Gnarley in the form of scratches on tree trunks, specially woven grasses or sapling limbs, and the like.

RAPSCALLION

Prerequisite: You must have an Intelligence of 13 or higher, and must come from the Bandit Kingdoms, Dyvers, Sea Barons, County of Urnst, or the Wild Coast; or be of half-elf, human (Rhennee), or noniz (any) race.

Your sharp wits and agile mind help when spinning tales, hooks, and lies. When making Charisma (Persuasion) checks, you may add both your Charisma and Intelligence modifiers.

RHENNLORE

Prerequisite: You must come from Dyvers or Greyhawk, or be of human (Rhennee) race.

You are well-versed in the oral histories, songs, and folk-dances of the Rhennee bargefolk. You may apply your proficiency bonus to all Intelligence (History) checks relating to the Rhennee, and get a +1 bonus on all Dexterity (Acrobatics) checks.

RUSTIC CHARM

Prerequisite: You must come from Furyondy, Keoland, Nyrond, South Province, Sunndi, the Duchy or County of Urnst, or Veluna.

You have a simple “country boy” charm that some find disarming, and which can lead others to underestimate your abilities. Social class doesn’t impact others’ initial reaction to you, and others attempting a Wisdom (Insight) check against you do so with a -2 penalty.

SAGACIOUS METHOD

Prerequisite: You must come from Nyrond and have at least one level in sorcerer, warlock, or wizard.

You are a student of the Sagacious Society of Nyrond, which consists of scholars and spellcasters who work together for Nyrond’s defense. You add your proficiency bonus to all Intelligence (Arcana) checks relating to magic scrolls, and also to your roll when attempting to cast spells that are higher in level than you could normally cast.

SECOND SIGHT

Prerequisite: Human (Rhennee) race

The gift of prophecy and foresight is not unknown among the barge-folk, although it is more often claimed by charlatans to fool outsiders. Your gift is true, however, and you may cast the spell *augury* as if you were a 3rd level cleric, once every 24 hours.

SHADOWBOUND

Prerequisite: You must come from Valley of the Mage

The Mage of the Valley has fused a sliver of the Plane of Shadow, also known as Shadowfell, with your soul. You are able to summon a veil of shadow to obscure your presence, giving you a +2 bonus to all Dexterity (Stealth) rolls that involve you hiding (as opposed to sneaking up on someone).

SILENT METHOD

Prerequisite: You must come from Keoland and have at least one level as a sorcerer or wizard.

You were a student at the Lonely Tower of the Silent Ones, a Keoish magical order dedicated to keeping the secrets of the ancient Suel archmages safe from those who might misuse them. When casting *dispel magic*, you gain a +2 bonus on all rolls to dispel curses, transmutation spells, and enchantment spells.

SPIRIT OF THE SEA

Prerequisite: You must come from Ekbir, Lordship of the Isles, Lendore Isle, Sea Barons, Sea Princes, Spindrift Isles, Wild Coast, or Zeif

You have grown up on the decks of ships, and feel most at home with the pitch of a heaving deck under your feet. You know the perils of the sea. While aboard ship, you may add your proficiency bonus to all Dexterity and Wisdom (Perception) skill checks while on a ship, as well as doubling the time you can hold your breath. The Dungeon Master should use his judgement in deciding when this feat is applicable, and may at his discretion extend it to other skill checks relevant to the operation of a ship.

TESTED

Prerequisite: You must already have the Faerie Mysteries Initiate feat, be 10th level or higher, and be of olven (any except drow) race.

You have studied the inner mysteries of the olvenfolk and passed through the Moonarch of Sehanine. This has given you inner calm and an outer aloofness than many who are not Tested mistake for rudeness. You emerged from the Testing with a desire to protect the woodlands and those faerie folk and creatures that dwell within them, and have become a protector of the olvenfolk and their secrets, and a protector of the world from the evil magic and baneful things that would pollute it.

You gain a +2 bonus on all Charisma checks made against other olvenfolk. In addition, you may choose one of the following when you take the feat:

- Gift of Prophecy. Your Trial has left you with the ability to connect with the servants of the elven gods. Once per day you may cast the *commune* spell as if you were a 10th level cleric.
- Gift of Sight. Your Trial has left you with the ability to penetrate the false veil of the world and see the reality behind it. Once per day you may cast the *true seeing* spell as if you were a 10th level cleric.
- Ye'Cind's Ear: Your Trial brought you into direct contact with the olven demigoddess Ye'Cind. Once per day you may add your proficiency bonus to any bard spells requiring a statistic check, or may subtract your proficiency bonus from any enemy's saving throw vs. one of your bard spells.

TONGUE OF MOUQOL

Prerequisite: You must come from Bissel or Ket, or be of human (Baklunish) race.

You have a history as a business negotiator. You may add your proficiency bonus to all Charisma (Persuasion) checks related to business transactions.

TROLLBLOODED

Prerequisite: You must also come from the Frost Barbarians, Ice Barbarians, The Pale, or Snow Barbarians. You must be a 1st level character when taking this feat.

One of your distant ancestors was a troll of the Griff or Corusk mountains. Because of this, you have a touch of regenerative ability. You regain an extra +1 per Hit Die when taking a short rest (up to your normal maximum number of hit points). If one of your limbs is severed, it will grow back in 3d6 days. If you can recover it within 1 hour of it being severed, you can reattach it by holding it against the stump for an entire minute. However, in direct sunlight you have a -1 penalty to your initiative.

VATUN'S TOUCH

Prerequisite: You must come from the Frost Barbarians, Hold of Stonefist, Ice Barbarians, Ratik, or Snow Barbarians

You have a connection with the great god Vatun that gives you an unnatural resistance to the cold. You may add your proficiency bonus when making checks against extreme cold and frigid water. It has no effect on magical cold.

WASTRI'S BLESSING

Prerequisite: You must come from Blackmoor, Greyhawk, Keoland, the Sea Princes, or Sunndi.

You have a connection to Wastri, the Hopping Prophet, and have been marked as his servant. Because of this, you add double your Constitution modifier when determining how long you can hold your breath. When traveling in swampy terrain, it is impossible to track you unless you deliberately leave a trail.

WELL READ

Prerequisite: You must come from Celene, Dyvers, Ekbir, Furyondy, Greyhawk, Irongate, Keoland, the Lordship of the Isles, Nyrond, Rel Astra, North Province, South Province, the Spindrift Isles, the Umst Stares, Valley of the Mage, Veluna, Verbobonc, or Zeif; or be elf (gray or high) or human (Suel) race.

You grew up having access to a well-stocked library, and made good use of the opportunity. You may add your proficiency bonus to all Intelligence (History), Intelligence (Nature), and Intelligence (Religion) checks.

WELL-TRAVELED

Prerequisite: Half-elf, Halfling (any), or Human (Rhennee) race

You have been around the world and back again, or just about the next thing to it. This has given you a breadth of information about local customs and tales, giving you local insights many other visitors might not have. When making an Intelligence check to see if you know a local custom, you may add your proficiency bonus to the ability check. You can also such checks in place of Charisma (Persuasion), when the DM deems it appropriate.

WORLD WEARY

Prerequisite: You must come from the Bandit Kingdoms, the Great Kingdom, Iuz, Sea Princes, Sterich, or Tenh.

You come from a land where it's easy to be a pessimist. Your experience with oppression and constant threat of violence gives you advantage when making ability score checks against fear (even magic fear effects) and intimidation.

ZAGYG'S FAVOR

Prerequisite: You must come from the Free City of Greyhawk or its immediate environs.

You're not quite insane, but your ineffable connection with the god of mirth and magic leaves you with a... unique perspective on the world, making you very difficult to manipulate. You may add your proficiency bonus to all saving throws against magical attempts to control or compel you (*charm, dominate, confusion, suggestion, etc.*).

FEATS BY RACE AND REGION

RACE

DWARF (HILL)

Dwurlore, Expert Dungeoneer, Knight of the Watch*, Mercantile Upbringing, Mountain Fighter

DWARF (MOUNTAIN)

Deepseer, Dwurlore, Expert Dungeoneer, Knight of the Watch*, Mercantile Upbringing, Mountain Fighter

ELF (GRAY)

Companion Guard Style*, Ehlonna's Way, Faerie Mysteries Initiate, Knight of the Hart (any)*, Olvenlore, Tested*, Well Read

ELF (HIGH)

Ehlonna's Way, Faerie Mysteries Initiate, Knight of the Hart (any)*, Olvenlore, Tested*, Well Read

ELF (VALLEY)

Ehlonna's Way, Faerie Mysteries Initiate, Knight of the Hart (any), Mountain Fighter, Noniz Lore, Olvenlore, Tested*

ELF (WILD)

Driftwalker, Ehlonna's Way, Faerie Mysteries Initiate, Knight of the Hart (any)*, Olvenlore, Tested*

ELF (WOOD)

Driftwalker, Ehlonna's Way, Faerie Mysteries Initiate, Knight of the Hart (Furyondy)*, Olvenlore, Tested*

GNAME (DEEP)

Deepseer, Expert Dungeoneer, Noble Soul, Noniz Lore, Rapscallion*

GNAME (HILL)

Mercantile Upbringing, Noniz Lore, Rapscallion*

GNAME (WOOD)

Mercantile Upbringing, Noniz Lore, Rapscallion*

HALF-ELF

Knight of the Hart (any)*, Knight of the Watch*, Noble Soul, Rapscallion*, Well Traveled

HALFLING (LIGHTFOOT)

Hobniz Lore, Mercantile Upbringing, Well Traveled

HALFLING (STOUT)

Deepseer, Hobniz Lore, Mercantile Upbringing, Well Traveled

HALFLING (TALLFELLOW)

Hobniz Lore, Mercantile Upbringing, Noble Soul, Well Traveled

HUMAN (BAKLUNISH)

Elemental Focus*, Horselore, Jinnbound*, Knight of the Hart (Furyondy, Veluna)*, Tongue of Mouqol

HUMAN (FLAN)

Horselore, Knight of the Hart (Furyondy, Veluna)*, Knight of the Watch*, Lays of the Northern Adepts*, Lore of the Ur-Flan*

HUMAN (OERIDIAN)

Exercises of Arnd*, Knight of the Hart (Furyondy, Veluna)*, Knight of the Watch*

HUMAN (OLMAN)

Atlan's Mark

HUMAN (RHENNEE)

Knight of the Watch*, Rapscallion*, Rhennlore, Second Sight, Well Traveled

HUMAN (SUEL)

Blood of Kord*, Heir of Lendore, Knight of the Hart (Furyondy, Veluna)*, Knight of the Watch*, Pureblooded Suel*, Well Read

* Additional requirements apply.

REGION OF ORIGIN

AMEDIO JUNGLE

Jungle Fighter, Raider's Spirit

BANDIT KINGDOMS

Badge of Bondage, Blooded, Uruz Blooded*, Rapscallion*, World Weary

BISSEL

Blooded, Border Watch, Mercantile Upbringing, Tongue of Mouqol

BLACKMOOR

Blackmoorian Rhymes, Expert Dungeoneer, Lays of the Northern Adepts*, Wastri's Blessing

BONE MARCH

Badge of Bondage, Blooded, Landless Nobility*, Uruz Blooded*, Raider's Spirit

BRIGHT DESERT/BRIGHT LANDS

Desert Fighter*, Lore of the Ur-Flan*

CELENE

Companion Guard Style*, Ehlonna's Way, Faerie Mysteries Initiate, Olvenlore, Well Read

DYVERS

Mercantile Upbringing, Rapscallion*, Rhennlore, Well Read

EKBIR

Great Fervor, Mercantile Upbringing, Spirit of the Sea, Well Read

FROST BARBARIANS/FRUZTII

Driftwalker, Mountain Fighter, Raider's Spirit, Trollblooded*, Vatun's Touch

FURYONDY

Blooded, Border Watch, Noble Soul, Rustic Charm, Well Read

GEOFF

Blooded, Border Watch, Giantkiller, Landless Nobility*, Mountain Fighter

GRAN MARCH

Blooded, Border Watch, Born Follower, Mercantile Upbringing

GREAT KINGDOM

Badge of Bondage, Born Follower, Celestial Scion, World Weary

GREYHAWK

Expert Dungeoneer, Greyhawk Method*, Mercantile Upbringing, Rhennlore, Wastri's Blessing, Well Read, Zagyg's Favor

HIGHFOLK

Border Watch, Ehlonna's Way, Mercantile Upbringing, Olvenlore

HORNED SOCIETY

Badge of Bondage

ICE BARBARIANS/CRUSKI

Driftwalker, Mountain Fighter, Raider's Spirit, Trollblooded*, Vatun's Touch

IRONGATE

Border Watch, Defensive Expert, Dwurlore, Mercantile Upbringing, Mountain Fighter, Well Read

IUZ

Badge of Bondage, Blooded, Uruz Blooded*, Raider's Spirit, World Weary

KEOLAND

Giantkiller, Rustic Charm, Silent Method, Wastri's Blessing, Well Read

KET

Badge of Bondage, Blooded, Border Watch, Mercantile Upbringing, Tongue of Mouqol

LORDSHIP OF THE LSLES

Badge of Bondage, Jungle Fighter, Mercantile Upbringing, Spirit of the Sea, Well Read

MEDEGIA

Badge of Bondage, Celestial Scion

NORTH PROVINCE/NORTH KINGDOM

Badge of Bondage, Celestial Scion, Mercantile Upbringing, Uruz Blooded*, Well Read

NYROND

Blooded, Border Watch, Rustic Charm, Sagacious Method*, Well Read

OLMAN ISLANDS

Jungle Fighter, Raider's Spirit

ONNWAL

Blooded, Mercantile Upbringing

PALE

Born Follower, Great Fervor, Noble Soul, Trollblooded*

PAYNIMS

Bareback Soul, Blooded, Horselore, Raider's Spirit

PERRENLAND

Driftwalker, Mercantile Upbringing, Mountain Fighter

POMARJ

Badge of Bondage, Blooded, Mountain Fighter, Uruz Blooded*, Raider's Spirit

RATIK

Border Watch, Mountain Fighter, Vatun's Touch

REL ASTRA

Mercantile Upbringing, Nexus Method, Well Read

ROVERS OF THE BARRENS

Bareback Soul, Blooded, Horselore, Raider's Spirit

SCARLET BROTHERHOOD

Badge of Bondage, Blooded, Great Fervor, Jungle Fighter

SEA BARONS

Badge of Bondage, Mercantile Upbringing, Rapscallion*, Spirit of the Sea

SEA PRINCES

Badge of Bondage, Blooded, Jungle Fighter, Landless Nobility*, Spirit of the Sea, Wastri's Blessing, World Weary

SHIELD LANDS

Blooded, Border Watch, Defensive Expert, Landless Nobility*, Noble Soul

SNOW BARBARIANS/SCHNAI

Driftwalker, Mountain Fighter, Raider's Spirit, Trollblooded*, Vatun's Touch

SOUTH PROVINCE

Badge of Bondage, Celestial Scion, Rustic Charm, Well Read

SPINDRIFT ISLES/LEDORE ISLES

Faerie Mysteries Initiate, Olvenlore, Spirit of the Sea, Tested*, Well Read, Well Read

STERICH

Blooded, Border Watch, Giantkiller, Landless Nobility*, Mountain Fighter, World Weary

STONEFIST/STONEHOLD

Blooded, Driftwalker, Mountain Fighter, Uruz Blooded*, Raider's Spirit, Vatun's Touch

SUNNDI

Border Watch, Defensive Expert, Olvenlore, Rustic Charm, Wastri's Blessing

TENH

Blooded, Landless Nobility*, World Weary

TIGER NOMADS

Bareback Soul, Horselore, Raider's Spirit

TUSMIT

Great Fervor, Mercantile Upbringing, Mountain Fighter

ULEK, COUNTY OF

Dwurlore, Hobniz Lore, Mercantile Upbringing, Mountain Fighter, Noble Soul, Noniz Lore, Olvenlore

ULEK, DUCHY OF

Dwurlore, Faerie Mysteries Initiate, Hobniz Lore, Mercantile Upbringing, Mountain Fighter, Noble Soul, Noniz Lore, Olvenlore, Tested*

ULEK, PRINCIPALITY OF

Dwurlore, Hobniz Lore, Landless Nobility*, Mercantile Upbringing, Mountain Fighter, Noble Soul, Noniz Lore, Olvenlore

ULL

Bareback Soul, Mountain Fighter, Uruz Blooded*, Raider's Spirit

URNST, COUNTY OF

Mercantile Upbringing, Rapscallion*, Rustic Charm, Well Read

URNST, DUCHY OF

Mercantile Upbringing, Mountain Fighter, Rustic Charm, Well Read

VALLEY OF THE MAGE

Mountain Fighter, Shadowbound, Well Read

VELUNA

Great Fervor, Noble Soul, Rustic Charm, Well Read

VERBOBONC

Faerie Mysteries Initiate, Great Fervor, Mercantile Upbringing, Olvenlore, Tested*, Well Read

WILD COAST

Badge of Bondage, Blooded, Rapscallion*, Spirit of the Sea

WOLF NOMADS

Bareback Soul, Blooded, Horselore, Raider's Spirit

YEOMANRY

Blooded, Defensive Expert, Mountain Fighter, Noble Soul

ZEIF

Badge of Bondage, Uruz Blooded*, Spirit of the Sea, Well Read

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