DUALINK

Void Touched

Feat



Runeterra Edition

Void Touched

Feat

You have been marked by the Void. It watches, and sometimes it feeds you fragments of what lies beyond reality.

Increase Constitution, Intelligence, or Charisma by 1, to a maximum of 20.

Entropic Casting. When you deal damage with a spell or weapon attack, you can change the damage type to necrotic or psychic. You can use this feature a number of times equal to your proficiency bonus per long rest.

Void Awareness. You have advantage on Wisdom (Perception) checks made to detect extraplanar creatures.

Lingering Hunger. When a creature you can see within 30 feet drops to 0 hit points, you can gain temporary hit points equal to your proficiency bonus. You can use this feature twice per long rest.

Eyes Beyond. You can see normally in magical darkness out to a range of 10 feet.

Mark of the Void

The Void clings to you. Creatures within 10 feet that are not constructs or undead feel an instinctive unease, noticeable in social situations at the DM's discretion. Void-born or Void-attuned beings can sense your presence from up to 2 miles away. This effect cannot be suppressed while you are conscious.