

# THE POWER OF SECRETS

1. EXTRA ATTACK
2. FERAL INSTINCT: Advantage on Initiative.
3. CELESTIAL INSPIRATION: In combat, roll +1d12 on Ability Check or Attack
4. EM-PY-RE-AN SONG: A beautiful, innocent looking child appears and sings a song. All the party regain 3d6+6 Hit Points after hearing the song.
5. ACTION SURGE: (Take Additional Action)
6. INDOMITABLE: Reroll a single failed saving throw.
7. REFRESH: Regain the use of 1 ability that usually requires a rest to regain.
8. PATIENT DEFENSE: Use a bonus action to take DODGE action
9. BLESSED TOUCH: Heal (LEVELx5) Hit Points with a touch.
10. SMITE: +3d8 damage to an attack
11. DIVINE AGENT: As a bonus action, do 2d8+2 damage to all enemies in area
12. GUIDED HAND: Next attack is a critical hit.