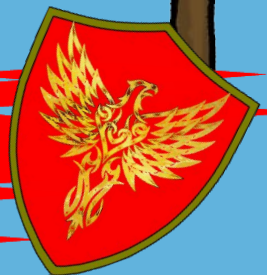


# Handbook of Blessings



Many Isles





# MINOR BLESSINGS

In the *Dungeon Master's Guide*, you are given a list of blessings that a deity might bestow upon you as you become a true master of the world. However, on a smaller scale, minor entities - such as a priest or a demon - could also grant such special abilities, albeit with less power. That is this guide's purpose: give your priests, fey beings and fiends things to bestow upon you. At a price.

## RULES OF BLESSINGS

See DMG (page 227 - 228) for general rules and flavor on Supernatural Gifts. The blessings found in the DMG are considered epic blessings.

- Minor blessings can be given to characters of any level.
- A character can have up to [1+ their Proficiency bonus] minor blessings at any given time.
- If you go over your total minor blessing limit, you lose the oldest one.
- You cannot benefit from multiple instances of the same blessing at the same time.
- Losing a blessing does not prevent you from acquiring it again in the future.

## FAITH BLESSINGS

Most churches, as a reward for their continual service, are given the ability to grant minor blessings to their own followers. This is a kind of payment by the god to his followers, as a sign of thanks.

Clergy, meanwhile, can use their given blessings as they see fit. They have only a limited amount they can dish out, so they're often quite recalcitrant to bless random people. Often, rules dictate that blessings be given only to heroes, nobles or high clergy. Sometimes, a branch of the church needs some fresh funds - and therefore sells their blessings.

The cost of these blessings is dependent on the church's state of affairs. If they are doing well, they will give their blessings in grand ceremonies, thanking a hero for his service or suchlike. The more a church is in need of money, the less ceremony and the more payment occurs.

### CHURCH WEALTH AND BLESSING COST

Wealth	Cost
Great	0 gp
Good	50 gp
Medium	100 gp
Poor	200 gp
Wretched	None available

### OTHER SOURCES OF FAITH BLESSINGS

When dealing with celestial beings of great power, minor blessings can be given out as rewards. They can also be found at holy shrines and holy sites. Any places of great divine power can be a source of a minor blessing. Sometimes an item (statue or fountain) can give them out to those that are worthy.

#### ANGELIC HEART

*Common Faith*

**Casting Time:** 1 bonus action

**Range:** Touch

**Duration:** 1 Hour

Your touch causes a willing creature to have an advantage to all death saves for the duration.

When you use this ability, make a DC 16 Religion check. If you fail this check, you lose this blessing. You can use this ability again after taking a short rest.

#### ANGELIC SHIELD

*Common Faith*

**Casting Time:** 1 bonus action

**Range:** Touch

**Duration:** 1 Hour

Your touch causes a willing creature to have one resistance to a non-physical type of damage of your choosing.

When you use this ability, make a DC 16 Religion check. If you fail this check, you lose this blessing. You can use this ability again after taking a short rest.

#### ANGELIC SWORD

*Common Faith*

**Casting Time:** 1 bonus action

**Range:** Touch

**Duration:** 1 Hour

Your touch causes a willing creature to gain a +2 bonus to hit or d attack rolls and +1 to all damage rolls for the duration.

When you use this ability, make a DC 16 Religion check. If you fail this check, you lose this blessing. You can use this ability again after taking a short rest.

#### HEROES' CALLING

*Common Faith*

**Casting Time:** 1 bonus action

**Range:** Self

**Duration:** 10 minutes

You gain 1d6+1 temporary hit points for the duration. While you have these temporary hit points, you cannot take a disengage action.

When you use this ability, make a DC 16 Religion check. If you fail this check, you lose this blessing. You can use this ability again after taking a short rest.

#### BURNING LIGHT

*Common Faith*

**Casting Time:** 1 action

**Range:** 60 feet

**Duration:** Instantaneous

You shoot two beams of energy from your hands at a target you can see within range. The first beam requires the target to succeed on a DC 12 Intelligence saving throw or take 1d8 radiant damage. The second beam of light requires a DC 12 Dexterity saving throw, or the target takes 1d8 fire damage.

When you use this ability, make a DC 16 Religion check. If you fail this check, you lose this blessing. You can use this ability again after taking a short rest.



## HOLY BREATH

*Common Faith*

**Casting Time:** Special

**Range:** Self

**Duration:** Special

The time required for you to complete a short rest is of 10 minutes.

When you use this ability, make a DC 16 Religion check. If you fail this check, you lose this blessing. You can use this ability again after taking a short rest.

## SIGN OF MERCY

*Common Faith*

**Casting Time:** 1 bonus action

**Range:** Self

**Duration:** 10 minutes

For the duration, any creature trying to cause you harm must make a DC 12 Heroism saving throw. Otherwise, they lose their action. If you harm them, they are no longer bound by this blessing.

When you use this ability, make a DC 16 Religion check. If you fail this check, you lose this blessing. You can use this ability again after taking a short rest.

## TOUCH OF LIFE

*Common Faith*

**Casting Time:** 1 bonus action

**Range:** Touch

**Duration:** Instantaneous

Your touch causes a willing creature to heal 1d6+1 hit points.

When you use this ability, make a DC 16 Religion check. If you fail this check, you lose this blessing. You can use this ability again after taking a short rest.

## TOUCH OF PROTECTION

*Common Faith*

**Casting Time:** 1 bonus action

**Range:** Touch

**Duration:** 1 hour

Your touch causes a willing creature to have a minimal hAC of 15, as a golden aura protects it, for the duration.

When you use this ability, make a DC 16 Religion check. If you fail this check, you lose this blessing. You can use this ability again after taking a short rest.





## NATURAL BLESSINGS

Some spirits of nature have the ability to grant minor blessings. Fey, ancient awakened plants, and unknown forces of nature could all bestow such blessings.

Most fey-like creatures will grant blessings only on the base of trade: I give you this blessing, you owe me a favor. This trade might also comprise a blessing for that fey's life.

### SOURCES OF NATURE BLESSINGS

Each natural blessing has a thematically fitting type of creature or environment that might bestow it included in its description. This is of course only a suggestion.

#### HARVEST THE SEA

*Common Nature, Underwater*

**Casting Time:** 1 minute

**Range:** 100 feet

**Duration:** 1 hour

You call upon the ocean to give you harvest and it provides. Washing to the beach are enough fish, clams, and other seafood to provide nourishment for up to ten people for 7 days.

When you use this ability, make a DC 15 Nature check. If you fail this check, you lose this blessing. You can use this ability again after completing a short rest.

#### WHISPER OF DANGER

*Common Nature, Witch*

**Casting Time:** Reaction

**Range:** Self

**Duration:** Instantaneous

You can reroll a saving throw or ability check of your choice.

When you use this ability, make a DC 15 Nature check. If you fail this check, you lose this blessing. You can use this ability again after completing a short rest.

#### WHISPER OF REVENGE

*Common Nature, Witch*

**Casting Time:** 1 bonus action

**Range:** 100 feet

**Duration:** Instantaneous

To get this blessing, you must know the same as the enemy you wish to have revenge on.

Whenever you hit that enemy with an attack roll, you can use this blessing to roll damage twice and take the better result.

When you use this ability, make a DC 15 Nature check. If you fail this check, you lose this blessing. You can use this ability again after completing a short rest.

#### WINGS OF THE FOOT

*Common Nature, Harpy*

**Casting Time:** Reaction

**Range:** Self

**Duration:** 10 minutes

You may ignore difficult terrain as long as the terrain is natural (mud, hillside, branches, sand, etc) for the duration.

When you use this ability, make a DC 15 Nature check. If you fail this check, you lose this blessing. You can use this ability again after completing a short rest.

#### WISP OF AWARENESS

*Common Nature, Green Hag*

**Casting Time:** Reaction

**Range:** Self

**Duration:** Instantaneous

You give yourself a bonus 1d4 to a Dexterity or Wisdom skill check or saving throw.

When you use this ability, make a DC 15 Nature check. If you fail this check, you lose this blessing. You can use this ability again after completing a short rest.

#### WISP OF BEAST PASSAGE

*Common Nature, Forest*

**Casting Time:** 1 bonus action

**Range:** Self

**Duration:** 1 minute

For the duration, whenever a beast attacks you, it must succeed on a DC 10 Wisdom saving throw or miss its attack.

When you use this ability, make a DC 15 Nature check. If you fail this check, you lose this blessing. You can use this ability again after completing a short rest.

#### WISP OF DECEPTION

*Common Nature, Night hag*

**Casting Time:** Reaction

**Range:** Self

**Duration:** Instantaneous

You give yourself a bonus 1d4 to an Intelligence or Wisdom saving throw or skill check.

When you use this ability, make a DC 15 Nature check. If you fail this check, you lose this blessing. You can use this ability again after completing a short rest.

#### WISP OF HEALTH

*Common Nature, Shaman*

**Casting Time:** Reaction

**Range:** self

**Duration:** Instantaneous

You grant yourself 1d8 temporary hit points.

When you use this ability, make a DC 15 Nature check. If you fail this check, you lose this blessing. You can use this ability again after completing a short rest.

#### WISP OF MYSTIC RESISTANCE

*Common Nature, Pixie Priest*

**Casting Time:** Reaction

**Range:** Self

**Duration:** Instantaneous

A saving throw you make against a magical effect gains a +2 bonus.

When you use this ability, make a DC 15 Nature check. If you fail this check, you lose this blessing. You can use this ability again after completing a short rest.



## INFERNAL BLESSINGS

Some fiends hailing from their dark pits have the ability to grant minor blessings to others. Those are rare, and they don't sell their blessings: they make deals.

An infernal blessing may well be part of the deal a devil closes with a mortal, one whose ultimate goal is to claim the mortal's soul. A demon might grant blessings to loyal followers before turning against them and devouring them.

In this way, infernal blessings aren't given on a whim, and never sold for wealth. Those who gain an infernal blessing can be sure of one thing - that their soul is doomed.

### INFERNAL ARMOR

*Common Infernal*

**Casting Time:** 1 action

**Range:** Self

**Duration:** 1 hour

A protective magical force surrounds you, manifesting as a shadowy glow of unnatural energy. You gain 1d8 temporary hit points for the duration. As long as you have the temporary hit points, the first attack you make each round deals an additional 1d4 necrotic damage.

When you use this ability, make a DC 18 Heroism saving throw. If you fail this save, you lose this blessing. You can use this ability again after completing a short rest.

### INFERNAL SKIN

*Common Infernal*

**Casting Time:** 1 action

**Range:** Self

**Duration:** 1 minute

You gain advantage on all saving throws made to evade a magical effect.

When you use this ability, make a DC 18 Heroism saving throw. If you fail this save, you lose this blessing. You can use this ability again after completing a short rest.

### MIDNIGHT TRANSFORMATION

*Common Infernal*

**Casting Time:** 1 action

**Range:** Self

**Duration:** 1 hour

You cast *Disguise Self* (see the Spell Index on our website) on yourself, whose effects last for the duration.

When you use this ability, make a DC 18 Heroism saving throw. If you fail this save, you lose this blessing. You can use this ability again after completing a short rest.

### RAISE SERVANTS

*Common Infernal*

**Casting Time:** 5 minutes

**Range:** 10 feet

**Duration:** Instantaneous

You cast *Animate Dead* (see the Spell Index) without the need for material components.

When you use this ability, make a DC 18 Heroism saving throw. If you fail this save, you lose this blessing. You can use this ability again after completing a short rest.

### TERRIBLE SECRET

*Common Infernal*

**Casting Time:** 1 bonus action

**Range:** 5 feet

**Duration:** Instantaneous

You have learned a deep and dark secret that burdens your soul. Someone must know it, but how to convince them to accept it.

You target a willing creature, telling them this dark secret. They must succeed on a DC 13 Heroism saving throw, taking 4d6 psychic damage and gaining the minor blessing *Terrible Secret* on a fail, or taking half as much damage on a success.

When you use this ability, make a DC 18 Heroism saving throw. If you fail this save, you lose this blessing. You can use this ability again after completing a short rest.

### VOID OF ESCAPE

*Common Infernal*

**Casting Time:** 1 action

**Range:** Self

**Duration:** Instantaneous

You vanish from the material plane for 1 round. At the start of your next turn, you teleport to any unoccupied space that you could see within 20 feet before using this ability.

When you use this ability, make a DC 18 Heroism saving throw. If you fail this save, you lose this blessing. You can use this ability again after completing a short rest.

### WRAITH OF EVIL

*Common Infernal*

**Casting Time:** 1 action

**Range:** Self

**Duration:** Instantaneous

Out of the ground near you come two horrors with wickedly clawed hands. Choose two different targets within 20 feet of you that you can see. Each target must make a DC 12 Strength saving throw. On a failed save, a target takes 2d10 necrotic damage and loses half its movement on its next turn.

When you use this ability, make a DC 18 Heroism saving throw. If you fail this save, you lose this blessing. You can use this ability again after completing a short rest.

## THANKS TO YOU!!

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Thank you for all you've done for the Many Isles, even if it's just reading this and you have no idea of what the Many Isles is.

It's a whole setting and worldbuilding community, one where you can find any support you need or any gaming material you might wish, such as this very guide.

Find us on the subreddit [/r/ManyIsles](https://www.reddit.com/r/ManyIsles), or for great RPG material on [Patreon](https://www.patreon.com/ManyIsles), or even for worldbuilding on [WorldAnvil](https://www.worldanvil.com/w/ManyIsles).

*Made with the Homebrewery*

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