

Premium

Handbook of the Star



Many Isles



THE CIRCLE OF FIVE

Humankind has spread over Oshmondu at a speed unequaled by any other race, and has largely been successful in founding new states and advancing in technology and religion. Humanity's key to success was its adaptiveness - all kinds of societies formed, all manners of skilled labor were quickly developed by the humans. Their lives, where others plod along neverchanging, adapt to the season, always in harmony with the world around them. These qualities were granted to them by the Star, the Circle of Five - those that are now called the Human Pantheon.

Why these gods chose humans, on their lost isle of Luche, to be their children, none know. But some, the wisest and most knowledgeable, know that it is only thanks to the Star that humanity has learned its adaptivity, and therefore conquered the world.

The **Star**, although powerful, aren't the greatest of all. They wouldn't stand much of a chance in a duel against monstrous gods such as **Grak'Uruk**, or even demon lords. But they aren't like these other gods: they form a balance together, a united force greater than those of any other pantheons, and they stand close to their children. Unlike other pantheons, the Star stays close to Oshmondu, guiding their children.

For this reason, boons from the Circle of Five are much more common than those from other deities. Artifacts, abilities, even spells are granted by the five to their worthy children.

This handbook presents some of the Star's boons, allowing you to reward your pious characters for their deeds in the service of righteousness.

ARTIFACTS

Sometimes, a holy shrine might be devoted to the great blade Tempus gave to his paladin, or a small innocent-looking golden coin might appear under a merchant's pillow one night. These are artifacts of the Star.

All these artifacts may be used as holy focus by divine spellcasters.

Please note that all spells listed in this handbook can be found on the Many Isles website.

CLOAK OF AUTUMN

Wondrous Item, rare

While wearing this orange cloak, you have resistance against necrotic damage. You can also cast the spell *Pause Suffering* once per day using this cloak. If you take the cloak off, any active spells caused by it end.

GOLDEN COIN

Wondrous Item, uncommon

Although it looks like a normal gold piece, inspection reveals a grinning female face on one side.

Once per day, you can cast *Distract* using this coin.

ORB OF AURIL

Wondrous Item, artifact (requires attunement by an Acolyte of Auril)

This orb is light blue and the size of a hand. It hovers near any creature attuned to it, and allows them to cast the following spells without needing any material components:

Auril's Word (3/day).

Cold End (2/day).

Snowstorm (1/day).

Auril's Flowers (1/day).

RIGHTEOUS BLADE

Weapon (any sword), rare

You gain a +3 bonus to damage rolls using this weapon. Additionally, once per day, you can cast the spell *Smite Unjust*.

RING OF LIFE

Wondrous Item, rare (requires attunement by an Acolyte of Tyr)

This ring has 4 charges, and regains 1d4 expended charges at dawn. You can cast the following spells with this ring, using a set amount of charges:

Blossom (1 charge).

Haven (3 charges).

RING OF THE MERCHANT

Wondrous Item, uncommon

While wearing this ring, you can cast the spell *Distort Value*. You cannot have two spells cast by this ring active at the same time, and the spell ends when you take the ring off.

STAFF OF DEATH

Staff, rare (requires attunement by an Acolyte of Zorl)

This staff has three charges and regains 1d3 expended charges at dawn.

It can be wielded like a normal quarterstaff. When you hit a creature with an attack using this staff, you can expend charges to do any of the following:

Remove Life (1 charge). Your attack deals an additional 2d8 necrotic damage.

Blight (2 charges). You cast *Blight* on the creature you hit, don't have to see it, and it automatically fails its save.

SUFFERING BLADE

Weapon (longsword), legendary (requires attunement by an Acolyte of Tempus)

This mighty brass-coated blade has a golden hilt, whose hilt is a massive red leaf.

You gain a +3 bonus to hAttack and damage rolls with this weapon. You deal an additional 2d8 radiant damage on a hit with this blade.

Additionally, once per day, you can cast *Suffer* at its base level using this blade.

TALISMAN OF FERTILITY

Wondrous item, very rare (requires attunement by an Acolyte of Auril)

Once per day, you can cause a creature you touch to become pregnant as an action if the target is bleeding on snow. This doesn't work if the target is male. You can choose the future child's appearance and can base it off of people you see around you. For example, you can make it a "natural" child between the target and someone else you can see.

TALISMAN OF INFERTILITY

Wondrous Item, uncommon (requires attunement by an Acolyte of Auril)

Once per day, you can cause a creature you touch to be unable to produce offspring as an action if both you and the target can see snow or ice.

FEATS

The followers of the Stars can choose special feats granted by their gods. These feats can be chosen instead of an Ability Score Improvement class feature.

These are exclusive official 5eS feats. Enjoy!

ANAUROQ'S SIBLING

Prerequisite: Acolyte of Auril

Your iris turns a shade of blue, and your skin always feels cold to the touch.

Your Wisdom score increases by 1, to a maximum of 22. You become resistant to cold damage. Finally, you cannot produce offspring.

AUTUMN'S HARDSHIPS

Prerequisite: Acolyte of Tempus

You have become tough and accustomed to suffering. Your Constitution score increases by 1, to a maximum of 22. You gain resistance to necrotic damage. Finally, you cannot be stunned or otherwise disrupted through taking damage. You hardly feel the pain.

GREENJUST

Prerequisite: Acolyte of Tyr

You gain some of your deity's pure life force. Your iris turns a shade of green.

Whenever you finish a long rest, you gain temporary Hit Points equal to your character level. You gain resistance to necrotic damage. Finally, you have advantage on attacks against unnatural plants.

LUCKY BASTARD

Prerequisite: Acolyte of Waukeen

You have received an uncanny ability at evading mishaps. Whenever you fail a saving throw, or whenever you are hit by an attack, you can choose that it misses instead. You can use this ability twice, then you need to take a long rest to use it again.

NOT TODAY

Prerequisite: Acolyte of Zorl

When you die by failing your death saving throws, you instead stay alive with 1 hit point. You need to take a long rest before being able to use this ability again.

MINOR BLESSINGS

The clergy and priests of the Five are sometimes granted the ability to give minor boons, or holy shrines might bestow such blessings upon the god's followers.

For more information on minor blessings, see the [Handbook of Blessings](#).

In this part, more advanced blessings are presented. They range from uncommon to very rare, similarly to magic items.



AURIL'S POWER

Very Rare Faith of Auril

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You touch a naked creature bleeding into the snow. At any point during its lifetime, that creature can touch a target. The target must succeed on a DC 18 Constitution saving throw or take 50 cold damage. If this damage reduces the creature to 0 HP, it dies instantly, and its skin turns a pale blue. Its corpse feels cold to the touch.

When you use this ability, make a DC 18 Constitution saving throw. If you fail this save, you lose this blessing. You can use this ability again after taking a long rest.

AUTUMN'S SUFFERING

Uncommon Faith of Tempus

Casting Time: 1 bonus action

Range: Touch

Duration: 1 Hour

Your touch causes a willing creature to deal an additional 1d8 radiant damage on its attacks.

When you use this ability, make a DC 16 Heroism saving throw. If you fail this save, you lose this blessing. You can use this ability again after taking a short rest.

AVENGER

Rare Faith of Tempus

Casting Time: 1 bonus action

Range: Touch

Duration: 1 Hour

Your touch causes a willing creature to deal an additional 2d8 radiant damage on its attacks.

When you use this ability, make a DC 16 Heroism saving throw. If you fail this save, you lose this blessing. You can use this ability again after taking a short rest.

END

Rare Faith of Zorl

Casting Time: 1 bonus action

Range: Self

Duration: Instantaneous

When you hit with a melee or spell attack, you can use your bonus action to deal an additional 2d8 necrotic damage. If this reduces your target to 0 HP, it dies, as its eyes turn black and its skin pale as their soul is reeled in by Zorl.

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

LET GROW

Uncommon Faith of Tyr

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

Your touch causes a willing creature to be able to cast *Blossom* once within the next year.

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

LUCK

Uncommon Faith of Waukeen

Casting Time: Special

Range: Self

Duration: Instantaneous

When you fail an ability check or saving throw, you can reroll it. You must take the new result.

When you use this ability, make a DC 16 Intelligence saving throw. If you fail this save, you lose this blessing. You can use this ability again after taking a short rest.

MIDNIGHT'S WRAITH

Very Rare Faith of Zorl

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You touch a creature that is sleeping. It must make a DC 18 Constitution saving throw or take 50 necrotic damage. If this damage reduces the creature to 0 HP, it dies instantly, and its skin turns pale as its eyes go black.

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

REWARD OF PAIN

Uncommon Faith of Auril

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

You touch a naked creature bleeding into the snow. It becomes pregnant. This doesn't work if the target is male. You can choose the future child's appearance and can base it off of people you see around you. For example, you can make it a "natural" child between the target and someone else you can see.

When you use this ability, make a DC 18 Constitution saving throw. If you fail this save, you lose this blessing. You can use this ability again after taking a long rest.

SEDUCE

Uncommon Faith of Waukeen

Casting Time: 1 bonus action

Range: Self

Duration: 1 day

You become especially attractive in the eyes of a person of your choice. For the duration, you have advantage on any checks made to seduce them.

When you use this ability, make a DC 16 Intelligence saving throw. If you fail this save, you lose this blessing. You can use this ability again after taking a short rest.

SPELLS

Spellcaster acolytes of the Stars gain access to additional spells, as can be seen in the [Acolytes of the Circle of Five](#).

Any character who has levels in a spellcasting class, half-caster or full, gains access to spells tied to their specific deity. These spells are added to their spell list.

You can find all spells on the Many Isles website. If you select the fitting deity when generating your spell list, that deity's spells will automatically be added.

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](#), or for great RPG material on [Patreon](#), or even for worldbuilding on [WorldAnvil](#).

Made with the Homebrewery