

BLESSINGS AND GIFTS

Adventurers sometimes tread where they shouldn't. Without even realising it, they might anger the gods with their actions and be cursed until the end of times. But gods, and other powerful entities, can also be thankful and grant mortals significant unique powers.

Powerful beings that aren't gods, like warlocks' patrons, don't exactly grant blessings but rather gifts. However, they can't award them to someone who hasn't made a pact with them.

GENERAL RULES

- When you are granted one or more blessings from a god, you choose which one(s) you take from the god's list below.
- A greater blessing is worth two lesser blessings.
- When you are granted a new blessing, you can change one of your previous blessings for another one, or remove it to take a greater blessing.
- You can't choose the same blessing twice.

BHAAL



BEAUTY OF ASSASSINATION

Lesser blessing

If you spend at least a total of 6 hours observing a humanoid, you have advantage on all melee attack rolls against it for the next 7 days.

BLOOD-DAGGER ARTIST

Lesser blessing

Once per round, when you hit a creature with a melee dagger attack, you can take 1d4 necrotic damage to deal an extra 1d12 necrotic damage.

The necrotic damage you take can't be prevented in any way and ignores resistances and immunities.

COLD-BLOODED MURDERER

Lesser blessing

When you hit a creature with an unarmed strike or a melee attack using a dagger, you deal an extra 1d4 necrotic damage to it.

EMBRACE MONSTROSITY

Lesser blessing

Prerequisite: being affected by a curse of lycanthropy

No magic, short of a *wish* spell, can remove your curse of lycanthropy.

INFLECT PAINFUL DEATH

Greater blessing

Prerequisite: Grace of the Brutal Murder blessing

Your melee attacks score a critical hit on a roll of 19 or 20.

GRACE OF THE BRUTAL MURDER

Lesser blessing

When you score a critical hit with a melee attack, you deal an extra 3d6 necrotic damage to the target (you don't roll this extra damage twice).

GRUESOME RITUAL

Lesser blessing

Right after you kill a humanoid, you can prepare a ritual in the name of Bhaal, splattering its blood and reciting prayers. The ritual takes 10 minutes, and when it is complete, you gain the following benefits for 1 hour:

- You gain a number of temporary hit points equal to twice your level.
- You deal an extra 1d6 necrotic damage to any target you hit with a melee attack.
- You have advantage on Strength checks and Strength saving throws.
- When you cast a necromancy spell, you can use your bonus action to have the spell be considered cast at one level higher than what you casted it at, without having to increase the spell slot level accordingly.

After you complete the ritual, you can't benefit from it again before you finish a long rest.

Several characters can perform the same ritual on a single humanoid, but it always takes 10 minutes.

HEART OF THE BEAST

Greater blessing

Prerequisite: Strong Blood blessing

You gain a +1 bonus to AC.

HOGGISH BUTCHER

Greater blessing

Prerequisite: Strong Blood blessing

You gain a +2 bonus to Strength and Constitution saving throws.

LET THE BEAST SPEAK

Greater blessing

Prerequisite: Embrace Monstrosity and being affected by a curse of lycanthropy

As a bonus action, you can magically assume a special bipedal human-beast form that grants you various bonuses depending on the animal linked to your lycanthropy. You can stay in this hybrid form for 1 minute. You then revert to your normal form unless you expend another use of this blessing. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. You can use this blessing twice and you regain expended uses when you finish long rest.

While you are in hybrid form, the following rules apply:

- Your grow one size larger (an adult human would thus become Large).
- You can't cast spells that require material components.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the GM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape. This bipedal hybrid form can, for example, reasonably use any weapon or shield. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Additionally, you gain the following benefits while you are in hybrid form (in the following description, "your animal" refers to a normal version of the animal that is linked to your lycanthropy):

- Your hit point maximum and current hit points increase by an amount equal to twice your level.
- You gain a natural armor that equals 15 + your Dexterity modifier. A shield's benefits apply as normal while you use your natural armor.
- You gain a +1 bonus to melee weapon attack rolls and you deal an extra 1d6 damage when you hit with a melee weapon attack.
- Your movement speed increases by 20 feet.
- You gain any special movement speed as well as any skill proficiencies that your animal has.
- If your animal has a natural weapon attack, you can use this attack and it deals an extra 2d8 damage. Your natural weapon attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Moreover, you can make this attack as a bonus action.
- You gain the following features if your animal has them: Amphibious, Charge, Flyby, Hold Breath, Pounce, Spider Climb, Sure-Footed or Trampling Charge.

MASTER OF KNIVES

Greater blessing

Prerequisite: Blood-Dagger Artist blessing

You gain a +1 bonus to attack rolls and a +2 bonus to damage rolls made with daggers.

MERCILESS WITH COWARDS

Lesser blessing

You learn the *Bhaal's coup de grâce* spell. This spell count as a class spell for all spellcaster classes with which you have access at least to 2nd level spells. This spell doesn't count against the number of spells you know, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

BHAAL'S COUP DE GRÂCE

2nd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Make a ranged spell attack against a creature you can perceive within range. On a hit, the target takes 4d10 necrotic damage.

This spell ignores half and three-quarter cover. If your spell attack roll would be made with disadvantage, you can choose to roll it normally.

At Higher Levels: When you cast this spell using a slot of 3rd-level or higher, the damage increases by 1d10 per slot level above 2nd.

SKULL CRUSHER

Greater blessing

Prerequisite: Strong Blood blessing

Your Strength score increases by 2, as does your maximum for that score.

STRONG BLOOD

Lesser blessing

You gain a +1 bonus to Strength and Constitution saving throws.

TRUE LYCAN

Greater blessing

Prerequisite: Embrace Monstrosity blessing and being affected by a curse of lycanthropy

You gain immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons.

MALKIZID

DARK KNOWLEDGE

Lesser gift

Prerequisite: Pact of the Tome boon

You can choose three additional cantrips from any class to add to your Book of Shadows.

DEMON GUARDIANS

Lesser gift

Prerequisite: Pact of the Chain boon, 5th level warlock

You can cast *spirit guardians* once without expending a spell slot. You can't do so again until you finish a long rest. The spell is considered cast with the highest level warlock spell slot you have.

DENY THE GODS

Lesser gift

You have resistance to radiant damage. Additionally, if a spell or an effect that deals radiant damage makes you roll a saving throw, you have advantage on the roll.

EERIE STILLNESS

Lesser gift

Prerequisite: Pact of the Tome boon, 3rd level warlock

You can cast *silence* once without expending a spell slot. You can't do so again until you finish a long rest. The spell is considered cast with the highest level warlock spell slot you have.

ELDRITCH RESILIENCE

Lesser gift

You have resistance to force damage.

FEED ON THE ELVENKIND

Lesser gift

When you gain temporary hit points from the Dark One's Blessing feature, if the creature had the Fey Ancestry trait, you gain twice that amount.

FIENDISH SUPERIORITY

Lesser gift

Prerequisite: Pact of the Chain boon

When you create a familiar with the *find familiar* spell, it gets the following bonuses:

- Its hit points are increased by an amount equal to twice your level.
- If it has proficiency on a roll, it uses your proficiency bonus instead of its own one.
- It has a bonus to its Armor Class and on damage rolls equal to your Charisma modifier.
- It has the same resistances and immunities to damage as you do.

MALKIZID'S GRANDEUR

Greater gift

Prerequisite: Splendor of the Fallen Solar dark gift

You gain a +2 bonus to Wisdom and Charisma saving throws.

MOCK DEATH

Greater gift

Prerequisite: Deny the Gods dark gift, Eldritch Resilience dark gift

You have resistance to necrotic damage. Additionally, when you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead, regain hit points equal to five times your Charisma modifier and teleport up to 150 feet to an unoccupied space that you can see. You can't use this effect again until you finish a long rest.

NEVER CHAINED

Lesser gift

Magic can neither reduce your speed nor cause you to be grappled, paralyzed or restrained.

OCCULT WEAPON MASTER

Lesser gift

Prerequisite: Pact of the Blade boon

You can create a pact weapon without using an action once during your turn.

SPECTRAL BLADE

Lesser gift

Prerequisite: Pact of the Blade boon, 3rd level warlock

You can cast *spiritual weapon* once without expending a spell slot. You can't do so again until you finish a long rest. The spell is considered cast with the highest level warlock spell slot you have.

SPLENDOR OF THE FALLEN SOLAR

Lesser gift

You gain a +1 bonus to Wisdom and Charisma saving throws.

SUMPTUOUSNESS OF THE WORTHY

Greater gift

Prerequisite: Splendor of the Fallen Solar dark gift

Your Charisma score increases by 2, as does your maximum for that score.

CHANGELOG

05/02/2018

- Added the following blessings: Embrace Monstrosity (Bhaal), Let the Beast Speak (Bhaal) and True Lycan (Bhaal).
- Blood-Dagger Artist (Bhaal) now always deals 1d12 necrotic damage to the target (rather than dealing 2d6 and allowing a saving throw). The self-inflicted damage is now 1d4 (up from 1).
- Deny the Gods (Malkizid) is now a lesser gift.
- Feed on the Elvenkind (Malkizid) now doubles the amount of temporary hit points you receive with the Dark One's Blessing feature (rather than granting an extra 10).
- Grace of the Brutal Murder (Bhaal) now deals 4d6 necrotic damage (up from a flat 7). This lesser blessing is now also a prerequisite for Inflict Painful Death.
- Gruesome Ritual (Bhaal) now grants a "number of temporary hit points equal to twice your level" (instead of 3d6+3) and the extra necrotic damage on melee attacks is now 1d6 (up from 1d4).
- Inflict Painful Death (Bhaal) now has a prerequisite.
- Occult Weapon Master (Malkizid) now allows to create a pact weapon without using any action.