

College of Benediction



BY MICAH MULDOWNEY

*A BARD COLLEGE FOR THE
DIVINELY DEVOTED SKALD*



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ON THE COVER

Taghlermain Deftstroke, a zealous devotee of Milil, Lord of Song, and legendary (some might say fictitious) patron saint of the Bards who have found manifest within themselves the divine song.

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College of Benediction

Bards trained in the College of Benediction style themselves the keepers of the divine song – great poets, artists, and adventures who see their talents and powers as a manifestation of a divine power.

Benediction Bards find a hearty welcome in all but the roughest locales, as their celestial song is famous the world over as a balm to the weary and a source of succor for the weak, jaded, and faint of heart.



Bonus Proficiencies

When you join the College of Benediction at the 3rd level, you gain proficiency in the medicine and religion skills.

Divine Investiture

When you join this college at the 3rd level, you pledge your devotion to the deity of your choice and become a keeper of the divine song. Your devotion to your deity empowers you to endow creatures with supernatural blessings through your inspiration die.

When you give a creature an inspiration die, you can choose to inflect it with a specific mote of the divine song called an investiture. If you do, choose the nature of the investiture. The die can be used for any purpose you could usually use an inspiration die, but if the creature uses it for the action specified by the investiture, reduce the die size by one (i.e. a d6 becomes a d4, etc.). If they succeed, they also gain the benefit of the investiture.

Perserverance: Add the die to a Wisdom, Intelligence, or Charisma saving throw. If you

succeed, you have advantage on any other throws of the same kind for 1 minute.

Vigor: Add the die to an attack roll. On a success, add 2x the dice roll radiant damage to the attack. Double this damage against fiends and undead.

Prowess: Add the die to a skills check. On a success, you gain proficiency in all skills for that modifier for 1 minute.

Tenacity: Add the investiture dice a Strength, Dexterity, or Constitution saving throw. If you succeed, you have advantage on any other throws of the same kind for 1 minute.

Resilience: Add the investiture roll to your AC while being attacked. If this causes the creature to miss, you retain the bonus to your AC against that creature for 1 minute.

Fortitude: Add the die to a saving throw against or to remove a condition. On a successful throw, you are immune to that condition for 10 minutes.

Solace: Roll the die when you would take damage or otherwise suffer an effect that would lower your HP. Prevent that much damage. For

one minute, if you are at less than half your HP, you are immune to effects that would lower your maximum HP, and regain your roll's worth of HP at the beginning of each turn.

Vitality: Add the die to your first death saving throw. If you succeed, you return to life with 3x the investiture saving roll HP.

Helpmeet

Your deity endows you with greater power to bless your allies. Starting at the 6th level, you can cast any spell with a range of self as a range of touch. If the spell is a damage spell with an area of effect, as with cone of cold, the creature may use their next turn to cast the spell using your spellcasting stats and proficiencies.

You can also perform the help action for any creature that has one of your investiture dice so long as they are within 60 feet.

Everlasting Investiture

Your power to bless grows more enduring with time and experience. At the 14th level, if any creature uses an investiture and fails, you regain an inspiration die. You may use this ability twice per short rest.

Additionally, you may choose two investitures when you give a creature an inspiration die. They can use it for either one when they use the die.

