

INCARNATE SOUL

When a powerful being dies, there is a chance the creature's soul is unable to find rest. Sometimes these lost souls end up as ghosts or spirits; haunting their final resting place, seeking vengeance, or simply wandering the material world. But other times, powerful cosmic forces, gods, or fate itself, can grant a creature's soul a second chance at life. These souls are born anew in mortal bodies. They are incarnate souls.

Those born with an ancient soul remember little to nothing of their past lives. They may have dreams of their former self or experience long-forgotten flashes of inspiration, and might even possess skills that they can't explain. Incarnate souls often find themselves drawn to quests, prophecies, and adventures that link to or juxtapose their former selves. Their very essence propels them towards a greater destiny, to find a better end than their first life. While many embrace incarnate souls embrace their lot, others run from it, haunted by their past life.



Artwork by
Roman Murzabaev

INCARNATE SOUL ORIGINS

When creating your character as an incarnate soul, determine the origin of their heavenly gift. Roll on the table below or come up with an origin of your own.

INCARNATE SOUL ORIGINS D6 Incarnate Souls Origin

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| 1 | Mysterious circumstances keep your soul from finding eternal rest in the outer planes. Thus, your soul is fated to return to the mortal world again and again until you meet a true death. |
| 2 | An inkling of good was found in your otherwise dark soul. A higher power deemed that you shall have a chance at redemption in another life under new circumstances. |
| 3 | You are a celestial being that fell from the upper planes, either by accident, choice, or trickery, and now find your soul within a mortal body. |
| 4 | Your soul enjoyed the afterlife of the upper planes for millennia. But one day, for reasons that are your own, you requested to be sent back to the material world for another go at life. |
| 5 | As a god was slain, their essence was scattered across the multiverse. A tiny sliver of that god's essence found its way into a mortal's body. |
| 6 | With your dying breath, you brought low a great evil in your past life. This event linked your immortal souls forever. Thus, when the great evil returned from the dead, so too was your soul sent back to face it once again. |



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INCARNATE SOUL TRAITS

As an incarnate soul, you have the following traits.

Ability Score Increase. Increase one ability score by 2 and increase a different one by 1, or increase three different ability scores by 1.

Creature Type. You are a celestial or a humanoid.

Size. You are Medium or Small. You choose the size when you gain this lineage.

Speed. Your walking speed is 30 feet.

Ancestral Legacy. If you replace a race with this lineage, you can keep the following elements of that race: any skill proficiencies you gained from it and any climbing, flying, or swimming speed you gained from it.

If you don't keep any of those elements or you choose this lineage at character creation, you gain proficiency in two skills of your choice.

Lightbringer. You know and can cast the dancing lights or light cantrip with this trait. You choose when you gain this lineage.

Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell when you cast it with

this trait (you choose which when you select this lineage).

Past Memories. Memories of your former life manifest themselves as innate understanding. You are proficient with one skill, one tool, and one weapon of your choice.

Oversoul. At the precipice of death, your defiant soul clings to life. When you begin your turn with 0 hit points, you roll your largest hit dice Hit Dice, adding your level to the result (you don't spend the hit dice). You regain hit points equal to the result and immediately stand up from prone (without requiring movement). Once you use this trait, you can't use it again until you finish a long rest.

Radiant Heart. Your connection to your past lives fortifies your spirit. You have advantage on Charisma saving throws. Additionally, you have resistance, to radiant or necrotic damage (you choose which when you take this lineage).

Languages. You can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character. If you are replacing your race with this lineage, you retain any language you had and gain no new languages.



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CHECK OUT GILROY'S HEAVENLY HANDBOOK!

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