

# GOBLET OF SOULS

*Wondrous Item, very rare (requires attunement by a creature with the Pact magic or Spellcasting ability.)*

While attuned to this goblet, you can as an action, when within 5 feet of a humanoid that died less than 1 minute ago, harvest their soul. It transforms into a light green liquid that bubbles inside the goblet, and remains magically in place. The goblet can hold up to 5 souls.

As an action you can expend a number of souls to cast the following spells (using your spell save DC):

- 1 soul: You can expend the soul to cast *speak with Dead* or *detect thoughts*
- 2 soul: You can expend the souls to cast *animate dead*
- 3 souls: You can as an action expend the souls and cast *dominate person* or *raise dead*

You can also as an action, drink from the goblet. You drink the whole content of it, gaining an amount of temporary hit points equal to 2d8 per soul, and the souls are expended.

Alternatively, if the goblet is full, you can as an action, cause the liquid to coalesce into a single soul coin. You can take 10 minutes to put a soul coin inside the goblet, and let it dissolve back into 5 souls.



*Art by Dean Spencer*

*Soul coins are a very precious currency, particularly appreciated by devils and other soul devouring beings.*

ELDER CLERIC YUKNALIS

