

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.



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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. |

Gilroy's Guide to Heavens - DM Tuz's Contributions

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.



Artwork by Roman Murzabaev

MOONKIN

Uplifted by celestial magic, moonkin are beings of angelic grace and heavenly enchantment.

Many serve seraphs or other celestials as scribes, archivists, and researchers, while others represent the interests of celestial beings in the mortal realm. Some have abandoned the angels altogether to pursue their own goals.

GRACEFUL AND LUMNINOUS

The sound of soft, quiet steps and pens scratching against paper fill the hallowed halls of the moonkin. These celestials stand around 6 to 6 ½ feet tall, with long, delicate limbs and lithe figures. They appear humanoid, and could be mistaken for pale elves if not for the ridges that trail down their noses and the spots traveling from above their eyes to their knuckles. Different moonkin families can have different colored spots, ranging from indigo to gold.

Their skin is pale and fair, sparkling like silver in the moonlight. Moonkin skin is cool to the touch, and it bears no blemishes or wrinkles, even with age. Once a moonkin reaches physical maturity, around 30, the only way to tell their age is by their hair, which slowly turns silver in long streaks, until completely gray.

THE TENNIN

The moonkin who serve Seraphs and other celestials call themselves the Tennin. While many moonkin have left the Tennin and formed communities across the heavens and in the mortal realms below, the majority still serve the angels. The Tennin generally see themselves above the concerns of the mortal realm; they are celestials, blessed by angels, and therefore they need not involve themselves with humanoids.

Tennin culture values soft spokenness and careful, deliberate action. They do not raise their voices, even in anger, and deplore rashful action. Tennin leaders will sometimes spend months, or even years, discussing all possible courses of action before making a decision or changing a rule. This practice can be immensely frustrating for those that wish to access one of their majestic libraries, or learn from their scribes.



Artwork by
Florian Jonak

Above all, the Tennin value personal achievement and scholarship. It is the duty of every Tennin to contribute something to their great libraries, an act known as the Requiem. Whether it be a prophecy, a poem, or an adventurer's journal, to become a fully-fledged member of Tennin society, a moonkin must complete the Requiem. Many Tennin adventures leave their heavenly homes to find inspiration for their Requiem.

ORIGIN

While the Tennin keep immaculate records, there are dozens if not hundreds of stories about their origins. Some Tennin scholars believe that the moonkin were originally fey and created by a powerful archfey tied to the moon. However, the archfey was fickle and foolish, so the moonkin prayed to the angels to take them away from the archfey and up to the heavens. Other scholars say that the moonkin were once from a plane that was destroyed in a great cataclysm. A powerful celestial saved as many moonkin as they could and brought them to the heavens. The moonkin now serves the Seraphs and other angels out of gratitude.

A few scribes believe that the first moonkin was born because of a love affair between a mortal and great celestial. The celestial raised the moonkin to the heavens so that they could be closer to their children.

CONNECTION TO THE MOON

Regardless of the moonkin's origin, these celestials have a powerful connection to the moon. They feel the pull of its magic and are instantly in tune with its phases. Many moonkin who lie in the mortal realm are drawn to the druidic arts or divination magic, focusing specifically on lunar magic.

MOONKIN NAMES

Male Names: Adrian, Albus, Basilius, Cassius, Claudius, Costa, Dominic, Evander, Lucius, Marcus, Seneca, Tiberius.

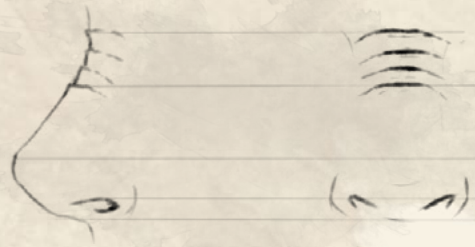
Female Names: Adriana, Clara, Clelia, Diana, Lucia, Livia, Luxalia, Octivia, Olivia, Pia, Sabina, Titiana, Valeria.

MOONKIN TRAITS

Your moonkin character has a variety of natural abilities.

Ability Score Increase. Increase one ability score of your choice by 2 and a different one by 1, or increase three different ability scores by 1. Moonkin are usually nimble, lithe, and graceful with high Dexterity.

Age. Moonkin age slowly. They are not typically considered an adult until they are over 100 years old, but reach physical maturity around 50. They live to be around 700.



Artwork by Florian Jonak

Creature Type. You are a celestial.

Size. Moonkin are typically tall and skinny compared to a human. Your size is Medium.

Speed. Your walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Moonkin Talents. You gain proficiency in one of the following skills of your choice: Acrobatics, History, Investigation, or Performance.

Heavenly Step. As a bonus action, you gain a flying speed equal to your walking speed, which lasts until the end of turn. While flying in this way you can hover. When this effect ends, if you are airborne and fall 60 feet or less, you take no falling damage and can land on your feet. If you fall more than 60 feet, you can subtract 60 feet from the fall when calculating fall damage. You can use this trait a number of times equal to your proficiency bonus, regaining all expended uses whenever you complete a long rest.

Lunar Connection. You always know the number of days left before the next full moon.

Moonkin Magic. Your innate connection to the moon grants you access to certain spells. You know the *Light* cantrip. Starting at 3rd level, you can cast the *Longstrider* spell with this trait, without requiring material components. Starting at 5th level you can cast the *Moonbeam* spell with this trait, without requiring material components. Once you cast longstrider or moonbeam with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Languages. You can speak, read, and write Common, Celestial, and one other language that you and your DM agree is appropriate for your character.

CHECK OUT GILROY'S HEAVENLY HANDBOOK!

This supplement is an excerpt from Never-NotDM's Gilroy's Heavenly Handbook. The Heavenly Handbook is a collaborative work between NeverNotDM and myself. The content featured in this supplement was created by me and is distributed with permission by Never-NotDM.

If you enjoy this content, consider checking out the Heavenly Handbook yourself. It is available for purchase on DriveThruRPG!

