DUALINK

Estus Flask Collection

System



Dark Souls Edition

Estus Flask Collection

The Estus Flask is a vessel of restorative flame, capable of replenishing the vitality of those who drink from it. Through rare fragments, sacred remains, and the souls of Fire Keepers, its power can be permanently strengthened.

The following seven magic items form the Estus collection. Each can be found on its own or alongside the others.

1. Estus Flask

Wondrous item, rare

A small emerald flask filled with warm, golden liquid. Its contents glow faintly with the light of a distant flame, offering renewed vitality to those who drink from it.

Estus Charges. The flask has 3 charges when first obtained and can hold a maximum of 10 charges. It regains all expended charges when you finish a long rest.

Restorative Estus. As a bonus action, you can drink from the flask or administer its contents to a willing or incapacitated creature within 5 feet of you, expending 1 charge. The recipient regains 2d4 + 2 hit points.

Estus Reinforcement. The flask's maximum number of charges can be permanently increased by using Estus Shards, up to a maximum of 10 charges.

Its healing can also be permanently improved using Undead Bone Shards. Each reinforcement increases the healing of each charge

by 1d4, up to a maximum of five reinforcements. **Reinforcement +0:** Healing per charge 2d4 + 2
Reinforcement +1: Healing per charge 3d4 + 2
Reinforcement +2: Healing per charge 4d4 + 2
Reinforcement +3: Healing per charge 5d4 + 2
Reinforcement +4: Healing per charge 6d4 + 2
Reinforcement +5: Healing per charge 7d4 + 2

Limited Restoration. Once a creature regains hit points from an Estus Flask, it can't regain hit points from a different Estus Flask until it finishes a long rest.
The flask's charges cannot be transferred to another flask.

2. Ashen Estus Flask

Wondrous item, very rare

A pale flask filled with cold, blue Estus. Unlike its golden counterpart, its contents restore magical power rather than physical vitality.

Ashen Estus Charges. The flask has 1 charge when first obtained and can hold a maximum of 5 charges. It regains all expended charges when you finish a long rest.

Restorative Ash. As an action, you can drink from the flask and expend charges to restore one expended spell slot. The flask's maximum number of charges determines the highest level of spell slot you can restore, and the slot's level determines the charge cost, as shown

below. **Maximum charges 1 or more:** Spell slot restored 1st level, Charge cost 1
Maximum charges 3 or more: Spell slot restored 2nd level, Charge cost 2
Maximum charges 5: Spell slot restored 3rd level, Charge cost 3

You must possess an expended spell slot of the appropriate level to benefit from this restoration. The flask cannot create new spell slots, restore spell slots of 4th level or higher, or restore spell slots of a level you cannot normally cast through your Spellcasting or Pact Magic feature.

Ashen Reinforcement. The flask's maximum number of charges can be permanently increased by using Estus Shards, up to a maximum of 5 charges.

Limited Restoration. Once a creature restores a spell slot with an Ashen Estus Flask, it can't restore spell slots with a different Ashen Estus Flask until it finishes a long rest.
The flask's charges cannot be transferred to another flask.

3. Estus Shard

Wondrous item, rare, consumable

A fragment of an Estus Flask, still carrying the warmth of the flame. Though seemingly insignificant, its essence can expand the capacity of a vessel capable of holding Estus.

Estus Reinforcement. During a long rest, you can incorporate an Estus Shard into an Estus Flask or Ashen Estus Flask. The shard is consumed,

and the chosen flask's maximum number of charges permanently increases by 1.

An Estus Flask cannot exceed 10 maximum charges, and an Ashen Estus Flask cannot exceed 5 maximum charges.

This reinforcement does not restore any expended charges. The flask regains charges normally when the long rest is completed.

A flask cannot benefit from more than one Estus Shard during the same long rest.

4. Undead Bone Shard

Wondrous item, rare, consumable

A charred fragment of bone belonging to an Undead whose remains have become infused with the power of the flame. Its lingering warmth can strengthen the restorative properties of Estus.

Strengthen Estus. During a long rest, you can burn an Undead Bone Shard and infuse its essence into an Estus Flask. The shard is consumed, and the flask's healing permanently increases by 1d4 per charge.

An Estus Flask can benefit from this reinforcement up to five times, increasing its healing from 2d4 + 2 to a maximum of 7d4 + 2.

This reinforcement does not increase the flask's maximum charges and cannot be applied to an Ashen Estus Flask.

A flask cannot benefit from more than one Undead Bone Shard during the same long rest.

5. Estus Ring

Ring, rare (requires attunement)

A ring set with a large green gemstone, once bestowed upon knights who served the Undead. Its power strengthens the restorative warmth of Estus, allowing its wearer to draw greater vitality from every precious drop.

Enhanced Estus. Whenever you regain hit points from an Estus Flask, you regain additional hit points equal to your proficiency bonus.

Last Drop. When you expend the final charge of an Estus Flask to restore hit points, you can choose to maximize the healing dice instead of rolling them.
Once you use Last Drop, you cannot use it again until you finish a long rest.

6. Ashen Estus Ring

Ring, very rare (requires attunement)

A ring adorned with a pale blue gemstone that glimmers with the fading light of magic. Its power strengthens the restorative properties of Ashen Estus, allowing its wearer to recover magical energy more efficiently.

Efficient Restoration. When you use an Ashen Estus Flask to restore a spell slot of 2nd level or higher, you can reduce the number of charges expended by 1, to a minimum of 1. You can use this property twice, and you regain all expended uses when you finish a long rest.

Lingering Ash. Whenever you restore a spell slot using an Ashen

Estus Flask, you gain temporary hit points equal to twice the level of the restored spell slot + your proficiency bonus.

These temporary hit points follow the normal rules for temporary hit points and do not stack.

7. Fire Keeper Soul

Wondrous item, very rare, consumable

The soul of a Fire Keeper, a guardian whose existence was bound to the tending of sacred flames. Even after death, the soul retains a fragment of its former purpose, capable of purifying the corruption that afflicts the living and Undead alike.

Soul of Purification. During a long rest, you can consume a Fire Keeper Soul to permanently imbue an Estus Flask with its purifying essence. The flask gains the following property:

Purifying Estus. When a creature regains hit points from this Estus Flask, it can also end one of the following conditions affecting it:

- Blinded
- Deafened
- Frightened
- Poisoned

Alternatively, the creature can end one disease affecting it.

This benefit is granted in addition to the flask's normal healing and does not expend additional charges beyond the charge used to drink from the flask.

Once this property is used, it can't be used again until the flask's owner

finishes a long rest. An Estus Flask can receive this blessing only once. The blessing remains bound to the flask, even if it changes owners. Purifying Estus does not remove curses, restore ability scores, or end other conditions or effects not specifically listed. It ends the chosen condition or disease, but does not end the underlying effect if that effect would immediately impose the condition again.

Estus System — General Rules

The following rules apply to all items in this collection.

Restoration. Both Estus Flask variants regain all expended charges when their owners finish a long rest. Their charges are tracked independently.

Permanent Reinforcement. Improvements from Estus Shards, Undead Bone Shards, and Fire Keeper Souls are permanent and remain bound to the upgraded flask. They cannot be removed or transferred to another flask.

Maximum Reinforcement. A regular Estus Flask can receive seven Estus Shards, five Undead Bone Shards, and one Fire Keeper Soul. An Ashen Estus Flask can receive four Estus Shards.

Upgrade Materials. Estus Shards and Undead Bone Shards are consumed when used. Reinforcements cannot exceed the specified limits.

Multiple Flasks. A creature can benefit from one regular Estus Flask and one Ashen Estus Flask between long rests. Additional flasks do not bypass this restriction.

Attunement. Neither flask nor any of its reinforcement materials requires attunement. The Estus Ring and Ashen Estus Ring require attunement as normal.

Spell Slot Restoration. Ashen Estus can restore spell slots granted by Spellcasting or Pact Magic, but cannot restore other resources such as sorcery points, ki points, Channel Divinity uses, or class feature charges.