DUALINK

Heart of Bayle

Magic Item



Elden Ring SOTE Edition

Heart of Bayle

Wondrous item, legendary (requires attunement by a creature with Constitution 16 or higher)

The still-beating heart of a dragon who reigned above storm and flame. To consume it is to invite ruin, and rebirth.

Attunement & Consumption. To attune, the character must eat the Heart of Bayle in a ritual taking 1 hour. The heart fuses to their own, permanently altering them. You cannot unattune from the Heart by nonmagical means; it is now a part of your body.

Storm-Fused Form. Upon consuming the heart your skin glows faintly with flickers of stormlight. You gain the following passive benefits:

- Resistance to lightning and thunder damage.
- Darkvision increases to 120 feet.
- You can telepathically communicate with dragons within 120 ft.
- You gain +2 to either Strength or Constitution (chosen when first attuned).

Dreadstorm Fury. Each time you hit a creature with a weapon or spell attack, you gain 1 Dreadstorm Fury stack with a maximum number equal to you Constitution Modifier. You may spend 1 stack in order to add 2d10 lightning damage to a melee or spell attack.

Dragon Communion DC. The DC for spells that are cast using the Heart of Bayle will be computed as such: 8 + Proficiency Bonus + Constitution Modifier.

"The heart no longer beats, but it remembers. To hold it is to grasp the will of Bayle himself. And that will… does not kneel."

Storm-Feasting Core

The Heart grows stronger through feats of elemental defiance or draconic slaughter. If you achieve three Growth triggers, the heart grows. Growth Triggers:

- Survive 40 or more damage from fire or lightning in a single round.
- Land the killing blow on a true dragon, elemental titan, or storm-aspected creature.
- Absorb a storm- or lightning-based magical effect that targets only you, without falling to 0 HP.

When the heart grows, you unlock additional tiers of Dreadstorm Fury.

Tier 2 – Bayle's Roar

As the Heart pulses with gathered essence, your body thrums with draconic command.

By spending 2 Dreadstorm Fury stacks, you can, once per long rest, unleash Bayle's Roar as an action. A primal thunderclap bursts from your chest in a 30-foot radius, forcing creatures of your choice within range to make a Constitution saving throw against your Dragon Communion DC. Those who fail are incapacitated nd suffer disadvantage on all saving throws until the end of their next turn. Creatures who succeed are only deafened. The moment of exertion shields you briefly, until the start of your next turn, you gain resistance to all damage, as arcs of elemental power deflect incoming harm.

Tier 3 – Awaken the Dreadstorm

The Heart's evolution reaches its apex, no longer a remnant of a dragon, but the catalyst for its rebirth.

By expending 3 Dreadstorm Fury stacks, you may channel the storm's core and cast Draconic Transformation once per long rest, without using a spell slot or components. When activated this way, you become an avatar of Bayle's tyranny.

However, power of this magnitude demands a price: when the spell ends, you suffer 1 level of exhaustion. The Breath Weapon from the spell uses the Dragon Communion DC.

Echoes of Tyranny

At DM discretion, the heart may attempt to assert influence over the user. Whenever you deal over 60 damage in a single turn, you must succeed on a DC 16 Wisdom saving throw or be compelled to pursue the strongest foe on your next turn.

Each time you fail the Wisdom save from Echoes of Tyranny, or spend Dreadstorm Fury to activate Bayle's Roar or Draconic Transformation, you must make a Corruption Check: DC 15 Wisdom saving throw. This DC increases by +1 for each time you've failed it before. On a failure, your alignment shifts one step towards Chaotic Evil.

"The first time I felt it, it was only a whisper, an urge to strike harder, to strike again. But now, when I sleep, I dream of fire and thunder, and a sky painted with lightning."

Spending a long rest in peaceful meditation allows a Wisdom saving throw (DC = last failed Corruption Check DC) to reduce the DC by 1. A Greater Restoration or Wish spell can restore one step of alignment, but not remove the curse without destroying the Heart.