DUALINK

Spirit Magic

System



Black Clover Edition

Spirit Magic

An Optional Supernatural Gift System

Elemental spirits are ancient beings composed of extraordinary concentrations of natural mana. Their power is closely connected to the fundamental forces of the world, and they possess intelligence, personalities, and desires independent of mortal spellcasters. A mage chosen by one of these spirits becomes a **Spirit Host**, gaining access to magical power far beyond what the mage could normally produce alone.

Unlike a devil contract, a Spirit Bond isn't ordinarily established through domination or the exchange of sacrifices. An elemental spirit chooses a host whose magical abilities, ambitions, or personal qualities attract its attention. The relationship between host and spirit develops through shared experiences, training, and mutual trust. As their connection strengthens, the host learns to incorporate the spirit's power into their own magic, eventually achieving Spirit Dive and, in exceptional circumstances, Saint Stage.

Spirit Magic is a supernatural gift. It isn't a class, subclass, feat, or spell and doesn't require attunement. A creature can benefit from only one Spirit Bond at a time.

The Four Great Spirits

The four great elemental spirits

represent the fundamental elements of the natural world. Each spirit possesses a distinct personality and magical affinity.

Elemental Spirits

Fire · Salamander. Damage type: Fire. Personality: Proud, fierce, determined.

Water · Undine. Damage type: Cold. Personality: Protective, perceptive, demanding.

Wind · Sylph. Damage type: Thunder. Personality: Energetic, playful, possessive.

Earth · Spirit of Earth. Damage type: Acid. Personality: Patient, stubborn, contemplative.

The damage types represent how each element manifests through the rules of D&D 5e. Water Magic might produce supernatural cold, Wind Magic might unleash concussive pressure, and Earth Magic might generate corrosive mineral energy. The visual appearance of an ability doesn't have to match its damage type exactly.

A spirit's personality has no predetermined mechanical effect. A fire spirit might be gentle and compassionate, while a water spirit could be aggressive and ruthless. Individual spirits possess personalities that may differ from those of others associated with the same element.

Acquiring a Spirit Bond

A creature of at least 5th level can receive the Spirit Bond supernatural gift if it possesses an appropriate magical affinity and is chosen by an

elemental spirit. The creature must be capable of casting at least one spell through a class feature, racial trait, or another supernatural ability.

A character's magical affinity must be compatible with the element of the spirit. A mage possessing Fire Magic might be chosen by Salamander, while a mage specializing in Water Magic might attract Undine. For magical attributes that don't correspond directly to one of the four elements, the DM determines whether a connection is appropriate. For example, a mage whose magic manipulates storms might possess an affinity for wind, while a mage whose magic creates plants might possess an affinity for earth.

A spirit doesn't automatically grant an unrelated magical attribute to its host. A character can acquire this gift only with the DM's permission.

The Spirit's Choice

A great spirit might choose a host after witnessing an extraordinary demonstration of magical ability, courage, determination, or compassion. The spirit's decision isn't determined by an ability check. The DM decides when a spirit chooses a character, taking the spirit's personality and the circumstances of the campaign into account.

Spirit Manifestation

A bonded spirit can manifest visibly near its host or withdraw into the host's grimoire or another magical focus. The spirit can speak, perceive

its surroundings, and communicate with its host.

For the purposes of this supernatural gift, its ordinary manifestation doesn't occupy a combat space, take actions, make attacks, carry objects, or provide the benefits of the *find familiar* spell. It doesn't have a separate combat stat block. A spirit that possesses its own monster stat block, such as Salamander when encountered alongside Fuegoleon, follows the rules of that stat block instead.

A spirit is absorbed into its host while Spirit Dive is active and can't act independently during that transformation.

First Stage - Spirit Bond

Minimum Level: 5th

Your connection to an elemental spirit allows you to channel a portion of its supernatural energy through your existing magical abilities. You gain the following benefits.

Spiritual Communion

You can communicate telepathically with your bonded spirit while you are on the same plane of existence. This communication requires no action and doesn't allow either participant to read the other's thoughts.

You can also sense the spirit's general emotional state, recognizing feelings such as fear, anger, distress, or excitement. The spirit possesses a

similar awareness of your emotional state.

Spirit's Aid

You can briefly channel your spirit's elemental power through a weapon attack or spell. Once on each of your turns, when you hit a creature with a weapon attack or when a creature fails a saving throw against a spell you cast, you can empower the attack or spell with your spirit's magic. Choose one creature hit by the attack or one creature that failed the saving throw. The chosen creature takes an additional **1d6 damage** of your spirit's damage type.

Using Spirit's Aid requires no action. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. You can't apply Spirit's Aid more than once to the same attack or spell.

Second Stage - Spirit Dive

Minimum Level: 9th

Through extensive training and a deepening connection with your spirit, you learn to assimilate its magical energy into your body. This transformation is known as **Spirit Dive**.

Spirit Dive

As a bonus action, you can enter Spirit Dive, merging with your bonded spirit. The transformation lasts for 1 minute, until you become incapacitated, or until you end it as a bonus action. Once you use Spirit Dive, you can't use it again until you finish a long rest.

When you enter Spirit Dive, your

spirit's manifested form disappears as its magical energy merges with your body. Your appearance changes to reflect your spirit's element and supernatural characteristics. These changes might include elemental wings, magical armor, glowing markings, a crown of mana, or weapons formed from concentrated elemental energy.

Your creature type and size remain unchanged. You retain the ability to cast spells, maintain concentration, and use your other class features while transformed.

Spirit Dive Benefits

While Spirit Dive is active, you gain the following benefits.

Spirit Armor. When you activate Spirit Dive, you gain temporary hit points equal to twice your proficiency bonus. These temporary hit points disappear when Spirit Dive ends.

Elemental Resistance. You gain resistance to the damage type associated with your bonded spirit.

Aerial Movement. You gain a flying speed of 30 feet and can hover. If Spirit Dive ends while you are flying, you fall unless another effect prevents the fall.

Spirit Empowerment. Once on each of your turns, when you hit a creature with a weapon attack or deal damage to a creature with a spell you cast, you can deal an additional 1d8 damage of your spirit's damage type to one target of that attack or spell. This additional

damage requires no action.

Elemental Assimilation. Your Spirit Magic can enhance weapon attacks and spells granted by any of your classes. You don't need to use a particular weapon or cast a particular spell to benefit from Spirit Empowerment.

You can use Spirit's Aid while Spirit Dive is active, but you can't apply Spirit's Aid and Spirit Empowerment to the same attack or spell.

Limits of Spirit Dive

Spirit Dive doesn't grant additional spell slots, spells known, or attacks. The transformation doesn't increase your spell save DC, spell attack bonus, weapon attack bonus, or Armor Class. Your spirit can't manifest as a separate creature while Spirit Dive is active. Spirit Dive isn't a concentration effect and doesn't interfere with concentration on other spells.

Third Stage - Complete Spirit Dive

Minimum Level: 13th

Your synchronization with your elemental spirit reaches an extraordinary level, allowing you to control the transformation with greater precision. Your Spirit Dive becomes more complete, and your physical appearance changes to reflect the greater quantity of mana assimilated into your body. You gain access to **Spirit Expressions**, which represent specialized applications of Spirit Dive.

Complete Spirit Dive

Whenever you activate Spirit Dive, choose one Spirit Expression from the options below. You gain the chosen expression's benefits for the duration of that transformation. You can choose a different expression each time you activate Spirit Dive.

Only one Spirit Expression can be active at a time. A Spirit Expression doesn't require additional uses of Spirit Dive.

Spirit Expressions

Spirit Expression: The Conqueror

You concentrate your spirit's power into your offensive techniques. While Spirit Dive is active, your Spirit Empowerment deals an additional 1d8 damage. The additional damage uses your spirit's damage type.

This increases the total additional damage granted by Spirit Empowerment to **2d8**. This benefit applies only once on each of your turns, as normal for Spirit Empowerment.

Spirit Expression: The Guardian

Your spirit concentrates its power into protecting you and your companions. While Spirit Dive is active, when you or another creature you can see within 15 feet of you is hit by an attack, you can use your reaction to manifest a protective barrier of elemental energy.

Reduce the damage the target takes from that attack by **1d8 + your proficiency bonus**, to a minimum of 0. The barrier disappears

immediately after the damage is reduced.

Spirit Expression: The Pursuer

Your spirit enhances your movement, allowing you to reposition yourself with exceptional speed. While Spirit Dive is active, your walking and flying speeds increase by 10 feet.

Additionally, once on each of your turns, immediately after you damage a creature with a weapon attack or spell, you can move up to 10 feet without provoking opportunity attacks from that creature. This movement requires no action but expends movement normally.

Spirit Expression: The Sovereign

Your spirit allows you to interfere with the movement of your opponents through precise manipulation of elemental mana. While Spirit Dive is active, once on each of your turns, when you damage a creature with a weapon attack or spell, you can reduce its speed by 10 feet until the start of your next turn.

This reduction can't reduce a creature's speed below 0. A creature can be affected by only one instance of this expression at a time.

Fourth Stage - Saint Stage

Minimum Level: 17th

Through extraordinary synchronization, you and your elemental spirit achieve near-perfect resonance. Your magic develops the ability to purify malevolent supernatural energy and destroy devils. This state is known as **Saint**

Stage.

Unlike ordinary Spirit Dive, Saint Stage doesn't simply increase your magical power. It changes the nature of your magic, allowing you to overcome supernatural defenses associated with the underworld.

Saint Stage

When you activate Spirit Dive, you can choose to enter Saint Stage as part of the same bonus action. Alternatively, while Spirit Dive is already active, you can use a bonus action to enter Saint Stage for the remainder of your Spirit Dive.

Once you enter Saint Stage, you can't do so again until you finish a long rest. Saint Stage doesn't expend an additional use of Spirit Dive. The transformation lasts only for the remaining duration of your current Spirit Dive.

When you enter Saint Stage, your appearance changes further. Your elemental aura becomes radiant, and your spirit's magical energy forms markings, weapons, wings, or armor reflecting your near-perfect synchronization.

You retain all the benefits of Spirit Dive, including your active Spirit Expression. You also gain the following benefits.

Saint Magic: Purification

Your elemental magic becomes capable of counteracting the supernatural defenses of fiends. Once on each of your turns, when you hit a fiend with a weapon attack or deal damage to a fiend with a spell

you cast, you can imbue that attack or spell with Saint Magic.

Choose one fiend damaged by the triggering attack or spell. The damage dealt by that attack or spell to the chosen fiend becomes radiant damage. This includes any additional damage granted by Spirit Empowerment. If the chosen fiend possesses a trait that restores hit points, such as Regeneration, it can't regain hit points until the start of your next turn. This benefit requires no action.

Saint Magic doesn't ignore resistance or immunity to radiant damage. It doesn't prevent the target from casting spells, using Legendary Resistance, or benefiting from magical effects that aren't specifically affected by this feature.

Saint Magic: Divine Severance

You can concentrate your spirit's power into a single devastating attack against a fiend. While Saint Stage is active, when you hit a fiend with a weapon attack or when a fiend fails a saving throw against a spell you cast, you can empower that attack or spell with Divine Severance.

Choose one fiend hit by the attack or one fiend that failed the saving throw. The target takes an additional **4d8 radiant damage**. This damage is dealt as part of the triggering attack or spell and requires no action. Once you use Divine Severance, you can't use it again until you finish a long rest.

Destroying a Devil's Heart

If Divine Severance reduces a fiend to 0 hit points, a trait that would automatically restore that fiend to 1 or more hit points upon reaching 0 doesn't activate. Additionally, Divine Severance counts as Saint Magic for the purpose of overcoming any special requirement to destroy a devil's heart.

This property doesn't allow an attack to bypass total cover, automatically hit a protected heart, or ignore a saving throw required by the devil's statistics. The fiend must still be a valid target of the triggering attack or spell. This property doesn't prevent a fiend from being resurrected through a separate magical effect or destroy a devil whose true body remains elsewhere.

Saint Stage and Devil Hosts

Saint Stage is particularly effective against creatures that possess devil-derived power. However, the distinction between a devil and its mortal host remains important.

True Devils

A creature with the fiend creature type is affected by Saint Magic normally. Devils possessing a special vulnerability to Saint Magic may also suffer additional effects specified in their stat blocks.

Devil Hosts

A humanoid who has established a contract with a devil doesn't automatically become a fiend. Such a creature isn't affected by Saint Magic's special anti-fiend properties merely because it possesses a devil

contract.

If a devil host undergoes a transformation that changes its creature type to fiend, Saint Magic affects it normally. A monster's statistics may also specify that it counts as a fiend for the purpose of Saint Magic while using particular devil-derived abilities.

Devil Hearts

Certain powerful devils possess supernatural hearts that must be destroyed before the devils can be permanently defeated. A devil with such an ability must have that requirement described in its stat block. Divine Severance satisfies a requirement for Saint Magic but doesn't automatically ignore other defenses or conditions associated with destroying the heart.

Limits of Purification

Saint Magic doesn't automatically end curses, destroy magic items, or remove possession effects. It doesn't function as *dispel magic* or *remove curse* unless another feature specifically allows it to do so. Saint Stage is a specialized form of supernatural offensive magic, not unrestricted authority over all magical effects.

Spirit Resonance

The power of Spirit Dive depends upon the connection between a spirit and its host. This connection is represented through the character's advancement and the supernatural gifts they have earned, rather than a separate pool of resonance points.

A spirit host develops greater

synchronization through training, combat experience, and shared accomplishments. Each stage of Spirit Magic should represent an important milestone in that relationship.

First Bond

The spirit recognizes the character as a worthy host. The character gains Spirit Bond.

The First Assimilation

The host and spirit learn to synchronize their magical energy sufficiently to merge. The character gains Spirit Dive.

Complete Synchronization

The host achieves greater control over the spirit's power and learns to manifest it through specialized techniques. The character gains Complete Spirit Dive.

Near-Perfect Resonance

The host and spirit achieve a level of mutual understanding that allows their combined magic to reach Saint Stage. The character gains Saint Stage.

These milestones don't require additional ability checks or saving throws once the DM awards the associated supernatural gift.

Losing a Spirit Bond

A spirit is an independent being capable of forming relationships, expressing disagreement, and making decisions. A spirit host doesn't possess ownership of their bonded spirit.

If the spirit voluntarily ends the bond or is permanently separated from its host, the character loses

access to Spirit Bond, Spirit Dive, Complete Spirit Dive, and Saint Stage until the bond is restored or another appropriate spirit establishes a new bond. A disagreement or temporary argument doesn't automatically end the bond. The circumstances under which a bond can be permanently severed should be established through the campaign.

If a spirit separates from its host while Spirit Dive or Saint Stage is active, the transformation immediately ends. A character can't benefit from two different elemental spirits simultaneously through this system.

Magic and Supernatural Effects

Spirit Dive and Saint Stage are magical effects, but neither is a spell. They don't require spell slots or concentration and can't be ended by *dispel magic*.

Their effects are suppressed within an *antimagic field*. Their durations continue to elapse while suppressed. These transformations don't allow a creature to cast spells in an *antimagic field*. A character can't activate Spirit Dive or Saint Stage while within an *antimagic field*.

If a creature has access to another transformation, such as Devil Union, it can't benefit from Spirit Dive or Saint Stage simultaneously with that transformation. The character must end one transformation before activating the other.

Using Spirit Magic with Existing Classes

Spirit Magic is designed to enhance a character's existing magical abilities rather than replace them. A character retains all spells, class features, and proficiencies granted by their classes. Spirit Magic doesn't grant additional spell slots, spells known, or spell preparation. Its damage-enhancing effects can apply to weapon attacks and spells from any of the character's classes, provided the requirements of the feature are met.

Spellcasters

A spellcaster can channel Spirit Magic through spells granted by any class. For example, a wizard possessing Wind Magic can enhance an offensive spell using Spirit Empowerment while Spirit Dive is active. Spirit Empowerment affects only one creature per turn, even if the spell damages multiple creatures.

Martial Spellcasters

A character who combines spellcasting with weapon attacks can channel Spirit Magic through either combat style. For example, a mage who fights using a magical spear can apply Spirit Empowerment to a weapon attack rather than a spell. The character doesn't gain an additional attack or ignore the weapon's normal properties.

Multiclass Characters

The minimum levels for Spirit Magic progression refer to total character level. A character's multiclass

combinations don't grant additional uses of Spirit Dive or additional Spirit Expressions. The character's Spirit Magic abilities use the saving throw DCs of the triggering spells, where applicable. Saint Magic and Spirit Empowerment don't increase the character's spell save DC or attack bonus.