



## ANCESTRAL BOND

*5th level divination*

*(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)*

**Casting Time:** 1 minute

**Range:** Self

**Components:** V, S, M (The bone of a humanoid, which the spell may consume)

**Duration:** Concentration, up to 10 minute

You touch the bone of a humanoid, and visions of its descendants come to you, as ephemeral spirits that scour the world. As part of casting this spell you learn how many living relatives the humanoid left behind, and if they have any living descendants.

In addition upon learning that information you can choose to select one of the person whose existence you can feel through the spell. They must succeed a Wisdom saving throw, on a failure the spell consumes the bone, and you learn their exact location, no matter where they are. On a successful save, the bone isn't consumed, the target isn't affected, and you can't use this spell against it again for 24 hours.

## ASPECT OF DEATH

*9th level conjuration*

*(warlock)*

**Casting Time:** 1 action

**Range:** self

**Components:** V, S, M (the skull of a fallen hero, worth at least 4000 gp)

**Duration:** Concentration, up to 1 minute

You focus threads of magical energy around you which coalesce into the aspect of death, an avatar made of bones which surrounds you and fights on your behalf. The avatar is large, occupies its space, is centered on you, and moves with you. While it is summoned it protects you from foes, you are considered behind three-quarters cover at all times, have resistance to all damage, and no other creature can enter the space of the avatar.

In addition, while active, you gain a +1 bonus to spell attack rolls and saving throws and when you cast a spell that deals piercing, slashing, bludgeoning or necrotic damage, it is considered as if casted with a spell slot of 2 levels higher than the one expended.

