

COMMAND SEALS

Command Seals are granted to a Magi when they have been chosen by the Holy Grail to fight as a Master. They are powerful, single-use spells that materialize on the body of the Master as a physical marking. They are similar in strength to sorcery. As their name suggests, the primary use of Command Seals is temporarily commanding the obedience of your summoned Servant.

A Master has 3 Command Seals at the start of the Holy Grail War.

COMMAND SEAL

SPELL 10

AUDITORY ENCHANTMENT

Cast ♦ Verbal

Range N/A; Targets Your Servant

Saving Throw Will

As a part of casting this spell, you must speak a command to your Servant. If your Servant is unwilling, they must attempt a Will saving throw with a DC equal to your **Will Save + 10**.

Critical Success The Servant is unaffected by the command.

Success The Servant can resist the command to a certain extent but will still be ultimately pushed to do it. Until they stop resisting, they add only half of their level for their proficiencies and take a **-20 status penalty to Speed**.

Failure The Servant carries out the command to the best of their abilities.

Another use for Command Seals is temporarily granting your Servant a power boost. Command Seals are extremely large releases of magical energy. Granting your Servant this energy can allow them to perform far beyond their normal limits

COMMAND BUFF

SPELL 10

AUDITORY ENCHANTMENT

Cast ♦ Verbal

As a part of casting this spell, you must speak a command to your Servant, chosen from the list below. This spell follows the same rules as a Command Seal.

- **"Deliver this next blow with all of your might!"** Your Servant's next attack roll gains a **+10 bonus to hit and damage** rolls. If your Servant's attack forces a saving throw instead, the save DC increases by **5**.
- **"Heal your wounds!"** Your Servant gains **HP equal to 50 + 10 x your level**. If the Servant is **dying**, they lose any **Wounded condition**.
- **"Unleash your Noble Phantasm!"** Your Servant immediately releases their **Noble Phantasm** using the energy provided by the Command Seal. This does **not** count against their normal Noble Phantasm uses.

There will be times where a traditional Command Seal takes too much time and requires too much thought. Extreme situations Magi will often find themselves in that will force them to use even their most valuable limited abilities in order to survive.

REFLEXIVE COMMAND

SPELL 10

AUDITORY ENCHANTMENT

Cast ♦ Verbal

As a part of casting this spell, you must speak a command to your Servant, chosen from the list below:

- **"Come!/Go!"** Your Servant **teleports** to your location, a designated location you know, or a familiar person. They appear in an **unoccupied space within 10 feet** of the target. If used **in reaction** to an attack targeting you, your Servant may intercept the attack and become the new target.
- **"Brace yourself!"** Your Servant gains **immunity** to the next instance of damage they take. They also gain **resistance 30 to any other damage** they take (cumulative with other resistances) until the start of their next turn.
- **"Run!"** Your Servant immediately **Strides thrice** in any direction, this movement **does not provoke reactions**.