

MAGE HAND
PRESS



BOOK OF
BINDING



TABLE OF CONTENTS

CHAPTER 1: BINDER	1
CHAPTER 2: VESTIGE CODEX	12
CHAPTER 3: NEW ARCHETYPES	40
CHAPTER 4: FEATS AND ITEMS	43
CHAPTER 5: VARIANT RULES	45
CHAPTER 6: NONPLAYER CHARACTERS	47
APPENDIX: VESTIGE CARDS	49

WRITTEN AND DESIGNED BY **Anaximander, Scarce, Submortimer, Prince Zahn, and The_Doctor**, WITH VALUABLE CONTRIBUTIONS BY **Spiriah, I'mSAMazing, Mith, Wyntonian, Twelvetrees, and Warrenthehero** SPECIAL THANKS TO ALL THE FINE FOLKS AT GIANT IN THE PLAYGROUND. BASED ON *TOME OF MAGIC* BY WIZARDS OF THE COAST.

PRODUCERS

Dylan Vinyard
Jason McCray
Spencer Houston
Guðmundur
Guðmundsson
Kurt C Yost
Tyler Fewell

Vegard Marvik
Helland
Ron Clark
Anthony
Zackary D
Szechenyi
Sasha Hall

Fernando
Fonseca
Blaine Conner
Wes Decker
Travis Prosser
Ryan Ely
Jaron Mortimer

Eike Schultz
Patrick van der
Linde
Patrick Jackson

CHAPTER 1: BINDER

When he finally spoke, it was with the voices of several beings at once, overlapping in an unnatural harmony. But the most prominent voice was gruff and confident, which he used to lull his targets into complacency seconds before he struck with a hidden dagger. By the next morning, the gruff, independent voice was gone, instead replaced with a robotic monotone. He discarded the daggers too, in favor of a heavy mace and imposing armor. The day after that, he struck an air of profound melancholy, and he abandoned weapons altogether to throw lightning from his fingertips. Each morning, he woke up new, possessed by some new infernal spirit, dead god, or forgotten sinner.

Binders are students of Pact Magic, an ancient and secret lore that allows them to call to entities that live beyond the known planes, in the spaces between the worlds. Through a combination of forgotten magic and complex bargains, they persuade or compel these beings to serve them – though not always without a price.

BEYOND REALITY

Binders learn to cast their minds into the Void between planes, and to search the abyss there for beings that will answer their call. These beings – called vestiges – are remnants of powerful beings residing in the nothingness outside of reality, which is born from the last echoes of the world's creation, and from energies that leak out of the planes. Pact Magic scholars seek out these vestiges and pass down legends of their origin. They learn of their personalities, abilities, and motivations, all of which vary wildly, from the reasonable, to deeply inscrutable.

Because vestiges are devoid of all sensation in the Void, they crave any small taste of reality, and will answer the call of any binder powerful enough to draw them forth. Binders, so named for their willingness to share their spirit with these exiled spirits, can merge a portion of their soul with a vestige in exchange for some of the power the vestige commanded in life.

A BARGAIN SEALED

In order to obtain the services of a vestige, a binder must strike a deal with that vestige, and use their magic to make the terms of the agreement totally binding. Knowing this, the vestiges will often seek to outwit the binder, adding loopholes and ambiguity into the terms of the bargain, making every deal a grave risk for the binder.



CREATING A BINDER

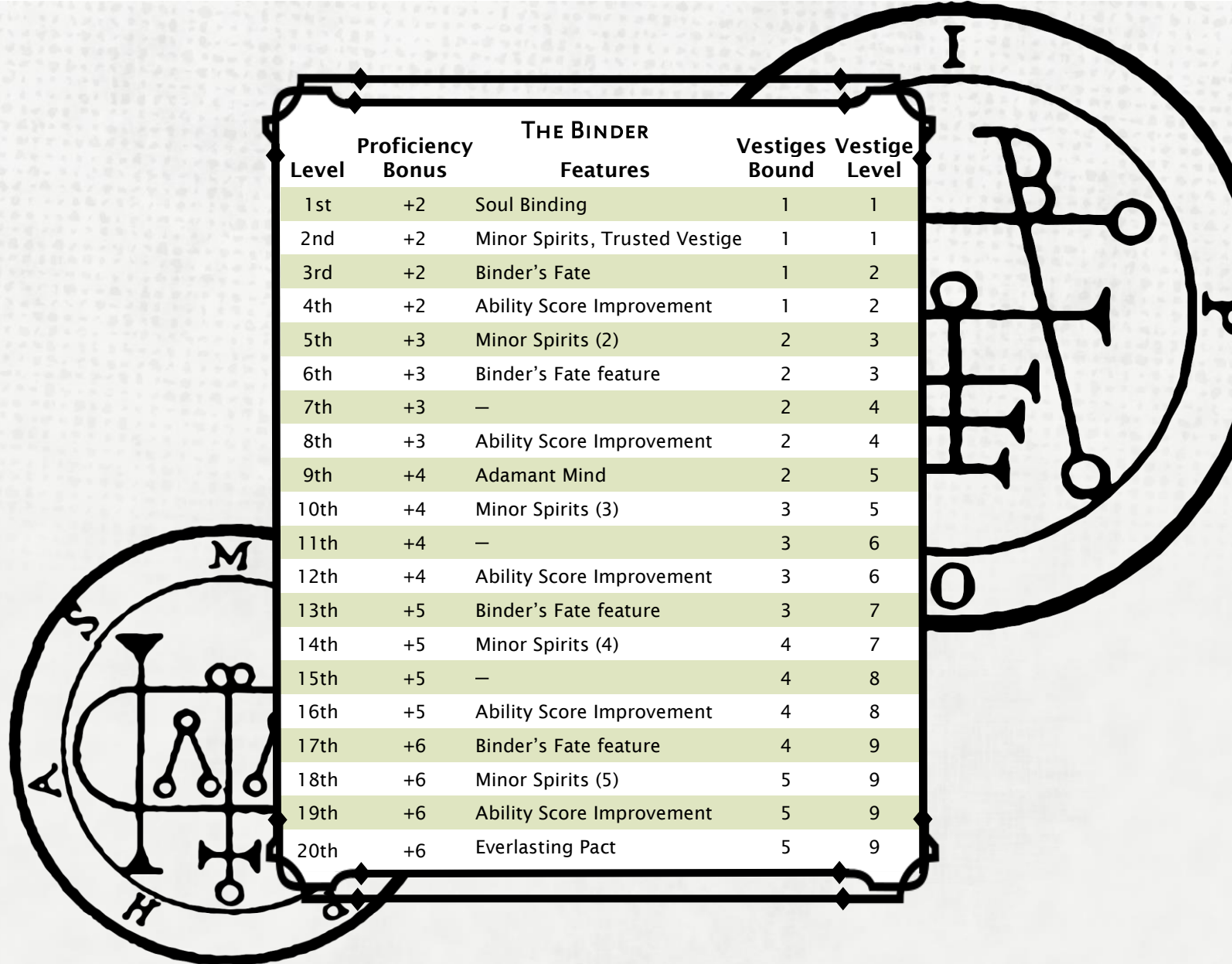
As you make your binder character, spend some time thinking about your relationship to your vestiges, and the extent to which you allow them to influence your personality. How did you learn about the mysterious vestiges, and do you have a special relationship to any of them? What drew you to your first summoning? How do you view your own soul, given that you allow other spirits to take up residence within it?

Work with your DM to determine what role vestiges and other binders will play in your campaign.

As a binder, you can redefine your role in the adventuring party, daily, if desired. There is also the possibility that your appearance and your very personality will flex with different vestiges holding sway over your soul. How do you and your adventuring party confront this, and how do you handle the physical signs presented by your vestiges? Do you hide these signs, for fear of public retribution, or do you flaunt them, embracing the power that they offer you?

QUICK BUILD

To make a Binder quickly, consider the following suggestions: Charisma should be your highest stat, followed by a medium balance of Constitution, and Strength and Dexterity. Because you can take any party role, you should be prepared to change your hat on a moment's notice. Physical stats will be more important for if you plan to take the Twisted or Sealed Fate. Lastly, choose the Sage Background.



Level	Proficiency Bonus	THE BINDER Features	Vestiges Bound	Vestige Level
1st	+2	Soul Binding	1	1
2nd	+2	Minor Spirits, Trusted Vestige	1	1
3rd	+2	Binder's Fate	1	2
4th	+2	Ability Score Improvement	1	2
5th	+3	Minor Spirits (2)	2	3
6th	+3	Binder's Fate feature	2	3
7th	+3	—	2	4
8th	+3	Ability Score Improvement	2	4
9th	+4	Adamant Mind	2	5
10th	+4	Minor Spirits (3)	3	5
11th	+4	—	3	6
12th	+4	Ability Score Improvement	3	6
13th	+5	Binder's Fate feature	3	7
14th	+5	Minor Spirits (4)	4	7
15th	+5	—	4	8
16th	+5	Ability Score Improvement	4	8
17th	+6	Binder's Fate feature	4	9
18th	+6	Minor Spirits (5)	5	9
19th	+6	Ability Score Improvement	5	9
20th	+6	Everlasting Pact	5	9

CLASS FEATURES

As a binder, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per binder level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per binder level after 1st

PROFICIENCIES

Armor: Light Armor

Weapons: Simple weapons

Tools: Ritual implements

Saving Throws: Charisma, Wisdom

Skills: Choose two from Arcana, Deception, History, Persuasion and Religion.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted to you by your background:

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) a dungeoneer's pack
- Leather armor, a set of ritual implements, and two daggers

New Tools: Ritual Implements

This pouch contains the tools necessary to summon forth a vestige from the Void, including candles, incense, multi-colored sands, powdered metals, vials of ritual components, a vial of ink and quill, a ritual knife, several pieces of chalk, and an incomplete codex of vestiges and seals. Proficiency with these implements allows you to add your proficiency bonus to the Charisma check made when binding a vestige.

SOUL BINDING

In your studies, you have uncovered the means to pierce the very fabric of the planes and call to what lives beyond. You learn how to contact a vestige and bind it to a magical agreement. By doing so, you allow a vestige to reside in your soul, and adopt its physical sign on your body. For a list of vestiges and their abilities, see the Vestige Codex chapter.

PACT NEGOTIATION

Following a long rest, you can perform a binding ritual. This process, which takes 1 minute for each vestige you are attempting to bind, requires calling the vestige by name and title, rendering the intended vestige's seal, and potentially other more esoteric acts. During this ritual, the vestige you contact appears as a hazy phantom, hovering over the seal, and slowly becomes more tangible as the ritual continues.

At the completion of each ritual, you make a Charisma check against the Vestige's Pact DC. On a success, you make a Good Pact and the vestige inhabits your body and soul. It leaves you with a physical Sign of its presence, and grants you its associated powers and abilities. If you fail this check, you forge a Poor Pact. You still gain the powers and abilities granted by the vestige, but it fully imposes its will on your psyche, influencing you to act in a fashion that the vestige finds appropriate. Once a pact is formed, it lasts for 24 hours.

At 1st level you can bind one vestige, and can bind more vestiges at higher levels, as shown in the Vestiges Bound column of the Binder table. Unless otherwise specified, you can only bind vestiges whose combined level is no greater than your binder level.

RENEGOTIATION

Once per day when you finish a short rest, you can choose to perform the ritual of binding again to renegotiate any of the bargains you have made earlier in the day. This allows you to expel a bound vestige early and bind another in its place. When you choose to renegotiate your pacts, you can expel as many vestiges as you wish, and bind a number of vestiges whose combined level is no more than half your binder level (rounded up).

SPELLCASTING ABILITY

Charisma is your spellcasting ability for all spells and powers granted to you by your vestiges, since you command the power of your vestiges though your force of personality. Use your Charisma score whenever a spell refers to your spellcasting ability. In addition, use your Charisma modifier when setting the saving throw DC for a spell or ability granted to you by one of your vestiges.

Vestige save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

SUPPRESS SIGN

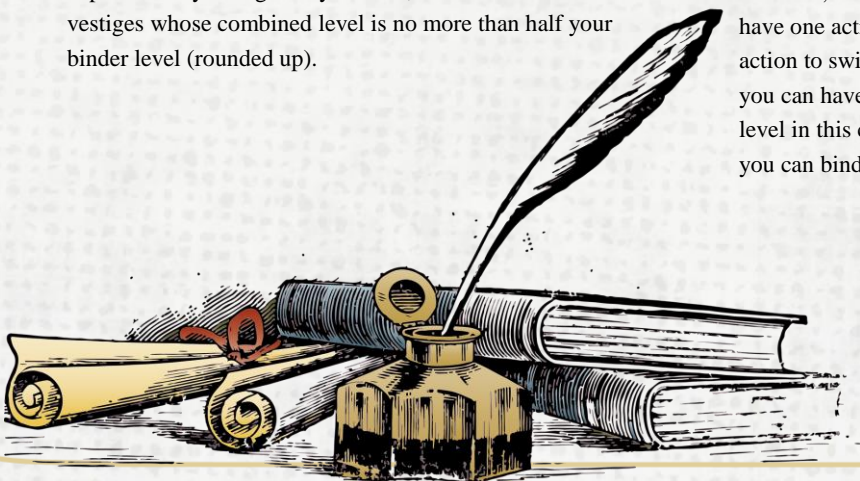
When you make a good pact with a vestige, you can use a bonus action to suppress or display the physical sign of that vestige.

MINOR SPIRITS

Binding a vestige is the culmination of years of study and practice in both summoning magic and possession. As such, a binder can use the runoff magical energy from his Pact Magic to bind weaker spirits and beings into his service with little to no risk. These spirits serve many uses for the binder, acting as familiars, bodyguards, weapons, and armor.

At 2nd level, you perform a ritual which binds a minor spirit to your service, selected from the Minor Spirits list. The spirit manifests itself, hovering around you (though never impeding you). Though it has a visible form, it is not a creature and cannot be targeted or damaged in any way. While that spirit is active, you gain use of any powers or abilities it grants. You can use a bonus action to dismiss or summon your minor spirit, causing its visible form to vanish, but you can only access its powers while it is manifested.

You can bind one additional minor spirit your service at 5th level, 10th level, 14th level, and 18th level. You can have one active spirit at a time, and you can use your bonus action to switch one minor spirit for another. At 10th level, you can have two spirits active at once. When you gain a level in this class, you can choose to replace a minor spirit you can bind with another.





TRUSTED VESTIGE

Starting at 2nd level, you begin to form a stronger relationship with a particular vestige. This vestige will respond more readily to your summons, and is more likely to obey without attempting to subvert the bargain. Choose one vestige that you have previously summoned and remained bound to for a continuous period of no less than 24 hours. You always make a good pact with this vestige.

When you gain a level in this class, you can choose to replace a trusted vestige with another vestige that you can bind at that level.

BINDER'S FATE

Starting at 3rd level, your soul begins to show the marks of constant possession by the forces from outside reality. You must choose a destiny to embrace as part of your practice. Select a Binder Fate from the options available.

Your choice grants you features at 3rd level, and again at 6th level, 13th level, and 17th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

ADAMANT MIND

At 9th level, your experience in sharing your mind with otherworldly entities has taught you how to guard your thoughts, and punish those that dare to influence them. You have advantage on saving throws against being charmed or frightened, and on saving throws against any effect that would sense your emotions or read your thoughts.

Additionally, when you succeed on a save against such an effect, the creature that used that ability on you takes psychic damage equal to your binder level + your Charisma modifier.

EVERLASTING PACT

When you reach 20th level, you can form an everlasting pact with a vestige. When you bind a vestige of 2nd level or lower or a trusted vestige, it remains bound to you until you choose to expel it, and it does not count against your total levels of vestiges bound. You can only have 1 vestige bound in this fashion at a time.

BINDER FATES

All binders are ordained to a fate, even if it is not one of their choosing. Their fate is an irresistible lure that predetermines a binder's powers before they have even developed, and is imprinted through countless vestige pacts. Though the origin of a fate is unknown, even to Pact Magic scholars, they appear to guide most binders to greatness, and others to defeat.

ELDRITCH FATE

Though Binding is not spellcasting in the usual sense, it is not altogether different. Binders who follow the Eldritch Fate learn to take that skill and apply it to magic of the proper sort. As well, they learn to exploit their connection to the vestiges they bind, which they refer to as Anima, taking the power they give and channeling it directly into magical might.

PACT MAGIC

When you reach 3rd level, you have learned to channel the power of your pacts to cast spells.

Cantrips. You learn two cantrips of your choice from the warlock spell list. You learn an additional warlock cantrip of your choice at 10th level.

Spell Slots. The Eldritch Fate Spellcasting table shows how many spell slots you have. The table also shows what the level those of those spell slots; all of your spell slots are the same level. To cast one of your Eldritch Fate spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

Spells Known of 1st-Level and Higher. You know three 1st-level warlock spells of your choice. The Spells Known column of the Eldritch Fate Spellcasting table shows when you learn more warlock spells of 1st level or higher.

Whenever you gain a level in this class, you can replace one of the warlock spells you know with another spell of your choice from the warlock spell list. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level.

Spellcasting Ability. Charisma is your spellcasting ability for your Eldritch Fate spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for an Eldritch Fate spell you cast and when making an attack roll with one.

ELDRITCH FATE SPELLCASTING

Binder Level	Cantrips Known	Spells Known	Spell Slots	Slot Level
3rd	2	3	1	1st
4th	2	4	1	1st
5th	2	4	1	1st
6th	2	4	1	1st
7th	2	5	1	2nd
8th	2	6	1	2nd
9th	2	6	1	2nd
10th	3	7	2	2nd
11th	3	8	2	2nd
12th	3	8	2	2nd
13th	3	9	2	3rd
14th	3	10	2	3rd
15th	3	10	2	3rd
16th	3	11	2	3rd
17th	3	11	2	3rd
18th	3	11	3	3rd
19th	3	12	3	4th
20th	3	13	3	4th

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

ANIMA CASTING

At 3rd level, you learn to exploit your bound vestiges for magical power. As a bonus action, you can convert a vestige you currently have bound into a single spell slot. The spell slot level is equal to the level of the vestige used, but can be no higher than what's shown in the table's Slot Level column for your level. Once you have done so, you lose access to that vestige's powers until you finish a long rest, and you cannot renegotiate your pact with it.

ANIMA SHIELD

At 6th level, you force a bound vestige into being your personal watchdog. While you are bound to a vestige, you add your proficiency bonus to your initiative rolls.

ANIMA MARK

At 13th level, you learn to mix your arcane power with your skills at vestige seal-crafting. During a one minute-long ritual, you inscribe a personal mark on a willing creature you can touch. The mark lasts until dismissed, after which it fades away; it cannot be erased or dispelled by magic short of a *wish* spell. The mark disappears if you die, or if the creature bearing it dies. Once you mark a creature in this fashion, you cannot do so again until you finish a long rest, and you cannot have more than one marked creature at a time.

A marked creature is bonded to you, much the same way you are bonded to your vestiges. This grants a number of benefits to the bonded creature:

- While you are within 1 mile of your bonded creature, you can communicate telepathically with it, even if you do not share a language.
- As long as the creature bearing your mark is on the same plane as you, you know which direction the creature is in. If the creature dies, you are instantly aware of it.
- You can choose to cause any spells you cast with a range of Self to affect your bonded creature as well, and you can cast spells with a range of Touch on your bonded creature as long as it is within 60 feet.
- As a reaction, you can cause your mark to surge with power. Doing so allows your bonded creature to re-roll a failed attack roll, saving throw, or skill check. You cannot do so again until you finish a short or long rest.

ANIMA MASTERY

At 17th level, you can use your vestige's bonds as a conduit to the Far Realm, gaining powerful insights at a possibly deadly cost. You can expel a vestige you have bound to cast any warlock or sorcerer spell of the same level as the vestige you sacrificed. After expelling a vestige in this way, you cannot renegotiate its pact until you finish a long rest.

You can use this ability to cast spells of a higher level than your pact magic would allow. When using this ability to cast a spell of 5th level or higher, you must make a concentration check with a DC equal to 11 + the spell level: failure causes you to take 1d10 points of unavoidable and irreducible psychic damage for each level of the spell.

Once you use this ability, you must finish a long rest before you can do so again.

OCCULT FATE

Vestiges are deeply enigmatic things, and binding them is a volatile practice. Binders that are ordained in the Occult Fate seek to unravel the deepest mysteries of Pact Magic through ritual and study, focusing their skill on the art and skill of binding above all else.

TRUSTED VESTIGES

When you select this fate at 3rd level, you can select 2 additional trusted vestiges, which must be of a level less than your highest vestige level.

You can select two additional trusted vestiges at 7th, 13th, and 17th level.

EXTRA VESTIGE

At 3rd level, as an action, you can bind one of your trusted vestiges with a poor pact without it counting against your daily limit of vestige levels, or number of vestiges bound. You can expel this vestige normally, but you cannot renegotiate a new vestige in its place. At 13th level, you always bind this vestige with a good pact.

This vestige is expelled after 1 minute. At 7th level, this duration increases: the vestige is expelled after 10 minutes. At 13th level the vestige is expelled when you take a short or long rest, and at 17th level only when you take a long rest. Once you use this ability, you must finish a long rest to do so again.

SHARE VESTIGE

Starting at 6th level, as an action, you can expend the use of your Extra Vestige feature and bind it to another willing host (that is not a binder) which you can see within 30 feet. This host uses your binder level, spell attack bonus, and vestige save DC for any abilities granted by this vestige. A host that is not a binder always forges a poor pact with a vestige. If you are already bound to your Extra Vestige, you can transfer the vestige to a willing host or back to yourself as an action.

EMPTY VESSEL

Starting at 13th level, you can expend the use of your Extra Vestige feature by binding it to a corpse or skeleton as a 10-minute ritual, animating the body as per the spell *animate dead*, but with the following differences:

- The undead gains all the features as it would being bound to the chosen vestige.
- The undead can ignore your mental commands if doing so would prevent it from acting in accordance with both influences of its bound vestige.

MEDIUM

At 13th level, you learn to channel vestiges with much greater efficiency and fluidity. When renegotiating your pacts during a short rest, you can expel any or all of your current vestiges, and make new pacts as if it was following a long rest. You still cannot exceed your maximum number of vestiges bound at one time.

MASTER SUMMONER

By 17th level, you learn to expedite the binding process to the point that you can swap vestiges in the blink of an eye. As an action, you can expel a bound vestige and bind a new vestige, following the standard rules for renegotiation. You cannot use this feature again until you finish a long rest.

SEALED FATE

A binder of the Sealed Fate forms a true partnership with a specific vestige. You become that vestige's champion, taking its seal as your symbol and actively advancing your patron's desires and goals. In return, your patron grants her powers beyond that of other binders, enhancing your ability to fight on its behalf.

PATRON VESTIGE

Starting when you choose this fate at 3rd level, you venerate your trusted vestige as your patron, your bulwark against those that might harm you. While bound to your trusted vestige, you gain a fighting style from among: Dueling, Great Weapon Fighting, Protection, and Two-Weapon Fighting, and, while not wearing armor, your AC is equal to 13 + your Dexterity modifier.

When you change your trusted vestige, this new vestige becomes your patron vestige.

BONUS PROFICIENCIES

At 3rd level, you gain proficiency in martial weapons and shields.

EXTRA ATTACK

At 6th level, while bound to your trusted vestige, you can attack twice, instead of once, whenever you take the Attack action on your turn.

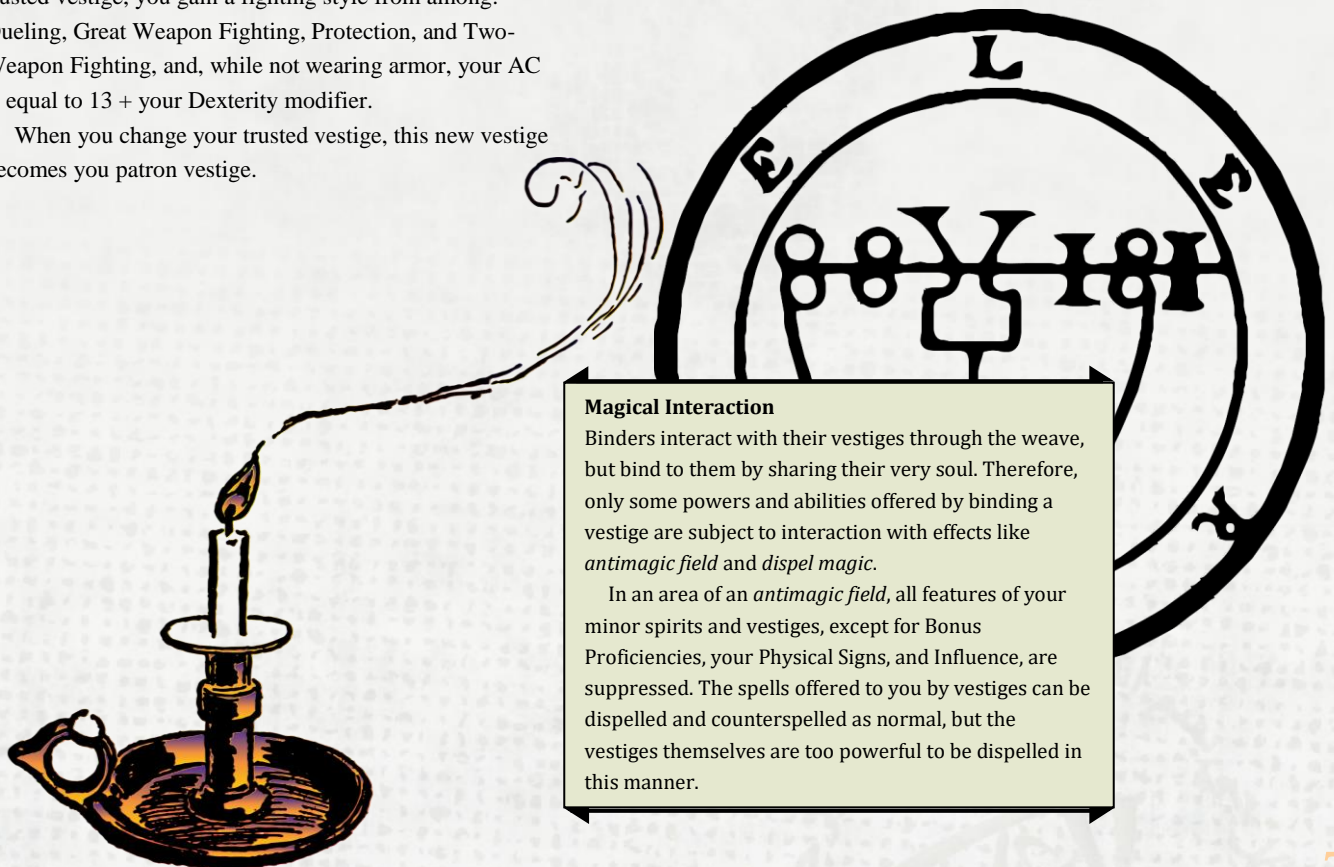
PATRON STRIKE

At 13th level, your melee and ranged weapon attacks deal additional psychic damage equal to your Charisma modifier.

PATRON'S AEGIS

At 17th level, your patron shields your form from harm, turning lethal blows and denying your death. When you bind to your trusted vestige, you gain a pool of temporary hit points equal to 5 + your binder level. Once per turn, when you strike a creature with a melee weapon attack, you can add a number of temporary hit points to this pool equal to half the damage dealt. This pool has a maximum size of twice your Charisma score.

These temporary hit points are lost upon breaking your bond with your trusted vestige, and the pool size resets to 5 + your Charisma score when you finish a long rest.



Magical Interaction

Binders interact with their vestiges through the weave, but bind to them by sharing their very soul. Therefore, only some powers and abilities offered by binding a vestige are subject to interaction with effects like *antimagic field* and *dispel magic*.

In an area of an *antimagic field*, all features of your minor spirits and vestiges, except for Bonus Proficiencies, your Physical Signs, and Influence, are suppressed. The spells offered to you by vestiges can be dispelled and counterspelled as normal, but the vestiges themselves are too powerful to be dispelled in this manner.

TWISTED FATE

Binders are usually feared and hunted as heretics, or as monsters. As a result of whispered rumors of corruption and heresy, most binders take great pains to keep their craft hidden. Through great practice and great courage do those who take upon themselves the Twisted Fate claim unnatural powers of their own. They embrace the monster that grows in their souls with each pact they form.

BONUS PROFICIENCY

Starting at 3rd Level, you gain proficiency in your choice of Intimidation or Perception.

UNNATURAL WEAPON

Starting at 3rd level, you learn to tap into the form-altering abilities of your vestiges and use them to shape your body to your whim. You can grow or shape varying natural weapons from your body, such as horns, fangs, claws, tentacles, etc. Your unarmed strikes deal 1d4 bludgeoning, piercing, or slashing damage (your choice), which is considered magical for the purposes of bypassing damage resistance and immunity. Also, when you use the Attack action on your turn to make an unarmed strike, you can use a bonus action to make an additional unarmed strike.

At 7th level, your unarmed strike damage increases to 1d6, and at 13th level, it increases to 1d8.

If you are bound to a vestige which augments your unarmed strike in some way, you can use the vestige's unarmed damage (if it is higher than your own) and your unarmed strikes gain a magical +1 bonus to attack and damage.

ALTER SKIN

At 6th level, you can change the hue and structure of your skin, providing an abnormal benefit. You gain one of the following features of your choice. You can activate and suppress this feature as an action.

Adaptive. You have advantage on all Constitution saving throws against environmental conditions that would cause fatigue (i.e. extreme heat or cold, high air pressure).

Amphibious. You grow gills and fins. You can breathe normally water as well as in normal air, and you gain a swim speed equal to your land speed.

Camouflage. You can shift the color of your skin. You can attempt to hide whenever you are adjacent to a solid surface larger than you with a uniform color or simple pattern (i.e. tall trees, stone walls, a noble house corridor, etc.)

ENHANCED UNNATURAL ATTACK

At 13th level, you enhance your unarmed strikes with a strange deformity, chosen from the following list:

Corded Muscle. The muscles on your limbs tighten into thick, taut fibers. When you hit a creature with your unarmed strike, you can use your bonus action to automatically make a successful shove attempt against the creature you hit.

Elasticity. Your limbs are stretchy and swing somewhat loose. Your unarmed strikes gain Reach.

Poison Gland. You grow a poisonous gland inside your chest, and a number of stingers about your body. On a critical hit with your unarmed strike, you deal an additional 1d12 poison damage.

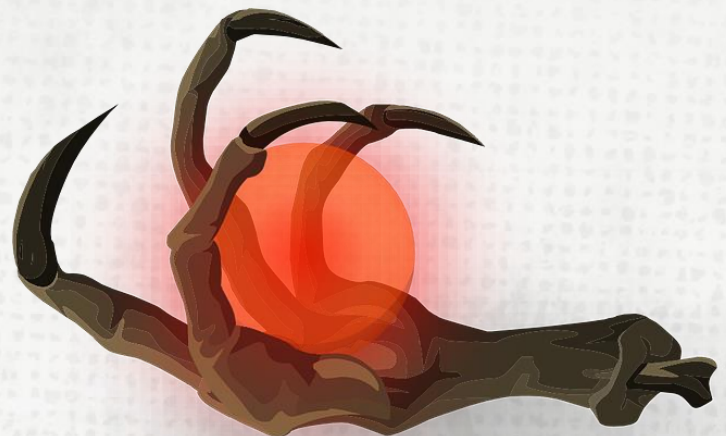
OTHERWORLDLY FORM

Beginning at 17th Level, you can, as an action, manifest the eldritch beast within you and can take its image. For up to 1 minute, you become an aberration. During this time, you are Large sized if you were smaller, gain advantage on Strength checks and Strength saving throws, and deal an additional 1d4 damage on melee weapon attacks. You also gain one of the following benefits of your choice. Once you have chosen, this benefit cannot be changed. After using this ability to become an aberration, you cannot use it again until you complete a long rest.

Dire. The damage of your unarmed strike increases to 1d10.

Impervious. When you first gain this feature, choose 3 types of damage. This selection cannot be changed. You have resistance against these types of damage. The damage you selected do not apply to damage from magical weapons.

Wings. You sprout pronounced, membranous wings and gain a fly speed equal to your movement speed.



MINOR SPIRITS

These minor spirits are presented in alphabetical order. If a minor spirit calls for an attack roll, it uses your spell attack bonus.

BLADE SPIRIT

Commonly found protecting tombs and temples alongside guardian spirits, blade spirits are beings of spite and malice, shaped into the form of a floating, glowing dagger or sword. While active, you gain the following abilities:

- When you use the Attack action to make a melee weapon attack and you hit, you can use a bonus action to deal an additional 1d6 psychic damage to your target.
- You can cast the spell *spiritual weapon* without using a spell slot. Once you use this ability, you must take a short or long rest before you can do so again.
- As a bonus action on your turn, you can transform your blade spirit into any type of melee weapon you are proficient with. This weapon is magical and you can use it to make melee weapon attacks.

CHERUB

A spirit of grace and divine favor, a cherub manifests as a small, feather-winged humanoid with delicate features. While active, a cherub grants the following abilities:

- You can cast the *sacred flame* cantrip at will.
- You can cast the spell *healing word* without using a spell slot. Once you use this ability, you must take a short or long rest before you can do so again.
- As a bonus action on your turn, you can have your cherub fire an arrow from its golden bow as a ranged spell attack at a creature you can see within 60 feet. On a hit, this arrow deals 1d8 magical piercing damage.

FROSTLING

This minor elemental spirit manifests as a mass of spinning, fractal ice shards. While it is active, you gain access to the following abilities:

- You can cast the *ray of frost* cantrip at will.
- You gain resistance to cold damage.
- As a bonus action on your turn, you can have your frostling fling a shard of ice at a creature you can see within 60 feet as a ranged spell attack. If the shard hits, it deals the target 1d6 cold damage, and it explodes, dealing 1d4 cold damage to all creatures within 5 feet of the target.



GHOST

A ghost is a spirit of regret or woe which haunts a place following its death; the binder gives it a way to escape the confines of its place of death. A ghost manifests as a hazy, translucent floating torso of a humanoid of some sort. While active, a ghost grants you the following abilities:

- You can cast the *chill touch* cantrip at will.
- You gain advantage on saving throws against fear effects.
- As a bonus action on your turn, you can send your ghost to shock a creature you can see within 30 feet as a ranged spell attack. On a hit, the target takes 1d6 necrotic damage and must make a Wisdom saving throw; failure causes the target to be frightened of you until the start of your next turn. Regardless of success or failure, a given creature cannot be affected by this ability more than once every 24 hours.

GUARDIAN SPIRIT

A guardian spirit is a commonly found minor spirit, usually charged with protecting a tomb or temple from intruders; it manifests as a floating, plate-sized glowing ring surrounding a protective sigil. Once bound to a binder and active, it grants the following abilities:

- You can cast the *blade ward* cantrip at will.
- Your AC increases by 1.
- You can cast the spell *shield* without using a spell slot. Once you use this ability, you must take a short or long rest before you can do so again.

GUSTLING

This minor elemental spirit manifests as a ball of swirling, opaque air. While active, you gain the following abilities:

- You can use your reaction to cause a ranged weapon attack made against you to be made with disadvantage.
- You can cast the spell *fog cloud* without using a spell slot. Once you use this ability, you must take a short or long rest before you can do so again.
- As a bonus action on your turn, you can fling a ball of swirling air at a creature you can see within 60 feet as a ranged spell attack. On a hit, that creature takes 1d6 bludgeoning damage, and must succeed on a Strength saving throw or be shoved 10 feet away or knocked prone, your choice.

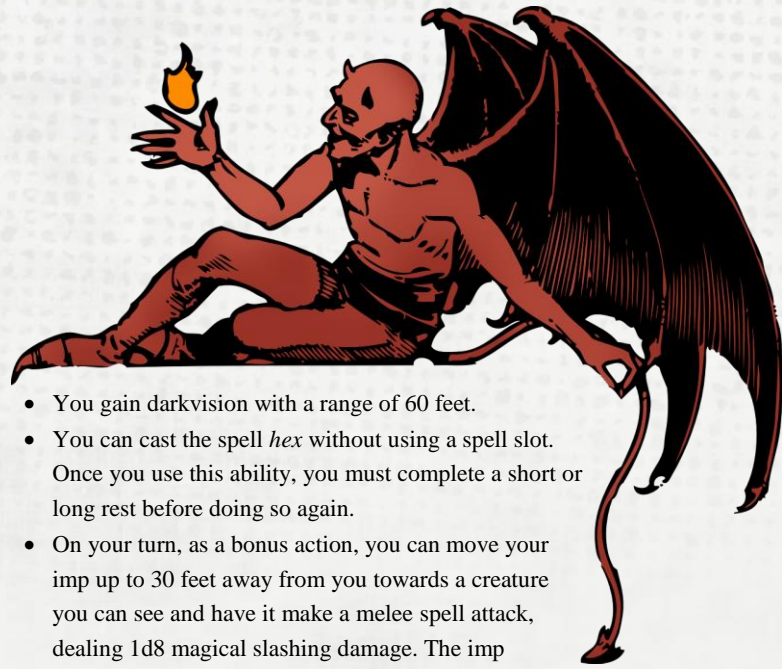
HELL HOUND

Hell hounds are minor hunting spirits, used by devils and demons to track down those who attempt to escape from a deal with such beings. They manifest as 4 legged, dog-like creatures that seem to breathe flames. While active, you gain the following abilities:

- You can cast the *guidance* cantrip at will.
- You can cast the spell *burning hands* with your hell hound as the point of origin. Once you use this ability, you must take a short or long rest before you can do so again.
- As a bonus action on your turn, you can move your hound up to 30 feet and have it attempt to bite a creature within 5 feet of it. The bite is a melee spell attack, and deals 1d4 piercing damage and 1d4 fire damage. Your hell hound cannot move further than 60 feet from you at any time.

IMP

This minor demonic spirit is a manifestation of evil thought and malevolence. It manifests as a small, winged, horned humanoid, hence its name. While your imp is active, you gain the following abilities:



- You gain darkvision with a range of 60 feet.
- You can cast the spell *hex* without using a spell slot. Once you use this ability, you must complete a short or long rest before doing so again.
- On your turn, as a bonus action, you can move your imp up to 30 feet away from you towards a creature you can see and have it make a melee spell attack, dealing 1d8 magical slashing damage. The imp immediately returns to your side afterwards.

LANTERN

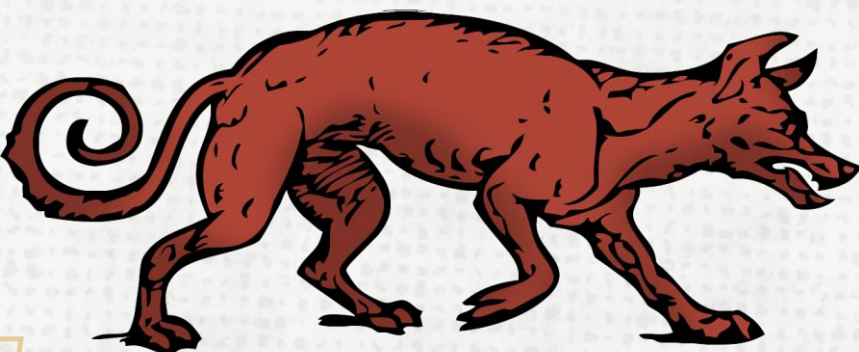
This minor divine spirit is a being of pure goodness and divine judgement. It manifests as a fist-sized ball of light, which sheds light as a torch. While your lantern is active, you gain the following abilities:

- You have resistance to radiant damage.
- You can cast the spell *bless* without a spell slot. Once you use this ability, you must take a short or long rest before you can do so again.
- On your turn, you can use your bonus action to have your lantern fire a beam of light as a ranged spell attack at a creature you can see within 60 feet. This beam deals 1d8 radiant damage, or 2d8 radiant damage if the target is a demon, devil, or undead.

PIXIE

This tiny, capricious spirit is just as flighty as its namesake. Born from the magic of nature and the woods, a pixie manifests as a tiny, butterfly-winged humanoid. While active, you gain the following abilities:

- You can cast the *minor illusion* cantrip at will.
- You can cast *disguise self* without using a spell slot.
- As a bonus action on your turn, you can have your pixie fire a poisonous dart as a ranged spell attack at a creature you can see within 60 feet. A creature hit by this dart take 1d10 poison damage.



POLTERGEIST

A spirit of warning and mischief, a poltergeist is different from other minor spirits in that it does not manifest in a visible form. Instead, it manifests as constant phenomenon around you: flickering candles, frigid temperature drops, object mysteriously floating, etc. While active, a poltergeist grants the following abilities:

- You can cast the *mage hand* cantrip at will.
- You can cast the spell *unseen servant* without using a spell slot.
- As a bonus action on your turn, you can have your poltergeist fling a small object as a ranged spell attack against a creature you can see within 60 feet. This attack deals 1d10 piercing, bludgeoning, or slashing damage, as appropriate to the object.

STORMLING

This minor elemental spirit manifests as a small, crackling ball of electricity, which sheds light as a torch. While active, you gain the following abilities:

- You can cast the *shocking grasp* cantrip at will.
- You gain resistance to lightning damage.
- As a bonus action on your turn, you can have your stormling launch a bolt of electricity as a ranged spell attack at a creature you can see within 60 feet. This attack deals 1d6 lightning damage, and you gain advantage on the attack roll if the target is wearing metal armor.

TORCHLING

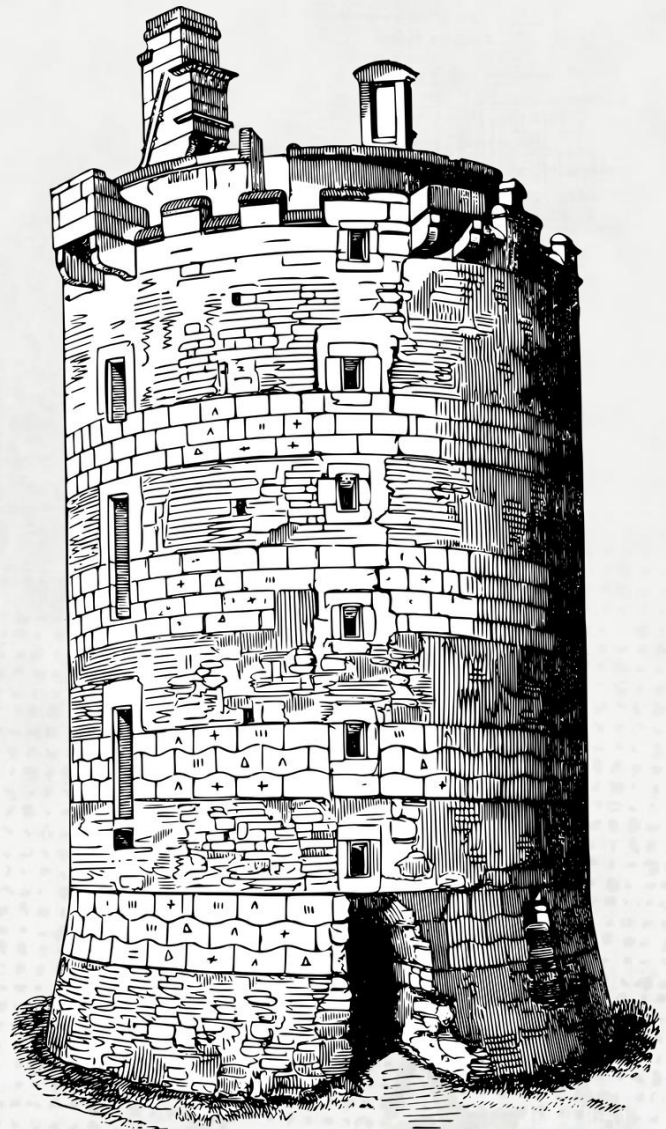
This minor elemental spirit manifests as a small, burning ball of fire or magma, which sheds light as a torch. While active, you gain the following abilities:

- You can cast the *fire bolt* cantrip at will.
- You gain resistance to fire damage.
- As a bonus action on your turn, you can have your torchling fire a bolt of flame as a ranged spell attack at a creature you can see within 60 feet. This attack deals 1d8 fire damage.

WILL-O'-THE-WISP

A spirit composed of fearful and spiteful energy, the will-o'-the-Wisp manifests as a hazy ball of blue flame, which sheds light as a torch. While active, you gain the following abilities:

- You can cast the *dancing lights* cantrip at will.
- You can cast the spell *faerie fire* without using a spell slot. Once you use this ability, you cannot do so again until you take a short or long rest.
- As a bonus action on your turn, you can have your wisp fling a bolt of ghostly flame at a creature you can see within 60 feet as a ranged spell attack. This bolt deals 1d6 psychic damage on a hit, and the creature is outlined in blue light. The next attack made against this creature adds 1d4 to the attack roll.



CHAPTER 2: VESTIGE CODEX

This chapter covers the common vestiges all binders can pull forth from the Void. It begins with a table detailing a summary of all vestiges, followed by the detailed descriptions and pact information of each vestige.

Vestige Level	Pact DC	Name	Features
1st	10	Amon , <i>The Void Before The Altar</i>	Fire breath, horns, <i>hellish rebuke</i>
1st	10	Aoskar , <i>The Flayed God</i>	Teleportation, <i>protection from evil and good</i>
1st	10	Dahlver-Nar , <i>The Tortured One</i>	Natural armor, share harm, <i>dissonant whispers</i>
1st	10	Naberius , <i>The Grinning Hound</i>	Discover information, <i>disguise self</i> , <i>charm person</i>
1st	10	Ronove , <i>The Iron Maiden</i>	Martial arts, movement speed, <i>feather fall</i>
1st	10	Shax , <i>Sea Sister</i>	Aquatic, lightning resistance, reactionary movement
2nd	12	Aym , <i>Queen Avarice</i>	Medium armor, fire barrier, <i>shatter</i>
2nd	12	Haagenti , <i>Mother of Minotaurs</i>	Great weapon fighting, transformation immunity, <i>enlarge</i>
2nd	12	Ipos , <i>Prince of Fools</i>	Claw weapons, enhance other vestiges
2nd	12	Leraje , <i>The Green Herald</i>	Archery, endless arrows, hide in nature
2nd	12	Malphas , <i>The Turnfeather</i>	Sneak attack, summoned bird, <i>invisibility</i>
3rd	13	Focalor , <i>Prince of Tears</i>	Aquatic, lightning damage jumps target, <i>lightning bolt</i>
3rd	13	Paimon , <i>The Dancer</i>	Dancing, half Dex skill proficiency, <i>haste</i>
3rd	13	Primus , <i>The One and Prime</i>	Knowledge of law, immune to being charmed, <i>command</i>
3rd	13	Xanathar , <i>The Eye</i>	Resist magically imposed conditions, eye rays
4th	15	Andras , <i>The Grey Knight</i>	Improved Critical, sow discord, <i>find steed</i>
4th	15	Haures , <i>The Dreaming Duke</i>	Move through objects, <i>major image</i> , <i>phantasmal killer</i>
4th	15	Karsus , <i>Hubris in the Blood</i>	Resistance to spell damage, <i>magic missile</i> , <i>dispel magic</i>
4th	15	Savnok , <i>The Instigat</i>	Heavy armor, swap places with ally, <i>death ward</i>
5th	16	Dantalion , <i>The Star Emperor</i>	Telepathy, <i>dimension door</i> , <i>dominate person</i>
5th	16	Kas , <i>The Bloody Handed</i>	Magic sword, deception, blinding attack
5th	16	Otiax , <i>The Key to the Gate</i>	fog attacks, <i>fog cloud</i> , <i>cloudkill</i>
5th	16	Tenebrous , <i>The Shadow that Was</i>	<i>darkness</i> , sense presence of creatures, <i>blink</i>
6th	18	Andromalius , <i>The Woeful Jester</i>	blindsense, <i>Tasha's hideous laughter</i> , <i>Otto's irresistible dance</i>
6th	18	Chupoclops , <i>Harbinger of Forever</i>	Bite attack, ethereal jaunt, reach attack
6th	18	Geryon , <i>The Deposed Lord</i>	Acid gaze, swift fly, <i>eyebite</i>
6th	18	Zagan , <i>The Duke of Disappointment</i>	Higher max HP, grappling, scent, <i>fear</i>
7th	20	Acererak , <i>The Devourer</i>	Necrotic healing, <i>false life</i> , <i>finger of death</i>
7th	20	Eurynome , <i>Mother of the Material</i>	<i>speak with animals</i> , <i>water walk</i> , <i>mirage arcane</i>
7th	20	Marchosias , <i>King of Killers</i>	Fighting styles, stealth, death attack
8th	22	Balam , <i>The Bitter Angel</i>	Dueling fighting style, rerolls, flight
8th	22	Eligor , <i>Dragon's Slayer</i>	Strength, mounted combat, <i>find steed</i>
9th	25	Halphax , <i>The Angel in the Angle</i>	Damage resistance, <i>improsonment</i> , <i>wall of force</i>
9th	25	Orthos , <i>Sovereign of the Howling Dark</i>	Damage resistance, blindsight, wind attacks

1ST LEVEL VESTIGES

AMON PACT DC: 10 **1**
THE VOID BEFORE THE ALTAR

DARKVISION

You can see dim light within 60 feet as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

ANCIENT RIVALRY

While bound to Amon, you have advantage on all attack rolls against creatures with the Pact Magic or Soul Binding features.

AMON'S HORNS

While you bear Amon's sign, your horns are strong and sturdy. You can attack a creature with these horns as an unarmed strike, dealing 1d4 bludgeoning damage on a hit. Additionally, if you move in a straight line for 10 feet immediately before hitting a creature with your horns, that creature must make a Strength saving throw or be knocked prone.

BREATHE FIRE

You can breathe fire upon your foes as an action. Each creature within a 10-foot cone must make a Dexterity saving throw. On a failed save, the creature takes 1d6 fire damage, or half as much on a successful one.

Alternatively, you can hold your fiery breath as an action for up to 1 round, maintaining concentration on it as you would a spell. You can release it as an action on your following turn, rolling twice the normal number of damage dice.

The spell's damage increases by 1d6 when you reach 6th level (2d6) and 14th level (3d6).

IMPERVIOUS FLAMES

When you cast spell of 1st level or higher which deals fire damage and you roll a 1 on a damage die, you can reroll the die and must use the new roll, even if the new roll is a 1.

HELLISH REBUKE

You can cast the spell *hellish rebuke* without using a spell slot. After doing so, you cannot cast this spell again until you complete a short or long rest. At 10th level, you can cast it an additional time between rests.



PACT INFORMATION

A black wolf with the head of a goat and a serpent's tail manifests before the seal in a burst of black smoke. Fire escapes his mouth as he howls curses at you.

Physical Sign. You grow from your head a set of curling, ram-like horns.

Legend. Ancient texts suggest that Amon is what little remains of an ancient deity who died a millennia ago. In his prime, Amon had been worshipped by thousands, but he gradually lost his power as his followers converted to more responsive deities. Through sheer willpower alone, he escaped eternal rest in the astral planes, and his soul found refuge as a vestige, where the soul of this once mighty god of light and law deformed into a foul and hateful spirit.

Influence. If you make a poor pact with Amon, he influences your personality in one or both of the following ways.

- **Personality Trait.** I have an unnaturally foul temper.
- **Ideal.** Anarchy. I disapprove of the leading faiths and/or factions.

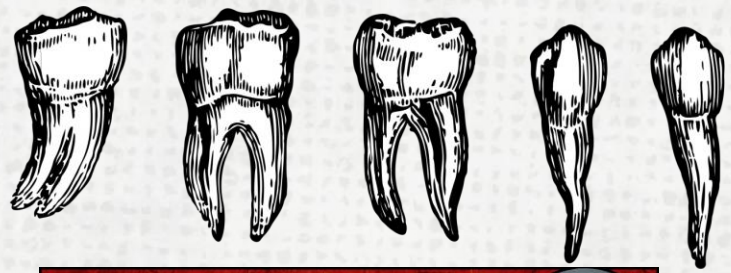
AOSKAR PACT DC: 10 **1**
THE FLAYED GOD

DIVINE INFLUENCE

You can cast the cantrips *message*, *sacred flame*, and *thaumaturgy* at will.

DIMENSIONAL LEAP

Aoskar has opened the doors of reality to you. As an action on your turn, you can teleport a distance up to half your movement speed to a location you can see. If you teleport into a space that is already occupied by an object or creature, you take force damage equal to the number of feet traveled and are shunted to the nearest unoccupied location.



TELEPORT WITHOUT ERROR

When you teleport, you and those teleporting with you arrive at your destination without error.

PROTECTION FROM EVIL AND GOOD

You can cast the spell *protection from evil and good* without expending a spell slot. After casting this spell, you must take a short or long rest before casting it again.

PACT INFORMATION

Upon summoning Aoskar, the sigil becomes a portal much like a teleportation circle, and the Flayed God rises from it. He wears regal mage's robes over his skinless, bleeding body.

Physical Sign. A random patch of skin on your body appears aesthetically to be flayed.

Legend. Aoskar is perhaps the most infamous deity in Sigil. Those that do still know his name almost always know him only as a cautionary tale: a story of the fate to befall all deities that would seek to unseat the Lady of Pain.

Aoskar was once a lesser deity of Portals. He was quick to see the potential of the Sigil, even then known as the City of Doors. Through his followers, he embedded short rituals to Aoskar into many of the city's portals. These rituals were akin to worship for Aoskar, and his followers quickly erected a Temple of Doors within the city.

Aoskar's plan was to use the power of these rituals to ascend to full-godhood, and more importantly, access the city. When the Lady of Pain discovered this, her vengeance was swift and brutal. Overnight, the Temple of Doors and all the buildings for blocks around it were destroyed by a force unknown and unseen mid-sermon. All worshipers within those bounds were killed in a single horrible instant. Aoskar vanished, responding to none, and it was not for centuries hence that his godcorpse was found in the Astral, his skinless head impaled with a multitude of blades.

Today, the rule follows from Aoskar's cautionary tale: "No Gods in the Cage."

Influence. If you make a poor pact with Aoskar, he influences your personality in one or both of the following ways.

- **Personality Trait.** I am fidgety around knives, swords, and blades of any sort. Clerics, tall women, and temples scare me to death.
- **Bond.** I go out of my way to protect travelers who are far from home, though I am hesitant to protect women.

DAHLVER-NAR

THE TORTURED ONE

PACT DC: 10

1

FOUL BREATH

You can exhale toxic fumes from your mouth to cast the cantrip *poison spray*.

NATURAL ARMOR

While unarmored, your Armor Class is equal to 13 + your Dexterity modifier.

SHARE HARM

As a reaction when you are targeted by an attack, you can grant the attacker advantage on the roll. You then select 1 creature within 30 feet to make a Charisma saving throw. On a failed save, the creature takes damage equal to half the amount dealt, to a maximum of 10. At 10th level, this maximum increases to 20.

MADDENING MOAN

You can let out a moan that brings a creature to the brink of insanity. You can cast the spell *dissonant whispers* without expending a spell slot. After casting this spell, you must complete a short or long rest before using it again.

PACT INFORMATION

A male humanoid with no eyes appears before you with pink, gum-like flesh for skin with teeth protruding from every inch of his body, except for his mouth, which is devoid of teeth. Every time he tries to speak, an eerie moan issues forth instead.

Physical Sign. Several teeth grow from your scalp. Though they are small enough to be hidden by a large quantity of hair or a hat, a touch reveals them immediately.

Legend. Dahlver-Nar is known in conjunction for magic items which share his name: The Teeth of Dahlver-Nar. There is some uncertainty as to whom Dahlver-Nar was, and what his Teeth originated as, but binder scholars suggest that Dahlver-Nar was a cleric that turned away from his god to pursue pact magic, and that the Teeth are the literal teeth of vestiges, artifacts of their mortal forms. Legend has it that Dahlver-Nar pulled out his own teeth and replaced them with those of the vestiges, but that using them drove him mad. Eventually, Dahlver-Nar became a vestige in how own right, propelled as he was by the power of these artifacts.

Influence. If you make a poor pact with Dahlver-Nar, he influences your personality in one or both of the following ways.

- **Bond.** I am fascinated by teeth and will harvest new and interesting types from my victims.
- **Personality Trait.** I have a very short attention span.



BONUS PROFICIENCY

You gain proficiency in one type of artisan's tools of your choice.

NABERIUS' SNARL

While bound to Naberius, you can cast the *vicious mockery* cantrip at will.

LEVERAGE

You have advantage on any Intelligence and Charisma checks made to deliver, discover, or withhold information.

NOBLE BLOODHOUND

You can spend 1 round to "sniff out" the general direction of the highest authority figure or most influential creature within 1 mile. Powerful odors or magical effects might mislead or block this unique sense. You can continue to track the creature for another round by spending 1 action concentrating on the sense.

DISGUISE SELF

You can cast the spell *disguise self* without expending a spell slot. Casting the spell in this fashion requires 1 minute.

PERSUASIVE WORDS

You can cast the spell *charm person* without expending a spell slot. At 6th level, you can also cast *suggestion* in the same fashion. After casting one of these spells, you must take a short or long rest before casting it again.

PACT INFORMATION

A black crane squawks and flies clumsily over the seal before crashing at its center, when a three-headed hound pounces from nowhere and devours it. As you negotiate, the hounds' growling voice speaks to you with eloquent charm from whatever head isn't eating at the moment.

Physical Sign. Your voice deepens and sounds hoarse, and your tone sounds harsher and more intimidating than normal.

Legend. Very little is known about the origin of Naberius. Ancient texts trace his name to various origins over the centuries, including an aspect of a three-headed dog that guards the third layer of the underworld. That creature, however, is not known to speak or be intelligent. Naberius never admits to having had older forms or names, and questions about his origin get only a sly smile in reply.

Influence. If you make a poor pact with Naberius, he influences your personality in one or both of the following ways.

- **Personality Trait.** I relish the sound of my voice, and how sophisticated I sound. I can listen to it for hours.
- **Personality Trait.** I take any opportunity to speak to large groups, and I will not willingly share it.



MAGIC ATTACKS

Your unarmed strikes count as magic weapons for purposes of overcoming resistance or immunity to weapon damage.

RONOVE'S FISTS

You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes, and your unarmed strikes deal 1d4 damage on a hit. This die changes as you gain levels, as a monk of your binder level. Refer to the Martial Arts column of the Monk table. If you already have levels in the monk class, you add your binder level to your monk level to determine your unarmed strike damage.

SPRINT

Your base speed increases by 10 feet.

RONOVE'S ENDURANCE

While bound to Ronove, you only need to eat, drink, and sleep one-third as often as normal. You also treat your level of exhaustion as being one less than it actually is, and thus suffer no penalties until you have received two levels of exhaustion.

FEATHER FALL

You can cast the spell *feather fall* at will.

FAR HAND

You know the cantrip *mage hand*, and can cast it at will. This version is more powerful and has the following differences:

- The hand can carry up to 10 pounds for every two binder levels you possess.
- You can control the hand as a bonus action, rather than an action, except when using it to manipulate or use an object in a way that would take you an action to do so.
- You can push creatures using the hand. As an action, you can command the hand to shove a creature within 5 feet of it. You can make a Charisma check with proficiency, rather than a Strength (Athletics) check for the shove attempt. If it successfully shoves the creature, it also deals 1d6 force damage.

This shove's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

At 11th level, you can cast the spell *telekinesis* without expending a spell slot. After casting this spell, you must complete a short or long rest before casting it again.

PACT INFORMATION

Iron creaks sound as the ground quakes, and a rusted iron sarcophagus erupts upward in the center of her seal. The visage of a woman is visible on the lid. Ronove remains silent, but the visage smiles or frowns during the pact-making process.

Physical Sign. Your face settles into a frown if you made a good pact, or a smile if your pact was poor.

Legend. In life, Ronove was a charismatic guru who taught that enlightenment comes from denial—first of mortal needs, then of the perceived limits of reality, and lastly of the rules of reality. From her disciple, she was able to leap from cliffs without harm, lift boulders with her thoughts, and live for months without eating or drinking. In spite of her frequent demonstrations of power, not one of her disciples could manage her great feats and some even began to question her methods.

To prove the veracity of her teachings, Ronove entombed herself underground in an iron coffin, telling her students to dig her up only when they received a sign from her. However, years passed without a sign, and her followers dwindled, leaving only one. Disillusioned, he dug up the coffin. Finding it empty, he told the other former disciples of what had happened, but none believed him, and Ronove and her nameless follower faded into obscurity.

Influence. If you make a poor pact with Ronove, she influences your personality in one or both of the following ways.

- **Personality Trait.** Despite what anyone says, I feel a constant need to prove my own worth.
- **Ideal.** Denial. Abstaining from the pleasures of life, such as eating and drinking, is of key importance to the betterment of myself.



BONUS PROFICIENCIES

While bound to Shax, you have proficiency with nets and tridents.

AQUATIC

While bound to Shax, you can breathe both water and air. Additionally, you gain a swim speed equal to your movement speed and have advantage on all Athletics checks made to swim.

SPIRIT OF THE STORM

You can cast the cantrips *chill touch* and *shocking grasp* at will.

WORD OF THE WAVES

You can speak, read, and understand Aquan. You can also speak with aquatic animals as if using the *speak with animals* spell.

RESISTANCE TO ELECTRICITY

While bound to Shax, you have resistance to lightning damage.

FLUIDITY OF MOVEMENT

As a reaction when you take damage from a melee weapon attack, you can move 10 feet without provoking opportunity attacks.

PACT INFORMATION

The dripping wet, severed head of a storm giant woman appears on the sign in front of you. To your horror, it rises up on legs of black, knotted hair and addresses you.

Physical Sign. A scar appears around the circumference of your neck.

Legend. Shax was a cruel storm giant goddess, who had been born to Annam, father of all giants, without his knowledge. She lusted for power over the other giants and drove her worshipers from the sea to invade foreign lands.

When Annam saw unrest among the giants, he sent his son Thyrm, god of ice giants, to end the problem.

What happened when Thyrm met Shax for the first time is a mystery today. Some histories report that Thyrm offered to wed Shax, though some claim he merely went to kill her. Whatever happened, the battle that ensued was legendary. Shax's claws ripped hunks of flesh from Thyrm's icy body, which became the first icebergs. Thyrm wielded his father's powerful axe, and eventually, in one mighty blow, beheaded Shax. To spite her father and brother, Shax became a vestige.

Influence. If you make a poor pact with Shax, she influences your personality in one or both of the following ways.

- *Personality Trait.* I am highly possessive and territorial.
- *Ideal.* Equality. I demand compensation for any service I provide.

2ND LEVEL VESTIGES



BONUS PROFICIENCIES

While bound to Aym, you gain proficiency in medium armor and shields.

GOLDEN-FISTED RULE

Against dwarves, you gain advantage on all Charisma (Intimidation) checks and suffer disadvantage on all Charisma (Persuasion) checks.

GOLDEN PLATE

Your speed is not reduced while wearing armor, regardless of your Strength score.

RUINOUS STRIKE

You gain advantage when making melee attacks against inanimate objects, and you double the amount of damage you deal to objects.

GOLDEN HALO

As a bonus action, you can surround yourself with a halo of fire until the beginning of your next turn. While the halo is active, you gain resistance to fire damage, and any creature that touches you or hits you with a melee attack must make a Dexterity saving throw or take 1d10 fire damage.



You can use your action to attack with your halo's fire, but doing so ends the halo effect early. If you do so, make a melee spell attack against a creature you can touch. On a hit, a creature takes 1d10 fire damage. The damage of this attack increases to 2d10 at level 5, 3d10 at level 11, and 4d10 at level 16.

RUINOUS DECREE

You can cast the spell *shatter* without using a spell slot. One you use this ability, you must take a short or long rest before doing so again.

PACT INFORMATION

The dwarf queen rises from a coiled heap within the seal with two great worms for legs, two additional heads - a lion's and an ox's; with a red-hot branding iron in her bejeweled hand, while the other tightly muzzles the lion head's mouth shut.

Physical Sign. While you host Aym, you bear a star-shaped brand on the palm of your left hand or on your forehead (your choice).

Legend. Dwarven legend tells us that Aym was the greediest dwarf ever to live. Not long after Moradin created the dwarves, Aym rose up as a great leader among them, and her greed made her kingdom wealthy. Dwarves mined furiously in response to Aym's constant demand for more gems and precious metals, and her people became virtual slaves to their work.

Soon, the wealth of her kingdom attracted enemies: a horde of orc, goblin, and bugbear plunderers. Too many dwarves were forced to work the mines to defend the city, and during the raid, a great fire began. Aym, too distracted counting her coins in preparation for her flight, was trapped with her wealth, which melted around her in the blaze. Rather than repenting her greed at the point of her death, Aym cursed Moradin for not protecting her, and in return, Moradin cursed her.

Influence. If you make a poor pact with Aym, she influences your personality in one or both of the following ways.

- *Personality Trait.* I feel abnormally generous and guilty around dwarves. Giving money to or buying something for a dwarf feels natural to me.
- *Ideal.* Equality. Greed. Every single coin or valuable possession that belongs to me or my friends is to be kept, and must never be shared.



BONUS PROFICIENCIES

While bound to Haagenti, you have proficiency with medium armor, battleaxes, and greataxes.

FIGHTING STYLE

You adopt the following style of fighting as your specialty. You can't take a Fighting Style option more than once, even if you later get to choose again.

Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

IMMUNITY TO TRANSFORMATION

As an action, you can end the effects of any transmutation spell affecting you that you choose. You are also immune to being petrified.

CLEAVE

On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack.

MINOTAUR'S SIZE

As a bonus action, you can cast the spell *enlarge/reduce*, to gain the "enlarge" effect 1 minute, without expending a spell slot or spell components. After casting this spell, you must take a long rest before casting it again.

PACT INFORMATION

Haagenti appears before you as a winged minotaur emerging from an icy mist and brandishing a massive axe.

Physical Sign. Small differences in your appearance make you seem uglier.

Legend. The tale of how minotaurs originated changes according to the culture and race of the teller, but binder lore blames Haagenti. Thrym, the primary deity of frost giants, sought consorts among his mortal worshippers, among whom was Haagenti, a hill giant sorceress who used a spell to transform herself into a beautiful frost giant. When the children born of his dalliances had grown old enough, Thrym set out to visit and test them all. He fought each child to see who was the strongest and bravest, intending to invite the most fit to join him in Jotunheim. When he sought out Haagenti, he found her herding cattle in the warm lowlands and became enraged when he saw her true form, that of a hill giant.

In a rage, Thrym cursed Haagenti and her children to resemble the cattle with which they wallowed, turning them into minotaurs. Then he left, vowing to teach his frost giant worshippers to distrust all beauty.

How Haagenti became a vestige is unclear, but binder lore holds that her ugliness was so complete she could find no eternal home anywhere, for the sight of her spirit disturbed the gods. Haagenti refuses to speak on the subject and becomes angry when questioned about her past.

Influence. If you make a poor pact with Haagenti, she influences your personality in one or both of the following ways.

- **Personality Trait.** I feel ashamed of my appearance while around beautiful creatures.
- **Bond.** I always seek an alliance with the most attractive and charismatic creature I can find.



PLANAR ATTENUATION

Choose a plane of existence other than the Material Plane when you bind Ipos. You can move and act on that plane as if you were a native, and do not take penalties associated with being a non-native to this plane.



COLD IRON CLAWS

While bearing Ipos's sign, your long fingernails harden into cold iron, granting you a claw attack with each hand. Your unarmed strikes deal 1d4 slashing damage and count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. At 12th level, this damage increases to 1d6.

Additionally, when you use the Attack action with an unarmed strike on your turn, you can make one unarmed strike as a bonus action. You don't add your ability modifier to the damage this additional attack, unless that modifier is negative.

REND

When you hit a creature with two claw attacks on your turn, you can deal an additional 2d6 slashing damage. At 7th level, this damage increases to 3d6.

FLASH OF INSIGHT

As a bonus action on your turn, you can gain truesight with a range of 60 feet until the beginning of your next turn. After using this ability, you cannot use it again until you complete a short or long rest.

IPOS'S INFLUENCE

When an ability granted to you by binding another vestige calls for a creature other than yourself to make a saving throw, you can choose for that creature to have disadvantage. After using this ability, you cannot use it again until you complete a long rest.

PACT INFORMATION

As you call him by his name, Ipos appears with the avian head of the bald ibis. The rest of his body, including his long, iron claws, is concealed beneath thick cloaks.

Physical Sign. You grow long, black, clawlike nails.

Legend. As a mortal, Ipos was a scholar of deities and the planes, who discovered vestiges and the process of pact making. Ipos's work contributed much to discovering the true planar order—the set of fundamental laws within which the multiverse operated. However, he became obsessed with vestiges and discovering the plane on which they resided, and he abandoned his work in favor of finding a way to this realm. No one knows what happened after he made this mission his focus, but the fact that he now exists as a vestige lends credence to the idea that he discovered what he sought.

Influence. If you make a poor pact with Ipos, he influences your personality in one or both of the following ways.

- **Personality Trait.** If a creature shows interest in a topic in which I am knowledgeable, I must truthfully, and at length, edify them.
- **Ideal.** Intelligence. I think highly of my intellect and feel contempt toward those who question my assumptions and conclusions.

LERAJE

THE GREEN HERALD

PACT DC: 12

2

BONUS PROFICIENCIES

While bound to Leraje, you gain proficiency with shortbows and longbows.

FIGHTING STYLE

You adopt the following style of fighting as your specialty. You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery. You gain a +2 bonus to attack rolls you make with ranged weapons.

LERAJE'S QUIVER

While you are bound to Leraje, you can draw and fire ghostly ammunition from her endless, quasi-real quiver. You can ignore the Ammunition property when wielding a bow. Additionally, the target of your attacks with these arrows gains no benefit from cover, other than total cover.

Arrows fired from this quiver ignore weather conditions. If the weather would make firing an arrow impossible (such as through a gale), you can fire arrows with disadvantage instead.

Finally, when you use the Attack action on your turn to make a ranged weapon attack with a longbow or shortbow, you can use a bonus action to make an additional ranged attack with this weapon. You don't add your ability modifier to the damage of any of these additional attacks, unless that modifier is negative.

MASK OF THE WILD

You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena. In addition, you gain advantage on Dexterity (Stealth) checks when lightly or heavily obscured by natural phenomena.

NEW MOON ARROWS

You can imbue (no action required) 1d4 arrows you touch with a silvery coat that sheds bright and dim light as a candle, turning them into new moon arrows for 1 minute. New moon arrows deal an additional +1d8 radiant damage on a hit and break once shot. Any shapechanger struck by a new moon arrow must succeed a Constitution saving throw or be instantly reverted to its original form and be unable to assume different form for 1d6 rounds. Once you have used this ability, you cannot use it again until you finish a short or long rest.

PACT INFORMATION

A sickly, pockmarked elven archer enters the seal, hiding as if she was there all along. Her green leather armor is elegantly decorated, and you can tell she must have once been beautiful, instead of the withered creature that stands before you now.

Physical Sign. Your skin appears sickly and pockmarked.

Legend. Leraje's prowess with the bow are legendary among the elves. In the early days of the world, a great elven god called upon Leraje to be his first herald among mortals. She taught the elves how to make and use bows, though none could come close to matching her talents.

One day, the deity elven lord himself challenged Leraje to an archery contest. When his herald agreed to the challenge, the lord declared their target: her heart. The elven god meant this as a test of morality, to show Leraje the error of pride, but undeterred, Leraje pulled back her bowstring, and fired at her master. The elven deity fired back in surprise, but Leraje's arrow ricocheted off of the arrow of the god in midair, flying back to Leraje, and piercing her heart.

As punishment for wasting her life for the sake of her stubborn pride, the Elven Deity banished Leraje's soul from the heavens and the earth.

Influence. If you make a poor pact with Leraje, she influences your personality in one or both of the following ways.

- **Personality Trait.** As of late, I am too timid to speak my mind, or to jump to conclusions.
- **Personality Trait.** I feel an unshakable sense of guilt when around elves, and other fey-blooded creatures.



BONUS PROFICIENCIES

You gain proficiency with the poisoner's kit and shortwords until you end your pact with Malphas.

TURNFEATHER'S SKILL

While bound to Malphas, you do not have disadvantage on Dexterity (Stealth) checks from wearing any type of armor. Additionally, you can take the Dash, Disengage, or Hide action as a bonus action. After doing so, you must complete a short or long rest before doing so again.

SNEAK ATTACK

While bound to Malphas, once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels. You gain damage as shown in the Sneak Attack column of the Rogue table as a rogue of half your binder level, up to a maximum of 4d6. If you already have levels in the rogue class, you add half your binder level to your rogue level to determine the damage of Sneak Attack.

BIRD'S EYE VIEWING

In a ritual requiring 1 minute of concentration, you can summon a dove or raven to aid your powers of observation. Appearing in an unoccupied space adjacent to you, your summoned bird has the statistics of a raven, though it is a celestial instead of a beast. You can only have 1 bird summoned at a time and you can dismiss it as a bonus action. This bird remains summoned until you stop binding with Malphas.

Your bird acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. Your bird can't attack, but it can take other actions as normal.



Additionally, as an action you can see through your bird's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses this creature has. During this time, you are deaf and blind with regard to your own senses.

INVISIBILITY

You can cast the spell *invisibility* without expending a spell slot. After casting this spell, you must take a short or long rest before casting it again.

Starting at 10th level, you can cast *invisibility* one additional time between rests.

PACT INFORMATION

Malphas appears before you as a darkly clad elf wearing a cloak of living ravens that caw on occasion.

Physical Sign. Your teeth and tongue turn jet black.

Legend. Malphas was once a member of an ancient kingdom's nobility. Always the black sheep of his family, he was pressganged by his elders into joining a respected druidic order, in the hopes that it might teach him respect for elven culture. Against all odds, the plan seemed to work; Malphas's trademark, a white feather, began turning up at the sites where good deeds had been done, though no one ever saw him perform them.

This impression was all part of Malphas's act. Before committing to the order, he met another elf—a female who won his heart with guile and promises of power. Together they hatched a plan to eliminate the heirs to the throne, leaving Malphas to be king. While white feathers turned up at good events, black feathers began to appear on the murdered corpses of royalty. Before eliminating his final target, Malphas was discovered and forced to flee.

When he told his love of his failure, she flew into a rage, mocking him for his stupidity and his overtures of affection. She then revealed her true form—that of a drow. When the elf authorities found Malphas, he lay on the ground, dead not from magic or physical harm, but from the breaking of his heart and the loss of his soul.

Influence. If you make a poor pact with Malphas, he influences your personality in one or both of the following ways.

- **Personality Trait.** I fall in love very easily. Even a friendly gesture can turn my affections entirely.
- **Ideal.** Power. Poison is my tool of choice for getting everything I want.

3RD LEVEL VESTIGES

FOCALOR

PRINCE OF TEARS

PACT DC: 13

3

AQUATIC

While bound to Focalor, you can breathe both water and air. Additionally, you gain a swim speed equal to your movement speed and have advantage on all Athletics checks made to swim.

ELECTRIFYING TOUCH

You can cast the *shocking grasp* cantrip at will.

AURA OF DESPAIR

When you begin your turn, each creature you choose within 5 feet of you must make a Charisma saving throw. On a failed save, a creature is overcome with grief and, until the beginning of your next turn, cannot take bonus actions and has disadvantage on Intelligence, Wisdom, and Charisma saving throws.

INESTIMABLE GRIEF

While you display Focalor's sign, the sorrow that paints both your visage and your spirit makes you difficult to read. Insight or Perception checks made attempting to discern your emotions or intentions have disadvantage, and you have advantage on saves against the spell *detect thoughts* or similar effects that would read your mind.

SPARK GAP

When you cast a spell which deals lightning damage to a single creature, you can cause the charge to jump to a nearby target. A creature you choose within 5 feet of the damaged creature must make a Dexterity saving throw or take half the lightning damage inflicted.

FOCALOR'S BREATH

By exhaling deeply, you can cast the spell *blindness/deafness* without expending a spell slot. After casting this spell, you must take a short or long rest before casting it again.

LIGHTNING BOLT

You can cast the spell *lightning bolt* without expending a spell slot or spell components. After casting this spell, you must take a long rest before casting it again.

PACT INFORMATION

A single teardrop manifests in midair, which grows and distorts into the form of a morose human male.

Physical Sign. One or both of your eyes constantly weep, regardless of mood or disposition.

Legend. Focalor constantly weeps and provides no information about his origin. Scholars agree that Focalor was an immortal that died of grief, and immense anguish kept him from the afterlife, but little else is known.

Influence. If you make a poor pact with Focalor, he influences your personality in one or both of the following ways.

- **Personality Trait.** I feel morose, and rarely smile or find cause to laugh.
- **Personality Trait.** Whenever I kill a creature, as soon as I have a peaceful moment, I take a moment to say a few words of sorrow and regret for the life I cut short.



BONUS PROFICIENCIES

While bound to Paimon, you gain proficiency with rapiers and shortswords.

DANCER'S GRACE

You can add half your proficiency bonus to any Dexterity-based ability checks you do not already add your proficiency bonus to.

DANCE OF DEATH

Paimon grants you the ability to dance gracefully though combat. You can use your bonus action to begin dancing, which continues until the beginning of your next turn.

While dancing, you do not provoke opportunity attacks from creatures that you attack.

Additionally, once per round while dancing, you can deal an additional 1d8 slashing or piercing damage when you hit with a melee attack. This increases to 2d8 damage at 11th level.

LORD OF THE DANCE

You gain advantage on all dance-based Dexterity (Performance) checks and/or Dexterity (Acrobatics) checks made while dancing.

MASTERFUL FOOTWORK

While dancing, as a reaction, you can make a Dexterity (Performance) check to avoid an attack made against you, with a DC equal to the attack roll. Once you use this ability, you cannot do so again until you have completed a short or long rest.

DANCER'S CELERITY

You gain a burst of graceful speed. You can cast the spell *haste* without expending a spell slot. After casting this spell, you must take a long rest before casting it again.

PACT INFORMATION

A whirling blur appears in the center of the sign. When at last it slows enough to identify, you see that the blur is a featureless gray body with a dancer's physique and swords grotesquely terminating its limbs, upon which it spins.

Physical Sign. One side of your mouth becomes wider than the other, as though it were being stretched or pulled.

Legend. In his time, Paimon was an infamous seductor who danced with noblewomen at every ball, and defeated their jealous suitors with his swordplay. One day, he crossed an unusually cruel nobleman, who assembled a mob to attack Paimon in the night, bringing him to the edge of town, and beating him savagely. They left him to die, having broken his legs and mangled his arms.

On the night of the next ball, a tall, well-shrouded figure appeared among of the dancers, and spun impossibly fast, striking men down in a flurry. They tore at the figure's cloak, revealing Paimon's torso, balanced upon bleeding swords used for limbs. The night was bloody, as Paimon danced and dueled once more.

Noone knows what became of Paimon, but binder scholars maintain he retreated from the world and the afterlife, as he was now too hideous to know a woman's touch.

Influence. If you make a poor pact with Paimon, he influences your personality in one or both of the following ways.

- **Personality Trait.** The first thing I do when I arrive at a new place is to court a fair damsel.
- **Personality Trait.** I cannot resist the allure of music and dancing.

PRIMUS

THE ONE AND PRIME

PACT DC: 13

3

BONUS PROFICIENCIES

While bound to Primus, you have proficiency in medium armor and with morning stars.

ARCHIVE OF LAW

You have advantage on any Intelligence check made pertaining to laws or written agreements. Additionally, as an action, you can question Primus as to whether or not an action is in accordance with Divine Law, the ultimate structure of the universe. Divine Law appears to be completely unpredictable, as it does not always correspond with any known set of laws, and may itself be beyond mortal comprehension.

LAWFUL STRIKE

On a turn in which you make only one melee attack, you can deal an additional 1d6 force damage on a hit.

UNYIELDING CODE

While bound to Primus, you are immune to being charmed.

PRIMUS'S DECREE

You can cast the spell *command* without expending a spell slot. After casting this spell on a creature, you cannot do so again for 24 hours.

RULE OF LAW

Through Primus, you can issue a divine law as an action to all creatures near you for 1 minute. Select one of the commands from below. Each creature within 30 feet must succeed a Charisma saving throw at the beginning of its turn, or must abide by the rule until the beginning of its next turn.

You must follow the rule that you choose for the entire 1-minute duration. If you break this rule, the effect ends and you take 4d6 psychic damage.

- **Speed Limit.** No creature can willingly move further than 10 feet each round.
- **Banned School.** Specify one school of magic. No creature can cast or concentrate on a spell from this school.
- **Pacifism.** Creatures can make only 1 attack each round. After using this ability, you must complete a long rest before using it again.

PACT INFORMATION

The solid gold, genderless body of Primus rises from a platform ticking with gears and cogs. It addresses you in a booming, hollow voice.

Physical Sign. Dozens of small patches of skin on the binder's legs and arms become plates of gold, silver, and bronze.

Legend. The plane of ultimate law, Mechanus, has existed as long as the multiverse. Its denizens are the geometrical modrons, who possess a massive hierarchy headed by the perfect embodiment of law, Primus. All commands for all modrons filter down from Primus, and so doing, all modrons work toward perfecting the order of the universe.

But the Primus is not eternal. Should any denizen of Mechanus be slain or disobey orders, he is replaced by one of his subordinates, and a new modron is created to fulfill the new vacancy; the Primus is no different.

When the great demon lord Orcus was slain, a shadow named Tenebrous rose in his wake, setting off a chain of events that would nearly destroy the entire multiverse, beginning with Mechanus. The unholy Shadow became a usurper when it came to the Plane of Law and slayed the Primus with the Last Word. Enacting the greatest upheaval the universe has ever known, the Shadow then began The Great Modron March to seek something dear to it.

When at last the shadow had risen again as the demon lord, the Secondus replaced Primus, and the Plane of Law was whole again. Yet the spirit of the old Primus persists, without worship and without dictation or decree, pursuing law, even through nonexistence.

Influence. If you make a poor pact with Primus, he influences your personality in one or both of the following ways.

- **Personality Trait.** I am ruthlessly efficient, and evaluate all activities with an eye towards my ultimate goals, brooking no frivolity or distraction.
- **Ideal.** Law. There is nothing higher than the law.



ANTIMAGIC INFLUENCE

You have advantage on saving throws made to resist conditions imposed by magical effects.

RAY OF FLAME

You know the cantrip *fire bolt* and can cast it at will.

EYES OF THE BEHOLDER

Xanathar offers you the power of his magnificent eye rays. When you complete a short or long rest, you can regain the use of one of these expended rays.

SLOW RAY

You can cast the spell *slow* without expending a spell slot. After casting this spell, you must take a long rest before casting it again.

SLEEP RAY

As an action, you can select 1 creature you can see within 60 feet to make a Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The creature awakens if it takes damage or another creature within 5 feet of it takes an action to wake it. This ray has no effect on constructs and undead. After using this ability, you must complete a long rest before using it again.

FEAR RAY

You can cast the spell *fear* without expending a spell slot. After casting this spell, you must take a long rest before casting it again.

DEATH RAY

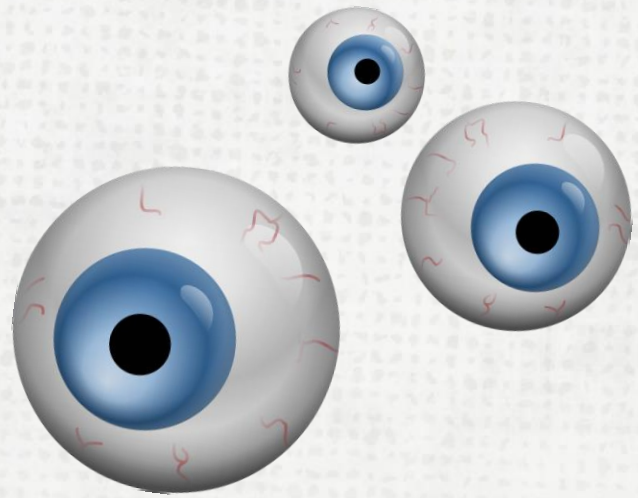
As an action, you can make a ranged spell attack against 1 creature you can see within 60 feet. On a hit, the creature takes 8d6 necrotic damage. After using this ability, you must complete a long rest before using it again.

PACT INFORMATION

A massive eye, bereft of eyelid or skull, appears floating above the sign. Ten smaller eyes orbit it, each fixing its gaze on you when it comes nearest.

Physical Sign. Your eyes are fixed open widely, and you never need to blink.

Legend. It is well-known among vagrants and thieves that the Xanathar was one of most infamous beholders in



history and was formerly the crime lord of the Xanathar Thieves' Guild. Xanathar was also known as The Eye, and it is unclear today which was his name and which was his title.

History remembers The Eye as a ruthless beholder with many eye tyrant rivals, each of whom fell before him in his quest for power. The first was the original guildmaster of the Xanathar Thieves' Guild, whom The Eye murdered and impersonated, taking the Guild and its secrets for himself. With the power of this guild, and centuries to grow his influence in Skullport, The Eye grew his reputation as one of the most feared crime bosses of the city. Expanding his empire to the trade of illicit goods and slaves, The Eye quickly earned the ire of another eye tyrant, Misker, the Pirate Tyrant.

At the height of its power, The Eye extended its control over all the beholders of Undermountain, forcing all those who refused to bow to him, including Misker, to the Underdark or the surface. As the centuries passed, The Eye grew older and his enemies grew bitterer. In spite of the disdain beholders hold for each other, Misker banded The Eye's rivals together to conspire how they might overthrow him, marking the single greatest harmonious confluence of beholders in history.

When at last retribution came, the beholders all but razed Xanathar's guild and destroyed The Eye, body and soul, with dark magic known only to elder eyes.

Influence. If you make a poor pact with Xanathar, he influences your personality in one or both of the following ways.

- **Personality Trait.** I demonstrate the pathological mind of a crime lord. I hoard useful information, hold a grudge for every slight against me, and strike my enemies without warning or mercy. Laws are little more than a hindrance to be.
- **Ideal.** Perfection. I am the perfect creature of my kind, and no creature is my equal. I harbor immense resentment for other creatures' imperfections.

4TH LEVEL VESTIGES



BONUS PROFICIENCIES

While you are bound to Andras, you are proficient with medium armor, greatswords, lances, and longswords.

FIND STEED

You can cast the spell *find steed* at will. When your pact with Andras ends, your steed is dismissed.

SADDLE SURE

When you make a Wisdom (Animal Handling) check and the result is less than 10, you can treat it as a 10.

IMPROVED CRITICAL

Your melee weapon attacks score a critical hit on a roll of 19 or 20.

SMITE FOE

You can attempt to slay your enemy with a single powerful blow. When you make a melee attack on your turn and you do not have disadvantage, you can choose to make this attack with disadvantage to attempt to slay your target. On a hit, you deal an additional 6d6 damage. If this attack reduces your target to 0 hit points, you can make additional attack against a creature within your reach.

SOW DISCORD

Andras grants you the ability to sow discord among your enemies. As a reaction when a creature you can see within 30 feet makes an attack, you can force that creature to make a Wisdom saving throw. On a failed save, the creature instead attacks a creature you choose within its attack range. After using this ability, you must complete a short or long rest before using it again.

PACT INFORMATION

Andras, a grey-skinned elf, rides up mounted on a great black wolf. He slouches lazily on the beast's back, holding a greatsword in one hand.

Physical Sign. You sprout two useless, gray-feathered wings from your back. The wings are small enough to be hidden beneath a shirt or cloak, but doing so makes you appear hunchbacked.

Legend. Andras was once an elf paladin famed for his prowess in battle and his implacable dedication to doing what was right and good for all. A series of misjudgments and misfortunes broke Andras's faith in both himself and his deity, however, and he became a blackguard.

During his subsequent service to the dark gods, his infamy rapidly outgrew his fame, and his name was whispered in fear. After nearly three hundred years of almost constant battle on behalf of both good and evil, Andras grew tired of both causes. In the midst of a duel in the key battle of a great war, he simply dropped his weapon and left, never to be seen alive again. Sages speculate that after his betrayal of both causes, he was no longer welcome in any god's realm, and thus his soul was condemned to become a vestige.

Influence. If you make a poor pact with Andras, he influences your personality in one or both of the following ways.

- **Personality Trait.** I am listless and emotionally remote.
- **Flaw.** I tire of combat quickly. Without warning, I may simply drop my weapon and retire from battle.



DEFT ILLUSIONIST

You know the cantrips *minor illusion* and *vicious mockery* and can cast them at will.

INACCESSIBLE MIND

As an action, you can end the effects of any enchantment spell affecting you that you choose. You are also immune to being charmed.

INCORPOREAL MOVEMENT

You can move through other creatures and objects as if they were difficult terrain. You cannot dash while making this movement, and it does not provoke opportunity attacks. This movement must begin and end in empty space, or you are immediately shunted to the nearest available empty space and take 2d10 force damage.

MAJOR IMAGE

You can cast the spell *major image* without expending a spell slot or spell components. After casting this spell, you must take a short or long rest before casting it again.



KARSUS

HUBRIS IN THE BLOOD

PACT DC: 15

4

PHANTASMAL KILLER

You can cast the spell *phantasmal killer* without expending a spell slot or spell components. After casting this spell, you must take a long rest before casting it again.

PACT INFORMATION

This well-dressed human in regal attire fades into the shape of a rakshasa, rotting like a zombie, and wearing tattered robes. He fades back and forth between these two forms, even as he addresses you.

Physical Sign. Your palms are where the backs of your hands should be, just as they are on a rakshasa.

Legend. Haures was a powerful lord that forced his human subjects to labor, day and night, on his magnificent castle. When he died, the internal furnishings of the castle vanished as well, leaving no sign of his subjects' work.

In truth, Haures was a rakshasa and a powerful spellcaster who used illusion magic during the construction of his castle. His true castle was hidden away on the Ethereal Plane, to which he transported the workers each day. For some time after his demise, Haures spent time on both the Material and Ethereal Planes. As a ghost, he would cloak the material castle in bright illusions to resemble his lavish ethereal home, and haunt unwitting guests.

His sanity deteriorated over the years, and he became unable to distinguish between his illusions and his imagination, and between the Material and Ethereal planes, and even between life and undeath. This complete dissolution of these barriers propelled him into existence as a vestige.

Influence. If you make a poor pact with Haures, he influences your personality in one or both of the following ways.

- **Personality Trait.** I often take to speaking to myself and to my imaginary friends.
- **Flaw.** I'm extremely uneasy around illusions that aren't of my own design.

BASIC ARCANA

You can cast *prestidigitation*, *mage hand*, and *magic missile* at will without expending a spell slot. You can also cast *detect magic* as a ritual.

ARCANACLAST

You have resistance to damage from spells.

GIFT OF KARSUS

While you are bound to Karsus, attuning yourself to a magic item takes only 1 minute of the appropriate activity. You must still meet other prerequisites the item may have to attune to it.

MAGE MIND

For as long as you remain bound to Karsus, you can instantly recognize a vestige's seal if you can see it, and also learn the vestige's title. You still must learn the vestige's name in order to summon it.

Additionally, you have advantage on Arcana checks pertaining to vestiges.

SEVERING TOUCH

You can sever the attunement between a creature and a magic item with a touch. To do so, make a spell attack as an action against a creature wearing or holding the item within your reach. On a hit, the attunement between the targeted magic item and any creatures within 100 feet immediately ends.

NULL MAGIC

Twice between long rests, you can cast the spells *dispel magic* or *counterspell* without expending a spell slot or spell components. These spells are cast as if using a spell slot equal to the highest level vestige you have available to bind. At 12th level, you can cast this spell 3 times between rests, and at 19th level, you can cast this spell 4 times between rests.

PACT INFORMATION

In the center of the summoning sign, a large boulder appears. From a small crack on its surface, blood begins to seep, eventually pouring out by the gallon.

Physical Sign. You bleed more than normal from wounds. Even a small scratch releases a sanguine flood. This effect does not deal extra damage.

Legend. Binder lore remembers Karsus as a mortal spellcaster, one of the strongest who ever lived. One day, he challenged a goddess of magic for her dominion. And forsooth he won her divinity. His body, however, could not bear wielding the goddess's unfathomable power. Soon afterwards he burned out and perished. Now a divine soul, he was not accepted into any afterlife, doomed to an eternal existence in the void.

Influence. If you make a poor pact with Karsus, he influences your personality in one or both of the following ways.

- **Personality Trait.** I would rather lie or scowl at people than openly reason with them.
- **Flaw.** I despise spellcasters, and will go out of my way to ruin their work.



ARMOR PROFICIENCY

While bound to Savnok, you have proficiency in medium armor. If you already have medium armor proficiency, you instead gain proficiency in heavy armor.

CALL ARMOR

As an action, you can summon any armor you are proficient in wearing, which appears about your body. You suffer no penalty if you do not meet this armor's strength requirements. You can dismiss this armor as a bonus action.

MOVE ALLY

You can use your action to teleport up to 30 feet to a space occupied by a willing Small or Medium creature, swapping places with it.

DEATH WARD

When you bind Savnok, you become under the effect of the spell *death ward*, with a duration of 24 hours. If this spell ends for any reason, it remains ended until you rebind Savnok following a long rest.

SAVNOK'S ARMOR

While wearing armor summoned using this vestige, you can reduce all damage taken from attacks by 3. If you are wearing heavy armor, you can reduce damage by 5. This reduction does not stack with any other form of reduction, including resistance.

PACT INFORMATION

A broad-shouldered creature stands before you, concealed beneath menacing plate armor. The armor would be invisible, but it is largely drenched in blood from where hundreds of arrows still pierce it.

Physical Sign. Blood oozes from the joints in your armor. You take no damage from this effect; it is not your blood.

Legend. According to legend, Savnok served the gods Hextor and Heironeous before the two half-brothers came to blows.

When the god brothers were charged to guard their mother's armory, they were awed by the weapons' magnificence, and Savnok, seeing this, vowed to steal the weapons for his masters. However, once his gaze fell on the goddess's armor, he could not resist donning it. Once it was in his possession, he, drunk with power, fled the godly realms to the Material Plane.

The brothers found Savnok with the armor, and they soon began to battle with him. They fought for days in a stalemate, for the armor was impenetrable. At last, Hextor stole a great bow from his mother's armory and, though he barely had the strength to draw it, each arrow he fired struck true and penetrated the armor. He fired the bow for hours, and Savnok slowly bled to death from hundreds of shallow wounds.

Hextor convinced his brother to hide Savnok and fool their mother. Together, the two gods hid Savnok's essence in a place even they could not reach. Heironeous has regretted this decision ever since.

Influence. If you make a poor pact with Savnok, he influences your personality in one or both of the following ways.

- **Personality Trait.** I am headstrong and defiant of authority.
- **Flaw.** Once I make up my mind on a matter, nothing can change it.

5TH LEVEL VESTIGES



DANTALION'S KNOWLEDGE

You receive insight on any topic which you might be researching. You can add your Charisma modifier instead of your Intelligence modifier to all Intelligence skill checks. Additionally, you gain advantage on Intelligence skill checks made concerning royalty, nobility, current or ancient kingdoms, and similar topics.

DANTALION'S AWE

You invoke the full awe and might of Dantalion, cowing your enemies before you. You can cast *sanctuary* without using a spell slot.

TELEPATH

You can speak with your mind and read the thoughts of others. You can cast the *detect thoughts* spell without expending a spell slot or spell components. As long as you maintain concentration on the spell, you can use a bonus action to send a telepathic message to a creature you are focused on. It can reply—using a bonus action to do so—while your focus on it continues.

THOUGHT TRAVEL

You can instantly transport yourself to a location that you can call to mind. You can cast the spell *dimension door* without using a spell slot. After casting this spell, you must take a short or long rest before casting it again. At 18th level, you can cast this spell at will.

DANTALION'S DOMINATION

Dantalion's royal lineage allows you to control others. You can cast the spells *compulsion* and *dominate person* without a spell slot or spell components. After casting one of these spells, you must take a long rest before casting it again.

TELEPORT

Beginning at 15th level, you can cast the spell *teleport* without expending a spell slot. After casting this spell, you must take a long rest before casting it again.

PACT INFORMATION

A 10-foot-tall humanoid, resplendent in crimson and gold robes rises before you. His head is a terrifying conglomeration of dozens of human faces—male and female, young and old.

Physical Sign. One of Dantalion's faces appears on your torso, as though it were a vestigial conjoined twin. It seems lifeless most of the time, but when you activate an ability granted by Dantalion, it opens its eyes and mouth, revealing a starry void within.

Legend. Binders know little of how Dantalion came to be. The most common legend of his origin presents him not as one spirit, but as a conglomeration of the souls of a royal line whose members were cursed not to join their deities in the afterlife. This ancient imperial line is not now connected to any living leaders. Supposedly, however, descendants of this family still live, ignorant of both their heritage and their curse. Some binders profess to be scions of Dantalion—the true heirs of the royal line—but these claims are likely just the fancies of romantic minds.

Influence. If you make a poor pact with Dantalion, he influences your personality in one or both of the following ways.

- **Personality Trait.** I am constantly aloof to those I speak to, and my speech is riddled with stately gestures and flourishes.
- **Personality Trait.** I am insatiably curious about current rulers, nobility, and heads of state. I will always attempt to discover information about them, even to my detriment.



BONUS PROFICIENCIES

While bound to Kas, you are proficient with medium armor, longswords, and short swords.

BLACK BLADE

As a bonus action, you can summon Kas's black blade to your hand. The Black Blade is a magical longsword, and can deal either slashing or necrotic damage (your choice). You can add your Charisma modifier to damage rolls with the Black Blade. You can only add your Charisma modifier once, even if another source adds it. The blade vanishes if it ever leaves your grasp.

UNDEAD REAPER

When you hit an undead creature with a melee or ranged weapon attack, you ignore any damage resistances it might have.

KAS'S PROTECTION

When a creature rolls a critical hit against you, roll a d20. On an 11 or higher, the attack still hits but does not deal critical damage.

FLUENT LIAR

When you make a Charisma (Deception) check and the result is less than 10, you can treat it as a 10.

BLINDING STRIKE

When you hit a creature with a weapon attack, you can force the target to make a Constitution saving throw. On a failed save, the target is blinded until the end of your next turn. After using this ability, you cannot do so again until you take a short or long rest.

PACT INFORMATION

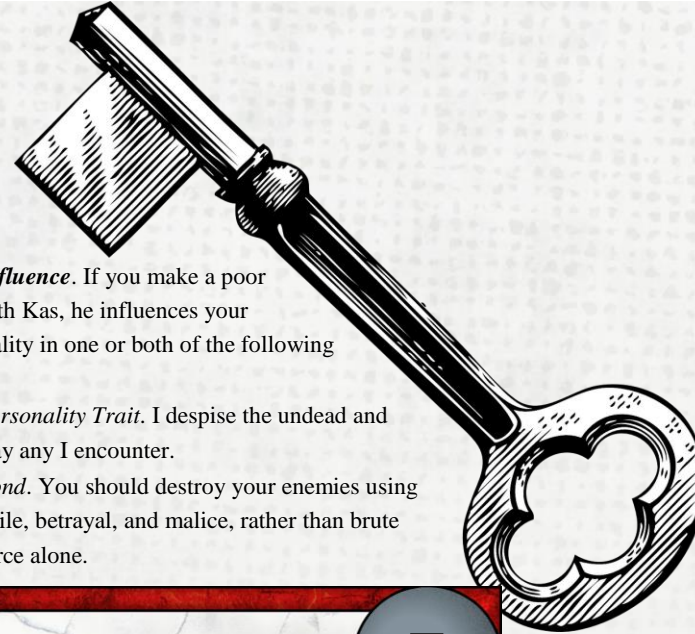
A vampire in armor swirling with shadows steps from the smoke above the sign. He nods, and throws his black longsword at your feet.

Physical Sign. An angry, catlike eye opens in the palm of each of your hands. These eyes provide no additional senses.

Legend. That Vecna, Master of All that is Secret and Hidden, once existed as a cruel-minded lich is no mystery. As Vecna ascended to power, legions of undead rose under his black banner. Among the most powerful was the vampire Kas, who Vecna made his lieutenant, and gifted with a black sword forged from the metal of a fallen star. Kas and his infamous blade led Vecna's armies for years, forging a legend as bloody as his lord's was cruel.

After a significant loss on the field of battle, a weakened Vecna returned to his throne to find Kas waiting. Armed with his black blade, the betrayer Kas struck and a titanic battle ensued. During the fray, despite Vecna's dark powers, Kas sliced the lich's left hand from his body and cut an eye from his face. Fearing his destruction, Vecna employed frantic dangerous magic that annihilated both himself and Kas—or so it seemed.

However, in some misty realm avoided by the gods, Vecna and Kas somehow continued to exist and battle for centuries. Eventually, through dark, primordial magic, Vecna escaped, ascending to godhood. Kas, meanwhile, was lost in the ether, becoming a vestige.



Influence. If you make a poor pact with Kas, he influences your personality in one or both of the following ways.

- **Personality Trait.** I despise the undead and slay any I encounter.
- **Bond.** You should destroy your enemies using guile, betrayal, and malice, rather than brute force alone.

OTIAX

THE KEY TO THE GATE

PACT DC: 16

5

BONUS PROFICIENCY

While bound to OtiAx, you gain proficiency with thieves' tools.

FOG SIGHT

You can see normally through obscurement caused by fog, clouds, smoke, or any other similar effect.

OBSCURING MIST

You summon a roiling cloud of blue fog, obscuring the area. You can cast the spell *fog cloud* as a bonus action without using a spell slot.

FOG HAMMER

You can whip the fog about you into lashing tendrils of mist, slamming your foes with concussive force. As an action, you can make a melee spell attack against a creature within 10 feet, dealing 2d6 + your Charisma modifier bludgeoning damage on a hit. You can use Fog Hammer to make opportunity attacks against creatures within 5 feet.

At 15th level, you can make two attacks with Fog Hammer as an action; at 19th level, you can make three attacks with Fog Hammer as an action.

UNLOCK

You focus your mist into a lock you can see, popping it open with a thought. You can cast the spell *knock* without using a spell slot. After casting this spell, you must take a short or long rest before casting it again.

DEATH FOG

At 15th level, you can create a burst of brilliant blue fog, leeching the life out of creatures unlucky enough to be caught in it. You can cast the spell *cloudkill* without using a spell slot. After casting this spell, you must take a long rest before casting it again.

PACT INFORMATION

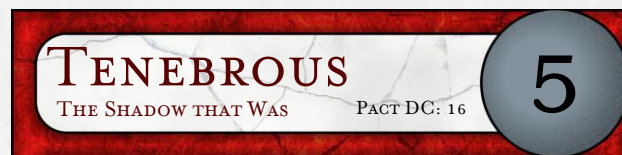
Within the seal, a locked gate appears, from which tendrils of blue fog curl out, obscuring what lies beyond. The gate shakes and rattles loudly, and ragged breathing can be heard beyond, as the fog hides some indistinct yet terrible form.

Physical Sign. You are surrounded by thin wisps of blue fog, even in the strongest wind.

Legend. Otiax is a bit of a conundrum because it seems to have originated outside the known cosmology of the planes. A few sources of pact magic lore refer to some plane or place called the Far Realm, but most offer no explanation of Otiax's past. Some even posit that Otiax is somehow the key to reaching the Far Realm, but that supposition has more to do with Otiax's appearance than with any real evidence of its nature. Because Otiax never speaks, it can shed no light on the issue. Binding with it is more a matter of instinct and will than of deliberation.

Influence. If you make a poor pact with Otiax, it influences your personality in one or both of the following ways.

- **Personality Trait.** When confronted with unopened doors or gates, I become agitated and nervous.
- **Bond.** I cannot abide a lock remaining secured. Whenever I see a key, I must attempt to use it to open the corresponding lock.



SLAY LIGHT

While you are bound to Tenebrous, your newfound affinity for the dark can shy away lit flames and fireflies. On your turn, you can extinguish any nonmagical flames that you can see within 100 feet which fit within a 10-foot cube (no action required.)

Additionally, you can end a single spell of 3rd level or lower that emits an area of light as an action. Once you have extinguished a magical light, you cannot do so again until you complete a short or long rest.

GRAVE DARKNESS

You can cast the spell *darkness* as a bonus action without expending a spell slot or spell components. Additionally, when you cast the spell, you activate one of the following effects within the darkness, which affects creatures you choose. These effects last for 1 minute or until the darkness is dispelled.

- Shadows of the damned crowd the darkness and hinder movement, making every 1 foot of movement inside the darkness cost an additional 1 foot of movement. At 15th level, the area becomes unnaturally silent as per the spell *silence*.
- The shadows begin to latch creatures within the area and trap them. Each creature within the darkness must succeed on a Strength saving throw or be restrained for the duration. A restrained creature can repeat this saving throw at the beginning of each of its turns to end the effect on itself early or be freed by another creature using its action to make a DC 15 Strength check.
- An undead manifests itself in the darkness and patrols it. This creature is under your control, as per the spell *animate dead*, must be an undead of Challenge 3 or lower, and can see in this darkness. The undead creature disappears at the end of the duration, if it drops to 0 HP, or if it ever ends its turn in bright light. At 17th level, you summon a second undead of the same kind with a single use of this ability.

SENSE THE SHADOWS

You can see normally in magical and nonmagical darkness, to a distance of 120 feet. Additionally, by concentrating as an action, you can sense the presence and number of all living creatures within 30 feet of you, but not their exact locations.

RIME OF EMPTINESS

Tenebrous grants you the cold sorrow of the abyss to release by including pain upon your foes. All of your melee weapon attacks deal an additional 1d4 cold and 1d4 necrotic damage.

FLICKER

Tenebrous grants you the ability to fade into the shadows at the most opportune moments. As a reaction when a creature makes an attack roll against you, you can cast the spell *blink* without expending a spell slot or spell components, and roll your first d20 immediately, as per the spell's effect. After casting this spell, you must complete a short or long rest before casting it again.

6TH LEVEL VESTIGES

PACT INFORMATION

A shadow, visibly darker than any darkness, centers itself on the sign. It stretches and rises up into the form of a man, impossibly gaunt, as if someone had squeezed all the essence from a person, leaving behind only a shade.

Physical Sign. You appear to have a second shadow cast behind you, even when there is no light to form it.

Legend. Some centuries ago, the great demon lord Orcus sought divinity and attained it. Slain and resurrected by a surge of negative energy, the corpulent demon arose as the gaunt Tenebrous, a god of darkness and undeath. For a time he traveled the planes in this form, slaying other gods in his quest to gain more power. It was only when he slayed Primus and began the Great Modron March that he recovered the Wand of Orcus, and his true mortal form.

True divinity can never fade completely. The tatters of godly power that Orcus shed remained intact, becoming a vestige. Thus, Tenebrous yet exists as a pale reflection of what he once was, a shadow of a shadow.

Influence. If you make a poor pact with Tenebrous, he influences your personality in one or both of the following ways.

- **Bond.** The loss of something or someone dear to me, or the fear in me that I will lose something or someone forever, aches profoundly in my heart.
- **Flaw.** My business and wellbeing is of no concern for my allies. I can handle it myself.



ANDROMALIUS

THE WOEFUL JESTER

PACT DC: 18

6

CATCH IN THE ACT

While you are bound to Andromalius and conscious, you cannot be surprised. Also, Charisma (Deception) and Dexterity (Sleight of Hand) checks made against you have disadvantage.

BLINDSENSE

If you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

LAUGH TO TEARS

You can cast the spell *hideous laughter* without expending a spell slot or spell components.

INTERCEPTION

As a reaction when a creature you can see within 60 feet makes an ability check, attack roll, or saving throw, you can supernaturally fumble his attempt, and the roll is made with disadvantage. After doing so, you cannot use this feature again until you finish a short or long rest.

ANCIENT'S JIG

You can cast the spell *irresistible dance* without expending a spell slot. After casting this spell, you must take a long rest before casting it again.

PACT INFORMATION

A middle-aged and lithe human male in the garb of a jester stands before you. Each of his arms splits at the elbow into a dozen forearms and a dozen hands, which together juggle 24 separate items.

Physical Sign. You gain an extra digit on each limb. This appendage prevents you from wearing normal gloves or gauntlets, but magic gloves and gauntlets reshape to fit you.

Legend. Once the herald of Olidammara, god of tricks and theft, Andromalius foreswore theft and mischief on his deathbed, repenting all the actions he had taken on behalf of his god during his life. By this means, he hoped to steal his soul from his deity, thus accomplishing his greatest theft and prank in history, and proving himself the most worthy of his god's favor.

At first angered by Andromalius's betrayal, Olidammara quickly realized the irony of the moment and burst into laughter. Yet the god's good humor was short-lived, because he realized that to accept Andromalius's soul would be to prevent the theft and ruin the joke. Since Olidammara was loath to let such a clever servant to go to the realm of some other god, he repaid his servant's honor a hundredfold—he stole Andromalius's soul from the cosmos, rendering it a vestige. Whether Andromalius deemed this result an honor or not remains unclear.

Influence. If you make a poor pact with Andromalius, he influences your personality in one or both of the following ways.

- *Ideal.* Property. I am against theft of any form, and will go out of my way to punish thieves.
- *Flaw.* I delight in causing small calamities—especially misunderstandings between friends and incidents of mistaken identity.



MONSTROUS BITE

While bound to Chupoclops, your lower jaw increases in size and razor-sharp fangs sprout from it. You can use an unarmed strike to bite a creature, dealing 1d8 piercing damage on a hit.

MONSTROUS REACH

You can suddenly stretch and extend your appendages outward. The range of your unarmed strikes increases by 5 feet.

GHOST TOUCH

Your melee attacks overcome damage resistance against incorporeal undead, such as specters and wraiths. Additionally, your attacks and spells affect creatures on the Ethereal Plane normally as if they were on the Material Plane. After striking an incorporeal enemy with an attack, spells and attacks affect it as if it were of the Material Plane until the beginning of your next turn.

SOULSENSE

You possess a special blindsense with a range of 10 feet which can detect the exact location of living creatures which aren't constructs or elementals.

ETHEREAL JAUNT

You can magically shift from the plane you currently occupy to the Ethereal Plane or return to your plane as a bonus action. You can move no further than 15 feet from where you originated on the Ethereal Plane.

PACT INFORMATION

A massive spider leg appears out of nowhere and strikes the center of the seal. Only the portion of the massive body is visible above the seal, as it shifts and moves until an oddly tusked arachnoid face

Physical Sign. Your lower jaw increases in size and razor-sharp fangs sprout from it.

Legend. Chupoclops, once a supposed harbinger of the end of existence, was a titanic, spiderlike creature that stalked the Ethereal Plane. Legend has it that the gods trapped the monstrous Chupoclops in the realm of ghosts to prevent it from devouring hope, but it was destined to escape and sate its hunger during the end times.

Because Chupoclops was a terror to both the living and the undead, a group composed of legendary heroes and infamous villains, some alive and some ghosts, set out to murder Chupoclops and thus accomplish what deities could not. The furious battle lasted for seven days, and each day ended with the death of one member of the group that had come to kill the great monster. On the last day, the last hero struck down Chupoclops with her dying blow.

Chupoclops, never a creature defined by the normal rules of the universe, became a vestige after its death. Binder scholars claim that adventurers still encounter its enormous corpse in the misty Ethereal Plane. Now that the monster can no longer destroy hope, some say it will exist forever, and thus, so will the world.

Influence. If you make a poor pact with Chupoclops, it influences your personality in one or both of the following ways.

- *Personality Trait.* I can't help but be pessimistic. At best, I'm quietly resigned to my own failure, and at worst, I go out of my way to convince others of their hopelessness.
- *Bond.* When I have idle time, I spend it lingering on the border Ethereal Plane, gazing longingly into the abyss, searching for something. I know not what.

GERYON
THE DEPOSED LORD PACT DC: 18 **6**

DEVIL'S SIGHT

You can see normally in magical and nonmagical darkness, to a range of 120 feet.

ACIDIC GAZE

As an action, select 1 creature you can see that can also see you within 30 feet to make a Constitution saving throw. On a failed save, the creature takes 3d6 acid damage and takes an additional 3d4 damage at the beginning of its turn.

This ability's damage increases when you reach 17th level (4d8 / 4d4).

SWIFT FLIGHT

You gain a flight speed equal to your base walking speed. However, you must begin and end your movement on solid ground, otherwise you fall.

Beginning at 18th level, as a bonus action, you can cast the spell *fly* without using a spell slot. After casting this spell, you must take a short or long rest before casting it again.

TERRIFYING GLARE

As an action, each creature you choose that you can see which can also see you within 30 feet must make a Wisdom saving throw. On a failed save, the creature is magically frightened for 1 minute. After using this ability, you must complete a short or long rest before using it again.

EYEBITE

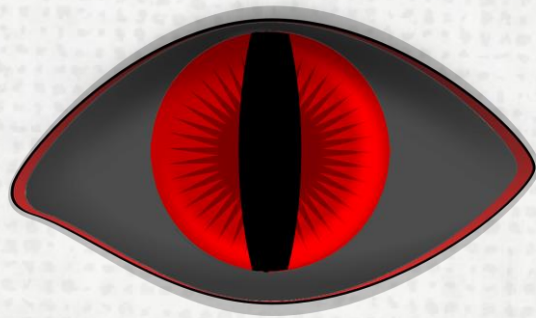
You can cast the spell *eyebite* without using a spell slot or spell components. After casting this spell, you must take a long rest before casting it again.

PACT INFORMATION

A pit fiend with 6 green eyes rises from the sign. Its skin is cracked like broken pottery and is missing pieces in places, revealing that the body is hollow, illuminated internally with a sickly green light.

Physical Sign. Two extra pairs of devilish eyes with green lids and yellow, catlike irises open on your head.

Legend. As one of the legendary Lords of the Nine, Geryon ruled Stygia, the frozen fifth layer of Hell. During a great upheaval known as the Reckoning, Geryon secretly supported the greatest of the arch devils, Asmodeus, against his rivals. When the armies of the opposing lords met to



decide who would take Asmodeus's power, Geryon blew his horn. At his signal, the armies turned against their leaders, the usurpers were thrown down, and Asmodeus reestablished his right to rule all Baator. Asmodeus returned them to power, but rather than reward Geryon, he gave his lone supporter's power and position to another.

Geryon's fate after losing his position is unclear, but some binder scholars maintain that Asmodeus held one more betrayal in store for him. The ruler of the Nine Hells had always hungered for the souls of those who had lost their faith, and Geryon's powerful soul made a fine meal.

Influence. If you make a poor pact with Geryon, he influences your personality in one or both of the following ways.

- **Personality Trait.** I conspire in secret among my friends to accomplish my goals.
- **Ideal.** Loyalty. If I see someone as my ally, I trust them completely.

ZAGAN
DUKE OF DISSAPPOINTMENT PACT DC: 18 **6**

DURABLE FORM

While bound to Zagan, your hit point maximum increases by your binder level.

SERPENT'S SENSES

You gain the ability to detect creatures by smell. You have advantage on any skill checks made to track a creature by smell. You also gain a limited form of blindsight: you can detect the presence of any living creature within 30 feet. This ability is disrupted by highly strong smells or any other condition which might block scent.

SERPENT'S BANE

You gain advantage on attacks made against yuan-ti, snakes, or other snake-like creatures. Additionally, you gain resistance to poison damage and advantage on saving throws made to resist being poisoned.

SERPENT'S GRASP

You gain the ability to grapple foes like a snake. This grants you a number of benefits:

- Your unarmed strikes deal 1d4 bludgeoning or piercing damage.
- When you hit a large or smaller creature with an unarmed strike, you can use a bonus action to attempt to grapple it.
- You have advantage on attack rolls against a creature you are grappling.
- You can use your action to try to pin a creature grappled by you. To do so, make another grapple check. If you succeed, you and the creature are both restrained until the grapple ends.
- You can constrict a foe you are grappling as a bonus action, dealing 2d8 + your Strength modifier bludgeoning damage.

SERPENT'S TERROR

You can cast the spell *fear* without expending a spell slot or spell components. Creatures effected by this spell are also frightened by snakes and snake-like creatures for the duration. After casting this spell, you must take a short or long rest before casting it again.

PACT INFORMATION

A massive, ogre-like creature rises from the seal. It has a long, serpentine form instead of legs, and each of its arms terminate in a massive, hissing serpent's head.

Physical Sign. You gain a lisp and can't help but speak in a sibilant manner.

Legend. In the early days of the world, Zagan was a lord in the yuan-ti empire and ruled over thousands of yuan-ti, and tens of thousands of human slaves which worshipped him. As his power grew, he began to envy godhood, and discovered a ritual to propel him to divinity: a grand ceremony wherein he and his yuan-ti would gather together all his worshipers and slay them.

On the appointed night, in the midst of the slaughter of his slaves, and on the eve of his apotheosis, Zagan was betrayed by one of his own clerics. At a point somewhere between godhood and mortality, Zagan passed on into the void.

Influence. If you make a poor pact with Zagan, he influences your personality in one or both of the following ways.

- **Bond.** I despise snakes and snake-like creatures. I will attack and attempt to kill any that I see.
- **Flaw.** I am overly aggressive and domineering towards all I meet.

7TH LEVEL VESTIGES



VESTIGE OF UNLIFE

Acererak grants you a semblance of lichhood while he is bound. You have resistance to cold, lightning, and poison damage.

Additionally, the undead see you as a friend while bound to Acererak. Before making an attack against you, an undead creature must make a Wisdom saving throw. On a failed save, the creature loses the attack. If a creature's saving throw is successful, the creature is immune to this feature for the next 24 hours.

UNDEAD HEALING

Whenever you would take necrotic damage from a source other than a cantrip, you instead regain a number of hit points equal to the necrotic damage dealt, up to your hit point maximum.

FALSE LIFE

As a bonus action, you can cast the spell *false life* without a spell slot, as if using a spell slot of 4th level. After casting this spell, you must take a short or long rest before casting it again.

FINGER OF DEATH

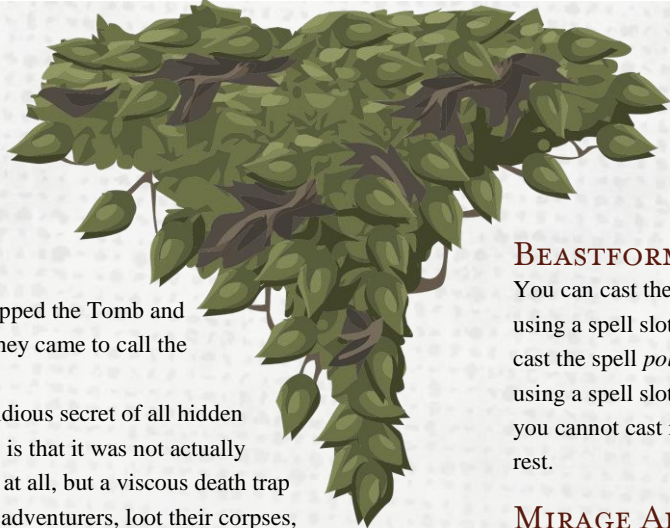
You can cast the spell *finger of death* without expending a spell slot. After casting this spell, you must take a long rest before casting it again.

PACT INFORMATION

Dust and smoke form together into a yellowed human skull. One by one, precious gems wink into being, so that each eye socket and the space of every tooth becomes occupied by a shining diamond, ruby, emerald, or sapphire.

Physical Sign. A gem replaces one of your teeth. If removed, the gem reverts to a normal tooth.

Legend. Acererak was a powerful demi-lich responsible for the infamous Tomb of Horrors. This tomb was his supposed resting place, and was promised to adventurers as a dangerous haunt, replete with treasure. And dangerous it was. The Tomb of Horrors slayed more adventurers than almost any other dungeon ever constructed, largely in part to its devious, unforgiving traps. Its notoriety attracted an entire cabal of budding necromancers and cultists to the



site, who worshipped the Tomb and Acererak, who they came to call the Devourer.

The most insidious secret of all hidden within the Tomb is that it was not actually Acererak's tomb at all, but a viscous death trap designed to slay adventurers, loot their corpses, and capture their souls; all this in service of Acererak's ultimate goal: merging himself with the Negative Energy Plane, and gaining ultimate control over undeath. In spite of the impossible odds, a group of adventurers ultimately bested the Tomb, discovered the truth of Acererak's plan, and crushed his phylactery.

Normally, such an act would have sent Acererak to the Abyss, but the pull of the Negative Energy Plane proved too strong. Absorbed into the darkness, Acererak persisted on as a vestige.

Influence. If you make a poor pact with Acererak, he influences your personality in one or both of the following ways.

- **Personality Trait.** I obsessively think about death, and how best to cheat it.
- **Flaw.** I take every opportunity to exercise power over others.

EURYNOME
7

MOTHER OF THE MATERIAL
PACT DC: 20

BEASTFRIEND

You can cast the spells *Speak with Animals*, *Locate Animals or Plants*, and *Beast Sense* as rituals, and can cast *Animal Friendship* without using spell slots or spell components.

ANSWER IN THE WIND

You can cast the spell *Commune with Nature* without using a spell slot. After casting this spell, you must take a short or long rest before casting it again.

EURYNOME'S WANDERLUST

You can cast the spell *Water Walk* without using a spell slot or spell components. In addition, you can cast the spell *Wind Walk* once without using a spell slot. Once you cast *Wind Walk* in this fashion, you cannot cast it again until you complete a long rest.

BEASTFORM

You can cast the spell *Barkskin* (targeting self only) without using a spell slot or spell components. In addition, you can cast the spell *Polymorph* (targeting self only) once without using a spell slot. Once you cast *Polymorph* in this fashion, you cannot cast it again until you complete a short or long rest.

MIRAGE ARCANE

You can cast the spell *Mirage Arcane* without using a spell slot or spell components. After casting this spell, you must take a long rest before casting it again.

PACT INFORMATION

A horrid conglomeration of humanoid, avian, and piscine forms rises from the seal. Its arms are that of an octopus, and legs are that of a hawk.

Physical Sign. You are always perceptively damp.

Legend. Eurynome is considered by many to be the first Druid. In life, she was a primordial titan that walked alongside the gods before recorded time. While the Titans battled the essence of chaos of the Outer Planes, Eurynome tired of the endless violence and fled to the unformed Material Plane. Instead she practiced creation, separating the ocean and the sky, filling the ocean with fish and the sky with clouds. Because of her meddling, the gods struck her down and she perished on the Material Plane, her body becoming the first island, and her blood giving birth to the first plants and animals.

Druids of the eldest circles venerate Eurynome for being so in touch with nature that she came to embody it, as they ultimately aspire to.

Influence. If you make a poor pact with Eurynome, she influences your personality in one or both of the following ways.

- **Personality Trait.** I am a follower, not a leader. I act in ways my allies did before me.
- **Flaw.** I see secret motives and possible betrayals behind every action.



MARCHOSIAS

KING OF KILLERS PACT DC: 20

7

BONUS PROFICIENCIES

You gain proficiency with hand crossbows, scimitars, shortswords, the disguise kit and the poisoner's kit.

FIGHTING STYLES

You adopt the following style of fighting as your specialty. You can't take a Fighting Style option more than once, even if you later get to choose again.

Two-Weapon Fighting. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

QUICK TO ACT

You have advantage on initiative rolls.

SILENT AND SURE

When you make a Dexterity (Stealth) check and the result is less than 10, you can treat it as a 10.

DEATH ATTACK

You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, when you hit a creature that hasn't taken a turn in combat yet, you can deal an additional 8d10 damage. After using this ability, you must take a short or long rest before you can use it again.

PACT INFORMATION

Body and raiment composed of swirling smoke and cinders, the King of Killers rises from a flame formed above the sign. He wears a crown of fire, beneath which gleam two glowing, hot coals where his eyes should be.

Physical Sign. The pupils of your eyes glow with a red-orange light.

Legend. In life, Marchosias was a legendary assassin that refined his slaying skill by targeting other assassins and killers. His choice of target had nothing to do with morals; professional murderers simply provided the greatest challenge.

When he at last met his end, Marchosias's soul was condemned to the Nine Hells, where the spirits of his victims, thugs, slaughterers, executioners, and assassins, waited for him. The condemned souls rose up against their devilish captors, and fell upon Marchosias at once. By the time the devils pulled back the attackers, nothing was left of his soul.

Influence. If you make a poor pact with Marchosias, he influences your personality in one or both of the following ways.

- **Personality Trait.** I am debonair and sly, confident in the knowledge that I have a trick up my sleeve.
- **Bond.** I will attempt to kill or best any professional assassin or notable killer I encounter.

8TH LEVEL VESTIGES

BALAM

THE BITTER ANGEL PACT DC: 22

8

FIGHTING STYLE

You adopt the following style of fighting as your specialty. You can't take a Fighting Style option more than once, even if you later get to choose again.

Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

ANGEL'S WINGS

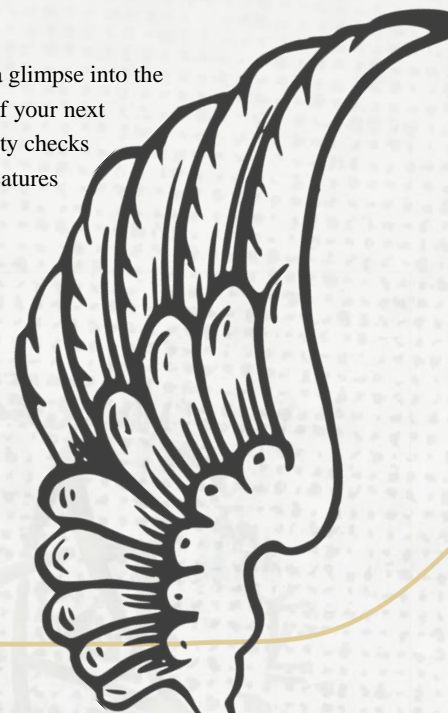
While bound to Balam, you sprout two grotesque, twisted angel's wings, which nonetheless grant you a fly speed equal to your movement speed.

BALAM'S CUNNING

You can reroll one ability check, attack roll or saving throw as a reaction, and must use the new result, even if it is worse than the original. You can choose to use this ability, even after the DM says whether the roll succeeds or fails. After using this ability, you must complete a short or long rest before using it again.

PRESCIENCE

As a bonus action, you can gain a glimpse into the immediate future. Until the end of your next turn, you have advantage on ability checks and attack rolls. Additionally, creatures have disadvantage on attack rolls against you during this time. After using this ability, you must complete a long rest before using it again.



PACT INFORMATION

Balam is simply a horror. Her body is that of a great purple serpent, and her head consists of the top halves of three horned humanoid heads arranged evenly around a shared gaping maw.

Physical Sign. Your voice gains a peculiar quality, becoming both hollow and guttural.

Legend. Binders are uncertain of how Balam came to be, but the most prominent understanding is that she was a powerful solar, given an impossible task by her gods. Many binders think she was tasked with eliminating sacrifices to evil gods, which amounted to eliminating the worship of evil gods altogether—a task well beyond what even the good deities could manage. Needless to say, Balam failed in her assignment, and some believe that her foes actually sacrificed her in praise of a dark god.

Influence. If you make a poor pact with Balam, she influences your personality in one or both of the following ways.

- **Bond.** I oppose the forces of evil on principle, but I oppose the forces of good with a personal vengeance in my heart. Only the truly neutral are spared my wrath.
- **Ideal.** Atheism. No one who represents a god can be trusted. I firmly believe that clerics and paladins spread dangerous lies.



BONUS PROFICIENCIES

You gain proficiency with medium armor, shields, battleaxes, longswords, and warhammers.

ELIGOR'S STRENGTH

When you bind Eligor, if your Strength score was lower than 19, it becomes 19.

CHROMATIC STRIKE

Once per turn, you can deal an additional 2d8 fire, lightning, cold, acid, or poison damage when you hit with a melee attack.

ELIGOR'S SKILL

You add your proficiency modifier to all Animal Handling checks made when dealing with Eligor's mount, and you gain a number of useful skills in the saddle:

- You have advantage on melee attack rolls against any unmounted creature that is smaller than your mount.
- You can force an attack targeted at your mount to target you instead.
- If your mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ELIGOR'S COMPANION

You can cast the spell *find steed* without using spell slot. The mount summoned is identical to a heavy warhorse, but physically appears to be half dragon. When your pact with Eligor ends, your steed is dismissed.

PACT INFORMATION

Fully clad in shining armor, Eligor clatters out of nothingness riding a half-horse-half-dragon abomination.

Physical Sign. One of your hands becomes thickly scaled.

Legend. In life, Eligor was a great half-elf dragonslayer. After his death, Tiamat sent her draconic minions to the realms of good deities to claim his soul. Though the gods fought against this, they eventually relented.

One deity, whose name has been lost to history, pursued Tiamat into the underworld, intending to wrest Eligor's soul from his captors. Instead of finding him in bondage, the deity found him in the armor of a draconic champion. Unbeknownst to the other gods, Tiamat had raised him from death to be her champion and enforcer, winning his loyalty through the other gods' abandonment. Eligor and the nameless deity fought, and Eligor lost his life yet again. This time, no deity laid claim to his soul, and Eligor passed on into the void.

Influence. If you make a poor pact with Eligor, he influences your personality in one or both of the following ways.

- **Bond.** I feel pity for all outcasts, particularly half-elves and half-orcs, and I will make every effort to befriend any such beings I meet.
- **Bond.** I was deeply wronged by the deities who abandoned me. As such, if able, I will attack humans, elves, or dragons in preference to all others whenever I am in combat.

9TH LEVEL VESTIGES

HALPHAX
THE ANGEL IN THE ANGLE PACT DC: 25

9

STONE SKIN

While bound to Halphax you have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

HALPHAX'S KNOWLEDGE

You have advantage on ability checks relating to understanding architecture, buildings, and similar topics.

SECURE SHELTER

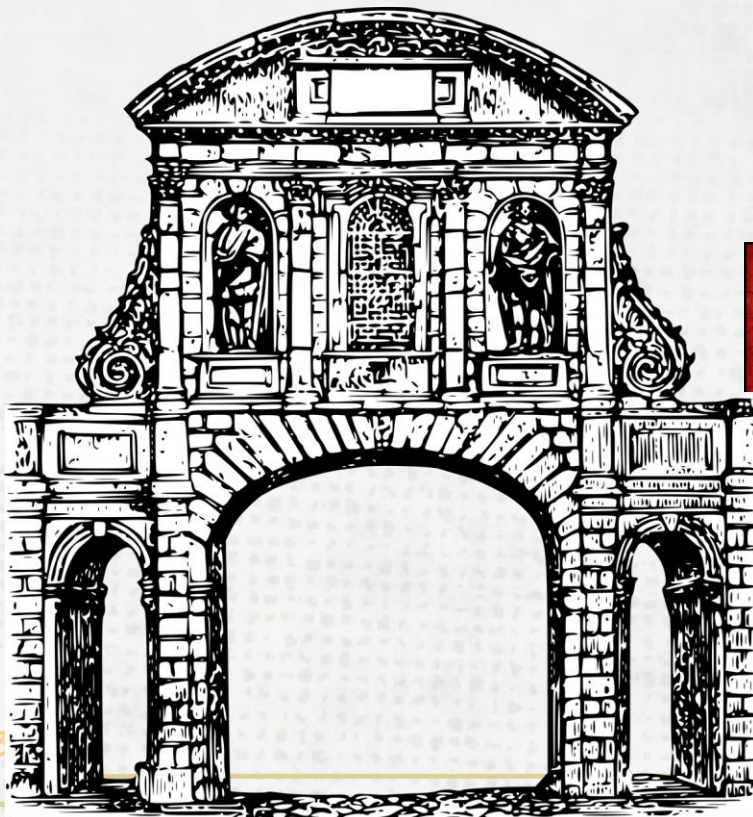
You can cast the spell *tiny hut* as a ritual.

IRON WALL

You can cast *wall of stone* without a spell slot or spell components. This wall appears to be made of iron, rather than stone. After casting this spell, you must take a short or long rest before casting it again.

IMPRISON

You can imprison a foe deep underground with but a touch. You can cast the spell *imprisonment* without a spell slot or spell components, and can only choose the burial or hedge prison options. After casting this spell, you must take a long rest before casting it again.



PACT INFORMATION

The geometry of the room distorts, one corner stretching into the distance, and snapping back. A gnome holding the implements of an architect now stands in the corner, and approaches the seal.

Physical Sign. Your skin takes on the appearance of cracked stone.

Legend. Long ago, the gnomes lived in massive, nigh-impregnable cities that played host to a number of other races. In an event known as the Great Betrayal, the hobgoblin populations of many of these cities banded together and seized the cities for themselves, converting their sturdy walls into prisons for the inhabitants.

The hobgoblins captured gnomish architects and engineers and forced them to fortify the cities. When they kidnapped the wife of the great gnomish architect, Halphax, he crafted the single most impregnable prison in history. When at last the goblinoids were defeated, Halphax's city was the last to fall. The liberating army found Halphax and his wife alone in the prison city: the hobgoblins had killed all but the two of them. Because she could not bear to be the cause of so much tragedy, Halphax's wife took her own life as well.

The gnomes attempted to apprehend Halphax for his betrayal, but the architect vanished into his city. The armies tore the city down to its foundations as they searched, but he was never seen again.

Influence. If you make a poor pact with Halphax, he influences your personality in one or both of the following ways.

- **Personality Trait.** My personality is as rigid as my stone skin, and I find it difficult to emote.
- **Bond.** I never take hostages and always negotiate, rather than fight, if something or someone I care about is held captive.

ORTHOS PACT DC: 25

SOVEREIGN OF THE HOWLING DARK

9

HOWLING RESISTANCE

You gain resistance to cold, fire, lightning, and thunder damage.

VOIDSIGHT

You gain darkvision with a range of 60 feet. If you already possess darkvision, its range increases by 60 feet. You can see normally in magical darkness. Additionally, you gain blindsight with a range of 10 feet.

WHISPERING WIND

As an action, you can send simple messages on the wind to a creature you know. If you are outside, you can send a message of no more than 25 words up to 100 miles from your location.

HOWLING FURY

You are constantly surrounded by a whirling, slashing wind. Any ranged weapon attacks made against you are made at disadvantage.

Additionally, as an action, you can direct the wind to lash out against your foes. As an action, make a ranged spell attack against a foe you can see within 120 feet. On a hit, this creature takes 2d8 slashing + 2d8 thunder + your Charisma modifier force damage and must make a Strength saving throw or be knocked prone.

WHIRLWIND BREATH

As an action, you can exhale a 60 foot cone of blasting, deafening wind. Each creature in the cone must make a Dexterity saving throw; on a failure, a creature takes 7d6 thunder + 7d6 bludgeoning damage, is knocked prone, and is shoved to the nearest edge of the cone. On a successful save, the damage is reduced by half, the creature is not knocked prone, and is only pushed 10 feet away from you. Once you use this ability, you must take a long rest before you can do so again.

PACT INFORMATION

A light breeze buffets about the room, then rises into a whistling wind, and finally into a howling gale. Then it stops. A presence not altogether visual, but evident and palpable nonetheless, has arrived on the seal in the midst of the chaos.

Physical Sign. You always seem to be buffeted by a breeze that no one else can feel, even when you're indoors.

Legend. Orthos might well be the original vestige—the first being to break the boundaries and see past the window of reality to the nothingness beyond. Pact magic texts always mention this entity, and persistent explorers can find its seal represented in art or architecture on most planes, as well as in the ruins of many ancient civilizations. Binder scholars have a thousand theories about Orthos's origins, but none is more than mere supposition. All agree that Orthos is inestimably old, and it has long since shed whatever form and persona it might once have had, becoming an alien and distant being. In deference to its great age and the hallmark of its appearance, binder scholars have dubbed Orthos the Sovereign of the Howling Dark.

Influence. If you make a poor pact with Orthos, he influences your personality in one or both of the following ways.

- **Personality Trait.** I speak only in a whisper.
- **Bond.** Darkened areas and loud noises make me short of breath and fill me with panic.



CHAPTER 3: NEW ARCHETYPES

This chapter introduces new archetype options and explores the influence some vestiges might have in the world, despite being exiled from reality. Even in campaigns without Pact Magic, these occult archetypes can still be used simply by treating their vestige namesakes as vengeful spirits reaching out from the afterlife, rather than the Void.

DIVINE DOMAIN

In a pantheon, every deity has influence over different aspects of mortal life and civilization, called a deity's domain. All the domains over which a deity has influence are called the deity's portfolio. For example, the portfolio of the Greek god Apollo includes the domains of Knowledge, Life, and Light. As a cleric, you choose one aspect of your deity's portfolio to emphasize, and you are granted powers related to that domain. Your choice might correspond to a particular sect dedicated to your deity. Apollo, for example, could be worshiped in one region as Phoebus ("radiant") Apollo, emphasizing his influence over the Light domain, and in a different place as Apollo Acesius ("healing"), emphasizing his association with the Life domain. Alternatively, your choice of domain could simply be a matter of personal preference, the aspect of the deity that appeals to you most.

DOMAIN OF TENEBOUS

The remnant of divinity once possessed by Orcus, Tenebrous is perhaps the only vestige still worshiped in some places as a god. In his short stint of divinity, Tenebrous slayed countless gods and began the Great Modron Match cementing his cult following, even long after he vanished from the multiverse. What attraction his followers feel to this deceased god of darkness and undeath is a mystery known only to his worshippers. Whatever the reason, some clerics choose to shirk their ties to the pantheon, and embrace Tenebrous, the Shadow that Was.

Although Tenebrous exists only as a vestige, clerics who worship him receive spells from somewhere. Perhaps the remnants of his divinity are sufficient that he can still grant spells, or perhaps godhood and apotheosis are far more complex and riddled with mystery than anyone ever imagined.

TENEBOUS DOMAIN SPELLS

Cleric Level Spells

1st	<i>ray of sickness, witch bolt</i>
3rd	<i>darkness, ray of enfeeblement</i>
5th	<i>bestow curse, vampiric touch</i>
7th	<i>black tentacles, death ward</i>
9th	<i>cloudkill, destructive wave</i>

DARKVISION

When you choose this domain at 1st level, you gain darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. If you already possess darkvision from another source, its range increases by 60 feet.

Starting at 6th level, magical darkness no longer impedes your darkvision.

VISAGE OF THE DEAD

Also at 1st level, you appear gaunt with grey-green skin, much like an undead creature. You can use your bonus action to focus this undeath and gain a number of temporary hit points equal to your cleric level + your Wisdom modifier. After using this ability, you must complete a long rest before doing so again.



CHANNEL DIVINITY: CONTROL UNDEAD

Beginning at 2nd level, as an action expending your Channel Divinity, you can target one undead creature you can see within 30 feet. This target must make a Wisdom saving throw. On a failed save, the undead must obey your commands for the next 24 hours, or until you use this Channel Divinity Option again. An undead whose challenge rating is equal to or greater than your level is immune to this effect.

On each of your turns, you can use a bonus action to mentally command any creature you command if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

CHANNEL DIVINITY: GRAVE DARKNESS

At 6th level, you can expend your Channel Divinity to cast the spell *darkness* without using a spell slot. Shadows of the damned crowd this darkness and hinder movement, making every 1 foot of movement inside the darkness cost an additional 1 foot of movement. At 8th level, the area becomes unnaturally silent as per the spell *silence*.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

DISRUPT LIFE

At 17th level, by invoking the power of Shadow that Was, you can wither living things to dust. As an action, you can expend 1 spell slot. Each living creature you choose within 20 feet of you must make a Constitution saving throw or take 1d10 necrotic damage for each level of the spell slot expended + your Wisdom modifier.

SORCEROUS ORIGIN

Different sorcerers claim different origins for their innate magic. Although many variations exist, most of these origins fall into two categories: arcane bloodlines and the corruption of exotic magic.

SCION OF DANTALION

Your magic is derived from your connection to a long-forgotten line of human kings who once ruled an empire that spanned the stars. While almost all currently living humans and half-breeds share some small amount of blood with those of this ancient line, your connection is much more direct. Those that can tap into this connection find that their minds are psionically linked to those of each of their ancestors, and that the lines of succession extend for millennia. As such, you can command the authority and knowledge of thousands of kings, even if your mind can only handle a fraction of it at a time.

SIGN OF DANTALION

At 1st level, one of Dantalion's faces appears on your torso, as though it were a vestigial conjoined twin. It seems lifeless most of the time, but when you cast a spell, it opens its eyes and mouth, revealing a starry void within.

Because of this sign, you hold intrinsic sway over other creatures. You gain proficiency in your choice of Deception, Persuasion, or Intimidation.

THOUGHT READING

Starting at 1st level, your psychic link to your ancestors gives you the ability to touch the minds of other creatures. You can communicate telepathically with a willing creature you can see within 30 feet of you. You don't need to share a language with the creature to understand its thoughts nor for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

SCHOLARSHIP OF DANTALION

At 6th level, you gain the ability to connect to your ancestors and draw their knowledge into your mind. You can use your action and spend a sorcery point to gain proficiency in a skill or tool set for 1 minute.

THOUGHT TRAVEL

At 14th level, your base movement speed increases by 10 feet. Additionally, when you move, you can expend 1 sorcery point to teleport to your desired location instead of walking.

STAR EMPEROR

At 18th level, by spending 5 sorcery points as an action, you can connect yourself to the first of your line, Dantalion, the Star Emperor, and command the awe of a thousand kings. For 1 minute, when a creature within 30 feet attacks you, it make a Wisdom saving throw. On a failed save, the attack automatically misses. A creature that succeeds this saving throw is immune to this effect for 24 hours.



OTHERWORLDLY PATRON

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return.

Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

KARSUS

The legends tell that Karsus was once a mortal spellcaster, one of the strongest who ever lived. Using his magic, he attempted to usurp a goddess of magic from her throne. Remarkably, he succeeded, but his not yet immortal body could not bear wielding the goddess's unfathomable power. He erupted into pure magical energy, leaving behind no traces save for the wound the explosion left on the very tapestry of magic. Unfortunately, as a now divine soul, he was not accepted into any afterlife, and was doomed to an eternal existence in the Void.

Though he achieved some measure of distraction from the endlessness of the Void from the few binders that can contact him, Karsus despises them: after all, he was once a god, even if only for a moment, and being forced to act at the whim of an impertinent mortal is nearly too much to bear. To this end, he makes more solid pacts with those few who can both contact him and who would bow in supplication before him: while warlocks are neither believers nor worshipers, they are at least short-sighted enough to serve only him.

KARSUS EXPANDED SPELLS

Spell Level	Spells
1st	<i>detect magic, magic missile</i>
2nd	<i>magic weapon, phantasmal force</i>
3rd	<i>fireball, glyph of warding</i>
4th	<i>faithful hound, private sanctum</i>
5th	<i>arcane hand, cone of cold</i>

BASIC ARCANA

You learn two wizard cantrips of your choice. These cantrips count as warlock cantrips for you and don't count against your number of cantrips known.

COUNTERMAGIC

Starting at 6th level, when a creature you can see within 30 feet casts a spell, you can cast the spell *counterspell* without expending a spell slot or spell components. After using this ability, you must take a short or long rest before using it again.

ARCANACLAST

At 10th level you gain resistance to damage dealt by spells.

MASTER ARCANA

At 14th level, Karsus rewards your persistence and loyalty by granting you access to magic other warlocks can merely dream about. Select one spell of 6th, 7th, 8th, and 9th level from the wizard spell list: when you use your Mystic Arcanum feature for that spell level, you can use this spell instead of your Mystic Arcanum spell. Additionally, you can use your 6th and 7th level Mystic Arcanum spells each one additional time between rests.



CHAPTER 4: FEATS AND ITEMS

This chapter contains feats and magic items available to characters of any class. If the binder, and the esoteric influence of Pact Magic, is included in your campaign, these options should prove valuable in adapting various character to the occult.

FEATS

A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise.

EXORCIST

You have been taught secret techniques for the removal of possessing spirits.

- Increase your Wisdom score by 1, to a maximum of 20.
- When you make a melee attack against a fey, fiend, or undead, you ignore that creature's damage resistances.
- You can use your action to touch a creature within your reach and determine if the creature is possessed or under the effects of an enchantment spell. If so, you learn the type of spirit possessing the creature or the spell enchanting it.
- By presenting a holy symbol to a creature within 10 feet as an action, you can attempt an exorcism ritual. If the creature is possessed by a spirit, the possessing spirit must make a Wisdom saving throw, with a DC = 8 + your proficiency bonus + your Wisdom modifier. On a failure, the spirit is expelled, and it cannot enter that creature again for 24 hours. On a success, the creature is immune to exorcism attempts for 24 hours.

If the target of your exorcism is a creature with the Soul Binding feature, it becomes unable to use any power or ability provided by its vestiges, except for Bonus Proficiencies, and the vestige's Physical Sign and Influence, for 1 minute.

NOVICE OCCULTIST

You have learned the hidden ways of pactmaking, and can summon a few minor spirits to your aid.

- You gain the Soul Binding feature.
- You bind one Minor Spirit to your service, and can use its abilities. No matter how many minor spirits you have bound to you, you can only have one active at a time.
- You learn to summon a first level vestige, with difficulty. As an action, you can bind this vestige and use its powers and abilities, while you maintain concentration on the binding as you would a spell. If you lose concentration, or after 1 minute, the vestige is expelled. You always make a poor pact with this vestige, unless you have levels in a class that grants you vestige binding.

After summoning this vestige, you must take a long rest before you can summon it again.

WITCH HUNTER

You have experience in the detection and elimination of warlocks, occultists, and creatures possessed by foul spirits.

- You gain resistance to acid, cold, fire, lightning, or thunder damage (your choice when you gain this feat.)
- You can instantly identify a creature that has cast a spell within the last 24 hours.
- When you hit a creature with a melee attack, you can use a bonus action to disrupt its magic. This creature must make a Constitution saving throw or have disadvantage on spell attack rolls it makes until the beginning of your next turn. The DC equals 10 or half the damage dealt, whichever is higher.

MAGIC ITEMS

Magic items are gleaned from the hoards of conquered monsters or discovered in long-lost vaults. Such items grant capabilities a character could rarely have otherwise, or they complement their owner's capabilities in wondrous ways.

CHIME OF SUPPRESSION

Wondrous item, uncommon (requires attunement by a creature with the Soul Binding feature)

You can ring this bell as a bonus action to disrupt one vestige bound to yourself. For 1 minute, that vestige is suppressed: you do not gain any of the vestige's features, not do you show the vestige's Physical Sign or Influence.



SEALED ATHAME

Weapon (any sword or dagger), rare

This wicked-looking blade is cut from black, volcanic glass, and is covered in small, precisely-carved vestige seals. A creature bound to a vestige gains a +2 bonus to attack and damage rolls made with this magic weapon. Additionally, the athame can be used to augment a vestige binding ritual, and you have advantage on the Charisma check made to bind a vestige while you hold it.

SOUL LENS

Wondrous item, rare (+1), very rare (+2), or legendary (+3)

This deceptively simple looking sapphire and gold monocle is an invaluable asset to any pact-maker, augmenting and enhancing a bound vestige's abilities. While worn, you gain a +1 bonus to all attack rolls and saving throw DCs for your vestige powers and abilities.

SPIRIT STONE

Wondrous item, rare (requires attunement by a creature with the Soul Binding feature)

This ornately carved, fist-sized tetrahedron seems to be made of a precious stone, but it is impossible to tell of which variety. By performing a ritual during a short or long rest, you can bind one of your Minor Spirits into the Spirit Stone; once done, the stone floats nearby, and the spirit manifests itself around it. While bound to the stone, that spirit does not count against your number of active spirits. You can expel and bind a new spirit into the stone by performing the ritual again.

TEETH OF DAHLVER-NAR

Wondrous item, rare, (requires attunement)

These teeth are mysterious in origin, and are inextricably linked to the vestige Dahlver-Nar. To attune to one, you must remove your own tooth, and put a tooth of Dahlver-Nar in its place, which deals you 1 point of damage. You can then cast the spell associated with that tooth at will. You can choose your spellcasting ability for these spells, but once made, you cannot change this selection.

There are a number of known teeth, each associated with a particular vestige:

- Acererak: false life*
- Amon: burning hands*
- Andromalius: hideous laughter*
- Eligor: chromatic orb*
- Kas: inflict wounds*
- Leraje: hunter's mark*
- Otiax: fog cloud*
- Primus: command*
- Ronove: feather fall*
- Savnok: mage armor*
- Tenebrous: darkness*

UNIVERSAL SEAL

Wondrous item, uncommon (requires attunement by a creature with the Soul Binding feature)

This seal is sewn into silks and painted with magical paints. Functionally, it is an amalgamation of many seals, reusing the most common geometries to all vestige seals. When you negotiate your pacts following a long rest, you can use the universal seal to summon all your vestiges at once (requiring only 1 minute, no matter how many vestiges you intend to bind,) and make a single Charisma check against the highest Pact DC. On a success, you make a good pact with all of your vestiges. On a failure, you make a poor pact with all your vestiges.

VESTIGE PHYLACTERY

Wondrous item, very rare (requires attunement by a creature with the Soul Binding feature)

This ornately carved cube houses a vestige. When you negotiate your pacts following a long rest, you can bind a single vestige to this phylactery. In a ritual requiring 1 round of concentration, you can expel one vestige you are bound to and exchange it with the vestige held in the phylactery. After binding this vestige, you cannot use any of its powers or abilities for 1d4 rounds. A vestige bound in this way always forms a poor pact.

CHAPTER 5: VARIANT RULES

The chapter presents some variant rules that you can use when you introduce Pact Magic into your campaign. Some of these, like the multiclassing rules, are intended to solidify the binder's use in more complex builds, whereas rules like special requirements for binding are intended to harken back to some of the complexities (both in the mechanics and the lore) of the original Tome of Magic binder. Choose your variant rules carefully, and consider how they might impact Pact Magic as a whole in your campaign.

MULTICLASSING WITH THE BINDER

You must have a Charisma score of 13 to multiclass into the binder, and you gain proficiency with ritual implements when you do so.

Soul Binding. You determine what level of vestiges are available to bind and the number of vestiges you can bind at one time, as if you were a single-classed binder.

Pact Magic. If you have the Pact Magic class feature and the Eldritch Fate feature, you can add a third of your binder level (rounded down) to your warlock level to determine the spell slots you gain from the warlock Pact Magic feature.

OPTIONAL RULE: NO DIPPING

Unraveling the mysteries of the occult and learning to bind vestiges to your soul requires a commitment unique to Soul Binding. As such, when you level up, you are not allowed to take levels in another class if you have only a single binder level.



OPTIONAL RULE:

INFLUENCE OF CHOICE

Rather than rolling a Charisma check to bind a vestige, you can willingly relinquish your soul to it, and accept a poor pact. Doing so affords you some control over the vestige's Influence. You, rather than the DM, chooses which one of the vestige's Influences affects you, and you can change this selection at will.

OPTIONAL RULE:

SPECIAL BINDING REQUIREMENTS

Many vestiges are as old as time itself, and hold deep, personal grudges against other vestiges. Primus, for example, was slain by Tenebrous, and will not respond to your call if Tenebrous is bound. Other vestiges have specific rituals they demand their binders perform before being summoned. Use this optional rule if you want to roleplay pact-making with greater depth.

Amon. For reasons unknown, Amon despises four other vestiges, Chupoclops, Eurynome, Karsus, and Leraje, and will not answer you call if you have bound one of these vestiges.

Aoskar. Aoskar is terrified of all women because of his encounter with the Lady of Pain. You have disadvantage on your Charisma check to bind this vestige if you are female.

Dahlver-Nar. This vestige is tied to the magical teeth which share his name. You have advantage on your Charisma check to bind this vestige if you are attuned to at least one tooth of Dahlver-Nar.

Naberius. Because Naberius values knowledge, he will only answer your call if you are proficient in Arcana or History, or if you can make a DC 13 Deception check.

Ronove. Ronove does not respect the heedless. You have disadvantage on your Charisma check to bind this vestige if your Wisdom score is 12 or lower.

Shax. Shax finds dry land a foreign place, and will only answer you call if a body of water, such as a pond, stream, lake, river, or ocean, is within your sight.

Aym. Aym does not respect the poor. You have disadvantage on your Charisma check to bind this vestige unless you present Aym with at least 100 gp (which is not consumed.)

Haagenti. The Mother of Minotaurs doesn't respect folk of small stature. You have disadvantage on your Charisma check to bind this vestige if you are Small or smaller.

Ipos. Ipos does not respect those he deems unintelligent. You have disadvantage on your Charisma check to bind this vestige if your Intelligence score is 12 or lower.

Leraje. Leraje requires you to break an arrow above his seal before he will answer your summons. Additionally, Leraje hates Amon for some unknown reason, and will not answer your call if you are bound to him.

Malphas. Malphas does not respect those clumsier than himself. You have disadvantage on your Charisma check to bind this vestige if your Dexterity score is 12 or lower.

Focalor. Focalor requires that you draw his seal in a liquid medium, rather than chalk.

Paimon. Paimon hates men because of the events which led him to become a vestige. You have disadvantage on your Charisma check to bind this vestige if you are male.

Primus. You must draw his seal in broad daylight to convince Primus that you do not intend to summon Tenebrous. Primus will not answer your call if you are already bound to Tenebrous.

Xanathar. A ruthless beholder, Xanathar hates all other creatures. Roll any die. On an even roll, you have disadvantage on your Charisma check to bind this vestige.

Andras. Andras is apathetic, even as a vestige. You must always roll your Charisma check to bind him, even if an ability would let you automatically bind him without rolling this check.

Haures. Haures sometimes believes you are an illusion. Roll any die. On an even roll, you have advantage on your Charisma check to bind this vestige.

Karsus. Karsus refuses to answer your call if you summon him in the area of an active spell. Additionally, Karsus hates Amon for some unknown reason, and will not answer your call if you are bound to him.

Savnok. Savnok sympathizes with unrepentant thieves. If you offer something on his seal which you have stolen without reparations or apology (which is not consumed), you have advantage on your Charisma check to bind this vestige. Savnok will not answer your call if you are bound to Andromalius.

Dantalion. The Star Emperor is the truest of noble blood. He requires you to recall the name of one in his lineage with a successful DC 10 Intelligence (History) check before he will answer your call.

Kas. Kas hates Vecna and all undead. You have advantage on your Charisma check to bind this vestige if you have slain an undead in the last 24 hours.

Otiax. Sometimes binding Otiax also gives you glimpses into the Far Realm. When you bind this vestige, roll any die. On an even number, you take 1d6 psychic damage.

Tenebrous. You must draw Tenebrous's seal in complete blackness. Additionally, he will not answer your call if you are already bound to Primus.

Andromalius. Andromalius is a repentant rogue, and has forsaken all theft. He will not answer your call if you are bound to Savnok, who stole his armor from the gods.

Chucoclops. You must draw Chucoclops's seal in a cemetery, or with a handful of dirt from a grave or tomb. Additionally, Chucoclops hates Amon for some unknown reason, and will not answer your call if you are bound to him.

Geryon. Once a powerful fiend, accustomed to hellfire, Geryon requires that you build a fire on his sign before he will answer your summons.

Zagan. Zagan still fancies himself a deity, and requires that you address worship to him for at least one minute before he will answer your call.

Acererak. Acererak will only answer your call if you place a gem worth at least 100 gp (which is not consumed) on his summon sign.

Eurynome. Eurynome will only answer your call if you draw her sign outdoors. Additionally, Eurynome hates Amon for some unknown reason, and will not answer your call if you are bound to him.

Marchosias. The King of Killers will only answer your call if you have killed a creature within the last week.

Balam. Balam only answers those who offer sacrifice to her. Doing so requires dealing 5 points of slashing damage to some creature and smearing its blood on Balam's sign.

Eligor. The Dragon's Slayer hold a deep hatred for dragons. If you place a few dragon scales on (which are not consumed) on this vestige's seal, you gain advantage on your Charisma check to bind him.

Halpax. Halpax will only answer your call if you draw his seal indoors, inside a closed building.

Orthos. Orthos is a complete enigma. When you bind him, roll any die. On an even number, you have advantage on your Charisma check to bind him, and on an odd number, you have disadvantage.

CHAPTER 6: NONPLAYER CHARACTERS

The chapter contains statistics for humanoid nonplayer characters (NPCs) that adventurers might encounter during a campaign that explores themes of Pact Magic, soul binding, and occultism.

KNIGHT OF THE SACRED SEAL

Medium humanoid (any race), any alignment

Armor Class 16 (breastplate, shield)

Hit Points 98 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	16 (+3)

Saving Throws Wis +3, Cha +6

Skills Animal Handling +10, Deception +10

Languages any one language (usually common)

Challenge 6 (1,800 XP)

Black Blade. The knight's longsword attacks are magical, and it may add its Charisma modifier to damage (included in the attack). The knight deals a critical hit on a roll of 19 or 20 with this weapon.

Blinding Strike (1/Day). The knight targets a creature it hits with a longsword attack. That creature must make a DC 15 Constitution saving throw or be blinded for 1 minute.

Dark Devotion. The knight has advantage on saving throws against being charmed or frightened.

ACTIONS

Multiattack. The knight makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 6) slashing damage.

REACTIONS

Sow Discord (1/Day). The knight targets one creature it can see within 30 feet make an attack. The target must make a Wisdom saving throw or instead attack a creature the knight chooses within range.

Champions of a single vestige, **Knights of the Sacred Seal** honor their chosen master as a patron and god. In exchange, they are granted considerable might, and can bind this vestige without fear.

MASTER OCCULTIST

Medium humanoid (any race), any alignment

Armor Class 14 (studded leather armor)

Hit Points 130 (20d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+3)	14 (+2)	11 (+0)	10 (+0)	20 (+5)

Saving Throws Wis +4, Cha +9

Skills Arcana +4, Deception +9, History +4

Damage Resistances cold, lightning, poison, and bludgeoning, piercing, and slashing damage from nonmagical weapons.

Languages any one language (usually common)

Challenge 12 (8,400 XP)

Dark Devotion. The occultist has advantage on saving throws against being charmed or frightened.

Magic Resistance. The occultist has advantage on saving throws against spells and other magical effects.

Undead Healing. The occultist takes loses no hit points from necrotic damage, and instead regains hit points equal to half the damage.

Vestige Spellcasting. The occultist is a vestige spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +8 to hit). It can cast the following spells:

At will: *false life, fire bolt, shocking grasp, tiny hut* (as ritual)

1/day: *fear, finger of death, harm, imprisonment, sleep, slow, wall of stone*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4+2) slashing damage.

Master occultists are highly skilled binders, and have fractured their souls hundreds of times to bind multiple vestiges. They have a deep insight into the nature of the Void that few planar scholars can boast, and have fully embraced the fate such knowledge brings. Most have bound every known vestige at least once and has learned every vestige legend by heart.

Some master occultists work toward some grand goal, like the resurrection of a vestige to the Material Plane, while others humbly research the vestiges and teach new binders the ways of the occult.

PRACTITIONER OF AMON

Medium humanoid (any race), any alignment

Armor Class 11

Hit Points 33 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	11 (+0)	10 (+0)	16 (+3)

Saving Throws Wis +2, Cha +5

Languages any one language (usually common)

Challenge 1/2 (100 XP)

Dark Devotion. The practitioner has advantage on saving throws against being charmed or frightened.

Vestige Spellcasting. The practitioner is a vestige spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +6 to hit). It can cast the following spells:

Cantrips (at will): *fire bolt*, *shocking grasp*

1/Day: *hellish rebuke*

ACTIONS

Multiattack. The practitioner makes two attacks, one with its horns, and one with its mace.

Horns. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d8) bludgeoning damage.

Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+3) bludgeoning damage.

Fire Breath. The practitioner exhales fire in a 10-foot cone. Each creature in that cone must make a DC 13 Dexterity save, taking 7 (2d6) fire damage on a failed save, or half as much on a successful one.

PRACTITIONER OF MALPHAS

Medium humanoid (any race), any alignment

Armor Class 14

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	11 (+0)	10 (+0)	16 (+3)

Saving Throws Wis +2, Cha +5

Skills Acrobatics +5, Perception +5, Stealth +5

Languages any one language (usually common)

Challenge 1 (100 XP)

Dark Devotion. The practitioner has advantage on saving throws against being charmed or frightened.

Sneak Attack (1/Turn). The practitioner deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the practitioner that isn't incapacitated and the practitioner doesn't have disadvantage on the attack roll.

ACTIONS

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Practitioners of Pact Magic are dabblers in occult magic and pact making. They are trained, but inexperienced, and have not yet mastered the art of fracturing their soul to house more than one vestige at a time.

TWISTED OCCULTIST

Medium humanoid (any race), any alignment

Armor Class 14 (leather armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	11 (+0)	11 (+0)	16 (+3)

Saving Throws Wis +2, Cha +5

Skills Acrobatics +6, Perception +3

Damage Resistances fire, lightning

Languages any one language (usually common)

Challenge 2

Dark Devotion. The occultist has advantage on saving throws against being charmed or frightened.

Reck. The occultist deals an additional 3d6 slashing damage when it hits a target with both of its claw attacks.

Vestige Spellcasting. The occultist is a vestige spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +6 to hit). It can cast the following spells:

Cantrips (at will): *fire bolt*, *shocking grasp*

1/Day: *hellish rebuke*

ACTIONS

Multiattack. The occultist makes three attacks, two with its claws and one with its horns.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) slashing damage.

Horns. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d8) bludgeoning damage.

Fire Breath. The occultist exhales fire in a 10-foot cone. Each creature in that cone must make a DC 13 Dexterity save, taking 10 (2d6 + 3) fire damage on a failed save, or half as much on a successful one.

While some binders hide the deformities their vestiges bestow upon them and fight their psychological influences, **twisted occultists** embrace these changes, gradually becoming more monster than man. These binders, perhaps more than those of any other fate, fight savagely, and rip their foes to pieces like wild animals.

AMON

PACT DC: 10

1

THE VOID BEFORE THE ALTAR

Sense: Darkvision 60 ft.

Passive: Advantage on attack rolls against binders and warlocks.

Passive: Reroll 1s on fire damage for 1st level and higher spells.

Weapon: Horns. 1d4 bludgeoning damage.

• If you move in a 10 ft. straight move before attack, target makes Str save or is knocked prone

Action: Breathe fire: 10 ft. cone, 1d6 fire damage, Dex save for half (level 6: 2d6, level 14: 3d6)

• Concentrate on this effect for 1 round, release as an action for twice the damage dice.

Spell: *hellish rebuke* (1/short) (level 10: 2/short)

AOSKAR

PACT DC: 10

1

THE FLAYED GOD

Cantrips: *message, sacred flame, thaumaturgy*

Passive: No error when teleporting

Spell: *protection from evil and good* (1/short)

Action: Teleport up to half your movement speed

DAHLVER-NAR

PACT DC: 10

1

THE TORTURED ONE

Cantrip: *poison spray*

Passive: AC= 13 + Dex mod

Spell: *dissonant whispers* (1/short)

Reaction: when you are attacked, grant attacker advantage.

• In exchange, share harm: 1 target, 30 ft., Cha save. Fail: takes half damage from attack. (max damage. 10. Level 10: max damage 20)

NABERIUS

PACT DC: 10

1

THE GRINNING HOUND

Proficiency: Artisan's Tools

Cantrip: *vicious mockery*

Passive: Advantage on Int and Cha checks to uncover information

Action: Sense most influential creature around

Spell: *disguise self* (casting time: 1 minute)

Spell: *charm person* (1/short) (6th level: *suggestion* 1/short)

RONOVE

PACT DC: 10

1

THE IRON MAIDEN

Cantrip: *mage hand*

Passive: Base speed +10 ft.

Spell: *feather fall* at will

Passive: Dex instead of Str for unarmed strike attack and damage rolls

• Deal monk Martial Arts damage

• Unarmed strikes are magical

Passive: Only need to eat, sleep, and drink 1/3 as often.

• Exhaustion level is -1

Passive: *mage hand* can lift 10 lbs./2 binder levels

• Control as a bonus action

• **Action:** shove attempt with mage hand. Uses a Cha + prof check for the shove. Target takes 1d6 force on a shove. 5th level: 2d6, 11th: 3d6, 17th: 4d6

Spell: Level 11: *telekinesis* (1/short)

SHAX

PACT DC: 10

1

SEA SISTER

Damage Resistance: Lightning.

Proficiencies: Nets and tridents.

Language: Aquan.

Cantrips: *chill touch, shocking grasp.*

Passive: Breathe water and air, swim speed equal to movement speed

• Advantage on Athletics checks made to swim

Spell: *speak with animals* (aquatic animals only)

Reaction: When you take damage from a melee attack, move 10 feet.

• Does not provoke Opportunity Attacks

AYM

PACT DC: 12

2

QUEEN AVARICE

Proficiency: medium armor, shields

Passive: Advantage on all Intimidation and disadvantage on Persuasion against dwarves

Passive: Speed is not reduced due to armor

Bonus Action: Create halo of fire. Until beginning of next turn:

• You have resistance to fire damage.

• Creatures that hit you must make a Dex save or take 1d10 fire damage

• **Action:** Flame touch: 1 target, range touch, spell attack. Hit: 1d10 fire. (5th level: 2d10, 11th level: 3d10, 16th level: 4d10)

Spell: *shatter* (1/short)

HAAGENTI

PACT DC: 12

2

MOTHER OF MINOTAURS

Proficiencies: Medium armor, battleaxes, greataxes

Fighting Style: Great Weapon Fighting

Bonus Action: End a transmutation spell affecting you

Passive: When you score a critical or reduce a creature to 0 HP with a melee attack, you can make one melee weapon attack

Spell: *enlarge/reduce* (enlarge only) (bonus action) (1/long)

IPOS

PRINCE OF FOOLS

PACT DC: 12

2

Passive: No penalty while on other planes

Weapon: Cold Iron Claws. 1d4 magical slashing damage. (12th level: 1d6)

- **Bonus Action:** Make one unarmed strike when you take the Attack action with an unarmed strike. Don't add ability score to damage.

Passive: When you hit a creature with both claw attacks, deal +2d6 damage. (7th: +3d6)

Bonus Action: Truesight until beginning of next turn (1/short)

Passive: When another vestige's ability calls for a saving throw, the target has disadvantage (1/long)

LERAJE

THE GREEN HERALD

PACT DC: 12

2

Proficiency: shortbow and longbow

Fighting Style: Archery

Passive: Bows: ignore ammunition, ignore cover, other than total, ignore weather conditions

Bonus Action: Make a longbow or shortbow attack when you take the Attack action (don't add modifier to damage)

Passive: Hide even when lightly obscured by natural phenomena and do so with advantage

Ammunition: 1d4 New Moon Arrows. 1 minute duration. +1d8 radiant damage. Hit: shapechanger makes Con save or is reverted to original form for 1d6 rounds (1/short)

MALPHAS

THE TURNFEATHER

PACT DC: 12

2

Proficiency: poisoner's kit, shortsword

Passive: No Stealth disadvantage from wearing armor

Bonus Action: Take Dash, Disengage, or Hide action (1/short)

Passive: Rogue Sneak Attack as rogue of half level

Passive: Summon bird companion (raven stats) (1 minute ritual)

Action: See through bird's eyes

Spell: *invisibility* (1/short)
(level 10: 2/short)

FOCALOR

THE TORTURED ONE

PACT DC: 13

3

Cantrip: *shocking grasp*

Passive: Breathe water and air, swim speed, and advantage on checks to swim

Passive: At beginning of your turn, creatures within 5 feet, Cha save. Fail: until beginning of your next turn:

- Disadvantage on Int, Cha, and Wis saves
- Cannot take bonus actions

Passive: Checks made to discern your emotions have disadvantage. You have advantage on saves against reading your mind.

Passive: When you deal lightning damage, a creature within 5 feet makes a Dex save or takes half damage.

Spell: *blindness/deafness* (1/short)

Spell: *lightning bolt* (1/long)

PAIMON

THE DANCER

PACT DC: 13

3

Proficiencies: rapiers, shortswords

Passive: add half prof. bonus on non-proficient Dex checks

Bonus Action: Dance until beginning of next turn:

- **Passive:** Deal +1d8 damage on a melee attack once per turn (level 11: +2d8)

- **Passive:** Advantage on Dex (Perform) checks and Dex (Acrobatics) checks

- **Passive:** You do not provoke Opportunity Attacks

- **Reaction:** When you are attacked, Dex (Perform) check, DC equal to attack roll, to avoid attack (1/short)

Spell: *haste* (1/long)

PRIMUS

THE ONE AND PRIME

PACT DC: 13

3

Proficiencies: medium armor, morning star

Passive: Advantage on checks pertaining to laws

Action: Consult Primus on Divine Law (may be functionally random)

Passive: +1d6 force damage when you make a single attack on your turn.

Passive: immune to being charmed

Spell: *command* (target a creature once a day)

Action: Set a rule for 1 minute. Creatures in 30 ft., Cha save at beginning of turn. Fail: follow the rule for 1 turn. If you break the rule, its effect ends, and you take 4d6 psychic damage. (1/short) Rules:

- No creature can move further than 10 feet a round.
- No creature can cast or concentrate on a spell from a chosen school of magic.
- Creatures can make only 1 attack each round.

XANATHAR

THE EYE

PACT DC: 13

3

Cantrip: *fire bolt*

Passive: Advantage on saves to resist conditions imposed by magic

Passive: Recover use of one of the following features on a short rest

Spell: *slow* (1/long)

Spell: *fear* (1/long)

Action: Sleep Ray: 1 target, 60 feet, Wis save. Fail: fall asleep for 1 minute.

Target wakes if it takes damage or if another creature wakes it. (1/long)

Action: Death Ray: 1 target, 60 feet, spell attack. Hit: 8d6 necrotic (1/long)

ANDRAS

THE GREY KNIGHT

PACT DC: 15

4

Proficiencies: medium armor, greatswords, lances, longswords

Spell: *find steed*

Passive: Wis (Animal Handling) is 10 minimum

Passive: Score a crit on 19 or 20

Passive: When you melee attack, make it with disadvantage. In exchange, deal +6d6

Reaction: When a creature in 30 feet attacks, Wis save. Fail: creature instead attacks a creature you choose (1/short)

HAURES

THE DREAMING DUKE

PACT DC: 15

4

Cantrips: minor illusion, vicious mockery

Passive: Move through creatures and objects as difficult terrain. No dashing, does not provoke Opportunity Attacks. 2d10 force and shunted if ending move inside object or creature.

Passive: Immune to being charmed

Action: End an enchantment spell affecting you

Spell: major image (1/short)

Spell: phantasmal killer (1/long)

KARSUS

HUBRIS IN THE BLOOD

PACT DC: 15

4

Cantrips: prestidigitation, mage hand

Damage Resistance: Spells

Spell: detect magic (as ritual)

Spell: magic missile

Passive: Attune to magic items takes only 1 minute

Passive: Instantly recognize a vestige's seal. Advantage on Arcana checks about vestiges

Action: Spell attack against a creature.

Hit: end magic item attunement.

Spell: dispel magic or counterspell (2/long) (level 12: 3/long, level 19: 4/long)

SAVNOK

THE INSTIGATOR

PACT DC: 15

4

Proficiency: medium armor (heavy armor, if already proficient)

Action: summon any armor you are proficient in. Dismiss as bonus action

Action: swap places with a willing Small or Medium creature within 30 feet

Spell: death ward (self only) (remains ended until you rebind)

Passive: Reduce damage from attacks by 3. Heavy armor: reduce by 5 (does not stack with other reductions)

DANTALION

THE STAR EMPEROR

PACT DC: 16

5

Passive: Add Cha instead of Int to Int skill checks.

Passive: Advantage on Int checks concerning nobility.

Spell: sanctuary

Spell: detect thoughts (telepathy)

• **Bonus Action:** send telepathic message. Target can reply with a bonus action.

Spell: dimension door (1/short) (level 18: at will)

Spell: compulsion (1/long)

Spell: dominate person (1/long)

Level 15: **Spell:** teleport (1/long)

KAS

THE BLOODY HANDED

PACT DC: 16

5

Proficiencies: medium armor, longswords, shortswords

Bonus Action: Summon black blade

- Magical longsword
- Deals either necrotic or slashing (your choice)
- Add Cha to damage

Passive: Weapon attacks ignore undead damage resistances

Passive: Cha (Deception) is 10 minimum

Passive: When you melee weapon attack, target makes Con save or is blinded until end of your next turn (1/short)

OTIAX

THE KEY TO THE GATE

PACT DC: 16

5

Proficiencies: thieves' tools

Sense: see through fog

Weapon: Fog Hammer. Range: 10 ft.

Spell attack roll. 2d6 + Cha bludgeoning damage. (Level 15: attack twice. Level 19: attack 3 times.)

Spell: fog cloud (bonus action)

Spell: knock (1/short)

Level 15: **Spell:** cloudkill (1/long)

TENE BROUS

THE SHADOW THAT WAS

PACT DC: 16

5

Action: end 3rd level or lower magical light (1/short)
End nonmagical lights (no action, 100 ft. range)

Sense: See normally in magical and nonmagical darkness.

Action: sense presence of creatures within 100 ft.

Spell: darkness. Select 1 effect:

- Darkness is difficult terrain (level 15: also silent)
- Str save or be restrained. Repeat save at beginning of turn. Other creatures can break you free with DC 15 Str check.
- CR 3 or lower undead in darkness under your control (as per *animate dead*)

Passive: +1d4 cold +1d4 necrotic on melee weapon attacks

Spell: blink (reaction cast, roll first d20 immediately) (1/short)

ANDROMALIUS

THE WOEFUL JESTER

PACT DC: 18

6

Passive: You can't be surprised while conscious

Passive: Cha (Deception) and Dex (Sleight of Hand) checks against you have disadvantage

Passive: You are aware of the location of creatures in 10 ft.

Reaction: impose disadvantage on an attack, check, or save made by a creature in 60 ft. (1/short)

Spell: hideous laughter

Spell: irresistible dance (1/long)

CHUPOCLOPS

HARBINGER OF FOREVER PACT DC: 18

6

Weapon: Bite: Hit: 1d8 piercing
Passive: Range of unarmed strikes increases by 5 ft.
Passive: melee attacks ignore incorporeal undead damage resistance
Passive: You are aware of the location of creatures in 10 ft.
Bonus Action: shift to Ethereal Plane or return to your plane. Move no further than 15 ft.

GERYON

THE DEPOSED LORD PACT DC: 18

6

Sense: See normally in magical and nonmagical darkness
Action: Creature in 30 ft., Con save. Fail: 3d6 acid + 3d4 acid at beginning of turn (level 17: 4d8/4d4)
Passive: fly speed. You must end your move on solid ground, or you fall.
Action: Creatures in 30 ft., Wis save. Fail: frightened for 1 minute (1/short)
Spell: *eyebite* (1/long)
Level 18: **Spell:** *fly* (bonus action) (1/short)

ZAGAN

DUKE OF DISAPPOINTMENT PACT DC: 18

6

Passive: Max HP increases by half binder level
Damage Resistance: poison
Sense: You can track creatures by scent. Also, you can detect the presence of creatures in 30 ft.
Passive: advantage on attacks against snake creatures
Passive: Advantage on saves against being poisoned
Passive: Unarmed strikes deal 1d4 bludgeoning or piercing
Bonus Action: When you hit with an unarmed strike, you can grapple. While in grapple:

- **Passive:** Advantage on attack rolls against a creature you are grappling
- **Action:** pin a creature you are grappling with another successful grapple check
- **Bonus Action:** Deal 2d8 + your Strength mod bludgeoning to a creature you are grappling

Spell: *fear* (1/short)

ACERERAK

THE DEVOURER PACT DC: 20

7

Damage Resistance: cold, lightning, poison
Passive: undead attacking you make a Wis save or lose the attack

- Successful save: immune for 24 hours

Passive: Heal instead of taking necrotic damage from any source other than cantrips.
Spell: *false life* (as 4th level spell) (bonus action) (1/short)
Spell: *finger of death* (1/long)

EURYNOME

MOTHER OF THE MATERIAL PACT DC: 20

7

Spell: *Speak with animals, locate animals or plants, beast sense* (all as ritual)
Spell: *animal friendship, water walk, barkskin*
Spell: *commune with nature* (1/short)
Spell: *wind walk* (1/long)
Spell: *polymorph* (1/short)
Spell: *mirage arcane* (1/long)

MARCHOSIAS

KING OF KILLERS PACT DC: 20

7

Proficiencies: hand crossbows, scimitars, disguise kit, poisoner's kit
Fighting Style: Two Weapon Fighting
Passive: Advantage on initiative rolls
Passive: Dex (Stealth) is 10 minimum
Reaction: reroll an attack, check, or save. Use the result, even if worse (1/short)
Passive: Advantage on attacks against creatures that haven't taken a turn yet
Passive: Deal +8d10 to a creature that hasn't taken a turn yet (1/short)

BALAM

THE BITTER ANGEL PACT DC: 22

8

Fighting Style: Dueling
Passive: Fly speed equal to movement speed
Reaction: reroll an attack, check, or save. Use the result, even if worse (1/short)
Bonus Action: Until the end of your next turn, you have advantage on attacks, checks, and saves. (1/long)

ELIGOR

DRAGON'S SLAYER PACT DC: 22

8

Proficiencies: medium armor, shields, battleaxes, longswords, warhammers.
Passive: Str becomes 19 if lower
Passive: 1/turn, add 2d8 fire, lightning, cold, acid, or poison to a melee attack
Spell: *find steed*
Passive: add prof. modifier to Animal Handling. While riding your mount:
Passive: Advantage on melee attacks on unmounted creatures smaller than your mount
Passive: Force an attack to target you instead of your mount
Passive: Mount takes half damage on a failed Dex save, and none on a successful one

HALPHAX

THE ANGEL IN THE ANGLE PACT DC: 25

9

Damage Resistances: bludgeoning, piercing, slashing
Passive: Checks on knowledge about architecture have advantage
Spell: *tiny hut* (as ritual)
Spell: *wall of stone* (1/short)
Spell: *imprisonment* (only burial or hedge prison) (1/long)

ORTHOS

PACT DC: 25

9

SOVEREIGN OF THE HOWLING DARK

Senses: darkvision 60 ft., see in magical darkness, blindsight 10 ft.
Damage Resistances: cold, fire, lightning, thunder
Action: send messages, 25 words or fewer, up to 100 miles
Passive: ranged weapon attacks against you have disadvantage
Action: 1 target, 120 feet, ranged spell attack. Hit: 2d8 slashing + 2d8 thunder + Cha modifier force. Target makes a Str save or be knocked prone
Action: 60 foot cone, Dex save. Fail: 7d6 thunder + 7d6 bludgeoning and is knocked prone to the nearest edge of the cone. Success: half damage, and only pushed 10 feet (1/long)

