

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)

TENEBOUS

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)

