

BINDER, PLAYTEST

Level	Proficiency Bonus	THE BINDER Features	Vestige Level	Vestiges Bound
1st	+2	Soul Binding	1	1
2nd	+2	Minor Spirits, Rebinding	1	1
3rd	+2	Esoteric Cult, Suppress Sign	2	1
4th	+2	Ability Score Improvement	2	1
5th	+3	Minor Sprits (3)	3	2
6th	+3	Ability Score Improvement	3	2
7th	+3	Esoteric Cult feature	4	2
8th	+3	Ability Score Improvement	4	2
9th	+4	Adamant Mind	5	2
10th	+4	Esoteric Cult feature	5	2
11th	+4	—	6	3
12th	+4	Ability Score Improvement	6	3
13th	+5	Minor Sprits (4)	7	3
14th	+5	Esoteric Cult feature	7	3
15th	+5	Rebinding improvement	8	3
16th	+5	Ability Score Improvement	8	3
17th	+6	—	9	4
18th	+6	Minor Spirits (5)	9	4
19th	+6	Ability Score Improvement	9	4
20th	+6	Voidsoul	9	4

worlds, drawing them into their own souls to steal their power—though not always without a price.

BEYOND REALITY

Binders learn to cast their minds into the Void between planes, to search the abyss there for beings that will answer their call. These beings—called vestiges—are remnants of powerful spirits 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.

Vestiges are born of dead gods and tragic heroes, but their forms, personalities, and motivations are shaped by the whims of remembrance, for the Void is inextricably linked to the beliefs of all. Righteous spirits that are

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 conjure beasts from thin air. Each morning, he woke up new, possessed by some new infernal spirit, dead god, or forgotten sinner.

Binders are students of soul magic, an ancient and forbidden art that allows them to call to entities that live beyond the known planes, in the spaces between the

remembered as villains develop a fiendish aspect and sinister overtones, while those who are forgotten fade over millennia into the Void's static. Mercifully, binder scholars record and preserve the original, often apocryphal, tales of these vestiges' origins, allowing them to persist longer in the Void.

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 SOUL FRACTURED

In order to harbor a vestige, a binder must divide their very soul and offer part of it to the vestige for residence. Sharing their soul in this way leaves profound marks as the vestige pushes its way into reality: it influences its binder's personality and usually warps their body in accordance with the vestige's esoteric form. Last, but not least, the soul itself is permanently fractured, which could have unforeseen consequences in the afterlife. It is for this reason that binding magic is usually forbidden.

Skilled binders learn to break their soul into smaller and smaller pieces to bind greater and more numerous spirits. At their pinnacle, a binder can wield magic of ancient, forgotten gods while swinging the blades of legendary heroes, but their voice becomes quiet among the clamor of disparate spirits and their soul is relegated to but a fraction of their persona.

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 GM 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 traits 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. Lastly, choose any background.

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, medium armor

Weapons: Simple weapons

Tools: None

Saving Throws: Charisma, Wisdom

Skills: Choose two skills from Arcana, Deception, History, Insight, Investigation, Persuasion, and Religion

EQUIPMENT

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

- A light crossbow, 20 bolts, and any simple weapon
- (a) scale mail or (b) leather armor
- 10 pieces of chalk and (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) a dungeoneer's pack

SOUL BINDING

In your studies, you have uncovered the means to pierce the veil of the planes and call to what lives beyond. You learn how to summon a vestige and bind it to your soul.

BINDING RITUAL

You can spend 10 minutes conducting a special binding ritual, which entails drawing the signs of vestiges in chalk, calling each by name, and performing other, more esoteric acts. During this ritual, vestiges manifest tangible signs as they press against the boundaries of reality and find purchase within your soul.

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.

Vestiges remain bound until you finish a long rest. Once you perform a binding ritual, you can't so do again until you finish a long rest.

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 through your very soul. 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

MINOR SPIRITS

Beginning at 2nd level, you can use the runoff energy from your binding ritual to enlist two minor spirits to your service, selected from the Minor Spirits list. These spirits manifest faintly around you, though you can cause them to become invisible or return it to visibility as an interaction on your turn.

You can bind additional spirits to your service as you gain additional levels in this class, as shown on the Binder table. When you gain a level in this class, you can choose to replace a minor spirit you can bind with another.

REBINDING

Starting at 2nd level, you can use your action to perform a modified version of the binding ritual, allowing you to expel a bound vestige early and bind another vestige of equal or lower level in its place. Any effects created by a dismissed vestige immediately end. Once you use this ability, you can't use it again until you finish a long rest.

Starting at 15th level, you can rebind two vestiges instead of one when you use this ability.

ESOTERIC CULT

Starting at 3rd level, you align yourself with an esoteric cult, a secretive organization of binders bound together by similar motives and shared mystic knowledge. Choose one of the cults presented at the end of the class description. Your choice in cult grants you features at 3rd level, and again at 7th, 10th, and 14th level.

SUPPRESS SIGN

Also at 3rd level, you can use your action to conceal all Trait features offered by your bound vestiges. All physical signs created by these Traits vanish, but you can't use any Trait features until you use your action to reveal your vestiges' Traits.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 6th, 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 soul 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, frightened, or possessed, 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 caused by a creature, the creature which created the effect takes psychic damage equal to your binder level + your Charisma modifier.

VOIDSOUL

By 20th level, your soul is so cracked from its inhabiting vestiges that you can fully surrender it to your assembly of vestiges for a short time. As a bonus action, you can bind an additional vestige of 1st level of your choice for 1 minute. This vestige doesn't count against the total number or level of vestiges you can bind. Additionally, for the duration your ability scores all become 20, if they were lower. Your increased Constitution gives you temporary hit points equal to the increase you would get in maximum hit points.

Once you use this ability, you can't use it again until you finish a long rest.

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, and if it calls for a saving throw, it uses your vestige save DC.

BLADE SPIRIT

The remnants of an intelligent item's soul, a blade spirit manifests as a faint, ethereal weapon. As a bonus action, you can make a melee spell attack with it against a target within 5 feet of you, dealing 1d8 slashing damage on a hit.

Additionally, you can use your action to transform your blade spirit into a shield or melee weapon with which you are proficient or return it to its normal form. You can't make a melee spell attack with your blade spirit while it is transformed.

CHILL

A chill is a minor elemental spirit resembling a multifaceted snowflake. As a bonus action, you can make a ranged spell attack with it against any creature within 30 feet of you, dealing 1d6 cold damage on a hit.

Additionally, as an action, you can also use the chill to freeze a handheld object, create an icicle, or extinguish a torch or small campfire.

GLITCH

Abruptly shifting and flashing, the glitch is a time-lost spirit from a distant era. As a bonus action, you can make a ranged spell attack with it against any creature within 120 feet of you, dealing 1d4 force damage on a hit. The glitch ignores half cover, three-quarters cover, and invisibility as it clips through solid objects.

GRUE

A ravenous spirit that haunts dark places, the grue is feared for its stealth and acidic saliva. As a bonus action, you can use the grue to cause a creature within 15 feet to make a Dexterity saving throw or take 1d6 acid damage. If the target is in darkness, it has disadvantage on its saving throw.

HAUNT

A haunt is a spirit of regret or woe which haunts a place following its death. As a bonus action, you can use the haunt to cause a creature within 30 feet to make a Dexterity saving throw or take 1d6 necrotic damage.

Additionally, as an action, you can use the haunt to project faint, ethereal noises or create up to four ghostly lights which move as you direct. These effects must remain within 30 feet of you and last until the beginning of your next turn.

LANTERN

A minor divine spirit of pure goodness, a lantern manifest as a fist-sized ball of light. As a bonus action, you can use the lantern to cause a creature within 30 feet to make a Dexterity saving throw or take 1d6 radiant damage.

The lantern sheds light as a torch. You can use your action to brighten the lantern such that it sheds bright light in a 40-foot radius and dim light an additional 40 feet until the beginning of your next turn.

STONE

A stone is a rocky, hovering elemental spirit, the smallest unit of living elemental earth. As a bonus action, you can make a melee spell attack with it against a target within 5 feet of you, dealing 1d8 bludgeoning damage on a hit.

Alternatively, you can throw the stone up to 30 feet as in improvised weapon. After being thrown, the stone returns to you at the beginning of your turn.

SPARK

A spark is a minor elemental spirit, resembling a small blue bolt of crackling lightning. As a bonus action, you can make a ranged spell attack with it against any creature within 30 feet of you, dealing 1d6 lightning damage on a hit. You can repeat this attack roll against a second target within 5 feet of the first if both targets are wearing metal armor.

STRANGE

The shifting, incomprehensible form of a strange must originate in a far-off dimension whose rules differ from our own. As a bonus action, you can use the strange to cause a creature within 60 feet to make a Wisdom saving throw or take 1d4 psychic damage.

As an action, you can use the strange to cloud the thoughts of a creature within 30 feet with bizarre images, making it impossible for its thoughts to be read or for it to use telepathy until the end of your next turn.

TORCHLING

A torchling is a flickering, living flame, a minor elemental spirit of elemental fire. As a bonus action, you can make a ranged spell attack with it against any creature within 60 feet of you, dealing 1d6 fire damage on a hit.

Additionally, as an action, you can use the torchling to start a fire, melt snow or ice, or boil water.

TOTEM

A totem is a manifestation of an animal spirit. As a bonus action, you can make a melee spell attack with the totem's bite against a target within 5 feet of you, dealing 1d8 piercing damage on a hit.

Additionally, you can use your action to channel your totem's animal instincts, allowing you to make a Wisdom (Perception) check that relies on scent with advantage.

WISP

This wisp is a faintly-glowing spirit of capricious fey energy which produces poisonous spores. As a bonus action, you can use the wisp to cause a creature within 15 feet to make a Constitution saving throw or take 1d8 poison damage.

The wisp shines light as a torch. As an action, you can cause the wisp and its light to be visible only to yourself until the end of your next turn.

ESOTERIC CULTS

Cults of binders are founded on forbidden, lost, or transgressive knowledge that sets them apart from conventional wisdom. While some cults meet regularly in secret, assembling in private lodges or covert hideaways, others do not meet at all, its members united only by a shared philosophy or obscure dogma. Each cult keeps its own mysterious rituals for induction, proceedings, and most importantly, binding. As these occult secrets are passed to binder initiates, they can master new, enigmatic powers, unknown to all but their order.

LEGION'S LODGE

The binders of Legion's Lodge fill their souls with an abundance of spirits, becoming hives of wandering ghosts and whispered voices from beyond the pale. With each new spirit they bind, they develop even greater power, as the whole of their collection is mightier than the sum of its parts. At the peak of their strength, these binders speak with the voice of dozens in uncanny unison and sling attacks for a swarm of minor spirits which linger around them.

WE ARE MANY

Beginning when you join this cult at 3rd level, you gain an additional minor spirit, which doesn't count against your total number of minor spirits. At 10th level, you gain another additional minor spirit.

Additionally, you can add your Charisma modifier to damage you deal with your minor spirits.

SPIRIT

ARCANA

Also by 3rd level, you have unlocked the hidden potential of the myriad spirits residing within you. Each minor spirit you have bound grants you the ability to cast a cantrip, as shown on the Spirit Arcana table to the right.

SPIRIT ARCANA

Minor Spirits	Cantrips
Blade Spirit	True Strike
Chill	Ray of Frost
Glitch	Prestidigitation
Grue	Acid Splash
Haunt	Chill Touch
Lantern	Guidance
Spark	Shocking Grasp
Stone	Resistance
Strange	Message
Torchling	Produce Flame
Totem	Shillelagh
Wisp	Minor Illusion

EXTINGUISH SOUL

Beginning at 7th level, you can burn the totality of a minor spirit's essence for a flash of great power. When you hit with a minor spirit's spell attack or a creature fails its saving throw against your minor spirit's ability, you can choose to deal four dice of damage, instead of only one. Once you do this with a minor spirit, the spirit is dismissed until you finish a long rest. While a minor spirit is dismissed, you can't use any of its abilities or the cantrip the minor spirit allows you to use.

RITUAL OF FELLOWSHIP

Starting at 10th level, you can perform a special ritual over the course of 10 minutes, manifesting a minor spirit you have bound in a physical form. This minor spirit becomes a familiar, as per the find familiar spell, and remains in this form until you take a long rest. Additionally, on your turn, you can command your familiar to use any of its abilities it offers as a minor spirit (using your action or bonus action, as appropriate), which originate from it.

SPIRIT HORDE

Beginning at 14th level you can bring your army of minor spirits to bear all at once. When you use your bonus action to make a spell attack with a minor spirit or use a minor spirit to cause a target to make a saving throw, you can use this ability twice, or use the bonus action of another minor spirit, targeting the same or different creatures.

ORDER OF CRIMSON BINDING

The Order of the Crimson Binding sees the nature of the soul as not unlike that of the Void itself: unknowable, fractal, and ultimately hollow. With their special ritual implements and ink made of lodestone, they can form special red seals with which to entrap vestiges deeper into their souls, capturing more of the vestige's essence and allowing them greater control of the binding process.

FLEXIBLE REBINDING

Starting when you join this cult at 3rd level, you can use your Rebinding feature twice, instead of once, between long rests.

VESTIGIAL SKILL

At 3rd level, when a vestige's Trait allows you to replace a skill roll with a 10 or your binder level plus your Charisma modifier, you can choose gain advantage on the roll. You can choose to use this ability after seeing the result of the check. Once you use this ability, you must finish a long rest before using it again.

SOUL TRANSFER

Beginning at 7th level, you can transfer some of the damage you take to your vestiges. As a reaction when you take damage, you can halve the damage taken.

Once you use this ability, you can't use it again until you finish a short or long rest.

RITUAL OF THE CRIMSON BRAND

Starting at 10th level, you can perform a special ritual over the course of 10 minutes, allowing you to partially bind an additional vestige. You can only bind one vestige at a time using this ability, and this vestige doesn't count against the number of vestiges you can bind nor toward the number of vestiges you have bound. While it is bound, you gain only the vestige's Bonus Proficiencies feature, if it has one, or one of its Traits, if it offers the ability to replace a skill roll with a 10 or your binder level plus your Charisma modifier. You remain partially bound to this vestige until you finish a long rest.

DEEP BINDING

Starting at 14th level, the total level of vestiges you can have bound increases by 3.

SOCIETY OF THE STYGIAN SEAL

Initiates to the Society of the Stygian Seal learn the story of Erebus, The Shadow Interminable, a vestige of singular age, profound implication, and terrible portent. She is a vestige inextricably linked to the creation and destruction of the multiverse, the latter of which is prophesied to be heralded by her sign, the Stygian Seal, being fixed in the sky for forty days and nights before the multiverse is to be unraveled. Initiates of the Society seek Erebus's sign and the ritual means to draw her true form from the Void to hasten the end of the multiverse, and by extension, the coming of a new, more perfect world, uncorrupted by the shortfalls and compromises made by the primeval gods of our multiverse. By drawing parts of the Stygian Seal, binders of the Society can pull forth voidstuff, a manifest absence in space, and shape it to their whims.

VOIDSIGHT

At 3rd level, you gain darkvision out to a range of 60 feet. If you already have darkvision from your race, its range increases by 30 feet.

SHAPE VOID

Starting at 3rd level, you can bend the walls of the universe, creating a small pocket of black voidstuff in its

absence, and shaping it as you see fit. You can use the following abilities:

Barrier. As an action, you warp the Void pocket into a large obstruction, a 5-foot diameter sphere, at an empty space you choose within 30 feet. For the next minute, while you maintain concentration on this effect as a spell, nothing can penetrate or move through this space.

Weapon. As a bonus action, you forge a shield, a set of artisan tools, or any melee weapon that deals bludgeoning, piercing, or slashing damage, made entirely out of refractive voidstuff. These weapons count as magical or the purposes of overcoming damage resistance and immunity. You can have up to three of these constructions at a time, each of which last for one hour before dissipating.

OBLIVION EXILE

At 7th level, you can use your action to cause a creature you can see within 60 feet to make a Wisdom saving throw against your Vestige save DC. On a failed save, the creature is banished into an endless sable demiplane adjacent to the Void. While there, the target is incapacitated. At the beginning of your next turn, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. You can also target yourself with this ability, requiring no saving throw.

Once you use this ability, you can't use it again until you finish a short or long rest.

RITUAL OF THE AEGIS

Starting at 10th level, you can perform a special ritual over the course of 10 minutes, shrouding yourself in plates of voidstuff which act as ablative armor. You gain temporary hit points equal to your binder level plus your Charisma modifier. While these hit points remain, your AC equals 10 + your Dexterity modifier + your Charisma modifier. These temporary hit points remain until you finish a long rest.

STYGIAN FATE

Beginning at 14th level, Erebus whisks you away to the Void, rather than subjecting you to death. If you drop to 0 hit points and don't die outright, you are instead teleported to an endless demiplane adjacent to the Void. While there, you are incapacitated. At the beginning of your next turn, you return to the space you left or in the nearest unoccupied space if that space is occupied. At this time, make a death saving throw. On a failure, you drop to 0 hit points, begin dying, and suffer a failed death save; otherwise, you drop to 1 hit point instead.

VESTIGE CODEx

This codex contains all the vestiges binders can commonly call forth from the Void. Vestiges are listed by level and are summarized on the following table.

Vestige Level	Name	ROLE: Features
1st	Bluetongue, <i>the Trickster</i>	SOCIAL: Bonus skill proficiencies, bag of holding, <i>disguise self</i>
1st	Dyogena, <i>The Spear of Sin</i>	VERSATILE MELEE: Shield proficiency, temp HP, additional attack
1st	K'Sir, <i>Thief Primeval</i>	ROGUE: Sneak Attack, bonus actions, Stealth
1st	Lexicon, <i>The First Word</i>	WIZARD: Cantrips, 1st level spells, resistance to spell damage, languages
2nd	Asklepios, <i>the Physician</i>	HEALER: Healing, cure disease, +1d6 attack and damage, Medicine
2nd	Hou Yi, <i>the Archer</i>	ARCHERY: Extended range, Cha for ranged attacks, Perception
2nd	Tilo, <i>the Colossus</i>	HEAVY MELEE: Weapon proficiencies, <i>enlarge</i> , Cha for heavy weapons
3rd	Evocatia <i>the Red</i>	EVOCATION: Cantrip damage, fire spells, fire resistance
3rd	Orzi, <i>the Maimed Duelist</i>	FINESSE MELEE: Extra Attack, Cha for finesse weapons
3rd	Rostam, <i>Armor Infernal</i>	HEAVY ARMOR: Damage reduction, heavy armor, Intimidation
4th	Æglæca, <i>Mother Mourn</i>	DRUIDIC: Conjure animals, protect an ally, bonus damage when allies die
4th	La Diabesesse, <i>the Devil Woman</i>	CHARM AND FEAR: Hexes, change charm to fear, scare foe into attacking
4th	Nezare, <i>the Broken One</i>	HP SACRIFICE: Bonus HP, self-heal, sacrifice HP to deal bonus damage
5th	Elozahr <i>the Blue</i>	EVOCATION: Cantrip damage, cold spells, concentration bonus
5th	Korine, <i>the Displaced</i>	TELEPORTATION: <i>blink</i> at will, teleportation damage, <i>dimension door</i>
5th	Vortirrackt, <i>the Outsider</i>	REACH: Opportunity attacks, reach, bonus damage on successive hits
6th	Methuselah, <i>Eldest Dead</i>	NECROMANCY: <i>Animate dead</i> , <i>false life</i> at will, drain HP touch
6th	Mr. Joe, <i>Master Puppet</i>	MANIPULATION: <i>Dominare</i> spells, immunity to charm, false appearance
6th	Remus, <i>Firstborn of the Wolf</i>	BARBARIAN: Extra Attack, reaction attack, Fury: resistance and advantage
7th	City Miragic, <i>the Dreaming Presence</i>	PSIONICS: Telepathy, immunity to unconsciousness, psychic damage
7th	Sariel, <i>the Fell Angel</i>	FLIGHT: At-will flight speed, smite damage, avoid failed saves
8th	Carthin, <i>the Runebreaker</i>	ANTIMAGIC: <i>Magic weapon</i> , <i>counterspell</i> , <i>dispel magic</i> , <i>antimagic field</i>
8th	Döpple, <i>the Archivist</i>	MAGIC ITEMS: One consumable, one magic item, Intelligence skills
9th	Erebus, <i>the Shadow Interminable</i>	VOID: Resistance to damage, high damage touch
9th	Qadir, <i>the Damned Djinn</i>	WISH: <i>Wish</i> , movement speed

1ST-LEVEL VESTIGES

BLUETONGUE, THE TRICKSTER

A duplicitous shapeshifter, Bluetongue offers his sly words and shape-changing powers to those who bind him.

Legend. The old myths remember Bluetongue as a lizard, a liar, and a shapeshifter that traveled from land to land, scheming and swindling those that he met, such that he never needed to work.

One day, Bluetongue came across a hunter's camp whose owner had left it unguarded as he hunted for the day.

BLUETONGUE

THE TRICKSTER

1st-level vestige

BONUS PROFICIENCIES

While bound to Bluetongue, you gain proficiency with Deception and Persuasion. Additionally, Bluetongue steals power from other vestiges, granting you proficiency in one additional skill or tool of your choice for each other vestige you have bound.

DEEP POCKETS

While bound to Bluetongue, a pocket, bag, or other container of your choice becomes a portal to a personal extradimensional space, which is 64 cubic feet in volume. The container's opening stretches to accommodate items of any size which can fit within the space, and items within the space are weightless until removed. When you reach into this space, any item you intend to take is magically on top. A container loses this property and its contents are expelled when you are no longer bound to Bluetongue.

PERSUASIVE WORDS

You can cast the spell *charm person* once without expending a spell slot. Once you cast this spell, you can't cast it again in this way until you finish a short or long rest.

TRAIT: BLUE TONGUE

While bound to Bluetongue, you can cast the spell *disguise self* without using a spell slot or spell components. Casting the spell in this fashion requires 1 minute. No matter what your appearance, however, whenever you speak, a serpentine blue tongue can be seen within your mouth.

Bluetongue laughed at his good fortune and stole everything from the camp that he could, including every scrap of food he could find. When the hunter returned, he was outraged, but found a trail of food and items dropped by Bluetongue as he ate and chuckled.

When Bluetongue saw the hunter arrive at the cave where he slept, he hid his treasures and transformed into the form of a feeble old man. But the hunter was wise to Bluetongue's tricks and set fire to the cave as he left. Bluetongue, too greedy to leave his belongings and too unfit to outrun the flames, perished in the fire. The hunter told the story of the shapeshifter, and the story spread into legend and, eventually, into vestigehood.

Each time the story of Bluetongue is recorded, it is a little different. None can say if the original story featured Bluetongue's theft or even his fiery punishment; most every aspect of it has changed with time. Accordingly, Bluetongue's vestige appears as a blur of ever-shifting appearances, with the sole constant of its unchanging, serpentine tongue.

Personality Trait. While bound to this vestige, you gain the following personality trait: "I speak in a sonorous tone, but always sounds like I'm trying to sell something."

DYOGENA, THE SPEAR OF SIN

A trained warrior of a bygone empire, Dyogena grants her binders skill with sword, shield, and spear.

Legend. Thousands of years ago, a great empire spanned the continents, unifying its many territories under an unshakable banner. Oracles spoke of the empire's demise at the hands of a wrathful prophet, an instrument of the god's disdain for the wicked regime. In response, the paranoid emperor ordered his governors to execute all holy men that did not swear fealty to him alone. Thousands of

DYOGENA

THE SPEAR OF SIN

1st-level vestige

BONUS PROFICIENCIES

While bound to Dyogena, you gain proficiency with shields, as well as with battleaxes, longswords, spears, tridents, and warhammers.

LEGION TACTICS

While you are within 5 feet of two or more allies who aren't incapacitated, hostile creatures cannot have advantage on attack rolls against you.

COUP DE GRÂCE

When you take the Attack action on your turn, you can use your bonus action to make one additional melee weapon attack. On a hit, this attack deals additional damage equal to your binder level. Once you use this ability, you can't use it again until you finish a short or long rest.

TRAIT: BLOODSTAINED

You are stained with the blood of saints, which never washes off while you are bound to Dyogena. Immediately after you take damage from a melee attack, you can use your reaction to gain a number of temporary hit points equal to your Charisma modifier, which last until the beginning of your next turn.

priests were slain and the gods themselves wept at the bloodbath.

Dyogena was one of a legion of soldiers ordered to carry out the massacre. However, when she was to impale Nezare, the martyr, her heart softened, and she instead thrust her spear into his heart, mercifully sparing him of all suffering.

Historians, however, remember a convoluted story. They paint Dyogena as a cruel warden that tormented Nezare for weeks before his inevitable demise. They even misremember her gender, portraying her as a male soldier. As such, Dyogena's vestige is an effigy of her sins: it is a twisted creature wearing soldier's armor, but is divided down the middle, with a noble celestial woman on the left and a diabolic male fiend on the right.

Flaw. While bound to this vestige, you have the following flaw: "I always feel irreconcilable guilt when I must take a life."

K'SIR, THIEF PRIMEVAL

A mythic thief who once stole power from the mighty dragons, K'Sir offers binders his roguish cunning and his infamous mark.

Legend. Legends say that in the early days of the world, the dragons knew the Words of Creation by heart. It was by speaking these forbidden words, the very same words which brought the whole multiverse into being, that dragons gained their fearsome breaths and auras.

This power was coveted by all mortal beings, but only one brave soul attempted to claim it: K'Sir, the thief, snuck into the dragons' lair while they slept. With expert

K'SIR

THIEF PRIMEVAL

1st-level vestige

BONUS PROFICIENCIES

While bound to K'Sir, you gain proficiency with scimitars, shortswords, and thieves' tools.

SNEAK ATTACK

While bound to K'Sir, 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 by 1d6 for each vestige other than K'Sir you have bound. If you already have Sneak Attack from another class feature, you add this damage to the Sneak Attack roll.

THIEF'S INSTINCTS

You can take the Dash, Disengage, or Hide action as a bonus action. You can use this ability twice and regain all expended uses when you finish a short or long rest.

TRAIT: K'SIR'S MARK

While bound to K'Sir, your skin becomes branded with all manner of ancient runes and symbols, which magically silence your movements. You don't gain disadvantage on Dexterity (Stealth) checks for wearing any type of armor. Additionally, if you make a Dexterity (Stealth) check, you can treat the result as 10, or your binder level plus your Charisma modifier, whichever is higher.

precision, he slipped past every trap, avoided every guard, and silently stole the Words of Creation for himself.

When at last he was away safely with his prize, K'Sir might have translated the words into mortal runes, but his curiosity got the better of him: K'Sir opened his satchel and read all the Words of Creation at once. When he was at last done, the magical energy was too great to bear, and K'Sir was spread thinly across time and space, such that even his name is convoluted today. Though, if the legends are true, only K'Sir, in his reckless arrogance, is the only mortal to have ever read all the Words of Creation.

Flaw. While bound to this vestige, you gain the following flaw: "My curiosity always gets the better of me."

LEXICON, THE FIRST WORD

An ancient sage and the first god of the written word, Lexicon grants his binders a variety of spells and mastery over the written and spoken word.

Legend. Before Lexicon, all knowledge could be passed only by speech and example through the generations. Man's oral traditions were rich but fragile, for a single death from a common disease could wipe away untold generations of understanding.

And so, a wise sage known as Lexicon, who gathered the Words of Creation scattered by K'Sir, devised the means to record information and spare it from oblivion: the Written Word. With a few strokes of charred ash, Lexicon recorded very first word known to man: "Un", which in that time and tongue would come to mean "me", or "I am".

By naming things, and writing them in certain ways, The Written Word allowed Lexicon to make permanent things that were fleeting and to establish definitive truth. In this way, Lexicon also became the first spellcaster.

With his great boon of writing and his power over arcana, Lexicon ascended to godhood to take his place along the primordial deities. He believed that his people would record his name forever, extolling his virtues in the annals of history; sadly, this was not the case.

In time, his tale was replaced by apocryphal ones, and was eventually forgotten entirely. Men today believe that writing has always been with man and that spellcasters have always practiced their trade. Therefore, Lexicon's vestige is like his legacy, faded to near nonexistence, with an outline of ink and the vague impression of written symbols within.

Flaw. While bound to this vestige, you have the following flaw: "I obsessively write down and record new information."

LEXICON

THE FIRST WORD

1st-level vestige

WORDS OF POWER

While bound to Lexicon, you learn 2 cantrips of your choice from the bard, sorcerer, or wizard spell list, plus an additional cantrip for each other vestige you have bound. Charisma is your spellcasting modifier for these cantrips.

PALE ARCANA

While bound to Lexicon, whenever you take damage from a spell, you can use your reaction to gain resistance to the damage taken.

MYSTIC UTTERANCES

While bound to Lexicon, you can cast the following spells without using spell slots or spell components:

2/day any: detect magic, feather fall, floating disk, fog cloud, mage armor, magic missile, shield, sleep, thunderwave, unseen servant

You can cast a spell from this list twice, plus one additional time for each vestige other than Lexicon you have bound. You regain all expended uses when you finish a long rest.

Additionally, you can cast any spell from this list as a ritual if it has the ritual tag.

TRAIT: GLOSSOLALIA

You constantly speak in a language that mixes all known (and unknown) forms of speech, and your writing at a glance seems to be gibberish. Despite this, your speech and writing are comprehensible by any creature that can understand a language. As well, you can understand and read any language.

BINDERS AS SPELLCASTERS

A binder conjures up their magic from the deepest pits of their souls, in much the same way that a creature with innate magic does. Despite this, binders are still considered spellcasters for the purposes of spells and effects which target them. Similarly, all effects granted to them by vestiges, including the vestige traits, cease while in an *antimagic field* or similar effect.

Furthermore, spells offered by a vestige are cast at their lowest level, unless otherwise specified.

2ND-LEVEL VESTIGES

ASKLEPIOS, THE PHYSICIAN

The father of all medicine, Asklepios and his serpent grant their binders supernatural healing and unsurpassed medicinal knowledge.

Legend. All great physicians stand on the shoulders of their predecessors; so too was it with the first physician. Asklepios apprenticed in the art of healing under his adoptive father, but did not surpass the dull thinking of his peers until a wise snake taught him the secrets of Medicine.

While Asklepios was walking through the woods, he deeply punctured his leg on a splintered log. A wise serpent came to his aid and constricted his wound, teaching Asklepios the first of many secret principles of Medicine. By way of thanks, Asklepios took the serpent with him, coiled on his staff, and the two traveled together from then on.

Asklepios learned much from the serpent and the two founded the first temples of Medicine, where healers could learn the true art of mending bodies, curing illness, and easing the mind. Asklepios even created a salve of medusa blood that could raise the dead from the underworld. The God of Death shuddered at this, for it was the first time that souls were wrenched from his grasp, and conspired with the God of Lightning to strike down Asklepios.

Ironically, when the bolt of lightning struck Asklepios, the salve he carried resurrected him. Lightning struck again and again, slaying Asklepios dozens of times until the salve was depleted. Though Asklepios laid dead, his temples would remain, and the symbol of his serpent-entwined staff would forever remain the emblem of Medicine. His vestige is this very image: the staff speaking with the voice of the Physician and the serpent chiming in with profound medicinal insight.

Ideal. While bound to this vestige, you gain the following Ideal: **"Do No Harm.** I have taken the oath of a physician, swearing to do no harm to those in my care. (Good)"

ASKLEPIOS

THE PHYSICIAN

2nd-level vestige

TRIAGE

While bound to Asklepios, you know whether each creature you see has all its hit points, more than half of its hit points, less than half of its hit points, or less than 10 hit points. You also know if a creature you see is cursed, poisoned, or diseased.

DOCTOR'S ORDERS

As a bonus action, you can use your borrowed anatomical knowledge to point out the most vital area to strike a creature within 60 feet. The next attack made against that creature before the start of your next turn adds 1d6 to its attack and damage roll. This ability has no effect on constructs, elementals, oozes, and undead.

PHYSICIAN'S BALM

While bound to Asklepios, you can use your action to touch a humanoid, which regains hit points equal to your binder level plus your Charisma modifier. You can use this ability three times and regain all expended uses when you finish a long rest.

TRAIT: SERPENT STAFF

While bound to Asklepios, his serpent materializes and coils on your arm, or on a staff, tool, or a weapon you are holding. You can use your action to touch a living humanoid with the serpent-coiled item, restoring one hit point and ending one disease afflicting the creature. You can use this ability a number of times equal to your Charisma modifier and regain all expended uses when you finish a long rest.

Additionally, Asklepios's serpent whispers knowledge in your ear. If you make a Wisdom (Medicine) check while bound to this vestige, you can treat the result as 10, or your binder level plus your Charisma modifier, whichever is higher.

HOU YI, THE ARCHER

A legendary archer that shot down many suns, Hou Yi grants his binders his eagle vision and his skill with the bow.

Legend. In the early years of the world, the deep flaws in its creation manifested as terrible catastrophes, each more cataclysmic than the last. In one such catastrophe, ten suns rose over the horizon, boiling the seas and scorching the land. It seems the gods were powerless to stop it, so the great hunter Hou Yi rode to the peak of the highest mountain with his bow. One by one, he shot the suns down, which crashed to the earth, forming islands where they landed.

As thanks for his great deed, the gods bequeathed Yi a boon of apotheosis, an elixir that would grant whoever drank it eternal life and propel them to godhood. Instead of drinking it immediately, Yi hid the potion in his home, hoping that he might find a way to bring his wife with him to godhood.

However, Yi's jealous apprentice, Feng Meng, attempted to steal the elixir for himself. Rather than let the thief take the potion, Yi's wife drank it instead, ascending and becoming a goddess of the moon. Yi was furious, having lost his wife and his own bid at immortality, so he battled his apprentice to the death. However, having used all but one of his arrows to slay the suns, Yi could not slay his apprentice, who drew close and beat him to death with a club.

Yi's vestige is a battered and bruised amalgamation of eagle and man, with piercing eagle eyes and broken arms.

Ideal. While bound to this vestige, you gain the following Ideal: “**Challenge.** I will rise to any test that presents itself. (Neutral)”

HOU YI

THE ARCHER

2nd-level vestige

BONUS PROFICIENCIES

While bound to Hou Yi, you gain proficiency with blowguns, hand crossbows, heavy crossbows, longbows, and nets. Additionally, your long range with ranged and thrown weapons is doubled.

FIGHTING STYLE: ARCHERY

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

SUNKILLER'S QUIVER

Whenever you would draw a weapon, you can summon the antique, but exquisitely crafted longbow and quiver used by Hou Yi. The quiver contains an unlimited supply of regular arrows and 9 sunkiller arrows. This equipment lasts until you dismiss it on your turn (no action required) or you are no longer bound to Hou Yi.

A sunkiller arrow deals fire damage instead of piercing damage and deals an additional 1d4 fire damage on a hit. When a sunkiller arrow hits a target, it explodes in a 5-foot radius sphere and is destroyed. The arrow can be fired at an unoccupied space within its range. Each creature other than the target within the blast radius must succeed on a Dexterity saving throw, taking half the damage rolled on a failed save or no damage on a successful one.

Once a sunkiller arrow is used, it can't be used again until you finish a long rest.

TRAIT: EAGLE'S EYES

While bound to Yi, your eyes are replaced with that of an eagle's, bordered by resplendent feathers. Because of this, you can use your Charisma, instead of your Dexterity modifier, for attacks and damage rolls with ranged weapon attacks.

Additionally, if you make a Wisdom (Perception) check that relies on sight, you can treat the result as 10, or your binder level plus your Charisma modifier, whichever is higher.

TILO, THE COLOSSUS

Once a brave but tiny mousefolk knight, Tilo grants his binders titanic weapons and incredible size.

Legend. Tilo was a mouseling knight, small of stature but brave in spirit. In his youth, he traveled the world as a knight errant, doing honorable deeds where he could, and

TILO

THE COLOSSUS

2nd-level vestige

BONUS PROFICIENCIES

While bound to Tilo, you gain proficiency with martial weapons.

FIGHTING STYLE: 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.

GIGANTIC SIZE

You can cast the *enlarge/reduce* spell, targeting yourself with the "enlarge" effect of the spell only, once as a bonus action without expending a spell slot or spell components. You do not need to concentrate on this spell. Once you cast this spell, you can't cast it again in this way until you finish a long rest.

TRAIT: COLOSSAL STRENGTH

While bound to Tilo, you grow an inch taller and your muscles have greater definition. You can wield heavy weapons without penalty, even if you are Small size. Additionally, you can use your Charisma, instead of your Strength modifier, for attacks and damage rolls with melee weapon attacks using heavy weapons.

searching for a master worthy of his blade. At last, he arrived in the southern kingdom of Osira, where he saw the golden knights of the royal guard, and instantly knew he wished to be among their number. At first thinking Tilo to be a new court jester, the king mirthfully accepted his service.

When the kingdom was beset by a terrible goblinoid army, Tilo led the defense. Eventually, the castle's defenses crumbled, and the keep's outer wall was breached. As the other golden knights off the royal guard fell, Tilo alone held the breach, and held it true for seven days and seven nights.

In life, he was tiny, but Tilo died a colossus. Due to his courage, his king escaped, and the legends of Tilo's bravery propelled him to persist in the Void as a vestige.

Personality Trait. While bound to this vestige, you gain the following personality trait: "I never fear anything larger than myself."

3RD-LEVEL VESTIGES

EVOCATIA THE RED

Evocatia, the legendary spellcaster for whom the Evocation School of magic is named, grants her binders wild, fiery arcana.

Legend. All wizards know the story of Evocatia and Elozahr, the ill-fated mages that founded the School of Evocation.

In the days before the schools of magic, all spellcasters projected pure, unformed arcana in the form of protospells, whose effects shifted from moment to moment. With time, the cleverest spellcasters learned to tame magic, channeling it into spells with direct intent.

EVOCATIA

THE RED

3rd-level vestige

INHERITANCE OF FLAME

While bound to Evocatia, you know the *fire bolt* cantrip. Additionally, you can add your Charisma modifier to damage rolls you make with spells that deal fire damage.

FIRE SPIN

As a bonus action, you can launch yourself in a spiral of flame. When you do so, you can make a melee spell attack against a creature within 5 feet of you, dealing fire damage equal to 1d4 + your Charisma modifier on a hit. You then move up to 10 feet in any direction without provoking opportunity attacks.

PYROMANCY

While bound to Evocatia, you can cast the following spells without using spell slots or spell components:

2/day each: *burning hands*, *scorching ray*
1/day each: *heat metal*, *fireball*

You regain all expended uses when you finish a long rest.

TRAIT: INFERNO WITHIN

While bound to Evocatia, your skin is hot to the touch, and flickering embers can be seen within your mouth, nostrils, and eyes. You have resistance to fire damage.

Evocatia the Red was one such spellcaster. Studying under the tutelage of the venerable Elozahr the Blue, she forged spells from flame, creating first the cantrip *fire bolt* and then the spell *burning hands*. Yet, her talent and ambition knew no bounds, and soon she crafted her singularly devastating masterpiece: *fireball*. With her new spells in hand, she went to visit the icy tower of her mentor, but discovered that his crystal ball was fixed to scry upon her—surely, the old man meant to copy her spells and steal them for himself! In rage, Evocatia burned the tower to the ground.

The two wizards worked in secret to outdo one another, each laying the foundations for their own schools of magic. At last, Elozahr and Evocatia met on the field of Armistal to parlay and found their school together. But Evocatia saw that the scoundrel Elozahr brought with him staff of frost to slay her once and for all, and so she struck first with a burst of flame.

Summoning all their canny and arcane might, the two wizards unleashed a torrent of wrath upon each other.

ORZI

THE MAIMED DUELIST

3rd-level vestige

BONUS PROFICIENCIES

While bound to Orzi, you gain proficiency with hand crossbows, rapiers, scimitars, shortswords, and whips.

FIGHTING STYLE: 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.

EXTRA ATTACK

You can attack twice, instead of once, whenever you take the attack action on your turn.

TRAIT: AFTER IMAGE

While bound to Orzi, you move with an unearthly speed that leaves a lingering trail behind you. You can use your Charisma, instead of your Strength or Dexterity modifier, for attacks and damage rolls with finesse weapons.

Additionally, as a bonus action, you can move 15 feet in a flash, without provoking opportunity attacks. You can use this ability a number of times equal to your Charisma modifier and regain all expended uses when you finish a long rest.

When all was done, nothing remained of Evocatia and Elozahr but dust. Evocatia's vestige, a manifestation of her ambition, is but a burning effigy of a wizard built of magic wands and discarded spellbook pages.

Personality Trait. While bound to this vestige, you gain the following personality trait: "I don't shy away from using overwhelming force to solve problems, especially when it involves fire."

ORZI, THE MAIMED DUELIST

Once the world's greatest blademaster, Orzi lends his binders his incredible speed and peerless skill with one-handed blades.

Legend. Conflicting legends tell of how the Maimed Duelist lost his arm, but all relate his singular, almost supernatural skill with a blade, even despite having lost his dominant sword-hand.

One legend recalls a rivalry between Orzi and the demon-knight Rostam over the affections of a maiden, culminating in a duel. Orzi struck true time and again, but Rostam's impenetrable armor repelled each blow until Rostam retaliated with a single strike, felling Orzi and severing his arm at the shoulder. Another legend recalls Orzi's conflict with a dire purple worm, who encroached on his lands. In a great battle, the beast bit Orzi's sword-arm, turning it black and numb within seconds. Rather than succumb to the venom, he cut off his own arm and struck the monstrosity dead with his one remaining arm.

With but one arm remaining, Orzi trained relentlessly to become stronger than before, a shieldless blademaster. He invented a new, blindingly fast fighting style to turn his opponents' strength against them while avoiding their deadly blows. For this style, and an endless record of lethal duels, Orzi is remembered as history's greatest blademaster. Likewise, his vestige is a humanoid blur wielding a lightning-quick blade.

Personality Trait. While bound to this vestige, you gain the following personality trait: "I neglect my non-dominant hand, preferring to use just one hand whenever possible."

ROSTAM, ARMOR INFERNAL

Mythical armor of indescribable evil, Rostam will appear about his binders and shelter them from harm.

Legend. All the legends of Rostam the paladin tell of his seven great deeds in the demon land of Mazandaran, but a few make passing mention of his impregnable armor: black, stout, and indescribably hideous.

Rostam was a brave knight, to be sure, but he was no match for the demons of Mazandaran; he was not even a match for the deserts of that land. After a week of

wandering aimlessly through the sands, Rostam was on the verge of death from dehydration, when he came across a lone woman, a devil in disguise. She offered him a pact for his soul: she would give him food, water, and enough strength to slay the demons. Rostam accepted, and was bestowed a living suit of infernal armor, hideous, hairy, and indestructible.

Guided by his infernal plate, Rostam went on to complete his seven deeds, and further to earn a reputation as a fearsome and savage warrior. Each new battle brought

Rostam greater glories and new, terrible crimes. He slew every foe he met; one story even claims that he butchered his own son in a fit of rage.

In his last and bloodiest battle, Rostam fell into a deep pit of spikes, and many spikes skewered him between the plates of the armor. Rostam himself bled to death, but the armor was not yet finished. It moved of its own accord, wading through the battlefield, slaying friend and foe alike, cackling with infernal cadence. Rostam's vestige is therefore not the hero himself, but the hideous armor, which bleeds from every joint, the corpse of the so-called hero still within.

Flaw. While bound to this vestige, you gain the following flaw: "Once I draw blood, I don't stop fighting until my enemies are dead."

ROSTAM

ARMOR INFERNAL

3rd-level vestige

BONUS PROFICIENCIES

While bound to Rostam, you gain proficiency in heavy armor, as well as with flails and morningstars.

MORTAL BARGAIN

While bound to Rostam, whenever you drop to 0 hit points, but are not killed outright, you remain conscious and do not begin making death saving throws until the end of your next turn. If you take any damage while at 0 hit points, you instantly fall unconscious and suffer one death saving throw failure.

FIENDISH RESILIENCE

Whenever you take bludgeoning, piercing, or slashing damage while wearing heavy armor, you can use your reaction you reduce the damage taken by 1d12. You can further reduce the damage by an additional 1d12 for each vestige other than Rostam you have bound.

Once you use this ability, you can't use it again until you finish a short or long rest.

TRAIT: HIDEOUS ARMOR

While bound to Rostam, you use your action to summon his hideous, infernal armor around you, along with any melee weapon with which you have proficiency. The armor is full plate which cannot be destroyed, which you can wear without penalty, regardless of your Strength score. This equipment vanishes when you dismiss them as an action, or when you are no longer binding Rostam.

The armor seems to be alive and is terrible to gaze upon. If you make a Charisma (Intimidation) check while wearing this armor, you can treat the result as 10, or your binder level plus your Charisma modifier, whichever is higher.

4TH-LEVEL VESTIGES

ÆGLÆCA, MOTHER MOURN

An ancient druid whose son, Grendel, was brutally slain, Mother Mourn offers her binders her boundless grief and command over nature.

Legend. A powerful druid of the lake, Æglæca was a mother, first and foremost. Though she was beautiful, her son Grendel was born deformed and feeble-minded. She loved him without reservation, as she loved the plants and animals of her domain, and they lived happily in her sanctum beneath the lake.

One fateful day, Grendel heard the sounds of music and revelry from a nearby keep. The men there were celebrating the accomplishments of their most savage warrior, Beowulf, and when they saw Grendel, they thought him to be a monster and beat him to death. In grief and rage, Æglæca descended on the keep, slaying every warrior she found, but Beowulf the murderer eluded her grasp. She returned with her son's corpse and burned him on a pyre at the lakeside. With his ashes mixing in the air and water, the land turned sour, crops withered, and livestock died.

Eventually, Beowulf descended into Æglæca's sanctum with his blade to slay the monster's mother and avenge his comrades, but he did not find a battle waiting for him; Æglæca already laid dead, having drunk a measure of poison. Beowulf claimed victory (and even decapitated Æglæca as a trophy), but nothing he could do would halt the blight wrought by Grendel and his Mother, which proceeded to consume the kingdom.

Most histories tell a twisted version of the tragedy of Æglæca and Grendel, painting Beowulf as a blameless hero that battled monsters and saved his land from destruction. Alas, the vestige of Mother Mourn remembers: she eternally cries for her lost son and curses anyone who raises a sword.

Bond. While bound to this vestige, you gain the following bond: "I will stop at nothing to prevent harm coming to anyone within my charge."

ÆGLÆCA

MOTHER MOURN

4th-level vestige

LANGUAGE OF THE LAKE

You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

MOTHER'S EMBRACE

As a bonus action, you can extend the Mother's protection to another willing creature you can see within 60 feet. Until you end this effect on your turn (no action required), the target has advantage on saving throws and any healing they receive is maximized. If the target takes damage, you must use your reaction (if available) to halve the damage they take. You can only target one creature with this ability at a time.

NATURAL MAGIC

While bound to Æglæca, you can cast the following spells without using spell slots or spell components:

At will: *speak with animals*, *water walk* (self only)
1/day each: *animal friendship*, *conjure animals*
1/day any: *conjure minor elementals* or *conjure woodland beings*

You regain all expended uses when you finish a long rest.

TRAIT: BITTER TEARS

While bound to Mother Mourn, your eyes always stream with tears. Whenever a friendly creature within 60 feet of you drop to 0 hit points or dies, these tears become blood. Until the end of your next turn, you can add your Charisma modifier to the damage of spells you cast. If the creature was under the effect of your Mother's Embrace ability, you also have advantage on attack rolls you make until the end of your next turn.

LA DIABLESSE

THE DEVIL WOMAN

4th-level vestige

HEXES

Whenever you roll initiative, you can use either the Beguile or Scare ability below. These abilities require concentration, as a spell, but you can concentrate on these abilities and a spell at the same time. You make only one saving throw to maintain concentration on both. If one of these abilities is active, you can use your bonus action to cackle loudly, extending its duration for one round.

Beguile. Choose one creature you can see that can see you within 60 feet to make a Wisdom saving throw. On a failed save, the creature is charmed by you until the end of your next turn.

Scare. Choose one creature you can see that can see you within 60 feet to make a Wisdom saving throw. On a failed save, the creature is frightened of you until the end of your next turn.

WAKING NIGHTMARE

As an action, you can project a horrifying image of the Devil Woman into the mind of a creature you can see within 60 feet. This creature makes a Wisdom saving throw and has disadvantage on the save if it is charmed by you or frightened of you. On a failed save, the creature must use its reaction to make a weapon attack against a target of your choice that it can see within 5 feet of it. If there is no target within range, this ability has no effect.

SPELLBIND

While bound to La Diabliesse, you can cast the following spells without using spell slots or spell components:

2/day: *darkness*

1/day each: *fear*, *phantasmal killer*, *suggestion*

You regain all expended uses when you finish a long rest.

TRAIT: CLOVEN HOOF

While bound to La Diabliesse, one of your legs transforms into a cloven hoof, a mark of her enduring curse. By leveraging this curse, you can use your action to cause one creature that you can see within 60 feet that is frightened of you to instead be charmed by you, or vice versa.

LA DIABLESSE, THE DEVIL WOMAN

A creature of equal enthralling beauty and terrifying ugliness, the Devil Woman offers her binders powers over enchantments.

Legend. Long ago, the Devil Woman prowled the night, seeking to lure men to their doom. Appearing as a beautiful stranger at the annual harvest festival, La Diabliesse is said to have cut a striking figure in the latest fashion, with a flowing dress and wide-brimmed hat. Intoxicated and infidelitous men at the festival would flock to her side (sometimes encouraged by potent enchantments) and be lured away from the firelight, deep into the wilderness. Once far from help, the Devil Woman would reveal that her true nature: her face was like that of a rotting corpse and her eyes burned like coals in their sockets. Her body was an amalgamation of beast and man, with one leg resembling that of a cow. The terrified and disoriented men that saw her usually became hopelessly lost, plunging into ravines or falling prey to wild animals by sunrise.

Though the stories paint the Devil Woman as little more than a cunning monster, she once was an ordinary woman that was horribly cursed. The circumstances before her curse, however, are muddled by the passing of centuries. Perhaps she was once a beautiful maiden, cruelly punished for her infidelity by a vengeful witch. Or perhaps she was the victim of a poorly-worded wish or infernal pact that saw her exchange her natural beauty for unnatural enchantment magic. Regardless, it seems her vestige only remembers the abhorrent monster she became, manifesting as a hideous figure wrapped in beautiful garb to conceal her face and cloven foot.

Flaw. When you bind this vestige, you gain the following flaw: "I constantly seek validation from others, especially in regard to my appearance."

NEZARE, THE BROKEN ONE

Wronged by his friends and enemies alike, the hateful Nezare grants his binders his thorny flesh and boiling blood.

Legend. In ancient days, Nezare was a commoner turned cleric, an ordinary man who discovered that he possessed extraordinary blessings and a singular divine connection. He traveled the land and amassed a small band of followers. Together, they lived on alms and preached a

peaceful message of forgiveness and complete devotion to faith, but quickly garnered enemies.

The wicked emperor ordered a slaughter of holy men to purge Nezare and his followers. When the soldiers came for Nezare, his followers abandoned him one by one, leaving him to die.

It is the fashion to retell the story of the Broken One in gory specificity, improvising the details for maximum shock value. Though his ultimate execution—brutal torture and impalement in front of a crowd by a soldier named Dyogena—is always the same, the tortures and tribulations he endured on his way to the stake become more gruesome with each telling. In this way, his suffering should heighten his martyrdom, but it seems his vestige would not agree. The vestige of the Broken One appears as a maimed and mutilated sheep, hateful of all holy men.

Flaw. While bound to this vestige, you gain the following flaw: "I despise all saints, clerics, paladins, and priests."

NEZARE

THE BROKEN ONE

4th-level vestige

MARTYR'S PATH

While bound to Nezare, your hit point maximum increases by your binder level plus your Charisma modifier.

BLOOD SACRIFICE

Once on each of your turns, when you hit a creature with a melee weapon attack, you can spill your own boiling blood to deal additional damage to the target. When you do so, choose a number of d8s up to your Charisma modifier of additional radiant damage to add to the damage roll. You take 3 damage for each additional die added to the roll.

MERCY

You can use your bonus action to regain hit points equal to your binder level. Once you use this ability, you can't use it again until you finish a short or long rest.

TRAIT: THORNY FLESH

While bound to Nezare, your flesh toughens and sprouts long, sharp thorns. Whenever a creature within 5 feet of you hits you with a melee weapon attack, it takes piercing damage equal to your Charisma modifier.

5TH-LEVEL VESTIGES

ELOZAH THE BLUE

Elozahr, the legendary founder of the Evocation School of magic, grants his binders frigid arcana and his steely concentration.

Legend. All wizards know the story of Evocatia and Elozahr, the ill-fated mages that founded the School of Evocation.

In the days before the schools of magic, the rules of arcana were fluid, and only those of patient countenance and forceful will could tame arcana. With time, the cleverest spellcasters learned to tame magic, channeling it into spells with direct intent.

Elozahr the Blue was one such spellcaster. Patiently and deliberately, Elozahr sculpted his spells from ice, first creating the cantrip *ray of frost* and then the spell *ice storm*. With decades of work and the assistance of his apprentice, Evocatia the Red, he perfected his masterpiece, a spell so powerful that few mages could lay claim to it: *cone of cold*. He traveled to his apprentice's scorching, iron tower to test her mettle with this new spell, but instead discovered that Evocatia's familiar was a sinister fiend, who tempted her with secrets of flame. Outraged, Elozahr froze her tower solid and shattered it to bits.

The two wizards worked in secret to outdo one another, each laying the foundations for their own schools of magic. At last, Elozahr and Evocatia met on the field of Armistal to parlay and found their school together. But Elozahr found that his apprentice carried with her a flame tongue meant to slay him, so he struck first with an icy blast.

Summoning all their canny and arcane might, the two wizards unleashed a torrent of wrath upon each other. When all was done, nothing remained of Evocatia and Elozahr but dust. True to his work, Elozahr's vestige is a sculpture of a mage, carved from black ice, whose voice is like a howling wind.

Personality Trait. While bound to this vestige, you gain the following personality trait: "I spend much of my time in deep concentration, speaking slowly and methodically when I must speak."

ELOZAH

THE BLUE

5th-level vestige

INHERITANCE OF FROST

While bound to Elozahr, you know the *ray of frost* cantrip. Additionally, you can add your Charisma modifier to damage rolls you make with spells that deal cold damage.

CRYSTALLINE ARCANA

When you cast a spell that affects an area and requires your concentration, you can choose a number of Medium or smaller creatures equal to your Charisma modifier to be protected from its effects. A 5-foot cube gap in the spell effects opens around each chosen creature. These creatures do not need to make saving throws against the spell. Additionally, for the spell's duration, these creatures are immune to the effects of the spell within its area and ignore conditions, such as difficult terrain, created by the spell.

CRYOMANCY

While bound to Elozahr, you can cast the following spells without using spell slots or spell components:

2/day each: *sleet storm*

1/day: each: *ice storm*, *cone of cold*

You regain all expended uses when you finish a long rest.

TRAIT: HOARFROST

While bound to Elozahr, your skin, as well as your clothing, weapons, and armor, are covered with a thick frost, and your breath is visible, as if on a cold night. Whenever you begin concentrating on a spell, this frost grows into large ice crystals on your skin. As long as you maintain concentration, you can subtract the spell's level from the damage taken. Fire damage ignores this ability.

KORINE

THE DISPLACED

5th-level vestige

LOOSE GRAVITATION

While bound to Korine, the distance of your long jump and height of your high jump are doubled, and you take half damage from falling.

TELEFRAG

Whenever you cast a spell which teleports you, you can choose to teleport into a space occupied by a creature. When you do so, the creature takes 1d4 force damage for every 10 feet you teleported, up to a maximum of 5d4, and, if you and the creature are within two size categories of one another, it moves into an adjacent unoccupied space of its choice.

BLINK

While bound to Korine, you can cast the following spells without using spell slots or spell components:

At will: *misty step*

2/day each: *dimension door*

1/day each: *blink*, *teleportation circle*

You regain all expended uses when you finish a long rest.

TRAIT: DIMENSIONAL ERROR

While bound to Korine, your body becomes wedged between reality and nonexistence. Your joints, including your neck, shoulders, elbows, hips, and knees, seem to have vanished into some other plane, leaving your other body parts loosely floating in their positions. As a result, whenever you are hit with an attack, roll a d20. On a 20, the attack misses.

KORINE, THE DISPLACED

A renowned planar researcher who discovered the true nature of the Void, Korine offers her binders the power to defy physics, chiefly through teleportation.

Legend. Korine was a talented arcanist and planar researcher, among the first to study the Void. After years of research, she made a breakthrough realization: the Void is not simply a mathematical constant, a force, or a dividing boundary, but an actual plane of existence, like the Ethereal or Elemental Planes, albeit with even stranger rules. When she revealed her findings to her colleagues, they mocked her and decried her discovery, touting centuries old planar models instead.

Undeterred, Korine set about crafting a *plane shift* spell to travel to and traverse this unexplored Void and ameliorate her reputation. The spell, which drew power from an active *sphere of annihilation*, functioned perfectly, but its result was disastrous. Korine cast her spell in front of an audience of fellow arcanists, and in an instant of magical tumult, she was spread thinly across time and space. But in her last moments, she saw the curvature of space, saw it wrap around, and saw the hideous secrets behind it laid bare. And at last, she saw her place in it all. Then she met oblivion.

Appropriately, Korine's vestige is only loosely associated with reality: her humanoid figure is disconnected at every joint, floating about in a strange orbit, and open, darting eyes cover every body part in the mutilated cloud. Perhaps, this is her physical personage, which has persisted in the Void. No other creature, after all, has successfully traveled to that strange place, and it is unclear what truly remains of her body or soul.

Personality Trait. While bound to this vestige, you gain the following personality trait: "I hatch elaborate plans on the fly, but don't always think out the consequences."

VORTIRRACT, THE OUTSIDER

A creature from beyond our multiverse, Vortirrackt warps his binders into a reflection of his bizarre anatomy.

Legend. When the brilliant scientist Korine cast the fateful spell that thrust her to the Void, an eldritch, horrific thing crept through behind her in the dimensional hole to our world. This creature, Vortirrackt, was unlike anything seen in the multiverse: it had pale, slimy skin, impervious to weapons, a long head which terminated in a circular mouth of razor-sharp teeth, and six sickeningly long limbs, each with one joint more than a terrestrial creature and a clawlike barb at the end. Worse yet, this creature was no mere beast, as its frightful intellect would demonstrate.

Vortirrackt stalked out of the dimensional pit in front of a gathering of wizards, researchers, and arcanists. It exchanged a long glance with those in attendance, then pounced, butchering any it caught in its elongated grasp. Dozens of innocents perished, and the mages of the arcane university retreated from their great tower to regroup. Bands of knights were sent to slay the beast and reclaim the tower, to no avail; their heads were seen to be arranged at the tower's windows mere hours later.

Thankfully, a powerful warding spell managed to seal Vortirrackt within, but it did not contain its telepathy. The creature mocked the wizards of the tower and their petty attempts to slay it. Gradually, it learned their names, their specialties, and what best to say to torment them.

With no other options, the archmagi concluded that they would widen the rift, swallowing the whole of the tower and the monster, before sealing it the rift beneath a great mountain. A hundred adventures entered the warded tower, which Vortirrackt had rigged into a fiendish dungeon, but only one, Carthin the Runebreaker, escaped the monster's deathtrap.

Today, Vortirrackt's foul name is synonymous with spells gone awry, the folly of mages, and the hideous things that lie beyond the stars. Moreover, its legend drew forth a vestige: a spitting image of the beast itself, whose figure appears distorted as if seen through a warped mirror.

Flaw. While bound to this vestige, you gain the following flaw: "I enjoy tormenting my enemies, sowing hate and doubt in their minds."

VORTIRRACT

THE OUTSIDER

5th-level vestige

SNAP REFLEXES

You can make an opportunity attack without using a reaction. You have advantage on this attack roll. Once you use this ability, you can't use it again until you finish a short or long rest.

TRAIT: SPIDER-CLIMBER

When you bind Vortirrackt, your skin becomes pale and strangely adhesive. You can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You also gain a climbing speed equal to your walking speed.

TRAIT: ABOMINABLE CLAWS

When you bind Vortirrackt, your hands sprout sickening claws, which you can use to make unarmed strikes. The claws deal 1d4 slashing damage, and you can use Charisma, instead of Strength, for their attack and damage rolls. The claws count as magical for the purpose of overcoming resistance and immunity.

When you take the Attack action, you can make one unarmed strike with the claws as a bonus action. Additionally, when use your claws to hit a creature that has already been hit with them during that turn, you deal an additional 2d6 slashing damage.

TRAIT: EXTRANEEOUS JOINT

When you bind Vortirrackt, your arms and legs deform, lengthening and cracking until they each contain an additional joint. The reach of all of your melee attacks, as well as your reach for opportunity attacks, extends out to 10 feet. Additionally, you can make an opportunity attack against any creature that moves while within your reach.

6TH-LEVEL VESTIGES

METHUSELAH

ELDEST DEAD

6th-level vestige

GRAVE EMPATHY

The undead can innately sense your closeness to their kind. Whenever an undead tries to attack you, it must make a Wisdom saving throw. On a failed save, its attack misses. On a successful save, the undead is immune to this ability for the next 24 hours.

CORPSE SHEPHERD

You can perform a 10-minute ritual to summon a Medium humanoid corpse or pile of bones (your choice), which is magically teleported to your location from a random cemetery.

DEAD ALIVE

While bound to Methuselah, you can raise corpses at your touch. You can cast the following spells without using spell slots or spell components:

At will: *false life* (self only)

3/day each: *animate dead*

1/day each: *create undead*

You regain all expended uses when you finish a long rest.

TRAIT: VENERABLE DRAIN

While bound to Methuselah, you appear dramatically aged and you can draw life and youth from those you touch. Your voice descends into a hoarse rasp, your hair grows white, deep wrinkles appear in your skin.

As an action, make a melee spell attack against a hostile creature within your reach. On a hit, the target takes 4d6 necrotic damage and you regain hit points equal to half the necrotic damage dealt.

METHUSELAH, ELDEST DEAD

A man who grew so old that he slipped between life and unlife, Methuselah grants his binders authority over undead and his strange disconnect from mortality.

Legend. Methuselah was a man so loved by the gods that they blessed him with unnaturally long life—so long, in fact, that he became the oldest mortal to have lived.

Methuselah spent his first century of life raising a family. But when he outlived his children and his grandchildren, Methuselah was heartbroken. He went to live with the elves, but in time he outlived generations of them too. In his most venerable age, his bones became brittle, his teeth fell out, and his skin wrinkled and lost its color. When at last Methuselah lay on his deathbed, he was little more than a husk, cursing the gods for their so-called blessing and pleading for the release of death.

Today, Methuselah is venerated by necromancers and intelligent undead as the Eldest, the wisest and most venerable among the deceased. Their reverence paints him with a kind of undeath, as demonstrated by his vestige: a shambling corpse missing its eyes, teeth, and nose, with wispy white hair and a beard that hangs to the floor.

Personality Trait. While bound to this vestige, you gain the following personality trait: “I believe myself to be far older, wiser, and wearier than others.”

MR. JOE, MASTER PUPPET

Mr. Joe was a show-stopping puppeteer who climbed to the height of godhood. Those who bind him can find that his strings can manipulate others as well as he manipulated puppets.

Legend. When Ruse, the trickster god, perished, none truly believed his fate until his last will and testament was proclaimed by the other gods: there would be a contest of cunning and subterfuge to determine his successor. Only one truly worthy of the mantle of "God of Lies, Lord of Fools" could ascend to godhood in his passing. Many, from powerful demigods to lowly jesters arrived at the Temple of Ruse to engage in the contest, a series of games. Among the contestants was a puppeteer and entertainer, known as Hogarth the Astounding, who dressed in wizards' garb and performed mundane tricks with his 'assistant' a ventriloquist's puppet named Mr. Joe, who provided commentary and banter to his routine.

Despite his gimmick, Hogarth did not perform well in the contest, only barely avoiding elimination in many of the games of bluffing and chance. At last, when only ten constants remained, each were given a unique insignia ring for the final trial. If any contestant could secure all ten rings, then step into the lit pyre at the temple's center, they would ascend to Ruse's place at the divine table.

After a week of feints and illusions, a demigod of gambling assembled the full set of rings. Stepping into the flames, he was immolated in screaming agony; one of his rings, a wooden fake, burned to ash on his finger.

It was then that Hogarth revealed his grand façade: beneath his robes were wooden joints and marionette strings; he was but an elaborate fabrication, a puppet expertly controlled by Mr. Joe, a matryoshka—an animated puppet-person—posing as a prop the entire time. Mr. Joe, held the true insignia ring, whereas Hogarth's was a fake as convincing as himself. Picking up the remaining rings, Mr. Joe stepped into the flames and ascended to become Sham, the Lord of Trickery.

Personality Trait. While bound to this vestige, you gain the following personality trait: "I love to put on performances for others, especially when using unwilling participants."

MR. JOE MASTER PUPPET

6th-level vestige

NO STRINGS ON ME

While bound to Mr. Joe, you are immune to being charmed or possessed.

PUPPETEERING

Whenever you cast the spell *dominate beast*, *dominate person*, or *dominate monster*, you can take total and precise control of the target as a bonus action, rather than an action. Additionally, you can concentrate on two of these spells at once, taking control of both targets using one bonus action, and making only one saving throw maintain concentration on both spells.

SOUL STRINGS

While bound to Mr. Joe, you can cast the following spells without using spell slots or spell components:

At will: *command*

2/day each: *dominate beast*, *dominate person*

1/day each: *compulsion*, *irresistible dance*

You regain all expended uses when you finish a long rest.

TRAIT: DUMMY

While bound to Mr. Joe, your skin appears wooden and lacquered, your joints seem to be wooden hinges, and your nose grows into a conspicuously long peg. While you remain motionless, you are indistinguishable from a puppet. Moreover, you can throw your voice, causing it to originate from any point you choose within 60 feet.

REMUS

FIRSTBORN OF THE WOLF

6th-level vestige

BONUS PROFICIENCIES

While bound to Remus, you gain proficiency with battleaxes, greataxes, mauls, and warhammers.

EXTRA ATTACK

You can attack twice, instead of once, whenever you take the Attack action on your turn.

FURY

On your turn, you can use your bonus action to summon up Remus's bottomless rage. For the next minute, you gain the following benefits:

- You can add your Charisma modifier to Strength checks and Strength saving throws.
- You have advantage on all melee weapon attacks which use heavy weapons, versatile weapons, or unarmed strikes. However, melee weapon attacks against you are rolled with advantage.
- You have resistance to bludgeoning, piercing, and slashing damage.
- When you reduce a hostile creature to 0 hit points with a melee weapon attack, you can move up to 10 feet and make an additional weapon attack.

You can end this effect early as a bonus action. Once you use this ability, you can't use it again until you take a short or long rest.

TRAIT: LYCAN'S BLOODTHIRST

While bound to Remus, you assume the savage guise of a lycanthrope: coarse hair covers your body, your nose lengthens, your fingernails lengthen into claws, and your teeth sharpen. You can use your claws and teeth to make unarmed strikes, which deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Furthermore, you are possessed with a lycanthrope's fury. When you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

REMUS, FIRSTBORN OF THE WOLF

The embittered twin who nearly founded an empire, Remus grants his binders a taste of his barbaric demigod fury.

Legend. Romulus and Remus, the twin sons of a God of War, were bundled in a basket and set adrift in a river shortly after their birth. Helpless and alone, the twins were rescued by Lupa, a she-wolf, who nursed them for weeks and granted the sickly Remus the gift of lycanthropy, so that he might grow to be as strong as his brother. The twins grew quickly, and (demigods as they were) inherited their father's immense strength and savagery.

By adulthood, nothing could stand in the twins' way, save for their own bickering. It seems that, despite their godly power, the two could never decide on anything. But most of all, they quarreled over their legacy. Remus wanted to conquer the city-states from which the two of them had been cast off as infants, but Romulus had resolved to found a city-state of his own. Remus acquiesced, but the two could not decide on where to build it.

The twins stood on their hills and cast *augury*. In their wisdom, the gods delivered a sign of weal and woe, hoping this would bring the brothers solidarity, but they argued over the result instead and came to blows. Romulus and Remus fought bare-fisted, and Remus grew more bestial as he grew in fury. As last, Romulus stabbed Remus in the side with a small silver dagger, killing him.

Romulus built his city atop his brother's corpse and named it after himself. Though his contempt, Remus persisted as a vestige, appearing furious and animalistic, growing only more bitter with the passing of centuries, as his brother's city grew and swelled into a world-spanning empire.

Flaw. While bound to this vestige, you gain the following flaw: "I harbor a seething resentment for my family."

7TH-LEVEL VESTIGES

CITY MIRAGIC, THE DREAMING PRESENCE

An otherworldly presence encountered in the Dream City Miragic, this vestige offers its binders power only found in its subliminal realm.

Legend. For centuries, perhaps since the dawn of time, people have fallen asleep and traveled to the City Miragic, a cyclopean dreamscape of twisting alleyways and breathtaking vistas. The streets of Miragic defy reason, the wild scale and impossible geometries of its buildings strain the waking mind, but the loose logic of dreamers who walk the city's streets protect them from its maddening features.

Instead, most who dream of the City Miragic become obsessed with something at the city's center: an enigmatic presence that draws them ever forward, down ever stranger alleys of the dream. They might sketch wild street maps upon waking, or dread falling asleep and returning to that place, but all who dream of the City Miragic eventually travel its center and encounter its entity. Many never wake again. Those who do have no memory of dreaming of such a place.

Of course, the City Miragic is not a real place; it bears no mark on a map, but the compelling entity at its center must truly dwell somewhere, else the shared Dreaming City could not have drawn people in for centuries. The city even has a singular vestige, doubtless belonging to that enigmatic presence at the city's center, whose wordless beckoning nevertheless echoes through the mind.

Flaw. While bound to this vestige, you gain the following flaw: "I'm possessed by the paranoid dread that something out there has inimical designs on my life."

CITY MIRAGIC

THE DREAMING PRESENCE

7th-level vestige

TELEPATHY

You have telepathy, the magical ability to communicate mentally with another creature within 60 feet. The contacted creature doesn't need to share a language with you to communicate telepathically, but it must be able to understand at least one language. A creature without telepathy can receive and respond to telepathic messages but can't initiate or terminate a telepathic conversation.

You don't need to see a contacted creature, but you need to be aware of the creature to contact it. You can end the telepathic contact at any time. The contact is broken as soon as you and the contacted creature are no longer within range of each other or if you contact a different creature within range. You can initiate or terminate a telepathic conversation without using an action, but while incapacitated, you can't initiate telepathic contact, and any current contact is terminated.

DAYDREAMING

Whenever you would fall unconscious, you instead remain conscious in a dreamlike state. You have disadvantage on all attack rolls and ability checks you make. Furthermore, if you were concentrating on a spell, you lose concentration. If you fall unconscious as a result of dropping to 0 hit points, you still must make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points.

SUBLIMINAL BLAST

While you are bound to the City Miragic, as an action, you can emanate a projection of the Presence into other creatures' minds, fracturing their psyches. Each creature you choose within a 30-foot cone must make an Intelligence saving throw. On a failed save, a creature takes 5d8 psychic damage and is stunned until the beginning of your next turn; on a success, a creature takes half as much damage and is not stunned. Once you use this ability, you can't use it again until you finish a long rest.

TRAIT: OUTER THING

While bound to the City Miragic, you take on a distorted aspect: numerous, spider-like digits, additional eyes on the head, and a flattened nose—traits which became more exaggerated when you cast a spell. Once on each of your turns when a creature fails a saving throw against one of your spells or vestige features, you can deal 2d8 psychic damage to the creature.

SARIEL

THE FELL ANGEL

7th-level vestige

BROKEN HALO

Whenever you fail a saving throw, roll a d6. On a 6, you succeed the saving throw instead.

FLYBY ATTACK

When you make a melee attack against a creature, while flying you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

JUDGEMENT

When you hit a creature with a melee weapon attack, you can deal an additional 6d8 necrotic or radiant damage (your choice) to the target. Once you use this ability, you can't use it again until you finish a short or long rest.

TRAIT: ANGELIC WINGS

While bound to Sariel, you sprout broad, feathered wings from your back, granting you a flying speed of 60 feet.

SARIEL, THE FELL ANGEL

The first fallen angel, Sariel tried and failed to destroy the multiverse as a mercy to its inhabitants. As penance, he offers his binders his wings and his once-holy blade.

Legend. When the primeval gods spoke the Words of Creation, the world sputtered, cracked, and bled into existence. It wrenched itself and edged close to utter disaster, for it was built on a deeply imperfect plan.

Seeing the havoc of the multiverse firsthand, the archangel Sariel descended from the upper planes to Erebus and beseeched that she might unmake the world, that it could be made again. Sariel struck the Stygian Seal with his blade, and the quarreling gods above took notice. Before Sariel could break the seal with a final blow, the gods halted his blade. In judgement for his betrayal, for attempting to destroy the multiverse itself, the gods cast Sariel down into Erebus, from which he might never escape.

Binders know the story of Sariel's betrayal well, for it illustrates their deepest secret: the world's flaws were crafted at the onset, and Erebus represents a destructive, merciful remedy, paving the way a new, perfect multiverse. The sign is nearly broken, which is why vestiges draw so near to the Material Plane. For his part, Sariel's vestige only regrets his actions, and offers his wings that he might go flightless as penance for his sin.

Personality Trait. While bound to this vestige, you gain the following personality trait: "I feel a melancholy regret for my mistakes; such sadness follows me everywhere I go."

8TH-LEVEL VESTIGES

CARTHIN, THE RUNEBREAKER

In life, Carthin was a mage who forsook all arcana, except that which might be used to strike down the archmagi who betrayed him. He offers his binders a rebuke of magic along with his unsettling eyes.

Legend. Carthin descended into the lair of, Vortirrackt, the dimensional monster, alongside a band of a hundred other warriors. It was a deathtrap. The creature was as ferocious as it was cunning, and it had converted its accommodations—the tower of the arcane university—into an insidious dungeon. One by one, Carthin's comrades fell to the tower's perilous traps, bloodthirsty summoned monsters, and occasionally to Vortirrackt itself.

At last, Carthin and his remaining allies uncovered the artifacts they required and did the deed: expanding the dimensional rift from which the creature originated, until it swallowed Vortirrackt and the whole of the tower with it. Only Carthin emerged before the tower was destroyed, returning with a seething resentment in his chest.

From Vortirrackt in the dungeon, Carthin learned that he and his allies had been sent on a suicide mission; none were meant to survive. All of the death within the university was the fault of the reckless archmagi and their futile experiments; it would stand no longer.

Taking up the mantle of "Runebreaker", Carthin swore off all magic, save that which might kill the archmagi, and embarked on a journey of vengeance. The Runebreaker left a trail of spellcaster corpses in his wake as he hunted down the former headmasters of the university. Some histories paint this as a folk tale about the common man standing up to authority, others remember it as a horror story. In the end, his vestige cares that he continues his endless inquisition, evidenced by his unflinching red stare that unravels magic itself.

Flaw. While bound to this vestige, you gain the following flaw: "I believe that those who wield magic are innately corrupted, and I will trust nothing they say or do."

CARTHIN

THE RUNEBREAKER

8th-level vestige

BLADE OF THE INQUISITION

You can cast the spell *magic weapon* at will as a 4th-level spell without using spell slots or spell components. Your concentration on the spell breaks if the weapon ever leaves your hand.

MAGE-KILLER

While bound to Carthin, you can cast the following spells without using spell slots or spell components:

3/day each: *counterspell*, *dispel magic*

1/day each: *antimagic field*, *true seeing*

Casting *antimagic field* in this way does not disable any of your vestige features, except for spellcasting and magic items. You regain all expended uses when you finish a long rest.

TRAIT: DEAD MAGIC EYES

While bound to Carthin, your eyes become vacant pits with two bright coals burning within them, granting you vision that can pierce arcana. You are constantly under the effects of the spell *detect magic*, which does not require your concentration. Additionally, you can use your action to focus on a creature you can see within 30 feet. You can determine if that creature has cast a spell within the last 24 hours, and the spell's school of magic, if any.

DÖPPLE

THE ARCHIVIST

8th-level vestige

MINOR RELIC

When you bind Döpple, a magic item appears in your possession. The item vanishes when you are no longer bound to Döpple.

The item is your choice of the following: 2 *beads of force*, a *necklace of fireballs* (2 beads), an *oil of etherealness*, a *potion of gaseous form*, or a *potion of invisibility*.

RELIC

When you bind Döpple, a magic item appears in your possession. You are automatically attuned to it, if it requires attunement, and it does not count against the number of items you can have attuned. Moreover, no other creature can attune to the item or, if the item is a weapon, use it make an attack. The item vanishes when you are no longer bound to Döpple.

The item is your choice of the following: a *carpet of flying*, a *cloak of the bat*, a *flame tongue*, *gauntlets of ogre power*, an *instant fortress*, a *ring of regeneration*, a *ring of telekinesis*, a *sun blade*, or a *wand of wonder*.

TRAIT: SPECTACLES

As a final parting gift, Döpple offers his binders his very spectacles. While bound to Döpple, you can put on or take off these spectacles as an interaction on your turn. While wearing the spectacles, if you make an Intelligence (Arcana), Intelligence (History), Intelligence (Nature), or Intelligence (Religion) check, you can treat the result as a 10, or your binder level plus your Charisma modifier, whichever is higher.

DÖPPLE, THE ARCHIVIST

An archivist of countless treasures from the Vaults of Venagoth, Döpple shares history's greatest artifacts with his binders.

Legend. When the Arcane Archive burned, many of its surviving treasures, including tomes of ancient lore and magic items of boundless power, were transported thousands of miles away to the Vaults of Venagoth, where they rested in safety for centuries. In its prime, the Venagoth family was immensely rich and influential, and chose to amass their wealth in their ancestral Vaults, which were practically impregnable, built deep into a mountain, and secured with excessively potent wards. No thief ever successfully infiltrated the Vaults of Venagoth and made it out alive. But one archivist, Döpple, was freely permitted into the Vaults to organize and curate their vast collection.

Alas, the record of history is long and unforgiving. With the Venagoth's waning influence came the ire of a barbarian warlord from the north, who campaigned south to burn cities, dethrone kings, and eventually sack the Venagoth estates. Knowing their treasure to be too momentous to lose, the Venagoth patron commanded Döpple to seal himself within the Vaults until the military could drive back the savage horde.

But rescue never came. The Archivist lived out his final days, perhaps his final decades, surrounded by the amassed artifacts of millennia. The Vaults of Venagoth were lost to history, but the search for their location always lingers on the entombed Archivist, organizing the collection until his death. Ironically, Döpple's vestige is exceedingly generous where history is not: he is represented by a learned, bespectacled man, standing at the Vaults' door, offering his treasures to those who understand their significance.

Personality Trait. While bound to this vestige, you gain the following personality trait: "I look after the fine details of all my possessions, keeping them organized and in excellent repair."

9TH-LEVEL VESTIGES

EREBUS, THE SHADOW INTERMINABLE

Binders alone remember the esoteric legend of Erebus, the wellspring of all vestiges, the one being all gods fear.

Legend. Before the primeval gods laid the universe's foundations, a groundwork upon which they could sculpt the antediluvian Chaos, they devised a failsafe to ensure their success. Before all else, they beckoned Erebus, a being of unmaking from beyond the veil of Chaos, to unravel and destroy their creations. For the gods, in their wisdom, realized that not even they could forge a perfect world on the first try—indeed, countless universes were created and discarded before the gods settled for the current one, with its particular compromises and imperfections. Erebus was the tool for erasure, made to consume flawed universes and return them to the Chaos so that the gods might try again.

Eventually, it seems the primeval gods grew weary of fruitless creation, for then they committed the First Sin: suffering our universe to live through its painful gestation. Cataclysmic disasters swept the world in its early years, but, perhaps by chance, it persisted and settled into what it is now: petty, brutish, and broken. Our universe's denizens are all sentenced to die from the moment of their births, magic is fleeting and volatile, and the fabric of the universe itself is surely unraveling, imperceptibly and steadily to a pathetic end.

To safeguard their flawed creation, the gods bound Erebus with the Stygian Seal and scatted the Words of Creation. Most speculate that Erebus lies deep within the Void, but history tells a more complex story: in ancient languages, the word Erebus simply means Darkness, and is used both as the name of the entity, and the name for the Void itself. This implies either the ancients saw no reason to distinguish between the two, or simply believed they were one and the same. Fittingly, Erebus does not speak to this; her vestige is merely a howling abyss, upon which all of creation is perched, and from which nothing escapes.

Flaw. While bound to this vestige, you gain the following flaw: "I do not speak."

EREBUS THE SHADOW INTERMINABLE

9th-level vestige

OBLIVIAE

At your touch, you unmake. As an action, you can touch an object or creature, which must make a Constitution saving throw. On a failure, the target takes 10d10 + 50 necrotic damage, or half as much on a successful save. If this damage reduces the target to 0 hit points, it is totally unmade. An unmade creature and everything it is wearing or carrying, except for magic items, is completely annihilated, leaving behind nothing, not even dust. The creature can be restored to life only by means of a true resurrection or a wish spell. You can use this ability once, and regain the ability to do so when you finish a long rest.

TRAIT: VESTIGIAL

While bound to Erebus, you are divorced from reality, much like vestiges themselves, causing you to appear hazy and indistinct, as your form is stretched between the Material Plane and the Void. You have resistance to all damage. Additionally, you can move through other creatures and objects as if they were difficult terrain. You take 4d10 force damage if you end your turn inside a creature or object, as you are ejected into the nearest unoccupied space.

QADIR

THE DAMNED DJINN

9th-level vestige

FATAL WISH

While bound to Qadir, you can cast the spell *wish*, without expending spell slots or spell components, to duplicate the effects of any other spell of 8th level or lower. Once you cast this spell, Qadir is expelled and is replaced by a 1st-level vestige of your choice. You can't rebind Qadir until you take a long rest.

TRAIT: DJINN ASPECT

When you bind to Qadir, your skin tints to a blueish hue, and you constantly float a few inches off the ground on a layer of smoke. You ignore the effects of difficult terrain, your speed increases by 10 feet, and you can walk across fluid surfaces, such as water and quicksand.

QADIR, THE DAMNED DJINN

An ill-fated genie who abandoned the one who summoned him, Qadir offers his binders a lone wish before abandoning them as well.

Legend. For centuries, an unremarkable lamp sat untouched, nestled amongst piles of gold in an long-forgotten treasure hoard, until one day, War'Red, the twin brother of legendary thief K'Sir, happened upon the lamp and rubbed its side. Emerging in a swirling cloud of lightning and wind, the noble genie Qadir offered his rescuer three wishes in exchange for his freedom from the lamp.

Little did Qadir know, War'Red was a cutthroat and a thief, with no love of his fellow man. First, War'Red wished to become a tyrant, who enslaved his enemies and domineered his allies. Reluctantly, Qadir agreed, and in a flash, War'Red became the brutal despot of his land. Then War'Red wished for an army, a million men strong, to spread bloodshed and conquest wherever he turned his gaze. Again, Qadir acquiesced, and legions of foot soldiers sprang into existence around them. Lastly, War'Red wished for immortality, that his reign might be unending. At this, finally, Qadir could comply no longer: he reversed the wishes, banished War'Red to a forsaken desert, and returned to his lamp.

When K'Sir learned of this, he sought out the lamp and summoned Qadir himself. Again, bound by the magic of the lamp, Qadir offered three wishes to his discoverer, which K'Sir happily accepted: his first wish would be to destroy the genie's mind, his second to destroy his body, and his final wish to destroy his soul. In a whirlwind of deadly magic, Qadir was obliterated. He lives on only as a vestige, a cautionary tale that you should always honor your promises, no matter the cost.

Flaw. While bound to this vestige, you gain the following "I must honor my promises, no matter what consequences they might bring."

VARIANT RULES

Use these variant rules to add some additional complexity to the binder and their vestiges, or to subtly tweak the class's balance.

VARIANT RULE: ANCIENT GRUDGES

The vestiges called upon by binders are as embittered as they are venerable. Though their lives were a flash in the scheme of history, they remember every slight, ever wrong done to them in their lives; some of them even remember others who would become vestiges themselves. The following vestiges are incompatible with one another; you can cannot bind two incompatible vestiges at one time.

- K'Sir, Thief Primeval; Lexicon, the First Word
- K'Sir, Thief Primeval; Qadir, the Damned Djinn
- Dyogena, the Spear of Sin; Nezare, the Broken One
- Orzi, the Maimed Duelist; Rostam, Armor Infernal
- Evocatia, the Red; Elozahr, the Blue
- Korine, the Displaced; Vortirrackt, the Outsider; Carthin, the Runebreaker
- Sariel, the Fell Angel; Erebus, the Shadow Interminable

VARIANT RULE: NO DIPPING

Unraveling the matter of your soul enough to bind a vestige is an ordeal demanding real commitment on the part of a binder-to-be. When you take a level in the binder class, you can't take levels in another class until you have at least two binder levels.

VARIANT RULE: VARIANT WEAPONS

The weapon proficiencies offered by vestiges might not be appropriate in all campaigns. For example, campaigns with a focus on firearms or blasters can replace Bonus Proficiencies traits with more appropriate martial ranged weapons. For general proficiency guidelines:

- Dyogena grants proficiency with martial versatile weapons.
- K'Sir grants proficiency with martial finesse weapons that do not have reach.
- Hou Yi grants proficiency with martial ranged weapons.
- Tilo grants proficiency with all martial weapons.

- Rostam grants proficiency with one-handed martial weapons that are not finesse.
- Orzi grants proficiency with martial finesse weapons and one-handed martial ranged weapons.

VARIANT RULE: RELIQUARIES

The spirits of vestiges are faint, distant voices from across the multiverse, which even experienced binders have trouble hearing. Instead of reaching out with occult rituals, arcane circles, and esoteric chants, some binders instead procure reliquaries, physical trinkets with a connection to vestiges. Such items range from scraps of ancient tapestries recording a vestige's life to actual physical scraps of bone from a vestige's bodies.

Binders who use reliquaries can only bind vestiges for which they have some sort of trinket. They have a number of reliquaries equal to their binder level plus 1.

VARIANT RULE: SPECIAL BINDING REQUIREMENTS

Some vestiges only heed the call of binders who approach them with special offerings or summon them with antediluvian rituals.

Æglæca. Mother Mourn will always respond if her favorite meal, a plate of berries, is laid out for her.

Asklepios. A healer by nature, Asklepios will only attend to binders who suffer from an injury or illness. As such, cutting one's hand with a knife of falsifying the symptoms of a deadly disease might be in order.

Bluetongue. Even with his shape-shifting nature, Bluetongue possesses profound vanity. He prefers binders which hide their own faces or chew on berries to color their tongues blue.

Carthin. Discard all magic items, spellbooks, and wands before conjuring Carthin, for he will ignore the call of anyone with the look of a spellcaster.

City Miragic. The City Miragic is contacted not when the binder awakens, but in their dreams before they arise. As such, it is always the first vestige bound any given day, as the binder must walk the streets and plazas of that forgotten city all night beforehand.

Döpple. Döpple only requires a formal invitation in writing from his binders. Naturally, honorifics and formatting conventions must be upheld.

Dyogena. Binders which conjure Dyogena must address her by rank. Ever after millennia in the Void, she remains a soldier.

Elozahr. Binding Elozahr requires no special preparation, but his conjuring is accompanied by

plummeting temperatures, which grow cold enough to produce icicles and frost before the blue wizard appears.

Erebus. Erebus can only be summoned in a space of complete darkness. Even a single ray of light expels her presence, which is that of a yawning Void, deeper and more fathomless than the darkness in which she is contacted.

Evocatia. To summon Evocatia, you must build a fire and set a small effigy alight. This signifies to her that you, like her, you desire to scorch away your enemies.

Hou Yi. Most often, Hou Yi must be tricked to respond to a binder. An offering such as a “draught of immortality” or a “missive from the moon” will suffice to pique his interest.

Korine. Binding Korine involves placing a mark of divination on a mirror before smashing it. She can be seen in the fractured reflections beyond.

K'Sir. Ever the thief, K'Sir demands an offering of coins before making an appearance. A few copper pieces are sufficient, but his demands sometimes extend to as much as a gold piece, all of which is taken with him to the Void.

La Diabliesse. The devil woman always appears before men, but only appears before women when her sign is placed at a crossroads.

Lexicon. Contrary to what intuition might suggest, Lexicon longs for an offering of burning pages. In ages long past, such an offering was of priceless worth.

Methuselah. In his advanced age, Methuselah went fully blind, and cannot to this day see the signs left by binders. His binding ritual is entirely verbal, a lengthy series of chants which replicate elements like summoning circles and magic runes.

Mr. Joe. Evidently a lover of jesters and comedians, Mr. Joe must hear a new joke before answering a binder's call.

Nezare. Nezare only responds to those who honor his twisted sense of righteousness and sin, by breaking a holy symbol, costing a pair of nails in blood, or raking one's skin with thorns.

Orzi. As part of his binding ritual, it's customary to offer Orzi the severed left hand from an animal, which rises up to complete the Maimed Duelist in place of his missing limb.

Qadir. The vestige of the Damned Djinn manifests in the steam from a large basin being brought to a rolling boil.

Remus. Remus will not respond to any binder that lays his summon sign in a building or within the bounds of a town or city.

Rostam. Summoning Rostam is nearly identical to conjuring a demon to strike a warlock's pact, blood offering and all.

Sariel. Binders must carry a knife when summoning Sariel to sever his wings directly from his back.

Tilo. Tilo's staggeringly large vestige can only be conjured in a contained space with a tall ceiling, such as a cave or cathedral. He seems to grow to fill the space's height.

Vortirrackt. To bind Vortirrackt, you must dig a large pit, from which the beast appears to crawl out from when summoned.

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