

Pactbound: The Binder Class

By Levi Pressnell



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A ghastly halfling raises his hands as shadows pour forth. After his blast of dark energy, he becomes a living shadow himself, slipping through the space the hulking figure still occupied.

A hooded orc alights with flames, protected by a faint image of a three-headed dwarven royal. As the kobolds near him burn, he trudges forward with pick and hammer swinging.

A glittering tiefling breathes a cloud of tears at the troll, blinding it for a moment. As its wounds regenerate, translucent worms spring from its skin to repair the tiefling as well.

Binders channel supernatural, nearly forgotten powers known as “vestiges” to gain paranormal abilities and draw on the knowledge of the ages. Their specific role within a group depends on both the vestige chosen as well as the cabal with which they associate. Because of the wide variety in what vestiges can offer, binders are quite flexible as long as they have time to prepare: a binder who forms a compact with the Horned King can scorch and char foes, while one who petitions Turnfeather can sneak amongst foes and sow discord.

As a binder, you want to think carefully about what the day’s challenges may bring and use it to guide your choice of compacts. As you gain power, you gain access to greater knowledge and older powers, increasing the options available to you. Compact Augmentation provides additional flexibility and customization through adding proficiencies and defenses, as does Soul Guardian. Harmonic Inspiration rewards you for acting consistently within your vestige’s interests. At higher levels, Rapid Compact helps you change your options much more quickly, while Void Made Flesh puts you beyond the limits of ordinary mortals. Your Binder Cabal helps you specialize more as well; a Knight of the Sacred Seal learns more martial abilities, while a Scion of Stars can avoid harm thanks to pacts with the alien stars. All in all, a binder’s key feature is versatility.

“It’s nothing personal. A long-forgotten angel is telling me I have to kill you now.” – Cabalist Egoth Molonos

Quick Build

You can make a binder quickly by following these suggestions. Charisma and Intelligence should be your highest scores, followed by Constitution. Second, choose the hermit background.

Class Features

Hit Points

Hit Dice: 1d6

Hit Points at 1st Level: 6 + Constitution modifier

Hit Points at Higher Levels: 1d6 + Constitution modifier

Proficiencies

Armor: Light armor.

Weapons: Simple weapons.

Tools: None.

Saving Throws: Wisdom, Charisma

Skills: Choose two skills from Arcana, Deception, History, Insight, Intimidation, Investigation, Nature, Performance, Persuasion, and Religion.

Equipment

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

- (a) padded armor or (b) leather armor
- (a) two one-handed simple weapons or (b) a two-handed simple weapon
- (a) a light crossbow and 20 bolts or (b) five javelins
- (a) a dungeoneer's pack or (b) a scholar's pack

Level	Proficiency Bonus	Class Features	Compact Augmentations
1 st	+2	Vestige Compact (least)	--
2 nd	+2	Compact Augmentation	1
3 rd	+2	Binder Cabal	1
4 th	+2	Ability Score Improvement	1
5 th	+3	Vestige Compact (lesser), Otherworldly Influence	2
6 th	+3	Cabal Feature	2
7 th	+3	Rapid Compact	2
8 th	+3	Ability Score Improvement	2
9 th	+4	Preternatural Patronage	3
10 th	+4	Cabal Feature	3
11 th	+4	Vestige Compact (greater)	3
12 th	+4	Ability Score Improvement	3
13 th	+5	Soul Guardian, Rapid Compact (improved)	4
14 th	+5	Cabal Feature	4
15 th	+5	Compact Unbound	4
16 th	+5	Ability Score Improvement	4
17 th	+6	Vestige Compact (eternal)	5
18 th	+6	Cabal Feature	5
19 th	+6	Ability Score Improvement	5
20 th	+6	Void Made Flesh, Rapid Compact (improved)	5

Vestige Compact

Unlike other spellcasters, binders summon forgotten foreign entities known as “vestiges” to meld with them and thereby provide supernatural powers. You can form a compact when you complete a long rest by performing a brief 1-minute ritual to call and bind a chosen vestige to your soul. (Some particulars of a given ritual are provided with each vestige.) You can break a compact by making a Charisma saving throw as an action (DC 12 for a least vestige, increased by 2 for each higher “tier” of vestige), but you must finish a long rest before you can make a new compact in its place.

Some binders rely on forgotten knowledge to form these compacts, while others use sheer force of personality to come to an agreement with the vestige. Depending on your binder's approach, you can use Intelligence or Charisma for most of your class features.

Spell Attacks: If a class feature requires you to make a spell attack, you can use your choice of Intelligence or Charisma for the attack roll (and damage roll if applicable).

Saving Throws: If your spells or class features require a target to make a saving throw, the saving throw DC is calculated as follows: **Binder save DC** = 8 + your proficiency bonus + your choice of your Intelligence modifier or Charisma modifier

As you gain levels in this class, you can make compacts with increasingly stronger vestiges. At 5th level, you can bind any of the Lesser Vestiges, at 11th level any of the Greater Vestiges, and at 17th level any of the Eternal Vestiges. Whenever you choose to bind a vestige of a lower “tier” than the most powerful you are able to bind, you can bind additional vestiges based on the table below.

Binder Level	Vestiges Available	Compact Combinations
1 st -4 th	Least	1 Least
5 th -10 th	Lesser and Least	1 Lesser or 2 Least
11 th -16 th	Greater, Lesser, and Least	1 Greater and 1 Least; 2 Lesser or Least; or 3 Least
17 th -20 th	Any	1 Eternal and 1 Least; 1 Greater, 1 Lesser, and 1 Least; 2 Lesser Least and 2 Least

The respective strengths of the different vestiges are listed below:

Least – The Horned King, The Covetous Queen, The Hound’s Maw, The Huntress’s Arrow, Mother of Monsters

Lesser – Fortress of Blood, Turnfeather, The Weeping Prince, The Bloodmage, The Gray Knight

Greater – The Devourer, The Bitter Seraph, Harbinger of the Void, The Deposed Duke, The Forgotten Fool

Eternal – The King of Assassins, The Howling Dark, The Opener, The Dragon’s Herald

Compact Augmentation

Beginning at 2nd level, making compacts gives you additional power in the physical realm. Whenever you have just completed a long rest and bound new vestiges, you can select one of the following options. You can select an additional option for this feature at 5th, 9th, 13th, and 17th levels, gaining the benefits of all options chosen. Unless otherwise indicated, you cannot select the same augmentation more than once. Additionally, you must meet any listed pre-requisites for selecting a particular option.

- *Compact Absorption:* When you take acid, cold, fire, lightning, necrotic, poison, or thunder damage, you can use your reaction to halve the damage dealt. If you do so, you deal an extra 1d4 of that damage type with any successful weapon attacks you make until the end of your next turn. Pre-requisites: 8th level.
- *Compact Awareness:* You add your proficiency bonus to your choice of the Investigation or Perception skill. If you already have proficiency with the chosen skill, you can add twice your proficiency bonus instead. Additionally, you can use your Intelligence modifier in place of your Dexterity modifier whenever you make an Initiative roll.
- *Compact Barrier:* When you are targeted by an attack, you can use your reaction to gain a +5 bonus to your Armor Class until the end of your next turn. Once you have used this feature, you cannot use it again until after 1 minute has passed. Pre-requisites: 14th level.
- *Compact Brawler:* The damage of your unarmed strikes increases to 1d6, and you can use your Vestige Compact ability score for Athletics checks made to grapple other creatures. Beginning at 11th level, the

damage of your unarmed strikes increases to 1d8, and they count as magical weapons for the purposes of overcoming damage reduction.

- *Compact Dodge*: When an attacker you can see hits you with an attack that deals bludgeoning, piercing, or slashing damage, you can use your reaction to halve the damage dealt. If you do so, you can a +10-ft. bonus to your movement speed on your next turn. Pre-requisites: 8th level.
- *Compact Evasion*: When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail. Pre-requisites: 11th level.
- *Compact Fortification*: Your maximum hit points increase by 5. You can select this feature more than once.
- *Compact Investiture*: When you make a melee weapon attack, you deal an extra 1d8 damage. Any weapons you wield count as magical for the purposes of overcoming damage reduction. Pre-requisites: 11th level.
- *Compact Invigoration*: When you take a short rest, you can recover 1 level of exhaustion. You can benefit from this feature once for each Compact Augmentation option you can choose.
- *Compact Levitation*: You can use your current walking speed as a flying speed. Once your turn ends, you begin falling if you are not on a solid surface. Pre-requisites: 14th level.
- *Compact Liveliness*: Your base walking speed increases by 5 ft. Additionally, you have advantage on saving throws made to avoid the restrained condition.
- *Compact Projection*: You can calculate your Armor Class as 10 + your Dexterity modifier + your Charisma modifier. If you use this feature, you can still gain the benefits of a shield.
- *Compact Resilience*: You can add your proficiency modifier to your choice of Strength, Dexterity, or Constitution saving throws (chosen when you choose this benefit). You can select this feature more than once, choosing a different saving throw each time. Pre-requisites: 15th level and a 13 or higher in the chosen ability score.
- *Compact Siphon*: When you reduce a creature to 0 hit points, you can immediately spend a Hit Die (no action required). Pre-requisites: 5th level.
- *Compact Surge*: You can take an extra action on your turn. Once you benefit from this feature, you must wait until after you finish a short or long rest before you can benefit from it again. When you reach 15th level in this class, you can select this option a second time, gaining an additional use of this feature. Pre-requisites: 8th level.

Binder Cabal

When you take your third level in this class, you select a cabal that represents the additional knowledge and techniques you have obtained from vestiges. You choose from the Anima Mage, Knight of the Sacred Seal, Scion of Stars, or Tenebrous Apostate options listed below. Your choice grants you class features at 3rd level and again at 6th, 10th, 14th, and 18th level.

Ability Score Improvement

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

Harmonic Inspiration

Beginning at 5th level, whenever you take action based on a compact's flaw, you gain inspiration. This inspiration goes away if you break the compact or after you finish a short or long rest.

Rapid Compact

Beginning at 7th level, you can form compacts much more quickly. If you have no compacts formed, you can form a new compact after performing a vestige's brief 1-minute ritual. Beginning at 13th level, you can form a compact as an action on your turn. After you use this feature, you must finish a long rest before you can use it again. When you reach 20th level, you must wait until after you finish a short or long rest before you can use this feature again.

Preternatural Patronage

Beginning at 9th level, you can call on your patron for increased luck. You can add 1d4 to your roll whenever you make an ability check, attack roll, or saving throw but before you know the result of the roll. Once you use this feature, you must wait 1 minute before you can use it again.

Soul Guardian

Beginning at 13th level, your compacts provide additional protection for your soul. Whenever you are reduced to 0 hit points, you can use your reaction to release one of your compacts and summon the vestige as a temporary guardian.

A Large spectral guardian vestige appears and hovers over your body, occupying that space and standing watch over you. For the duration, any creature hostile to you that moves to a space within 10 feet of the guardian for the first time on a turn must succeed on a Constitution saving throw. The creature takes 20 necrotic damage on a failed save, or half as much damage on a successful one. If a creature has taken damage from this feature within the previous round, you have advantage on your death saving throw. Your Soul Guardian departs once you have either stabilized or died. If you are slain while you have a Vestige Compact formed or a Soul Guardian protecting you, your corpse cannot be turned into an undead creature and your soul cannot return to the mortal planes without you being willing.

Additionally, while you have a Vestige Compact formed, you can use your action to end one effect on you that is causing you to be charmed or frightened.

Compact Unbound

Beginning at 15th level, you can release one of your patrons in a swirl of destructive energy as it tears through reality on its way out of you. When you break a Vestige Compact as an action, each creature of your choice within 60 feet of you must make a Constitution saving throw against your binder save DC or take 2d8 necrotic and 2d8 force damage. A successful saving throw halves the damage dealt. Each damage type is increased by 1d8 for each "tier" of vestige (to a maximum of 5d8 for a Greater Vestige), and you regain hit points equal to one-half of the total necrotic damage dealt.

Void Made Flesh

Beginning at 20th level, you can channel additional supernatural power from your patron, increasing your physical or mental abilities beyond that of other mortals. Whenever you finish a short or long rest, you can temporarily increase one ability score of your choice by 4 or two ability scores of your choice by 2. You can't increase an ability score above 24 using this feature. This feature ceases to function if you do not have at least one Vestige Compact created.

Binder Cabal

Some binders gather together to form small cults and share knowledge, while others keep mostly to themselves in pursuit of forgotten lore. As an experienced binder, you learn additional supernatural techniques based on the

secrets you have uncovered. This additional knowledge provides more versatility in how you channel the powers of your bound vestiges. Choose one of the cabals below:

Anima Mage

Unlike other binders, you view your vestige compact as an extension of the arcane, an additional supernatural power source in service of your innate magical ability. Pay no mind to any potential connection between the use of vestiges and your newfound sorcerous skills...

Sorcerous Spellcasting: Beginning at 3rd level, you learn a number of arcane spells like an Eldritch Knight or Arcane Trickster and using the spell progression table below.

Cantrips

You learn two cantrips of your choice from the bard or sorcerer spell list. You learn an additional bard or sorcerer cantrip of your choice at 10th level and at 17th level.

Spell Slots

The Anima Mage Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *shield* and have a 1st-level and a 2nd-level spell slot available, you can cast *shield* using either slot.

Spells Known of 1st Level and Higher

When you choose this cabal, choose two schools of magic. You can learn any spell from the sorcerer spell list from those two schools when you learn new spells. At 3rd level, you know three 1st-level sorcerer spells of your choice, two of which you must choose from your chosen schools.

The Spells Known column of the Anima Mage Spellcasting table shows when you learn more spells of 1st level or higher. Each of these spells must be of your chosen schools and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic on the sorcerer spell lists.

Whenever you gain a level in this class, you can replace one of the spells you know with another spell of your choice from the sorcerer spell list. The new spell must be of a level for which you have spell slots, and it must be one of your chosen schools of magic, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic.

Spellcasting Ability

Anima Mage Spellcasting Binder Level	Spell Slots per Spell Level						Sorcery Points
	Cantrips Known	Spells Known	1 st	2 nd	3 rd	4 th	
3 rd	2	3	2	-	-	-	1
4 th	2	4	3	-	-	-	1
5 th	2	4	3	-	-	-	1

6 th	2	4	3	-	-	-	2
7 th	2	5	4	2	-	-	2
8 th	2	6	4	2	-	-	2
9 th	2	6	4	2	-	-	3
10 th	3	7	4	3	-	-	3
11 th	3	8	4	3	-	-	3
12 th	3	8	4	3	-	-	4
13 th	3	9	4	3	2	-	4
14 th	3	10	4	3	2	-	4
15 th	3	10	4	3	2	-	5
16 th	3	11	4	3	3	-	5
17 th	4	11	4	3	3	-	5
18 th	4	11	4	3	3	-	6
19 th	4	12	4	3	3	1	6
20 th	4	13	4	3	3	1	6

Charisma is your spellcasting ability for your sorcerer spells, as your time channeling vestiges has unlocked a personal, innate link to magic. You use

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

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

Sorcery Points

Finally, you gain sorcery points as noted on the Anima Mage Spellcasting table and one Metamagic option of your choice chosen from the sorcerer class. Each time you gain a new level of spells in this class (7th, 13th, and 19th level) you can replace the chosen Metamagic option with a different one. You also learn one additional Metamagic option at 13th level.

You can convert spell slots to sorcery points and vice versa as indicated below. You cannot create spell slots higher than 4th level, and you cannot have more sorcery points at a time than the maximum listed on the table above.

Spell Slot Level	Sorcery Point Cost
1st	2
2nd	3
3rd	5
4th	6

Converting a Spell Slot to Sorcery Points. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

Vestige's Conversion: Beginning at 6th level, you can expel a vestige and convert its energy into arcane fuel. As an action, you can end a currently maintained Vestige Compact as an action and gain sorcery points as indicated on the table that follows. Additionally, you can expend sorcery points equal to the listed conversion cost and form a Vestige Compact if you currently have none.

Vestige Level	Sorcery Point Gain	Sorcery Point Cost
Lesser	2	3
Least	3	4
Greater	5	6
Eternal	6	-

Vestige's Awareness: Beginning at 10th level, you can channel your vestige's senses to pay more attention to danger. As long as you have a Vestige Compact in place, you may use your Charisma modifier in place of your Dexterity modifier when you make an Initiative roll. You may also add one-half of your proficiency bonus (rounded down) to your Initiative rolls.

Vestige's Metamagic: Beginning at 14th level, you can temporarily suppress your compact's power to channel it into your spells. As a bonus action, choose a Vestige Compact you have in place. For the next minute, you cannot use the features granted to you by that compact, but any metamagic options you use during this time have their cost reduced by 1 sorcery point. After using this feature, you must wait until after you finish a long rest before you can use it again.

Vestige's Quickenig: Beginning at 18th level, you can have your vestige effect a spell outside the normal limits of magic. You can cast one of your Anima Mage spells that normally requires an action as a reaction instead of its normal casting time. After using this feature, you must wait until after you finish a short or long rest before you can use it again.

Apostle of the Undying

Binders of this cabal see vestiges as a path to eternity. Though perhaps your path will lead to an undesirable fate, it is undeniable that vestiges exist outside reality in some sense, protecting them from the ravages of time, mishap, and the eventual destruction that is the doom of all mortals. Pursuit of a path to preserve your soul grants you powers over death that many would find unnatural.

Channel Heresy: Beginning at 3rd level, your service to these blasphemous powers grants you the ability to invoke a burst of dark energy. You gain the two following effects as a result of your service:

- *Dreadful Aspect:* As an action, you channel dark terror and focus it into a burst of magical menace. Each creature of your choice within 30 feet of you must make a Wisdom saving throw if it can see you. On a failed save, the target is frightened of you for 1 minute. If a creature frightened by this effect ends its turn more than 30 feet away from you, it can attempt another Wisdom saving throw to end the effect on it.
- *Slay Living:* When you hit a creature with a melee attack, you can use Channel Heresy to deal extra necrotic or radiant damage (your choice) to the target. The damage equals 5 + twice your binder level. This feature cannot be used on constructs or undead.

When you use your Channel Heresy, you choose which option to use. You must then finish a short or long rest to use your Channel Heresy again.

Some Channel Heresy effects require saving throws. When you use such an effect from this class, the DC equals your binder save DC.

Additionally, you learn your choice of the *chill touch*, *sacred flame*, or *spare the dying* cantrip. Your Vestige Compact ability score is your spellcasting ability for this cantrip.

Reaping Harvester: Beginning at 6th level, when you cast a necromancy cantrip that normally targets a single creature, you can instead target two creatures within range and within 5 ft. of each other. Immediately before or after using this feature, you can use your reaction to move up to 10 feet if your current walking speed is greater than 0. Creatures have disadvantage on opportunity attacks made as a result of this movement.

Marks of the Dead: Beginning at 10th level, your connection to these powers gives you resistance to necrotic and poison damage. Additionally, undead have difficulty harming you. If an undead targets you directly with an attack or a harmful spell, that creature must make a Wisdom saving throw against your spell save DC (an undead needn't make the save when it includes you in an area effect, such as the explosion of *fireball*). On a failed save, the creature must choose a new target or forfeit targeting someone instead of you, potentially wasting the attack or spell. On a successful save, the creature is immune to this effect for 24 hours. An undead is also immune to this effect for 24 hours if you target it with an attack or a harmful spell.

Undying Warding: Beginning at 14th level, if you would drop to 0 hit points as a result of taking damage, you can choose to drop to 1 hit point instead. Alternatively, if you are subjected to an effect that would kill you instantaneously without dealing damage, you can negate that effect instead. After using this feature, you must wait until after you finish a short or long rest before you can use it again.

Undying Proselyte: Beginning at 18th level, you have all but completed your transformation into undeath. You no longer age and cannot be magically aged, and you no longer need food, drink, or sleep (though you still need your normal amount of downtime to finish a long rest). Additionally, you can add your proficiency bonus to death saving throws, and if you die you can choose to return to life 1 round later with 1 hit point. If you do revive yourself in this way, you must wait until 7 days have passed before you can use that benefit again.

Knight of the Sacred Seal

Where other binders revel in summoning multiple entities, you have taken a dedicated oath to a particular vestige. Although you may lack the flexibility of other binders, you make up for it with a deeper connection that supernaturally strengthens your physical form.

Patron Vestige: Unlike other binders, you choose a specific vestige to which you dedicate yourself. If you do not have your patron vestige bound to yourself, you lose access to the class features provided by this Cabal. Whenever you gain access to stronger vestiges (at 5th, 11th, and 17th levels), you can change your dedication to a different vestige.

Supernal Strength: As your patron's magic flows through your body, it provides additional power and durability. Also beginning at 3rd level, your hit point maximum increases by 3 and increases by 1 again whenever you gain a level in this class. Additionally, you gain proficiency with Strength saving throws and your choice of the Athletics or Acrobatics skill.

Extra Attack: Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Vestige's Barrier: Beginning at 10th level, the bond you have formed with your patron vestige is so strong that they will willingly protect you from harm. As a reaction whenever you are targeted by an attack roll, you can force the enemy to attack with disadvantage. Additionally, you gain a bonus to your Armor Class and Dexterity saving throws equal to your Charisma modifier (minimum of +1) for 1 round. You can use this feature a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses after finishing a long rest.

Supernal Stamina: Beginning at 14th level, your patron grants you even more resilience. You gain proficiency with Constitution saving throws and advantage on Constitution checks made to maintain concentration on spells.

Barrier Surge: Beginning at 18th level, whenever you use your Vestige's Barrier feature, you gain an increase of +10 ft. to your current walking speed and can make weapon attack rolls with advantage until the end of your next turn.

Scion of Stars

Whether through a previously unknown ancient progenitor or continuous exposure to vestige compacts, you have released an alien power within yourself. Binders of this cabal spend their time investigating the Far Realm and are sometimes known as "alienists." Other creatures may find you off-putting and strange, but you know that it is your destiny to reunite the cosmos under the influence of the vestiges you serve.

Weird Insight: Your mind works differently than other creatures', but you have learned how to use your altered perspective to gain greater understanding of the world. Beginning when you choose this cabal at 3rd level, whenever you make an ability check or saving throw using your Intelligence, Wisdom, or Charisma, you can choose to gain advantage on the roll as a reaction. You can use this feature a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses after finishing a long rest. Additionally, you gain proficiency with Intelligence saving throws and with your choice of the Arcana, History, Nature, or Religion skill.

Caiphon's Liberty: Beginning at 6th level, whenever you fail a saving throw against an effect that would impair your movement, you can choose to take 1d8 damage and reroll the saving throw immediately. This damage cannot be prevented to you by any means, and you must take the result of the second roll, even if it is worse than the first. You can use this feature only once per unsuccessful saving throw.

Wriggling Worms of Nihal: Beginning at 10th level, whenever a creature within 60 feet of you regains hit points, you can use your reaction to regain hit points equal to your Charisma modifier. You cannot regain hit points with this feature that would put you above one-half of your maximum hit points.

Ulban's Shining Cloak: Beginning at 14th level, you can attempt to deflect enemy missiles back at them. Whenever you are targeted by a ranged attack from a creature within 60 feet of you that you can see, you can use your reaction to force the attacker to roll with disadvantage. If the attack misses, the creature must re-roll the attack roll with itself as the target. You can use this feature a number of times equal to your Vestige Compact ability score modifier. When you finish a long rest, you regain all expended uses.

Frigid Gaze of Delban: Beginning at 18th level, you can summon the attention of the fell star Delban on a foe. After successfully dealing damage to a creature you can see, you can attempt to mark the creature as a bonus action. The creature must make a Constitution saving throw against your binder save DC or glow with a bluish-white light for 1 minute, shedding dim light in a 10-ft. radius. While the creature glows, any attack roll against it has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible. The creature can repeat the saving throw to end the effect at the end of each of its turns. You can use this feature a number of times equal to your Vestige Compact ability score modifier (minimum of 1). When you finish a long rest, you regain all expended uses.

Tenebrous Apostate

While binders of all kinds prefer the concealment of shadows, you outright worship the shadowy vestiges who claim to be the remnants of divine power. It is your belief that, with sufficient dedication and proselytizing, your faith can bring some of the shadows back from their exile and into the real world once more.

Profane Zealotry: Your faith puts you on an irreversible path. Beginning at 3rd level when you choose this cabal, as long as you move in a completely straight line, difficult terrain does not hinder you. Additionally, you have advantage on saving throws to avoid becoming charmed or frightened.

Shadesight: Beginning at 6th level, you gain darkvision out to 60 feet and can see in even magical darkness. If you already have darkvision, its distance increases by 30 feet. Whenever you are in an area of darkness or shadowy illumination, you can use an action to immediately discern the health of any creatures you can see within 60 feet. You know their status as one of the following conditions: healthy (greater than one-half of their maximum hit points), wounded (one-half of their maximum hit points or fewer), dying (0 hit points), or nonliving (includes corpses, constructs, and undead creatures). Once you gain this information, you cannot do so again until 1 minute has passed.

Umbral Body: Beginning at 10th level, you can transform your entire body into living shadow. As an action, you become incorporeal for 1 minute, shifting most of your substance to the Plane of Shadow. While transformed, you have resistance to nonmagical damage and can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object. If this feature ends while you occupy the same spot as a solid object or creature, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are moved. Additionally, this feature requires maintaining concentration, as if you were concentrating on a spell. After using this feature, you must wait until after you finish a short or long rest before you can use it again.

Apostate's Shroud: Beginning at 14th level, your faith protects you from magic. You have advantage on saving throws against spells and resistance to damage from spells.

Blast of the Void: Beginning at 18th level, you can unleash the retribution of non-existence on enemies of your faith. As an action, you cause all creatures aside from constructs and undead in a 60-ft. cone to make a Constitution saving throw against your binder save DC or suffer a blast of withering damage. The damage equals 1d8 force damage per point of your Vestige Compact ability modifier (minimum of 1d8); a successful saving throw halves the damage dealt. You can use this feature a number of times equal to your Vestige Compact ability score modifier (minimum of 1). When you finish a long rest, you regain all expended uses.

Binder Vestiges

As a binder, your power depends on the vestiges you summon into yourself. While bound to a listed vestige, you gain the class features indicated in its description. Vestiges are grouped according to their power below:

Least Vestiges

The weakest vestiges, these were once mortals who became cursed by the gods and removed from the natural order of the cosmos. They nevertheless hold real knowledge for those careful enough to bind them.

The Covetous Queen

Thought to be a greedy dwarven queen, she was cursed for her lust for gold that brought ruin to her empire. Now, this three-headed entity offers power and security to binders. The ritual to summon her involves a pile of 10 coins and a source of fire. While you have the Covetous Queen bound, you gain the following features and flaw:

Burning Greed: As a bonus action, you can surround yourself with a halo of fire. While active, you shed bright light in a 30-ft. radius and dim light in a 60-ft. radius, you have resistance to fire damage, and adjacent creatures that strike you with a melee attack must make a Dexterity saving throw against your binder save DC or take 1d10 points of fire damage. Additionally, you can make a melee spell attack that deals 1d6 + your Vestige Compact ability

modifier in fire damage. The damage you deal with this attack is increased by 1d6 at 5th, 11th, and 17th levels. You can end this ability at any time as a bonus action, but if you do so you cannot use it again until 1 minute has passed.

Dwarven Martial Training: You have proficiency with battleaxes, warhammers, warpicks, and medium armor and shields. Additionally, you take no speed or Stealth penalties for wearing medium or heavy armor.

Ruinous Touch: Your melee attacks deal double damage to objects. If you can bind Greater Vestiges, your melee attacks count as adamantite for the purpose of bypassing damage resistance.

Flaw: I heavily resist attempts to part with coins or other valuable goods. Whenever I meet a dwarf, I must give him or her a coin of some kind within 1 minute of learning their name.

The Horned King

Once a tiefling paladin who founded a kingdom based on justice, his time removed from the mortal realms has made him into an entity of wrath. The ritual to summon him involves heating a metallic object before beating it with a blunt instrument. He takes the form of a black wolf with ram's horns and a serpentine tail. While you have the Horned King bound, you gain the following features and flaw:

Infernal Breath: As an action, you can belch a line of fire. Creatures within the area take 1d6 points of fire damage for each 2 binder levels you possess (minimum of 1d6). A successful Dexterity saving throw against your binder save DC halves the damage dealt. The line extends 10 feet for each 2 binder levels you possess (minimum of 10 ft., maximum of 50 feet). Once you use this feature, you must wait 1 minute before you can use it again.

Infernal Retribution: Whenever you or an ally takes damage from a creature within 30 feet of you, you can use your reaction to cause the creature to take fire damage equal to your binder level + your Vestige Compact ability modifier. Once you use this feature, you must wait 1 minute before you can use it again.

Infernal Vision: You gain darkvision out to 60 feet or, if you already have darkvision, its range improves by an additional 30 feet.

Ramming Attack: You grow large horns that you can use in place of a normal melee attack, dealing 1d8 + your Strength modifier in bludgeoning damage. If you have moved at least 10 feet before making your attack roll, you can roll an additional damage die.

Flaw: I am quick to fight. Talking irritates me, and when I encounter hostile creatures, I have no reservations about battle.

The Hound's Maw

During the days of the First Empire, one orator became especially known for his rhetorical skills, and legends claim that when Death took him he argued his way out of it, becoming instead the guardian of the Underworld. When summoned, this vestige usually takes the form of a three-headed, doglike creature, but his heads appear variously between that of a dog, a serpent, a crane, or a vaguely masculine humanoid. The ritual to summon him requires raw meat, preferably that of a bird, divided into three portions for his different heads. While you have the Hound's Maw bound, you gain the following features and flaw:

Any Face: You can cast the *disguise self* spell once. Creatures who perceive this illusion have disadvantage on their Investigation check if they inspect it. After using this feature, you must wait until after you finish a short or long rest before you can use it again.

Rhetor: You gain proficiency with your choice of the Deception, Intimidation, or Persuasion skill. If you already have proficiency in one of these skills, you can instead choose to add double your proficiency modifier to the chosen skill.

Scholar: You gain proficiency with your choice of the Arcana, History, Nature, or Religion skill. If you already have proficiency in one of these skills, you can instead choose to add double your proficiency modifier to the chosen skill.

Silver Tongue: You can cast the *command* spell once. After using this feature, you must wait until after you finish a short or long rest before you can use it again.

Flaw: I love the sound of my own voice. When given the opportunity, I attempt to speak on a given topic for at least 1 minute, and I resent others taking control of discourse.

The Huntress's Arrow

Once, the divine Elfking saw a maiden who pleased him and challenged her in an archery contest. The chosen target was her heart, but she chose death over succumbing to his advances. For her scorn, her soul was cast away after her death. The ritual involved in summoning her requires breaking an arrow or similar projectile, preferably one of elven make. While you have the Huntress's Arrow bound, you gain the following features and flaw:

Archery Training: You gain proficiency with the shortbow and longbow, and ranged weapon attacks you make ignore the AC bonus provided by cover.

Competent Hunter: You gain proficiency with your choice of the Acrobatics, Stealth, or Survival skill. If you already have proficiency in one of these skills, you can instead choose to add double your proficiency modifier to the chosen skill.

Knifemarked: As a bonus action, you can choose a creature within 30 feet of you. If you deal damage to that creature with a melee weapon attack on your turn, the attack can ignore any damage resistances it may have (but not immunities) and increases its damage by 1d6.

Ricochet: Whenever you make a successful ranged weapon attack against a creature, you can choose a creature adjacent to your target and make an additional attack roll. If successful, the projectile bounces to the next creature, dealing its normal damage dice to the target.

Flaw: I have excessive guilt over past mistakes and will generally not argue my position during a confrontation. I also feel charitable toward all creatures of elven descent, hoping to atone for my pride.

Mother of Monsters

Once a powerful giantess shaman, the Mother of Monsters used magic to disguise herself and bear children from the gods themselves. They turned monstrous, and her spirit was cursed to abide away from all beauty forever. Her form is always hulking and monstrous, though she never shows her full face to a summoner. The ritual to summon her requires an invocation spoken in the Giant language, and the destruction of a drawing or effigy of some monstrosity. While you have the Mother of Monsters bound, you gain the following features and flaw:

Mother's Bond: You have advantage on all saving throws made against an aberration or monstrosity's abilities.

Monstrous Training: You gain proficiency with battleaxes, greataxes, and handaxes as well as shields. You can also hurl small boulders as a thrown weapon that deals 1d6 bludgeoning damage (or 1d8 bludgeoning damage if thrown with both hands) with a range of 30/60 ft.

Ugly Mockery: You can use the *vicious mockery* cantrip using your Vestige Compact ability modifier. Additionally, you can cast the *hideous laughter* spell once. After casting this spell using this feature, you must wait until after you finish a short or long rest before you can cast it again.

Flaw: I recognize my own ugliness and show deference to all creatures more beautiful than I. I let them speak first and have the final word if they desire.



Lesser Vestiges

The vestiges here have a mixture of origins—some were demigods who stole power from true divinities, while others were minor extraplanar creatures who found themselves cast from their home realms. The one thing they have in common is that all have power over both flesh and feelings.

The Bloodmage

Once a devout dragonborn cleric, the Bloodmage found rituals to transform the flesh of gods and other divinities into powerful artifacts that carried a remnant of their power. She replaced her own flesh with these relics, which eventually drove her to madness and despair. Thanks to her use of such abhorrent magic, she now lives on as a vestige. Her manifestation takes the form of a tall, bloody humanoid covered in teeth. The ritual to summon him must be done through a mouthful of food with gritted teeth, spitting the remnants into his summoning seal. While you have the Bloodmage bound, you gain the following features and flaw:

Mad Soul: You gain resistance to psychic damage, and your thoughts cannot be read by magical means. Creatures that attempt to do so instead take psychic damage equal to your Vestige Compact ability score modifier.

Maddening Moan: As an action, you emit a frightening wail. Every creature that can hear you within a 30-ft. cone originating from you must make a Wisdom saving throw against your binder save DC or become frightened of you for 1 round. Maddening Moan is considered an enchantment. Once you use this feature, you must wait 1 minute before you can use it again.

Share Pain: As an action, choose one creature you can see within 30 feet of you. As long as that creature has greater than 0 hit points and remains within range, you have resistance to all damage, and whenever you take damage, the chosen creature takes the same amount of damage. This effect ends if either of you drops to 0 hit points or if you and the target become separated by more than 30 feet. You can also dismiss this effect as an action. An unwilling creature can attempt a Wisdom saving throw against your binder save DC to negate this effect, after which you cannot use it again on that creature until 24 hours have passed.

Unarmored Defense: While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Flaw: I have a limited attention span and trouble concentrating on anything long-term. Because of this, I have disadvantage on ability checks made to maintain concentration.

Fortress of Blood

Once the steward of the gods of war, the Fortress of Blood was tempted by their weapons and stole their armor for himself. Once inside, he could not unseal it himself, forcing the gods to pierce through the armor to kill him. To



this day, he remains trapped in a prison of his own making, his apparition a suit of steel bleeding from many arrow wounds. The ritual to summon him requires drawing a small amount of blood with a piercing, preferably stolen, weapon. While you have the Fortress of Blood bound, you gain the following features and flaw:

Armored Fortress: You have proficiency with medium and heavy armor and shields. As an action, you can summon a suit of enchanted ring mail that makes your base AC 14 + your Vestige Compact ability score modifier, weighs 40 lb., and gives disadvantage on Stealth checks. Additionally, you take no speed penalties for wearing medium or heavy armor.

Armored Stance: As an action, you can gain resistance to all damage for 1 minute except for piercing damage, to which you have vulnerability. Once you use this feature, you must wait 1 minute before you can use it again.

Transposition: As an action, you can instantly swap positions with any Small or Medium ally you can see within 60 feet. If the creature is willing, you trade places. Beginning at 11th level, you can use this feature as a bonus action. Beginning at 17th level you can use it at any time on your turn (no action required). Once you use this feature, you must wait 1 minute before you can use it again.

Flaw: I am stubborn and will rarely change my mind once decided. Additionally, whenever I don protective gear, I must keep it on at all costs.

The Gray Knight

A powerful orc warrior, the Gray Knight turned his back on his people's gods and gained fame as a champion of righteousness. Over time, however, he grew disillusioned with the heavenly realms and fell to become a blackguard, still commanding the loyalty of his celestial steed. Finally, in a great battle between the heavens and hells, he simply stopped fighting and left, never being seen again. His manifestation is an emaciated humanoid body with the head of an owl, riding a wolf that alternately looks sanctified and damned. The ritual to summon him requires blaspheming a celestial and a fiend in alternating verse. While you have the Gray Knight bound, you gain the following features and flaw:

Animal Handler: You gain proficiency with the Animal Handling skill. If you already have proficiency in the skill, you can instead choose to add double your proficiency modifier.

Apathy: You can cast the *calm emotions* spell once. After using this feature, you must wait until after you finish a short or long rest before you can use it again.

Binder's Smite: After making a successful melee weapon attack, you can deal an additional 1d8 necrotic or radiant damage (your choice) to the creature. Once you use this feature, you must wait 1 minute before you can use it again. Beginning at 11th level, you can use this feature once every round.

Knighly Training: You gain proficiency with the greatsword, lance, longsword, rapier, and shortsword.

Outsider's Mount: As an action, you can summon a heavy warhorse complete with saddle and lance. This creature counts as your choice of a celestial or fiend and serves for up to 8 hours or until you dismiss it as an action, it drops to 0 hit points, or your Vestige Compact with the Gray Knight ends. Once you use this feature, you must wait until after you finish a long rest before you can use it again.

Flaw: I am apathetic and listless, and combat tires me. If, after rolling initiative, combat lasts more than 1 minute, you must make a DC 10 Constitution saving throw or gain 1 level of exhaustion. You can avoid taking this level of exhaustion by ceasing to fight for 1 minute. At each additional minute of combat, you must make an additional saving throw, and the DC is increased by 1.

Turnfeather

Once an angelic prince, Turnfeather forsook his home for love—and died of an anguished soul when his lover's treacherous schemes were revealed. He manifests as an elfin male in a flurry of white feathers but wears raiment of black wings. Whenever he moves, raven-like cries follow him. The ritual to summon him requires a denunciation of love and donning an object made of feathers. While you have Turnfeather bound, you gain the following features and flaw:

See Treachery: You can cast the *detect thoughts* spell once. After using this feature, you must wait until after you finish a short or long rest before you can use it again.

Sneak Attack: Once per turn, you can deal an extra 2d6 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. This additional damage increases by 1d6 at 9th, 13th, and 17th levels.

Sow Discord: As an action, you can command an enemy to attack one of its allies. Choose a creature within 30 feet of you that can hear and see you. That creature must make a Wisdom saving throw against your binder save DC or use its reaction to make a melee attack roll against a randomly determined ally. If no ally is within reach or it has already used its reaction, this feature has no effect. Sow Discord is considered an enchantment effect. Once you use this feature, you must wait 1 minute before you can use it again.

Transparent Flesh: You can cast the *invisibility* spell once. After using this feature, you must wait until after you finish a short or long rest before you can use it again.

Flaw: I fall in love too easily. Even a kind word or friendly gesture can cause me to become enchanted with another person, but even if rejected I am quickly on to a new object of affection. If given the choice, I will use poison against my foes.

The Weeping Prince

Some legends say the being now known as the Weeping Prince was a lustful demon, others that it was a powerful angel. Whatever its true origins, this entity died in immense grief, which kept it from finding peace in the outer plains. Its manifestation appears as a humanoid figure shrouded in massive wings with tears obscuring its face. The ritual to summon the Weeping Prince requires a seal drawn in liquid with a brief elegy performed. While you have the Weeping Prince bound, you gain the following features and flaw:

Overwhelming Grief: Your presence emits such anguish that nearby creatures are troubled. As an action, you can cause all adjacent creatures to suffer a penalty of 1d4 on all attack rolls and ability checks they make while

adjacent to you. This effect lasts for up to 1 minute or until you dismiss it on your turn (no action required). Once you use this feature, you must wait 1 minute before you can use it again.

Stormstrike: As an action, you can target any creature within 30 feet of you with a bolt of lightning from the heavens. The creature must make a Dexterity saving throw against your binder save DC or take 2d8 lightning damage from the bolt. This damage increases by 1d8 at 11th level and by an additional 1d8 at 17th level.

Water Breathing: You can breathe in both air and water without penalty.

Weeping Eyes: As an action, you exhale a cloud of tears toward a single living creature within 30 feet of you. That creature must make a Constitution saving throw against your binder save DC or be blinded for 1 round. Once you use this feature, you must wait 1 minute before you can use it again.

Flaw: You feel heavy grief and your eyes continually run with tears. Whenever you can point out the negative, you will do so.

Greater Vestiges

Vestiges of this type have origins less obscure than the lesser, being the remnants of more powerful creatures, sometimes even extraplanar royalty. This category, too, sees entities with origins *outside* the known realms, making them all the more threatening to the worlds as life knows them.

The Bitter Seraph

The Bitter Seraph was once a powerful angel tasked with eliminating evil religions but failed in her impossible task. Some believe she was sacrificed by fiends; others that she merely turned her back on good after realizing the enormity of her work. Her manifestation is a massive serpent with a segmented head and horned maw at the top. The ritual to summon the Bitter Seraph requires her binder to draw a seal in blood. While you have the Bitter Seraph bound, you gain the following features and flaw:

Fallen Grace: You can reroll a single attack roll, ability check, or saving throw. You must accept the result of the reroll, even if it is worse than the original. Once you use this feature, you must wait 1 minute before you can use it again.

Frozen Grasp: Forsaking her grace left her without place in the realms, and her natural power turned to icy death. Whenever you make a successful melee weapon attack, you deal an additional 1d8 cold damage and the weapon counts as magical for the purposes of overcoming damage resistances or immunity. If you make this attack against a celestial or fiend, this cold damage increases by an additional 1d8.

Icy Gaze: You can chill enemies with just a look. As an action, choose a creature within 60 feet of you. That creature must make a Constitution saving throw against your binder save DC or take 4d8 cold damage, and their current movement speed is reduced by 10 feet. When you reach 17th level, this damage increases by an additional 2d8.

Seraph's Prescience: You can gain a brief glimpse of the future, helping you react to and dodge away from danger. You have advantage on Initiative checks and Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Siphon Soul: You can use the fallen to empower yourself. Whenever a creature within 60 feet of you is reduced to 0 hit points, you gain temporary hit points equal to your Charisma modifier. These temporary hit points expire after 1 minute has passed.

Flaw: You distrust religion of all kinds. Whenever you enter a temple or encounter a holy person such as a paladin or cleric, you must utter a malediction against that place or person.

The Deposed Duke

Once a Duke of hell, this fiendish royal found himself cast out after defeating a coup for his lord. This betrayal caused him to question his place in hell, but as a former Duke he found no place in the heavens, either. His manifestation is a three-headed ogre-like creature with three arms and legs and six hands and feet. The eyes of each head glow catlike and bloodshot, rapidly switching between different emotions. The ritual to summon the Deposed Duke requires constructing a brief diagram of hell, with him illustrated as head of his former palace. While you have the Deposed Duke bound, you gain the following features and flaw:

Devil's Sight: Your eyes become like those of the Deposed Duke. You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet

Dissolving Gaze: You can concentrate your gaze to eat away at your foes. As an action, you can force all creatures within 30 feet of you to make a Wisdom saving throw against your binder save DC or take 2d6 necrotic damage. You can exempt a number of creatures within the radius equal to your current Vestige Compacts from suffering this effect if you wish. This damage increases by 2d6 when you reach 17th level.

Fiendish Awareness: You can look all around you if you desire, channeling extrasensory powers of your newfound eyes. You have advantage on Investigation and Perception checks that rely on sight and a +5 bonus to your passive Investigation and Perception scores. Additionally, you can see invisible creatures and have advantage on checks to disbelieve visual illusions.

Fiendish Jaunt: As a bonus action, you can grant yourself the ability to fly with a speed of 60 feet for 1 round. Once you use this feature, you must wait 1 minute before you can use it again.

Flaw: You are overly trusting of all. If you consider someone an ally, you will not make Insight checks against them to question their motives, and divination magic you use to reveal lies (such as *zone of truth*) simply fails.

The Forgotten Fool

Accounts of the Forgotten Fool's origin vary widely. Most believe he is an ancient, long-forgotten god of knowledge who wanted to explore the mysteries of non-existence, crossing to the non-realms of vestiges in his research. Some prefer, however, to think he is a trickster god who accidentally found himself outside the known cosmos, while others hold that he truthfully began as a mere mortal scholar. His manifestation is a bird-headed clawed humanoid, clad in a dark cloak trimmed with white feathers. The ritual to summon the Forgotten Fool requires reciting an unanswerable question and placing a small iron crown in the seal. While you have the Forgotten Fool bound, you gain the following features and flaw:

Brilliant Insight: As a bonus action, you gain the benefits of the *true seeing* spell for 1 round. Once you use this feature, you must wait 1 minute before you can use it again.

Planar Scholar: You have advantage on Intelligence checks made to recall knowledge about extraplanar subjects. If you are on a plane that requires you to make a saving throw to avoid environmental effects, you have advantage on the saving throw.

Princely Influence: While you have the Forgotten Fool bound, your Charisma score increases by 2. Your maximum Charisma score increases to 22.

Rending Claws: You grow large claws on your hands with which you can make melee weapon attacks. These claws deal 1d6 slashing damage and can use your choice of your Strength or Dexterity modifier for attack and damage rolls. If you take the Attack action, you can also make a single claw attack as a bonus action. Additionally, if you hit with additional claw attacks after making a successful claw attack on your turn, each attack after the first deals an additional 2d6 slashing damage.

Flaw: You think highly of your intellect and show contempt toward those who question your assumptions or conclusions. If you encounter a creature that shows interest in a topic about which you have knowledge, you must enlighten that individual.

Harbinger of the Void

A monster prophesied to consume all existence, the Harbinger of the Void most often appears as a titanic spiderlike devourer. Killed by a band of heroes in the afterlife, more optimistic scholars believe that now that its restless spirit cannot be killed, it will exist forever and so will the universe. Its manifestation is a massive spider with humanoid eyes. The ritual to summon the Harbinger of the Void requires a sacrifice of soil from a grave or tomb or the body part of a sapient creature. While you have the Harbinger of the Void bound, you gain the following features and flaw:

Eater: You grow large tusks that grant you a poisoned bite. You gain a bite attack that deals 1d8 + your Strength modifier piercing damage, and if you make a successful bite attack the creature must make a Constitution saving throw against your binder save DC or take an additional 2d8 poison damage. If you reduce a creature to 0 hit points with this attack, you can regain hit points equal to your Charisma modifier. You cannot regain hit points that put you above one-half of your maximum hit points.

Ethereal Stalker: As an action, you can gain the benefits of the *ethereality* spell for up to 1 minute or until you dismiss it on your turn as an action. Once you use this feature, you must wait 1 minute before you can use it again.

Lingering Despair: Nearby creatures feel loss and despondence in your presence. As an action, you can cause all creatures within 10 feet of you to suffer a penalty of 1d4 on all saving throws and damage rolls they make while within 10 feet of you. This effect lasts for up to 1 minute or until you dismiss it on your turn (no action required). Once you use this feature, you must wait 1 minute before you can use it again.

Flaw: You feel little hope. If you make a saving throw to avoid becoming frightened, you have disadvantage on the saving throw.

Eternal Vestiges

Vestiges of this power are forces to themselves, having no known beginning and a long-attested influence on the planes. They represent powers lost or unclaimed by the gods for various reasons and the pinnacle of a binder's manifestations.

The Dragon's Herald

A draconid born of both metallic and chromatic heritages, this champion was elevated to an exarch of all dragonkind before dying again in service to the goddess of dragons. Despite her service being completed, the Dragon's Herald no longer found rest with the division of the draconic gods. The ritual to summon the Dragon's Herald requires imbibing an alchemical concoction of swirling colors. Her manifestation is an armored humanoid completely covered by thick plates astride a half-dragon monstrosity, whose color can be of any dragon. While you have the Dragon's Herald bound, you gain the following features and flaw:



Cavalier Tactics: If you move or your mount move at least 10 feet before making a successful melee weapon attack, you can force the creature struck to make a Strength saving throw against your binder save DC or fall prone. Additionally, when you or a creature you can see within 5 feet of you is hit by an attack, you can roll 1d8 as a reaction if you're wielding a melee weapon or a shield. Roll the die, and add the number rolled to the target's AC against that attack. If the attack still hits, the target has resistance against the attack's damage.

Chromatic Strike: Once on your turn when you hit with a successful weapon attack, you can deal an extra 2d8 damage. This damage is your choice of acid, cold, fire, lightning, thunder, or poison.

Draconic Resilience: You gain extra current and maximum hit points equal to your binder level. These extra hit points go away when this compact is undone. Additionally, you can choose one of the following damage types when you form a Compact with the Dragon's Herald and gain resistance to it: acid, cold, fire, lightning, thunder, or poison.

Skilled Warrior: You have advantage on Strength checks. Additionally, you gain proficiency in Handle Animal checks and can add your proficiency modifier twice when making checks with this skill.

Strength of Dragons: While you have the Dragon's Herald bound, your Strength score increases by 4. Your maximum Strength score increases to 24.

Flaw: You feel pity for outcasts and loners and make every effort to befriend them. In combat, you must challenge any dragons or other elemental creatures first.

The Howling Dark

Thought to be the oldest and source of other vestiges, the Howling Dark seems to be an embodiment of non-existence. Sometimes called the Sovereign of Compacts, the Howling Dark can be harnessed only by the most gifted binders. The ritual to summon the Howling Dark requires its seal to be drawn in bright illumination. Its manifestation is a growing void that appears over its seal, with a rush of howling, non-existent wind that quickly quiets into nothingness. While you have the Howling Dark bound, you gain the following features and flaw:

Blurred Form: Your body becomes blurry, surrounded by shadows and making it difficult to discern where you truly are. Creatures have disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

Communion of the Blind: You gain blindsight out to 30 feet.

Dark Howl: As an action, you release a terrifying howl in a 30-ft. cone that rots away nearby creatures. Creatures within the area take 2d8 cold and 2d8 necrotic damage, and Large or smaller creatures must make a Strength saving throw against your binder save DC or be pushed out of the cone. A successful Dexterity saving throw against your binder save DC avoids the damage taken but not the Strength saving throw.

Whispers in the Dark: You can send a message over long distances. Designate one creature or location within 1 mile of your current position and whisper a message of no more than twenty-five words. The wind carries your message away and delivers it within 1 minute of you sending it. If the designated creature is not within 1 mile, the spell simply vanishes after 1 minute. If you choose a location, creatures within 30 ft. of the whispered message can hear your quiet words. If you use this feature at night or at other times of full darkness, the range of this feature increases to 10 miles.

Flaw: You must carry illumination on you at all times or else you feel the darkness will swallow you up. You must have a light source at least as bright as a candle and will not cover it for more than 1 round. Loud noises similarly terrify you, so you must speak in a whisper.

King of Assassins

Thought to be a demigod of murder and assassinations, the souls of hell rose in rebellion against his cruelty and tore him apart. Nevertheless, no other creature was ruthless enough to take his place, so he lived on as a vestige. The ritual to summon him requires an offering of a stolen or vandalized item or token of some other misdeed. His manifestation is that of a handsome but exhausted humanoid with infernal features who explodes in a cloud of fire, leaving behind a demonic feline that speaks in a regal voice. While you have the King of Assassins bound, you gain the following features and flaw:



Death Strike: When you attack and hit a creature that is surprised, it must make a Constitution saving throw against your binder save DC. On a failed save, double the damage of your attack against the creature.

Infernal Retribution: After taking damage from a foe within 30 ft., you can use your reaction to deal 2d10 fire damage to that creature. A successful Dexterity saving throw halves the damage taken.

Silent and Sure: You have advantage on Dexterity checks. Additionally, you gain proficiency in Stealth checks and can add your proficiency modifier twice when making checks with this skill.

Smoke Cloud: You can cast the spell *gaseous form* on yourself. While doing so, you lose access to features granted by other Vestige Compacts as well as your Death Strike feature granted by

the King of Assassins. Once you return to your normal form, you must wait 1 minute before you can use this feature again.

Wicked Blows: Weapon attacks you make deal an extra 2d8 damage.

Flaw: You seem smug and overly confident to others, taking opportunities to highlight your brilliance. If possible, you use your Death Strike feature on any available targets.

The Opener

The Opener is a denizen of some far realm beyond the known cosmos; while it has never spoken, it clearly comes from “outside” known existence. Some even theorize that the Opener is extraplanar travel itself, being the gateway between dimensions. Its manifestation is a golden gate surrounded by bluish fog, behind which terrible indistinct entities crash and howl. The ritual to summon the Opener requires a well-crafted lock being opened with a key. While you have the Opener bound, you gain the following features and flaw:

Buffet: As an attack, you can blast wind at a nearby creature. Make a melee spell attack against a creature within 10 feet of you. If successful, your attack deals 4d6 bludgeoning damage, and you can push the creature back 5 feet if it is Large or smaller. Your binder save ability score is your attack modifier for this feature.

Cloudwalker: As a bonus action, you can walk on air as if walking on solid ground for up to 1 minute or until you end this effect on your turn (no action required). If you wish to move upward or downward, the maximum angle possible is 45 degrees, at a rate equal to one-half your normal speed. When the effect ends, you float 60 feet downward for up to 1 minute. If you have not reached the ground at the end of that time period, you fall the rest of the way. Once you use this feature, you must wait 1 minute before you can use it again.

Concealing Mists: As an action, you can whip the mist that surrounds you into a swirling cloud, granting cover to you and all creatures within 30 feet of you. A severe wind, whether natural or magical, can temporarily suppress this mist. You can end this effect on your turn as an action.

The Opener: You have proficiency with thieves’ tools and can cast the spell *knock* at will. Your binder save ability score is your spellcasting score for this feature.

Whipping Winds: The Opener has great dexterity and can help you take advantage of your opponents’ openings. Before making an opportunity attack, you can choose for all opportunity attacks you make before the beginning of your next turn to not use your reaction. Once you use this feature, you must wait 1 minute before you can use it again.

Flaw: Unopened doors and gates bother you, and you become agitated in their presence. If you see a lock and have access to the key, you feel compelled to open it.