

BINDER

(NEEDS FLAVOR TEXT)

HP: 6+CONSTITUTION

DAMAGE: D6

**BALEFUL EYES, DESPERATE EYES, INNOCENT EYES,
THOUGHTFUL EYES.**

**INTRICATELY TATTOOED HEAD, ILL-KEPT HAIR,
UNNATURALLY COLORED HAIR, BRAIDED HAIR.**

**A TRADESMAN'S LEATHERS, A SCHOLAR'S ROBES, TORN
AND FRAYED ROBES, BEDECKED WITH CHARMS AND
ODDMENTS**

**STRANGE BODY, IMPOSING BODY, LUSH AND DECADENT
BODY, ANGULAR BODY**

RACE:

**TIEFLING: YOUR FOLK ARE THE LORDS OF FINE PRINT.
WHEN YOU USE PACT MAGIC THERE'S ALWAYS ONE
LOOPHOLE YOU CAN TAKE ADVANTAGE OF. TELL THE GM
WHAT IT IS, AND THEY'LL TELL YOU WHAT HOOP YOU
NEED TO JUMP THROUGH IN ORDER TO TAKE
ADVANTAGE OF IT.**

**ELF: YOUR PEOPLE HAVE DEALT WITH THESE STRANGE
SPIRITS FOR MILLENNIA. YOU ROLL +CHA INSTEAD OF +INT
TO SPOUT LORE REGARDING SUCH STRANGE CREATURES
AND THEIR HISTORIES.**

**DWARF: A DWARF PAYS ALL DEBTS. IF SOMEONE BREAKS
A PACT SWORN TO YOU THROUGH PACT MAGIC TAKE +1
FORWARD TOWARDS GETTING EVEN WITH THEM.**

**HUMAN: YOU'RE NEVER TOO AFRAID TO SUMMON
SOMETHING BIGGER THAN YOUR HEAD. YOU TAKE A +1**

TO PARLEY WITH OTHERWORLDLY BEINGS FAR MORE POWERFUL THAN YOU.

ALIGNMENT:

LAWFUL: KEEP YOUR WORD NO MATTER WHAT THE CONSEQUENCES.

CHAOTIC: CALL UP THAT WHICH YOU CANNOT PUT DOWN.

NEUTRAL: LEARN SECRET AND FORBIDDEN LORE.

GOOD: CONTAIN A GREAT EVIL TO PROTECT THE INNOCENT.

EVIL: BARGAIN WITH DARK FORCES BEYOND YOUR KEN.

STARTING MOVES:

BIND VESTIGE: WHEN YOU CALL FORTH AND BIND AN OUTCAST SPIRIT FROM BEYOND REALITY USING ITS TITLE AND SIGIL ROLL +CHA

ON A 10+ YOU GAIN ACCESS TO THE VESTIGES POWER FOR SO LONG AS YOU DESIRE, AND DISPLAY ITS SIGN UNTIL YOU EXPEL IT THROUGH A SHORT RITUAL.

ON A 7-9 YOU GAIN ACCESS TO THE VESTIGES POWER, BUT ARE AFFLICTED BY ITS INFLUENCE AS WELL. WHILE UNDER THE INFLUENCE OF A VESTIGE YOU MUST DEFY DANGER TO ACT AGAINST ITS INFLUENCE OR TO AVOID ACTING ON IT WHEN A PERFECT OPPORTUNITY PRESENTS ITSELF.

YOU CANNOT EXPEL THE SPIRIT UNTIL YOU SUCCUMB TO ITS INFLUENCE AT LEAST ONCE.

ON A 6- THE VESTIGE WILL ASK A BOON OF YOU. GRANT IT AND EARN ITS POWER AND SUFFER ITS INFLUENCE AS PER A 7-9 RESULT OR REFUSE AND SUFFER THE ENMITY OF THE SPIRIT. YOU CANNOT BIND ANY VESTIGE WHOSE

ENMITY YOU HAVE EARNED UNTIL YOU MAKE AN APPROPRIATE SACRIFICE IN HONOR OF THE VESTIGE.

IF YOU RENEGE ON YOUR PROMISE TO THE VESTIGE IT IMMEDIATELY LEAVES YOU AND YOU SUFFER ITS ENMITY.

YOU MAY ONLY HAVE ONE VESTIGE BOUND TO YOU AT A TIME. THIS NUMBER MAY BE INCREASED WITH ADVANCED MOVES.

PACT MAGIC: WHEN YOU SWEAR A MUTUALLY BINDING OATH WITH SOMEONE YOU MAY BIND YOUR PACT WITH MAGIC. IF YOU DO, EACH PARTY MUST UPHOLD THE LETTER OF THEIR OBLIGATION OR SUFFER A GRIM FATE (THE GM WILL LET YOU KNOW).

YOU CANNOT FORCE A CREATURE TO SWEAR A MAGICALLY BINDING OATH THROUGH MAGIC, ALTHOUGH TRICKERY OR THREATS ARE PERMISSIBLE.

PACT AUGMENTATION: WHEN YOU GO INTO THE MIDST OF DANGER WITH A BOUND VESTIGE CHOOSE A SINGLE BOON THAT LASTS UNTIL THE DANGER CEASES:

- ASK A VESTIGE BOUND TO YOU FOR ADVICE AND RECEIVE AN ANSWER IN KEEPING WITH ITS NATURE. YOU GAIN +1 ONGOING TO ACT ON IT, AND 1 EXP IF YOU SUCCEED AT CARRYING OUT WHAT IT ADVISES.
- THE SEALS UPON YOUR FLESH BURN AWAY YOUR PAIN. YOU GAIN +1 ARMOR AND IGNORE ALL DEBILITIES AND STUN DAMAGE YOU POSSESS UNTIL THE DANGER SUBSIDES.
- YOUR BOUND VESTIGES REACH THROUGH YOU TO WARP REALITY ON YOUR BEHALF. GAIN 1 HOLD. SPEND IT AT ANY TIME TO NEGATE A SINGLE ATTACK MADE AGAINST YOU WITH APPROPRIATE MYSTICAL SIGNS AND EMANATIONS.

FRIENDS ON THE OTHER SIDE: WHEN YOU TAKE YOUR LAST BREATH WHILST BOUND TO A VESTIGE YOU CAN OPT FOR THAT VESTIGE TO BARGAIN WITH DEATH ON YOUR BEHALF TO ENSURE YOU COME BACK, RATHER THAN TRIGGERING THE LAST BREATH MOVE.

WHEN THE VESTIGE DOES SO, ROLL +WISDOM

ON A 10+ YOU KNOW WHAT THE VESTIGE HAS PROMISED TO DEATH.

ON A 7-9 YOU KNOW MOST OF IT, BUT THERE'S SOME SERIOUS FINE PRINT.

ON A 6- WELL I GUESS YOU'LL JUST FIND OUT THEN, WON'T YOU?

EACH TIME YOU USE THIS MOVE, YOU TAKE -1 ONGOING TO USE IT AGAIN UNTIL YOU'VE FULFILLED ALL OF YOUR OBLIGATIONS TO VARIOUS VESTIGES.

BONDS:

_____ IS INTRIGUED BY MY CRAFT. THEY WILL MAKE A WORTHY PUPIL.

_____ IS SHORT-SIGHTED AND THINKS MY TALENTS BLASPHEMOUS. I'LL PROVE THEM WRONG.

MY BOUND VESTIGES WHISPER TO ME OF _____ THEY HAVE GREAT PLANS FOR THEM.

_____ AND I HAVE SWORN A PACT OF ALLIANCE TO ONE ANOTHER, AND I WILL FULFILL IT WHATEVER MIGHT COME.

GEAR

YOUR LOAD IS 10+STR. YOU HAVE DUNGEON RATIONS (5 USES 1 WEIGHT). CHOOSE YOUR WEAPON:

A CEREMONIAL SWORD (-1 DAMAGE, +1 TO BIND VESTIGE CLOSE, VALUABLE 1 WEIGHT)

A GOOD SOLID CUDGEL (FORCEFUL, HAND 2 WEIGHT)

A CROSSBOW (+1 DAMAGE, NEAR, RELOAD, 3 WEIGHT), A QUIVER OF BOLTS (3 AMMO 1 WEIGHT) AND A SLIM DAGGER (HAND 0 WEIGHT)

CHOOSE YOUR PROTECTION:

ELDRITCH TATTOOS (1 ARMOR, SINISTER 0 WEIGHT)

LEATHER ARMOR (1 ARMOR 1 WEIGHT)

CHOOSE ONE:

- A BOOK OF SECRETS (+1 TO SPOUT LORE ABOUT WHATEVER DARK SECRET THE TOME CONTAINS, SINISTER, 1 WEIGHT)
- ADVENTURING GEAR (5 USES 1 WEIGHT), AND A DISGUISE SUFFICIENT TO FOOL CASUAL SCRUTINY.
- A TOKEN OF FAVOR WRESTED FROM A PARTICULAR VESTIGE (BINDS THE VESTIGE INSTANTLY AND WITHOUT FAIL 2 USES 0 WEIGHT)

VESTIGES

THE MERRY MURDERESS

HE HAD IT COMING. HE HAD IT COMING. HE HAD IT COMING ALL ALONG. SO DID HE, AND HE, AND HE. ALWAYS WITH A SONG IN HER HEART AND A SMILE ON HER BLOOD-RED LIPS.

WHEN SHE FINALLY DIED, THE GODS REFUSED HER. THE MEN SHE SENT TO THE HELLS PETITIONED ITS LORDS TO BAR HER WAY. NOW SHE SINGS HER SONG IN THE LONELY DARK BETWEEN WORLDS, CALLING TO THOSE BROKEN HEARTS THAT DON'T WANT TO BLEED ALONE.

SIGN: YOUR VOICE TAKES ON A SWEET AND MUSICAL CADENCE, AND YOU HUM OR SING SOFTLY TO YOURSELF WHENEVER YOU INFLICT VIOLENCE ON SOMEONE.

INFLUENCE: TAKE BLOODY VENGEANCE AGAINST LOVE BETRAYED.

DEADLY DANCE: WHEN YOU WREAK HAVOC AMONGST YOUR ENEMIES WITH A DANCE OF VENGEANCE AND BLOODSHED YOU MAY USE CHARISMA INSTEAD OF STRENGTH TO HACK AND SLASH AND ADD THE FOLLOWING TAGS TO YOUR WEAPON: AREA (AFFECTS ALL NEARBY ENEMIES), MESSY, PIERCING 1.

INNOCENT EVEN IF PROVEN GUILTY: WHEN YOU TRIGGER THE OUTSTANDING WARRANTS MOVE BECAUSE OF A HIGH-PROFILE CRIME YOU GAIN EXTENSIVE FAME (AND FANS TO MATCH) IN THAT CITY NO MATTER WHAT THE MOVES RESULT IS.

AND THEN THEY BOTH REACHED FOR THE BOW: YOU CAN CALL ANY UNATTENDED WEAPON YOU CAN SEE TO YOUR HAND WITH A SPLIT SECOND OF FOCUS.

THIS ALSO ENABLES YOU TO DRAW AND READY ANY WEAPONS YOU POSSESS WITH UNEARTHLY SPEED.

BLOODY MIRTH: WHEN YOU LAUGH UPROARIOUSLY WHILE COVERED IN SOMEONE ELSE'S BLOOD, EVERYONE WHO CAN HEAR AND SEE YOU MUST LAUGH UPROARIOUSLY WITH YOU UNTIL YOU STOP.

YOU MAY EXEMPT SPECIFIC CREATURES FROM THIS EFFECT, AND IT ONLY AFFECTS CREATURES OF HUMAN INTELLIGENCE OR GREATER.

THE GILDED DUKE

THE GILDED DUKE HAD GILDED THRONE.
AND A GILDED BED TO REST HIS GILDED BONES.
HE ATE GILDED FRUITS FROM A DRYAD'S TREE
THE WEALTHIEST FAE IN ALL FAERIE

BUT ONE GRIM DAY HE MET A DEVIOUS RAKE
AND THE GILDED DUKE MADE A GILDED MISTAKE
HE TRUSTED THE RAKE AND IT SEALED HIS FATE
“THERE ISN'T ANY GOLD ON THOSE BLACK GATES”

SIGN: ONE OF THE BINDERS HANDS TURNS TO SOLID GOLD, THOUGH IT'S STILL CAPABLE OF GRASPING, TOUCHING, AND MANIPULATING OBJECTS. THE BINDERS EYES ALSO LOSE THEIR PUPILS AND TURN THE SOLID GOLD COLOR OF A NEW COIN.

INFLUENCE: DISTRUST THE COUNCIL OF FRIEND AND FOE ALIKE. EVERYONE IS TRYING TO STEAL YOUR WEALTH.

GOLDEN GAUNTLET: YOU CAN USE THE GOLDEN FIST GRANTED BY THE GILDED DUKES SIGN AS A WEAPON IN MELEE COMBAT WITH THE FOLLOWING STATS (+1 DAMAGE, FORCEFUL, HAND).

FAERIE GOLD: WITH A WAVE OF YOUR HAND, YOU CAN TURN LEAVES, ROCKS OR SIMILAR DETRITUS TO GOLD COINS, JEWELRY, OR PRECIOUS GEMS.

A FEW MINUTES AFTER YOU LEAVE THE PRESENCE OF SUCH TRANSFORMED ITEMS THEY REVERT TO THEIR NORMAL STATE.

SUSPICIOUS SOUL: WHEN YOU LOCK EYES WITH SOMEONE, YOU CAN ALWAYS DISCERN WHETHER OR NOT THEY ARE A THIEF, A TRAITOR, OR A CONSPIRATOR. ASK THE CHARACTERS PLAYER; THEY ARE OBLIGATED TO TELL YOU THE TRUTH.

THE GOLDEN RULE: NO DOOR OR GATE TO AN AREA THAT HAS BEEN RECENTLY USED BY A LIVING PERSON CAN BAR YOUR PATH. LOCKS FALL OFF, BOLTS SLIDE AWAY, AND BARRICADES FALL APART.

DOORS MADE MOSTLY OR COMPLETELY OF COLD IRON ARE NOT AFFECTED BY THIS ABILITY.

IN ADDITION, HALF THE PRICES YOU PAY FOR FOOD, DRINK, AND HOSPITALITY IN CIVILIZED AREAS. THOSE WHO HAVE THE GOLD MAKE THE RULES.

THE THIEF WHO STOLE HERSELF

SHE IS THE ONE WHO TAUGHT THE MOON TO STEAL THE SUNS LIGHT EACH NIGHT. SHE TOOK THE VOICE OF THE NORTH WIND FOR A YEAR AND A DAY UNTIL IT AGREED TO TEACH HER THE LANGUAGE OF THE CLOUDS. SHE EVADED THE WATCH OF THE EAGLE LORDS TO SNATCH A SINGLE FEATHER FROM THE EMPEROR'S ONLY FLEDGLING. SHE RIDDLED THE QUEEN OF FAERIE TO A STANDSTILL, AND STOLE THE SOUL OF A DEMON PRINCE WITH A WELL WORDED REQUEST AND A LITTLE INVISIBLE INK. ALL FOR THE GLORY OF HER SCOUNDREL GOD.

BUT THOSE GREAT FEATS WERE JUST THE OPENING ACT. TO CAP IT OFF UPON HER DEATH BED, SHE TURNED AWAY FROM THE LORD OF THIEVES THUS STEALING HER OWN SOUL AWAY FROM HER PATRON DEITY. FAR BE IT FROM THE GOD OF THIEVES TO

NEGATE A GRAND HEIST. NO. HE DID HER ONE BETTER, STEALING HER SOUL FROM THE VERY COSMOS.

IT'S STILL UNCLEAR HOW SHE FEELS ABOUT THAT.

SIGN: NO MATTER WHAT EMOTIONS YOU MIGHT OTHERWISE DISPLAY, YOUR MOUTH IS CONSTANTLY FIXED IN A SMALL HALF-SMILE.

INFLUENCE: TO CAUSE OUTRAGEOUS MISUNDERSTANDINGS THROUGH TRICKERY AND CUNNING.

THE LANGUAGE OF THE CLOUDS: WHEN YOU WHISPER TO THE WIND, IT'LL BEAR YOUR MESSAGE TO ANYONE WHO CAN FEEL THE WIND ON THEIR SKIN. THEY MAY IMMEDIATELY RESPOND IN KIND.

SUCH COMMUNICATION TAKES A LITTLE TIME (A FEW MINUTES PERHAPS) FOR EACH SIGNIFICANT IDEA CONVEYED-THE WIND MUST MANUALLY BEAR SUCH COMMUNICATIONS TO THEIR RECIPIENTS.

SHADOWED STEP: WITH A FEW SECONDS STILLNESS AND INTENSE CONCENTRATION YOU CAN BECOME INVISIBLE UNTIL YOU ATTACK ANOTHER CREATURE.

CREATURES WITH EXTRAORDINARY SENSES MAY STILL BE ABLE TO DETECT YOU, AND ANYONE LOOKING AT YOUR LOCATION IN A REFLECTIVE SURFACE AUTOMATICALLY SEES THROUGH THE GLAMOUR.

THIEF OF LEGEND: WHEN YOU PICK SOMEONE'S POCKETS USING THIS VESTIGE'S UNNATURAL POWER, ROLL +THE NUMBER OF PEOPLE WHO CAN SEE YOU

DOING IT AND WHO WOULD SPREAD THE TALE (YOUR CALL) (MAX +3).

ON A 10+ YOU STEAL IT, NO PROBLEM.

ON A 7-9 YOU LEAVE SOMETHING BEHIND, LEAVE YOURSELF OPEN, OR LEAVE WHAT YOU ACTUALLY GRABBED TO CHANCE (YOUR CHOICE).

ON A 6- YOUR MARK TAKES SOMETHING FROM YOU INSTEAD.

WHEN YOU USE THIS ABILITY, YOU CAN STEAL INSUBSTANTIAL QUALITIES AS WELL AS PHYSICAL ITEMS, SO LONG AS YOUR MARK IS MAKING SUCH A QUALITY AVAILABLE TO YOU. YOU COULD STEAL A HUFFING GUARDSMAN'S BREATH, A LOVE-STRUCK MAIDEN'S HEART, OR EVEN THE SOUL OF A POET KNEE-DEEP IN COMPOSING A SONNET.

EAGLE DOWN: COLD, ICE, RAIN, SLEET, AND HAIL DO NOT HINDER, HARM, OR CAUSE YOU ANY DISCOMFORT WHATSOEVER EVEN IF THEY COME FROM MAGIC. HOWEVER FAR YOU FALL, YOU ALWAYS LAND ON YOUR FEET UNHARMED.

THE BRAZEN MAGUS

IT'S A DIFFERENT STORY AMONGST EVERY PEOPLE: A MAN BORNE ALOFT ON WINGS OF WAX AND PAPER THAT BURN TO DUST IN MIDAIR, A PROUD ANGEL OF A BRIGHT GOD TURNING TO WICKEDNESS, A CITY OF MIRRORS SHATTERED BY THE FIRST DISSONANT NOTE IN THE MUSIC OF THE SPHERES. ALL HAVE THEIR ROOT IN PRIDE. SENSIBLE PEOPLE KNOW NOT TO EMULATE THE EXAMPLES THAT THE JUST AND CRUEL GODS LEAVE FOR US MORTALS.

MAGI ARE SELDOM SENSIBLE. THE BRAZEN MAGUS MADE THE STUDY OF FOLLY AND ARROGANCE HIS SPECIALTY. HE REBUILT THE WINGS OF DESIRE, HE WOVE A CITY OF MIRRORS OUT OF SUNSHINE AND MOONSILK, AND HE CALLED FORTH THAT FIRST DARK ANGEL AND SPOKE WITH HER OF REDEMPTION AND CHOICE.

SURE ENOUGH, THE GODS PUNISHED HIM FOR EACH AND EVERY ONE, A THOUSAND TIMES OVER TILL HE CHOKED TO DEATH ON THE ROTTEN FRUIT OF HIS HUBRIS. BUT THAT DIDN'T STOP HIM. THROUGH BLOOD, AND SUFFERING, AND EVEN PAST THE BLACK GATES HE STILL DID NOT SHY FROM STEALING THE FIRE OF THE GODS.

MOST BINDERS SPECULATE THAT THEY PUT HIM WHERE THEY DID NEXT BECAUSE THEY COULDN'T THINK OF ANY OTHER PUNISHMENT THAT WOULD STICK.

SIGN: A PAIR OF ORNATE BRAZEN WINGS ERUPT FROM YOUR BACK, SHINING WITH BRASS FEATHERS AND LETTING OUT LITTLE CLICKS AND CLACKS FROM THE MAGIC-FUELED CLOCKWORK INSIDE.

INFLUENCE: TO THWART THE WILL OF AUTHORITY, AND TO SUFFER NOBLY FOR IT.

THE CLOAK OF FOLLY: WHEN YOU WEAVE A REALISTIC ILLUSION FROM NOTHING TO DECEIVE THE FOOLS WHO STILL BEND THEIR KNEES TO POWER ROLL +INT.

ON A 10+ CHOOSE 2:

- YOU CAN MAINTAIN THE ILLUSION INDEFINITELY WITH THE BAREST WHISPER OF CONCENTRATION
- THE ILLUSION WILL HOLD UP TO CLOSE SCRUTINY.
- THE ILLUSION IS MASSIVE AND IMPRESSIVE.

ON A 7-9 CHOOSE 1.

ON A 6- YOU HAVE BROUGHT THE PUNISHMENT DUE TO THE ARROGANT DOWN UPON YOUR HEAD.

GREAT BRASS WINGS: WHEN YOU LAUNCH YOURSELF FROM A HEIGHT, YOU CAN FLY AND SOAR LIKE AN EAGLE, WITH THE MANEUVERABILITY OF A MUCH SMALLER BIRD.

YOUR WINGS CAN BE DAMAGED INDEPENDENTLY OF YOU AND HAVE HALF YOUR HP. IF THEY ARE REDUCED TO 0 HP YOU IMMEDIATELY SPIRAL OUT OF CONTROL AND BEGIN TO CRASH. YOU MAY REPAIR WINGS DAMAGED IN THIS WAY WITH TOOLS AND EFFORT.

A MAN CHOOSES, A SLAVE OBEYS: YOUR MIND IS COMPLETELY YOUR OWN, AND CANNOT BE ENSLAVED BY THE SORCERERY OR DEMAGOGUERY OF OTHERS. OTHER CREATURES ARE NOT AUTOMATICALLY AWARE OF THIS IMMUNITY. YOU CAN STILL DECEIVE YOURSELF QUITE WELL, OF COURSE

ARMOR OF ARROGANCE: WHEN YOU BOLDLY STRIDE INTO DANGER TO SATISFY YOUR PRIDE, YOUR ENEMIES CANNOT ACT UNTIL YOU HAVE.

THE FIRST MISTAKE

TO ERR IS HUMAN, TO FORGIVE DIVINE. BUT THAT DOESN'T MEAN THE GODS DON'T MAKE THE OCCASIONAL MISTAKE. OR WHAT THEY CONSIDER A MISTAKE, ANYWAY. THE CREATURE THEY CAST FORTH FROM THE UNIVERSE THINKS ITSELF PERFECT.

PERFECTLY STRONG

PERFECTLY CUNNING

PERFECTLY SAVAGE

PERFECTLY ADAPTABLE

PERFECTLY HUNGRY

THE GODS DID WELL. NOW NO BEAST WILL DRINK UP THE STARS, GULP DOWN THE OCEANS, AND GNAW THE EARTH'S BONES. IT'LL LEAVE THAT TO YOU, IT'S VESSEL.

SIGN: YOUR BONES AND FLESH SEEM TO SLOWLY AND SUBTLY REARRANGE THEMSELVES (WITH ALL ATTENDANT GRINDING AND CRACKING) WHENEVER SOMEONE'S NOT LOOKING AT YOU.

INFLUENCE: TO FEAST UNTIL THERE IS NOTHING LEFT. IF THERE IS NOTHING TO FEAST UPON, YOU MUST HUNT AND KILL UNTIL THERE IS.

POWERS:

MONSTROUS PROGENITOR: WHEN YOU SPAWN A HIDEOUS PREDATOR FROM YOUR FLESH AND BONE, SPEND A FEW MINUTES IN EXCRUCIATING PAIN, TAKE 1D6 DAMAGE AND THEN ROLL +CON.

ON A 10+ CHOOSE 3

- ITS FORM IS STABLE. IT WON'T MELT INTO A POOL OF STINKING ICHOR AFTER A FEW HOURS.
- IT'S HEALTHY. IT GAINS +2 HP PER LEVEL AND (IF YOU CREATURE LIVES LONG ENOUGH, AND YOU MAKE MORE THAN ONE OF THE SAME, THEY MIGHT EVEN BE ABLE TO BREED).
- IT'S NOT RAVENOUSLY HUNGRY ALL THE TIME.
- IT'S SENTIENT, ABLE TO THINK AND PLAN FOR ITSELF

ON A 7-9 CHOOSE 2

ON A 6- BARF FORTH MONSTROSITY.

BY DEFAULT THE CREATURE HAS +3 STR, +1 DEX, +1 CON, -1 INT, +1 WIS, AND -1 CHA, 1 HP AND ACCESS TO ONLY THE BASIC MOVES. IT FOLLOWS YOUR COMMANDS, BUT IF LEFT UNSUPERVISED WILL FOLLOW ITS OWN INSTINCTS AND INTERESTS (WHICH MOSTLY REVOLVE AROUND HUNTING AND EATING).

STARVELING: YOUR JAW UNHINGES, ENABLING YOU TO SWALLOW SOMETHING (OR SOMEONE) UP TO TWICE YOUR SIZE, IF YOU TAKE YOUR TIME. IF YOU WISH, YOU MAY HIDE OBJECTS (AND EVEN SMALL CREATURES) THAT YOU SWALLOW SAFELY AWAY IN A CYST OR GUT POUCH UNTIL YOU NEED TO VOMIT THEM UP AGAIN. YOU CAN CARRY UP TO 10 WEIGHT IN YOUR RAVENOUS MAW WITH NO ILL EFFECT.

ALSO, YOU CAN DIGEST ABSOLUTELY ANYTHING WITHOUT DIFFICULTY OR ILL EFFECTS.

CANCEROUS GROWTH: YOU MAY TAKE DEBILITY (IN THE FORM OF A HIDEOUS TEMPORARY MUTATION) IN ORDER TO DO ONE OF THE FOLLOWING:

- REGAIN 2D6 HP
- GAIN A HORRID, BUT USEFUL ADAPTATION LIKE GILLS OR NIGHT VISION SO LONG AS THE DEBILITY LASTS.
- GAIN +2 ARMOR FORWARD IN THE FORM OF PULSATING TUMORS OR BONY PLATES.

THE FORLORN CHILD

ABANDONED BY GODS AND MEN, NONE KNOW WHY THIS CHILD RESTS IN THE PLACE BETWEEN ALL WORLDS. NO ONE KNOWS WHY ITS TOOTHsome MOUTH IS FILLED UP WITH BLINKING EYES, OR WHY ITS PALE SKIN WEEPS AND SOBS QUIETLY WHEN THERE'S ANYONE AROUND TO HEAR.

THERE ARE A LOT OF THEORIES THOUGH, PARTICULARLY AMONGST THE MORE CALLOUS SCHOLARS OF PACT

MAGIC. A BASTARD DEMIGOD REJECTED BY HIS MORTAL MOTHER AND DEIFIC FATHER ALIKE. AN INNOCENT BABE SACRIFICED TO END A WAR BETWEEN HEAVEN AND HELL, WHICH GREW UP IN SHADOW. THE LIVING EMBODIMENT OF EVERY PARENTS FEAR.

NO ONE KNOWS, BUT IT WANTS TO TELL YOU. JUST LISTEN CLOSE AND TRY NOT TO MIND THE SMELL OF ROTTING FLESH AND BROKEN PROMISES.

SIGN: TINY EYES LINE THE INSIDE OF YOUR MOUTH AND THROAT, YOUR SKIN GROWS SALTY, PALE, AND MOIST.

INFLUENCE: TO NEVER BE ABANDONED OR UNLOVED, EVEN FOR A MOMENT.

POWERS:

MOMMY? : WHEN YOU SHOWER A COMRADE WITH AFFECTION AND THEY DO NOT REJECT YOU, AN EMPATHIC BOND FORMS BETWEEN YOU. THE GM WILL DECIDE WHETHER THE VESTIGE CALLS THEM "MOMMY" "PAPA" OR SOMETHING ELSE IN ITS SPARSE WHISPERY VOICE.

EACH CAN SENSE WHAT THE OTHER IS FEELING (SAD, HUNGRY, AFRAID ETC.) NO MATTER WHAT THE DISTANCE BETWEEN YOU TWO.

WHEN YOUR PARENTAL FIGURE DEFENDS YOU, THEY AUTOMATICALLY SUCCEED AS IF THEY ROLLED A 10+. THEY MAY ONLY SPEND HOLD GAINED IN THIS WAY TO REDIRECT ATTACKS FROM YOU TO THEM, OR TO DEAL DAMAGE TO YOUR ATTACKER.

I'LL NEVER LEAVE YOU: WHEN YOU EERILY STALK SOMEONE YOU CAN SEE, NO MATTER HOW QUICKLY THEY TRAVEL AWAY FROM YOU, YOU'RE ALWAYS RIGHT BEHIND THEM.

TEARS OF THE LOST: THE TEARS YOU LEAK FROM YOUR SKIN ARE A POTENT POISON (INGESTED, DANGEROUS FOR ANYONE BUT YOU).

WHEN A LIVING CREATURE INGESTS THEM, IT BECOMES OVERWHELMED BY A CRIPPLING FEELING OF SADNESS AND ABANDONMENT. HOW THE CREATURE RESPONDS THOUGH IS UP TO THEM.

BRINGER OF THE DARK: YOU CAN SEE CLEARLY EVEN IN PITCH BLACKNESS. ANY TORCHES, CANDLES, OR OTHER MUNDANE, PORTABLE LIGHT SOURCES IN YOUR PRESENCE IMMEDIATELY FLICKER AND DIE UNLESS YOU WILL THEM NOT TO.

THE FIRST SWORD

EVERY BLADE THAT EXISTS TODAY IS A SHADOW OF IT. YOU SEE, IN THESE DAYS FOLK (EVEN ORCS AND SUCH) HAVE PRETENSES FOR WAR. HONOR AND GLORY AND GODS AND BLOODLUST A THOUSAND OTHER PRETTY LITTLE EXCUSES FOR SOMETHING THEY DON'T REALLY UNDERSTAND.

THE SMITHS ARE EXACTLY THE SAME. YES, EVEN THE DWARVES, THOUGH GODS KNOW THEY REMEMBER BETTER THAN MOST. THEY MAKE BEAUTIFUL BLADES, OR BLADES THAT TELL A STORY, OR BLADES THAT ERUPT IN FIRE OR BLADES THAT PROTECT A NATION.

THEY ALL MISS THE TRUTH THAT MADE THE FIRST SWORD GREAT THOUGH. THE FIRST BLADE WAS MADE ONLY TO KILL. THAT PURITY OF INTENT MADE IT SHARPER THAN SKY-STEEL, LIGHTER THAN A FEATHER, STRONGER THAN ADAMANT. IT ALSO MADE IT UNBELIEVABLY DANGEROUS.

BY THE TIME THE GREATEST SORCERERS OF THE ELDEST RACES BOUND IT AWAY BEYOND REALITY, THE CORPSES

OF THOSE SLAIN BY IT WERE STACKED SO HIGH THE STINK FILLED THE PALACES OF THE GODS.

SIGN: YOU BEAR A JAGGED SWORD OF FLAKED BLACK STONE IN YOUR HAND, WHATEVER YOU DO, SO LONG AS YOU ARE BOUND TO THIS VESTIGE YOU CANNOT GET RID OF THE SWORD.

IN ADDITION, THE PALMS OF YOUR HANDS ARE PERPETUALLY STAINED RED WITH DRIED BLOOD. IT GOES WITHOUT SAYING THAT THEY'LL NEVER BE CLEAN SO LONG AS YOU ARE BOUND TO THE FIRST SWORD.

INFLUENCE: THE BEARER OF THE FIRST SWORD DOES NOT RUN, OR SURRENDER. YOU CAN BE KNOCKED UNCONSCIOUS, CAPTURED, OR SLAIN, BUT YOU MUST FIGHT AND FIGHT WELL UNTIL THEN.

POWERS:

THE PROGENITOR BLADE: YOU BEAR THE FIRST SWORD EVER MADE BY MAN, A BLOODSTAINED BLADE OF CHIPPED OBSIDIAN THAT CAN CUT EVEN THOSE IT DOES NOT TOUCH. IT CAN BE USED AS A WEAPON WITH THE FOLLOWING TAGS (+2 DAMAGE, MESSY, HAND/CLOSE)

ECHOES OF THE SLAIN: A TINY PIECE OF EVERY MAN AND BEAST THE BLADE HAS SLAIN IS BOUND TO ITS SUBSTANCE. WHEN YOU SIT IN MEDITATION WITH THE FIRST SWORD AND CALL UPON THESE SHADES FOR GUIDANCE ROLL +WIS

ON A 10+ THE SPIRITS WITHIN GRANT YOU A CLEAR VISION OF WHO YOU MUST SLAY, OR THE BATTLE YOU MUST FIGHT TO ACCOMPLISH YOUR GOAL. YOU GAIN +1 ONGOING TO FOLLOW THEIR BLOODY ADVICE.

ON A 7-9 THE VISIONS ARE GRIM AND CONFUSING, DEMANDING SUFFERING AND LOSS ALONGSIDE FURIOUS BATTLE. YOU GAIN +1 ONGOING TO FOLLOW THEIR GRIM ADVICE.

ON A 6- THE VISIONS TELL OF A FOE DESTINED TO SLAY YOU AND ADD YOUR SPIRIT TO THEIR COMPANY. THE GM WILL DESCRIBE HIM OR HER.

BLOOD FOR BLOOD: WHEN YOU TAKE DAMAGE IN BATTLE FROM AN OPPONENT WITHIN YOUR REACH THE BLADE LASHES OUT OF ITS OWN ACCORD AND DEALS 104 DAMAGE (MESSY, IGNORES ARMOR) TO THE FOOL WHO WOULD PRESUME TO HARM THE BEARER.

SWORDSIGHT: WHEN YOU GAZE INTO THE BLACK BLADE OF THE FIRST SWORD AND NAME A CREATURE WHO BEARS A SWORD, KNIFE, OR DAGGER (EITHER BY DESCRIPTION OR PROPER NAME) YOU CAN SEE AND HEAR THEM AS IF YOU WERE STANDING RIGHT NEXT TO THEM.

ANY CREATURE SO SPIED UPON CAN SEE YOUR REFLECTION GAZING OUT AT THEM THROUGH THEIR BLADE.

SEERE, THE PRINCE OF ABUNDANCE

THERE ARE GUARDIANS IN EVER PIT OF HELL TO GUARD ITS DARK MIRACLES. SLAVERING FIENDS BOUND TIGHT WITH CHAINS OF HELLFIRE, TOO DANGEROUS TO LEAVE THE BOUNDS OF THEIR IRON VAULTS. BUT THERE ARE SOME TREASURES TOO PRECIOUS TO BE KEPT IN ANY EMPTY VAULT. SUCH EVIL ARTIFACTS REQUIRE A MORE PERSONAL TOUCH.

FOR EONS THE SEERE, DEMON OF ABUNDANCE WAS THEIR GUARDIAN, UNTIL HE FAILED IN HIS DUTIES. AN UPSTART WARLOCK STORMED THE HELLS AND PILLAGED THE MOST UNHOLY TREASURES OF HELL. FOR HIS FAILURE NO SCOURGING FIRE OR LASHING CHAINS COULD SUFFICE.

HE WAS EXPELLED FROM HELL, FROM THE WORLD, FROM REALITY FOR HIS CRIMES. NOW HE WANTS ONLY TO SHARE HIS BOUNTY WITH YOU AND ALL THE WORLD.

AFTER ALL, EVERY GIFT HE GIVES AWAY IS SPITTING IN THE FACE OF HELL.

SIGN: PLANTS BLOSSOM AND GROW BEAUTIFULLY IN YOUR PRESENCE.

INFLUENCE: TO BESTOW GENEROUS GIFTS AND PERFORM ACTS OF OSTENTATIOUS CHARITY.

POWERS:

BOUNTY OF THE EARTH: WHEN YOU SLEEP UPON FERTILE EARTH, YOU WAKE UP TO BOUNTEOUS GROWTH THAT PROVIDES THE EQUIVALENT OF DUNGEON RATIONS WITH 5 USES.

UNERRING DISCERNMENT: WHEN YOU TASTE THE BLOOD OF SOMEONE WHO HAS LOST A TREASURE, YOU GAIN AN UNCANNY SENSE OF DIRECTION THAT WILL ALWAYS GUIDE YOU TOWARDS THE LOST ITEM.

YOU MAY ONLY SENSE THE LOCATION OF ONE SUCH ITEM AT A TIME.

NEITHER HERE NOR THERE: YOU CAN CROSS THE VOID BETWEEN WORLDS TO TELEPORT ANYWHERE WITHIN NEAR RANGE SO LONG AS YOU CAN SEE YOUR DESTINATION.

WHEN YOU USE THIS ABILITY TO DEFY DANGER YOU TAKE +1 TO YOUR ROLL.

A NOBLE SOUL: WHEN YOU BESTOW OVERWHELMING CHARITY ON SOMEONE OUT OF THE GOODNESS OF YOUR HEART YOU GAIN +1 FORWARD.

YOU ALSO IGNORE DAMAGE CAUSED BY HELL-SPAWNED MAGIC

THE RUINOUS TOWER

BUILT BY THE RENOWNED ELVEN ARCHITECT AROMERE THE RUINOUS TOWER WAS NOT ALWAYS KNOWN AS SUCH. AT FIRST, IT WAS KNOWN AS THE HOUSE OF DI, AN ANCIENT AND AUGUST NOBLE FAMILY WHOSE WEALTH AND INFLUENCE WAS THE ENVY OF ALL WHO LOOKED UPON THEM. INDEED, EVEN AROMERE GREW JEALOUS OF THE SPLENDOR AND BEAUTY OF THE DI FAMILY. OVER THE MANY YEARS THAT HE LABORED UNDER THEIR PATRONAGE, THIS JEALOUSY GREW INTO BITTER HATRED AND OBSESSION. HE RESOLVED TO REVENGE HIMSELF UPON THE HOUSE OF DI, NO MATTER WHAT THE COST

BUT NOT IMMEDIATELY; THE JEALOUSY OF THE FEY IS A SLOW-BURNING, FESTERING THING. IT WAS YEARS BEFORE AROMERE STRUCK, BUT WHEN HE DID HE STRUCK BRUTALLY AND WITHOUT MERCY. THE LAST SCION OF THE HOUSE OF DI TOOK 3 YEARS TO DIE. AROMERE CLEANED THE BLOOD FROM HIS HANDS AND ASHAMED OF HIS DEEDS, TRIED HIS BEST TO FORGET THEM.

HE FORGOT, BUT THE TOWER NEVER DID. OTHERS WENT WITHIN THE TOWER THROUGHOUT THE AGES. MONSTERS LOOKING FOR A LAIR, ADVENTURERS SEEKING THE TREASURES OF THE DIS, CULTISTS DRAWN TO ITS GROWING DARKNESS; ALL OF THEM PERISHED, OR WORSE.

BINDERS ARGUE ENDLESSLY HOW THE RUINOUS TOWER PERISHED. IF ITS EVIL WAS TOO MUCH FOR THE GODS OF GOOD TO BEAR. IF SOME HERMIT-MAGUS OF THE ANCIENT ORDERS SENT IT ACROSS SPACE AND TIME TO SAVE THE WORLD FROM THE SPITE AROMERE EMBEDDED IN ITS STONES. OR IF IT STILL WAITS SILENTLY IN THE DARKNESS FOR SOMEONE NEW TO WALK ACROSS ITS THRESHOLD.

SIGN: YOUR SKIN SHIFTS IN COLOR AND TEXTURE TO RESEMBLE WORN GRANITE STAINED WITH BLOOD.

INFLUENCE: TO DRAW THE CURIOUS TO THEIR DOOM.

POWERS:

SPECTER OF THE TOWER: WHEN YOU HOLD THE DARK SPLendor OF THE RUINOUS TOWER IN YOUR MIND A SOLID REFLECTION OF THE ORIGINAL APPEARS BEFORE YOU IN THE NEAREST OPEN SPACE, SLOWLY EXPANDING TO FILL THE AREA.

THE REFLECTION IS THREE STORIES TALL, WITH WALLS OF INDESTRUCTIBLE BLACK GRANITE, MURDER HOLES, AND ARROW SLOTS. WITHIN ARE ANCIENT BUT DECADENT APPOINTMENTS SUITABLE FOR ENTERTAINING (OR HOSTING) NOBILITY. YOU MAY OPEN, CLOSE, LOCK, OR UNLOCK ANY DOOR OR WINDOW OF THE TOWER WITH AN EFFORT OF WILL.

YOU MAY ONLY HAVE ONE TOWER SUMMONED AT A TIME AND IT MUST BE SUMMONED IN AN OPEN AREA THAT CAN BEAR ITS WEIGHT.

DRAW TO THE DARK DOORS: WHEN YOU POLITELY INVITE AN NPC TO A PLACE THAT HOLDS THEIR DOOM ROLL +CHA.

ON A 10+ THEY COME WILLINGLY, WITH THEIR GUARD DOWN.

ON A 7-9 CHOOSE ONE:

- THEY COME WITH THEIR GUARD UP AND SUSPICION IN THEIR HEARTS.
- THEY COME, BUT NOT BEFORE THEY DO SOMETHING FIRST.

ON A 6- THEY REBUFF YOUR INVITATION WITH FORCE OR WICKED GUILF.

BLOOD SOAKED STONE: YOUR GRANITE SKIN GIVES YOU +2 ARMOR. WHEN YOU TOUCH SOMEONE ASK THEIR PLAYER WHAT SECRET HATREDS AND JEALOUSIES THEY BEAR WITHIN THEIR HEART. THEY'LL TELL YOU.

ECHOES OF AROMERE: WHEN YOU LET AROMERE'S VOICE SPEAK THROUGH YOU TAKE +1 TO PARLEY TO CONVINCE ANOTHER TO ACT ON THEIR SECRET HATREDS AND JEALOUSIES.

ADVANCED MOVES (LEVELS 2-5)

CHEVAL: WHEN YOU ACT ACCORDING TO A BOUND VESTIGE'S INFLUENCE, TAKE +1 FORWARD. THIS APPLIES WHETHER OR NOT YOU ARE UNDER THAT VESTIGE'S INFLUENCE.

COMMAND AND CONJURE: WHEN YOU SEEK TO CALL FORTH A SPIRIT TO SERVE OR ADVISE YOU TELL THE GM WHAT MANNER OF CREATURE YOU WANT TO CONJURE UP. THE GM WILL TELL YOU "OKAY" BUT GIVE YOU BETWEEN ONE AND FOUR OF THESE CONDITIONS THAT YOU MUST FULFILL IN ORDER TO CALL THE SPIRIT:

- A SECRET NAME OR INCANTATION YOU MUST LEARN
- A SPECIFIC TIME OR PLACE TO PERFORM THE CONJURATION
- A SACRIFICE OR OFFERING YOU MUST PROVIDE
- RARE, EXPENSIVE, OR BIZARRE RITUAL IMPLEMENTS AND VESTMENTS THAT YOU MUST USE IN THE CEREMONY.

DEVIL'S TRAP (REQUIRES COMMAND AND CONJURE): WHEN YOU PREPARE A MAGICAL TRAP TO SNARE AN OTHERWORLDLY CREATURE SPEND TEN MINUTES OR SO DRAWING INTRICATE VEVES OR SIGILS AND ROLL +INT.

ON A 10+ THE CIRCLE IS SECURE. THE MOMENT A MONSTER WITH THE PLANAR TYPE MOVES ACROSS IS BOUNDS OR IS MAGICALLY SUMMONED WITHIN IT, THE CREATURE IS TRAPPED.

ON A 7-9 SOMETHING'S WRONG WITH YOUR CIRCLE.
CHOOSE ONE:

- THE CIRCLE'S ENERGY IS UNSTABLE. IT WON'T LAST LONG.
- THE CIRCLE THRUMS WITH POWER, ATTRACTING THE ATTENTION OF OTHER SPIRITS. LUCKILY, YOU'LL PROBABLY HAVE SOME TIME BEFORE THEY ARRIVE.

ON A 6- THE CIRCLE FAILS YOU WHEN YOU NEED IT MOST.

EXCEPT IN THE MOST BIZARRE OF CASES, HAVING A SPIRIT BOUND WITHIN THE CIRCLE COUNTS AS LEVERAGE FOR THE PURPOSES OF PARLEYING WITH THAT SPIRIT.

MANY MINDS MANY SOULS: WHEN A MOVE WOULD DETERMINE YOUR ALIGNMENT, THOUGHTS, OR IDENTITY, YOU MAY ANSWER ANY QUESTIONS ASKED OF YOU FROM THE PERSPECTIVE OF YOUR BOUND VESTIGE.

INFORMAL BINDING: YOU NEEDN'T GO THROUGH A CONJURING CEREMONY OR WRITE ANY SIGILS UPON THE EARTH IN ORDER TO BIND A VESTIGE. WHISPERING THE SPIRIT'S NAME AND FOCUSING FOR A MOMENT ON A MENTAL IMAGE OF ITS SIGIL WORKS JUST AS WELL FOR YOU.

KINDRED SPIRITS: WHEN YOU BIND A VESTIGE, YOU MAY SWAP ONE OF ITS GRANTED POWERS FOR A POWER GRANTED BY ANOTHER VESTIGE.

IF YOU ARE INFLUENCED BY THE VESTIGE YOU'VE BOUND, YOU ALSO FALL UNDER THE INFLUENCE OF THE VESTIGE WHOSE POWER YOU'VE BORROWED. YOU GAIN ANY PHYSICAL TRAITS OF THE SECONDARY VESTIGE NECESSARY TO USE THE POWER YOU'VE GAINED FROM IT.

I DO NOT FEAR THE DARK: WHEN YOU CONFRONT SOMETHING TERRIBLE AND MYSTERIOUS ALONE YOU MAY ALWAYS ASK THE GM "HOW CAN I MASTER OR CONTAIN THIS?" TAKE +1 FORWARD TO ACTING ON THAT ADVICE.

THE RITE OF ATTUNEMENT: WHEN YOU SCRIBE THE SIGIL OF A VESTIGE YOU'VE BOUND UPON THE SKIN OF AN ALLY, YOU GRANT THEM ONE OF THE POWERS YOU'VE GAINED FROM BINDING THAT VESTIGE UNTIL THE SIGIL IS WASHED OR WIPED AWAY.

WHILE THIS AFFECT IS ONGOING YOUR ALLY IS UNDER THE INFLUENCE OF THE VESTIGE WHOSE POWER SHE IS BORROWING.

THE IRON SEAL: SO LONG AS YOU HAVE A VESTIGE BOUND TO YOU YOU'RE CLAD IN ETHEREAL ARMOR WHOSE APPEARANCE VARIES BASED ON THE VESTIGE YOU'VE BOUND. THE GM WILL TELL YOU WHAT IT LOOKS LIKE.

WHATEVER ITS APPEARANCE, IT GRANTS YOU +2 ARMOR IS OBVIOUSLY UNNATURAL AND IS PRACTICALLY IMPOSSIBLE TO CONCEAL.

JUST LIKE A SECOND SOUL: WHEN YOU DEFY DANGER, ON A 12+ YOUR BOUND VESTIGE LEAPS TO YOUR AID OR DEFENSE.

ADVANCED MOVES (LEVELS 6-10)

YO DAWG I HEARD YOU LIKE BINDING...: WHEN YOU PERFORM AN ESOTERIC RITE TO STRENGTHEN THE BOND BETWEEN YOURSELF AND A VESTIGE ALREADY BOUND TO YOU ROLL +WIS.

ON A 10+ THE BOUND BETWEEN YOU DEEPENS AND STRENGTHENS. THE VESTIGE WILL GRANT YOU SECRET

KNOWLEDGE, OR A HERETOFORE HIDDEN POWER. THE GM WILL TELL YOU WHAT THE VESTIGE GRANTS YOU.

ON A 7-9 YOU STRENGTHEN THE BOND BETWEEN YOURSELF AND THE VESTIGE, BUT FALL UNDER ITS INFLUENCE. IF YOU ARE ALREADY UNDER ITS INFLUENCE, ITS EFFECT ON YOU IS SEVERE. THE GM WILL TELL YOU HOW.

ON A 6- THE REBINDING PROCESS IS FLAWED, AND YOU GAIN A HIDDEN POWER DANGEROUS TO YOURSELF AND OTHERS OR SECRET KNOWLEDGE THAT YOU'D RATHER NOT HAVE (GM'S CHOICE).

NO MATTER WHAT RESULT YOU CHOOSE, THE VESTIGE YOU'VE REBOUND IS THE ONE WHO DECIDES WHEN TO LEAVE. THE ONLY WAY TO EXPEL SUCH A VESTIGE FROM YOUR BODY BEFORE IT'S READY TO GO IS TO FIND A GOOD EXORCIST OR WIZARD AND HOPE FOR THE BEST.

REMNANT OF POWER: THE NEXT TIME YOU EXPEL A VESTIGE FROM YOUR SOUL, CHOOSE ONE OF ITS GRANTED POWERS. YOU GAIN THAT POWER PERMANENTLY, AND THE GM WILL DESIGN A NEW POWER FOR THAT VESTIGE TO GRANT YOU IN ITS STEAD.

HYBRID SPIRITS (REPLACES KINDRED SPIRITS): YOU MAY REPLACE 2 OF THE GRANTED POWERS FROM A VESTIGE YOU HAVE BOUND WITH THOSE OF ONE OR TWO OTHER VESTIGES. IF YOU FALL UNDER THE INFLUENCE OF THE VESTIGE, YOU ALSO FALL UNDER THE INFLUENCE OF ANY OTHER VESTIGE WHOS POWERS YOU HAVE BEEN GRANTED.

YOU GAIN ANY PHYSICAL TRAITS OF THE SECONDARY OR TERTIARY VESTIGES NECESSARY TO USE THE POWER(S) YOU'VE GAINED FROM THEM.

SPELL BINDING: WHEN YOU DRAW SIGILS UPON THE EARTH TO BIND OR CONTAIN MAGICAL ENERGIES ROLL +INT.

ON A 10+ THE FIRST SPELL CAST IN OR THROUGH THE AREA IS AUTOMATICALLY BOUND WITHIN THE SIGILS. BY SHEDDING A FEW DROPS OF YOUR BLOOD UPON THE SIGILS AND FOCUSING, YOU CAN UNLEASH A SPELL CONTAINED IN THIS WAY AS IF YOU WERE THE ONE WHO

ON A 7-9 YOU'VE MADE SOME MINOR ERRORS. THE SPELL IS CONTAINED BUT WITH MAGICAL OVERFLOW OR STRANGE SIDE EFFECTS.

ON A 6- THE SIGILS SHATTER UNDER THE WEIGHT OF THE SPELL WITH CATASTROPHIC RESULTS.

CONJURERS SHIELD: WHEN YOU NEXT HAVE TIME TO REST AND ACCESS TO ARCANES MATERIALS AND INK, YOU PEN PERMANENT BINDING RUNES UPON YOUR SKIN.

EXTRAPLANAR CREATURES CANNOT TOUCH YOU OR INFLUENCE YOU WITHOUT YOUR LEAVE. EXCEPT FOR VESTIGES OF COURSE, BECAUSE OTHERWISE WHAT WOULD BE THE POINT?

SPEAKER TO DARKNESS (REPLACES I DO NOT FEAR THE DARK): YOUR REPUTATION AS AN ENSLAVING OF DARK FORCES COUNTS AS LEVERAGE IN ANY PARLEY YOU MAKE WITH OTHERWORLDLY CREATURES.

WHEN YOU CONFRONT SOMETHING TERRIBLE AND MYSTERIOUS, ASK THE GM "HOW CAN I MASTER OR CONTAIN THIS?" TAKE +1 ONGOING TO ACT ON THAT ADVICE.

EXPLOIT VESTIGE: WHEN YOU BURN AWAY A BOUND VESTIGE'S POWER TO AUGMENT YOUR OWN SACRIFICE BETWEEN 1 AND 3 POWERS THAT THE VESTIGE GRANTS YOU AND GAIN THAT AMOUNT OF HOLD.

YOU MAY SPEND THIS HOLD 1 FOR 1 TO:

- GAIN ONE USE OF A MOVE FROM ANOTHER PLAYBOOK.
- REGAIN 2D6 HP.
- TREAT A SINGLE ROLL YOU MAKE AS IF YOU ROLLED A 7-9 ON A 6-, OR LIKE YOU ROLLED A 10+ ON A 7-9.

SACRIFICED POWERS ARE UNAVAILABLE UNTIL YOU PERFORM A BIZARRE AND FORBIDDEN RITE OF THE GMS CHOOSING. THE VESTIGE DOESN'T WITHHOLD THEM FROM YOU; IT'S SIMPLY INCAPABLE OF GRANTING THEM FOR THE TIME BEING.

PACT MASTERY: WHEN YOU GO INTO DANGER WITH A VESTIGE BOUND TO YOUR SOUL, CHOOSE 2 BOONS RATHER THAN 1.

SEAL OF SUIEI (REQUIRES DEVIL'S TRAP): WHEN YOU ENGRAVE RUNES OF BINDING UPON A SPECIALLY PREPARED OBJECT YOU MAY PERFORM A CEREMONY TO PERMANENTLY BIND THE CREATURE TO THE OBJECT.

WHEN SOMEONE HOLDING SUCH A PERILOUS ITEM BRINGS FORTH THE SPIRIT AND COMMANDS IT (RUBBING THE LAMP, INTONING A CHANT, SPILLING BLOOD ON THE STONE) THEY ROLL +3.

ON A 10+ THE SPIRIT COMES FORTH AND OBEYS, FULFILLING BOTH THE LETTER AND THE SPIRIT OF ITS MASTER'S COMMAND BEFORE RETURNING TO ITS PRISON.

LONG TERM COMMANDS LIKE "GUARD ME" ARE FOLLOWED FOR A SINGLE DAY BEFORE THE SPIRIT RETURNS TO ITS PRISON.

ON A 7-9 THE SPIRIT OBEYS BUT CHOOSE ONE:

- IT CAUSES TROUBLE OR PURSUES ITS OWN OBJECTIVES IN ADDITION TO FULFILLING YOUR COMMAND.
- IT WEAKENS ITS PRISON. ANYONE WHO SUMMONS THE CREATURE FORTH TAKES -1 TO THIS MOVE. EACH ADDITIONAL TIME THIS OPTION IS SELECTED THE PRISON'S BONDS WEAKEN FURTHER AND THE PENALTY INCREASES BY 1

ON A 6- THE SPIRIT WILLFULLY MISINTERPRETS ITS COMMAND AND ITS PRISON WEAKENS AS ABOVE. IF THE PERSON TRIGGERING THE MOVE WAS ROLLING AT -1 OR WORSE, THE SPIRIT BREAKS FREE.

THE VESSEL IS SUPERNATURALLY DURABLE, BUT IF IT'S EVER SOMEHOW DESTROYED THE SPIRIT IS IMMEDIATELY FREED (AND MURDEROUSLY ANGRY).

TUVRIES, THE THRICE BLESSED KNIGHT

THERE WAS ONCE A GRAND AND ANCIENT KINGDOM WHOSE KNIGHTS ROSE UP AGAINST THEIR RIGHTFUL KING WITH GREED IN THEIR HEARTS AND DAGGERS IN THEIR HANDS. SO BEGAN THE WAR OF A THOUSAND KNIVES, A CIVIL WAR UNLIKE ANY THE REALM HAD EVER SEEN BEFORE.

BY THE TENTH YEAR OF THE CONFLICT THE VILLAGES OF THE KINGDOM WERE LITTLE MORE THAN GHOST TOWNS, AND THE WAR'S MANIFOLD FACTIONS FIGHTING OVER LITTLE MORE THAN ASHES. ALL HAD ABANDONED THEIR ONCE PROUD AND NOBLE KING, NOW SCARRED AND PARANOID IN HIS OLD AGE. ALL EXCEPT FOR ONE: TURVIES THE TRUE.

A WARRIOR AND COMMANDER WITHOUT PEER, TURVIES RODE FORTH AND CALLED THE REMNANTS OF THE KING'S ARMY BACK TO THE KINGDOM'S RAGGED BANNERS. IN BATTLE AFTER BATTLE HE CRUSHED THE REBELS, AND OFFERED NOTHING BUT KINDNESS AND JUSTICE TO

THOSE SMALL FOLK EXILED BY THE WAR. AFTER ANOTHER TEN YEARS, TURVIES HAD SUCCEEDED WHERE ALL OTHERS HAD FAILED: HE DELIVERED THE TATTERED REMNANTS OF THE KINGDOM BACK TO HIS LIEGE LORD.

FOR THIS LEAL SERVICE, TURVIES WAS GRANTED THREE BOONS OF HIS CHOICE. EVERY BINDER WHO HAS DEALT WITH TURVIES KNOWS THESE BOONS, AS THE VESTIGE WHISPERS THEM (AND THE MAD KING'S ANSWERS) EACH TIME IT IS SUMMONED:

“I WISH ONLY TO BE ABLE TO SEE THE FRUITS OF MY LABORS, TO TRAVEL THE LENGTH AND BREADTH OF YOUR MAJESTY'S KINGDOM.”

“VERY WELL. NEITHER STONE, NOR MIRE, NOR RIVER SHALL STOP YOU. BUT SURELY YOU WISH FOR MORE.”

“MY MOUNT, VALOUR HAS BEEN MY FAITHFUL COMPANION THROUGHOUT THIS LONG CAMPAIGN. I WOULD ASK THAT HE STAY WITH ME FOREVERMORE.”

“NEITHER THE WORK OF MAN OR GOD WILL EVER SEPARATE YOU.”

“FINALLY MY LORD, I WOULD ASK THAT I AM NOT ACCORDED ANY ESPECIAL RECOGNITION FOR MY SERVICE. I AM A MAN OF COMMON BIRTH, AND THAT IS HOW I WISH TO LIVE, AND DIE.”

“THEN RETURN TO YOUR HOMESTEAD, TO YOUR SIMPLE AND QUIET LIFE WITH MY BLESSING. NONE SHALL REMEMBER YOU.”

BEWARE THE BLESSINGS OF MAD KINGS.

SIGN: YOUR FEET BECOME HOOVES, AKIN TO A HORSES AND YOUR DICTION BECOMES FORMAL AND DIRECT.

INFLUENCE: TO SERVE YOUR RIGHTFUL MASTERS WELL NO MATTER THE CONSEQUENCES.

NEVER TO PART FROM VALOUR: THE MAD KING BOUND TURVIES TO HIS WARHORSE BODY AND SOUL, AND YOU CAN CALL UPON IT'S SPEED. YOU CAN RUN AS QUICKLY AS A PUREBRED WARHORSE CAN GALLOP, AND WALK AS FAST AS ONE CAN TROT.

WHEN YOU USE THIS GREAT SPEED TO CHARGE A FOE WHILE USING AN APPROPRIATE WEAPON (SUCH AS A SWORD OR LANCE) YOU DEAL AN ADDITIONAL 1D6 DAMAGE.

INDISTINGUISHABLE: YOU MAY CHANGE THE APPEARANCE OF YOUR CLOTHING AND FEATURES AT WILL, SO LONG AS YOU DO SO TO APPEAR UNREMARKABLE AMONGST THE COMPANY THAT YOU CURRENTLY KEEP. YOUR FORM WILL NOT GIVE YOU AWAY, THOUGH YOUR BEHAVIOR MIGHT.

IN ADDITION, IF YOU PERFORM AN ACT OF GREAT VALOR WHILE SO DISGUISED, YOUR TRUE FORM MOMENTARILY BECOMES VISIBLE.

KINGSWALK: YOU ARE NOT HINDERED OR HARMED BY ANY NATURAL TERRAIN. YOU AND ANY COMPANIONS TRAVELING WITH YOU MAY WALK UPON WATER OR MIRES AS IF UPON TRY, WELL-PAVED ROADS.

IN ADDITION, MUNDANE BONDS OF ANY SORT CANNOT HOLD YOU.

A TRUE KNIGHT: WHEN YOU ENGAGE IN CHIVALROUS SINGLE COMBAT WITH AN INTELLIGENT ENEMY ROLL +CHA.

ON A 10+ CHOOSE 2

- THEIR COMRADES ARE TOO COWED OR AWED TO INTERFERE WITH YOUR DUEL
- YOUR ALLIES GAIN +1 FORWARD, SO LONG AS THEIR NEXT ACTION DOES NOT BRING DISHONOR UPON THEM.

- IF YOU DEFEAT YOUR OPPONENT, THEY'LL SURRENDER TO YOU UNCONDITIONALLY (AS IF YOU GAINED A 10+ ON PARLEY).

ON A 7-9 CHOOSE 2 AND YOUR INSISTENCE ON FIGHTING HONORABLY ENDANGERS ONE OF YOUR ALLIES. THE GM WILL TELL YOU HOW.

ON A 6- YOUR HONOR IS MET WITH A DIRTY TRICK OF DEVIOUS STRATAGEM THAT YOU'RE UNPREPARED FOR.