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Court of Slaughter

Name: Crawler, the Rat

Vestige Level: 1

Binding DC: 15

Special Requirements: No

Legend: The spirit of the greedy rodent; the force to lurk, to surge, and to devour the weakened.

Seal: A blackened cave entrance

Sign: Incisors extent greatly, protruding out of your mouth

Influence: You feel a constant undiscerning hunger.

Granted Abilities: When bound to Crawler you gain the following abilities

Crawler's Senses: You gain low-light vision, and +2 to spot and listen checks. Furthermore, you gain the Scent ability.

Crawler's Illness: All attacks you make with natural weapons inflict Filth Fever (DC 10 + 1/3 Binder levels. Incubation 1d3 Days, damage 1d3 Dex and 1d3 Con)

Crawler's Speed: Gain +10 movement speed

Crawler's Movement: You gain a 20ft climb speed.

Name: Kr'Sal, the Watcher

Vestige Level: 2

Binding DC: 18

Special Requirements: No

Legend: The presence of Kr'Sal can be felt in the hours of pained patience, meditating on a singular task to be performed

Seal: Drawing of a lever

Sign: Rigid alert posture and narrowed eyes

Influence: You are overcome with an intense focus, and find it incredibly difficult to change tasks or to give up on an objective

Granted Abilities: When bound to Kr'Sal you gain the following abilities

Kr'Sal's Prowess: You gain proficiency with martial weapons.

Kr'Sal's Patience: You gain +4 to Concentration checks

Kr'Sal's Readiness: Each round, you may use a move action to take a ready action as opposed to a standard action.

Kr'Sal's Intellect You take a -4 Penalty on all Intelligence based checks

Kr'Sal's Rage: You may enter a rage as a free action a number of times per day equal to one third your effective binder level. While in a rage you gain +4 Strength, +4 Con, +2 Will Save, and -4 AC. This ability is as the Barbarian ability, and lasts a number of rounds equal to 3 + Con modifier.

Name: Kre'Shem, the Healer

Vestige Level: 4

Binding DC: 22

Special Requirements: No

Legend: Kre'Shem is the spirit of aid and support, the sense of supplicating oneself to another

Seal: Ritual alter

Sign: Slumped posture

Influence: You become subservient and submissive, willing to fight to help those around you who are most intimidating

Granted Abilities: When bound to Kre'Shem you gain the following abilities

Kre'Shem's Aid: You gain the ability to confer a +4 enhancement bonus to Strength to any creature other than yourself as a standard action touch spell. You may do this multiple times, but only one effect can be present at a time. You may independently use this for Constitution and for Dexterity, and may select different targets for each. The effect lasts loop for as long as you are bound to Kre'Shem.

Kre'Shem's Rejuvenation: Three times per day you may heal wounds as with the cure light wounds spell, except you restore 1d8/3 binder levels of HP with an additional amount of HP equal to your effective binder level.

Kre'Shem's Senses: You gain 60ft darkvision, or enhance your darkvision by 30ft if you already have at least 35ft of darkvision.

Kre'Shem's Subjugation: You may cast the spell hold person with caster level equal to your effective binder level. Once the spell ends, you cannot use Kre'Shem's subjugation for 5 rounds.

Kre'Shem's Spear: As a full-round action you may summon a spear which appears in your outstretched hand. The spear gains +1 enhancement bonus per four binder levels.

Name: Korkor, Blind Tyrant

Vestige Level: 6

Binding DC: 25

Special Requirements: Yes

Legend: The spirit of weapons and warfare. The resounding pulse-beat of Korkor's bloodrage can be felt faintly in the hilt of all manufactured weapons.

Special Requirement: The seal must be etched in blood

Seal: The shape of a single eye with large pupil

Sign: Your right eye becomes pitch-black, and vision is lost from that eye.

Influence: You feel the urge to combat, and react aggressively to slights against your honor. You cannot turn down requests to duel, and cannot spare the lives of those you defeat.

Granted Abilities: When bound to Korkor you gain the following abilities

Korkor's Fury: You may enter a frenzy as a free action a number of times per day each to one fourth your effective binder level. While in a frenzy you gain +6 Strength, one extra attack when making a full attack, and -4 AC. This ability is as the Frenzied Berserker ability, and lasts a number of rounds equal to 3 + Con modifier.

Korkor's Senses: You gain blind fight as a bonus feat. In addition you suffer no penalties from having only a single eye instead of two.

Korkor's Versatility: You gain proficiency with all martial weapons, as well as with the orc double-axe and any one exotic weapon of your choosing.

Korkor's Persistence: As an immediate action, you can choose to ignore the effect of a single attack, spell, or ability used against you. You must then succeed on a new Binding Check for Korkor; if you fail you expel the vestige once the source which targeted you dies or when you cease trying to destroy that target. You may not use this again for 5 rounds.

Korkor's Presence: You gain a +6 on Intimidate and Diplomacy checks.

Name: Surge, the Swarm

Vestige Level: 7

Binding DC: 30

Special Requirements: Yes

Legend: The horde; the innumerable movements of an uncounted hunger; the spirit that exists in none but in the many; the swarm.

Seal: A chaotic sprawling and self-intersecting polygonal path

Sign: Constant unnatural twitching, rapid movements of your head and sensory organs, and chaotic ungulation of your flesh

Influence: You feel constant urges to act in accordance with the spirit of the swarm. You lose control of your character, and act as would a rat. Groups of characters nearby all influenced by Surge will naturally seek each other out and move as a pack.

Granted Abilities: When bound to Surge you gain the following abilities

Swarm Traits: You gain swarm traits. You cannot be flanked, crit, and you take only half damage from slashing and piercing weapons. Take +50% damage from area spells. Gain immunity from targeted effects.

Distracting Presence: Creatures which begin their round base-to-base with you must succeed on a Fort Save (DC 10 + Binder Level/4) or become nauseated for one round

Surge's Surge You may perform attacks in each hand, as if you had greater two-weapon fighting, improved two-weapon fighting, and two-weapon fighting. You do not suffer the -2 penalty on off-handed weapons.

Surge's Discorporation: If you would be reduced to below 0 HP from any source, if you succeed on a Fort Save (DC = 10 + damage dealt in excess of 0HP) you instead turn into a swarm of rats. The swarm will attempt to retreat and hide by any means possible. In 24 hours if the swarm is alive, it will reform into yourself at full HP.

Court of Smiles

Name: Mirth, Despairing

Vestige Level: 2

Binding DC: 17

Special Requirements: None

Legend: A man deprived of his loves but doomed to a long life feels the suffocating chilling embrace of Mirth

Seal: Large shield

Sign: Body becomes cold to the touch and you exhale chilling breaths

Influence: You become deeply depressed and apathetic

Granted Abilities: When bound to mirth you gain the following abilities

Mirth's Defense: Gain proficiency with Heavy armor and tower shields

Mirth's Offense: Gain proficiency with battleaxes

Mirth's Chill: As a swift action you can charge your weapon such that its next attack this round deals an additional 1d8 cold damage per every four effective binder levels

Mirth's Control: Gain 3 charges of turn undead, with Cleric level equal to your effective binder level

Name: Wan, the Weirding

Vestige Level: 3

Binding DC: 20

Special Requirements: No

Legend: The world warps to those in power, and by the will of the spirits of those who pervert the world to sustain their station

Seal: warped web

Sign: body color mutes

Influence: Speaks softly, if not at all

Granted Abilities: When bound to Wan you gain the following abilities

Wan's Wrappings: You gain the ability to cast Shadow Binding with a caster level equal to your effective binder level. You may not do this again for 10 rounds

Wan's Burst of Flame: You gain the ability to cast fireball at a caster level equal to one-third your effective binder level. You may not do this again for 5 rounds.

Wan's Ceasefire: You gain the ability to cast False Peacebond with a caster level equal to your effective binder level. You may not target the same person with this more than once.

Name: The Whispering Woods

Vestige Level: 4

Binding DC: 20

Special Requirements: None

Legend: When the wind blows its menacing tune, and a wayward man finds himself alone deep in the wood, those flickering shadows of the willow tree's canopy strike as daggers against his mind

Seal: Dagger

Sign: Shadowy tendrils frequently flash across their skin

Influence: Feel paranoid, scared of any strange sound or motion, and convinced of their malevolence

Granted Abilities: When bound to Whispering Woods you gain the following abilities

Silence of the Woods: You gain the ability to surround yourself with a 10ft radius of silence, as the spell. This lasts one minute per effective binder level. You may use this ability three times a day.

Daggers of the Woods: Gain 1d6 sneak attack dice per four binder levels

Whispering Trails: Gain +8 competence bonus to hide and move silently

Whispering Watcher: Gain darkvision

Winding Paths of the Woods: Gain weapon finesse feat

Name: Torrik, Flame of Virtue

Vestige Level: 5

Binding DC: 25

Special Requirements: None

Legend: The burning passion of a dedicated artisan of duty

Seal: hooked hammer

Sign: warm hands which constantly leak a pungent smoke

Influence: Feel an incredible focus, making it hard to change tasks once you start an activity

Granted Abilities: When bound to Torrik you gain the following abilities

Torrik's Holy Flame: As a standard action, you may cast Flame Strike with caster level equal to your effective binder level. You may not use this ability for another 5 rounds.

Torrik's Bulkmark: As a swift action, you may call full plate appropriate for your size onto your person. The armor gains a +1 enhancement bonus per four effective binder levels. At level 10 this gains light fortification. At level 18 this gains heavy fortification.

Torrik's Armory: As a swift action, you may call a weapon to your hand. You may call either a war hammer, a glaive, or a gnome-hooked hammer. This weapon gains a +1 enhancement bonus per four effective binder levels. At level 8, this gains the flaming weapon quality. At level 16 this gains the flaming burst quality.

Torrik's Forge: You gain the Craft Magic Arms and Armor feat, and may craft magic items using only 75% of the usual exp cost.

Torrik's Stash: You may cast create food and water with caster level equal to your effective binder level. You may not do this again for 2 hours.

Name: Kos, the Cackle

Vestige Level: 6

Binding DC: 25

Special Requirements: Yes

Legend: The force emergent in the personality and words of those who lead with charisma

Special Requirement: Must be laughing when making the sign

Seal: Outline of a cloud

Sign: Un-repressible large toothy smile

Influence: Those influenced by Kos feel compelled to tell jokes and seek social focus. Furthermore, you are incredibly petty, and will seek out incredible vengeance for perceived slights

Granted Abilities: When bound to Kos you gain the following abilities

Kos' Charisma: Gain a +6 morale bonus to Charisma

Kos' Comedy: Gain +10 divine bonus to Perform (Comedy) checks

Kos' Charm: By spending a standard action telling a joke, you may effect a target with a Charm Person effect. Your caster level is equal to your effective binder level, and the DC is set by a Perform (Comedy) check. You may not use this again for 5 rounds.

Kos' Captivation: By spending one full minute in conversation, you may effect a target with a Dominate Person effect. Your caster level is equal to your effective binder level, and the DC is set by a Perform (Comedy) check. If they succeed, you may not target them for another 24 hours with Kos' Captivation.

Kos' Clover: After rolling a d20, you may opt to re-roll it and must accept the new result. You may not do this again for 3 rounds.

Name: Mer, Sound of Stability

Vestige Level: 8

Binding DC: 36

Special Requirements: Must be in possession of a musical instrument of masterwork quality

Legend: A merry man minding his tune may be blessed with moments of bliss as Mer moves through his song

Seal: A gnome's hat

Sign: Slightly shortened stature

Influence: Intense mirth and merry, to the extent of finding it difficult to take any threat seriously

Granted Abilities: When bound to Mer you gain the following abilities

Mer's Song: You gain the ability to play the Song of Shelter with bard level equal to your effective binder level. You cannot continuously play for more rounds than your effective binder level, at which point you cannot play again for one hour.

Mer's Influence: As a standard action you may gain a passive refrain of the song of shelter. You may gain multiple passive refrains through Mer's influence, though cannot have more than one per four effective binder levels. If gaining a new refrain would put you over this limit, you must choose one to lose.

Mer's Protection: As a standard action, you may use a non-passive refrain from song of shelter for which you have a high enough bard level to perform. You may not use this refrain again for 5 rounds. You may do this even when not playing Song of Shelter.

Mer's Metamorphosis: As a swift action, you may turn any instrument in your possession into a different instrument of approximately equal size. The instrument reverts after 10 minutes.

Mer's Talent: Gain +6 morale bonus on Perform checks

Court of Prosperity

Name: Firdre, Kindly Escort

Vestige Level: 1

Binding DC: 10

Special Requirements: None

Legend: Early travelers through the swamplands were guided to safety by the signs left by Firdre

Seal: tent

Sign: surrounded by faint violin music

Influence: Overly courteous and trusting

Granted Abilities: When bound to Firdre you gain the following abilities

Firdre's Survivalism: Gain the Track feat, and +4 on survival checks

Firdre's Bowmanship: Gain proficiency with bows

Firdre's Good Ethic: Gain Endurance as a bonus feat

Firdre's Manners: Gain +4 on Charisma based checks

Firdre's Natural Boons: Gain low-light vision and immunity to sleep effects

Name: Jell, the Ever-Changing

Vestige Level: 2

Binding DC: 17

Special Requirements: None

Legend: The spirit of adaptation and evolution

Seal: A chemistry flask

Sign: left-half of face darkens, eyes narrow, hair turns black and messy

Influence: Erratic behavior changes and difficulty controlling temper

Granted Abilities: When bound to Jell you gain the following abilities

Jell's Enhancement: You gain either a +4 Enhancement bonus to Str and Con or a +4 Enhancement bonus to Int and Cha, chosen at time of binding

Jell's Regeneration: As a full round action you gain FH 1 which lasts a number of rounds equal to your effective binder level. You may use this ability three times each day

Jell's Resilience: You suffer no penalties from Fatigue, and suffer only the penalties of Fatigue when exhausted

Jell's Persistence: You gain a +4 divine bonus to Concentration checks

Name: Chaulin, Dark Enforcer

Vestige Level: 4

Binding DC: 21

Special Requirements: None

Legend: The leaders which arise from darkness are protected by the shadows left in their wake

Seal: A sword

Sign: Lights dim within 20ft of your character

Influence: Become feverously devoted to your character's morals, striking down those you deem as evil if they are weak

Granted Abilities: When bound to Chaulin you gain the following abilities

Chaulin's Smite: As a swift action you may imbue your next attack with divine energy. You gain a bonus on the attack roll equal to twice your Charisma, and additional damage equal to your effective binder level. If you attack misses this bonus is lost. You may not use this again for 3 rounds.

Chaulin's Armor: As a swift action you may summon wildwood full plate. This full plate is +1, and at level 12 does not impede your movement speed.

Chaulin's Health: You gain immunity to all diseases and poisons

Chaulin's Grace: You gain a bonus to all your saves equal to your Charisma mod

Chaulin's Charge: You gain the Ride-By Attack and Mounted Combat feats

Name: Teya, the Dancer

Vestige Level: 5

Binding DC: 25

Special Requirements: None

Legend: The social rhythm of disorder to order, of reign passing to lawlessness to reign anew, the dancing of Teya is the drumbeat of this fleeting stability

Seal: A x-mark circle

Sign: Objects in your possession become glowing iridescent

Influence: You move whimsically with a dance, oblivious to much that is around you

Granted Abilities: When bound to Teya you gain the following abilities

Teya's Trickery: Gain a +8 morale bonus on hide, move silently, and slight of hand

Teya's Feint: Gain the Improved Feint feat

Teya's Two-Weapon Style: Gain the Two-Weapon fighting feat

Teya's Intrusion: Gain a +10 competence bonus on open lock checks

Teya's Encouragement: When fighting alongside allies, those that see you successfully land a feint gain a +2 morale bonus on attack rolls, damage rolls, AC and Saves for three rounds.

Name: Mondun, the Blight

Vestige Level: 6

Binding DC: 28

Special Requirements: None

Legend: The spirit of decay and the cycle of nature

Seal: A leafless tree

Sign: Dry flaky skin

Influence: Malicious urge to seek vengeance

Granted Abilities: When bound to Mondun you gain the following abilities

Mondun's Blight: As a full-round action you may blight all non-sentient plant life within 10ft per effective binder level, as the Blighter's Deforestation ability. You may not use this ability again for one hour.

Mondun's Decay: As a swift action you may imbue your next attack with a life-draining mold. If your attack connects, the target must succeed on a Fort Save (DC = 10 + Con modifier) or become a host to the mold. They suffer 3d6 cold damage each round until the mold is removed (as by a remove disease spell or a DC 15 Heal check as a full round action). You may not do this again for 10 rounds.

Mondun's Army: As a standard action you may use animate dead (as the spell with caster level equal to effective binder level) on an animal corpse. You may control a number of HD of undead animals equal to twice your effective binder level.

Mondun's Flame: As a standard action you may release a burst of blight fire. This is a 10ft burst which deals 5d6 fire damage (Reflex save DC = 18 for half)

Name: Turrin, Traitor Lord of the Glorious

Vestige Level: 7

Binding DC: 33

Special Requirements: Must be in a position of political authority earned through deceit

Legend: In the ancient kingdoms of the world, those dedicated to truth and virtue find themselves felled by the force of Turrin, who favored those without such reservations stunting their rule

Seal: A crescent moon

Sign: Blood dripping from the palms of your hands

Influence: Compulsive lying and selfishness

Granted Abilities: When bound to Turrin you gain the following abilities

Turin's Proficiency: You gain proficiency with martial weapons as well as the Elven Courtblade

Turin's Precision: When using weapon finesse to attack with a weapon, instead of Strength add both your Int modifier and your Dex modifier to damage

Turin's Counterstrike: Gain the Robilar's Gambit feat

Turin's Mobility: As a swift action you may move up to your movement speed. You may use this between attacks in a full attack, and you do not provoke attacks of opportunity. You may not use this again for three rounds.

Turin's Riposte: As long as you are wearing light or no armor, gain a deflection bonus to your AC equal to one-third your effective binder level

Name: Pallas, the Grove's Guardian

Vestige Level: Epic

Binding DC: -

Special Requirements: Must be at the apex of the largest tree in a one-mile radius

Legend: In the early days of the swamp's growth, covens of care-takers saw to the growth and development of the early budding trees and tiniest of creatures that snaked through the puddles. Pallas was their leader, and smote any interloper who dared approach the swamp before it was completed.

Seal: A bow and arrow

Sign: Large deeply sunken eyes with pin-prick pupils

Influence: Intensely protective and swift to act to defend ones allies, self-sacrificial in the face of overwhelming danger

Granted Abilities: When bound to Pallas you gain the following abilities

Pallas' Reach: Double the range increment of all ranged weapons you wield.

Pallas' Teleportation: As a swift action you may teleport up to 25 ft + 5ft per 2 binder levels. You may not use this again for 3 rounds.

Pallas' Archery: Gain proficiency with bows.

Pallas' Arcane Archery: When casting an area spell with casting time of at most a full round action, you may fire an arrow as part of the casting. The spell is cast centered at the location where the arrow lands.

Pallas' Duplication: As a free action, when firing an arrow you can cause the arrow to duplicate mid-flight into two identical replicas of the first arrow. You may not use this again for 5 rounds.

Court of Community

Name: Cella, Guardian of the Lost

Vestige Level: 6

Binding DC: 26

Special Requirements: Must have a person significantly weaker than you in your care

Legend: The weak refugees who first inhabited the swamps had their infant outposts guarded by the bulwark of Cella

Seal: A wide building

Sign: Colorful barnacles grow across your skin

Influence: You become fiercely protective and non-violent, fighting only to defend your charges, and never yourself

Granted Abilities: When bound to Cella you gain the following abilities

Cella's Mettle: You gain mettle, as the Pious Templar class feature

Cella's Sustenance: You do not grow hungry, thirsty, or tired when bound to Cella

Cella's Resistance: Gain a +1 resistance bonus to your saving throws for every three effective binder levels

Cella's Leadership: Gain +6 divine bonus to all Charisma based checks

Cella's Proficiency: You gain proficiency with heavy armor and tower shields

Name: Gian, Thief of Futures

Vestige Level: 7

Binding DC: 30

Special Requirements: None

Legend: The early inhabitants must never venture beyond their defended settlements, lest their dearest possessions be swept away by Gian

Seal: Tower

Sign: Skin constantly sheds a bone-white ash

Influence: You become intensely greedy and opportunistic

Granted Abilities: When bound to Gian you gain the following abilities

Gian's Flame: As a standard action you may wreath yourself in flame. Enemies that strike you with melee weapons take 1d6 fire damage per four effective binder levels, as do enemies you strike in combat

Gian's Rebuff: Gain the improved bull rush and pushback feats

Gian's Strike: As a swift action, you may either store a spell in your weapon or store the spell combust cast at a caster level equal to one-half your binder level. You may not do this again for 3 rounds after the spell has been discharged.

Gian's Might: As a move action you may increase your size category by one, gain +6 enhancement to Str and Con. This lasts one round per effective binder level. You may not do this again for 5 minutes.

Gian's Revival: When you would be brought to below 0 HP you may make a Fortitude save (DC = damage received in excess of 0). If you succeed, you revive with full health in one round and immediately activate Gian's Flame and Gian's Might (if not already active). For 10 rounds, whenever you make a melee attack you also strike all enemies in a 10ft cone with fire damage equal to the strength of your Gian's flame. You may use this once per day.

Name: Solas, the Light

Vestige Level: Epic

Binding DC: -

Special Requirements: None

Legend: The beams of light that break through the canopy, and reveal hidden threats and treasures

Seal: A mountain

Sign: Eyes glow white with a beam of light, shedding light as a torch

Influence: Cannot stand being inside, or constrained by any means

Granted Abilities: When bound to Solas you gain the following abilities

Solas' Light: As a move action, surround yourself with light that extends 100ft (dimly for another 100ft).

This light dispels all spells with the darkness descriptor of level 8 or less.

Solas' Divinity: Gain regeneration 10

Solas' Automation: As a swift action, give a weapon the dancing property for 10 rounds. You may not use this again for 3 rounds.

Solas' Slaying: As a free action while firing an arrow, you may make it a slaying arrow of any sort. You may not use this again for 3 rounds.

Solas' Legion: As a full-round action, you may cast summon monster IX. You may not use this again for one hour.

Court of Chaos

Name: Chroma, Pulsing Iridescence

Vestige Level: 2

Binding DC: 16

Special Requirements: None

Legend: The colors of the world coalesce in alluring bands

Seal: A rainbow

Sign: Leave a sparkling rainbow trail as you walk

Influence: Become erratic and spontaneous

Granted Abilities: When bound to Chroma you gain the following abilities

Chroma's Mist: As a standard action, you may cast Chromatic Mist as the spell with caster level equal to your effective binder level. You may use this three times per day

Chroma's Blinding Light: As a standard action you may cast Color Spray with caster level equal to your effective binder level. You may not use this again for three rounds

Chroma's Light: As a move action, you can cause a touched object to emit light out to 5ft per 2 effective binder levels. You may choose the color of this light. The light lasts 24 hours, or until you use this ability again.

Chroma's Rebuke: As a standard action you may make a melee touch attack. If the attack succeeds, your target is affected by Chroma's Rebuke. Immediately, they must succeed on a Will Save (DC = 10 + Cha + 1/3 Binder Levels) or succumb to a rad chromatic effect. Each round at the beginning of their turn, if they failed their prior save, they progress to the next color and get the same save. You may use this ability three times per day.

Name: Arin, the Mole

Vestige Level: 4

Binding DC: 22

Special Requirements: None

Legend: The lurking threat walked upon by those without fortune, the eyes in the walls of the soon-to-be destitute

Seal: A molehill

Sign: fingers fuse into three per hand

Influence: Avoids the light and prefers the earthy soil

Granted Abilities: When bound to Arin you gain the following abilities

Arin's Travel: You gain a 10ft burrow speed

Arin's Sight: Gain 1 inch of stone sight per three binder levels

Arin's Blur: As a swift action, your next attack with selected weapon this round counts as catching the opponent flat-footed. You may not use this again for 2 rounds.

Arin's Sight: Gain +3d6 sneak attack dice whenever touching the earth

Name: Clara, Fatestealer

Vestige Level: 5

Binding DC: 27

Special Requirements: None

Legend: Fortune used to balance in the open plains that were lost, in the swamps evil spirits syphon luck from humans for themselves

Seal: A coin

Sign: Eyes replaced by golden coins

Influence: Incredibly greedy

Granted Abilities: When bound to Clara you gain the following abilities

Clara's Theft: As a standard action, you may cause all creatures in a 20ft burst to be cursed by Clara's Theft. They take a -1 penalty on all attack rolls and skill checks per five binder levels for one hour. You gain a +1 Luck bonus on all attack rolls and skill checks per creatures under the effect of your Clara's theft. You may not use this ability again for 5 rounds. Creatures may only be under the effect of one Clara's Theft at a time.

Clara's Aid: You may re-roll the dice used for a Conjuraton [Healing] spell as an immediate action. You may not do this again for 3 rounds.

Clara's Subtlety: Creatures trying to detect your spells with divination must succeed on a DC 25 spellcraft check

Clara's Spurning: As a standard action, target creature must succeed on a Will save (DC = 10 + 1/2 Binder levels) or roll with disadvantage for one minute. You may not use this for 10 rounds.

Name: Ricard, Gift to the Gifted

Vestige Level: 7

Binding DC: 40

Special Requirements: Must roll a 6 six times in a row on the same die

Legend: Those who were lucky enough to find hospitable grounds in the damned swamps found their luck redoubled by the kindly spirits of fortune

Seal: A rapier with swirling casket

Sign: Sparkling skin

Influence: Become incredibly daring and courageous, taking wildly unfavorable risks

Granted Abilities: When bound to Ricard you gain the following abilities

Ricard's Riches: When playing games of chance with dice, roll three times and choose the most favorable outcome

Ricard's Reliability: You may immediately re-roll a roll and keep the new roll. You may not use this again for two rounds.

Ricard's Relocation: As a swift action, you may cast Translocation Trick with caster level equal to your effective binder level. The DC for the save is equal to 10 + your effective binder level. You may use this ability three times per day.

Ricard's Rapier: You gain proficiency with rapiers, and rapiers you wield have twice the normal crit range

Ricard's Riposte: When striking a foe with the weapon finesse feat, add your dexterity to damage.

Ricard's Ruse: You may cast wraithstrike as the spell as a swift action. You may not do this again for three rounds.

Court of Innovation

Name: Astin, Unseen Death

Vestige Level: 1

Binding DC: 15

Special Requirements: None

Legend: The cloak which coats the hunters of the swamp

Seal: an x-mark

Sign: Looks desaturated

Influence: Likes being close to the ground, and in tight spaces

Granted Abilities: When bound to Astin you gain the following abilities

Astin's Stonemeld: Once per day, you can use meld into stone with caster level equal to your effective binder level

Astin's Stoneskulk: When touching the earth, you gain the benefits of Hide in Plain Sight, as the Assassin class feature

Astin's Double Dagger: You gain the benefit of the Two-Weapon Fighting feat when wielding a dagger in each hand

Astin's Proficiency: You gain proficiency with daggers and light armor

Name: Roffil, the Morphic

Vestige Level: 2

Binding DC: 18

Special Requirements: None

Legend: The creatures of the world warp and change to suit wheresoever they are forced to survive

Seal: Geometric shape consisting of two co-inverted triangles flanked by squares

Sign: Skin becomes drastically dry, gaining the appearance of cakey stone

Influence: Become confidently virtuous, and stand up for the threatened

Granted Abilities: When bound to Roffil you gain the following abilities

Roffil's Hide: Gain a bonus to natural armor equal to one-third your effective binder level

Roffil's Wildshape: Three times per day you may use Wild Shape with druid level equal to your effective binder level.

Roffil's Stature: You gain the Powerful Build racial trait

Roffil's Resilience: Gain +4 to saves against poison and disease

Roffil's Assistant: You may summon a small swamp (earth) elemental which serves as an animal companion. Summoning the assistant takes 10 minutes, after which time it manifests using nearby swampy earth. The elemental may be summoned as one size category larger at fifth level, and for every five levels beyond fifth.

Name: Zantrin, the Unknowable

Vestige Level: 3

Binding DC: 21

Special Requirements: None

Legend: Working of the world on scales large and small remain opaque to reason, guarded by the greedy hindrances of Zantrin

Seal: A large circle filled in chaotically with zagging lines

Sign: Eyes appear clouded by an erratic black and white static-scape

Influence: You seek to dismantle knowledge

Granted Abilities: When bound to Zantrin you gain the following abilities

Zantrin's Elevation: Gain a bonus equal to one-half your effective binder level to your chance of success when using divination spells such as augury or divination. You cannot raise your chance above 95%. Furthermore, whenever you fail to get true information, you always receive false information. The faulty information is usually maliciously false, in that it is difficult to determine its falsehood and may be dangerous to falsely believe.

Zantrin's Resistance: Gain Spell Resistance equal to 10 + one-third your effective binder level

Zantrin's Entropy: You may cast Entropic Shield with a caster level equal to your effective binder level. You may not do this again for one-hour.

Zantrin's Ennervation: As a standard action, you may activate an enervating aura. Any other creature that begins its turn within 30ft of you must succeed on a DC 15 Fort save or become Fatigued.

Zantrin's Wisdom: Gain a +4 enhancement bonus to Wisdom and a +4 bonus to your caster level

Name: Sigil, the Encoding

Vestige Level: 4

Binding DC: 24

Special Requirements: None

Legend: Wise travelers can read the signs of the paths they travel; the wisest make signs themselves

Seal: Three inscribed circles connected by orthogonal line segments

Sign: Golden patterns of lines and circles wrap around your flesh

Influence: Become scrupulously precise and inquisitive

Granted Abilities: When bound to Sigil you gain the following abilities

Sigil's Durability: Gain DR/magic equal to one-third your effective binder level

Sigil's Mark: When casting a spell, you may instead elect to store the spell as an arcane mark. When creating the mark, you select either a codeword or a duration. The next time the codeword is spoken within 10feet of the mark or when the duration expires, the spell is cast from the mark. If the spell has a target, it targets the marked object.

Sigil's Backlash: As a touch attack, you may target a creature with Backlash as the spell with a caster level equal to your effective binder level. You may not do this again for three rounds

Sigil's Inversion: In a cubic region of side-length equal to 5ft per 2 effective binder levels, you may weaken or invert gravity. Using this ability is a standard action, and requires complete concentration.

Name: Desaras, Flowing Earth

Vestige Level: 5

Binding DC: 24

Special Requirements: None

Legend: Knowledge spreads faster than any man can travel, by the vibrations of the earth and by the flowing of its rivers

Seal: Three flowing lines

Sign: Body appears to be made of stone

Influence: Become incredibly sleepy

Granted Abilities: When bound to Desares you gain the following abilities

Desaras' Divination: Three times per day you may use divination with caster level equal to your effective binder level

Desaras' Vision: You gain 60ft of Darkvision and Stone Sight

Desaras' Knowledge: Treat all knowledge skills as trained, and gain a bonus on all knowledge checks equal to one-half your effective binder level

Desaras' Travels: As a move action, you gain earth glide for one minute. You may not use this ability again for 10 minutes.

Desaras' Healing Touch: Three times per day, you may touch a creature to restore a number of hit points equal to your effective binder level plus 1d8/4 binder levels.

Name: Graxi, the Face of Fortification

Vestige Level: 7

Binding DC: 30

Special Requirements: Must be wearing armor crafted fully by yourself

Legend: Civilization does not begin until the first building is built, and with the first building the first civilization is born

Seal: a shield

Sign: Skin takes on the appearance of adamantine

Influence: Become defensive and cautious

Granted Abilities: When bound to Graxi you gain the following abilities

Graxi's Proficiency: You gain proficiency with martial weapons, heavy armor, tower shields, and mountain plate

Graxi's Practice: You gain the benefits of the Craft Magic Arms and Armor feat.

Graxi's Focus: You gain a +10 bonus to all crafting checks to make or enchant armor and shields.

Furthermore, you may enchant armor and shields without knowing the required spells.

Graxi's Defense: When wearing armor you crafted yourself, you gain a divine bonus to your armor equal to half your effective binder level.

Graxi's Last Stand: When damage from any source would cause you to fall below 0 HP, as an immediate action you may negate this damage by making a Fort save equal to excess damage received. You may use this once per day.

Name: Thanri, the Face of Force

Vestige Level: 7

Binding DC: 30

Special Requirements: Must be wielding a weapon crafted fully by yourself

Legend: The greatest encampment falls to nothing if it contains no warrior, and a lone warrior can conquer endless swaths of passive foes

Seal: an axe

Sign: Skin takes on the appearance of mithril

Influence: Became aggressive and bold

Granted Abilities: When bound to Thanri you gain the following abilities

Thanri's Proficiency: You gain proficiency with martial weapons, heavy armor, and exotic heavy melee weapons

Thanri's Practice: You gain the benefits of the Craft Magic Arms and Armor feat.

Thanri's Focus: You gain a +10 bonus to all crafting checks to make or enchant weapons. Furthermore, you may enchant weapons without knowing the required spells.

Thanri's Offense: When attacking with a weapon you crafted yourself, you gain a divine bonus to your attack equal to half your effective binder level.

Thanri's Last Stand: When damage from any source would cause you to fall below 0 HP, as an immediate action you may make an attack against the foe that felled you by making a Fort save equal to excess damage received. You may use this once per day, and only if the opponent is within your reach. If you slay the foe with this attack, you only fall to -1 HP.

Name: Annilis, the Horde of Annihilation

Vestige Level: Epic

Binding DC: -

Special Requirements: None

Legend: The end of all; the devouring swarm

Seal: A centipede

Sign: You blink in and out of perception every few seconds

Influence: You become intensely interested in ripping and breaking your body, many who bind to Annilis end up inadvertently killing themselves due to this fascination

Granted Abilities: When bound to Annilis you gain the following abilities

Annilis' Annihilation: As a full-round action, you summon a sphere of annihilation. You may use it a number of rounds per day equal to your effective binder level. You may use Wisdom or Charisma instead of Intelligence to control the sphere.

Annilis' Madness: As a standard action, you can project a 10-foot aura that drives others mad. All living creatures who pass within the aura must make a Will save or become confused for 1 round per 5 effective binder levels. A creature that makes its saving throw cannot be affected by this power for 24 hours. This is a mind-affecting effect. You can suppress this ability as a standard action. If you suppress this ability, you must wait 5 rounds before you reactivate it.

Annilis' Nullification: As a standard action, you may cast Mage's Disjunction with caster level equal to your effective binder level. You may not use this again for 5 rounds.

Annilis' Unbinding: As a standard action, all creatures within 30ft must succeed on a Will save or randomly lose one of their soul bindings. You may not use this again for 5 rounds

Court of Corpses

Name: Davin, Ache of Decay

Vestige Level: Epic

Binding DC: -

Special Requirements: Must have killed an intelligent creature within 24 hours and draw the seal in their flesh

Legend: The swamp subsists on death and rebirth, and death quickly engulfs all who doubt this fact

Seal: An eye inscribed in a pentagon

Sign: Flesh peels away from your arms revealing hard white bone

Influence: Treacherous bloodlust

Granted Abilities: When bound to Davin you gain the following abilities

Davin's Undeath: You gain undead traits, including the trait that you are healed by negative energy and harmed by positive energy

Davin's Death: You may cast finger of death, with caster level equal to your effective binder level. You may not use this again for 3 rounds.

Davin's Army: You may animate dead as the spell animate dead with Cleric level equal to your effective binder level. You need not pay the material cost. You lose control of the undead once you are no longer bound to Davin.

Davin's Desecration: All land within 50ft of you becomes desecrated

Davin's Explosion: All undead you create explode in bursts of negative energy as if crafted with the destructive retribution feat, if you do not already possess this feat

Davin's Decay: Creatures within 5ft of you take 1 Constitution damage each round unless they are bound to Davin