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Author : Edge_of_Oblivion

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TWiTCHY - Lord of All Things Caffiene (<http://boards1.wizards.com/showpost.php?p=9198951&postcount=177>)
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Airutera - Island of Lands (<http://boards1.wizards.com/showpost.php?p=10107917&postcount=323>)
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Francis - The Poor (<http://boards1.wizards.com/showpost.php?p=11778422&postcount=1016>)

Level X (AKA Joke Vestiges or Alternate Vestige Systems)
Pun-Pun - Lord of the Powergamers (<http://boards1.wizards.com/showpost.php?p=8909743&postcount=73>)
X-Men Vestiges (<http://boards1.wizards.com/showpost.php?p=8936494&postcount=89>)
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Golden Sun Vestige System (<http://boards1.wizards.com/showpost.php?p=9245563&postcount=201>)
Banjo - Avatar of Puppets (<http://boards1.wizards.com/showpost.php?p=9314863&postcount=228>)
Chuck Norris. 'Nuff Said. (<http://boards1.wizards.com/showpost.php?p=9369298&postcount=248>)
Achilles (<http://boards1.wizards.com/showpost.php?p=9735148&postcount=283>)
Kang and Kodos - The Twins (<http://boards1.wizards.com/showpost.php?p=10874863&postcount=520>)
Legend of Zelda: Majora's Mask Vestiges (<http://boards1.wizards.com/showpost.php?p=11330266&postcount=777>)

* * * Wizards Community Thread * * *

Thread : let's make some new vestiges
Started at 03-18-06 09:05 PM by Gilganarz_the_reporter
Visit at <http://boards1.wizards.com/showthread.php?t=606718>

[Post 1]
Author : Gilganarz_the_reporter
Date : 03-18-06 09:05 PM
Thread Title : let's make some new vestiges

Okay, I thought we should start up a homebrew vestige thread.
Here's one I came up with the other day.
No prizes for guessing where this guy comes from ;)

Ultros, Squid supreme 1st level, binding DC 17
A mischeivous cephalopod-like creature, Ultoros gives his summoners the abilities of an octopus as well as his mischeivous personality.

Legend: No-one is really sure how a creature like Ultros became a vestige. There are some vague legends of him. Apparently an intelligent squid-like creature, Ultros was known for his mischeivous and occassionally despotic behavior. Through his pranks he must have annoyed the deities so much that no-one would collect him when he died.

Special requirements: Ultros requires his summoners to either have a good sense of humor or be able to lie convincingly, represented by at least 4 ranks in either bluff or perform (comedy)

Manifestation: Ultros appears as a strange octopus-like creature, only purple and with a strange, almost humanoid face, complete with a wide grin full of sharp teeth. He pops up suddenly from his seal, grinning if this shocks anyone visibly in view. He giggles constantly in a strange bubbly tone throughout the process.

Sign: Your mouth grows bigger and fills with sharp teeth. Your face is also fixed in a constant, toothy grin when not speaking.

Influence: When under the influence of Ultros, you find you cannot take anything seriously. You giggle almost constantly when speaking. When under his influence you must make an offensive joke at any opportunity or suffer the penalties for avoiding influence. In addition, you take a -4 penalty against any tasha's hideous laughter spells or fascinate effects.

Granted abilities: Ultros gives his summoners an octopi's swimming ability and strong grip. He also allows his summoner's to lie convincingly and resist enchantment.

Octopi's grip: You have the benefits of the improved grapple feat. When you have an effective binder level of 10, you have the benefits of the improved grab ability after hitting with a claw or unarmed strike.

Swimmer: You gain a swim speed equal to half your land speed.

Octopi's ink: You may squirt ink at an opponent's eyes with a ranged touch attack. If you succeed, the opponent is blinded for 1d4+1 rounds, or until they take a full round action to wipe the ink off their face. Once you use this ability, you cannot do so again for 5 rounds.

Mind of Ultros: Your speech changes so that when speaking, others are easily lost in what you are saying, giving you a +4 on bluff checks. In addition, Spellcasters find it hard to put you under heel, giving you a +2 on saving throws against spells to control you physically or mentally (such as with a hold person spell or dominate person spell).

What do you think?

Fell free to add your own.

[Post 2]

Author : Nairalimis

Date : 03-18-06 10:08 PM

Since Karsus was looking lonely, here's another master magician who tried a little too hard.

Kalak, the fallen king

Vestige level: 3

Binding DC: 20

Legend: Rumored to have been a sorcerer-king, he is rumored to have attempted a magical transformation to gain immortality and great power. His plans were disrupted by his enemies, and he died before he could gain what he had sought.

Special Requirement: Kalak will not be summoned by halflings, and requires that his circle have a piece of obsidian in it.

Manifestation: When summoned, Kalak appears as a hideous melding of man and dragon, with blood dripping down his chest. He stands on sand, and as the summoner speaks with him, his body slowly sinks down. The blood seeps around the body, causing nearby plants to die, as he continues to whisper while the sands engulf him.

Sign: You are followed by the almost inaudible whispers of people at all times.

Influence: Kalak's arrogance and greed become a part of you, you may not make diplomacy checks to anyone who you see as inferior to you, you may never give wealth or magic away without receiving an equal or greater gain, and you may never admit another is your superior.

Granted Abilities: Kalak grants you a portion of his mastery over the darker arts, and his command as a ruler.

Touch of Death: You can drain the life of creatures for your own power with but a touch. As a standard action, you may make a touch attack and invoke vampiric touch. Once you have used this ability, you may not do so again for 5 rounds. You may not use this ability more times than your binder level a day.

Arcane Wisdom: When bound to Kalak, a portion of his mystic knowledge flows through you. You gain a +4 bonus to spellcraft checks, and may make checks untrained.

King's Command: You may invoke the Command spell as a standard action. Once you have used this ability, you may not do so again for 5 rounds. Once you reach an effective binder level of 12, it functions as Greater Command. If a target saves against your command, they are immune to any further uses of this ability.

Empower: You gain the feat Empower Supernatural Ability, which may be used once per day. If you already possess this feat, you may use it another time.

Monarch's Hand: When using intimidate checks to change another's behavior (not demoralize) gain a +4 bonus.

[Post 3]

Author : psychic_infinity

Date : 03-19-06 04:47 AM

Okay, time to be evil...

Cthulhu, High Priest of the Old Ones

Vestige Level: 5

Bind DC: 25

Legend: Cthulhu was/is the high priest of the Great Old Ones, beings of madness and evil outside of time and space. Cthulhu is a unique vestige in the fact that it isn't dead, nearly asleep in its underwater prison. A being of chaos and malice, when Cthulhu awakens, it will eat the entire world. Evil binders summon it to aid in its revelrie, while good binders call Cthulhu as hoping its sleep will be lengthened through binding.

Special Requirement: The binder must be able to speak a dead language known as Ebonian. To learn this language requires access to a large library and a DC 25 Knowledge (Arcana) check for each week of work. Once the binder has succeeded on three checks (they don't have to be sequential), he has learned Ebonian.

Manifestation: When summoned, Cthulhu appears as a green mind flayer with leathery bat-like wings. Its tentacles writhe menacingly and its pitch black eyes stare into your soul.

Sign: Your irises turn green, and your skin becomes constantly damp and you sprout tiny, non-functional bat-like wings that don't interfere with clothing or armor.

Influence: You can never aid clerics except for worshippers of the Old Ones (which are fairly few and far between). Also you can only speak in Common and Ebonian, and in times of surprise or duress you can only speak in Ebonian.

Granted Abilities: Cthulhu grants you occult knowledge of the Old Ones and expanded mental capacities.

Mind Blast: This works exactly like the mind flayer ability of the same name, except you may only use it every five rounds. The save DC is 10+(1/2 binder level) +cha modifier.

Knowledge of the Old Ones: You gain a +5 competence bonus on Knowledge (Arcana), Knowledge (Religion), Knowledge (Psionics), Knowledge (The Planes), Spellcraft, and Psicraft checks.

Terror of the Deep: You can use Evard's Black Tentacles once per round. For every round someone remains grappled, he/she/it takes five points of cold damage and there is a 50% chance the creature will take one point of wisdom damage.

Psychic Resonation: You have a constant Detect Psionics effect active and can use Ego Whip and Id Insinuation as a psi-like ability every five rounds a number of times while this vestige is with you equal to your Int modifier (min 1). The DC is 13+Int modifier.

[Post 4]
Author : Tyrasius
Date : 03-19-06 09:24 AM

umm maybe this is really stupid but, whats a vestige? Sounds like something you would wear.

[Post 5]
Author : Gilganarz_the_reporter
Date : 03-20-06 12:31 AM

Vestiges are 'beings that cannot be which inhabit a place that cannot exist'.

They are essentially the basis of Pact magic in Tome of Magic.

What, dont you read the monthly previews?

[Post 6]
Author : Tyrasius
Date : 03-20-06 04:17 AM

nope I don't seeing as I can't even afford to upgrade from 3.0 much less by a bunch of non core material for 3.5

[Post 7]
Author : True Archon
Date : 03-20-06 04:31 AM

Raistlin Majere would probably make a good vestige, too. He wasn't liked by the gods at all, but he did eventually earn some redemption. Maybe because of that, it wouldn't be possible for him to become a vestige (besides, I don't think Margaret

Weis would approve ;)).

Beyond all that, he'd be an interesting vestige concept nonetheless.

[Post 8]

Author : moet324

Date : 03-20-06 12:09 PM

Wow i never even considered writing Raistlin up as a vestige that would be really cool.... damn now I have to try and do this. Also the Cthulhu is very vestige the only thing i worry about is the access to the psionic powers and what not maybe tone it down some?

[Post 9]

Author : psychic_infinity

Date : 03-20-06 04:44 PM

Wow i never even considered writing Raistlin up as a vestige that would be really cool.... damn now I have to try and do this. Also the Cthulhu is very vestige the only thing i worry about is the access to the psionic powers and what not maybe tone it down some?

Okay, I changed the Psychic Resonation ability so that you only get Detect Psionics and Ego Whip. That should help demunchkinize it.

[Post 10]

Author : Gilganarz_the_reporter

Date : 03-22-06 12:49 AM

:bump:

C'mon, is that all we have?

[Post 11]

Author : Nairalimis

Date : 03-22-06 08:18 PM

The King in Yellow
Vestige Level: 8
Bind DC: 35

Legend: From the lost land of Carcosa, the King in Yellow is said to have been a living god. Where he walked, madness fell and his enemies wept. Somewhere, sometime, the King was stopped, and he now waits as a vestige. For one binder will bind improperly, and to fall into the hands of a once-living god is a terrible thing. It is rumored that a binding done badly enough will allow the King in Yellow to return to the world of men and gods, free once more to sow destruction and madness.

Special Requirement: The King in Yellow only appears to those who are of a spiritual and artistic bent. A summoner must call the King in Yellow at an event of

artistic value, or a place where such are performed.

Manifestation: The King in Yellow appears as a plain man, but as the binding continues, his visage grows more and more terrifying and hateful. The ground and world around the binder seem to fade and shimmer, as horrible worlds appear.

Sign: Those bound to the King in Yellow have no overt physical changes, but they are followed by an aura of seething hate and menace. People feel uncomfortable when around the binder, and those who know about the King or Binders can recognize this unnatural feeling for what it is. The Yellow Sign appears somewhere on the Binder's body as well, usually where it cannot be easily seen, but rarely entirely covered either.

Influence: Those under the thrall of the King in Yellow feel the need to spread terror and insanity in their wake. A binder under the King's influence must invoke their Insanity power at least twice during a day, or kill an innocent with Horrid Form.

Granted Abilities:

Insanity: The binder may inflict insanity on a creature if they can spend at least a minute speaking with them, or twice as long interacting in some non-verbal way. This functions in all ways as the spell. This ability may only be used a number of times equal to the Binder's charisma bonus a day. The caster may use intimidate checks to prevent the subject from attacking them.

No Mask: The binder's unnatural visage terrifies and masks their nature. Those within twenty feet of the binder who can perceive him must make a will save. If they fail, they take a -3 to attacks, skill checks, AC, and saves as long as they are near the binder. Additionally, this grants a bonus equal to half one's binder level to Intimidate checks. This ability may be suppressed at will. This is a fear effect.

Horrid Self: You may shroud yourself in terror as a swift action, for the rest of the round, a target whom you attack perceives you as their most horrid nightmares. They must make a fortitude save, or die from fear (as Phantasmal Killer). This ability may only be used with attacks, although they need not hit. Once used, this ability may not be used for another five rounds.

[Post 12]
Author : CthulhuRyleh
Date : 03-22-06 08:26 PM

This is good and all, but i'd wait till the next Design and Development, where they show the rules for that

[Post 13]
Author : Gilganarz_the_reporter
Date : 03-23-06 02:47 AM

Why would you need it?

Just create a vestige and compare it in terms of other vestiges in the book.

[Post 14]

Author : Nairalimis

Date : 03-23-06 10:06 PM

For those seeking a more totemic bent to their vestiges

Dorun, The Mountain

Vestige Level:2

Bind DC: 17

Legend: The Mountain rests at the center of all things, the basis on which the world was built. When the world was built, the bones of Mountain were taken to form the mountains that the races see these days. With his body spread among the world, the spirit of Mountain was cast into the ether to be summoned by binders.

Manifestation: The mountain appears as a mountain which reaches up into the sky, speaking with a voice that shakes the ground and bones of a summoner.

Special Requirements: The Mountain can only be summoned by a binder when the circle is drawn on rock.

Sign: The mountain makes the binder's skin seem rough and grey, which makes it mistaken for stone.

Influence: Those under the influence of the mountain partake of its stability. They may not take a move action in place of a standard action.

Granted Abilities:

Stance of the Mountain: The binder becomes exceptionally stable, gaining a +4 bonus to resist trip attempts and bull rushes due to their exceptional stability. This bonus is applied in any situatuion that the benefit of stability would apply.

Mastery of the Bones: The binder gains the Climb movement mode, and all assoicated bonuses.

Force of Stone: You gain the feat Improved Bull Rush, even if you do not meet the normal requirements for the feat.

Harden the Bones: You may use the spell Transmute Mud to Rock, except that the range is Close. Once used, this ability may not be used for another five rounds.

[Post 15]

Author : smrtgmp

Date : 03-23-06 10:49 PM

Mind Blast: This works exactly like the mind flayer ability of the same name, except you may only use it every five rounds. The save DC is always 30. I see no good reason for this to have a set DC, particularly when its that high. IMO it should follow the standard rule for DCs (i.e. 10+1/2 level+cha mod).

Unlimited access to evard's black tentacles seems like a bit much in conjunction with the wisdom damage. Warlocks get black tentacles as a possible invocation, so I dont see a problem with that by itself, but I dont think ability damage is appropriate.

Giving ego whip as a psi-like ability means its fully augmented each time you use it. I could see that posing a problem. Maybe impose the 1/5 rounds limit on this.

[Post 16]
Author : hiryyu
Date : 03-24-06 12:49 AM

What about the Nameless One? I'd like to see a vestige based on him.

[Post 17]
Author : Todd
Date : 03-24-06 05:14 AM

You guys might want to check this out on the main WotC page: Designing Your Own Vestige, Part 1 (<http://www.wizards.com/default.asp?x=dnd/dd/20060324a>).

Matthew Sernett offers ideas and suggestions....

[Post 18]
Author : Rarus
Date : 03-24-06 07:58 AM
Thread Title : Yum!

Good work! Keep it up! :dancin:

[Post 19]
Author : Nairalimis
Date : 03-24-06 10:05 AM

[Edit: Double post removed]

That guide to binding does look pretty useful.

[Post 20]
Author : Nairalimis
Date : 03-24-06 10:06 AM

From 2nd editions Monster Mythology
Juiblex, the Faceless Lord
Vestige Level: 4th
Bind DC: 20

Legend: Juiblex was once considered among the most loathsome and hideous gods. The god of ooze, slimes, and other hideous abominations, he was absorbed by Ghaunadaur and made an aspect of that ancient evil. Part of his essence was in an avatar, and when Juiblex was taken by Ghaunadaur, the fragment was cast from the cosmos to become a vestige.

[Legend was edited on Generic Poster's advice.]

Manifestation: Juiblex has no set form, he can appear as a vast pool of ooze, a

blob, or a pillar of ordure almost 18 feet high. It is always covered in thick mucus and dripping with foul caustic secretions. From that hideous body several red, glaring eyes protrude.

Special Requirements: Juiblex may not be summoned under sunlight, nor may he be summoned by a Binder who has called Tenebrous in the past 24 hours.

Sign: Those who are bound to Juiblex find themselves covered in a thin slimy film.

Influence: Those under the influence of the Faceless Lord find themselves attracted to oozes and acids. Juiblex does not allow those who bind him to

Granted Abilities:

Resistance to Acid: Those who are bound to Juiblex become resistant to acid, gaining acid resistance 10. This can stack with the benefits gained by Pact Augmentation.

Ooze Body: As a full round action, a binder can polymorph himself into an Ooze of less hit dice than his current level. Once invoked, this may be maintained for 1 round for every 5 levels. This does not heal the binder between transformations, so a binder seriously injured as an ooze may die as a human.

Acid Touch: As a free action a binder may add 1d6 acid damage to a melee attack. This may also be done as a touch attack for 1d6 acid damage.

Paralysis: As a touch attack, a binder may paralyze a target for 1 round if they fail to make a fortitude check.

To prevent rapid healing, I decided not to allow Ooze body to heal the binder. Do folks think it might be balanced to allow it to heal as a Druid's Wild Shape?

[Post 21]
Author : Generic Poster
Date : 03-24-06 01:44 PM

Nairalimis,
I don't have the TOM, so I don't know whether it's balanced or not. However, to be consistent with already established game worlds, you might want to change the legend a little bit. In the forgotten realms for example, Juiblex has been subsumed by and is now an aspect of the Elder Elemental God Ghaunadaur, the deity of oozes and slimes. I think that might be better basis for an explanation for becoming a vestige then having him be killed by Devils on his home plane.

Personally I think the Yugoloths (and possibly celestial agents as well) would step in before either side of the blood war got powerful enough to start killing minor deities on their home turf. You also have to realize that there are two demon lords on Jubilexes' home plane, Jubilex and Zuggtmoy, queen of fungus. However much they hate each other, they'd probably put their hatred aside long enough to drive off any Baatzu invaders.

[Post 22]
Author : psychic_infinity
Date : 03-24-06 05:24 PM

Woot! King in Yellow!
:w00t:
Okay, I de-munchkinized Cthulhu some more.
Hmm...Would anyone get offended if I made a Siddhartha Gautama vestige?

[Post 23]
Author : Soel Griffin
Date : 03-24-06 10:24 PM

Woot! King in Yellow!
:w00t:
Okay, I de-munchkinized Cthulhu some more.
Hmm...Would anyone get offended if I made a Siddhartha Gautama vestige?

Go for it!

And someone should make Hastur himself...

[Post 24]
Author : psychic_infinity
Date : 03-25-06 05:08 AM

Gasp! You can't say his name out loud!

[Post 25]
Author : sooperspook
Date : 03-25-06 05:36 AM

Gasp! You can't say his name out loud!

How is it pronouncced anyway? HAS-tur? has-TOOR? hah-Stir?Wait. Whats that
strange light coming from my window? SWEET MERCI*!Q#Maa%
\$JQJIaa
aa

[Post 26]
Author : Gilganarz_the_reporter
Date : 03-25-06 03:27 PM

I guess I should have seen the Cthulu-jack coming...
Although my vestige is Final Fantasy "inspired" so I can't really complain.

[Post 27]
Author : Nairalimis
Date : 03-25-06 10:03 PM

Nairalimis,

I don't have the TOM, so I don't know whether it's balanced or not. However, to be consistent with already established game worlds, you might want to change the legend a little bit. In the forgotten realms for example, Juiblex has been subsumed by and is now an aspect of the Elder Elemental God Ghaunadaur, the deity of oozes and slimes. I think that might be a better basis for an explanation for becoming a vestige than having him be killed by Devils on his home plane.

Well, that shows how far behind I am on my knowledge of deific matters. Consider the idea taken and the story changed. It does sound better as well.

As for some additional vestiges

Beldinas, the Forsaken Priest

Vestige Level: 3

Bind DC: 22

Legend: Beldinas was said to have been a priest of power ages ago, ruling over an empire that was said to have once been the most powerful to stride the mortal world. However, the priestly kings of this realm were not satisfied. It is said that the last ruler, Beldinas, was planning to use the ancient gifts of the gods to ascend to the heavens as a deity himself. Angered by his hubris, the gods burned the Beldinas to ashes, and struck the empire which had supported him into the sea.

Manifestation: Appearing as he did in life, Beldinas is a man dressed in great finery, but his body and clothing burn while he is crushed before the eyes of a summoner.

Special Requirements: Beldinas may not be summoned within sight of holy ground.

Sign: Those who bind Beldinas are covered in a silver aura that glows softly around them at all times.

Influence: Those under Beldinas's influence grow arrogant and assertive. They may not make diplomacy checks, nor may they admit their mistakes.

Granted Abilities:

A former priest-king, and apostate among gods, Beldinas grants his summoner the divine powers of rulership and divine rebukement.

Deny the Gods and Men: Beldinas still possesses the arrogance which claimed his life. While bound to him, his binder enjoys a +2 bonus to all saving throws against divine and arcane magic.

Master of Mobs: A binder gains the granted ability of the Nobility Domain, with the following changes, it lasts for two rounds (the round which it is used, and the following) and affects only those allies within 20 feet of the Binder. Once used, the ability may not be used for five rounds.

Armor of Light: Surrounded by a silvery light, a binder connected to Beldinas shields themselves with light. This grants the binder a +2 deflection bonus to AC and have the benefits of a Light spell, for every 4 levels above 6th, add an additional +1 to the deflection bonus. Beldinas's sign must be shown for this ability to work.

Touch of Grace: Beldinas's healing powers have been greatly stripped from him by the gods, but a trace remains. A binder may use Slow Poison when bound with Beldinas. Once used, this ability may not be used for another five rounds. Once a binder reaches 8th level, Neutralize Poison may be used instead of Slow Poison.

[Post 28]

Author : psychic_infinity

Date : 03-26-06 12:49 PM

Yog Sothoth, Keeper of the Gates

Vestige Level: 4

Bind DC: 20

Legend: Yog Sothoth used to be a powerful god who granted his clerics the ability to see into alternate realms. Master of the gate and key, no door could hold him. However, all this knowledge of nether regions drove him mad. As a way of protection, the other deities sealed him away outside of time and space, hoping to keep his insanity from the multiverse.

Manifestation: Yog Sothoth appears as a chain of spheres, each one covered with keyholes.

Special Requirements: A key must be placed in the middle of Yog Sothoth's summoning circle. At the end of the duration of this vestige, the key is taken, but Yog drops another key that could go to any other lock (there is a 1% chance it is a skeleton key that is magically enchanted to unlock any lock once, then disintegrate).

Sign: A keyhole appears on the binder's forehead.

Influence: Those under Yog Sothoth's influence are compelled to open every door come across. If the door is locked, the binder frantically tries to find a way to unlock it.

Granted Abilities:

Aspect of Yog: The binder gains the powers of the Travel and Madness domains (see Lords of Madness for information on the latter domain). In addition, the binder can use each of the domain's spells as spell-like abilities once for each spell during the duration of this vestige at a caster level equal to binder level. A binder can only use spells that he could cast as a cleric two levels lower (so only a level 20 binder could use the 9th level spells).

Portal Power: The binder gains a +4 enhancement bonus on Open Lock and Disable Device checks. Also, he can use Hold Portal as a spell like ability a number of times during the duration of this vestige equal to his Wisdom modifier (min. 1).

Dislocated Step: Once every five rounds, a binder may make a disolative step. This functions exactly like Dimension Door as a spell-like ability at a caster level equal to 1/2 the binder's level (rounded down), except when the binder uses it, the creature closest to him from his starting point and the creature closest to his destination point must make will saves (DC 10+1/2 binder level+Cha modifier) or be switched in locations and be dazed for 1d6 rounds. If the target is the same person, or if only one target fails its save, instead he is stunned for 1d2 rounds. A binder can opt to use this ability to instead switch places with any item within the range of the Dimension Door ability. The object only gets a saving throw if it is magic, psionic, or any other object with the ability to make saves.

[Post 29]

Author : psychic_infinity

Date : 03-27-06 03:56 PM

:bump:

We must have more vestiges! :eek:

[Post 30]

Author : Nairalimis

Date : 03-28-06 08:31 PM

I like Yog, he's got style and a nice set of powers. Lovecraft did some nice work to borrow for vestiges. ;)

Working on more totemic vestiges, hopefully they'll be done later this week.

[Post 31]

Author : Jhaelen

Date : 03-29-06 01:03 AM

I like Yog, he's got style and a nice set of powers.

I don't particularly like it. Mainly because I don't think it's in line with the other vestiges, but that may be fixed by fiddling with the numbers.

First, one of the powers (Domain spells) is exactly on par with a cleric of the same level. This should be toned down.

Second, the vestige duplicates a theme (Opening Gates) that is already covered by one in ToM.

But it's true that the Great Old Ones seem to be predestined to be introduced as vestiges...

[Post 32]

Author : Artifact

Date : 03-29-06 04:53 PM

I like the idea behind vestiges a lot. Tome of Magic describes them like this: "Called forth from nowhere, composed of nothing, they exist entirely outside the rules of reality. They are untouchable, untraceable, and beyond all powers that might attempt to confine or define them."

I think of them this way: Vestiges are obscure D&D "properties" that no longer have a valid place in the game. They are simply not important enough to warrant actual game stats. They exist now only in the memories of the players themselves. They are quite literally the "lost souls" of D&D. This is, of course, meta-game thinking, but it sums up how I think about vestiges.

I started thinking about this after seeing Acererak, Karsus, Tenebrous, and Kas and Primus (from Dragon Magazine #341) as vestiges. Long-time players will recognize these names from D&D history. Seeing these names in print again actually makes me feel a bit nostalgic for the "old days". (I don't recognize the other names. Does anyone else have any background on these? Just curious.)

I really like the vestiges that have been presented so far in this thread. I don't recognize the Final Fantasy ones (I never played the games), but I especially like Cthulu, Kalak, and Mountain (not in any particular order). Very nice! Love to develop a few of my own but I'm strapped for time at the moment ;)

[Post 33]
Author : Rarus
Date : 03-30-06 05:05 AM

Don't know the origins for sure, but I know that in Green Ronin's Book of Fiends , it lists the demon lord Haagenti, and some other guy named Eurynomus (sounds a LOT like Eurynome.)

[Post 34]
Author : Jhaelen
Date : 03-30-06 01:44 PM

Don't know the origins for sure, but I know that in Green Ronin's Book of Fiends , it lists the demon lord Haagenti, and some other guy named Eurynomus (sounds a LOT like Eurynome.)

Google is your friend: Eurynome
(<http://www.deliriumsrealm.com/delirium/mythology/eurynome.asp>), Haagenti
(<http://www.deliriumsrealm.com/delirium/mythology/haagenti.asp>)

[Post 35]
Author : psychic_infinity
Date : 03-30-06 03:39 PM

I don't particularly like it. Mainly because I don't think it's in line with the other vestiges, but that may be fixed by fiddling with the numbers. First, one of the powers (Domain spells) is exactly on par with a cleric of the same level. This should be toned down. Second, the vestige duplicates a theme (Opening Gates) that is already covered by one in ToM.

But it's true that the Great Old Ones seem to be predestined to be introduced as vestiges...

Ouch.
Okay, I fixed it a bit.

[Post 36]
Author : Callae
Date : 03-31-06 10:29 PM

Just thought the thread needed another vestige in the Final Fantasy vein. PEACH please.

Kefka, The Mad Clown, Devourer of Goddesses, He Who Was Three
Vestige Level: 8th
Binding DC: 33

Forcefully infused with magic in his youth, the Mad Clown sought power eternal and

destruction of all. He is the epitome of the phrase, "Pride cometh before the fall."

Legend: Long ago, in an age far before this land was as it is, there was a great empire, whose emperor has been long forgot. What is remembered is that he desired all magic to be at his control, and he had experiments performed in his name. People were turned into living magical items. Some of these trials were successful. The first, however, was very, very not.

Kefka, who would become He Who Was Three, was this first creation. Being melded with magic drove him mad, shattered his mind, 'til all that was left was a misanthropic jester. He was sent out by his leige into the world for the purpose of stealing magic, be it in the form of wonderous items, scrolls, or even the souls of powerful beings.

As the Mad Clown continued on his mission, he became more and more powerful, and eventually went to one of the hearts of Magic, in the form of three Goddesses, trapped in stone. Drawing their power into himself, the parts of himself that were mortal were cast aside, and the last remnants of his mind fell away. Kefka had thus become The Devourer Of Goddesses.

His first act as He Who Was Three was to turn on his master, indeed the entire imperial city, and destroyed it in a breath. His second act was to mould himself a tower of the souls of those he had destroyed or absorbed, from which he viewed the world. He saw the world as it was, and decided it was imperfect, and reworked the continents as he saw fit. He saw that which was mortal, and wanted to destroy it all.

One who was once his slave, and one who was once his equal turned against him, would not let him destroy all they cherished. He was thrown down from his tower, and never hit the ground. His hate consumed him, and he became one with nothing. The world moved on.

Special Requirement: The nature of Kefka's fall left him hating equals and slaves. As such, he will not answer the call if the binder is currently bound to any 1st or 8th level vestiges.

Manifestation: When Kefka name is called, his living tower appears to erupt from the ground, almost infinitely tall. Faces can be seen writhing in the walls, and at the very top, three beautiful statues sprout equidistant from one another, perched like gargoyles peering outward. Faster than possible, yet slow and gracefully, Kefka touches to the ground in front of the summoner. He constantly looks above the one who summoned him, giving an air of royalty, and he allows the binder to plead his case. When speaking, He Who Was Three always refers to himself in the plural.

Sign: Your skin turns ghostly pale, and your features are lined in red, lines which appear to move in contrast to your own.

Influence: While influenced by Kefka you are prone to outbursts of laughter when excited or agitated. In addition, you become very commanding of others, and have intense distaste for being ordered around.

Granted Abilities: Kefka lends you a reflection of the power he once wielded, giving you an intense knowledge of eldritch energies, and mysteries beyond mortal comprehension.

Kefka's Knowledge: You can use Knowledge (arcana) and Use Magic Device skills untrained. In addition, you gain a +13 competence bonus on any checks involving those skills.

Light Of Judgement: As a standard action, you can send an arc of pure magical energy in a 120' line. Light of Judgement deals 1d6 points of damage per binder level you possess. Every creature along the line can attempt a Reflex save for half damage, and must also succeed on a Will save or be dazed for one round. Once you have used this ability, you cannot use it again for another 5 rounds.

Hypnotic Visage: At will as a standard action, you may fascinate all creatures in a 40' cone from yourself for 2d4 rounds. Each creature in the area must make a Will save to negate the effect each round. Those immune to gaze attacks are unaffected.

Deific Geometries: When bound to what once was a heart of magic, space appears to bend to your will. Thus, you can make one turn of up to 90 degrees in any charge action you perform, and have effective line of sight/line of effect for any special abilities around barriers (i.e., pillars and corners to not offer concealment, etc)

~C

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[Post 37]
Author : psychic_infinity
Date : 04-01-06 04:33 AM

I'm only really familiar with 9, 10-2, CC, and 8-bit (:) , so I've no idea who this is supposed to be.
It does seem good though, although it seems a little weak for a level 8 vestige. Also, you need to expand on hypnotic visage a little; from the sound of it, it requires vision to be effected by it, but you can never be sure.

=====

[Post 38]
Author : Gilganarz_the_reporter
Date : 04-01-06 04:15 PM

Callae, that is awesome.

Kefka is one of my favourite FF villans (and quite possibly my favourite archvillan), but I could have never envisaged him as a vestige...until now.

Kudos for a great job.

I'm trying to work on how FF summons (such as Ifrit, Shiva, Ramuh etc.) Could work as vestiges. I should be able to come up with something soon.

=====

[Post 39]
Author : psychic_infinity
Date : 04-02-06 06:03 AM

Hmm...This gives me an idea. Perhaps some vestiges aren't dead, but they're just powerful spirits and forces of nature that you have to seek out and either negotiate with or battle (like in so many FF games) before they join you.
Hmm...:plotting:

[Post 40]

Author : Vestigial_Thumb

Date : 04-02-06 12:17 PM

Google is your friend: Eurynome

(<http://www.deliriumsrealm.com/delirium/mythology/eurynome.asp>), Haagenti

(<http://www.deliriumsrealm.com/delirium/mythology/haagenti.asp>)

This gave me an idea. I'm going to make a vestige out of my favorite demon of all time (I'd pledge my service to him, if I was willing to serve anyone that is. The dude is a genius):

ASTAROTH, THE MIGHTY DUKE

Seal of Astaroth:

<http://img438.imageshack.us/my.php?image=sealofdemonastaroth9jy.jpg>

Vestige Level: 6th

Binding DC: 26

Special Requirement: Yes

Astaroth grants answers to any questions asked, grants invisibility, and leads men to hidden treasures.

Legend: Once a grand-duke and general of over 40 legions, and treasurer of the Nine Hells, Astaroth now exists as a vestige for unknown reasons.

Special Requirements: Astaroth hates Tenebrous for some unknown reason, and will not be bound to any binder who has previously bound him.

Manifestation: As the drawing of the seal continues the earth begins to crack in a circle around it. The cracks slowly grow inwards and as the seal is finished the cracks have reached the center. From the cracked seal, a horrible creature breaks through. It looks like an incredibly ugly angel, holding a snake. It rides a beast that looks like a cross between an unnaturally large wolf and a foul dragon. A fetid smell quickly overcomes the area, driving off animals.

Sign: Your hands and feet become scaly. You also grow jet black feathered wings.

Influence: While influenced by Astaroth, you become curious and inquisitive.

Astaroth requires that you attempt a Gather Information when you need to find something out (Even if it takes more time than using scrying and divination spells) or Sense Motive check whenever you interact with someone.

Granted Abilities:

Astaroth gives you the ability to summon allies, overcome foes and great knowledge.

Summon Mount: As a full-round action, you can summon a dire wolf with saddle to serve you as a mount. The dire wolf remains with you for 1 hour per effective binder level, it dies, your pact with Astaroth ends, or until it is dismissed. You can use this ability once per day.

Stinking Breath: As a standard action, you can breathe a 30 ft. of horrible stench. Any creature caught in this area must make a Fortitude save (DC 10 + 1/2 your binder level + your Con modifier) or become sickened. Once you've used this ability, you cannot do so again for 5 rounds.

Summon the Legion: As a full-round action, you can produce a Summon Monster effect. The spell level is equal to half your effective binder level, rounded up. For example, a binder of 15 level can cast Summon Monster VIII (or any version of lower level). The caster level equals your effective binder level. Once you have used this ability you cannot use it while it is still in effect and not for 5 rounds afterwards. You may use this ability a number of times per day equal to your binder level.

Flight: Your wings are functional. While Astaroth is bound, you have a fly speed 40 feet with average maneuverability. This improves to good at 16th level, and to perfect at 20th. You can fly in medium or light armor. You cannot use this ability if you do not show Astaroth's sign.

Invisibility: As a move action, you can make yourself invisible (like the spell). Attacking ends the effect as normal, but the effect otherwise remains for a number of rounds equal to your effective binder level.

Astaroth's Lore: You can make a special check in place of a Gather Information, Sense Motive, Knowledge (Arcana), Knowledge (Religion), or Knowledge (The Planes) check. Roll d20 + your binder level + your Int modifier.

[Post 41]

Author : Lord_Yy

Date : 04-02-06 11:06 PM

Thread Title : Okay, my turn.

Alright, this is my first crack at creating a Vestige, so I humbly request that this thing get PEACH-ed as often as possible. Here goes.

Ordion, The Ever-Dying

Vestige Level: 4th

Binding DC: 22

Special Requirement: No

Once a powerful force for life and a crusader against the undead, Ordion is now outside the boundaries of life and death. As a Vestige, he grants his summoner the power to destroy the living dead and his defiance of death's embrace.

Legend: Like many vestiges, Ordion was once a mortal being who lived in times long past. Some legends claim that he was the first Paladin, others say that he was the first cleric able to turn/destroy undead. Whatever the truth is, Ordion was utterly dedicated to the protection of all living things, as well as the destruction of undead, and those who would create them. The legends say that he attained levels of power that no other mortal had, and that he effectively wiped out undead and the practice of necromancy. However, the power that Ordion possessed eventually began to wear on his mind, and he began attempting to find a way to stop death itself. This led to him taking a group of his most loyal followers to the Outer Planes to lead an assault on the gods of death. None of them returned. Only through the use of powerful divinations and the combined efforts of many binders over the years it was discovered that Ordion and his followers did meet their mortal ends there, but Ordion suffered the worst fate of all. For his hubris at his attempt to kill death itself, he was killed in a way that not only annihilated his body and soul, but prevented whatever was

left from ever attaining eternal rest of any sort.

Manifestation: Ordion initially appears as a handsome human in the prime of his life, dressed in some variety of Clerical Vestment. Any holy symbols present on the clothing, which changes with the individual manifestation, are either torn out, or stained with blood and unrecognizable. After he appears, Ordion dies in front of the summoner's eyes. The method of his death is different each time, but it is always gruesome and horrifying to watch.

The most common methods seem to involve weaponry associated with death gods, such as swords and scythes, yet he is often seen dying by other means. Only after this does he address the summoner, his voice obviously wracked with agony.

Sign: The summoner's bodily fluids (sweat, saliva, etc) take on the color and appearance of blood.

Influence: While under Ordion's influence, you gain a massive hatred of undead and a desire to prevent the death of living things. You must provide aid to any non-hostile creature you encounter that has been reduced to less than half of its total hit points, and you must attack undead enemies and necromancers in preference to any others.

Granted Abilities: Ordion's power makes you harder to kill through normal or magical means, lessens the power of blows that harm your abilities, and allows you to turn or destroy an undead with a mere gesture.

Close Death's Door: While bound to Ordion, you automatically stabilize if brought to -1 hit points or fewer.

Turn/Destroy Undead: You can turn or destroy undead like a Cleric does. Your effective Cleric level for this ability is equal to your EBL-4. After using this ability, you may not use it again for 5 rounds.

Resist Death's Embrace: You are immune to Death attacks and other Death effects. If the effect has a save that negates or lessens the effect, you are treated as if you made the save.

Ability Damage Reduction: When hit with an attack that would do ability damage, you take 1 less damage to the affected ability score than you normally would.

[Post 42]

Author : Vestigial_Thumb

Date : 04-03-06 12:09 PM

Fixed the flight ability that Astaroth grants.

:bump:

[Post 43]

Author : Lord_Yy

Date : 04-04-06 10:23 PM

Thread Title : Some PEACH-ing and a new Vestige.

Nairalimis: You need to provide names for The King in Yellow and The Mountain. It says in the ToM that to call a vestige, you need to address it by both its name and its title. Okay, PEACH-ing is done. Vestige Time.

Lum, The Mad

Vestige Level: 8th

Binding DC: 37

Special Requirement: Yes

Supposedly the greatest and craziest genius that ever lived, Lum had created a machine that could have rearranged the cosmic order as we know it, if he had ever got the chance to use it. Now he exists on as a Vestige, granting his mastery over machines and all things technological to those who gain the power to call him forth.

Legend: Most scholars who know the name of Lum the Mad know it through his eponymous Machine, a building-sized device which purportedly has the power to do anything its operator desires. However, Lum was the only person who ever truly understood the device's inner workings and could make the machine function reliably. The reasons behind the construction of the device are lost to history, but it's likely to assume that Lum intended to use the device to make himself a god, if not an Overdeity. However, halfway through the process, Lum was betrayed and attacked by his trusted friend and companion Leuk-O, using a suit of super-powerful armor that Lum had specifically created for him. A titanic battle ensued, with Leuk-O using the armor's considerable offensive power against Lum and his machine, and Lum frantically working the Machine's controls, throwing everything from fireballs to lightning bolts to boulders made of every variety of exotic material imaginable at the armor. When the smoke, rains of stones and flurries of winged toads cleared, Leuk-O was dead in the armor, the Machine was largely nonfunctional, and Lum was nowhere to be found.

Special Requirements: When summoning Lum, at least three 1-inch cubes made of various metals must be placed within the Seal. No two of these cubes may be made from the same metal. These cubes are not consumed in the summoning process, but they do change shape

significantly.

Manifestation: When the summoning begins, the metal cubes placed in the circle float up to varying heights and quickly change shape, each one becoming a piston, cogwheel, rod, or other machine part of volume equivalent to the cube. New parts quickly wink into existence around the existing parts, until a large bank of machinery 5 feet wide, 4 feet tall and 2 1/2 feet thick has formed over the seal. Lum addresses the Binder at this point, speaking in a rushed mechanical tone, the machine's controls moving on their own as he speaks, the amount of activity raising and lowering according to Lum's current mood.

Sign: Several small buttons, knobs and switches appear on the summoner's chest. If removed, they revert to bloody chunks of flesh, and two new ones appear for every one that is removed.

Influence: More than anything else, Lum wants to have his machine rebuilt, since it may be his only way back into reality. While under Lum's influence, the summoner is loath to leave behind anything that could conceivably be used as a tool or replacement part for that purpose. The summoner will not give up one of these items, regardless of its weight or present usefulness. If it is too big for the summoner to transport on his own, he will seek some means to transport it, from a horse and cart to the use of Teleport Object spells.

Granted Powers: Lum grants his mastery over all things mechanical and technological, the power to restore a machine from a pile of wreckage to functionality, and the ability to temporarily become an incredibly powerful machine-being.

Lum's Genius: You may make Disable Device and Knowledge (architecture and Engineering) checks untrained. In addition, you gain a +12 competence bonus on these checks.

Instant Repair: You may use Repair Moderate Damage at will. Additionally, you may use Repair Serious Damage once every 5 rounds. You can use this a maximum of 3 times on any one construct (including the form you assume when using the Machine Form ability described below).

Machine Form: Once per day, you can temporarily assume the body of a massive construct composed of fragments of Lum's machine. This form persists for a number of rounds equal to your binder level. While in Machine Form, your size increases one category to a maximum of Huge (Gargantuan or larger Binders become Huge) and your type changes to Construct. As a construct, you gain the following abilities: Low-light vision,

Darkvision out
to 60 feet, immunity to all mind-affecting effects, poisons, sleep effects,
paralysis, stunning,
disease, death effects, and necromancy effects. You are not subject to critical
hits, ability
damage or drain, energy drain, nonlethal damage, fatigue or exhaustion. You are
additionally
immune to any effect that requires a fortitude save, unless it also works on
objects, or is
harmless. You lose any bonus hit points from Constitution, but gain bonus hit
points based
on your new size(30 for a Large creature, 20 for a Medium). You also gain Damage
Reduction
10/adamantine, a +4 bonus to Strength, a +4 Natural Armor bonus, and one of the
following
special abilities, chosen at the time you activate the Machine Form.

Shock Touch: You may make a single melee touch attack that deals 1d6 electricity
damage
per Binder Level, to a maximum of 20d6. You may use this ability only once.

Flight: You gain a Fly speed of 150 feet(perfect)

Instant Weapon: As a swift action, you may turn one or both of your arms into a
weapon.
You may turn one arm into a light or one-handed weapon, or both arms into a double
weapon. These weapons count as +2 weapons and are appropriately sized for you. You
are
always considered proficient with weapons created in this manner, and you may
transform
them back as a free action.

Steam Cloud: As a standard action, you may expel scalding steam in a 30-foot cone.
The
steam lingers for 1d6 rounds, dealing 2d6 fire damage per round to any creature
caught in it
and providing either partial or total concealment as a Fog Cloud spell does. Once
you use
this ability, you may not use it again for another 5 rounds.

You may not use the Machine Form ability if you do not show Lum's Sign.

[Post 44]
Author : Nemorium
Date : 04-05-06 11:53 AM

Great work on the vestiges, guys, but may I suggest you do Has (you know who),
Azathoth, and Shudd M' ell.

[Post 45]
Author : psychic_infinity
Date : 04-05-06 02:54 PM

PEACHing-Ordion
Well, we all now know what happens when you p.o. We Jas. :P

It seems balanced enough; good if you're playing a tank. EBL-5 seems kind of weak though.

I might make a Has:censored: vestige, I don't know. I was thinking of making one based on a certain genre, but the last time I brought up that certain genre on a different thread people yelled at me. I guess yellow is not a very popular colour anymore.

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[Post 46]
Author : Cam S.
Date : 04-05-06 08:38 PM

Just a thought...but has anyone tried linking a vestige to the spell Unname in the Truenaming section? I might make one, eventually, if no one else will; it seems like an easy explanation.

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[Post 47]
Author : Nemorium
Date : 04-06-06 03:49 PM

:bump:

=====

[Post 48]
Author : Lord_Yy
Date : 04-06-06 05:09 PM

PEACHing-Ordion
Well, we all now know what happens when you p.o. We Jas. :P
It seems balanced enough; good if you're playing a tank. EBL-5 seems kind of weak though.

Well, according to the rules for creating Vestiges, it says that any granted class abilities should be slightly behind the class that grants them. Should I make it -4, have him turn like a Paladin?

Also, are there any artists bored enough to try creating signs for the various critters we've created? Just asking.

=====

[Post 49]
Author : Maxxx
Date : 04-07-06 04:45 AM

I have begun to design a campaign centered around binders, but I have problems finding creatures/deities/something else that could be used as vestiges. Does someone here has an idea where to find legends or stories about creatures that could be used as vestiges or has someone come up with his own vestiges except those listed here already?

[Post 50]

Author : Evil DM Mk3

Date : 04-07-06 06:12 AM

Thread Title : Two part post.

Part the first:Maxxx, the legend that inspired this guy is full of characters who may make good vestiges as a whole lot of them die very tradgicly or with some horrendous somthing or other behind it. Seriously if I hadent ganked them for deiates I would gank them for vestiges.

Part the second:

Efnisien, The Bastard Prince of shadows.

Vestige Level: 7th

Binding DC: 34

Special Requirement: Yes

Paranoid and untrusting, Efnisien's tale is from the earliest ages of humankind's history. An ancient vestige Efnisien has almost been forgotten by the race that he once helped to rule. He grants the ability to move and see throught the shadows he lived his life in, the ability to see inside containers, to rapidly dispose of helpelss oopenets and to terrify animals.

Legend: For the original read this (second branch)

(http://en.wikipedia.org/wiki/Welsh_mythology#Branwen.2C_Daughter_of_Llyr)

Efnisien was an early prince of mankind. He was considered the most cunning, and the most paranoid, human who had ever lived. When a long standing enemy of his people, some say human, some say goblin and some say elf, offered peace by the marridge of Efnisien's half sister and future queen of the nation, he alone was not blinded by the joy. He mutilated the steeds of enemy prince and his followers and the war would have started there anew if Efnisien's brother had not intervied and provided the visitors with a mountain of treasure in recomopence, including the legandary caldron fo life. But Efnisien's siter was badly treated and eventually her brothers found out and set to war. A last minute peace confrace was held but Efnisien uncovered an ambush and crushed the heads of the warriors who hid in the floor sacks with his bare hands. Battle ensued and the enemy used the caldron of life to revive their fallen. Efnisien hid himslef as one of the enamies fallen and was thrown into the calldron where he smashed it open from the inside, the energies releaced shattered his soul and eventually one piece of that soul found its way to wherever vestiges live.

Special Requirements: Efnisien can only be summoned in an area of total darkness or under a moonless sky. The sign must be drawn by the light of a single candle and that candle blown out and thrown in a small caldron at its center to end the ritual.

Manifestation: At the compleation of the ritual the caldron seems to smash into a thousnad pieces (it is in fact unharmed) A gaunt white and failty glowing face floats out of the wreakadge and an equally pale hand appears to pull back a hood, at this moment Efnisien appears, a tall and not unhandsome but tired and pale male human. Wearing old fashioned clothes of black he reamins hard to see and you get the impression that he could have simply been standing there and not been noticed. He speaks in an upper class drawls punctuated by yawns.

Sign: Your face takes on the unhealthy apperance of a person who has not slept in at least a fortnight and your mouth appears to hang open mid yawn. This does not

affect your speech.

Influence: Whilst alive Efnisien was notorious for his paranoia and often stayed asleep all night because there was no one in the camp he trusted to guard him whilst he slept. Only his brother could convince him to sleep properly. Efnisien requires you keep everyone you are aware of where you can see them, often meaning you must stand in a corner, and must not sleep without a trusted family member present.

Granted Powers: Efnisien grants you the ability to see in even magical darkness, move through shadows, look inside containers, quickly finish off helpless foes and scare animals and magical beasts.

See in Darkness: Whilst bound to Efnisien you can see regardless of light. You can even see in magical darkness.

Shadow jump: By entering an area of shadow at least wide enough to admit your shoulders you can instantaneously move into any other patch of shadow large enough to admit your shoulders within 120ft as with the dimension door spell. Using this ability is considered part of another action, whatever the action you use to move is. As a result it is theoretically possible to charge using this ability. Once used you may not use this ability again for 5 rounds.

See inside: You can instantaneously tell whether any object you can see has a hollow in it. As a standard action you can see inside the hollow as though the container was transparent. Once the ability has been used you cannot look inside another object for 5 rounds, although you are still told which objects are hollow. The same things that block detect magic block this ability.

Rapid death: Whenever you could normally make a coup de gras against an opponent it only takes a standard attack rather than the standard full round action.

Fear aura: All animals within 60ft of you become panicked. Magical beasts and animals with supernatural intelligence scores get a willsave DC 10+1/2 your effective binder level+your cha mod.

[Post 51]

Author : Sarlax

Date : 04-07-06 10:50 AM

Thread Title : Hessesselen, Lord of Steam

Hessesselen grants binders resistance to heat, powers over vapor, and swimming abilities.

Vestige Level: 3rd

Binding DC: 22

Special Requirements: No

Legend: In a forgotten age, millennia ago, the planes existed differently. The baatezu and tanar'ri had not yet been fashioned, the mind flayers were slowly building their grand empire, and the serpentine races lorded over the prime.

In the present day, Earth opposes Air. Fire opposes Water. They combine into Magma, Ooze, Smoke, and Ice. It was not always so. In the ancient days, the planes combined differently. Earth met Air to make the Paraelemental Plane of Sandstorm. Where Fire met Water lay the Paraelemental Plane of Steam. The Plane of Steam was an infinite expanse of boiling seas and scalding skies, and the greatest elemental

lord was Hessesselen.

The Steam Lord ruled over thousands of vassal spirits of steam, but Hessesselen was not content with his kingdom. He had designs on plane-spanning empire. He sought to conquer the other elemental kingdoms. Hessesselen launched simultaneous attacks on both Fire and Water, grandly confident of victory. The initial battles favored the Steam Lord, but something disastrous happened.

Some believe that the cataclysm was brought about by defenders of Fire or Water, seeking to protect their lands from Hessesselen. Others say that Hessesselen himself caused the disaster, thinking it would secure his victory. It may be never known, but the consequences were infinite - the borders of the Elemental Planes sundered and recombined. Sandstorm was scattered settled to the Planes of Earth and Air, while the Paraplane of Steam evaporated, leaving no traces of its existence but the pompous steam mephits - and the vestige of Hessesselen.

Manifestation: When the binder completes the seal, a cloud of warm vapor fills the circle and spills out. Rising from this thick cloud, Hessesselen appears as a giant, winged beast, formed like a gargoyle or mephit. His transparent body seems made of glass but is filled with angrily boiling water. When he speaks, his voice is soft and warm, but screeching and hissing in anger. Hessesselen always considers himself a superior being.

Sign: Your skin and hair become warm and damp. When your emotions become strong, your breath visibly steams.

Influence: Hessesselen's arrogance shines through you. While under the Steam Lord's influence, you cannot seriously consider other creatures to be your equals or betters. You rationalize all cooperation as deception of subordinates, and Hessesselen demands that you refuse all direct orders given to you.

Granted Abilities: Hessesselen gives you abilities that recall his ancient land - the Paraelemental Plane of Steam.

Fire Immunity: You have immunity to fire damage.

Swimming: You gain a swim speed equal to your land speed.

Breath of Steam: You can spit a stream of boiling water that explodes in a cloud of steam. This acts as a Fog Cloud spell with a range of 10 feet per binder level. If the binder wishes, the steam can deal 1d6 points of fire to each creature within the effect's area each round, for a maximum of 5 rounds. This ability works under water normally. Once you have used this ability, you cannot do so again for 5 rounds.

[Post 52]

Author : Bukowski

Date : 04-07-06 11:48 AM

I'm picking up Tome of Magic this weekend, so I'm not sure how extensive a list of stock vestiges are provided, but...

has anyone done something to do the dead FR god Moander as a vestige?

[Post 53]

Author : Realms of Chaos

Date : 04-07-06 03:38 PM

Before anyone submits any more Vestiges, allow me to provide a little warning to all DMs in the audience.

As the Tome of Magic is written, THERE CAN BE NO OTHER VESTIGES.

That is not to say that you can't make some but to say that you'll need to do some ever-so-slight modifications

The reason for my deduction is quite simple. Dahlver-Nar. He became a vestige because he wore all of their teeth. As he was a human with 32 teeth, he could only utilize the same number, which is the exact number of Vestiges the book created.

Although the book never directly says that he wore the teeth of ALL vestiges, if taken only out of the book, that is the case, creating new flavor for Dahlver-Nar. If you ruin this, his reason for being a vestige doesn't seem as significant. The entire point of the teeth, including their name, is that they belonged to him.

If you are going to include other vestiges (and with them other teeth), substitute them for something else, remove Dahlver-Nar and rename the teeth, or simply change him and his history ever-so slightly.

I am really picky about small details like that.

[Post 54]

Author : Vestigial_Thumb

Date : 04-07-06 03:47 PM

Before anyone submits any more Vestiges, allow me to provide a little warning to all DMs in the audience.

As the Tome of Magic is written, THERE CAN BE NO OTHER VESTIGES.

That is not to say that you can't make some but to say that you'll need to do some ever-so-slight modifications

The reason for my deduction is quite simple. Dahlver-Nar. He became a vestige because he wore all of their teeth. As he was a human with 32 teeth, he could only utilize the same number, which is the exact number of Vestiges the book created.

Although the book never directly says that he wore the teeth of ALL vestiges, if taken only out of the book, that is the case, creating new flavor for Dahlver-Nar. If you ruin this, his reason for being a vestige doesn't seem as significant. The entire point of the teeth, including their name, is that they belonged to him.

If you are going to include other vestiges (and with them other teeth), substitute them for something else, remove Dahlver-Nar and rename the teeth, or simply change him and his history ever-so slightly.

I am really picky about small details like that.

But if you were a DM (or if you are one) would you disallow players to make their own vestiges with their own abilities to suit their character concept. I know I just couldn't stand the look of a player that really wanted to, and would without hesitation disregard that part of Dahlver-Nar's story.

[Post 55]

Author : Jhaelen
Date : 04-07-06 04:17 PM

But if you were a DM (or if you are one) would you disallow players to make their own vestiges with their own abilities to suit their character concept. I know I just couldn't stand the look of a player that really wanted to, and would without hesitation disregard that part of Dahlver-Nar's story.

Of course I wouldn't allow it! I would, however take a player's ideas into consideration and might create a new vestige for the character to use.

While I don't care for the reason Realms of Chaos gave, I'd probably also replace one of the existing vestiges, if I created a new one. It's already difficult enough to keep track of all the different abilities granted by the existing vestiges and each additional vestige also increases the overall flexibility of a binder, making them more powerful.

Having said that, I have also considered introducing new vestiges that are not common knowledge (and thus cannot be summoned by other binders) as a reward.

P.S.: One thing that came to my mind when first reading about pact magic was 'Elric of Melnibone'. His ability to call on favours from various demon lords associated with his ancestors struck me as similar.

[Post 56]
Author : Vestigial_Thumb
Date : 04-07-06 04:37 PM

Of course I wouldn't allow it! I would, however take a player's ideas into consideration and might create a new vestige for the character to use. I'm talking about cooperative creation. Experience has taught me that you can't get the player's wishes right if you just note what they say and "do your best". Work with him.

While I don't care for the reason Realms of Chaos gave, I'd probably also replace one of the existing vestiges, if I created a new one. It's already difficult enough to keep track of all the different abilities granted by the existing vestiges and each additional vestige also increases the overall flexibility of a binder, making them more powerful.

Having said that, I have also considered introducing new vestiges that are not common knowledge (and thus cannot be summoned by other binders) as a reward.

I also considered to allow knowledge of one vestigial binding per level (know how to bind one vestige at 1st, two at 2nd). Then I decided not to.

P.S.: One thing that came to my mind when first reading about pact magic was 'Elric of Melnibone'. His ability to call on favours from various demon lords associated with his ancestors struck me as similar.

Interesting... You're right, they do kinda seem similar. I still see more relation to Ars Goetia, seeing as they are the same kind of magic.

[Post 57]
Author : sooperspook
Date : 04-07-06 06:17 PM

Nothing in the book says that these are the 'only' vestiges to exist. In fact, having the character search for new and unknown vestiges to bind is an excellent reason to go adventuring.

as for letting the player design a new vestige, thats fine. Its not his 'character'

whos making a new vestige. the character just finds it.

I'd of course have to review it , make sure its not over (or under) powered.

[Post 58]

Author : Kyuketsukiouji
Date : 04-07-06 06:25 PM

Before anyone submits any more Vestiges, allow me to provide a little warning to all DMs in the audience.

As the Tome of Magic is written, THERE CAN BE NO OTHER VESTIGES.

Too bad Dragon Magazine and wizard's own website doesn't agree with that...

[Post 59]

Author : Bukowski
Date : 04-07-06 07:11 PM

Yeah, someone might want to tell WOTC they should remove their "Guide to Making New Vestiges" column because it doesn't fit fluff text. :rolleyes:

[Post 60]

Author : Realms of Chaos
Date : 04-07-06 09:53 PM

I never said that I didn't notice the WotC article. I never said that I made a particularly good point. I never said...

Oh, look. A monkey. (runs away)

[Post 61]

Author : sooperspook
Date : 04-08-06 01:37 AM

:heehee :heehee

No Worries mate. We all do that from time to time.

[Post 62]

Author : Mysticaloctopus
Date : 04-08-06 04:36 AM

Hey, anyone else noticed that Otiax seems to be based off Yog-Sothoth, with it's being an amorphous alien being of unknown origin with a fixation for opening stuff?

This could pretty easily be used to tie the mythos to a campaign or to use asw a backstory for discovering other mytos vestiges.

Also, whoever said something about unname and vestiges, it could be made so that some mighty being, maybe a demigod was unnamed, and then through some strange ceremony someone was renamed with that being's truename through a foul perversion of the ritual of renaming, maybe in an attempt to gain it's power. The person was obliterated by the ritual, but they weren't unnamed. As such, a spirit with the being's truename exists and so the unnamed being returned, simply through being referenced somewhere else in the universe, as a vestige. I'm not good at writing rules, but I reckon that this would be a particularly nonexistent vestige, so it requires a lot of searching to discover (Special requirement?) and has abilities linked to invisibility, going unknown of / unseen, etherealness and perhaps an ability linked to truenaming.

In the same vein, maybe a vestige of some powerful shadowcaster, perhaps also a shadar-kai or even the shadar-kai who made the pact dooming their race, who was utterly subsumed by shadow and now is nothing but a shadow of a shadow, and as the plane of shadow is the shadow of existence, a vestige seems the least existant existance it's possible to lead.

Maybe Hastuuurrkk! should be a vestige linked to truenaming as well, as it seems he has and (ab)uses the 'speak my name and I am there' 20th level truenamer power, maybe granting abilities to sense and use creatures truenames to blight them with powerful cureses.

Father Dagon / Mother Hydra has an obvious sign when you're bound to them *cough*innsmouthaint*cough* and would have to be linked to the sea and controlling it's denizens, maybe requiring that the summoner put a living fish into the seal, which transforms into the manifestation, which then spits out the fishbones when it leaves you.

Who else... Azathoth may be an 8th level vestige, but I'd say it's too powerful to summon without severely risking existance because you're actually waking up a tiny, weeny portion of Azathoth, which could start a chain reaction and wake the whole damn thing.

Nyarlathotep... He loves to spread chaos and has a nice epithet to go with him, and certainly likes to give races 'gifts' with which they'll destroy themselves. Perhaps he taught the first binders their arts? perhaps he created the first vestige? made himself the first vestige to open the door for others to follow? Plenty of fluffability there.

Hmm... other mythos deities / creatues to summon...

The colour out of space! Perfect! abilities linked to ability damage and negative levels, and it's sign is that you seem tired and grey.

Plenty of ideas there, if someone stats them up that'd be great. I'd do it myself, but my attempts at making anything that's the right level and complies with rules have all ended in failure.

Psychic_Infinity, you feel like trying some more mythos?

[Post 63]

Author : psychic_infinity

Date : 04-08-06 05:10 AM

This could pretty easily be used to tie the mythos to a campaign or to use asw a backstory for discovering other mythos vestiges.

It's better than what WOTC was planning on doing with the mythos (read Lords of Madness).

Father Dagon / Mother Hydra has an obvious sign when you're bound to them

*cough*innsmouthtaint*cough*

Huh. I had totally forgotten about Dagon.

Psychic_Infinity, you feel like trying some more mythos?

I'd be honored. :)

As a sidenote to what Realms of Chaos said, how would you go about making more teeth of Dahlver-Nar? (Maybe his mouth just defied the logic of time and space :rolleyes:)

[Post 64]

Author : Bukowski

Date : 04-08-06 06:29 AM

Yes, yes, more of The Teeth That Should Not Be! :D

Seriously, I completely ignored Tome of Magic when it was released and after reading pact magic threads this week I'm ashamed. Must...have...book...

[Post 65]

Author : Lord_Yy

Date : 04-08-06 01:53 PM

As a sidenote to what Realms of Chaos said, how would you go about making more teeth of Dahlver-Nar? (Maybe his mouth just defied the logic of time and space :rolleyes:)

Easy: With a few exceptions, there's no definitive timeframe for when the vestiges BECAME

vestiges. It's perfectly acceptable to say that there WERE 31 teeth when Dahlver-Nar

became a vestige(his last remaining tooth becoming the 32nd), and the rest of the vestiges came after he did.

[Post 66]

Author : sooperspook

Date : 04-08-06 09:16 PM

also, since vestiges exist outside of space and time it's entirely possible for a vestige to have come into existance 20 years from now , yet have been available for binding since the dawn of time.(Time twisting ftw!)

So perhaps the Teeth of DN were simply those that were known to be available at the time, where in fact there were many, many more vestiges.

Another way to explain it , especialy when dealing with vestiges with a similar theme, is to say that they are actually the same vestige, just different aspects of it. Perhaps what a binder expects affects what powers are granted by the vestige, so if someone expects powers X,Y and Z from a vestige he gets them , while another

binder expects powers A,B and C and gets those , even though they come from the same vestige. And the different manifestations could be explained the same way.

Personally i prefer the first explanation. I like warping space time around my PCs.
:D

[Post 67]
Author : katarl
Date : 04-09-06 04:14 AM

Scyllea, All-Mother
level 3
Binding DC 24

According to legend, Scyllea was the creation of Zarus, a woman so perfect that they killed her creator so no creature could ever come of their union. Now, as a vestige, she grants her summoners greatly improved physical prowess, the ability to survive where others would collapse and leap entire buildings with single, powerful bounds.

Special Requirements: Summoner must be human or have some human-orientated goal. Must not be half-human or have any significant 'impurity' of race, other than that of celestial, or fiend (so aasimar can, mongrelfolk can't).

Sign: Summoners skin becomes noticeably golden in colour, and all imperfections smooth away, making the summoner seem almost construct-like.

Influence: Becomes intensely competitive, as well as callous to those you consider weaker than yourself. You never give aid to anyone who you feel doesn't deserve it (if a rogue falls afoul of a simple trap, you ignore them).

Benefit:

I stand on the shoulders of giants- you are treated as having the powerful build trait for all beneficial purposes. This does not stack with any other powerful build.

Leaping Forward- you may add a +10 to your jump check. This increases to +20 at level 8 and +30 at level 14. You may use this ability once per 5 rounds.

Survival of the Fittest- you gain +1 to a stat of your choice per 4 effective binder levels, which may be on different abilities, but cannot be changed until you rebind Scyllea.

Resourceful Survivor- you may elect to add an insight bonus to your saving throw equal to 1 + your effective binder level/3 over 5 (so an 11th level binder gets +3). Useable once every 5 rounds.

Special: if you have the ignore special requirements feat and do not fulfill the normal requirements for summoning Scyllea, she still appears, but resents your misuse of binding power- you take a -2 penalty on your binding check with her.

I have not yet finished the manifestation, or legend paragraphs, though there is a sign for her.

[Post 68]
Author : Soel Griffin
Date : 04-09-06 03:35 PM

Bump-a-dumpa!

Btw, Katari, I dig Scyllea, and the Bladebringer!

[Post 69]
Author : SavagePoetry
Date : 04-10-06 10:07 AM
Thread Title : Tarot Vestiges

When I get out of the exam session, I think I'm gonna work on an alternative set of Vestiges based on the 22 Major Arcana of the Tarots... (Flaaaavooooorrr)... If someone has some ideas, let's share'em!!.. And now back to the books.. :weep:

[Post 70]
Author : psychic_infinity
Date : 04-10-06 05:36 PM

When I get out of the exam session, I think I'm gonna work on an alternative set of Vestiges based on the 22 Major Arcana of the Tarots... (Flaaaavooooorrr)... If someone has some ideas, let's share'em!!.. And now back to the books.. :weep:
Neat! :D

[Post 71]
Author : psychic_infinity
Date : 04-10-06 06:04 PM

Hastur
The Unspeakable One
Level: 6
Binding DC: 25

Hastur is a an Elder God that exists out of time and space. He holds sway over a large village, but it's still not enough to release him from his prison. Although he grants his clerics profane power, there is a problem: Speaking Hastur's name too loud can lead to him dragging you into his non-euclidian prison with him.

Sign: On the palms of both of your hands appear Hastur's symbol: Three yellow curving lines radiating out from a single point.

Influence: If anybody says your name you attempt attack that person. This compulsion fades after 1d3 rounds.

Benefit:
Linguistic Power: You gain a +1 enhancement bonus on Bluff, Diplomacy, Perform (Oratory), and Sense Motive checks, and the ability to supernaturally speak and understand one language of your choice (chosen when this vestige is bound).

Alphabetic Antagonist: Truenames used on you have their Truespeak DCs raised by 5. If you can use Truenames, the DCs are lowered by 1. You can surpress this ability as a move action that lasts as long as you concentrate (see concentration under casting a spell in the Player's Handbook).

Language of Power: You can use Power Word: Stun once every 5 rounds as a spell-like ability with a CL equal to your Binder Level. In addition, choose one Truename fromt the Lexicon of Evolving Mind of third level of less. You gain the ability to use it once per round. If you don't have any ranks in Truespeak, you gain a number of ranks in Truespeak equal to your int modifier (min. 1) for the duration of this vestige.

[Post 72]
Author : Soel Griffin
Date : 04-10-06 11:23 PM

Here's a symbol I found somewhere online some time ago...For the unnameable one...
<http://img224.imageshack.us/img224/1410/hastursign9xa.gif> (<http://imageshack.us>)

[Post 73]
Author : Mysticaloctopus
Date : 04-11-06 12:45 PM

Aha! I just had another weird and wonderful idea!

We need someone who obtained a breif flash of divinity before realisation dawned on him that such grand abuse of the rules would allow him to keep his deityhood, albeit as the patron deity of the mocked, the weak-on-the-inside powergamers.

Pun-Pun
Lord of the Powergamers
Level: You tell me!
Binding DC: You tell me!
Special Requirement: Yes

Pun-Pun the Kobold was a creation of the Dungeons and Dragons community, a deity brought into his breif existence by a flare of awed respect for both Pun-Pun and his designer, Khan the Destroyer. Pun-Pun's glory was short-lived, however, as his ruse was soon discovered and Pun-Pun's font of divinity mocked him for the powergamer that he was. However, despite his attempting to immolate himself with the last shred of his power, Pun-Pun lives on as a vestige in much the same way Tenebrous does, as a memory in the coding of the boards and in the minds of players everywhere

Seal: Pun-Pun's seal is an inverted triangle within a circle. A '20', the lucky number of Pun-Pun and powergamers everywhere, is inscribed within the triangle, as if summoning Pun-Pun required a great success (which it doesn't, he just likes natural 20s)

<http://img125.imageshack.us/img125/9094/punpun7ww.th.png>
(<http://img125.imageshack.us/my.php?image=punpun7ww.png>)

Sign: A d20 is always visible about your person, such as in your free hand, stitched onto a coat button or around your neck on a chain. This d20 appears to move when viewed casually, but is mysteriously normal when scrutinised. Any attempt to hide it causes it to slip between the capturing surfaces and roll onto a free space on the binder. If removed by another person, it vanishes as soon as they let it out of their sight and turns up somewhere on the binder.

Manifestation: Pun-Pun creeps cautiously into his seal, looking around in a worried way. Suddenly, a massive snake rears up from under the seal, carrying Pun-Pun on it's head. As it rears up out of sight, it begins to shrink again, stamped down by the clawed foot of a colossal Kobold. Pun-Pun begins to shrink as his foot nears the ground and he comes down a stronger, more confident scaly runt than he was before. When he addresses the binder, his voice echoes with Divine power, though his confidence and great paragon body fade away moments before he does, and as he creeps from his seal he gives the binder a look of the great fear that only a god-made-mortal can know.

Special Requirement: Pun-Pun loathes Ted the mind flayer, as both are Gods of the Boards but Ted lives on as a loved figure while Pun-Pun exemplifies all that players should not be. As such, Pun-Pun will not answer the call of a worshipper of Ted, any Illithid or Illithidkin or anyone who has consumed a fry-up within the past 24 hours. Should someone bound to Pun-Pun consume a fry-up, they are counted as having denied his influence, even if they are not under his influence.

Influence: You believe you are stronger than you are and thus do everything you can to prove this. If you can do so, you must cast at least one stat-enhancing spell on yourself each day, such as Bull's Strength. If you have an item that allows you to do so more than once, such as a wand, you must do so three times each day. Pun-Pun does not require it, but enjoys sharing celebration of great success. If you succeed a skill check because of his Near-Infinite Stat ability, defeat an enemy with his Divine Squirrels: or roll a critical hit or natural 20 while under his influence, Pun-Pun likes his binders to celebrate if doing so would place them in danger. Celebrating is a full-round action and may involve shouting "uh-huh! uh-huh! Whodabest? Idabest!" and moonwalking.

Benefit:

Near-Infinite Stat While bound to Pun-Pun you can increase your stats. Doing so increases the stat of your choice by 2 points for 1 round. In a non-combat situation this is increased to the duration of 1 check, up to an hour, such as a decipher script check. This ability may be used three times per day and once activated cannot be used again for five rounds.

Powergame: Pun-Pun grants the ability to choose feats perfectly to maximise your power. While bound to Pun-Pun, you may choose to temporarily swap-out one normal feat that you have with another feat that you meet the prerequisites for. You may swap bonus feats, but only for feats you have access to as bonus feats. The swapped feat does not count towards prerequisites for feats. You cannot use this ability if you do not show Pun-Pun's sign.

Awesome: While bound to Pun-Pun, you exude an aura of unstoppable. This manifests as a +2 bonus to AC and to all saves. This is an extraordinary ability.

Divine Squirrels: By taking the d20 that is Pun-Pun's symbol and hurling it at a target, you can summon a Celestial or Fiendish dire squirrel to attack that target. The squirrel seems to fly from nowhere to attack, attempting to grapple and bite, and serves for a number of rounds equal to one-half of your effective binder level, rounding down. The minimum time it serves for is 3 rounds. Once it leaves, springing

into the air off the target's face, the squirred may not be summoned again for 5 rounds.

Note 1: Symbol of Pun-Pun adapted from the symbol of Halphax, taken from http://wizards.com/dnd/images/ToMagic_Gallery/96049.jpg and used under fair use (I'm no good with legalese). Image modified using adobe photoshop, modified image is copyright.. whoever owns it. If anyone wants the blank seal in psd or png format, PM me to arrange an email. The PSD has a layer set up to draw into which will auto-emboss it to fit in with how seals look in the book.

Note 2: Use the stats for a celestial / fiendish dire badger. Nobody loves them, so they need love. Even badgers need love sometimes.

Yay! I feel like doing another one!
Mythos feel this time. Time for...

Shub-Niggurath
The Black Goat of the Woods with a Thousand Young
Vestige Level: 5 (Thanks Nairalimis)
Binding DC: 25
Special Requirement: Yes

Shub-Niggurath is an ancient being, long ago worshipped as a God or Goddess of fertility, commonly offered human sacrifices by isolated villages of cultists to sate it's legendary appetite. Now, however, it is aeons old and displaced so greatly that it only barely exists as a vestige.

Seal: Shub-Niggurath's seal is extremely hard to learn, being a seemingly random assortment of lines radiating from circles. Many binders draw a careful diagram to assist in their summonings.

Sign: You show a great appetite for raw meat, and your breath reeks of gone-off food, though the odour may change at any given time. Your mouth also seems slightly larger than usual.

Manifestation: First, a black mist seems to rise from the seal. Moments later, the lines of the seal seem to writhe and join the solidifying mist. Great tentacles and mouths form in the mist, one tentacle hungrily passing the offered meat to one mouth, and finally, a short pair of black goat-legs forms to support the now-material body of Shub-Niggurath. When it addresses the binder, it does so with an angry tone, speaking from many of it's mouths in the same way as Dantallion.

Special Requirement: Shub-Niggurath requires the sacrifice of raw meat, still wet with blood. This is consumed in the summoning, though a faint red stain remains afterwards as if the surface had been slapped with a steak a few times.

Influence: While under the influence of Shub-Niggurath, your appetetite increases. You want to eat one more meal each day, and though you do not have to it causes you to feel ravenous, and you must consume raw or nearly-raw meat at one meal. A very rare or blue steak would count for this purpose. Passing up an oppertunity for such meat is defying Shub-Niggurath's influence.

Benefit:

Scavenging Gullet: You gain the Scavenging Gullet feat from Lords of Madness. This allows you to eat almost any organic material and gain nutrition and find any such 'foodstuff' quite palatable. In addition, you are immune to nonmagical ingested

poisons and diseases.

Great constitution: While bound to Shub-Niggurath, you gain a +4 bonus to constitution and gain bonus hitpoints accordingly. These hitpoints are treated as normal hitpoints, not bonus hitpoints.

Lesser Call Dark Young: You can call upon the powers of the Dark Young of Shub-Niggurath. You may create the effect of an Evard's Black Tentacles spell, with the following changes: Only one tentacle is summoned at a time and lasts for one round per two effective binder levels. Once used, you cannot activate this ability again for five rounds.

Foul Breath: As a standard action you can give off a breath of foul, green gas. This gas stinks of rotting meat and vegetation. The breath is a 30ft cone of gas with two effects. All creatures caught in the area of the cone take (1/2 your EBL)d6 points of acid damage, reflex for half, up to 5d6 points at EBL 10. All creatures with a Con score and that breathe which are affected must make a fortitude save (DC 1 + 1/2 your EBL + your Cha modifier) or be nauseated for 1d4+1 rounds. Once you breathe, you cannot breathe again for 5 rounds. This does not count as a use of a natural breath weapon for creatures such as dragons that must wait after using their own breath weapons.

PEACH, people?

[Post 74]
Author : Bukowski
Date : 04-12-06 05:44 PM
Thread Title : PEACH please

Iyachtu Xvim
The Godson Discarded
Level: 3
Binding DC: 19
Special Requirements: Yes

A god in his own right for a brief time, Iyachtu Xvim was a contingent seed of resurrection for the Faerunan god Bane. When Bane was reborn, reclaiming his portfolio and consuming his half-demon son in the process, the part that was Xvim was lost to that place beyond which all exists. As a vestige, Iyachtu Xvim gifts binders with his tyrannical voice and hateful power against the divine powers that betrayed him.

Sign:

Your eyes glow a radiant green, and your face is contorted into a perpetual scowl.

Special Requirements:

After being betrayed by his God-father, Iyachtu Xvim's hate is focused towards the divine. He will not answer your call if you are a divine spellcaster.

Influence:

You are a bully and a sadist, relishing any opportunity to pick on the weak (kicking a beggar, slamming a door in someone's face, etc. are not uncommon acts for you). In combat, you must use your actions to attack any helpless or prone opponents within 10' if possible.

Manifestation:

Iyachtu Xvim manifests as an opaque black cloud rising from his sign. Two luminous green eyes appear when the cloud is addressed; when Xvim responds two greasy pseudopods of smoke grip the binder painfully at the shoulders, a headlike mass lurches forward to loom over the binder, and Xvim's voice issues forth in hostile, growling tones.

Granted Abilities:

Weapon Proficiency: You are proficient with the scimitar and falchion.

Tyrant's Voice: You may issue orders to any living creature within 30' as the command spell. Once you have used this ability, you cannot do so again for 5 rounds.

Beast of Xvim: You may control an animal as the dominate animal spell, at will. You may only control one animal at a time, and the animal may not have more HD than you have effective binder levels. While under the influence of this power, an animal's eyes glow green and it's fur becomes jet-black and shaggier. You cannot use this ability if you do not show Iyachtu Xvim's sign.

Smite Faithful: You can attempt to smite a divine spellcaster with a single melee attack. You add your Charisma bonus (if any) to the attack roll and deal 1 extra point of damage per effective binder level. If you accidentally smite a creature that is not a divine spellcaster, the attempt has no effect. Once you have used this ability, you cannot do so again for 5 rounds.

PEACH please.

[Post 75]

Author : Nairalimis

Date : 04-12-06 08:23 PM

Nairalimis: You need to provide names for The King in Yellow and The Mountain. It says in the ToM that to call a vestige, you need to address it by both its name and its title. Okay, PEACH-ing is done. Vestige Time.

Mysticaloctopus, Shub-Niggurath seems good. The Foul Breath ability might be better suited to having the standard DC for binder effects. If the Foul Breath is bumped up a bit, I think Shub comes in as a level 5 vestige, with a binding DC of 25. I'd also increase the Con bonus from 2 to 4, to put it more in line with Paimon and its Dex bonus.

The mountain's been given a name, and as I recall the King in Yellow's name is the King in Yellow. Must have made standardized tests a pain to fill out. Here's two more totemic style vestiges, and one horror.

Yonar, The River

Legend: The spirit of the greatest river, Yonar was a powerful god to many tribes. It was said that his blessings could grant a people food and wealth, while his curses devastated those who angered him. In the ancient age of man, his power grew

so that he dared to battle the mother of all waters, the ocean, for dominance. But Yonar finally overreached himself and was cast out by Ocean. His power shattered, the once mightly spirit remains a minor spirit summoned by shamans and binders to grant his gifts.

Special Requirement: Yonar cannot be summoned in sight of the sea. Nor can he be bound to a binder while they are bound to Ourar.

Manifestation: Yonar appears as a tall man formed of water which rushes down into places unseen by mortals. His left side is murky while the right is perfectly clear. When he speaks, his voices changes tones from a soft whisper to a roar without warning. On his chest, a series of wounds bleed salt water, a sign of the blow that cast him from his divine station.

Sign: The five cuts on Yonar's chest appear on the binders, becoming slightly damp with salt water.

Influence: Those under Yonar's influence cannot stand still physically or socially. They must either be travelling or trying to better their station in life. Stagnation is not acceptable.

[B]Granted Abilities:

Swift Travel The binder gains +10 to their base speed, and may swim as quickly as they travel on land.

Rushing Waves The blows of a binder are like a river's. A target hit by a binder, either as a regular attack or a touch attack to invoke this power specifically, must make a reflex save or be pushed by 5 feet per every 2 binder levels. Once used, this power may not be used for another five turns. [Note: This might work better as a swim check with a DC of 15+Binder level, but the mechanic is unusual enough for a Vestige that I'm leaving it as a optional variation.]

Water's flow The binder gains a +4 bonus to escape artist and swim checks.

River's blessing Banished, Yonar can no longer grant the ability to breath underwater, but those bound to him may stay under water for four times their constitution rating in rounds before needing to make drowning checks.

Ourar, Mother Ocean

Vestige Level 6

Binding DC 27

Legend: Before there was dark or light, the ocean was. From it day and night were spawned, and land was born forth from her. As time went on, Ourar became tired of her children, and Yonar's betrayel was the final straw. After punishing her wayward son, she sunk into depths known to neither man nor god to rest. Unnable to completely neglect her children, she still comes to those who know how to call her.

Special Requirement: Ourar's binder cannot stand on solid ground when calling her.

Manifestation: Ourar appears as a motherly woman, who's eyes reflect the depths of the sea. The smell of salt water follows her when she appears, and the ground around her is transmuted into the bottomless depths.

Sign: The binder's eyes gain an unnatural depth to them, those looking at the binder's eyes may see the depths of the sea.

Influence: Those under Ourar's influence become the mother to the world. When treated with respect they must behave, if mistreated a binder must take revenge on those who were disrespectful of the seas.

Granted Abilities:

Breath of Water The binder gains the benefits of the Water Breathing spell at will.

Body of Water Becoming as endless as the ocean, a binder becomes nearly immune to slashing or bludgeoning damage. They are treated as if underwater when attacked with such weapons, giving attackers a -2 to their attack rolls, and halving all damage. Any effect which allows a person to function normally under water negate this power.

Sea's Embrace Still a mother, Ourar holds bounty for all. When near a body of water, the binder may summon food and purify water enough to feed a number of people equal to half their binder level. If there is no water, a binder may create water as the spell, although no food will appear. This power may only be used three times a day.

Crushing Depths It takes a great deal to anger the ocean, but when pressed, the seas crush those who think to master them. A target with any water in their body (any normal living creature, some constructs and elementals are immune) takes 1d4 damage, half with a successful fortitude save. Aquatic or water subtypes, or targets in the water, take 1d8 damage. Once used, this ability may not be used again for 5 rounds.

Ithaqua, the Wind Walker
Vestige Level 5
Binding DC 27

Legend: Said to have come to the Frozen north along winds that travelled between the stars and earth, Ithaqua is a terrible hunter of all things living. When it walked the snows, sacrifices were laid out in hopes that it would take them and leave the hunters alone. Such was not always the case, and finally a circle of brave shamen and spirit-touched men went forth to banish the Wind Walker. It is unknown what happened, the people of the north say Ithaqua was sent along a wind back to the stars, at the cost of all the lives of those who went to stop him. Binders whisper that he was banished, but as the aetheric currents move, Ithaqua will become stonger, claiming those foolish enough to call on him as his new body.

Special Requirement: Ithaqua's circle must be drawn in the blood of a freshly killed mammal.

Manifestation: A horrifying giant with a roughly human shape and glowing red eyes, his hands dripping blood. Around him the blizzard winds blow, waiting to be released.

Sign: Those binding Ithaqua have their eyes glow an unholy red, and their hands and teeth are stained lightly red.

Influence: Bound to Ithaqua, a binder must kill at least one sentient being per day.

[B]Granted Abilities

[I]Hunter of the North: The binder gains the trackless step feature, which applies in natural settings, or anywhere where snow covers the ground.

Wind-Walker: Those bound to the Wind-Walker may Air Walk, as the spell, at will.

Bloody Hands, Bloody Mouth: Ithaqua grants his binders claws to rend their enemies, which do 1d10 damage per strike and qualify as magical and evil. As a bite attack, the binder may deal 1d8 damage, this attack suffers no penalties in a grapple. You cannot use this ability if you do not show Ithaqua's sign.

Wind of Boreal: As a standard action, a Binder may summon freezing winds against their enemies. This wind deals 1d6 cold damage per 3 effective binder levels, a reflex save halving the damage. This has a range of 50 feet + 5 feet per effective binder level. Additionally, a fortitude save must be made, or the target suffers a -2 penalty to attacks, AC, and skill checks due to cold. Spells or equipment which aid resisting the cold aid against this effect, or negate it, depending on the spell, creatures with cold immunity take no penalty, while those with cold resistance gain a +4 circumstance bonus.

[Note: The lower damage on this should be balanced by the fort save vs cold penalties.]

[Post 76]

Author : Nairalimis

Date : 04-12-06 08:36 PM

Bukowski,

Iyachtu Xvim's Tyrant's Voice ability should probably have the 5 round cycle to reuse it. It's a little too potent for a level 3 vestige to invoke at will I suspect.

Smite Faithful seems like a fair enough power, I might weaken it a bit so as not to make it quite as potent as the usual smiting. Maybe half the damage bonus? I'm not sure if that would be pushing it too far in the other direction though.

Sarlax, Hessesselen looks quite nifty. I quite like the combination of powers and a very nice influence.

As for Hastur, my hat is off to you psychic_infinity. A True Name affecting vestige, a nice way to mix those two systems. Plus it fits the wonderful Hastur naming trick. Though the benefit for Linguistic Power seems a little low, or did you factor in the number of skills it affects to be with the lower balance?

[Post 77]

Author : Bukowski

Date : 04-12-06 08:50 PM

Nairalimis,

Suggestions appreciated and noted. :)

I like the two totemic vestiges... did you consider making them exclusive? Just from the fluff text, I could picture them not wanting to be bound at the same time.

I like Ithaqua for the most part, it's one of my faves from the Mythos. The Wind of Boreal ability might even be workable at d6/2 binder lvls... I'm assuming it's a single target ability?

[Post 78]

Author : Millenia

Date : 04-12-06 10:34 PM

Before anyone submits any more Vestiges, allow me to provide a little warning to all DMs in the audience.

As the Tome of Magic is written, THERE CAN BE NO OTHER VESTIGES.

That is not to say that you can't make some but to say that you'll need to do some ever-so-slight modifications

The reason for my deduction is quite simple. Dahlver-Nar. He became a vestige because he wore all of their teeth. As he was a human with 32 teeth, he could only utilize the same number, which is the exact number of Vestiges the book created.

Although the book never directly says that he wore the teeth of ALL vestiges, if taken only out of the book, that is the case, creating new flavor for Dahlver-Nar. If you ruin this, his reason for being a vestige doesn't seem as significant. The entire point of the teeth, including their name, is that they belonged to him.

If you are going to include other vestiges (and with them other teeth), substitute them for something else, remove Dahlver-Nar and rename the teeth, or simply change him and his history ever-so slightly.

I am really picky about small details like that.

One important point, though: that only applies if Dahlver-Nar was the latest being that became a vestige. There is nothing saying that new vestiges could not appear after his transformation into a vestige. ^_^;;

[Post 79]

Author : Nairalimis

Date : 04-13-06 01:00 PM

I like the two totemic vestiges... did you consider making them exclusive? Just from the fluff text, I could picture them not wanting to be bound at the same time.

I like Ithaqua for the most part, it's one of my faves from the Mythos. The Wind of Boreal ability might even be workable at d6/2 binder lvls... I'm assuming it's a single target ability?

D'oh! That would be a good limitation. Added, and thanks for that suggestion.

As for Ithaqua, it is a single target ability. I suppose making it stronger might be fair since it's a single target attack, or making it a continual effect like most of the other level 5 vestiges, with something like every enemy within 30 feet of the binder takes 2d6 cold damage each turn, with a reflex save for no damage. I don't suppose people have a preference, be it mechanically or thematically?

Bhrigus, The Storm that Was
Vestige Level: 4
Binding DC: 25

Legend: Three hundred years ago, a storm rose far to the north. As it swept south, the fear and prayers of those caught by it gave birth to Bhrigus, the spirit of the greatest storm. Now gifted with a spirit-god, the storm became even more powerful. His wrath and anger were great, and no mere weather-witch or wall could stop the Storm That Was. As he walked the skies, the people cried out for something to stop Bhrigus before the world was unmade again. When he went south again, the Mountain that was the bones of the earth stood. Dorun could not reach to the sky to banish Bhrigus. but neither could Bhrigus soar over the Mountain without entering the domain of the sky-kings who had birthed him and would take him again. It is said that for a hundred years, the Storm that Was raged against the Mountain, calling thunder and lightning to shatter the bones of the world. Unnable to break the Mountain's body, The Storm that Was became trapped away from man and god.

Special Requirement: Bhrigus must be summoned under open sky. Bhrigus may not be bound to a Binder who has bound Dorun, the Mountain in the past 24 hours.

Manifestation: Bhrigus appears as a vortex of clouds, thunder, and lightning with two yellow balls of lightning for eyes. His voice rumbles out like thunder, and water sprays forth from him when angered.

Sign: When bound to the Storm that Was, the binder is buffeted by winds which blow their clothes, hair, or papers back and forth.

Influence: The Storm that Was still fills those who call him with his rage. Under his influence, a binder who is injured must attack the person who harmed them next turn.

Granted Abilities:

[Given that storms tend to be strong but short, Bhrigus is slightly stronger than a 4th level vestige, but most of his powers have the limit of being used once every five rounds.]

Voice of Thunder: With a yell, a binder may call on the voice of the storm to damage those in front of him. Everyone in a thirty foot cone takes 2d6 +1/2 effective binder levels sonic damage and is deafened for 1d4 rounds. A fortitude save may be made to take half damage and not be deafened. Once used, this ability may not be used for another 5 rounds. Silence or similar spells negate this power, and it cannot penetrate them. If not used as an attack, a binder's yell can be heard for 1 mile in any direction.

Storm-Dancer: Bhrigus grants those who call him the ability to dance on storm winds, for every 10 miles per hour the wind blows, the caster may stay aloft for 1 round and make one move action through air (no double moves or the like). If they run out of time, they fall, taking damage. Once used, this ability cannot be used for another 5 rounds.

Shield of the Storm: The binder is surrounded by powerful winds that deflect ranged weapons. The binder gains a +4 deflection bonus to their AC when dealing with ranged attacks, Bhrigus's sign must be visible for this ability to be used.

Weapon of the Gods: The lightning of the Storm that Was may be called by a caster. Under the open sky, a bolt of lightning may be called down on any target within 100 feet +10 feet per binder level. This deals 1d6 points of electricity damage for every 2 effective binder levels, with a reflex save allowed for half damage. Once used, this ability may not be used for another 5 rounds.

[Post 80]

Author : Bukowski

Date : 04-13-06 01:48 PM

upcoming:

Working on another Realms vestige, this one for Moander (I figure he's died enough to have a vestige). I should be able to add it tonight or tomorrow.

Also working on a full set of vestiges for a somewhat shamanistic binder class for a custom campaign world... I can't guarantee they'll be fully compatible with the existing vestiges but I'm going to do my best to balance them. I have no idea what the ETA on this will be, but it's the first project I've been truly motivated on in a while. Hopefully some of them will be flexible enough to be incorporated into the original binder class as presented.

Yay, ToM!! :)

[Post 81]

Author : Gallameed

Date : 04-13-06 03:04 PM

Raistlin Majere would probably make a good vestige, too. He wasn't liked by the gods at all, but he did eventually earn some redemption. Maybe because of that, it wouldn't be possible for him to become a vestige (besides, I don't think Margaret Weis would approve ;)).

Beyond all that, he'd be an interesting vestige concept nonetheless. Just had to chime in and say what a great idea!:)

[Post 82]

Author : Gallameed

Date : 04-13-06 04:13 PM

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them for something else, remove Dahlver-Nar and rename the teeth, or simply change him and his history ever-so slightly.

I am really picky about small details like that.
you shouldnt have that username... or maybe thats the point? ;) :P

[Post 83]
Author : psychic_infinity
Date : 04-13-06 05:18 PM

I'm so glad you liked Hastur. It was late and I was tired, so I was pretty sure I would get some bad responses involving the word pwn.

[Post 84]
Author : mrcow2000
Date : 04-13-06 06:33 PM

Like the Lovecraft themed vestiges.
Here's a few more inspirations culled from video games for a lighter feel.

Shadow Hearts Covenant:
Gaudion: earth related powers and physical attacks
Veneficium: water related abilities
Fides: fire damage attacks
Libertis: wind based abilities
Miserati: Celestial abilities
Somnion: Shadow abilities might work here
(Oddly enough Yuri the main character has a fusion named Amon already)
Tsukiyomi: A Celestial type power with buffing abilities
Jutendoji: Combat abilities

Shadow Hearts From the New World:
Thunderbird; Lightning and wind abilities
Tatanka: Earth, fire and physical abilities
La Sirene: Water and Healing abilities
Tirawa: Celestial, fire, combat

The Shadow Hearts series' harmonixers and fusions were actually what I thought the binder class was going to be like before I got the book.

There's also the Megami Tensei series of games which have a very binder like aspect to them. Especially Persona.

While I'm waiting for part two of the whole Design a Vestige column (as I'm no good at balancing things for actual play), I figured I'd throw these out there as inspiration to others, assuming they've played the games at hand.

[Post 85]
Author : Nemorium
Date : 04-14-06 05:51 AM

Guys, I just bought the latest Dungeon magazine, and it has a section of an H.P.

Lovecraft book, including a Lovecraftian adventure, and it turns out that The King in Yellow is Hastur.

[Post 86]

Author : Nairalimis

Date : 04-14-06 06:04 AM

Guys, I just bought the latest Dungeon magazine, and it has a section of an H.P. Lovecraft book, including a Lovecraftian adventure, and it turns out that The King in Yellow is Hastur

You're refering to Chaosium's Tatters of the King book right?

The issue is, when the Mythos was created it was very vague and unspecific, later authors cleaned bits up and connected them, sometimes linking two related but different things under the auspices of another elder evil.

[Mythos geek rant]

What the King in Yellow is depends what era of Mythos materials you use. The King in Yellow was created by Robert Chambers, in his book of short stories, the King in Yellow. In Chambers' own work, the King in Yellow was a mysterious force of its own.

Lovecraft liked the stories and linked the KiY and Yellow Sign to Hastur, who is actually a creation of Ambrose Bierce, in some of his stories. He used the Yellow Sign and King as symbols and terrible warnings. It wasn't until later, when August Derleth had control over the Mythos property, he made the King in Yellow into an avatar of Hastur.

[/Mythos geek rant]

So the KiY and Hastur can be the same being, but they can also be two different creatures, depending what you want to use as your source materials.

[Post 87]

Author : psychic_infinity

Date : 04-14-06 11:48 AM

[Mythos geek rant]

What the King in Yellow is depends what era of Mythos materials you use. The King in Yellow was created by Robert Chambers, in his book of short stories, the King in Yellow. In Chambers' own work, the King in Yellow was a mysterious force of its own.

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[/Mythos geek rant]

Right you are. I think. :rolleyes:

For my next vestige...I'm thinking along the lines of...Kingdom Hearts. :cool:

[Post 88]

Author : Nairalimis

Date : 04-14-06 12:32 PM

I saw that eyeroll there. :D

As for vestiges, since psychic_infinity has taken the task of Kingdom Hearts, I'll work on Mysticaloctopus's Mythos suggestions and more totemic vestiges.

Nahum, the Last of Colour Touched

Vestige Level: 2

Binding DC: 18

Legend: From the depths of the sky a mysterious rock fell into a small farming community. None knew what it was, not the wisest wizards or the most determined druids that lived nearby. As the season progressed, an unnatural growth took place in the village. Plants grew tall, but in colors never seen, and with a foul taste. Soon the beasts took sick, and even women and men began to fall prey to the strange illness. Realizing the mysterious stone had something to do with this, the townsfolk tried to leave the cursed place or destroy the stone. But no mortal force could break the stone, and ill dreams kept the people there. One by one, the people fell who could not break free of the stone and flee. At last there was one man, Nahum, on whose land the stone fell. When night came, a foul colour swept out over the tainted lands, and raised itself to the sky. No sign was left of those who lived there, only their empty homes.

Special Requirement: Nahum must be summoned under the night sky, with plant life around the Binder.

Manifestation: Nahum appears as a man formed of all the colors that exist, stretching out into space. Where he stands the ground becomes unnaturally full of life.

Sign: The binder is surrounded by a barely visible aura of colors, and plants nearby seem to bend to the binder rather than the sun.

Influence: Those bound to Nahum feel themselves tied to the place of binding. They may not travel more than three miles from the spot where they summoned the last Colour touched.

Granted Abilities:

Tainted Land: Draining the life from the land, a Binder may taint and kill plant life around them to heal themselves. When used, all plants within effective Binder levels in yards become unwholesome, twisted, or dead. Plant creatures take 3d6 damage every turn (fort save for half), while it may dispel spells relying on plant growth (such as entangle, treat as a dispel attempt, using effective binder level as caster level). The binder gains fast healing 2, as long as they are near moderate plant growth. Nahum's sign must be shown for this ability to be used.

Unwholesome Growth: The unwholesome energies which the binder is granted may twist plants up as well as down. This functions as an entangle spell, as if cast by a druid equal in levels to the binder. This ability may not be used in any area affected by Tainted Land for 5 rounds, and plants grown from Unwholesome growth do

not count as plant life for Tainted Land. Once used, this ability may not be used for 5 rounds.

Colour of Madness: As a standard action, the binder may use the spell color spray as if a wizard equal to his effective binder level. Once used, this ability may not be used for 5 rounds.

Lightning Rod: The binder becomes a focal point for electricity. They gain electricity resistance 10 (which may stack with any gained by pact augmentation), and as a move action, may draw an electricity attack to themselves rather than the intended target.

[I couldn't think of a better name, suggestions are welcome.]

[Post 89]

Author : Wolfman1987

Date : 04-14-06 02:03 PM

In an effort to combine the X-men and D&D (for new levels of geekiness). I have started an x-men pantheon of vestiges. Wolverine is the only full vestige I have finished so far, but the abilities for others are in place. I would really like some P.E.A.C.H. on these as I cannot shake the feeling they are too powerful for their level.

Howlett, the Raging

Vestige Level: 5th

Binding DC: 27

Legend: Howlett has probably the most humble beginnings of any vestige known. He began life as an animal, a humble wolverine, little extraordinary about him. Despite his relative lack of importance, he and his brethren were proving disastrous for one small town, which took to laying traps, hoping to stop the wolverines' monopoly on their game. Howlett was indeed among those trapped. A druid found him, half mad from pain in the trap. As Howlett would not let the druid anywhere near him, the druid cast awaken, hoping to calm the creature enough to help him. The tactic indeed worked, and Howlett joined the druid, hoping to repay him. The druid soon turned out to be not worthy of repayment, as he continually insisted on Howlett helping him commit immoral acts, which were still alien to the creature. Eventually Howlett realized the consequences of the acts and left his owner. Unfortunately, this turned out to be a double-edged sword, as Howlett was still perceived as a mindless killing beast by the humanoids around him. Though he found a more understanding ranger months later, the human's misguided attacks on him affected Howlett's outlook permanently. Again, however, Howlett's joy was short lived, as his new master was soon dispatched by the evil druid. Howlett quickly took bloody revenge on his old owner, but was too late to save his friend. Nearly dead from the battle, Howlett stumbled away from the scene, only to be blessed by Obad Hai for his acts. Howlett, as repayment, gladly served his master for the rest of his life. However, so great was his loyalty, that his spirit clung to existence after his death, hoping to further serve his master. Of course, Howlett was heartbroken that his incorporeal form could not assist his master, and Obad Hai, seeing this, transformed Howlett into a vestige, so he could assist those who revered nature for all time.

Special Requirement: Howlett will not appear to anyone who he feels does not appreciate the power of nature. Killing an animal or tree, unless it attacks him first or to eat it, is a grave sin to Howlett, and he will not appear to anyone who has done in the past week. Anyone who has helped an animal or planted a tree in the last 24 hours gets a +4 to his binding check.

Manifestation: Howlett appears as a humanoid dire wolverine wreathed in ivy. The symbol of Obad Hai is seared into the fur over his heart and he carries a very weathered, but still serviceable, quarterstaff. His claws gleam with an adamantite gleam as if they had been recently polished and he gazes at his summoner with judging, piercing eyes. He will remain motionless while looking over the binder, and then merely nod and fade from existence.

Sign: Shining adamantite claws shoot forth from the binders' knuckles, causing 1 point of damage, which is promptly healed by the binder's fast healing. Suppressing and unsuppressing this sign will repeat the damage. In addition, all of the binder's hair grows, becoming thick and coarse. If the binder's species is typically hairless, this part of the sign has no effect.

Influence: Howlett remembers well the prejudice felt by humans toward him and never judges other sin advance. He will never attack an opponent who has not acted in a combat, or judge anyone without great cause. However, Howlett is tactless, and will quickly point out flaws after he feels sufficient proof is found. In addition, the revenge of Howlett's first master is etched in his memory and Howlett will not let an opponent that has attacked him or his friends live to return another day.

Granted Abilities: Howlett's abilities grant you the wolverine's ferocity, senses, and claws, as well as his penchant for staying alive.

Claws: You gain 2 gleaming adamantite claws that do damage appropriate to your size plus your strength modifier and have an enhancement bonus of 1+1/five binder levels. This enhancement bonus and adamantite quality also applies to your unarmed attacks and other natural weapons, if any. This power cannot be used if you are suppressing Howlett's sign.

Whirling Frenzy: As a free, you may enter a mad state similar to a barbarian's rage. In this state you gain +4 to strength and a +2 dodge bonus to armor class. You may also make a flurry attack, gaining one extra attack at your highest base attack bonus but that attack and all others that round suffer a -2 penalty. At 15th level, the strength bonus improves to +6 and the dodge bonus improves to +3, and the penalty for using flurry of blows is reduced to -1. In this state, you are under that same restrictions on skill and feat use as a barbarian in a rage. This frenzy lasts for 3+Con. modifier rounds. This ability does not stack with rage, but does stack with any other abilities that stack with rage.

Scent: You gain the Scent Special Quality.

FastHealing: You gain Fast Healing 1. For every four binder levels, this ability improves by 1.

And for the others I am working on:

Colossus

Vestige Level: 6th

+4 str

Osmium Skin: This ability subtracts (1/5 BL) points from all damage dealt to the binder from a single attack. This ability does not stack with any form of damage reduction. (I largely added this ability as a futile protest against the fact that DR /- does not protect against spells.

Powerful Build

Monk unarmed strike and damage (not including flurry of blows or any other such additional abilities)

Beast:

Suggested level: 2nd
+20 jump and climb checks
+10 to base land or climb speed (this ability does not grant either of these modes of movement if the binder did not already possess them)
+2 dex
+1 dodge bonus to armor class

Jean Grey

Suggested Level: 4th
Deflection bonus to armor class = 1+(1/4 BL)
Mind Blast(as per mind flayer) 1/5 rounds
Swift, Fly 1/5 rounds

The binder can telepathically communicate with any willing creature within 100 ft. The coordination afforded by this ability means any aid another action grants a +4 bonus instead of a +2, as long as both subjects are under the effects of this ability. This ability also allows any subject to it to gain a flanking bonus against target even if the target has improved uncanny dodge.

Husk

Suggested level: 4th
1 extra pact augmentation per 5 BL
Upon binding this vestige the binder can choose one class feature held by another class and use it at their BL-5. The ability to cast spells cannot be chosen for this ability. (I am really worried this could be easily abused by a player, but I like the feature. Feedback?)
+2 to any attribute (attribute chosen when binding the vestige)

Bishop

Suggested level: 3rd
Energy ray: The binder can launch a burst of energy at a single target inflicting 1d6 per BL of any energy. Reflex save half. Range is equal to 10 ft per BL. Once used this ability cannot be used for five rounds(but see energy bastion below)
Charge Weapon: The binder can charge his weapons to deal 1d6 additional points of any energy type (as per flaming ability). The binder can change the energy type of his weapons as a standard action.
Energy resistance: the binder gains Resistance to acid, cold, fire, electricity, sonic, 5/5lvl.
Energy Bastion: When attacked by an energy spell, the binder is revitalized by its energies. After being attacked by any energy spell, the binder can on the next round activate his energy ray ability (even if he has used it recently) to release the energy he gained from the attack. This ray must be of the type he was attacked with and it must be on the turn after he was attacked. In addition, for every 5 points of damage done to the binder(including the damage absorbed by his resistance from this class. Any damage ignored from resistance or immunity from another source reduces the damage dealt to the binder for purposes of this ability) the binder may increase the radius of his energy ray by 5 feet (treat the energy ray as having an initial radius of 0ft for this purpose). The binder is not immune to the effects of this attack, but if he is in the target area, he is charged to use this ability again.
(I know the ruling is kinda complex, but I like the flavor of the ability)

[Post 90]
Author : Gallameed
Date : 04-14-06 08:37 PM

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Legend: Howlett has probably the most humble beginnings of any vestige known. He began life as an animal, a humble wolverine, little extraordinary about him. Despite his relative lack of importance, he and his brethren were proving disastrous for one small town, which took to laying traps, hoping to stop the wolverines' monopoly on their game. Howlett was indeed among those trapped. A druid found him, half mad from pain in the trap. As Howlett would not let the druid anywhere near him, the druid cast a spell, hoping to calm the creature enough to help him. The tactic indeed worked, and Howlett joined the druid, hoping to repay him. The druid soon turned out to be not worthy of repayment, as he continually insisted on Howlett helping him commit immoral acts, which were still alien to the creature. Eventually Howlett realized the consequences of the acts and left his owner. Unfortunately, this turned out to be a double-edged sword, as Howlett was still perceived as a mindless killing beast by the humanoids around him. Though he found a more understanding ranger months later, the human's misguided attacks on him affected Howlett's outlook permanently. Again, however, Howlett's joy was short lived, as his new master was soon dispatched by the evil druid. Howlett quickly took bloody revenge on his old owner, but was too late to save his friend. Nearly dead from the battle, Howlett stumbled away from the scene, only to be blessed by Obad Hai for his acts. Howlett, as repayment, gladly served his master for the rest of his life. However, so great was his loyalty, that his spirit clung to existence after his death, hoping to further serve his master. Of course, Howlett was heartbroken that his incorporeal form could not assist his master, and Obad Hai, seeing this, transformed Howlett into a vestige, so he could assist those who revered nature for all time.

Special Requirement: Howlett will not appear to anyone who he feels does not appreciate the power of nature. Killing an animal or tree, unless it attacks him first or to eat it, is a grave sin to Howlett, and he will not appear to anyone who has done in the past week. Anyone who has helped an animal or planted a tree in the last 24 hours gets a +4 to his binding check.

Manifestation: Howlett appears as a humanoid dire wolverine wreathed in ivy. The symbol of Obad Hai is seared into the fur over his heart and he carries a very weathered, but still serviceable, quarterstaff. His claws gleam with an adamantite gleam as if they had been recently polished and he gazes at his summoner with judging, piercing eyes. He will remain motionless while looking over the binder, and then merely nod and fade from existence.

Sign: Shining adamantite claws shoot forth from the binders' knuckles, causing 1 point of damage, which is promptly healed by the binder's fast healing. Suppressing and unsuppressing this sign will repeat the damage. In addition, all of the binder's hair grows, becoming thick and coarse. If the binder's species is typically hairless, this part of the sign has no effect.

Influence: Howlett remembers well the prejudice felt by humans toward him and never judges other sinners in advance. He will never attack an opponent who has not acted in a combat, or judge anyone without great cause. However, Howlett is tactless, and will quickly point out flaws after he feels sufficient proof is found. In addition, the revenge of Howlett's first master is etched in his memory and Howlett will not let an opponent that has attacked him or his friends live to return another day.

Granted Abilities: Howlett's abilities grant you the wolverine's ferocity, senses, and claws, as well as his penchant for staying alive.

Claws: You gain 2 gleaming adamantine claws that do damage appropriate to your size plus your strength modifier and have an enhancement bonus of 1+1/five binder levels. This enhancement bonus and adamantine quality also applies to your unarmed attacks and other natural weapons, if any. This power cannot be used if you are suppressing Howlett's sign.

Whirling Frenzy: As a free, you may enter a mad state similar to a barbarian's rage. In this state you gain +4 to strength and a +2 dodge bonus to armor class. You may also make a flurry attack, gaining one extra attack at your highest base attack bonus but that attack and all others that round suffer a -2 penalty. At 15th level, the strength bonus improves to +6 and the dodge bonus improves to +3, and the penalty for using flurry of blows is reduced to -1. In this state, you are under that same restrictions on skill and feat use as a barbarian in a rage. This frenzy lasts for 3+Con. modifier rounds. This ability does not stack with rage, but does stack with any other abilities that stack with rage.

Scent: You gain the Scent Special Quality.

FastHealing: You gain Fast Healing 1. For every four binder levels, this ability improves by 1.

And for the others I am working on:

Colossus

Vestige Level: 6th

+4 str

Osmium Skin: This ability subtracts (1/5 BL) points from all damage dealt to the binder from a single attack. This ability does not stack with any form of damage reduction. (I largely added this ability as a futile protest against the fact that DR /- does not protect against spells.

Powerful Build

Monk unarmed strike and damage (not including flurry of blows or any other such additional abilities)

Beast:

Suggested level: 2nd

+20 jump and climb checks

+10 to base land or climb speed (this ability does not grant either of these modes of movement if the binder did not already possess them)

+2 dex

+1 dodge bonus to armor class

Jean Grey

Suggested Level: 4th

Deflection bonus to armor class = 1+(1/4 BL)

Mind Blast(as per mind flayer) 1/5 rounds

Swift, Fly 1/5 rounds

The binder can telepathically communicate with any willing creature within 100 ft. The coordination afforded by this ability means any aid another action grants a +4 bonus instead of a +2, as long as both subjects are under the effects of this ability. This ability also allows any subject to it to gain a flanking bonus against target even if the target has improved uncanny dodge.

Husk

Suggested level: 4th

1 extra pact augmentation per 5 BL

Upon binding this vestige the binder can choose one class feature held by another class and use it at their BL-5. The ability to cast spells cannot be chosen for this ability. (I am really worried this could be easily abused by a player, but I like the feature. Feedback?)

+2 to any attribute (attribute chosen when binding the vestige)

Bishop

Suggested level: 3rd

Energy ray: The binder can launch a burst of energy at a single target inflicting 1d6 per BL of any energy. Reflex save half. Range is equal to 10 ft per BL. Once used this ability cannot be used for five rounds (but see energy bastion below)

Charge Weapon: The binder can charge his weapons to deal 1d6 additional points of any energy type (as per flaming ability). The binder can change the energy type of his weapons as a standard action.

Energy resistance: the binder gains Resistance to acid, cold, fire, electricity, sonic, 5/5lvl.

Energy Bastion: When attacked by an energy spell, the binder is revitalized by its energies. After being attacked by any energy spell, the binder can on the next round activate his energy ray ability (even if he has used it recently) to release the energy he gained from the attack. This ray must be of the type he was attacked with and it must be on the turn after he was attacked. In addition, for every 5 points of damage done to the binder (including the damage absorbed by his resistance from this class. Any damage ignored from resistance or immunity from another source reduces the damage dealt to the binder for purposes of this ability) the binder may increase the radius of his energy ray by 5 feet (treat the energy ray as having an initial radius of 0ft for this purpose). The binder is not immune to the effects of this attack, but if he is in the target area, he is charged to use this ability again.

(I know the ruling is kinda complex, but I like the flavor of the ability)

Someone should do the phoenix force? :)

[Post 91]

Author : [psychic_infinity](#)

Date : 04-15-06 05:24 PM

Naminé

Memory-Stealer

Level: 5

Binding DC: 22

Legend: Naminé was a special girl; she had the power to alter people's memories, which ostracized her from her community. Until the day she was taken away by a sinister group of people in black cloaks and put into a large, strange castle. She was commanded to erase the memories of all who entered and modify them to her own effect.

She was finally able to break out of the castle with the help of a boy named Sora. She went to live in Twilight Town, but still under the watchful eye of the Organization XIII. However, when she tried to warn a new friend of hers, Roxas, of the danger of the Organization and their true natures, she was taken away to the realm of darkness.

However, Naminé escaped and found a girl named Kairi, who had actually created Namine from her heart. After helping the Keyblade warriors, Naminé, along with Roxas, returned to their originators, not fading into nothingness, but not existing completely either.

Special Requirement: A drawing of a black heart with an upside-down fleur-de-lis

must be placed inside the binding circle. At the end of the duration of this vestige, the paper is returned to you, but the drawing is gone.

Manifestation: A teenage human girl with short blonde hair and a white dress appears in the binding circle, holding the drawing. She opens her mouth as if to say something before disappearing.

Sign: A glowing white card slowly circles your head. On close inspection the card has a picture of Naminé on it.

Influence: You have the temptation to meddle with the memories of others. You feel compelled to use your Modify Memory ability on all you meet to include yourself in their memories.

Granted Abilities: Naminé gives you power over memories, among other things.

Artiste: All those years trapped inside Castle Oblivion, Naminé sat and drew what she saw in her mind. Those memories give you a +5 bonus on Appraise and Craft (Drawing) checks.

Modify Memory: Once every 5 rounds, you can use Modify Memory as a Bard equal to your binder level. The save DC is Charisma-based. There is an exception to this ability; you can alter a subject's memory up to 5 years in the past per Binder level (up to the subject's first cognizant memories). The effects wear off when this vestige is no longer bound to you. You can only use this ability to alter memories (not change alignment, spells, or anything else), but it only takes 10 minutes per year back you want to modify. Also, you must make a Craft (Drawing) check against a DC of 10+the number of years you want to modify. The drawing is of the modified memory and it disappears from the paper when the modification is done.

Strong Personality: You receive a fragment of Naminé's soul. Your charisma score is increased by one, and you get a +2 enhancement bonus on Will saves vs. charms and compulsions.

[Post 92]
Author : Nairalimis
Date : 04-16-06 04:35 PM

Nothing better than easter candy and Vestiges to relax with.

Howlett, the Raging looks pretty good. A few comments and questions:

His special requirement is fine, but the bonus for an action is the only one I recall seeing. I'd leave it off, or offer it as a possible way to curry favor but don't put distinct mechanical bonuses on it.

On the claws, which source are you using for claw damage relative to size? I may be forgetting something, but I don't recall a standard size/claw table. Is it based off the half-dragon table, dragon, abomination?

Whirling Frenzy lists a duration, but not how often it can be used, or what other limitations are on it. Does it have the five round rest policy like many vestige powers, a per day limit, or something else?

With Namine, I've got a question. Does her modify memory ability have the benefit of being able to to alter years of memory, or does it have the weakness of being limited to modifying back a set number of years? I think I'm just being dense as I

read this.

Chinua, the Wolf
Level: 1
Binding DC: 15

Legend: Born when the world was young, Chinua was the first wolf to walk the earth. Before mankind, she hunted the forests, snow covered lands of the north, and grasslands of the south. For an age, she roamed the world, untroubled by the rise of other races. In the mists of the past, three masters of magic joined together to rule the world. They devised a spell which would let them control anyone who shared the blood of the target sacrificed in the ritual. Upon hearing that the first wolf was nearby, they hatched a plot. By killing her, the three could gain mastery over all wolves, a fitting beast to be start of their armies. The three found Chinua, and bound her with powerful spells. Unnable to move, the ritual began around her, as she watched in horror as they carved mystic runes deep into her flesh. It was only when night fell, and the moon looked down to see her granddaughter trapped by the three wizards that Chinua had any help. Grandmother Moon broke the spell on Chinua, who quickly ate two of the wizards, while the third fled far away. Drained by the spells of the three wizards and her wounds, Chinua passed away that night under the eye of the moon. Unwilling to let her granddaughter die, the Moon caught Chinua's spirit, and released it into the realm of spirits called.

Special Requirement: The binder must have personally caught the last food they ate. A binder with arcane caster levels may not summon Chinua.

Manifestation: A wolf with yellow eyes the size of a small pony.

Sign: The binder's eyes turn a shade of yellow like that of some wolves.

Influence: The binder is tied to your fellows as if pack. You may not leave an ally behind without attempting to save them.

Granted Abilities:

Pack Tactics: The binder works well in a team, and when attacking an enemy who they are flanking, they get a +3, rather than +2 bonus. This benefit is extended to anyone who attacks a target that the binder flanks. At 10th level, flankers get a +4 bonus, rather than a +3 bonus.

Hamstring: The binder gains the benefits of Improved Trip, even if they do not meet the requirements.

Hunter in the Night: The binder gains the benefit of the Track feat, and a +2 bonus to survival checks when trying to track a target.

Mother's Voice: As Charm Animal or Calm Animal, but only on wolves. Once used, this ability may not be used for 5 rounds.

Beast Voice: The binder may speak with wolves or dogs as if using the Druid Spell, Speak with Animals.

Comments and criticisms welcome, this being the first 1st level vestige I've done. I'd like to avoid making it too powerful.

[Post 93]
Author : Wolfman1987
Date : 04-16-06 07:00 PM

Howlett, the Raging looks pretty good. A few comments and questions:

His special requirement is fine, but the bonus for an action is the only one I recall seeing. I'd leave it off, or offer it as a possible way to curry favor but don't put distinct mechanical bonuses on it.
Makes sense. I think I'll just cut the bonus.

On the claws, which source are you using for claw damage relative to size? I may be forgetting something, but I don't recall a standard size/claw table. Is it based off the half-dragon table, dragon, abomination?
I only have 3.0 MM but there is a standard claw damage table on p. 309 is there not?

Whirling Frenzy lists a duration, but not how often it can be used, or what other limitations are on it. Does it have the five round rest policy like many vestige powers, a per day limit, or something else?
Whoops. It should be usable once per encounter, with the binder being fatigued after it ends, (like standard barbarian rage). I was thinking he could have a uses per day limit on the same table as the barbarian, but the design and development column said to stay away from that. By that point he would almost be able to do it four times a day, and I can't see a uses per day really having much effect. I want to say he can use the ability once per encounter, otherwise unlimited. I'm not sure
Thank you for your comments

[Post 94]
Author : psychic_infinity
Date : 04-17-06 05:38 AM

With Namine, I've got a question. Does her modify memory ability have the benefit of being able to to alter years of memory, or does it have the weakness of being limited to modifying back a set number of years? I think I'm just being dense as I read this.

It's five years per Binder level, so a 3rd level Binder could alter memories fifteen years in the past, but not any farther back.

[Post 95]
Author : Nairalimis
Date : 04-17-06 07:31 AM

It's five years per Binder level, so a 3rd level Binder could alter memories fifteen years in the past, but not any farther back.

Makes sense, thanks.

I only have 3.0 MM but there is a standard claw damage table on p. 309 is there not?

I took a look in my 3.0 MM, and it only goes up to pg 224. And I can't find a table

in the other two core books.

I'm not trying to be difficult, I'm just a bit confused as to the damage on the claws.

[Post 96]

Author : Sarlax

Date : 04-17-06 11:40 AM

Modify Memory: Once every 5 rounds, you can use Modify Memory as a Bard equal to your binder level. The save DC is Charisma-based. There is an exception to this ability; you can alter a subject's memory up to 5 years in the past per Binder level (up to the subject's first cognizant memories). This is incredibly strong. This grants what amounts to a full personality rewrite. It's a permanent Domination effect - what stops you from modifying everyone you meet so that their memories are full of you helping them out, doing them favors, raising them, etc. so that they are perfectly loyal to you?

There's a reason that effects that do this, like Programmed Amnesia and Mindrape, are 9th-level spells.

[Post 97]

Author : Wolfman1987

Date : 04-17-06 03:25 PM

All right forget the table. Let's just say 1d6 dmadge for medium binders and scale it accordingly.

[Post 98]

Author : Nairalimis

Date : 04-18-06 12:29 AM

All right forget the table. Let's just say 1d6 dmadge for medium binders and scale it accordingly.

Seems fair to me, it's a decent base damage that scales well given the enhancement bonus and adamantite material.

This is incredibly strong. This grants what amounts to a full personality rewrite. It's a permanent Domination effect - what stops you from modifying everyone you meet so that their memories are full of you helping them out, doing them favors, raising them, etc. so that they are perfectly loyal to you?

Just my thoughts on the issue, I thought that the ability might be overpowered at first as well. However, the Modify Memories spell requires that you spend an equal amount of time in desinging the memory as the amount you want to modify (up to 5 minutes per use, even with the Vestige), and if the target moves out of range during the time, or you are disturbed, the spell is lost. The vestige is still very very scary when you can trap someone and spend a few days to tweak them (even then,

the subject can shake off programming), and potent for the level, but you can't change years of a targets life unless you can spend years modifying their memory. It's not quite as dangerous as you think, given the limits that Modify Memory already has in place.

[Post 99]
Author : psychic_infinity
Date : 04-18-06 04:04 PM

Hmm...I suppose I could change it into a level 9 vestige, but I don't know...I'll think of something.
D'accord; I've added some clauses to Modify Memory to change it a little.

[Post 100]
Author : Iry
Date : 04-19-06 05:20 AM

Lews-Therin
The Maddened Dragon and the Lord of the Morning
Vestige Level: 7
Binding DC: 32
Special Requirement: Yes

What was once Lews-Therin has been lost to time to the places that exist beyond. A man, a weaver of magics, perhaps one of the most legendary of his age but now little more than an ominous rumble upon the horizon. Lews-Therin was guilty of both hubris and great passion that drove him to act as a Martyr for the cause of his fellow man.

Unfortunately, that act of Martyrdom did not serve half the valiant purpose that Lews-Therin imagined, causing his greatest foes to cast a taint across the minds of all men present and drive them to madness. The last of Lews-Therin's days were spent in insane and bloody paranoia, slowly destroying those he loved most in this dellusion. A final revenge from his foes from the realms beyond.

Manifestation: At the moment the sign is completed and before the Binder can call forth his name the very earth rumbles violently and shatters, cracking into jagged fragments in a wild array about the seal. The binder must make a Will Save vs DC 32 (same as the binding requirement) or suffer 2d6 piercing damage as he believes the illusion real. As the binder picks himself up, he is met with the face of a normal man garbed in regal affair with eyes burning in intensity and purpose.

Sign: Some part of the body twists and rends into a tainted falsity of itself, sharing in the troubles that Lews-Therin himself suffered before his death. Looking rotten and gangrenous, the average person would be revolted to gaze upon it.

Influence: You are overcome with feelings of intense paranoia regarding allies and enemies alike, leading you to attempt to guess their actions and anticipate them ahead of time. Of course, many of these anticipations are false, though you enjoy verbally calling out your foes for their 'ineptness' when you do catch them in what you think is an act of theft or betrayal. Your friends are only mildly immune, as you still feel a deep loyalty to them despite always wondering if they would turn on you.

Granted Abilities: Lews-Therin grants you a shred of the lingering memories of his

life and observations, while ranting madly within your head throughout the duration of the binding. His sheer magical genius can be harness to weild powers thus unseen.

Maddening Distraction: Unable to be denied, the Binder can hear Lews-Therin jabbering to himself about his misery of slain friends and loved ones, or suspected betrayals. The binder suffers a -4 to Spot and Listen checks and may have to strain to hear surrounding conversation.

The Voice Within: From time to time, things that catch Lews-Therin's interest will amount to him providing advice on a subject, though these are never two way conversations, or glimpses of genuine memory. The binder recieves a +10 bonus to all Knowledge and Spellcraft checks.

Working the Weave: Surrendering to the magical knowledge of Lews-Therin, he can weave spells from thin air without the years of arcane knowledge and study usually required. However, since you are not a real arcane caster, these conjurings are only partially real, the best he could manage given your limitations. The binder may cast Greater Shadow Evocation just like the spell with a caster level equal to his binder level. This ability may only be used once every 5 rounds.

Paranoia's Grace: Lews-Therin is always preparing for battle as he suspects treachery at a moment's notice. The vestige strains against the confines of the Binder, and should the Binder be constrained, Lews-Therin strains all the harder. For as long as Lews-Therin is bound the Binder recieves a +4 bonus on saving throws against enchantment spells or effects.

[Post 101]
Author : Sarlax
Date : 04-19-06 11:26 AM

Just my thoughts on the issue, I thought that the ability might be overpowered at first as well. However, the Modify Memories spell requires that you spend an equal amount of time in desinging the memory as the amount you want to modify (up to 5 minutes per use, even with the Vestige), and if the target moves out of range during the time, or you are disturbed, the spell is lost. Except: "it only takes 10 minutes per year back you want to modify." That's extremely rapid.

[Post 102]
Author : Witch
Date : 04-19-06 12:09 PM

Lews-Therin
The Maddened Dragon

Very cool.
You might want to add another title, like "Lord of the Morning" (perhaps Prince of Dawn too, I'm not sure of that one. Haven't got the book at hand)

[Post 103]
Author : Mysticaloctopus
Date : 04-19-06 12:54 PM

Well, time to stat up a new Vestige! PEACH me, and if someone can tell me the vestige levels that'd be appreciated.

Tulzscha

The Green Flame

Vestige Level: 6

Bind DC: 22

Special Requirement: No

Tulzscha is an Outer God, a being of massive power, bound forever to dance in the court of Azathoth, blind idiot god of all creation. Should there be a single moment when none of the Outer Gods dances, Azathoth's waking shall tear the universe asunder.

Little is known of Tulzscha, save that it is a being of death and negativity, associated with its green, sickly fires that burn without heat or shadow, unnatural and alien.

Those who bind the outer gods do so from another existence, calling out to the great beings which do not truly exist in our universe, but the power of the Outer Gods is such that their existence comes when bidden, daring the wielder to abuse it and destroy themselves. Despite the knowledge that these are beings so alien in thought that good and evil are of as little consequence as a human life to them, Binders call the outer gods for their power.

Manifestation; Tulzscha appears as a sickly, pale pillar of fire with a green hue that looks like illness feels. There are no shadows thrown by Tulzscha, nor is any heat given, but around its manifestation everything feels wrong, as if all the good were being scared away by the manifestation of death. Tulzscha does not speak to the binder, it simply writhes, for no joyous fireside crackling emanates from the fires of evil.

Sign: Looking into your eyes shows a faraway green flame, as if viewed from a distance in a dream. People can lose themselves staring into your eyes, as can you when shown a mirror, becoming drawn to the strange, alien writhings of Tulzscha.

Influence: You feel negative about everything. This isn't depressiveness or pessimism, simply the knowledge that everything is in vain, an attempt to drive off the inevitable end of all there ever was, which makes it hard for you to be cheerful. In addition, you dislike warmth and positive energy. You cannot ask for fire or healing, and sit furthest from a fire in a group. You may still be healed, but must show anger towards the healer.

Benefits:

Green Flame of Tulzscha: You can call upon the manifestation of Tulzscha, calling a tiny portion of its form into existence. This acts as a 50-foot line-shaped breath weapon deals 1d6 damage / 2 binder levels. Half of this is cold damage and half of this is unholy damage, as the opposite of the Flame Strike spell. After using this attack, you must wait 5 rounds before you can do so again.

Immunity to energy drain: Taking on a portion of the negativity of Tulzscha gives you immunity to energy drain in much the same way that fire is immune to matches. You do not suffer negative levels and automatically lose all negative levels you have when you bind Tulzscha. This immunity does not apply if you do not show the sign of Tulzscha, as the negative force is drawn into your eyes.

Draining Force: You may channel a more powerful manifestation of the green flame with your hand, drawing the life-force out of creatures and the unliving alike. You may make an armed touch attack to deal 1d4 ability damage of your choice to a foe.

The save is the normal binder save, but your Con bonus is replaced with your bonus in whatever skill you damage. After using this ability, you must wait 5 rounds before you may do so again.

Expunge Existence: You can dispel minor magical effects. This acts as Dispel Magic with the following changes. Your caster level is your EBL. You may use only the area dispel version of this spell, and the area affected is washed for an instant with the flowing green flames of Tulzscha.

Nyarlahotep,
The Crawling Chaos
Vestige Level: 6
Bind DC: 26
Special Requirement: No

Nyarlahotep is the messenger of the Outer Gods, the tool of their will and the being to which it will fall to decimate the Universe should Azathoth demand it. Nyarlahotep is surprisingly active for such a being, meddling and shaping the destinies of civilisations as he sees fit. Nyarlahotep embodies the forces of chaos and destruction in a controlled form, bringing civilisations new technology that will ultimately be their downfall, perhaps teaching the first chimp who used tools, or giving the secret of Nuclear physics. Nyarlahotep is a master of deception, being known for his 'thousand faces' he wears when spreading discord over the millennia.

Manifestation: Nyarlahotep manifests himself as a decidedly average member of the summoner's species, usually a male in late adulthood or early middle age. Nyarlahotep arrives suddenly and unexpectedly from anywhere near the summoner, but the binder is not surprised, as the manifestation seems so natural. Nyarlahotep speaks like a polite stranger and walks off into the distance when he is finished.

Sign: Your face seems very plain, forgettable and unnoticeable. You don't become ugly, but people notice your looks less.

Influence: You love sowing discord. You try to use little white lies whenever you can, and if you can set two people up to argue, you must try for at least 1 round of speech.

Benefits:

Know Lies: You can determine when you are being lied to. You have a bonus of +5 to opposed bluff checks to determine when people lie to you, including those the DM makes without your knowledge.

Behind the Mask: Whenever you encounter an illusion, figment, glamor or a shapechanging being, including those using natural abilities such as a doppelganger, you can make a will save to resist the effect simply by viewing it. If you fail, you cannot retry the will save from viewing for one day for that effect.

Masks of Nyarlahotep: You can take on the appearance of any member of your species (or a similar cross-breed such as half-elf, DM's choice). You cannot be a specific person, but you can use this ability to change yourself and your clothes. You cannot make armor appear to be clothes or vice-versa, but you can entirely reshape them. Doing this is a move-equivalent action and provides a +20 circumstance bonus on disguise checks to appear to not be yourself. You cannot change more than once every 5 rounds, but you can return to your own form at will. To use this ability, you must show Nyarlahotep's sign.

Exquisite Lie: You can easily lie and mislead people. You can gain a +10 bonus on bluff checks or a +5 bonus diplomacy checks, including on adjusting people's attitude. Once you have used this bonus you cannot do so again for 5 rounds.

Charming Gaze: You can make people like you simply by looking at them. This acts as a Charm Monster spell cast as a spell-like ability with your EBL being caster level. Once you use this ability you cannot do so again for 5 rounds

Crushing Will: Once per day while bound to Nyarlathotep you can mimic the Dominate Monster spell as a spell-like ability, with your EBL being caster level and the effect lasting for 1 minute / 2 binder levels instead of 1 day / caster level.

So, how are these? I get the feeling that Nyarlathotep will be high level with his charm and dominate monster abilities.

[Post 104]
Author : Iry
Date : 04-19-06 02:19 PM

Tulzscha
The Green Flame
The Green Flame barely compares to Amon, so it's not going to raise the level above 3.
Immunity to energy drain is an extremely potent ability, easily ranked about an 6.
Draining Force is just gravy, occasionally useful but not overpowering. 3.
Expunge Existance needs to be at a relatively moderate level. It's stronger than Karsus but not Greater Dispel. However, the lack of timer bumps it up to an easy 6.
 $(3+6+3+6)/4 = 4.5$, rounded up to a 5.

Vestige Level: 5
Bind DC: 20

Nyarlathotep,
The Crawling Chaos
Know Lies is generally handy but primarily a flavorful ability as it adds to your Sense Motive. Sense Motive is a class skill for Binders, and one of the most highly used skills and makes this ability ranked about a 2.
Behind the Mask is simultaneously a very potent ability and one that is passive and entirely under the control of the DM to deliver. As a constant effect, it ranks a 6.
Masks of Nyarlathotep is a souped up version of Disguise Self that cannot be used to impersonate anyone. Infact, it might be simpler just to give the user Disguise Self. Naberius has a similar ability that ranks at 1, but your ability has both a strength and weakness, leaving the rank at 1.
Exquisite Lie is also an ability similar to Naberius in design, though not in actual mechanics. The combination of the two could be very dangerous, but all by himself this ability ranks a 5 for frequent skills, then drops down to a 4 for the round limitations.
Charming Gaze is ranked at about a 4, though it gets modified by being an effectively at will ability to a 6. Given that it's an extremely useful and common ability, it goes even higher to a 7.
Crushing Will is easily an 8, and as an extremely useful and frequently used ability it becomes a 9, but then gets mitigated by a severe limitation in it's duration, which penalizes it two ranks down to a 7.
In addition, for every two abilities over four you garner a +1 to the effective

level of ALL abilities so, (3+7+2+5+8+8)= 5.5 rounded up to a 6.

Vestige Level: 6
Bind DC: 26

[Post 105]
Author : psychic_infinity
Date : 04-19-06 06:13 PM
Thread Title : Organization XIII Vestiges

Warning! There are several spoilers about Kingdom Hearts 2 up ahead!

The Organization XIII was a group of people who abandoned their souls and took on new identities to become beings of great power. After kidnapping Namine and building Castle Oblivion, they sought to use the power of darkness to destroy and rebuild worlds. However, they were beaten one-by-one by a boy named Sora. Now that exist in the realm outside of time and space, still plotting. There are special rules for binding members of Organization XIII.

Binding DC: The Organization members have strength in numbers that improves their spheres of influence. If you bind more than one Organization member to you, the save DC Binding checks increases by 1 for each other member. For example, if you can bind 2 vestiges, and you decide to bind Larxene as your first vestige, the Binding DC is 20 (as normal for all Organization XIII vestiges). However, if for your next vestige you decide to bind Roxas, the Binding DC for him becomes 21. If you had been able to bind 3 vestiges and you choose Axel for your third vestige, his DC would be 22.

Vestiges:
Xemnas, The Superior
Xigbar, The Freeshooter
Xaldin, The Whirlwind Lancer
Vexen, The Chilly Academic
Lexaeus, The Silent Hero
Zexion, The Cloaked Schemer
Saix, The Luna Diviner
Axel, The Flurry of Dancing Flames
Demyx, The Melodious Nocturne
Luxord, The Gambler of Fate
Marluxia, The Graceful Assassin
Larxene, The Savage Nymph
Roxas, The Key of Destiny

I'll post the rest later along with the vestiges. So very tired right now...

[Post 106]
Author : Nairalimis
Date : 04-19-06 07:57 PM

First, commentary, then another new totemic vestige.

The Lord of Morning looks nice. The Manifestation is a bit iffy, we haven't seen any that actually harm a Binder yet, and there have been some pretty ugly Vestiges. I like it personally as a flavor bit (like getting a bonus for binding Howlett

doing the right things) but it seems a bit out from standard rules on manifestations.

The weakness coming in as a power offers some nice balance to Shadow Evocation, Greater as a power.

Onto the Mythos and Tulzscha

Nitpicking, Draining Force lists Con as the save modifying attribute for Binders, but it's Cha.

On Expunge Existence, is it intentional that it has no limit on uses or wait time, or cap on dispel bonus? Even limited to area affect, that's quite a potent ability.

I'd personally rank Tulzscha at level 6 rather than 5. And correspondingly bump the binding DC up a few ranks. He seems pretty potent, and the Unholy damage from his fire helps deal with the amount of fire resistance out there.

No argument with Iry's analysis of the Crawling Chaos, taking all the abilities he comes off as a useful and somewhat potent 6th rank social vestige. He's downright ugly with Naberius and a social binder. Should be a lot of fun there.

Onto the next of the totemic vestiges, here's the moon. PEACH and all that please. I think she falls under the range of powerful but in level 8, but I'd like some other eyes on this.

Yurla, Mother Moon

Level: 8

Binding DC: 30

Legend: One of the greatest of the spirits, the Moon was never cast from the ranks of the spirits, or banished beyond the world. When the world was young, Yurla willingly left the earth to protect it from the Walkers in Darkness, spirits who walked when the sky was black and killed all living things. As she went into the sky, she brought ten thousand of her daughters with her into the sky to serve as the stars. Thus, when the moon turns dark and she returns to the world, her daughters keep the Walkers in Darkness from the world.

Manifestation: One of the less disturbing vestiges to call, Yurla appears as a woman made of light. Depending on the phase of the moon, her size and light change. Under a new moon, she is tiny and nearly invisible, while under a full moon she grows to the size of a giant and glows as bright as moon in the sky.

Special Requirement: Yurla must be summoned under and open sky. She cannot be bound to a Binder who is also tied to the Sun, this requirement cannot be ignored by the Ignore Special Requirements feat. A binder in the past was said to have found a way around this, and the city he was in later vanished from the earth.

Influence: Those under Yurla's influence feel the urge to protect against the creatures of the dark, they must battle any creatures of dark (demons, devils, undead, and similar beasts) although they can choose how to battle them. Binders influenced by Yurla also feel a desire to meddle in the lives of others, when dealing with a person they find interesting, they will use Queen of Fate to help or hinder them at least once.

Sign: The binder glows with a soft silvery light.

Granted Powers:

Mistress of Forms: A binder tied to the moon gains mastery over their form and the forms of others. As a standard action, a Binder may trap a creature in a current form, this prevents them from changing their form through any means. The target may make a Fortitude Save to shake the ability off for a turn and change shape. Master of Forms may only be used on a number of targets equal to the Binder's charisma modifier. If used on the Binder, this prevents them from being shapechanged against their will by any force. In addition this ability makes the binder unable to be infected by lycanthropy.

Queen of Fate: The moon pulls the tides of fate as well as those of the sea. The caster gains a pool of 5 points of luck modifier, positive or negative to move around. These may be applied to anyone within 50 feet+10 feet per effective binder level. These may be applied to attack rolls and damage, AC (which benefits touch AC), all saves, or four skills of choice.

If used against enemies or the unwilling, they may make a Will Save to resist the power. Once these have been assigned, they may not be reassigned for 5 rounds, even if they were successfully saved against. Assigning the luck modifier takes a standard action.

Skills given a bonus with Queen of Fate may be attempted untrained.

Luna's Light: The binder may use Bolts of Bedevilment as a standard action once every five rounds. This acts as the spell except for the save, which is based off the standard Binder formula. Yurla's sign must be shown when using this ability.

Wisdom from Mystery: The binder may make use of Contact Other Plane once while bound to Mother Moon. To be used again, the binder must once again bind Yurla. This functions as a Contact Other Plane with a Outer Plane, intermediate deity connection. The caster level is equal to the Effective Binder Level of character. Yurla's sign must be shown when using this ability.

Protector of the Night: The caster glows with a soft silver light, which sheds dim light for 20 feet. This light negates darkness spells, or benefits from darkness. The binder will likely have some problems sneaking about. Yurla's sign must be shown when using this ability.

Adding this, what about starting another thread to propose alterate rules or modifications to Binding? Offer ways to boost binding rolls, manifestation effects, and other odds and ends?

[Post 107]
Author : Nairalimis
Date : 04-19-06 08:01 PM

Except: "it only takes 10 minutes per year back you want to modify." That's extremely rapid.

I think that speed was added in once the limit that the effects end when the vestige is unbound (once every day at the minimum) was added. I could be wrong though.

[Post 108]
Author : Bukowski
Date : 04-20-06 08:13 PM

Moander
The Darkbringer
Level: 5
Binding DC: 24
Special Requirements: Yes

An ancient god of corruption, rot and decay in Faerun, Moander was a rapacious force that seemed to return no matter how much effort the forces of good put into removing its presence from the Realms. A great bard finally slew Moander on his home plane of the Abyss, stealing his divine essence and casting the remains into oblivion. Its name was then stolen as a mask by the dark Drow goddess Lolth, who masqueraded as Moander to increase her influence in the surface lands. Ironically, this meddling shunted enough devotional energy to the concept of Moander to cause the ever-returning Rotting God to reform as a vestige.

Sign:

A greyish-green tendril grows out of your ear, mouth, nose, or the corner of your eye, sprouting a tiny flower with red and yellow petals.

Special Requirements:

Moander's sign must be drawn in a shadowed or dark area with the "juice" from rotting vegetation or a rotten animal carcass.

Influence:

You are the consummate corrupter. You do not speak the truth unless it would cause someone pain in the process, twisting every word into a tiny white lie at the very least. You have a pathological hatred of spiders or anything spiderlike.

Manifestation:

Moander manifests as a rotting heap of vegetation and carrion that rises from its seal. A multitude of tendrils ending in fanged maws erupt from its surface, gibbering unintelligibly and chanting the vestige's name. After the pact is made, the vestige's manifestation dries to a brown husk with lightning speed, crumbling to dust.

Granted Abilities:

Tongue of the Corruptor: You gain a +10 competence bonus to Bluff checks and are immune to any spells or spell-like abilities that prevent lying (such as zone of truth).

Handfang: A fanged maw grows on the palm of one of your hands. You may attack with the hand as a natural weapon (bite) dealing 1d4 + strength bonus damage. You may inject poison into anyone bitten by your Handfang (Fortitude save or be paralyzed for 1d3 rounds, no secondary damage). Once you have attempted to poison a target, your Handfang bite attack loses its poisoning ability for 5 rounds.

Rotting Body: You gain DR: 10/bludgeoning. You must show Moander's sign to gain this ability. When using this ability, your blood appears to be a greenish pus whenever you are wounded.

Roots of the Assassin: By spending a full-round action, you cause blackish-green thorned vines to erupt from your legs and burrow into the ground. The vines tear through the ground and cover a 20-ft.-radius spread from your position, rising 10' from the ground in the area affected. Every creature within the area of the ability must make a grapple check, opposed by the grapple check of the vines. Treat the vines attacking a particular target as a Large creature with a base attack bonus equal to your binder level and a Strength score of 19. Thus, its grapple check modifier is equal to your binder level +8. The vines are immune to all types of damage.

Once the vines grapple an opponent, they may make a grapple check each round on your turn to deal 1d6+4 points of bludgeoning damage and 1d6 points of piercing damage. The vines continue to constrict and pierce the opponent until the spell ends or the opponent escapes.

Any creature that enters the area of the spell is immediately attacked by the vines. Even creatures who aren't grappling with the vines may move through the area at only half normal speed.

You may not move while using this ability, and you must be standing on solid ground to activate it. You may take a standard action to dismiss Roots of the Assassin to regain your ability to move.

PEACH please.

[Post 109]

Author : Quandt

Date : 04-20-06 09:24 PM

Recanne

The Hollowed Puppeteer

Level: 4

Binding DC: 20

Legend: Recanne was a renown puppeteer whose marrionettes were sculpted with immaculate beauty and were extremely life like. Not only did he create them he also dabbled and fianlly produced theater productions in his home town with these marrionettes. Eventually his popularity rose so high that nobilty approached him to create larger scale productions of these plays. He perfected a way to make opera sized productions with life sized models made of a rare light weight wood. One specific noblewomen caught his eye during one of his showings, a women by the name Lady Archalage. Their romantic escapades were the talk of the town until one day a freak accident had taken the life of his beloved and with that he changed, he became somber and eventually he seemed totally devoid of emotion. He spent the following months collecting rare ingredients, extorting everyone possible to get what he needed, no one else mattered. This drew the attention of the athorities who then burst in to his home to questions him on his recent activities. What they found was him preforming a forbidden ritual to bind his beloveds soul to a beautifully sculpted look-a-like marrionette of his design. The ritual was in full swing when they arrived and to make sure they didnt interfere Recanne took a chain lying in his workshop and tried to fight off the guards so as to keep them from interfering. It was nearing completion but suddenly something went wrong and a great explosion shook the mansion, when the dust settled Recanne and the marrionette had disappeared.

Special Requirement: A small wooden marrionette must be placed in the middle of the drawn symbol

Manifestation: The sound of wood claking together and then a life size marrionette falls into view. This things face is a contortion of agony and saddness. instead of

simple strings raising its arms and legs, thin spiked chains are found in place. These connections seem to draw blood from the wooden figure. The lifeless body seems to project a eerie hollow voice. Once the pact has been made the marionette falls to the ground lifeless only to later stand as your loyal servant.

Sign: The Joints of your body, knees and elbows etc., become ball or socketed joints of a marionette, this sign is easily concealable with clothing.

Influence: You become emotionless and manipulative. You have a straight forward attitude when completing a task and will see it through, you care little for what other want.

Granted Abilities: All these abilities granted let you mystify and astound your opponents

Pull The Strings: 3 times a day you can charm one enemy at a time as by the Charm Monster spell, spell caster lvl equal to your EBL. When your binder lvl reaches 18 you can instead use dominate monster spell. On a succeeded save or releasing of an enthralled creature, which happens regardless if your bound is broken with Recanne, you must wait 5 rounds to use it again

Deadly Chains: You gain Proficiency with the Spiked Chain Weapon.

Wooden Doppelganger: You summon wooden version of your self that is armed with a spiked chain which will listen to your every command without question. This construct is ever present during your time bound to Recanne, if it is destroyed you must wait 5 minutes to enact a small ritual requiring a bit of wood (about a pound) to recreate it as a full round action (similar to a spell, mostly like summoning ones). Take the stats for Flesh Golems from MMI with these exceptions

- Medium size or your size
- Your Str and Dex score, BAB and Saves.
- Your current HP and HD.
- No Berserk ability
- Vulnerability to Fire
- Exotic Weap Pro: Spiked Chain and the Weapon Finesse feat
- DR 5/Slashing, at lvl 13 this DR switches back to Adamantine
- When the marionette is destroyed make a DC 15 Will Save or be wracked with grief, causing a -1 penalty to hit, saves, skills and dmg

Flesh To Wood: You gain some of the immunities of a construct akin to marionettes, you are immune to sleep, poison, paralysis, stunning and disease at lvl 10 as well as having the light fortification armor ability at lvl 13.

I think its good, any helpful advice?

[Post 110]

Author : Quandt

Date : 04-21-06 05:11 AM

Google is your friend: Eurynome

(<http://www.deliriumsrealm.com/delirium/mythology/eurynome.asp>), Haagenti

(<http://www.deliriumsrealm.com/delirium/mythology/haagenti.asp>)

Following his link i came to this compendium or spirit things and almost all of them were used by wizard, i found Amon, and he has a seal in his description, exactly like the one in ToM

[Post 111]
Author : Mysticaloctopus
Date : 04-21-06 08:12 AM

I like recanne, he's flavoursome! I just have one question, and that's regarding the Wooden Doppelganger ability. How do you recreate it? Is it a 5-round ceremony, or a full-round action that you must wait 5 rounds after the death of the wooden doppelganger to perform?

I think we need to find a mod to sticky this, as we probably won't get separate forums for ToM or even Incarnum, but it'd be a pity for everyone to lose the work that's gone into this.

[Post 112]
Author : Nairalimis
Date : 04-21-06 12:00 PM

Moander looks very good. I think Roots of the Assassin might stand having added that after it is turned off, it can't be used for another 5 rounds. I'd want to see how the ability works out in a few test combats before that though, since the unable to move limitation does keep abuse of that ability down.

Recanne is stylish and the wooden doppelganger is a great ability. I'd increase the time to rebuild the replacement though, the other summoned minions like Agares tend to take an hour to return. Five rounds seems a little too fast. It also adds some tension in when to make use of your double or risk her destruction.

[Post 113]
Author : Bukowski
Date : 04-21-06 12:27 PM

Thx for the input, modified Moander's Roots of the Assassin ability in the following ways:

- 1 - set the radius back to 20', identical to the area of Evard's Black Tentacles.
- 2 - clarified the binder must be standing on a solid surface in case it wasn't clear (no shooting out spiky roots while swimming/flying)

I didn't put a 5 round delay on it because I felt the lack of range and loss of mobility compensated for this. It'd be interesting to see what playtesting it does, however. I was tempted to make the effect of rooting yourself to one spot cause you to be flat-footed as well as lose mobility, but I decided it was probably overkill.

Soon as I get more time to dissect the other new vestiges I'll offer any constructive comments I can. :)

[Post 114]
Author : Quandi
Date : 04-21-06 02:57 PM

I clarified the ability now, as well as the fact that its not overpowered anymore.
I also made another small changes.

So is it good as it is now?

[Post 115]
Author : Nairalimis
Date : 04-21-06 09:33 PM

I was tempted to make the effect of rooting yourself to one spot cause you to be flat-footed as well as lose mobility, but I decided it was probably overkill.

I agree there, and being in one place seems distinct from the issue of being flat-footed. Moander seems nicely balanced. You may be onto something about the range/mobility thing, it does limit the Binder and can be a distinct problem with some of the other vestiges. Which seems about right for a weaknesses.

I clarified the ability now, as well as the fact that its not overpowered anymore.
I also made another small changes.

So is it good as it is now?

It seems balanced, the better DR later on doesn't seem to be too much, and the Will save vs grief is just inspired.

[Post 116]
Author : psychic_infinity
Date : 04-22-06 06:40 AM

Xigbar
The Freeshooter
http://upload.wikimedia.org/wikipedia/en/thumb/8/88/XIII_Order_02_Xigbar.png/180px-XIII_Order_02_Xigbar.png
Level: 6
Bind DC: 20
Legend: Xigbar was number two in the Organization XIII. He enjoyed insulting people in battle, but was actually a very competent fighter. He had control over the element of space, and was able to teleport and walking on any surface. However, he met his defeat in the World that Never Was at the hands of Sora.
Special Requirement: Xigbar's seal must be drawn on a surface other than the ground.
Manifestation: Xigbar appears in the middle of his seal, appearing as he did in life: about six feet tall, with long grey hair in a ponytail, and an eyepatch over his left eye. He is holding two halves of an odd-looking, metallic crossbow, which he puts together and then disappears.
Sign: A deep scar appears on your left cheek.
Influence: During a battle, you always insult your opponent and use your warp snipe ability whenever possible.
Granted Abilities: Xigbar grants the binder power over space.
Granted Weapon: As with all members of the Organization XIII, you gain Xigbar's weapon; a +1 light crossbow that does not use ammunition. Instead, it shoots a laser that deals 1d6 points of piercing damage. You are automatically proficient

with this weapon.

Warp Snipe: Once every five rounds, whenever someone makes a ranged attack against the binder and the binder has a line of sight to the creature and is holding Xigbar's crossbow, he may make a reflex save opposed to the attacker's ranged attack roll. If successful, he may affect a Dimension Door as a spell-like ability to any other square in which he has a line of sight to the attacker. Doing this immediately allows the binder to make an attack of opportunity against the attacker with Xigbar's crossbow that automatically succeeds (roll anyway to see if critical).

Levitate: Once every five rounds, you may use levitate as a spell-like ability with a binder level equal to your caster level-1.

Up the Walls: You gain one psionic power point and the benefits of the feat Up the Walls (see the Expanded Psionics Handbook).

[Post 117]

Author : speeblefreak

Date : 04-22-06 02:55 PM

Thread Title : Another Realms vestige, blandified to fit your campaign setting.

Rufo, Spurned Vessel of Chaos

Vestige Level: 8th

Binding DC: 33

Special Requirement: Yes

An ex-cleric turned vampire lord, Rufo grants his summoners the ability to strike down others with chaos, gainsay clerics, control the dead, and gain a fiendish advisor.

Legend: Rufo is one of the youngest vestiges, and his legend is not well known. Rufo used to be a young cleric of the god of knowledge. He had a rivalry with another cleric which partially stemmed from their shared affection for a female monk at the library, and the rivalry grew into hatred after Rufo was exposed to the fumes of a powerful artifact potion known as the Chaos Curse, or the Most Fatal Horror. After assisting a band of assassins against the cleric, Rufo was turned out of the church and given a brand to mark him as an enemy of the church. Nursing thoughts of revenge, Rufo met an imp seeking the Chaos Curse. When the two found the artifact in the depths of the library where Rufo's enemy lived, Rufo imbibed the potion and was transformed into a vampire lord. He launched a war against the clerics of the library, and captured his rival's monk lover with intent to make her his queen. Rufo defeated all the clerics of the library but his rival, who destroyed Rufo. One whose veins flow with the power of an artifact is not so easy to eradicate, however, and Rufo's shattered essence lingered on as a vestige. Special Requirement: Rufo will not appear to a married binder or one who reveres a god of knowledge.

Manifestation: Rufo appears as a tall, angular young man with long, dark hair striding into view as if emerging from shadows. An imp sits on his shoulder. He stops and clears his hair away from his eyes, revealing a brand in the shape of a closed eye topped with a broken candle. He then grins and tears away the branded skin with his fingernails. Thick red smoke flows from the wound, completely obscuring Rufo's form and scaring away the imp. When the smoke clears, the young man has transformed into a muscular vampire with blue skin and a pair of ornate daggers protruding from his chest. "Why have you summoned me?" Rufo hisses.

Sign: The binder produces saliva at a noticeably higher rate. In addition, the binder's saliva becomes blood-red.

Influence: A binder under the influence of Rufo becomes self-pitying. In addition, if the binder finds himself on the losing end of a rivalry of any kind, Rufo requires that the binder take revenge on the victorious party.

Granted Abilities: Rufo grants his hosts powers related to his death and his

newfound power as a vampire.

Chaos Curse: As a standard action, you may breathe a puff of red smoke at a creature within 5 ft per effective binder level, who must then save or be affected as by the insanity spell. Once you have used this ability you may not use it again for 5 rounds.

Dead Minions: You may use animate dead at will, but you only retain control of undead created with this ability as long as Rufo remains bound. If you bind Rufo again at a later date, you do not regain control of previously controlled undead.

I Deny You: You may ready an action to counter a clerical spell or turning attempt. To counter a spell with this ability you must have an effective binder level at least twice the spell's level. Once you have used this ability you may not use it again for 5 rounds.

Fiendish Lackey: You gain the service of an imp for the duration Rufo is bound. The imp clearly does not enjoy its service, and often mutters insults in Infernal, but will not defy you and will give advice if asked. If the imp is killed, you must bind Rufo again to get another.

You Invited Me In: All special attacks you possess have their DCs increase by 1 while you are within the private dwelling of another (any building a vampire would require permission to enter).

[Post 118]

Author : Mysticaloctopus

Date : 04-23-06 02:54 AM

Nice ones, Speebsy and Psychic Infinity!

Sadly, I know very little about either of the Kingdom Hearts games, so I won't be able to do much about making vestiges of these organisation XIII people.

Still... Roxas? The main character's name with an X in it? That wins the Creatively Predictable Name of the Year award!

Hmm... I could still whip together some vestiges of Disney characters, they're your summon-things in KH, so it'd fit in.

[Post 119]

Author : psychic_infinity

Date : 04-23-06 06:43 AM

Still... Roxas? The main character's name with an X in it? That wins the Creatively Predictable Name of the Year award!

It's part of a long, complicated story involving Sora's nobody and an incident at Hollow Bastion. (Take the X out of Xemnas and rearrange the letters as well.)

[Post 120]

Author : bkdubs123

Date : 04-23-06 04:45 PM

Thread Title : Here's my Vestiges

After reading ToM I definitely thought that there should be more vestiges. Since a variety of vestiges is the only thing to keep Binders interesting and unique there ought to be more than 32 or whatever there are. Most of my vestiges are completely made up with no connection to the DnD world (because I don't know much about the

Dnd world), but a few have some connection. There are several (13 I think) and they are rather long so I apologize, but I do hope you enjoy and if they are unbalanced please help with that. Well **** apparently there are too many of them for just a single post so I shall divide this into multiple posts. :cool:

Aramant, the Martyr's Martyr

Legend: One of the most honorable of all vestiges in his life, Aramant was a brave protector of the innocent. He was of a noble bloodline and as he grew older he became a Lord Knight in the service of his kingdom. His house grew prosperous led by his virtuous deeds and heart of gold. He was charged with protecting the high king's priestess daughter as she went forth on a mission that would rid the world of a great evil whose very existence threatened the integrity of the earth. As the quest went on Aramant and the king's daughter faced many terrible beasts, but each time Aramant prevailed against them - his word to keep the woman safe his constant driving force keeping him alive when her healing arts may not have otherwise been enough. As they traveled together the two fell in love, but Aramant's code of conduct forbade him from allowing this love to manifest itself without her father's awareness and approval of. As the final rites were being prepared, Aramant began to realize the truth behind his love's quest. She was to sacrifice herself in a ritual that would put the evil creature to sleep once more for a century. Overcome with feelings of loss and betrayal, Aramant defied it at first. He was furious with the king, and hurt that she had kept him in the dark. Before she could finish the ceremony, Aramant stopped her. He challenged the monster. The battle was furious and frightening. The priestess had never seen Aramant fight with such fury. She did her best to keep his wounds from overtaking him, but as she began to run out of divine power he continued to rage on against the terrible beast. His wounds grew more and more grievous and she prayed to the gods to spare him. Wounds beset Aramant that would have killed any other man, ravagings of the flesh and spirit that threatened to destroy the noble soul that refused to quit fighting. At long last the ragged and bloody form of Aramant struck a lethal blow felling the dark creature and then fell to its knees. Blood pored across the stone corridor and terrified, the priestess approached cautiously. He stopped her telling her not to look at him. He told her that she would live. That the ritual was not needed. That the monster was slain forever, but as he went into a final and dead silence the monster began to stir once more. The priestess completed the ritual that should have killed her, but instead it consumed Aramant's and the monster's corpses together. The two souls entwined and departed all mortal and immortal realms, no deity wishing for the monster's soul to be petitioned, and Aramant's soul still heaving breath into dead and slashed lungs.

Manifestation: Cries of valorous combat and groans and roars of some unearthly beast echo through the air originating from the seal. Slowly a man dressed in full plate armor appears as if he is doing battle with some unseen foe of unfathomable size and power. Bits of his armor are torn apart and his flesh is rent, however through an impossible force of will the man continues fighting. Eventually his ragged skeletal form with strips of flesh, tissue, and clothes hanging from it falls over, but in mid-fall the body takes the form of a giant and twisted draconic head with five eyes and seven horns and jagged plates of armored skin. The monstrous head's eyes are closed and blood pours out of its mouth. After a few moments of silence two of the five eyes snap open and the voice of the man speaks wearily, yet filled with a noble air.

Vestige Level 3

Binding DC: 19

Sign: Terrible scars cover your body that appear to seep blood at times.

Influence: Whenever a woman is threatened with violence you must come to her

defense and while in battle Aramant compels you to attack the creatures with the highest HD first.
Special Requirement: None.

Granted Abilities: Aramant grants you some of his courage and heroic nature as well as some of the abilities of the horrible monster he has dominated after his soul was forced to combine with the creature's.

Lionheart: You gain a +1 circumstance bonus to attack rolls, a +4 circumstance bonus on a Will saving throws and deal an additional 1d6 damage against foes that have at least five more hit dice than you.

Aramant's Strength: Aramant grants you a +4 insight bonus to your strength score as long as you remain bound to him.

Rage: You can fly into a rage identical to a barbarian's rage except that every round you remain in rage you take 1 damage as your scars truly bleed. This effect lasts a number of rounds equal to your newly enhanced constitution modifier. After the duration of this ability has expired you cannot use it again for 5 rounds. You cannot use this ability if you do not show Aramant's sign.

Ruinous Aura: Your melee attacks ignore the hardness of objects, and all unattended objects and structures within ten feet of you take damage (also ignoring hardness) each round equal to your charisma modifier (will half). You may turn this effect on or off at will as a free action. You cannot use this ability if you do not show Aramant's sign.

[Post 121]
Author : bkdubs123
Date : 04-23-06 04:48 PM

Aegaea, Our Maiden who Slumbers

Legend: Binder scholars claim that Aegaea helped to create the material plane after she was born inside the fabled Shining Citadel deep inside the heart of The Plane of Shadow. However the dark elder gods came to realize her and her lover's plans and attacked them without warning. Aegaea was killed before she understood what was occurring, but her lover, Kelimbereth, Lord of the Shining Citadel (a deity I made up) managed to banish the evil deities into a realm inspired by Kelimbereth's new emotions of maddening rage and despair (the Far Realm). Aegaea's spirit could not be destroyed utterly however and she became a vestige. Her deific body is said to still rest inside The Shining Citadel although it has been long since abandoned by its Lord.

Vestige Level 8
Binding DC: 38
Sign: A bright glowing sigil forms across your chest or upon your shirt or armor (if you are wearing any) of Aegaea's seal.
Influence: You have the compulsion to set things in their natural state. You are constantly compelled to maintain a balance of colors, size, symmetry, etc... when you come into contact with any assortment of objects that is not balanced you must do your best to balance them. (Obsessive Compulsive Disorder)
Special Requirement: No

Granted Abilities: Aegaea grants binders access to some of her powers of creation, the power to destroy aberrations, and knowledge of the true word.

Coalescence: At will as a standard action you can create weapons or tools forging them out of light. As long as you occupy a square filled with bright illumination you can create any simple tool or weapon or armor and even enhance these items up to +1 per four levels EBL you have. Creating items in this way takes light from the surrounding areas causing shadowy illumination 20ft around you for 1 round.

Maintain the Balance: As a standard action you can duplicate the effects of a Word of Balance spell. If you use this ability you cannot use it again for 5 rounds. You cannot use this ability if you do not show Aegaea's sign.

Cleanse Abberation: As a full round action that provokes attacks of opportunity you can make an attempt to utterly destroy a single aberration within 30ft. The aberration must make a Fort save DC 20 + your charisma modifier or be killed. If you use this ability, regardless of its success, you cannot use it again for 5 rounds. You cannot use this ability if you do not show Aegaea's sign.

Aegaea's True Knowledge: You treat truespeak and all knowledge skills as class skills and gain a +12 bonus on all such skill checks. Additionally you can use any utterances of the Lexicon of the Evolving Mind as though you were a truenamer and as if affected by the Speak unto the Masses class feature of the truenamer.

[Post 122]
Author : bkdubs123
Date : 04-23-06 05:02 PM

Bandelaros, the Soul Thief

Legend: Bandelaros was a criminal wanted the lands over for his life of stealing. As he grew in his prowess and reputation he began pilfering items of greater and greater value until one day he was rumored to have stolen the king's clothing from his body just as he was to make a popular address. As always Bandelaros left his signature, a single playing card bearing the image of the reaper. Furious the king issued a death warrant for the clever thief and commanded his royal guard to accompany the city guard in the search and capture of the cause of the king's embarrassment. After several months the regiment of guards had Bandelaros and brought him to the king for punishment. The king gripped his sword and slew the thief on the spot. They gave the body over to the proper coroners for burial in the private graveyard for enemies of the state. However there was a petition from a wealthy noble family claiming kinship to Bandelaros. They demanded that he get a proper burial. Not wanting to start a feud, the king consented, but watched the affair very closely - in fact he even attended the funeral. However before the ceremony could begin the coroner came and whispered something distressing into the king's ear. With a look of horror and fury the king went with the coroner to the casket of Bandelaros. Standing open the only thing that lay in the wooden case was a single playing card bearing the image of the reaper.

Manifestation: Slowly a playing card falls about 10ft in the air above the seal out of nowhere and begins to drift to the ground. As the card reaches eye level with the binder it transforms for an instant into the ghastly image of a dead human head. The image is haunting if only for its abruptness. Then just as suddenly as it came it reverts again to the card and continues to fall to the ground. Once the card hits the ground a man in dust colored shawls and a bandanna addresses the speaker in a friendly and playful tone.

Vestige Level 3
Binding DC: 21
Sign: You smell faintly of freshly tilled earth and always seem to be dirty no

matter how often you clean yourself off.

Influence: Bandelaros demands that any chance you have to take something that isn't yours without any perceived consequences that you take it.

Special Requirement: Bandelaros will not appear for any lawful binder.

Additionally as a part of the Binding contract the binder must formulate a plan to conduct some theft without getting caught although the binder is under no special compulsion to act out such a theft.

Granted Abilities: Bandelaros grants binders some of his calculating mind, his skill at eluding capture, and his ability to infiltrate structures without fear of traps.

Trapfinding: You can search for traps with the search skill like a rogue.

Evasion: Anytime a spell or effect would allow a reflex saving throw for half damage you may negate the damage entirely upon a successful save.

Bandelaros' Intellect: You gain a +4 enhancement bonus to your intelligence score.

Bandelaros' Skill: You gain a +6 insight bonus to all Open Lock and Sleight of Hand skill checks and you can use these skills untrained.

Escape Bondage: You can wriggle free of movement impairing effects or mundane bonds as the Freedom of Movement spell. The effect lasts for 1 round after which you cannot use this ability again for 5 rounds. You cannot use this ability if you don't show Bandelaros' sign.

Infiltrate: You gain the ability to detect secret doors like an elf. Whenever you pass within 10 ft. of a secret door you automatically get an attempt to search for it as if you were actively looking for it and gain a +4 circumstance bonus on the check.

[Post 123]

Author : bkdubs123

Date : 04-23-06 05:03 PM

Felistrius, Waking Nightmare

Legend: Many Binders know the story of this once great warrior of renown fallen to an unlucky and disgraceful demise. Known the world over and recognized for his fair-mindedness and spectacularly mighty sword arm, Felistrius was a hero born of kingly lineage. Having saved the daughter of a powerful wizard from an evil black dragon Felistrius was pouring over his spoils of war. In the mountain of coins he found a great black blade. It was the legendary sword Souldrinker. With the ability to trap the soul of an enemy with a single lethal strike of its edge the black blade was a mighty weapon indeed and not to be used lightly. Felistrius kept it in order to keep it out of the hands of evil, but vowed never to use it. However when evil struck his lands once more he battled an abominable creature named the Hectonchaires and found that his normal weapons were ineffective against it. Reluctantly the warrior drew the soul stealing sword and resumed melee with the monster. As he slashed into the terrible creature he could feel the evil negative energy crackle through the sword and the monster screamed in agony with each of its 50 heads. Finally after scoring a dreadful strike that lamed four of the creatures heads it fell limp and something extraordinary occurred. There was a flux of negative energy that spiraled into the sword's pommel gem from the Hectonchaires, but also out of the gem into a growing vortex of darkness. Finally after in a black flash of energy something new appeared instantly from the vortex taking the

place of the Hectonchaires' body. It was like the corpse of some huge infant child, ages dead with rotting flesh, piked upon a black spike of rock. Black blood ran out of the gaping wound. Felistrius simply stood with his eyes glazed over staring at the new terror. At last the eyes of the creature opened fixed on Felistrius and he fell over dead of fright. The creature immediately disappeared as did the spike of black rock it was impaled upon. It would have done Felistrius well to know that there was a Dream Larva, an abomination known commonly for its ability to frighten foes to death, trapped inside the gem already and that entrapping another soul releases the soul that already inhabits Souldrinker.

Manifestation: An image of Souldrinker begins to jut out from the ground, however as it makes its way up it grows to become a chunk of jagged black earth that lurches violently upward. Suddenly an Atropal appears in the air that the black spine pierces through the back sending a spray of black blood into the air. The scream of a man begins to echo through the air growing louder and louder until you can hear nothing else and your ears throb in pain. Finally the scream abruptly ends and the image disappears replaced by the form of a man in fine armor. His face is gaunt and his eyes stare into the distance wide with horror. The man begins to speak to the binder although his stare never averts for a second.

Vestige Level 1

Binding DC: 15

Sign: Your eyes open slightly wider than normal and you tend to blink only one-third as often.

Influence: You are uneasy around children and can be easily startled by infants. Felistrius demands that you flee the sight of children at your earliest chance.

Special Requirement: No.

Granted Abilites: Felistrius grants you an aura of unsettling confidence and mastery over the fears of others.

Aura of Haunting: You gain a +4 insight bonus against fear effects and all within 10ft of you suffer a -2 penalty to will saves. You may suppress or resume this ability as a move action. This ability does not while function while you do not show Felistrius' sign.

Curse of Nightmares: You may touch any sleeping creature to afflict it as with a doom spell with a standard action once it awakes. If the target succeeds its will save it may elect to immediately awaken seeing your face flash at them in their dreams. At 9th level the doom effect is replaced by the effects of the spell nightmare, and at 17th level in addition to the nightmare effect the creature is also effected with the solipsism spell upon awaking and is exhausted rather than fatigued.

Manifest Fear: You can generate a fear effect as the spell Cause Fear in a single target with a standard action. After the duration of the effect has ended you may not use this ability for 5 rounds.

[Post 124]

Author : bkdubs123

Date : 04-23-06 05:07 PM

I suppose I should let people read all of my nonsense before posting up more since they are stupidly long. If I continued to post I could fill up like 4 more pages probably... yeesh. Oh well, hope to get some feedback on these and then I'll post up some more. Next to come is an 8th level vestige based on the idea that the Mindflayers came from the future. :eek:

[Post 125]
Author : Bukowski
Date : 04-26-06 07:04 AM
Thread Title : Sticky please!

Is there any way some loving WizO could sticky this? There's too much good stuff in here to let it slide into oblivion.

[Post 126]
Author : Nemorium
Date : 04-26-06 02:08 PM

Please WizO, please?

On the subject of Felistrius, I like the backstory, and I know where you got him from (Soul Caliber) but his abilities I find lacking. For a DC 18 they are way too weak in my humble opinion. The only one that is always useful is manifest fear. I would suggest replacing curse of nightmares with the ability to summon a longsword (With profinciency, of course) that gains magical abilities. Maybe you could keep the ones he has, add mine, and bump him up to 2nd level. This is, of course, my opinion.

[Post 127]
Author : psychic_infinity
Date : 04-26-06 04:43 PM

Oooh...A stickied vestige thread would be nice. And I'm working on something new. I promise.

[Post 128]
Author : Soel Griffin
Date : 04-26-06 05:05 PM

I'd love to see this stickied as well...Then we could have a post with links for each person's creation.

[Post 129]
Author : psychic_infinity
Date : 04-26-06 06:04 PM

Larxene
The Savage Nymph
http://upload.wikimedia.org/wikipedia/en/thumb/6/65/XIII_Order_12_Larxene.png/150px-XIII_Order_12_Larxene.png
Vestige Level: 6
Bind DC: 20
Legend: Being number 12 in the Organization XIII, Larxene joined rather late. However, she is rather competant and strong. Larxene enjoys messing with people's

hearts and is a sadist of the worst kind and she was plotting with Marluxia to overthrow the Organization. However, she met her fate when her cruelty came full circle to destroy her. In her last fleeting moments, her inner hatred transported her soul to the world of vestiges.

Special Requirement: Three daggers must be placed inside Larxene's seal; one with a thunderbolt inscribed on it, one with the Organization XIII's symbol (http://upload.wikimedia.org/wikipedia/en/5/5f/XIII_Order-Logo.png), and one with the phrase "Marquis de Sade". You get these back after the end of the duration of this vestige.

Manifestation: The daggers rise into the air and each split into two (creating 6 daggers). A lightning bolt strikes the center of the seal and Larxene appears, wearing a black cloak, with blonde hair in semi-pigtails, and leering blue eyes.

Sign: An aura of electricity constantly crackles around you and your eyes sparkle with malice.

Influence: You become spiteful and malicious. Whenever the chance to harm comes about, you must take advantage of it.

Granted Powers:

Granted Weapon: Larxene grants you her weapon of choice in life: 6 +1 Shocking throwing daggers. As a standard action of concentrating, you may return all of them to your hand.

Lightning Reflexes: You gain the benefits of the Lightning Reflexes feat.

Call Lightning: Once during the duration of this vestige you may use Call Lightning as a spell-like ability with a CL equal to your Binder Level.

Shocking Grasp: Once per round you may use Shocking Grasp as a spell-like ability with a CL equal to your Binder Level.

Aspect of Larxene: Gaining part of Larxene's lightning soul gives you Resistance to Electricity equal to your Binder Level +5 (Max. 20) and increases your Dexterity score by one.

Conniving: You gain a +3 enhancement bonus to Bluff, Intimidate, and Sense Motive checks.

[Post 130]

Author : e4tmyl33t

Date : 04-26-06 10:59 PM

The King in Yellow

Vestige Level: 8

Bind DC: 35

Legend: From the lost land of Carcosa, the King in Yellow is said to have been a living god. Where he walked, madness fell and his enemies wept. Somewhere, sometime, the King was stopped, and he now waits as a vestige. For one binder will bind improperly, and to fall into the hands of a once-living god is a terrible thing. It is rumored that a binding done badly enough will allow the King in Yellow to return to the world of men and gods, free once more to sow destruction and madness.

Special Requirement: The King in Yellow only appears to those who are of a spiritual and artistic bent. A summoner must call the King in Yellow at an event of artistic value, or a place where such are performed.

Manifestation: The King in Yellow appears as a plain man, but as the binding continues, his visage grows more and more terrifying and hateful. The ground and world around the binder seem to fade and shimmer, as horrible worlds appear.

Sign: Those bound to the King in Yellow have no overt physical changes, but they are followed by an aura of seething hate and menace. People feel uncomfortable when

around the binder, and those who know about the King or Binders can recognize this unnatural feeling for what it is. The Yellow Sign appears somewhere on the Binder's body as well, usually where it cannot be easily seen, but rarely entirely covered either.

Influence: Those under the thrall of the King in Yellow feel the need to spread terror and insanity in their wake. A binder under the King's influence must invoke their Insanity power at least twice during a day, or kill an innocent with Horrid Form.

Granted Abilities:

Insanity: The binder may inflict insanity on a creature if they can spend at least a minute speaking with them, or twice as long interacting in some non-verbal way. This functions in all ways as the spell. This ability may only be used a number of times equal to the Binder's charisma bonus a day. The caster may use intimidate checks to prevent the subject from attacking them.

No Mask: The binder's unnatural visage terrifies and masks their nature. Those within twenty feet of the binder who can perceive him must make a will save. If they fail, they take a -3 to attacks, skill checks, AC, and saves as long as they are near the binder. Additionally, this grants a bonus equal to half one's binder level to Intimidate checks. This ability may be suppressed at will. This is a fear effect.

Horrid Self: You may shroud yourself in terror as a swift action, for the rest of the round, a target whom you attack perceives you as their most horrid nightmares. They must make a fortitude save, or die from fear (as Phantasmal Killer). This ability may only be used with attacks, although they need not hit. Once used, this ability may not be used for another five rounds.

You made a vestige out of Yog-Sothoth?!

EDIT:

starts looking up information on the other Great Old Ones to make neat vestiges/spells using them ^_^

[Post 131]

Author : bkdubs123

Date : 04-27-06 10:22 AM

Please WizO, please?

On the subject of Felistrius, I like the backstory, and I know where you got him from (Soul Caliber) but his abilities I find lacking. For a DC 18 they are way too weak in my humble opinion. The only one that is always useful is manifest fear. I would suggest replacing curse of nightmares with the ability to summon a longsword (With proficiency, of course) that gains magical abilities. Maybe you could keep the ones he has, add mine, and bump him up to 2nd level. This is, of course, my opinion.

Hmm, Soul Calibur eh? No, I wasn't trying to rip off Soul Calibur, this one I considered my own work, but whatever I don't know the Soul Calibur story very well, so maybe I did accidentally. On the subject of the abilities, yeah none of them are that powerful, but then again he is only level 1. I like the Curse of Nightmares ability though. Suppose I'll just lower the binding DC, because I made all of my vestige dudes in order to give more options to Binders at each specific

level (you'll see as I continue).

[Post 132]

Author : bkdubs123

Date : 04-27-06 10:38 AM

Alright, time for another. This one's another 8th level, based off of the Epic monster Phane. (I use alot of Epic book stuff so sue me. Actually that's where the Souldrinker comes from too! ;)) The Lords of Madness book speaks of the Mindflayers being tyrants from the future so here's my story of how they got here in the present.

Mulhoon, the Tides of Time

Legend: Binder lore claims that the dreaded psionic race of Mindflayers are actually from the far distant future and that in order to escape ultimate destruction hurled themselves eons back in time. In an age long bereft of human lordship, the Mindflayers ruled the multiverse using all other intelligent races as slaves. The only other race with numbers rivaling those the Mindflayers however were a humanoid race called the Gith. After centuries of mental torture and slavery however, binder texts say that the Gith began to develop their own innate psychic talents. As they grew in awareness and strength, the Gith started to put plans in place for a full-scale rebellion and soon their plans came to fruition. As the war raged on the Gith began to gain the upper hand making allies of the other enslaved races and through their sheer force of numbers. Fearing total destruction the Mindflayers sought out the only being that they felt could bring an end to it all. A particularly fatalistic and eclectic Mindflayer wizard, named Mulhoon, who dabbled in strange theory and unstable magic. They didn't care how it was done they only wished for an end to the war. Mulhoon pondered for days and finally he thought he had a solution. It required the soul energy of a hundred Gith to fuel the spell and once everything had been prepared, at great cost to the Mindflayers, Mulhoon completed the ritual. He tore a hole in the fabric of the planes all the way through the fibers of time itself and into this gaping gash in reality everything within 1,000 miles was hurled several eons into the past. The resulting chaos flung the races all over the multiverse and into different time streams. Unfortunately for Mulhoon the ritual required one more soul than he had originally calculated and tore him away from the multiverse entirely flinging him not backward in time, but beyond time and space into the void where he exists now as a vestige.

Manifestation: A large clock appears floating above the seal however the second hand is moving backwards. Gradually the hands of the clock all begin to move counter-clockwise faster and faster until they are just a blur of motion. Suddenly black dots appear upon the clock causing the areas immediately around them to glow and warp. The clock begins to melt and drips of metal fall to the ground. In the surreal image the faces of Gith, humans, orcs, and elves now fly around mouth gaping in silent screams. Once the clock has melted all over the ground, its puddle still resembling a clock if only very warped, the faces disappear and the clock/puddle begins to rise from the center forming the shape of a mindflayer. As the figure rises into view the face of the clock bends and flows over him covering it in ever elongating clock hands and strangely skewed numerals. Standing before you is what looks to be a half-clock half-mindflayer with the hands of the clock still ticking away counterclockwise around his body. The mouth tentacles of the figure begin to quiver as it speaks.

Vestige Level 8

Binding DC: 32

Sign: Clock hands appear in one of your eyes ticking counterclockwise across the surface.

Influence: You are particularly obsessed with time, such as running out of time in a spell's duration, or being on time for appointments, and you are exceptionally gullible when it comes to never before heard of magical theory as Mulhoon wants to believe in strange magical advances.

Special Requirement: Yes. Mulhoon will not appear for any binder who unfamiliar with the relation between time and the universe. The binder must have at least 10 ranks in either Knowledge (arcana) or (the planes).

Granted Abilities: Mulhoon grants binders access to other planes, the ability to relive the past, and some degree of control over time itself.

Planar Breach: At will as a full-round action you can tear a hole in the planar fabric duplicating the effects of a planeshift spell only the hole remains open for 1d4+1 rounds before healing over. The portal leads to a random plane (consult table 3-7 on page 37 of the Manual of the Planes) and you cannot open another portal while a previous one is active.

Time Regression: If you spend a standard action to concentrate each round for 5 rounds at the end of the 5th round you regress in time 5 rounds, to the very 1st round you began concentrating. On your second pass through the time stream you may take entirely different actions, based on your knowledge of the future (though if you take different actions so too can others as you are changing the original time stream). You cannot use this ability if you don't show Mulhoon's sign.

Stasis Touch: You may render a target entirely immobile as per the spell temporal stasis with a touch as a standard action except that the effect lasts a number of rounds equal to your effective binder level. You cannot use this ability on another creature while it is already in effect. If you miss with the attack you may attempt to use it again on your next action, but if the creature makes its save you must wait 5 rounds to try again.

Chronal Spike: You may generate a field of random time jumps and lapses at will as a move action. All creatures (including you) within 30 ft. have a 50% chance to fail any action (casters do not lose spells that fail in this manner as they never attempted to cast them because of the broken nature of the time stream). You may dismiss this field as a move action. [think of this as lag in Halo 2]

Aging Strike: When you strike a foe with a melee weapon that creature must succeed on a will save or permanently age a number of years equal to your charisma modifier. If a creature would die due to old age it disintegrates into a fine dust and cannot be resurrected without the careful use of a wish spell to undo the effects of aging.

[Post 133]
Author : Nemorium
Date : 04-28-06 07:13 PM

:bump:

[Post 134]
Author : psychic_infinity
Date : 04-28-06 07:25 PM
Thread Title : Here's A Thought:

We should make up Teeth for our own vestiges. That might be useful.

[Post 135]

Author : Mysticaloctopus
Date : 04-29-06 02:29 AM

Hmm... What about Illithid Teeth? They'd have to look prett obvious, or the player would grow a little purple tentacle frmo their nostril or something.

Vestige coming up later today. It's based on the idea of WEAPONS from FF7, but it won't directly be one of them.

[Post 136]

Author : bkdubs123
Date : 04-29-06 08:43 AM

Alright here's a new one, this one is based on the character Duruth Winterwood, who eventually went mad in the Far Realm.

Duruth, the Shunted Sanity

Legend: Binder lore off-handedly mentions a place known as the Far Realm as part of another vestige's origins. While Otiax may hold the keys to reaching the Far Realm, at least one man has reached it on his own. An elven wizard by the name of Duruth Winterwood is rumored to have disappeared from this reality to find himself and his fortress filled with assistants into another realm of total incoherence and complete madness. This Far Realm exists beyond the laws that govern what is possible in any of the planes of existence. In many ways it is like the void that the vestiges inhabit, but it is fundamentally different. The Far Realm exists. Texts that mention Duruth detail frighteningly alien entities that roam the ever-morphic and infinite layers of the Far Realm. Living in such a place takes its toll on the mind as it tries to comprehend the impossible and put logic to the irrational. Duruth went incurably insane within days even hours some texts say, and soon became warped himself by the place's pseudonatural nature. However his mind was a powerful thing and as the Far Realm wrapped itself around Duruth's body his mind began to hide itself away deeper and deeper into unconsciousness. But the Far Realm was relentless and the spiders that now crawled through the cavities of Duruth's empty mind pursued his thoughts ferociously. Eventually having no where to go Duruth's consciousness abandoned his body to the only place it could find. Intellect apart from a soul, life existing in two parts Duruth's sanity fled into the void forever to exist apart from his body as a vestige. The two are now in fact entirely separate entities wanting nothing to do with each other.

Manifestation: Disembodied eyeballs float through the air soon to be followed by foot long slug-like creatures that swim above the seal. As the strange parade continues a gnarled green tree begins to rise from the ground at an unnatural angle that seems to pulse with a heart beat. Shrunken and shriveled heads begin to grow from the branches like fruit and mouths open in the tree's trunk. A huge flesh colored spider crawls around from the back of the tree trunk with a robe tossed around it, the two hairless legs in front through the sleeves. Suddenly it lurches onto its back six legs as its front two legs transform into human arms upon a crudely forming torso. Tearing out of where a neck and head should be on a human torso a thick fleshy tentacle whips around and as it swells to a length of nearly four feet a black metallic horn bursts from the flesh. The horn swivels around to

face you as if looking at you blindly. It inches closer until you could swear it touches you and then it recoils and the creature crawls away up the ever climbing tree-like growth. After a moment the eyeballs and slug creatures begin to fall limply to the ground, the tree withers and follows them in descent, but as the whole thing collapses the spider creature is nowhere to be seen. Quickly the aberrant life disintegrates and the tree entity slinks back into the ground. A brain then appears hovering in the air at eye level. The coils of muscle tissue begin to unravel themselves and fall in a heap to the ground until nothing remains but a pile of pink fleshy tubing. Spiders begin to crawl out of it and a voice speaks nervously to the binder.

Vestige Level 7

Binding DC: 28

Sign: While bound to Duruth you are considered an augmented creature modified by the pseudonatural template (as described on page 212 of the Manual of the Planes) gaining all of the special features detailed therein. You can suppress the effects of this sign just as any other sign, but you do not gain the special features while you do not show Duruth's sign. Additionally no matter how often you manifest this sign you never gain additional uses of the True Strike feature of the pseudonatural template.

Influence: In the presence of spiders you must succeed at a will save or become frightened. If you succeed at a will save you cannot be affected by this as long as you remain bound to Duruth although spiders still make you very uneasy.

Special Requirement: Yes. Duruth will not appear in sight of spiders or spider webs. If Duruth notices anything resembling such his manifestation will disappear and you will be unable to make a pact with him for 1d4 days.

Granted Abilities: Duruth grants binders access to the pseudonatural template, polymorphic powers, and the ability to repel vermin.

Polymorph Self: This ability functions like the spell polymorph except you are the only valid target, there is no HD limit other than that determined by your effective binder level, and you can only choose change into the following creature types: aberration, ooze, plant or vermin. After the effects of this ability wear off you cannot use it for 5 rounds. You cannot use this ability if you do not show Duruth's sign.

Morphic Touch: With a melee touch you can transform a target as the polymorph any object spell as a standard action. If you miss with the attack you can attempt another at your next action, but if the target succeeds on its will save you cannot attempt another morphic touch for 5 rounds.

Repel Vermin: You are constantly protected from vermin as the spell repel vermin with the following exceptions: this effect holds vermin at bay with hit dice of less than half your effective binder level, and nauseates vermin that fail fortitude saves as well as damaging those that cross the barrier. You may suppress or resume this ability as a move action.

[Post 137]

Author : David_Roben2

Date : 04-29-06 11:59 AM

Thread Title : How about an archer vestige?

I don't have the book so everything could be "off"...lmk if it needs changes. Also, what do you guys think about for a vestige level and bind dc?

Lorrany-Bringer of Feathered Death

Legend:

Lorrany was an elven archer of legendary skill. While he was the leading defender of Castle Treeguard, his true prowess was best seen (or not seen) as a hunter. As Castle Treeguard was a bastion against the orcish hordes then invading the elven lands, Lorrany was the single object most feared by any orc on watch.

Special Requirements:

Lorrany Cannot be summoned within 60' of any orc or half-orc. Also, any illumination greater than shadowy will prevent Lorrany from appearing. Once the summoning is complete neither of the above factors will dismiss him. If an orc or half-orc appears within 60' Lorrany begins firing ghostly arrows of fog at the target's chest, each hitting precisely at the creature's heart. The arrows do no damage and disappear in a small puff. If the light in the area rises above shadowy, Lorrany cringes and shields his face as though unused to the light.

Manifestation:

Lorrany appears as a shadowy elf whose form is difficult to keep in focus. He is covered in a cloak with a deep hood drawn over his head that keeps his eyes in unpenetratable shadow. The rest of his face is covered by a dark scarf. A long comp bow with strange marking covering it hangs across his back with four visible quivers sprouting black fletched arrows are within easy reach.

Sign:

When bound with Lorrany as a non-elf your ears grow to points as would be expected on an elf. All races also have their pinky and ring finger disappear from their left hand, as Lorrany lost his to the mouth of an orc. If you were not previously left-handed you become so. Lastly, Your forehead and eyes seem to be constantly in shadow even in full daylight or in a position that would normally illuminate your face.

Influence:

If ever in view of an orc or half-orc you must attack that creature only until it is dead. If there is any reason why the orc should not be attacked (i.e. a party member) you must make a dc 17 will save to prevent yourself from attacking it blindly. Once you make the will save you have a constant aversion to the target and will not speak to, take orders from, or even acknowledge it. In any position that it would be acceptable to be hidden you must attempt to. If you must directly address someone or are currently in battle you must act freely. Otherwise, you must attempt to hide yourself.

Granted abilities:

Lorrany grants his prowess as a hunter and his skill with a bow. With these you also gain Lorrany's hatred of orcs.

Enlarged arrow: When firing a bow you can choose to have a single arrow grow to the size of a ballista bolt. This arrow does damage of 4d6 instead of the standard 1d8. Critical hits will be handled as normal with the improved damage multiplying. This arrow does damage to a structure as a siege weapon. The enlarged arrow must be declared before rolling the attack and can be combined with any attacks that would normally fire arrows (i.e. multishot, rapid shot, or full attack option). Only one arrow fired can be affected. This ability can only be used once every five rounds.

Stealthy: You gain +1 to hide and move silently skills at first class level and an additional +1 for every four class levels above first (+2 at 5th, +3 at ninth and so forth). Any orcs or half-orcs attempting an opposed roll to spot or hear you, they receive a -4 penalty to those rolls.

Improved Critical: Any bow that you wield is considered keen. This ability doesn't stack with any other threat range modifiers. When firing a bow at an orc or half orc the critical multiplier ofr your bow is increased to X4. If your critical multiplier is already X4 or higher this has no affect.

Orc Hatred: When attacking an orc you gain +2 to hit and damage. Once every 5 rounds you can increase this bonus to +4. You must declare this action before you roll any attack rolls for that round.

[Post 138]
Author : psychic_infinity
Date : 04-29-06 02:54 PM

I guess Duruth can't be summoned by Drow...really neat though. :D

Lorrany is good too. Does losing two fingers restrict the ability to use hand-related skills (like disable device and perform [string instruments])?

[Post 139]
Author : bkdubs123
Date : 04-29-06 05:15 PM

Why couldn't Duruth be summoned by Drow?, sure they live mostly underground where all manner of vermin (especially spiders) live, and you know anywhere within eyeshot has a spider web strung one way or another, and then there's the whole sub-species of spider-drow... but you know once you get around that, any Drow binder could summon Duruth! lol, seriously though they would just have to be a little extra careful if they wanted to summon Duruth in the underdark.

Oh, and about Lorrany, my only concerns are: 1. Beef up the Legend, such as what makes him such a legendary figure, and how exactly he became a vestige (usually some particularly strange or brutal death or disappearance). 2. The Stealthy bonus should be something like +4 or something and then if you want to add additional bonuses as the Binder level goes up that's fine (a +1 bonus to start with is rather insubstantial). and 3. I don't know what it is but something seems strange about the influence... there's something that doesn't fit the mold about it to me. Vestige level for this sucker shouldn't be less than 3, but could probably fit up to 5 so... get some more input on that (with an average binding DC going from 20-25).

[Post 140]
Author : Mysticaloctopus
Date : 04-30-06 02:25 AM

I guess Duruth can't be summoned by Drow...really neat though. :D

Lorrany is good too. Does losing two fingers restrict the ability to use hand-related skills (like disable device and perform [string instruments])?

And does it give a penalty to intimidate, as in some cultures you'd no longer be able to give people their version of the Digitus.. uh.. Digitus Whatevertheycallit. Hell, does losing fingers stop you giving people the finger? One of the players had a barbarian who used to love using the finger.

[Post 141]
Author : jaw4ever
Date : 04-30-06 07:37 AM
Thread Title : Are you a mind-flayer or something?

Wow! I just got my ToM yesterday and I thought "Man, there should be a vestige thread on the boards!" and lo and behold there is! I can't wait to search his thread thoroughly and hopefully add to it. Awesome job, Gilganarz_the_reporter!

[Post 142]
Author : Raymond_Luxury_Yacht
Date : 04-30-06 01:23 PM

Before anyone submits any more Vestiges, allow me to provide a little warning to all DMs in the audience.

As the Tome of Magic is written, THERE CAN BE NO OTHER VESTIGES.

That is not to say that you can't make some but to say that you'll need to do some ever-so-slight modifications

The reason for my deduction is quite simple. Dahlver-Nar. He became a vestige because he wore all of their teeth. As he was a human with 32 teeth, he could only utilize the same number, which is the exact number of Vestiges the book created.

Although the book never directly says that he wore the teeth of ALL vestiges, if taken only out of the book, that is the case, creating new flavor for Dahlver-Nar. If you ruin this, his reason for being a vestige doesn't seem as significant. The entire point of the teeth, including their name, is that they belonged to him.

If you are going to include other vestiges (and with them other teeth), substitute them for something else, remove Dahlver-Nar and rename the teeth, or simply change him and his history ever-so slightly.

I am really picky about small details like that.
If the Teeth of Dahlver-Nar are the same artifact from earlier editions that I'm thinking of, there's 64 of them.

Edit: Bah, there's only 32 teeth in the Teeth of Dahlver-Nar. But then again, he lived about 10 millenia ago in the DnD Multiverse, and at least one of the vestiges in the ToM was created long after that. Officially, it's only been a few years since Tenebrous and Orcus became two different entities.

[Post 143]
Author : bkdubs123
Date : 04-30-06 04:03 PM
Thread Title : The Realm of Dreams

This idea always intrigued me and so I made a vestige based on the Realm of Dreams presented in the Manual of the Planes and on the character Little Nemo from the anime and the nintendo game (has anyone played it!? :cool:).

Nemo, the Dream Master

Legend: As Binder scholars continued in their search of the cosmos for information regarding pact magic and vestiges they stumbled upon the realm of dreams. By delving deep into their own minds and unconsciousness they found the doors to this mysterious realm where infinite and ever changing dreamscapes exist for every dreaming being in the multiverse. At the heart of this fanciful demiplane lay a forbidding storm of energy known as the Dreamheart Tempest. Just as any other storm however the Dreamheart Tempest has an eye. Inside this eye, binder scholars claim, stands a spectacular castle with lofty towers and beautiful banners. Somewhere within this castle is rumored to be a door into the void itself and into the personal chambers of a vestige who calls itself Nemo, the Dream Master. Nemo's origins are as unclear as the vagaries of the Dreamheart, but he certainly is a being with great power over sleep and dreams.

Manifestation: The seal seems to fall into a great chasm within which soft cumulus clouds appear. A young boy with blue hair wearing pajamas jumps to each cloud climbing out of this apparent pit. Eventually he comes to eye level with the Binder standing atop a cloud. He carries a scepter of kingly splendor with a great blue gem set in it, and a ring of keys hangs from his sash. As the boy jumps from the cloud the seal flies back into its standard position and the ground with it so that he lands safely. The boy reaches into his pocket and pulls out a piece of candy. As he unwraps it and puts it in his mouth the air fills with the scent of mint and a sense of serenity. He closes his eyes, breathes deeply and then looks at the binder with piercing blue eyes. There is a glint of cunning entirely too old for a boy in those eyes.

Vestige Level 5

Binding DC: 26

Sign: You smell faintly of mint. Additionally when you are in a good mood the sky clears into a bright shade of blue and the world seems more innocent. When you are in a bad mood the sky darkens and the world seems more hostile. Furthermore if you are an elf you develop a need to sleep just as a member of any other race and are no longer immune to magical sleep effects. A ring of strange keys appears on your person.

Influence: You are more susceptible to sleep effects. You suffer a -2 penalty to saves against sleep effects and remain asleep for 1 round longer than normal while effected by a sleep spell. Elf binders are never subject to Nemo's influence.

Special Requirement: Yes. Nemo requires that his seal be drawn upon the floor of a bedroom in which a bed is clearly present.

Granted Abilities: Nemo gives Binders control over sleep, keys to the realm of dreams, and affinity for sleep effects.

Blissful Slumber: While under the effects of a magical or supernatural sleep effect you gain Fast Healing 5. This ability only functions if you show Nemo's sign.

Tranquil Candy: As a standard action you can affect a candy so that it causes any creature that eats it to fall asleep. A creature that interacts with a Tranquil Candy may make a will save to resist the urge to eat it, but failing the save compels the creature to eat the candy which restores 1 hit point in addition to putting it to sleep for 1d4+1 rounds. You can throw a Tranquil Candy to an enemy as a ranged touch attack. A struck creature can take only a single move or standard action on its next turn and forces it to immediately save against the compulsion or eat the candy. After creating a Tranquil Candy you cannot create another for 5 rounds.

Awakening Candy: As a standard action you can effect 1d4 candies so that any creature that eats it gains 1 hit point and the benefits of the haste spell. You can eat an Awakening Candy or throw one to a friend as a standard action. If you

throw an Awakening Candy to a friend that creature can attempt a reflex save DC 15 to catch it in its mouth eating it as a swift action. If the save fails the creature catches it in its hand and must wait until its next action to eat the candy. If an Awakening Candy is given to a sleeping creature it immediately wakes up and gains 1 hit point, but does not gain the benefits of the haste spell. After creating Awakening Candy you cannot make more for 5 rounds.

Glyph of Sleeping: Once while bound to Nemo, as a full round action that provokes attacks of opportunity you can activate an effect similar to a Symbol of Sleep. This effect centered on you puts all creatures with HD less than or equal to your effective binder level within 60 ft. to sleep for 3d6x10 minutes as the symbol of sleep appears under your feet. You cannot use this ability if you do not show Nemo's sign.

Dream Keys: You can open any door (even magically locked doors) with one of your strange keys except that the door opened leads to a random dreamscape in the Realm of Dreams and shuts behind you within 1d4 rounds if you do not shut it yourself. Once shut the door reverts to its former state (locked, magically locked, warded, etc...) as though nothing had happened.

[Post 144]
Author : Mysticaloctopus
Date : 05-01-06 02:51 PM

Thinking of Nemo's affinity for candies, has anyone checked out This Thread?
(<http://boards1.wizards.com/showthread.php?t=630405>)
It seems to fit in pretty well, and everyone wants magical snacks of power!

[Post 145]
Author : bkdubs123
Date : 05-03-06 10:06 AM

hahaha, that's a great forum! I say eating a candy should be a standard action that does not provoke attacks of opportunity, but... whatever, you saw my ruling on that in nemo's abilities.

[Post 146]
Author : psychic_infinity
Date : 05-10-06 03:50 PM

:bump:
Although I suppose it won't matter once the boards are finished...

[Post 147]
Author : Ryuu_Tenshi
Date : 05-10-06 04:33 PM

Namine

Legend: Namine was a special girl; she had the power to alter people's memories, which ostracized her from her community. Until the day she was taken away by a

sinister group of people in black cloaks and put into a large, strange castle. She was commanded to erase the memories of all who entered and modify them to her own effect. She was finally able to break out of the castle with the help of a boy named Sora. She went to live in Twilight Town, but still under the watchful eye of the Organization XIII. However, when she tried to warn a new friend of hers, Roxas, of the danger of the Organization and their true natures, she was taken away to the realm of darkness, her heart turned into a vestige.

[KH-Geek gripe]

Namine is, in fact, Kairi's nobody... and not even quite a nobody. She was created when Kairi's heart left Sora in Hollow Bastion, and thus at exactly the same time Roxas was created (in a very strange manner, they are twins, and in fact there should be some special effect for binding both Namine and Roxas). Since she actually has no soul and no body (both belong to Kairi. Roxas is Sora's body and soul.) she exists LESS than any other nobody and was probably already a vestige when created o.O

It is also for this reason that she can so easily mind**** Sora.

Other than that minor flavour-gripe, I enjoy the Organization vestiges XD sort of a way to make them live again despite Sora killing them all.

Look to the Pyrokineticist for Axel's abilities, I say.

Oh. And I think that perhaps you cannot bind both Marluxia and Xemnas, nor both Axel and Vexen or Saix, since they don't exactly get along. Heck, I'm not sure you could bind Axel with ANYONE except Roxas o.O

(sorry, Kingdom Hearts is my life >.< sad, I know.)

Oooh. and what with what happened to Ansem the Wise at the end of the game, perhaps he, too, would make a good vestige? along with the Riku Replica (It's a way to bind Riku! Without Riku being a vestige! :D)

I... had something else to say but I should be studying. Meh.

[Post 148]
Author : Habbalah
Date : 05-10-06 07:07 PM

Okay, time to be evil...

Cthulhu, High Priest of the Old Ones
Vestige Level: 5
Bind DC: 25

Legend: Cthulhu was/is the high priest of the Great Old Ones, beings of madness and evil outside of time and space. Cthulhu is a unique vestige in the fact that it isn't dead, nearly asleep in its underwater prison. A being of chaos and malice, when Cthulhu awakens, it will eat the entire world. Evil binders summon it to aid in its revelrie, while good binders call Cthulhu as hoping its sleep will be

lengthened through binding.

Special Requirement: The binder must be able to speak a dead language known as Ebonian. To learn this language requires access to a large library and a DC 25 Knowledge (Arcana) check for each week of work. Once the binder has succeeded on three checks (they don't have to be sequential), he has learned Ebonian.

Manifestation: When summoned, Cthulhu appears as a green mind flayer with leathery bat-like wings. Its tentacles writhe menacingly and its pitch black eyes stare into your soul.

Sign: Your irises turn green, and your skin becomes constantly damp and you sprout tiny, non-functional bat-like wings that don't interfere with clothing or armor.

Influence: You can never aid clerics except for worshippers of the Old Ones (which are fairly few and far between). Also you can only speak in Common and Ebonian, and in times of surprise or duress you can only speak in Ebonian.

Granted Abilities: Cthulhu grants you occult knowledge of the Old Ones and expanded mental capacities.

Mind Blast: This works exactly like the mind flayer ability of the same name, except you may only use it every five rounds. The save DC is 10+(1/2 binder level) +cha modifier.

Knowledge of the Old Ones: You gain a +5 competence bonus on Knowledge (Arcana), Knowledge (Religion), Knowledge (Psionics), Knowledge (The Planes), Spellcraft, and Psicraft checks.

Terror of the Deep: You can use Evard's Black Tentacles once per round. For every round someone remains grappled, he/she/it takes five points of cold damage and there is a 50% chance the creature will take one point of wisdom damage.

Psychic Resonation: You have a constant Detect Psionics effect active and can use Ego Whip and Id Insinuation as a psi-like ability every five rounds a number of times while this vestige is with you equal to your Int modifier (min 1). The DC is 13+Int modifier.

You sir were born under a dark star, God bless and keep you (LOL that's my way of saying thank you).

Oh would anyone do Kas?

[Post 149]

Author : Maxxx

Date : 05-11-06 04:41 AM

He is in Dragon magazine, can't remember which issue.

[Post 150]

Author : psychic_infinity

Date : 05-11-06 05:59 PM

You sir were born under a dark star, God bless and keep you (LOL that's my way of saying thank you).

Thank you, I think...

[KH-Geek gripe]

Sorry, I wrote that before I got to that point in KH2. I'll go change the lore to

make it a little more generic.

I'm trying to get the secret ending; it can't end here; there are so many unanswered questions.

What happened to Maleficent and Pete? What about Yen Sid? What was in the message? What is the Keyblade War? When will Riku admit that he's gay? :P

[Post 151]

Author : psychic_infinity

Date : 05-14-06 06:12 AM

Demyx

The Melodious Nocturne

http://upload.wikimedia.org/wikipedia/en/thumb/b/b1/XIII_Order_09_Demyx.png/150px-XIII_Order_09_Demyx.png

Vestige Level: 6

Bind DC: 20

Legend: Number nine in the Organization XIII, Demyx was inconfident with his fighting skills, so he developed a way to animate water to do his fighting for him. Demyx was a bit of a showoff in life, and his defeat in Hollow Bastion at the hands of Sora was due to his distraction when he decided to strike a pose when Sora was down. Now he plays his music for the other vestiges...and binders who'll listen.

Special Requirement: Demyx's seal must be submersed fully in water.

Manifestation: Demyx splashes out of the water playing a riff on his sitar. He then strikes a pose and disappears.

Sign: Your hair and clothing flow when you walk as if you were underwater.

Influence: You become a showoff. You constantly play music for people. You also dislike getting your hands dirty and get your animated water to do things for you.

Granted Abilities: Demyx grants the binder power of water and musical abilities.

Granted Weapon: Demyx gives you his +1 aquan sitar (it looks like a guitar that deals 1d6 bludgeoning damage and critical X2 on natural 20, also gives +2 bonus on perform string instruments checks).

Musician Extraordinaire: You gain ranks in Perform (String Instruments) equal to your binder level when using Demyx's sitar.

Bardic Music: Once during the duration of this vestige, you may use one bardic music ability from the bard class list as long as you have the appropriate number of ranks in Perform. You must use Demyx's sitar to use this ability.

Dance, Water, Dance!: By spending a full-round action playing Demyx's sitar, you can turn a body of water into a replica of a humanoid (treat as Water Elemental under binder's control). Depending on the amount of water animated, you can create different sizes of forms. The created form lasts for a number of rounds equal to your EBL.

Small=5 square feet

Medium=10 square feet

Large=20 square feet

You can use this ability every five rounds.

Resistance: You gain resistance to cold 5.

Aspect of Demyx: You gain part of Demyx's soul. Your charisma score is increased by 1, you can breath comfortably underwater, and your armor class is treated as 1 higher when attacked by creatures, spells, powers, or abilities with the water subtype.

[Post 152]

Author : Mysticaloctopus

Date : 05-14-06 07:26 AM

Hey, Infinity! How's it going?

Looks like we've got some more time to work on the thread before the new upgrade time kicks in, so I'll get back to writing. I just finished the last of my GCSE coursework yesterday (WOO! FREEDOM!)

I've got two questions here: One, what's the duration of Dance, Water, Dance!, and how is it commanded?

and two, concerning the upgrade to the boards, a question people will only get if they're British, and watch the 'best drama' according to the BAFTAs:

Is the upgrade to the boards the Ultimate upgrade? I wonder this because "upgrading is compulsory", and many posts "will be deleted" during the process.

Want to know what I'm on about, if you're curious?

This is a reference to the latest episode of Doctor Who. It's a big thing in England, and the yesterday's weekly installment was Rise of the Cybermen, in which people are soon to be 'upgraded' into these new metal menaces, whether they like it or not. Judging by the running and screaming, most people don't like the idea of having their brains removed and placed inskins of metal, bodies that will never age and die.

[Post 153]

Author : Ryuu_Tenshi

Date : 05-14-06 10:17 AM

Hm. Perhaps the water clones should be more similar to Astral Constructs? Also, I feel that the bardic music should only be from teh standard bard list: allowing any music from anywhere could be a bit overpowered. Not to mention the flavour wouldn't be right (I can't see Demyx using the fire-based Seeker of the Song bits, nor Cosmic Fire.)

[Post 154]

Author : psychic_infinity

Date : 05-14-06 03:05 PM

Oh, yes, I totally forgot about duration. And I'll change the bardic thing.

J'adore le Docteur Qui! :D

[Post 155]

Author : Mysticaloctopus

Date : 05-15-06 11:05 AM

Thread Title : Ex-ter-min-ate All Hu-mans! Ex-ter-min-ate The Doc-tor!

Hey all!

I had DALEK written up and 90% complete last night, but in a moment of tiredness (bloody bloody still bloody tired bloody coursework), I turned off the PC without posting.

Also, I lost my memory stick today (ARGH!) so I hope it's still in the computer I left it in. If any frellnik little pile of dren has taken it... No, won't say that.

Still, here is DALEK, fresh from my mind, as close as it can be. Damn cold. This has been an irritating few days.

DALEK

SU-PREME RU-LER OF THE UN-I-VERSE

Vestige Level: 8

Bind DC: 35

Special Requirements: Yes (THE DOC-TOR MAY NOT COM-MAND US!)

DALEK is the racial memory of a race of pure evil creatures hell-bent on conquest, so far removed from us by time and distance that no mortal or divine magic may reach them. At the time of their destruction, past or present (no divination can tell), their hatred for their feared enemy burned so brightly that it echoed around the universe, driving any who heard it insane, until it reached that untouchable void where vestiges dwell and became imprinted on existence as a force of annihilation that only the most powerful binders dare awaken.

Seal: Clicken Sie bitte hier

(<http://img243.imageshack.us/img243/5403/dalekseal7uk.png>)

Manifestation: When the summoning begins, the seal seems to fall into shadow for a moment and anyone watching can make out a silhouetted shape like a man-height cone, shoulder width at the base and about a foot across where the rounded dome begins. Suddenly, the image flares into reality, first the cold blue ring of the eye, then the whole thing. DALEK appears slightly different with each summoning, drawn from a different member of the race with slightly different proportions, details or coloration, though the menace is always present. DALEK regards the binder for a moment before commanding it to speak in its harsh, metallic voice.

Special Requirement: No doctor may bind DALEK. This means that you may not have full ranks in Heal (taking class/cross-class costs into accounts). In addition, you may not bind DALEK if you have cast a time-altering spell within the last week. Time-altering spells actually change the flow of time, such as time stop. Spells such as haste are allowed, as they simply make the target quicker or slower through magically altering resistances.

Sign: When bound to DALEK, you aspect of DALEK's. The DM decides which, by rolling a d6 and consulting this table:

Loud and Monotonous voice

Grating and Harsh voice

Ten-dan-cy to sep-ar-ate syl-la-bles

Your eyes become black, save for a ring of blue or white that changes size with your emotions

Use of synonyms for Kill, such as Annihilate or Destroy

Roll again twice. Do not discount further results of '6', it is possible to show all signs.

Influence: You become quick to anger at the slightest problem. In addition, any time-traveller you meet who does not bear the sign of DALEK becomes the subject of your wrath. You must attack within five rounds of learning of them.

Granted Abilities:

Voice of the Daleks: Your voice and stare inspires fear and awe in others. You gain a +4 bonus to charisma and an extra bonus of +2 to intimidate. You cannot use this ability if you do not show DALEK's sign.

Command the Lesser Beings: You may duplicate the effects of a command spell at will. Caster level is equal to your EBL. You may not use this ability if you do not

show DALEK's sign.

Death Ray: You may point your finger and cause a beam of searing death to fire at your target. This is a ranged touch attack which deals 1d6 damage/EBL. The damage is a strange nonmagical substance known as Radiation. This is treated as being a magical force effect and ignores regeneration due to the hideous damage it does to a creature's DNA. This ability is useable once every 5 rounds, requires a full-round action and verbal and components to cast (Point and shout EX-TER-MIN-ATE!) and draws attacks of opportunity.

Elevate: When faced with a steep incline (needing balance checks) or uneven/slippery terrain (such as ice or rubble up to 3 inches high), you may float slightly off the ground to move at full speed without taking any checks for balance.

Mutation: While bound to DALEK, you are counted as an aberration outsider of your alignment. This means you are weak to effects such as Blasphemy or Invoke the Cerulean Sign.

This is meant to be a high-level vestige, can someone PEACH the level/DC for me?

Edit: My french doesn't run past 'Food l'english, sil vous plais', but i got the gist of what you said, Infinity. As far as my reply goes, I had my last (ever) proper german lesson today, so:

Ich mag Arzt Wer, weil er ist so aufregen, und auch sind Cybermen die heißer maschine der Weld! Herr Cybercontroller, du kannst meinen übermittler polieren! Du bist einer frecher Robotermann!

:D Yes, that was german 'naughty-talk' to the Cybercontroller

[Post 156]

Author : katarl

Date : 05-15-06 11:57 AM

DALEK

Ha ha ha!

You'd be screwed by any dungeon with stairs, though!

Perhaps level 4 or 5? Binding DC appropriate for that.

I'd drop the heal restriction though- the doctor doesn't really *heal* others exactly, just meddles. I like the time restriction though.

Its very funny and not *entirely* out of place in a less serious session. I'm going to use it, and take -all- the signs at once.

Maybe one day I'll dm a session where the enemies are daleks.

[Post 157]

Author : Mysticaloctopus

Date : 05-15-06 12:04 PM

Ha ha ha!

You'd be screwed by any dungeon with stairs, though!

I'd drop the heal restriction though- the doctor doesn't really *heal* others exactly, just meddles.

- 1) See the ELEVATE power. Daleks have been 'doing' stairs for some time now!
- 2) If they ask your profession and you answer 'Doctor', do you think they'll bother to ask which kind? Nah, let the death ray do the talking!

Edit: I just ran my german through the google translation thing. That thing inhales the it in most of time, for the change of the words it forces me upon is this!

"Also I like physician who, because he is in such a way excites, and am Cybermen heisst machine of the Weld! Mr. Cybercontroller, you can polish mine over intermediaries! You are impudent robot man!"

Real translation - Worth one free Cookie to anyone who tries!

[Post 158]
Author : psychic_infinity
Date : 05-15-06 04:19 PM

Google shreds my translations. It's annoying. I'm hoping they'll put more languages on there (as they recently added Arabic). I'm hoping for Romaji, Dutch, Swedish, Hungarian, Korean, and Norwegian.

I'd say the Daelek would be level 8, because that's just what Daelek would hate.

Oh, and I decided to add pictures for the Organization XIII vestiges, just to show what they look like.

[Post 159]
Author : Angelflesh
Date : 05-15-06 05:14 PM

How about Tiamat's sister and rival who was killed by Tiamat and spawned the Purple, Orange, and Yellow chormatic dragons? I think she might be an interestig vestige.

[Post 160]
Author : Nairalimis
Date : 05-15-06 09:34 PM

I'd agree with psychic_infinity on the Dalek being level 8 vestige. The Death Ray alone is a great effect, bypassing almost every defense and negating regeneration. Tossed onto the Voice, Command, and Mutation and the Dalek is firmly a match for any other level 8 vestige.

Psychic_infinity, on Demyx is there a reason you went with a +1 Cha bonus rather than a +2 bonus? Does Dance, Water, Dance! have a limit for the size of created elemental based on level as well as the water, or is it soley based on nearby water?

As an apology for my being gone, here is a peace offering vestige. Comments and critiques please.

Ral, the flower of peace

Vestige Level: 1
Bind DC: 14

Legend: Born three hundred years ago, Ral was born into an age of chaos and warfare. He entered the military at a young age, and is said to have spent four years as a soldier in one of the many armies at that time, as history and the lies of lords have obscured the truth. After seeing the bloodshed and the futility of the wars, Ral threw down his sword and began to speak against war and killing in any form. He quickly gained a small but devoted following of those left with nothing due to the war, and began to train them how to defend themselves without killing. Unfortunately for Ral, two of the most powerful warlords at that time saw him as a rising threat to their power, and they sent an assassin and priest of a death god to kill Ral. When the two killers found him, they were able to stab him, while the priest cursed Ral to fall forever through the Abyss. Perhaps Ral was motivated by a higher force, because the curse rebounded on the priest, sending both Ral and the death-priest beyond the reach of gods and men.

Special Requirement: The binder may not have killed any creature by their own hand within the last 12 hours.

Manifestation: Ral appears as a man clothed at first in the blood of others, which slowly slides off, revealing a glowing white humanoid body. When it speaks, the sounds of war can be heard echoing in the distance.

Sign: Binders under the influence of Ral move with a careful grace, and their voice becomes softer making them unable to shout.

Influence: Those under the influence of Ral cannot kill a sentient target unless it has already killed someone else.

Granted Abilities:

Improved Disarm: The binder gains the Improved Disarm feat while bound to Ral.

Aura of peace: The binder may cast Sanctuary with a caster level equal to her binder level. Once used, this ability may not be used for another five rounds. Ral's sign must be shown while this power is in use.

Merciful Blow: A binder may add their charisma bonus+1 (minimum of 1) to the damage of any attacks they make, but the attack is nonlethal damage. [Edit: This Ability may only be used once every five rounds. No limit makes this too potent at low levels, and since that's when level 1 vestiges are used...]

Harmony in battle: The binder gains the Combat Expertise feat while bound to Ral.

[Post 161]
Author : Ryuu_Tenshi
Date : 05-16-06 10:08 AM

Hmmm. Something one of my DM's (and soon to be Player's... wish the 1st time DM luck, please!) mentioned to me the other day is that there are no vestiges that

seem to grant flight. At least none of the "official" ones seem to (I'm not sure about the official ones in Dragon, I haven't seen them).

So, does anyone have suggestions of a vestige that grants flight? Not sure what level it should be either.

I'd prefer a "flavourless" (ie, drop it into any setting and be fine) or Lovecraftian vestige, as that's what my players/DM's are more likely to be cool with. I'm not doing it myself as I don't actually own ToM and so can't compare power levels >>;

KH vestiges are fine too, but only because I'm a KH fanatic. Thing is, only one of my players is silly enough to use them, and the rest are going to roll their eyes/kill me.

[Post 162]

Author : Mysticaloctopus

Date : 05-16-06 02:07 PM

Thread Title : Time for another one!

I've set DALEK to have a bind DC of 35. No particular mechanic there, just something that's difficult. Being bound to something that makes you hostile towards anyone who makes you a little bit annoyed can be a bit of a social problem.

Now it's time for...

Jamie

The Empty Child

Vestige Level: Go figure

Bind DC: I dunno

Special Requirement: No

The Empty Child is a vestige known more for its title than its true name. It was a young child exposed to an experimental wartime soldier-regenerating chemical after a tragic accident, but the chemical didn't know how to rebuild him. It took what was left of the child, substituting his gas mask in place of a horrifically crushed head. With no grey matter to speak of, the strongest thought in the child's head was its need for a mummy. Now patched up and instilled with powerful war technology, the thing set out to find its mummy, infecting all it encountered with the same condition. The child was cured, eventually, but the unnatural disease it carried left an imprint in the minds of many. Now that memory, and the strength of the child's will, allow the faded image of a gas mask to remain at the edge of the universe, ready to let anyone who wishes to carry on the search for their mummy.

Manifestation:

<http://www.gallifreyone.com/images/series/2005-09-2.gif>

The first thing a binder notices upon calling the Empty Child is the melancholy voice of a young boy, calling "muuu-myyyy" from somewhere in the distance. The moment the binder's gaze wavers from the seal, the Child suddenly appears, staring with hollow eyes from under its gas mask. The vestige will only enquire about the status and whereabouts of its 'Mummy', but most binders learn to read if it is satisfied with a deal.

Sign: A Y-shaped scar appears on the top of your left hand.

Influence: You become obsessive about whatever your goal is. If you have no specific goal at the time, something about the world compels you. You must spend at least 3/4 of your waking time in search of this goal, be it finding your lost parents, defeating some fiend or just completing an assignment for your Arcane

University final exams. Spending more than a half-hour at any one time dilly-dallying will break the Influence as if you had transgressed any other influence rule. The DM decides when this is broken, to prevent rules-lawyers abusing the wording of this rule.

Granted Abilities:

Built for War: Two of your physical stats (your choice at binding) are increased by 2 for the duration of the binding. These bonuses do not apply while you do not show the Empty Child's sign.

Coming to find you, Mummy!: You instinctively know where to look for the next step on your task. If you know of the next target (true or false), you can duplicate the effects of a Locate Object, Locate Creature or Find the Path spell once per day, with a range of one mile, cast at your EBL.

Don't let him touch you: Once per day you may deliver an unarmed touch attack to a member of your species. Once they are touched, they must make a fortitude save or become dominated by you for 10 minutes. During this time, a gas mask grows out of their face and they lose the ability to speak. You may delay the onset of the control for up to 10 minutes, though the save is made immediately after the touch. You must declare that you are using this ability, and on a failed attack or a passed save the use is lost, though a simple touch on the hand in the street is enough to force the save.

He's empty: You become immune to mind-affecting effects. This includes potentially beneficial effects such as bardic music.

Edit: Good luck on your first foray into the really fun bit of D&D! Just a warning, DMing is like a drug... The Power, the Control! It'll make you dizzy just thinking about the first time you took the reigns, and you'll keep coming back for more! Need... more!! Get players! Now!! Game!!

Yeah, sorry about that. DMing is great fun, though. I find it's a great creative outlet if you enjoy that kinda thing, so just relax, let the game flow and you'll have the players believing they really are a hawt elf chick in a chainmail bikini before you know it!

Note: If one of your players likes to believe this anyway, the kindest thing to do is to kill them... By switching their character sheet with the Dwarf.

Further Edit, in reply to comments and stuff!

The Mutation ability is meant to be a downside - you're now a target for more bad spells. Elevate is the good one! If Mutation provides more good than bad, I'll remove it. It was a way of slightly toning down DALEK, who was already pretty mighty with that Death Ray.

And now some PEACHing (nice way of saying an OctoRant) Infinity, D&Dv3.X doesn't do odd-numbered stat bonuses for a reason - they're uneven. Because you get a bonus for every two increases to a stat, a PC with a charisma of 11 will get a +1 to CHA checks if they get a +1 to CHA, while a PC with CHA 10 will go up to 11, not enough to merit a bonus to those rolls. Spells give bonuses in increments of 2 to make sure all PCs benefit equally from an effect. All characters get a +2 on strength-based checks with gauntlets of ogre strength +4, but not all characters would go up another point of bonus from that if they had a Nose/Pinky/Eyebrow Ring of strength +1

[Post 163]
Author : psychic_infinity

Date : 05-16-06 05:51 PM

I know that the Charisma bonus is +1, and I have a reason for this:
I'm going to have 6 different members of the Organization give a +1 stat bonus.
(As you see with Demyx and Larxene).

Well, anyway, the reason is because, IMO, it's more of a slight boost than an outright bonus: If your Cha is odd, more power to you, if it's already even, then you have a little extra defense against Ego Whip.

Also, there is no level restriction on the size of the Forms, as wizards and psions can Disintegrate with level 6 abilities.

MysticalOctopus: You should do a vestige involving the Doctor's previous forms.

[Post 164]

Author : Borris

Date : 05-16-06 11:07 PM

Medivh, The Last Guardian

Vestige Level: 4th

Binding DC: 22

Special Requirement: No

Legend: Born of the union of an immortal guardian and a powerful wizard, Medivh was destined to greatness. Indeed, his special heritage caused him to be tainted by a demon and, while he grew more powerful than any other mage of his time, he also became mad with power. Though his best friend Lothar watched over him constantly, the corruption in Medivh's mind only grew stronger. Through his nightmares, he caused rifts to appear between the planes, creating portals that linked his world to others. Through one of these portals came wave after wave of savage orcs, plunging into a bloody war the land to which he should have been the guardian.

Unable to control his powers, and always thirsting for more, Medivh retreated to his tower, leaving Lothar to lead the fight against the orcish invaders. It didn't take long, however, for Lothar to realize who'd caused the portals to appear and Medivh was soon deemed as dangerous as the invading hordes. Lothar, aided by a small group of heroes stormed Medivh's stronghold and destroyed the mad mage.

Medivh was finally freed from the demonic influence. As the guardian, however, he was still bound to the land his ancestors has sworn to protect. When demons threatened to conquer his homeworld, Medivh was reborn as a storm crow. Through cunning and ruse, he forced the humans and orcs to unite their forces and ally against the fiendish legion. Having finally fulfilled his destiny, Medivh's spirit disappeared into the shadows, leaving no heir to act as the next guardian.

Manifestation: When Medivh is summoned, the sky above his seal seems to darken, and a large crow with bright golden eyes slowly descends from above. As he arrives within three feet of the ground, he instantly changes into an old bearded man with a cloak nearly covering his eyes. When Medivh opens the cloak, one can see that dark feathers cover his arms and chest. His eyes are fleeting and his head shifts constantly. When Medivh speaks, his words are always heard a split second later than the movements of his mouth would indicate.

Sign: While you serve as a host for Medivh, you grow black crow feathers at the back of your neck, replacing your natural hair if goes that far.

Influence: You feel regrets for everything you could have done but chose not to. Whenever you have the opportunity to grab powerful magic, you must attempt to seize

it. Likewise, anytime someone suffers due to your negligence, you must offer to help them in compensation.

Granted Abilities: Medivh grants you some of the power he had as Guardian as well as the abilities of the storm crow.

Form of the Storm Crow: As a full-round action, you can take the shape of a large storm crow (use the stats for an eagle). While in this form, your natural attacks all deal 1 extra point of electricity damage per 3 effective binder levels. You ignore all the penalties due to high winds (see page 95 of the Dungeon Master's Guide).

Gift of the Guardian: As a swift action, you can give a creature you touch a sanctuary effect for a duration of 1 round. Once you have used this ability, you cannot do so again for 5 rounds.

Keeper of Secrets: You are immune to divination effects. Furthermore, a creature who uses a spell or spell-like divination ability on you must make a Will save or take 1d6 points of damage per three effective binder level and be stunned for one round. You can suppress this ability as a standard action.

Medivh's Knowledge: You gain a +10 competence bonus on Knowledge (arcana) and Knowledge (the planes) checks. In addition, you can use both skills untrained.

Portal Sight: You can sense magical portals around you, and learn their properties by looking at them. When you concentrate (a standard action), you automatically learn the size and location of any portal within 60 feet. On the second round, you learn of any key or command word needed to activate the portal and whether the portal is one-way or two-way. By concentrating further, you can look at the area where the portal leads, even when it's not open.

Feel free to post your comments.

[Post 165]
Author : Mysticaloctopus
Date : 05-17-06 02:15 PM

Borris, I like Medivh! Nice bit of Warcraft flavour there, and nicely balanced!

now it's time for another Dr. Who Vestige! They're terrifying things, once-human, now something far more terrifying for their loss... Prepare for the arrival of

Dun Dun Duuuun!

Cybercontroller
The Perfectly Inhuman
Vestige Level: 5
Bind DC: 24
Special Requirements: No

The Cybermen are a force across space and time, occurring whenever a culture abuses technology without knowing it. Arising from an innocent desire to do good, the product of these dreams is a race of once-human creatures, brains and the remains of a body, replaced with steel both in the flesh and in the heart. These creatures

are emotionless horrors, killing those not compatible with their technology and subjecting the others to a far worse fate. The desire for an immortal, perfect body has and will drive men of intellect to create such a race, and this want can be tapped by anyone who knows how to bind.

Seal: There was already a nice available image, so I've put it into a seal that can be seen here:

<http://img246.imageshack.us/img246/4292/cybermanseal4um.th.png>

(<http://img246.imageshack.us/my.php?image=cybermanseal4um.png>)

Manifestation: The Cybercontroller is the embodiment of the final stages of the creation of a race of Cybermen - Power. The creator inevitably succumbs to the draw of such power, and enthrones himself as the Ultimate member of his new life. The appearance is not always the same, sometimes a normal Cyberman, sometimes the different casing of the Controller. Cybermen have varied in appearance due to the quest for completion, and also because they have been 'born' of races of humans from many places. The most eerie thing is the idea of them, knowing you gaze upon something less than human yet more powerful than you.

The first sign of the Cybercontroller is its arrival, appearing via some form of teleportation. Its voice is often different, and those which still have a mouth on their metal head simply hold it open as the mechanised voice pours out. Some early races have a strange, sing-song voice, a high trill with the length and emphasis all wrong, while others are a buzzing, low voice, like a synthesised bee. It is always direct and to the point, demanding compliance from the binder, but sees binding as a necessity to spread its influence.

Sign: You speak by opening your mouth for the duration of a sentence. In addition, your voice sounds like this (<http://www.dwwa.net/dr1/Tenth/Killed.wav>) or like this (<http://www.dwwa.net/dr2/Moonbase/nofeelings.wav>).

Influence: You become statistical and planning, like a machine. You must spend the first round of an unusual situation, such as combat or a debate, observing. You may move, but not run, and may not attack or participate until this round is over, or suffer the consequences of breaking influence.

Granted Abilities:

We have removed certain Weaknesses: You become emotionless. You ignore emotive conditions such as rage, fear or love. If this is the result of something done to you, such as a charm spell or a fear effect, you gain immunity to such effects as if you had the paladin's immunity to fear, across all emotions. This prevents the use of a Barbarian's Rage ability, though a bard may still use Bardic Music, at a +2 penalty to perform checks per 3 EBL due to not being in touch with the emotional side of the music. You are unaffected by these performances. Some common Emotional situations to ignore are:

Fear effects

Charm effects

Charisma-based checks where the main focus is emotional or physical

Bluff, under some circumstances. I do not believe... YOUR LIES!

Dominate is a purely mental effect, so is treated normally. Intimidate is sometimes a show of strength and brawn, so it's up in the air for the DM to call. Binding this could have interesting effects on relationships in the party, because lack of emotion means lack of understanding of emotion, so feelings could be hurt.

Cold and Logical: In rounds where you take a full defence, the bonus to AC is doubled. Cover is counted as one increment higher after one round behind it and not moving, but this does not increase no cover to any cover.

Electrical Touch: You may use a Shocking Grasp spell once per round, cast at your EBL, in place of any attacks you would otherwise take. You deal 1d6 damage per binder level with this ability, up to a maximum of 5d6, but deal subdual electricity damage instead (Subdual, counted as electricity for interacting with DR, immunities, etc). This attack gains a +4 to hit enemies wearing substantial amounts of metal.

Technologically Enhanced: Two of your abilities, chosen from all except Charisma, are enhanced by +2 for the duration of this binding. You must show Cybercontroller's sign to use this ability. Hiding the sign will remove the bonuses until it is shown again.

There, that's my attempt at placing the DC/level myself! Yay!
Although it refers to humans at several points, there isn't a racial requirement to binding. The shock ability is a kind of stealth thing, designed to knock people out.
The DM will have to rule on things like what needs observing and what constitutes emotions.

[Post 166]
Author : Shadowbranch1
Date : 05-17-06 03:55 PM

My first try, so please be gentle

Sindalla, the Cat Queen
Vestige level: 2
Binding DC: 20

Legend:

Sindalla was once a queen of many nations. Her empire stretched from one sea to the other on her home world. She was a true creature of beauty and compassion. It was through her that the "Sandwood Truce" was made. The truce stopped the warring between the Humans, Elves and Dwarves on her home world.

She was gifted with some rare cats from the assembled races that benefited from the truce. This was a great boon to her as she was an avid worshipper of the cat goddess. She cared deeply for the animals, and did her best to take care of them.

One day her cats began to show some strange disease. Worried, the queen called the greatest sages to try and find the source of the disease. Unfortunately the sages could come up with nothing. The cats were doomed to die.

Sindalla decided to take matters in her own hands. She began a dark ritual. She combined a part of her soul and life force with that of her pets. Unfortunately the ritual was too much. The cats were saved, but it cost Sindalla her life.

With only part of a soul, Sindalla was not able to enter the Plane of her alignment and was forced to wander across the planes until she went mad from loneliness. But she found something else, a new place. A place that she has since been restrained to...

Special Requirement: None

Manifestation: Sindalla appears as a beautiful woman astride a gigantic cat. She

wears a Tiger striped gown of the purest silk. The woman growls, as the cat speaks in a soft feminine voice.

Sign: When the Vestige of Sindalla is upon someone they show very light stripes and spots like many of the great cats. They also talk in a soft purring voice.

Influence: Sindalla is ever the peacekeeper. When the vestige of Sindalla is upon you, you will always seek a diplomatic solution to any dispute. The binder cannot make any offensive action until they are attacked first.

Granted Abilities:

Sindalla grants people powers of persuasion and diplomacy. She also graces them with the skills and abilities of the great cats she once cared so much for.

Presence of the Diplomat: The character gains a +4 bonus to charisma while hosting Sindalla's vestige.

Voice of Peace: The character gains a +4 bonus to any type of diplomacy check that he or she makes.

Claws of the Cat: The character can grow claws that deal damage appropriate to their size. These claws are considered magical for purposes of what they can strike. The character gains the ability to use two claw attacks per round with the claws and gains the benefit of the "Improved Unarmed Strike" feat if they do not already possess it. You cannot use this ability if you do not show Sindalla's sign.

Small: 1d3
Medium: 1d4
Large: 1d6

Agility of the Feline: Once per day the binder can use Sindralla's power to increase their agility. This has the same effect as a "cats grace" spell. The duration of the ability is equal to the spell, using the characters effective binder level.

Charm Person: The character can use the spell "Charm Person" as a special ability. The number of times per day this can be used it equal to 1/2 the characters effective binder level. Once used this ability cannot be used for another 5 rounds.

[Post 167]
Author : psychic_infinity
Date : 05-17-06 04:42 PM

Mysticaloctopus: On the Daelek, how can a creature be both an abberation and an outsider? I can see the upside to it (not affected by charm, dominate, and slay person), and the downside (banish and invoke the cerulean sign become uber-deadly).

Shadowbranch1: Since Sindalla's religion seems to be so centered on cats, maybe you should give the binder the ability to use Cat's Grace once per day (just a suggestion).

Mysticaloctopus (again): Those Cyberman voices are just creepy...By the way, how do you make those seals?

[Post 168]

Author : Shadowbranch1
Date : 05-17-06 04:48 PM

Thank you very much. That is a really good point and I have instituted it. I have just gotten the book (T.O.M.), and I love to make new stuff. So this is the perfect thread.

[Post 169]
Author : Nairalimis
Date : 05-17-06 11:47 PM

I'd also be interested in knowing how you got those seals Mysticaloctopus, they look very good.

On to commentary on vestiges,

Jamie, The Empty Child strikes me as a strong 4th level vestige, the attribute bonus is nice, but spread out, and the touch dominate (based on Fort and not Will oddly), and He's Empty are all nice effects. The locate power could be a bit strong, but it's not too overpowering given the 1/day limit. He's quite useful, but quickly runs down given two of his 4 are 1/day uses.

Cybercontroller, The Perfectly Inhuman seems about right. Cold and Logical could probably stand to provide Combat Expertise (rather than doubling the defense bonus of fighting defensively) though. We have removed certain Weaknesses is very nice, though a definition of what are emotive effects and not might be useful for some DMs, I think most of the time it tends to be easy to rule as a judgement call. Electrical Touch might do with being unable to be used after invoked for every five rounds, to move this from the strong 5 to the average 5 category.

Medivh, The Last Guardian has one ability that seems a bit strong, Keeper of Secrets. It's quite nice, but seems to make Medivh too powerful for the given level. If the ability was toned down (perhaps acting as SR (11+EBL) against divination effects or something similar) it might balance better.

Sindalla, the Cat Queen, seems a little too potent for her level, although she's has a nice idea behind her, social vestiges are always nice. She's got Cat's Grace and Claws for combat (a decent combo), and then a Charisma booster, Diplomacy booster, and Charm Person ability for social interaction, and Hide for well, hiding. I'd consider reducing the diplomacy booster to +4, and drop the hide bonus entirely. I'd be iffy on the Charm person, but the limited uses per day based on level seems to balance it out at low levels with most of the other rank 2 vestiges. You're left with a bit of combat, and a good social vestige at low levels (with a darned handy charm person effect, given how long it lasts.).

[Post 170]
Author : Shadowbranch1
Date : 05-18-06 11:04 AM

I eliminated the Hide bonus for Sindalla as well as reduced the diplomacy modifier to +4. I appreciate the help with this.

[Post 171]
Author : bkdubs123
Date : 05-18-06 11:28 AM
Thread Title : An Artist Vestige

I've been lurking, but finally decided to post another of ny vestiges. Something strikes me as particularly too powerful about this guy, so help if you can. I think it has something to do with granting 3 very useful spell-like abilities ... XD ouch. I don't know he does have a relatively high binding DC...

Remarro, the Candid Canvas

Legend: Remarro was a troubled youth and as he looked around at the world the gods created with so much hate and suffering he began to hate the world back. In his frustrations the way he found to express himself was through art. He became a true renaissance man mastering many different forms and styles as he grew older, but the thing he became most famous for were his hyperrealistic paintings. People swore that they weren't looking at images at all, but people and things trapped behind a window into another world. As Remarro began to draw more and more attention to himself he withdrew further and further from society. It was too late however, he had become so beloved for his art that the people would never let him be. He devised a plan. He told the people to come to his mansion and wait for him in the courtyard at midday. He came forth as promised with his painting gear and a framed canvas. He addressed the mass saying that he would create his greatest masterpiece before their very eyes. Merchants set up shops and tents and the people had a festival there awaiting his next great work of art. Hours went by and at dusk Remarro boomed over the crowd, "It is done!" However there was no great showing. The people grew puzzled and someone drew closer. The person noticed that Remarro was no where to be found, and so went to see what the painting was. It was the most realistic portrait the person had ever seen - and it was of Remarro. The person could have sworn Remarro winked at him from inside the frame.

Manifestation: An ornately framed canvas appears hovering above the seal about two feet across and three feet high. The canvas is entirely blank. Suddenly paints of all colors pour out from under the top of the frame over the canvas like a rainbow waterfall. A face appears in the paint or rather the paint forms the shape of a face, two sunken pits for eyes and a maw of darkness for a mouth. Out of the frame and through the falling paint a handsome dark-haired man in fine clothing steps onto the seal. Fine as they are his clothes are besmirched with paint stains here and there. He flattens the wrinkles out of his attire and then speaks to the binder although he rarely looks at the binder. He seems preoccupied with something or else he simply dislikes the company for his voice is full of disdain.

Vestige Level 2

Binding DC: 20

Sign: Binding to Remarro causes you to appear as though you are not quite real, but composed instead of a brilliantly painted illusion. You seem made up of brush strokes and paint.

Influence: You become withdrawn and suspicious of others. Evil acts cause you to become increasingly negative. Additionally you are uncomfortable in open areas especially around many people.

Special Requirement: Yes. Remarro requires the binder to spend 25 gp on paints with which to paint his seal.

Granted Abilities: Remarro grants binders his brilliant skill with a paint brush, powers of illusion, and the ability to blast enemies with color.

Paint Spray: Issuing forth your hand you send a spray of multicolored paints at an enemy duplicating the effect of a color spray spell. Once you have used this

ability you can not use it for 5 rounds. You cannot use this ability if you do not show Remarro's sign.

Chiaroscuro: By using an artist's mastery of light and shadow you bend light in such a way as to create illusory images of yourself as the spell mirror image. After the duration of the effect you cannot use this ability again for 5 rounds. You cannot use this ability if you do not show Remarro's sign.

Blasting Stroke: Issuing forth your hand in a similar manner as your paint spray you can generate a forceful blast of energy rather than paint, but in the same multicolored pattern. This ability duplicates the rainbow blast spell as found in the Spell Compendium. Once you have used this ability you cannot use it again for 5 rounds. You cannot use this ability if you do not show Remarro's sign.

Remarro's Brush: You gain a +4 insight bonus to all profession (painter) checks and can create works of art in half the time that is normally required. The insight bonus increases to +8 at 10th level, +14 and 15th, and +20 at 20th levels respectively.

[Post 172]
Author : bkdubs123
Date : 05-18-06 11:42 AM
Thread Title : Hell, why not?

A double post of vestiggy goodness! This one is definitely derived from V for Vendetta. Villacroix, the defender of freedom and slayer of tyrants.

Villacroix, Lord of Vengeance

Legend: Binder texts give a back story as part of Villacroix's origins, however much is mere speculation. There was a small, but prosperous settlement, ruled by a wise and noble king. They answered to no higher rule, but their own, and had remained peaceful for nearly a hundred years. The people benefited from an enchanted stream that ran straight through the middle of the entire land that helped them to grow the best crops for a thousand miles, and seemed to keep the small country in the best of health. However other rulers discovered the power of this magical spring and desperately wanted its power for themselves. Eventually as the king of this small country refused to give his country over to other's rule the ire of a nearby tyrant-king was raised and banners of war were raised. Binder lore says that the tyrant burnt the good king's city-state to the ground and began to start his own colony their. Many of the original citizens were slaughtered as they refused to obey the new lord's laws. Soon however a mysterious figure appeared to oppose the tyrant. He called himself Villacroix, and shrouded in his cloak, his mask and gloves he struck terror into the evil regime's ranks. He championed the rights of the people, gave public speeches without fear as he disappeared into the night, and silently killed many members of the tyrant's inner council. Villacroix set events in motion for the people to rise up against the tyrant and to do it he would come into direct confrontation with the tyrant himself. On the night in question it was Villacroix staring into the tyrant's black eyes, but also at a hundred military archers. Villacroix warned them that they were all going to die, but then the tyrant gave the order for the archers to loose their arrows. Villacroix was struck by many, but he remained standing. Covered in blood, he gathered his strength and with a wide sweep of his arm tore or broke the arrow shafts from his body and produced two short swords from his cloak. After every archer was killed, Villacroix lighted onto the tyrant himself hoisting him into the air with a hand around his neck. Just as Villacroix plunged a blade into the hateful man, the tyrant spoke, "Who are you?" and pulled Villacroix's mask off.

The cloak merely fell limply to the ground with the blades, gloves and dead tyrant following. Some say that Villacroix was what remained of the once king of the small prosperous nation before the tyrant took it over.

Manifestation: You hear the sound of a hundred arrows whistling through the air and several of them landing true. The labored breathing of a man follows although it sounds somewhat muffled. Suddenly you hear a great snapping noise and a great many broken arrow shafts clatter visibly and violently to the ground. For a few moments another shaft falls here and there following more snapping or tearing noises. A man half sighs, half growls and then a mask appears in the air cracked and notched. The darkness around it begins to form into a sweeping cloak and legs step out onto the ground. Steel flashes from the sleeves of the cloak as two short swords ring into gloved hands. The man in the mask bows on one knee and then rises speaking in a polite and elegant manner to the binder.

Vestige Level 7

Binding DC: 30

Sign: Your voice takes on a muffled quality and you speak with a highborn stature and in noble words.

Influence: Whenever you are wronged Villacroix urges you to take your vengeance as soon as possible. In combat when struck by an enemy Villacroix demands you strike back at your earliest chance.

Special Requirement: Yes. Villacroix will not appear before any Lawful Evil binder or in the presence of any Lawful Evil creature. If Villacroix appears and notices a Lawful Evil creature during the binding process he will immediately disappear and will not appear before a binder for 1d4 days.

Granted Abilities: Villacroix gives binders some of his fearsome combat ability, the fortitude to remain standing while other warriors might drop, and abilities to help you get the vengeance you seek.

Cloak and Daggers: As long as you are wearing a cloak, mantle, or cape of any kind you gain a +2 deflection bonus to AC and benefit from the moderate fortification armor property. Additionally you gain the following feats: Weapon Proficiency Shortsword, Two-Weapon Fighting, and Improved Two-Weapon Fighting.

Champion of Liberty: You gain the constant benefits of the spells circle of protection from evil and law, all attacks you make are considered to be chaotic and good aligned for the purposes of overcoming damage reduction, and furthermore against creatures of both lawful and evil alignment you get a +2 bonus to attack rolls and deal an additional 2d6 damage.

Supernatural Fortitude: Add your charisma bonus to all fortitude saves and also you may choose to remain conscious and fighting until you reach your charisma score in negative hit points after which any further damage will immediately kill you.

Smite of Vengeance: Whenever a creature attacks you in combat as long as you attack that creature with your first attack on your next action you gain a bonus to your attack roll equal to your charisma modifier and bonus to damage equal to your effective binder level. After declaring a Smite of Vengeance you cannot make another attempt for 5 rounds.

Oath of Wrath: As a standard action you may cry out in vengeance upon a target within 60 ft. As long as the target can both see you and hear you, you gain a +2 bonus to saving throws, attack rolls and damage rolls against that creature for a number of rounds equal to your charisma modifier plus 3. After the duration of this ability you cannot use it again for 5 rounds.

[Post 173]

Author : Mysticaloctopus

Date : 05-18-06 01:51 PM

Asking about the Seals and how I made them

Woo Yay Praise!

The seals are pretty easy. I took a seal with little detail off the Art Gallery and put it into Photoshop, then used the clone and heal tools to remove the lines. I've got a layer set up with the settings to that any black lines put into it come out as engraving. If you've got Photoshop, I'll email you the PSD file, or if not I can send the blanked image as a normal picture for something like Paint (Which I still find invaluable for some things!). Graphics stuff is my computer thing, so I made them as much for fun as for anything else.

Jamie, The Empty Child strikes me as a strong 4th level vestige, the attribute bonus is nice, but spread out, and the touch dominate (based on Fort and not Will oddly), and He's Empty are all nice effects. The locate power could be a bit strong, but it's not too overpowering given the 1/day limit. He's quite useful, but quickly runs down given two of his 4 are 1/day uses.

The fortitude save is fluff. In the Dr Who episode, the 'mysterious disease' the child passed on was due to Nanogenes, tiny genetic modification thingies used to heal people, but they'd gone wrong and saw 'normal' humans as 'genetically mucked up', so they 'healed' the people to be 'empty'. Sorry for the 'overuse' of 'apostrophes'!

This means that the domination is a temporary affliction of the Empty Child Disease, changing the body, so it's fortitude for the immune system to shrug off the nanogenes. The 1/day limits are there to make it have some nice powers, but at a manageable level. At high level, you probably have access to a lot of abilities like this anyway, so this is a quick dipping of the toe into the deep end. 10 minutes of Dominate with an onset delay if needed can be pretty powerful, so the 1/day and obvious sign of use make it an on-the-sly power.

Cybercontroller, The Perfectly Inhuman seems about right. Cold and Logical could probably stand to provide Combat Expertise (rather than doubling the defense bonus of fighting defensively) though. We have removed certain Weaknesses is very nice, though a definition of what are emotive effects and not might be useful for some DMs, I think most of the time it tends to be easy to rule as a judgement call. Electrical Touch might do with being unable to be used after invoked for every five rounds, to move this from the strong 5 to the average 5 category.

Again, I've used Fluff here. The Cybermen aren't exactly mobile, being mechanical and heavy, but they could easily stand and just Tank at things, plus this means people with Combat Expertise don't lose out, as this is very much a combat vestige. The Electrical Touch? I'd best change that one. I felt that bringing it down to subdual would make it less powerful, but I think I'll remove the extra 1d6 damage. It's not a particularly powerful spell, so I'm not sure if a 5-round delay (effectively once a combat) would be too weak. Feedback?

[Post 174]

Author : Ryuu_Tenshi

Date : 05-19-06 08:11 AM

punts thread

[Post 175]
Author : psychic_infinity
Date : 05-19-06 01:30 PM

Gah...I hate having the block of writers... :(
Ich arbeite noch auf der Organisation. Keine Furcht haben!

[Post 176]
Author : Ryuu_Tenshi
Date : 05-19-06 01:46 PM

Gah...I hate having the block of writers... :(
Ich arbeite noch auf der Organisation. Keine Furcht haben!
Er... what?
I dont' speak german. But if you need help with Org XIII, I'm here :\

[Post 177]
Author : Mysticaloctopus
Date : 05-19-06 03:54 PM

Gah...I hate having the block of writers... :(
Ich arbeite noch auf der Organisation. Keine Furcht haben!
I'm still working on the Organisation. Have no Fear!
Yay! Last day of year 11 today, so I'm just a little bit hyper. So... Much...
Caffine! Wioio!

TwITCHY
The Lord of all things Caffine
Vestige level:
Bind DC:
Special Requirement: No

Twitchy was a God once, but fell down the path of being to specialised, like Nuggan, Discworld god of small irritations and Paperclips. Eventually, people came to worship Caffine over Twitchy, and he fell from lack of beleif.

Seal:
<http://img210.imageshack.us/img210/6061/twitchyseal0ei.th.png>
(<http://img210.imageshack.us/my.php?image=twitchyseal0ei.png>)

Manifestation: The first thing seen of TwITCHY is his outline, humming slightly as he vibrates. TwITCHY comes into focus as if the viewer were opening their eyes after a nasty headache. TwITCHY speaks in a hurried, broken way, like someone on a caffine binge, and after he's bound he races off at high speed, skipping like a madman.

Sign: You seem hyperactive all the time, twitching, speaking in a strange way and generally buzzing.

Influence: You cannot stay still. You must try to move around in some way, and try to get others to join you, every 20 minutes.

Granted Powers:

All-Night Buzz: You do not sleep or eat, though you must still drink. This applies to all creatures that eat or sleep.

Hyper Buzz: All attacks against you that roll to hit suffer a 20% miss chance unless you are restrained, because vibrate to such an extent that you sometimes buzz out of the path of even the most well-aimed attack.

Rapid Buzz: You gain a bonus of 10 feet to all your speed scores due to your enhanced, seemingly boundless energy.

Perceptive Buzz: Your perception of time is changed. You gain the effects of a Haste spell, cast at your EBL.

Finger Buzz: You gain a bonus of 2 to your Dexterity score. Don't ask how, but somehow you can occasionally be very precise, despite usually shaking. It might be the magically enhanced caffeine.

Buzz Saw: You can use the Spring Attack and Whirlwind Attack feats.

Buzz!! CAFFINE! TWiTCH!!

Note: Binding TWiTCH for more than 72 hours at a time is not recommended. Side effects may include drowsiness, sickness, nausea, vomiting, nose flags, depression, manicness, reading webcomics, insomnia, smurf infestation, hallucination, diarrhoea, turning into Bill Gates, constipation, bird flu, need for retro gaming, loss of power suit upgrades and near-death. We've managed to remove Death as a side-effect!

Note - other side effects may lead indirectly to Death. The elderly, pregnant and those with heart conditions should contact their cleric or the Order of Seropaens before binding TWiTCH for any great length of time. Note side effects of contacting religious orders about binding may include Death.

I need sleep.

[Post 178]

Author : bkdubs123

Date : 05-19-06 04:27 PM

rofl

what is happening to this thread?

catches punted thread and runs it back for a touchdown

[Post 179]

Author : psychic_infinity

Date : 05-19-06 04:37 PM

Thread Title : Twitchy Peachy

Okay, first of all:
QUOI L'ENFER?!

Now that that's out of the way:

A coffee vestige is an interesting idea. You could probably give him Brew Potion as a bonus feat for making coffee (Some mixture of Alarm, Rage, and Tenser's Floating Disk). I'd put him around level 2 or 3.

[Post 180]
Author : Nairalimis
Date : 05-19-06 10:20 PM

More responses, and more lack of new vestiges from me, not enough time to finish working on them.

My French isn't terribly good, but I suspect that:

Cafe est le logique choix, le est le boisson de on de jouer a.

Which is hopefully understandable, given my terrible knowledge of the language.

Again, I've used Fluff here. The Cybermen aren't exactly mobile, being mechanical and heavy, but they could easily stand and just Tank at things, plus this means people with Combat Expertise don't lose out, as this is very much a combat vestige. The Electrical Touch? I'd best change that one. I felt that bringing it down to subdual would make it less powerful, but I think I'll remove the extra 1d6 damage. It's not a particularly powerful spell, so I'm not sure if a 5-round delay (effectively once a combat) would be too weak. Feedback?

You have a point there, it is a touch range effect and subdual damage. It probably won't be game breaking (certainly no more than Folcor's lightning bolt at will can be).

Sounds like the defensive fighting is fair.

bkdubs123, Remarro, the Candid Canvas seems pretty good. I can't comment on Blasting Stroke, but from what I remember reading in the Spell Compendium, that might be a tad much for a level 2 vestige. Since the spells are usable so often, Vestiges should usually grant a spell a level or two after a wizard has access to it, or weaken it. I think Rainbow Blast was a third level spell, so you may want to scale it back, but I can't remember enough of the details to give specific commentary.

Villacroix, Lord of Vengeance while quite nifty (being a V fan myself, both of the comic and movie) he seems too potent, more like a strong level 8 rather than a 7. I'd recommend dropping the fortification bonus on Cloak and Daggers, loose Smite of Vengeance (it's far more potent than most other damage enhancers for melee binders, and stacks with the bonus from Champion of Liberty and Oath of Wrath, and isn't an energy type) and change Supernatural Fortitude to just allowing the Binder to continue to act as if normal until brought down below (-10-EBL) in hitpoints. Make the Champion of Liberty benefit of extra damage usable only once per round, as a

free action tied to a melee strike. With the weakened Cloak and Daggers, Supernatural Fortitude, Oath of Wrath, and Champion of Liberty, you're more in line with Eligor, the other level 7 heavy combat vestige. Villacroix can add +2d6+2 (general damage) to a single strike, and +2 to the others, while Eligor can add 1d6 energy type to each strike, and +4 Strength. Villacroix offers +2 deflection bonus (maybe make it Luck/Insight?) That way it doesn't get negated by rings of deflection, or overlap and not work with the Champion of Liberty bonus from Circle of Protection and still applies to touch attacks) while Eligor offers Natural Armor.

I'm not sure if that's the perfect choice, but it puts Villacroix at a firm 7 and a fair choice for a melee vestige rather than the hands down best choice.

Idly, I've got no idea yet where to place TWITCHY. Commentary and details are likely to follow this weekend sometime.

[Post 181]
Author : psychic_infinity
Date : 05-20-06 05:20 AM

Cafe est le logique choix, le est le boisson de on de jouer a.
Coffe is the logic choice, he is the drink of we of to play have.
...eh, close enough.

I think my next organization member will be...Axel...

Mysticalocto: Last night's episode of Doctor Who gave me an idea for two vestiges: One, you could do one on the Tardis since apparently it has a heart, and, two, you could do one on Captain Jack since I'm about to write a fanfiction where I go into the show and kill him. I hate him; his loud and annoying, and not in a Homer Simpson kind of way. But I digress. [/rant]

[Post 182]
Author : psychic_infinity
Date : 05-20-06 06:34 AM

Axel
The Flurry of Dancing Flames
http://upload.wikimedia.org/wikipedia/en/thumb/d/da/XIII_Order_08_Axel.png/150px-XIII_Order_08_Axel.png
Level: 6
Bind DC: 20

Legend: Number eight in the Organization, Axel was a bit of an enigma to the rest. Although he went along with Larxene's and Marluxia's plans of taking of the Organization to the point of even assassinating Vexen, Axel also betrayed the two to help Sora with what he felt was right. Axel and Roxas were best friends, so when Roxas left the Organization to find out more about his past, Axel decided to help reveal the truth. Although ordered by Xemnas to bring Roxas back, Axel decided to let him go in the end. When he encountered Sora in a realm of nothingness, he helped him fight the darkness, however, he sacrificed his own life to save Sora, and with his dying breath uttered how he felt like he actually had a heart.
Special Requirements: Axel's seal must be lit on fire (usually with the seal being

drawn with oil, gunpowder, etc.). Axel can not be bound if the binder has already bound Larxene or Marluxia.

Manifestation: Axel bursts out of the seal in a firey flash, swings, his chakrams around, grins, and then disappears in a pillar of flame (all of this fire is illusionary, so touching it does not deal damage).

Sign: The temperature around the binder rises several degrees, and any flame five feet away from the binder or closer appears to be larger and brighter than it actually is. Also, a small green line appears underneath each of your eyes.

Influence: You become tricky and conniving, but still loyal to your friends. You can never betray people your adventuring with if they are your friends, but your relationship with groups you are a part of (such as guilds) becomes fluid; your own personal goals and feelings take precedence over the goals of the guild.

Granted Abilities: Axel gives you power over fire.

Granted Weapon: Axel gives you his two +1 flaming chakrams. These can only be used for melee combat (they cannot be thrown).

Two-Weapon Fighting: You gain the benefits of the Two-Weapon Fighting feat for the purpose of Axel's weapon.

Firespin: You can use Lesser Orb of Fire and Orb of Fire as spell-like abilities once per round (You activate them at the same time and can choose the same or different targets).

Fireball: Once during the duration of this vestige you may use fireball as a spell-like ability.

Burning Hands: You may use Burning Hands as a spell-like ability once per round.

Magmawalk: You may walk across the surface of lava or magma as the water walk spell except with the aforementioned liquids. This effect does not work in an anti-magic zone.

Overheat: By spending the life-force of your body, you can perform a devastating attack. Once during the duration of this vestige you may bring yourself down to -1 hp and dying to do 10d6 points of fire damage to all creatures in a 50-foot radius burst. You may exclude five feet from this blast starting with the squares that surround you for every two binder levels you have. After you use this ability, Axel becomes unbound to you and you cannot rebind him for 12 hours.

Aspect of Axel: You gain a piece of Axel's soul. Your strength score is increased by one, you gain resistance to fire equal to 10+your hit dice (up to 30), and you are not affected by nonmagical fire that is large or smaller.

[Post 183]

Author : Mysticaloctopus

Date : 05-20-06 09:31 AM

Last night's episode of Doctor Who gave me an idea for two vestiges: One, you could do one on the Tardis since apparently it has a heart, and, two, you could do one on Captain Jack

Was that the Bad Wolf / Parting of the Ways episode from the 10th doctor series? (Chris Eccleston, big ears, says 'fantastic' a lot)?

I forgot that us Brits get Dr. Who before anyone else (one of the few times we get anything first! *cough*DS*cough*)

The TARDIS as a vestige... Last of its kind in the universe, an old type-T job. Great one! I'll get to work on it tomorrow evening.

Edit: I like Axel! The explosion of Doom is pretty powerful, but the risks involved and the unbinding effect are good deterrants.

[Post 184]
Author : bkdubs123
Date : 05-20-06 11:02 AM

bkdubs123, Remarro, the Candid Canvas seems pretty good. I can't comment on Blasting Stroke, but from what I remember reading in the Spell Compendium, that might be a tad much for a level 2 vestige. Since the spells are usable so often, Vestiges should usually grant a spell a level or two after a wizard has access to it, or weaken it. I think Rainbow Blast was a third level spell, so you may want to scale it back, but I can't remember enough of the details to give specific commentary.

Yes I see your point. Switching the Blasting Stroke to a once per binding ability.

Villacroix, Lord of Vengeance while quite nifty (being a V fan myself, both of the comic and movie) he seems too potent, more like a strong level 8 rather than a 7. I'd recommend dropping the fortification bonus on Cloak and Daggers, loose Smite of Vengeance (it's far more potent than most other damage enhancers for melee binders, and stacks with the bonus from Champion of Liberty and Oath of Wrath, and isn't an energy type) and change Supernatural Fortitude to just allowing the Binder to continue to act as if normal until brought down below (-10-EBL) in hitpoints. Make the Champion of Liberty benefit of extra damage usable only once per round, as a free action tied to a melee strike. With the weakened Cloak and Daggers, Supernatural Fortitude, Oath of Wrath, and Champion of Liberty, you're more in line with Eligor, the other level 7 heavy combat vestige.

Villacroix can add +2d6+2 (general damage) to a single strike, and +2 to the others, while Eligor can add 1d6 energy type to each strike, and +4 Strength. Villacroix offers +2 deflection bonus (maybe make it Luck/Insight?) That way it doesn't get negated by rings of deflection, or overlap and not work with the Champion of Liberty bonus from Circle of Protection and still applies to touch attacks) while Eligor offers Natural Armor.

I'm not sure if that's the perfect choice, but it puts Villacroix at a firm 7 and a fair choice for a melee vestige rather than the hands down best choice.

I have a few arguments as to why I made Villacroix so powerful. 1st he's only quite powerful against Lawful Evil creatures. 2nd I personally found Eligor to be an embarrassingly weak 7th vestige. So... I don't know. What I am going to do is limit Oath of Wrath to once per binding, and maybe get rid of the Bane effect against Lawful Evil creatures.

[Post 185]
Author : Ryuu_Tenshi
Date : 05-20-06 04:27 PM

AXEL! SQUEE!

runs around in a fit of fangirl glee

Nice how you worked in the whole kamikaze thing. Ability to use regular Orb might be a bit powerful, maybe once every two rounds? I mean, why would you use Lesser Orb at all then?

[Post 186]
Author : psychic_infinity
Date : 05-21-06 05:35 AM

Was that the Bad Wolf / Parting of the Ways episode from the 10th doctor series?
(Chris Eccleston, big ears, says 'fantastic' a lot)?

I suppose. It's the one with the alien inside the welsh woman's body where she's going to make a nuclear power plant. When the Doctor, Rose, Jack, and Mickey confrot her, the doctor sees that the name she chose for the project is Welsh for "bad wolf", and the Doctor gets a little scared.

AXEL! SQUEE!

runs around in a fit of fangirl glee

Nice how you worked in the whole kamikaze thing. Ability to use regular Orb might be a bit powerful, maybe once every two rounds? I mean, why would you use Lesser Orb at all then?

So it would seem. I think Axel's cool, too. The orb thing is supposed to replicate that thing Axel does where those two flaming spheres spin around his body. Maybe I should change it to every five rounds?

Oh, by the way, should I add more abilities to Axel? He seems sort of underpowered compared to the other Organization vestiges (even what I have prepared for Zexion, and only Nomura knows what his weapon and element are.).

[Post 187]
Author : Ryuu_Tenshi
Date : 05-21-06 10:16 AM

It just seems odd to be able to use both Lesser and Regular Orb the same amount of times. Why would you use Lesser -at all- if you can use greater?
Unless I read it wrong.

I'd say Lesser whenever you like, and Greater once every five rounds.

And yeah, maybe a few other abilities would be nice. Random idea I had is that you get a +2 bonus to bind Roxas when you have Axel bound or if you've bound him in the previous week ;) but that's not exactly powerful, just flavorful.

Perhaps add something to bluff checks for having his soul? And maybe go look at the Pyrokinetecist for some other abilities, I know there's a few in there which work very nicely. Perhaps something to do with his Wall of Fire ability, or his "Haha the floor is now MADE OF LAVA" thing. Use of the Fireburst spell, perhaps... sorry, just throwing out random thoughts as they come.

BTW, I'm thinking that if I ever get my campaign together, there's going to be a drow anima mage who uses Xigbar, simply becuase I like the *****-slapness of Warp Snipe. There's going to be a huge flavor tweak as my players are already tired of my KH obsession, but I just love that ability. Flavorful, useful, and... well, *****-slap.

[Post 188]

Author : Mysticaloctopus
Date : 05-21-06 02:02 PM

I suppose. It's the one with the alien inside the welsh woman's body where she's going to make a nuclear power plant. When the Doctor, Rose, Jack, and Mickey confrot her, the doctor sees that the name she chose for the project is Welsh for "bad wolf", and the Doctor gets a little scared.

So it would seem. I think Axel's cool, too. The orb thing is supposed to replicate that thing Axel does where those two flaming spheres spin around his body. Maybe I should change it to every five rounds?

Okay, you're up to Boom Town. That's episode 11, or something close to that. You have the final 2-parter coming up soon! Just out of interest, how scary did you find the Empty Child? I just mean part 1, the second half was good, but not as downright freaky. The only kind of horror that usually gets me is the insidious monsters from Japanese films. Mutant zombis, bleh, but this not-quite-a-child was horror of a different sort... It was a pull-my-feet-onto-the-sofa moment, like the Daleks did to my parents' generation.

Axel... Yes, make the sphere thing every 5 rounds. Maybe increase strength of the spheres a tad and do a once/5 rounds.

Now it's time for another vestige by Me!
I think this one will be... Hmm...

ASCII
The Written Lord of Languge
Vestige Level: 8
Bind DC: lots
Special Requirement: Yes

ASCII embodies the use of language in many ways, but primarily the use of Hieroglyphs and linguistic symbols. Likenesses of ASCII carved out of various glyphs are seen in the writings of many language-worshipping civilisations who saw speech and writing as the thing separating civilised races from beasts. ASCII varies from culture to culture, bus is always some kind of octopus-like thing, composed of punctuation marks, letters and pictograms. ASCII was worshipped as the bringer of language, but since the dawn of magic and true civilisation, language began to be taken for granted, and ASCII slipped out of people's minds and into the realm of the once-godly.

Seal:
<http://img429.imageshack.us/img429/7332/asciiselaluf.th.png>
(<http://img429.imageshack.us/my.php?image=asciiselaluf.png>)

Manifestation: ASCII appears in a flashy way for a creature of text, as the lines of the seal draw themselves in midair one by one like the trails of a brilliantly white comet that draws in the air like chalk on a board. As he moves, it is as text, his limbs switching through different slashes and lines as they write hypnotically. His speech appears around him, letters made of groups of letters, accompanying his clicking, rattling voice, which is somewhere between the sounds of typing on plastic and carving in rock.

Special Requirement: ASCII will not answer the call of illiterate binders, nor will he bestow his gifts unto any binder who does not speak at least three languages and training of some sort in decipher script.

Sign: Your handwriting becomes composed of many smaller letters which form larger

letters, all identical as if they were machined. Your movements also take one something of a carved look, as as you were shifting between hundreds of still poses each second rather than moving fluidly.

Influence: You become obsessed with writing, language and meaning. You examine all text carefully, checking spelling, form and punctuation and searching for hidden meanings or messages. Spending less than a minute (if hurried or in combat) or 5 minutes (normal circumstances) examining a page of writing or small document brings the penalties of breaking influence. You still read the text, for example a menu, and can digest the info ready for use after the studying. Reading a book under the influence of ASCII takes 1d4+1 times as long.

Granted Powers:

Script Mastery: You gain a bonus on decipher script checks if you have less than 10 ranks. If this is the case, you gain a bonus of 10 - your ranks. This means if you have a total of 3 ranks and a +3 bonus from ability bonuses, you gain a total of +13, 10 for ranks and 3 for abilities.

Carvings of the True Word: You can scribe the Symbol spells, as long as you have a high enough EBL to cast them, translating binder levels into caster levels. You must scribe them over 10 minutes, as you are a meticulous writer and do not accept failed writings as your own.

Hear in Tongues: You can partially understand all spoken languages. You must make an intelligence check (DC18) to fully understand the meaning of a conversation, otherwise you only pick up the overall meaning, but either way you glean some information.

Call the Word: You may conjure books out of thin air. These books are pulled from the shelves of libraries and are fully real, though any damage done is reversed when they return. You may keep a book as long as it is within 5 feet of you, and any book summoned vanishes after you cease to be bound to ASCII. Pages may be removed, but any torn out pages vanish back into the book when it returns. Books do not grant their magical effects such as those of the ability tomes and no artifact may be called. Trying to call a spellbook to find a spell has a 3% chance of success each day.

Shield of the Stalwart Scribe: You may cause a long ribbon of paper, about 4 inches wide, to stream from your opened hand and swird around you. It surrounds you as a whirling barrier of the written word, granting you 50% cover, a +4 natural armor bonus to AC and causing strong winds in the squares around you as long as you spend one move-equivalent action each turn maintaining it and move at half speed. Once you stop using this ability, you cannot restart it for 5 rounds.

Written Blade:Letters course down your arms, inky shapes pouring from your hands to form a weapon of solid language. You may create any weapon you are proficient with. At up to 5th level it is a +1 weapon, and from then on you may create an extra point of bonus for every two levels, such as a +2 weapon at 7th level, a +5 weapon at 13th level and so on. Once the weapon is formed, it lasts 10 minutes before fading and may not be called for the rest of the pact. Creating the weapon is a standard action, but may be done as a free action as part of an attack, forming even as it bites into flesh.

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beyond and has went insane (more so than normal at least) from the lack of contact with flame or spirit.

Special Requirement: In order to call Labac you must sacrifice an item of at least lgp value per Binder level by burning it in the center of the sign of Labac.

Manifestation: From the ashes of the burnt sacrifice, a smoky tendril will appear. This tendril will shift through the various colors of flame. It changes from yellow to white to blue to red. It speaks in a crackling voice similar to the sound of a campfire popping and hissing.

Sign: When a character hosts the vestige of Labac, they always emit a slight smell of brimstone. Animals will not willingly come close to the character.

Influence: Labac is a petty and vengeful vestige. He makes the character that falls under his sway the same way. The character will never seek any type of peaceful negotiations, and they will always seek to use flame spells or abilities to deal with enemies. While under the control of Labac, you cannot use any type of water based or cold based abilities.

Granted Abilities:

Labac is a violent vestige who grants his host powers over fire. He is a hateful spirit and seeks to cause as much destruction as possible while he is able to access the mortal planes.

Fire Resistance / 15: The character gains a fire resistance that absorbs the first 15 points of fire damage done to the character. This ability is always in effect, and does not stack with any other abilities or spells.

Flame Touch: The character is able to summon forth flames that will engulf his hands. He may then make touch attacks for 1D4 damage or unarmed attacks that add 1D4 damage. The flames will ignite anything combustible they contact. Half the damage from the flame is fire damage the other half is considered unholy damage.

Fire Ball: The character can summon forth a fireball. This ability acts exactly like the spell of the same name. It uses the binder's level as the caster level to determine damage. This ability can be used half as many times per day as the binder has levels. Once it is used it cannot be used for another 5 rounds. Half the damage from the flame is fire damage the other half is considered unholy damage.

Breath of Labac: The character can spew forth a gout of flame. This flame extends 5 feet per Binder level, and does 5d6 damage. It can be used at will, but once it has been used it cannot be called for another 5 rounds. Half the damage from the flame is fire damage the other half is considered unholy damage.

[Post 190]
Author : psychic_infinity
Date : 05-22-06 05:28 AM

Okay, you're up to Boom Town. That's episode 11, or something close to that. You have the final 2-parter coming up soon! Just out of interest, how scary did you find the Empty Child? I just mean part 1, the second half was good, but not as downright freaky. The only kind of horror that usually gets me is the insidious monsters from Japanese films. Mutant zombis, bleh, but this not-quite-a-child was horror of a different sort... It was a pull-my-feet-onto-the-sofa moment, like the Daleks did to my parents' generation.

I see...actually...I...er...never...saw the...empty child...episode...:cough:...
One of my favorite movies is Japanese (Ringu, or, The Ring in Americaland).
I read on Wikipedia that the British suggested that Doctor Who is best watched from behind the sofa, peeking out to see if the scary parts were over. I also read that it was originally used as edutainment, with the Doctor having companions who were science or history teachers, and going to historical times like the Roman era or the Civil War.

Is ASCII supposed to be a joke? It makes a good vestige. I could never do ASCII; my computer always messed it up...

Oh, and since it isn't clear: When you use Firespin, both orbs are released at the same time (So you attack with an Orb of Fire and a Lesser Orb of Fire in the same round). There.

[Post 191]
Author : Mysticaloctopus
Date : 05-22-06 12:57 PM

I see...actually...I...er...never...saw the...empty child...episode...:cough:...
One of my favorite movies is Japanese (Ringu, or, The Ring in Americaland).
I read on Wikipedia that the British suggested that Doctor Who is best watched from behind the sofa, peeking out to see if the scary parts were over. I also read that it was originally used as edutainment, with the Doctor having companions who were science or history teachers, and going to historical times like the Roman era or the Civil War.

Oh, bad luck! The Empty Child was the best episode of that series, and I reckon the best of the two new series together. It's scary in the creepy, not sure what it is way, not the 'Grr Arg' giant blob of green goo way. You're not sure what this child is, or what it's capable of, but everyone else seems to know and gets the hell away from it. Watch it and you'll see what I mean.

Thee peeking out frmo behind a sofa thing isn't so big nowadays, but my parents and their generation would hide if they knew something scary was about to happen... Of course, in those days TV wasn't such decent quality, so you couldn't see the large wires suspending people, and the plunger on the end of a dalek wasn't 100% plunger, and the Cybermen looked like more than blokes in boiler suits wearing silver-painted rubber gloves, bits of garden hose and whiffle balls. There was the idea to make it 'edutainment', but those episodes inhaled so vigorously that the idea was dropped to make way for more men in rubber suits.

Now it is time for...

Anagravia
The All-Encompassing Hand
Vestige Level: 2
Bind DC: 20
Special Requirement: Yes

Anagravia was a powerful Sorceress who was fascinated with the interactions of objects. She spent years researching Force effects on and magical changes to Gravity, as well as the possibility that magic is not magical but physical. Gravora blurred the definitions between Magic, Psionics and Normality, but for all her work she was condemned by the church of Boccob for her claims that magic was just a force of nature and not something more. She was executed through the Implosion

spell, and no God would claim her for her denials of their powers, so she was again condemned to become a vestige, a being without any physical power.

Seal: A regular, boring kind of one. Has something of a mathematical look to it, with angles and lines marked with little squiggles.

Special Requirement: The binder must drop an apple into the seal. It needn't be entirely fresh, but it can't be going off either. Dropping the apple is the first step of the calling.

Manifestation: The dropped apple rises into the air, moves around a little and then suddenly is crushed, as if by an invisible hand of massive strength. As the apple pulp drops, it stains a gloved hand. Colour slowly rises, revealing first the outlines, then the whole of a tall woman in her fifties, wearing a long, official looking robe like those worn by senior practitioners of magic. Anagravia rubs her hands together to rid them of the crushed apple before addressing the binder.

Sign: You gain some kind of floating satellite. It is constructed of whatever the most readily available resource is, but this is because it is drawn from the essence of the area. Natural resources and items not native to the area around the seal are both used. Metal, painted pottery, wood, earth and stone are common candidates, though anything could make the satellite at the DM's discretion. Satellite simply means an orbiting body, not 'blippy space thing with solar panels', though the satellite is often round with some kind of decorative projection such as a rod with a ball. The satellite orbits at between 1 and 3 feet away from you and cannot be stored about your person.

Influence: You take a dislike to people who believe their magic, art or science is superior, viewing all these things as linked. You criticise these people and take pains to demonstrate how different things interact, such as magically making a vase.

Granted Abilities:

Bend Gravity: You have a constant Mage Hand spell in effect. This effect comes from your square, but is generated by the satellite. You must show Anagravia's sign to use this effect. Directing an object requires a free action each round, and switching objects is a move-equivalent action that requires concentration as per casting a spell.

Greater Bend Gravity: You have access to the shadow mystery fundamental, Umbral Hand. This acts like Mage Hand, but it exerts a force of 5lb/level at close (25ft + 5ft/2 levels). This lasts for 5 rounds and then cannot be re-used for 5 rounds. You must show Anagravia's sign to use this ability, because the satellite is what creates the force used. This power overrides the normal Bend Gravity, and targets the same target that you are currently using the lesser ability on. Switching to this is a free action done as part of the controlling an object with Bend Gravity ability, but you may change target or activate this ability if you were not using Bend Gravity. In this case, you activate and move the item as a move-equivalent action in the round of activation.

Deflecting Aura: By causing ripples in gravity as you move, you gain a +4 deflection bonus to AC. This is active in a round only if you moved 10 feet in the previous round in some way. This doesn't have to be conscious movement, being a body in motion compared to your surroundings is enough. You would gain this if you were in a cart and were fired upon, but not if you and the assailant share general motion such as that of the ground or a cart.

Beams of Force: You may duplicate the effects of a Magic Missile spell once per

round as if you were casting it as a Wizard of your EBL. This is identical to the spell in every way. You must show Anagravia's sign to use this ability, because the Satellite projects the beams of force.

There! A Gravity-themed Vestige!

...Now, I'd better get back to revising Physics for the GCSE later...

Edit: Ooh, I just read Labac. Nice combat vestige, there, with nice flavour and fluff to back up the good crunchy rules. Nice and clear, unlike my work, which tends to, uhm, ramble around a little.

The two attack abilities could be used one after the other for some serious damage, so I'd be tempted to up him to a level 6 or pop up the Bind DC a little as an ad-hoc increase. Doing 5d6/5 rounds is one thing, but having that every 2 or 3 rounds from 2 abilities that run on separate timers is pretty strong.

[Post 192]

Author : psychic_infinity

Date : 05-22-06 04:44 PM

Anagravia seems interesting. A small quibble, but there are a few problems with your HTML coding (that would be an interesting vestige too as a companion to ASCII). Also, what's a "square"?

[Post 193]

Author : Mysticaloctopus

Date : 05-23-06 03:45 AM

There, spelling and coding fixed! I'm in the school IT rooms right now with some friends, we just finished the English Lit paper (And if I have to read of Mice & Men once more...)

So I think I'll leave making a new one until later today.

Some heavy editing, as my friends couldn't resist shoving a little bit of profanity into the post while I wasn't looking.

Now, back to Tetris, I need to relax a little before the ICT exam later.

If you want to see what they wrote, follow the link below. It contains use of some... objectionable language, as well as some downright weird ones that are more confusing than insulting, so treat the link as bieng.. Um... Whatever the american name for an 18 film is. NC-17? I dunno.

I dishonour your Cat by inserting my Microwave!
(<http://img138.imageshack.us/img138/2777/profanity1zi.png>)

Edit: ICT Exam over! Yay! It was easy, and it had a picture of a Kitten in it! Woo!

Now it is time for a more serious vestige than some of mine. I'm looking at you, Twitchy!

Sussurus

The Speaker of the Silence

Vestige Level: 3.14159

Bind DC: 23

Special Requirement: Yes

Sussurus is tied to sound in vestigehood as he was in life. Born with a rare condition that made him experience horrible agony from the slightest sighing of the wind, he spent his childhood alone, even his name forgotten, trying not to breathe too hard. Eventually, a benign paladin heard of his malady and cured him through a Miracle. The intervention of the Gods drew him through childhood and into late adolescence, a time when the disease usually cured itself, but the magical echoes left him with his weakness and instead with absolute control over sound. Wrapping himself in a silent veil, he instead saw sound with his newly awakened Psionic talent for shaping and using his natural enemy and devoted his life to finding a cure for his condition. He finally found what seemed to be a cure, but the lingering divine power caused the casting to go awry and instead turned him entirely into sound. Suddenly being made of the thing that was destroying him, Sussurus was blasted clean out of existence, and his soul wandered, looking for a plane without sound, eventually finding the plane of Vestiges.

Special Requirement: The seal must be drawn in silence, and then remain in silence for 5 rounds before binding can begin. The binding is absolutely silent, done entirely through staring at each other. Any sound ends the binding process and means it must begin again with a new seal. sound is classes as anything more than a whisper the other end of the room.

Sign: Your ears vanish. You can still hear, but outward physical signs of your ears are gone. You can hide it with a hood or long hair, but a dc20 spot check can notice this if you are viewed casually and any investigation reveals the vanished ears if the disguise is removed. A Full-face helmet hides this without any problem until the helmet is removed.

Influence: You become unhappy around noisy people and shun their presence. You won't work in a noisy environment and generally become moody around loud sounds. While they don't hurt you, they seem unpleasant, like a bad smell for the ears.

Granted Abilities:

Muffle: You can silence areas, as the Silence spell, except that the size is a 30ft radius emanation and the duration is 5 rounds. Once you use this ability, you must wait 5 rounds after it expires to reactivate it.

Sound Shaping: You may emulate the ghost sound spell at will. Only one casting can ever be in effect from this ability at once, though you may change the sound produced as a free action in your turn.

Synesthesia: You may duplicate the effects of a Synesthete power, but only to feel sound. This can be activated and deactivated at will.

Shout: You may cause sound in the area to greatly amplify. You may duplicate the effects of a Shout (at under ECL 12) or Greater Shout (at over ECL 12) spell, cast at your EBL. In addition, you may either use your own shout to cast this spell, in which case it is unaffected, or you may cause the sound around you to blast out, in which case the area affected changes to a 30ft burst centred on you. Once you Shout, you must wait 5 rounds before doing so again. In addition, if you use this ability while showing Sussurus' sign or under his influence, you take a -1 morale penalty to your Dex AC for the round following its use, because you feel slightly uncomfortable using such a noise.

PEACH him, please!

[Post 194]
Author : psychic_infinity
Date : 05-23-06 01:46 PM

For Sussurus' Shout ability, when you say level, do you mean, Binder level, effective Hit Dice level, or highest level of vestige you can access. Oh, and in America, the movie rating would be R (like a pirate!).
Oh, and I added some more abilities to Axel, if someone would be so kind to P.E.A.C.H. him now... :)

[Post 195]
Author : Mysticaloctopus
Date : 05-23-06 02:13 PM

I mean HD level, so that you get a stronger spell if you have more HD.

I see sussurus as being a vestige for confusing the enemy then launching an attack. Using the ghost sound & silence powers to confuse things, then the cone attack from afar, plus maybe using the ghost sound just before to signal your allies in hiding to attack.

[Post 196]
Author : psychic_infinity
Date : 05-23-06 02:21 PM

Ah, I see.

[Post 197]
Author : psychic_infinity
Date : 05-23-06 02:58 PM

Lexaeus
The Silent Hero
http://upload.wikimedia.org/wikipedia/en/thumb/8/87/XIII_Order_05_Lxaeus.png/180px-XIII_Order_05_Lxaeus.png
Level: 6
Bind DC: 20
Legend: Not much is known about Lexaeus. He was a rather quiet type as number five in the Organization XIII. He enjoyed to exercise in the basement of Castle Oblivion, and as a result had a rather large build. However, all of his strength wasn't enough to prevent his death while fighting an intruder in Castle Oblivion so he could alert his superiors.
Special Requirement: Several (about five) small, grey, non-magical, non-psion (etc.) chunks of granite or other ordinary stone must be placed on the rim of the seal.
Manifestation: A large, human-sized chunk of granite rises up, cracks, and shatters to dust with Lexaeus standing inside of it holding his tomahawk over his shoulder.
Sign: The stones you put in the seal rise into the air and circle your head like a halo. Any stone you touch turns dull-grey-black for 1d4 rounds (including gemstones).
Influence: You become quiet and taciturn. You only speak when necessary, and don't

use spells with verbal components.

Granted Abilities: Lexaeus grants you power of earth.

Granted Weapon: Lexaeus gives you his weapon, a +1 Brutal Surge tomahawk that is considered one size category larger than you are. You can wield this weapon normally as if you had the Heavy Build racial feature.

Stomp: Once every 5 rounds, you may use Greater Stomp as a psi-like ability.

Summon Earth Elemental: Once during the duration of this vestige, you may take a full-round action to summon a large Earth Elemental. The elemental obeys your commands completely and stays for a number of rounds equal to your Charisma Modifier+1. To use this ability, you must be standing on rock, earth, or other natural, inorganic ground, have a boulder or large collection of rocks within 20 feet (this/these creates/create the elemental), and must be displaying Lexaeus' sign.

Quiet: You are immune to all language-dependant effects.

Toughness: You gain the benefit of the Toughness feat.

Great Fortitude: You gain the benefits of the Great Fortitude feat.

Aspect of Lexaeus: You gain a piece of Lexaeus' soul. Your constitution score is increased by one, and you have spell resistance equal to 10+your HD (up to 30) against spells with the Earth descriptor.

[Post 198]

Author : Nairalimis

Date : 05-23-06 06:34 PM

Hopefully I'll never rely on my mastery of French to survive. ;)

On Lexaeus, how long does his summoned elemental stay after called? Also, is there a reason Aspect of Lexaeus offers SR based on hit dice rather than effective binder level?

Sussurus seems like a low level vestige except for the Shout power. I'd make the Greater Shout ability kick in at a much higher level, since the spell is an 8th level effect. Shout would seem to indicate it might be a 4th level vestige, but the other powers aren't worth it, maybe a 3rd level vestige?

Anagravia strikes me as a strong 2nd level vestige.

Labac seems to be pretty well balanced for his level. His attacks doing half unholy damage makes him a potent choice, even though most of them are once every five rounds.

ASCII, is a hard one. Carvings of the True Word is a potent ability, offering 8 spells just from the core books. Call the Word doesn't seem to have any limits on what books it can summon, making it even more potent, since any book not under a dimensional anchor can be "borrowed", and the binder doesn't seem to have any requirements to know much about the book. Written Blade and Shield of the Stalwart Scribe are potent, but not quite as good as the others. I'd say it's an 8th level vestige, if not an epic level one.

I have a few arguments as to why I made Villacroix so powerful. 1st he's only quite powerful against Lawful Evil creatures. 2nd I personally found Eligor to be an embarrassingly weak 7th vestige. So... I don't know. What I am going to do is limit Oath of Wrath to once per binding, and maybe get rid of the Bane effect against Lawful Evil creatures.

I actually like the Oath of Wrath, since it encourages the Binder to battle a favored enemy when tied to the vestige. Since most combats won't last the 12 odd rounds it takes to cycle through a Oath (duration and waiting period), it seems to be a fair ability given that it is only used once or twice a fight. But limiting it would weaken the vestige a bit.

Axel commentary to come later.

[Post 199]
Author : Ryuu_Tenshi
Date : 05-24-06 04:45 PM

punt :D

[Post 200]
Author : psychic_infinity
Date : 05-25-06 06:25 AM

I fixed Lexaeus' elemental summoning ability.
I don't know why I made it hit dice. I guess my answer is "Lexaeus is based more on toughness than actual power".
Or something like that...
I'm suddenly craving a frozen coffee from Starbucks and a piece of rye bread...

[Post 201]
Author : Kiklio
Date : 05-25-06 05:39 PM

Here's my take on elemental vestiges. I should warn any readers, it contains massive amounts of tweakage. Most notably, none of the vestiges have a set vestige level-whoah! The flavor is heavily based on the Golden Sun series, though I didn't attempt to get a completely accurate representation (I tried, once- it involved psionics, gestalt, the spirit shaman, and caffeine- not pretty.)

Please, enjoy, review, and dear Lord, tell me if anything seems unbalanced. This stuff'll see gameplay in a few weeks. Also, It's typed in Word, so odd stuff might crop up, like a non-translation of bolding and underlining. I'll add in tables via Notepad+Code tags later on. Oh, and it references a 3E book.

True Alchemy: Binding the Elements

The multiverse is composed of an infinite amalgamation of matter, energy, and thought. Primal forces in the form of the four simplest elements- indivisible concepts which are as much credo as they are form- have been studied by all sorts through the ages. The four Elemental Planes are the closest non-coterminous planes to the Prime Material, but their underlying force is as much distant as the most alien vestige. Alchemy, the practice of binding and shaping these forces, focuses on the four elements as well as their common- the void between all things.

There are four manifestations of the underlying currents of the Elemental

Planes. They are not beings, but ideas somewhat given form by their manipulators. A binder who has taken the Alchemic Disciple feat may bind any of these in a fashion similar to a vestige. Their abilities follow a similar format, and use the same pertinent rules for what they grant. A binder can then take the Alchemic Adept feat to specialize in any or all of the elements. Finally, The Fifth Element feat allows binders to bind the manifestation of the void. Refer to each elemental manifestation as "aspects".

Binding check DC's for all aspects are given here based on the level at which they are bound. Any aspect can be bound at any vestige level, and its abilities are affected by the level at which it is bound. A higher level represents more elemental infusion into oneself. Binding multiple aspects produces different affects based on their relationship to one another. Each element has a synergistic element and an opposing element. Void is neutral. There are few legends about these aspects- their influence is constant and they are not beyond the reach of gods and the planes. Rather, an aspect's "personality" is found within its influence, its sign, and its abilities. All abilities usable every 5 rounds are marked with an asterisk.

Level	DC
1	15
2	17
3	20
4	22
5	25
6	27
7	30
8	32

The Aspects

Boreas, the Frost Maiden

Boreas, the aspect of the cold and the wet, the waterborne and the water-blessed, is a benevolent aspect. She embodies the beginning of life and the continuation of beauty. Her beneficiaries receive powers of healing, but also of shocking cold.

Special Requirement: If you bind Boreas and Procne at the same time, you gain a pact augmentation in addition to any others you may have selected (this same ability is referenced in Procne's description- the benefits do not stack). If you bind Boreas and Phoebus together, however, both pacts are immediately considered bad. Binding Boreas and Phoebus with Procne and/or Gaia sets a neutral relationship, and the quality of the pacts defaults to the binding checks, and you do not gain additional pact augmentation.

Manifestation: A drop of illusory water wells up from some unknown place in the center of your circle. Slowly, the concentric rings of your symbol fill with it, and seem to wish to spill over the edge of your pitiful markings. The water appears to settle, but an eerie dripping sound remains. Suddenly, a pillar of ice rises rapidly from the circle. In a display worthy of Leviathan, the ice shatters, revealing a young girl dressed in a blue dress with pure white skin. She speaks softly and cordially, but the unnerving dripping sound continues, promising the quenching of pain, hate, and grief in numb cold. As she leaves, you notice the seal ground is coated with a thin layer of frost

Sign: Your hands become unusually clammy and moist. The touch of them is chilling. Additionally, your breath freezes when it hits the air, forming vapor clouds.

Influence: Foremost, you must refrain from mentioning the source of your

power. If the opportunity arises that you may use your skills to aid the hurt, you must take it. You can light no fire while bound to Boreas.

Granted Abilities: Boreas gives you the power to heal, to extinguish threats, and to endure ice and flame.

Blessing of the Water: Your health is fortified by the water's passing. You gain the benefits of the Great Fortitude feat.

***Rime of Boreas:** Your frosty exhalations dull the bodies of those affected. As a standard action, you can breathe a 10-ft. cube of frost to any side of you. Those within its volume take 1d4 points of cold damage per aspect level. In addition, if they fail a Fortitude saving throw, their speed is halved for one minute. This ability also extinguishes flames up to the size of a large bonfire.

Sacred Gift: You know not the sting of cold nor feel the blasts of flame. You gain cold resistance equal to five times the aspect level and fire resistance equal to four times the aspect level.

***Wish:** The healing gifts of water well abundant as you will it. As a standard action, you can heal all allies within 15 ft. of you a number of hit points equal to your binder level+the aspect level. This healing does not stem from positive energy.

Gaia, the Stone Knight

Gaia, the aspect of strength and steel, of the earthbound and the earth's teachings, is a noble aspect. He exemplifies might and stability, and the knowledge in old stone. His students gain a sense of balance, and the power of the earth.

Special Requirements: If you bind Gaia and Phoebus at the same time, you gain an additional pact augmentation (this same ability is referenced in Phoebus' description- the benefits do not stack). If you bind Gaia and Procne at the same time, both pacts are considered bad. If you bind Gaia and Procne with Boreas and/or Phoebus, you gain no additional benefit, and the quality of the pacts defaults to the binding checks.

Manifestation: The first sound heard is a soft clicking. A series of odd bouncing sounds ensues. The sounds increase in tempo and speed, forming the awesome crescendo of an avalanche. The crashing stops suddenly by finishing with the planting of a stone greatsword through the center of the innermost rectangle. A tall man dressed in shining green armor steps in to the circle, immediately hailing the binder. As he speaks, the initial clicking and bouncing returns, foreshadowing a second rock fall. He retrieves the greatsword as he departs, leaving a small hole in floor surface.

Sign: Your right arm, hand, and shoulder transmutes into a thing of rock. This in no way impairs your manual dexterity. Its composition changes day to day, though granite or a conglomerate seems common.

Influence: You must answer all questions posed by the inquisitive to the best of your ability, dispensing information as you can. You cannot use any drug or alchemic substance while so bound. You cannot fly or levitate in Gaia's influence.

Granted Influence: Gaia gifts you with the strength to battle, to gain nourishment from the earth, and to resist acids and lightning strikes.

Earth Alacrity: Being on the ground doesn't hinder your fighting. You gain the

benefits of the Prone Attack feat.

Gaia's Lifeblood: The land enriches you. As long as you are standing on a surface of stone or soil, you benefit from fast healing X, where X equals one half the aspect level, minimum 1, rounded down. You need to be on a surface of this type at the beginning of your turn to gain the effect.

Noble Gift: You resist fluid forces of nature. You gain acid resistance equal to five times your aspect level and electricity resistance equal to four times your aspect level.

Stonecrusher: The sign of Gaia's force is a potent weapon. Your fist counts as a slam attack dealing 1d8 bludgeoning damage for Medium binders (more or less appropriately for size). It deals 1-1/2 times your Strength modifier, and has a standard critical. You can only use this ability if you show Gaia's sign.

Phoebus, the Blaze Champion

Phoebus, the aspect of the hot and dry, the fire-scorched and the fire-hardened, is a temperamental aspect. He embodies the destruction of complexity and the power of passion. His heroes master the art of annihilation, and offensive defense.

Special Requirement: If you bind Phoebus and Gaia at the same time, you gain a pact augmentation in addition to any others you may have selected (this same ability is found in Gaia's description- the benefits do not stack). If you bind Boreas and Phoebus together, however, both pacts are immediately considered bad. Binding Boreas and Phoebus with Procne and/or Gaia sets a neutral relationship, and the quality of the pacts defaults to the binding checks, and you do not gain additional pact augmentation.

Manifestation: Lines of light trace your triangles. As one, the light escapes the seal, and an illusory blast of heat fills the surrounding area. The area over and around the seal begins to waver as the light bends and twists. Then, from some unknown height, a fiery comet of pure magma crashes into the seal, and Phoebus emerges from the fiery ruin. A calm man dressed in radiant armor, he urgently presses the deal, though does not act so rashly as to reveal weakness. As the deal concludes and the seal disappears, one can see the ground remains charred.

Sign: Your face and any other skin exposed during the binding is scorched and flushed. In particular, hair takes on the appearance of burning charcoal. The sign is mildly painful, except, oddly enough, in intensely hot regions.

Influence: You must act, above all other things, on your passions and feelings. You should not take too long to make decisions, and should argue emphatically with detractors to your position. You cannot attempt to cool your sign's affects or extinguish yourself if you are on fire.

Granted Abilities: Phoebus imparts a cruel assault, an empowered counterattack, and endurance in the face of extremes.

Hero's Gift: You are inured to the power of flame and frost. You gain fire resistance equal to five times the aspect level, and cold resistance equal to four times the aspect level.

***Inferno Brand:** A spectacular attack is at your command. As a standard action, you may throw an axe composed of flame, lava, and smoke. This is a ranged attack that acts as a thrown weapon with a range equal to 10 ft. per aspect level. It deals 1d8 fire damage per aspect level. Note that this magical attack bypasses mainstream

defenses against mundane ranged attacks, such as protection from arrows or a wind wall.

*Radiant Riposte: Whenever you hit with an attack gained from your Revenge of Phoebus ability, it deals an extra 1d8 fire damage and your opponent is dazzled (-1 on attack rolls, Search checks, and Spot checks). Additionally, you can choose to make a Reflex save to avoid being blinded (-2 penalty to Armor Class, loses Dexterity bonus to AC (if any), moves at half speed, and takes a -4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character) for 1 minute. Once an opponent has succumbed to the blinded condition, you must wait 5 rounds before you can attempt to blind another as part of your gained attack.

Revenge of Phoebus: You passionately reply to a foe's attack, exposing yourself in the process. You gain the benefits of the Karmic Strike feat.

Procne, the Lightning Savant

Procne, the aspect of the airy and light, the airborne and the uplifted, is a moody aspect. He embodies the flow of all things and the oneness of the world. His devotees receive skill in magic, and a shocking wit.

Special Requirement: If you bind Procne and Boreas at the same time, you gain an additional pact augmentation (this same ability is found in Boreas' description- the benefits do not stack). If you bind Gaia and Procne at the same time, both pacts are considered bad. If you bind Gaia and Procne with Boreas and/or Phoebus, you gain no additional benefit, and the quality of the pacts defaults to the binding checks.

Manifestation: The scent of desert sand fills the air. Slowly, small dust motes begin to appear above the seal. A slow wind picks up, and the sand and dust stirs rapidly. You can see a shadowy shape materialize high above the seal. As the wind picks up, it forms a vortex of sand, and Procne lowers himself onto the seal. He is dressed in a billowing grey cloak, lined with white feathers. He speaks softly, almost unsure of himself. When the deal concludes, he suddenly focuses, and exits to the roar of thunder and the flash of lightning. No trace remains, but those who'd dig beneath the seal would find vitrified sand tracing abstract lines through a soil surface.

Sign: You have the constant smell of ozone around you. Additionally, your fingers sparkle and crackle with harmless electrical discharge whenever you perform a complex task.

Influence: You must seek to live a stable day. Optimize your activities to gain the most benefit. Failing to attempt this indicates blatant disregard for possibility. You should give in to new moods and feelings- don't try to persuade others to share your disposition or otherwise change theirs. You cannot travel underground while so bound.

Granted Abilities: Procne bequeaths you with an aptitude for magic, a subtle power over wind, and a resistance to shocks and acids.

*Dweomertouch: You can utilize the Use Magic Device or Use Psionic Device skills as if trained in them. Additionally, you gain a +1 competence bonus to these checks per aspect level if used with this ability.

Preternatural Speed: You dodge with the speed of, well, lightning. You gain the

benefit of the Lighting Reflexes feat.

*Procne's Typhoon: Your will can bend the wind. You can alter the speed of the wind in a 50 ft. radius by up to 10 mph per aspect level. You must concentrate to maintain this effect, up to 1 round per binder level. Then, you cannot use this ability again for 5 rounds after you stop concentrating. You may also alter the direction of the wind by up to 90 degrees.

Singular Gift: You do not flinch at the touch of small lightnings and weak acids. You gain electricity resistance equal to five times the aspect level and acid resistance equal to four times the aspect level.

The Feats, and the Fifth Element

True Alchemy, the Feat

You can bind the manifestations of the representative elements.

Requirements: Binder level 1st

Benefits: You gain the ability to bind Boreas, Gaia, Phoebus, and Procne as elemental aspects. You may bind them at any vestige level, though this level in reference to the four aspects is termed the "aspect level". Note that you may not ignore the Special Requirement of any aspect through use of the Ignore Special Requirement feat.

Alchemic Adept

You become especially attuned to a particular aspect. The ultimate goal is to see the true nature of each.

Requirements: True Alchemy, the Feat, Binder level 3rd

Benefits: You gain a particular affinity for an elemental aspect of your choice. The choice reflects a connection to an aspect, but multiple choices of this feat indicate a greater knowledge of the larger picture. You gain a +2 bonus on your binder check to bind the particular aspect. Additionally, if you make a good pact with that aspect, you gain an additional supernatural ability as noted in further text. Furthermore, if you have this feat in two or more related aspects, and you make good pacts with both, you may utilize another function as also noted in further text.

The following abilities are gained upon making a good pact with the respective aspect. Abilities usable every 5 rounds are marked with a *.

Boreas

*Blissful Recovery: You revitalize yourself or others. You can heal 2 points of ability damage with a touch. This ability also removes any fatigued or exhausted status caused by heat or cold, and gives the target a +2 bonus on any saves against poison or disease for 1 minute.

Gaia

Helm of Insight: You can call down a helm of crystal-studded stone, which gives you the benefit of knowledge. You receive a +1 insight bonus to your armor class, skill checks, and saving throws which stacks with any bonuses received through pact augmentations. This takes up your head slot, and can be dismissed or called as a free action.

Phoebus

*Flash Shield: A burst of flame counters an enemy's efforts to harm you. You activate this ability as an immediate action. If you are in the range or are the target of an attack, each variable, numeric damage component is treated as its

lowest value (usually 1). This does not affect variable energy drain or ability damage. If the attack does not deal applicable damage (or any damage at all), you instead gain a +1 bonus on any saving throw.

Procne

Arc Matrix: Small lightning strikes respond to an attack, possibly resulting in an armament's destruction before you are struck. If you are attacked in melee, the attacker's weapon takes 1d4 electricity damage which ignores the hardness of metallic weapons. Projectile and thrown weapons take 2d4 electricity damage- this ignores the hardness of anything containing metal, such as an arrow or shuriken. An attacker using an unarmed strike or a natural weapon takes 1d4 electricity damage. Weapons with the shocking and/or shocking burst qualities ignore this damage. This damage is dealt only once to a single weapon during an attacker's turn- thus, a full-attack does not incur multiple instances of damage.

Special: If you have two or more Alchemic Adept feats, you may temporarily relinquish these abilities gained from two or more good pacts to be able to call an elemental composed of two different elements.

If you have Alchemic Adept (Boreas) and Alchemic Adept (Procne), you may call an ice elemental (from Manual of the Planes). Calling the elemental is a full-round action, and you lose access to your Blissful Recovery and Arc Matrix abilities while the elemental is present. If the elemental is destroyed, you cannot call it again for 1 hour. You may dismiss it as a standard action.

If you have Alchemic Adept (Gaia) and Alchemic Adept (Phoebus), you may call a magma elemental. Calling the elemental is a full-round action, and you lose access to your Helm of Insight and Flash Shield abilities while the elemental is present. If the elemental is destroyed, you cannot call it again for 1 hour.. You may dismiss it as a standard action.

These elementals vanish when your pacts end. The strength of the elemental is based on your binder level.

Binder Level	Elemental Summoned
1-5	Small
6-9	Medium
10-12	Large
13-14	Huge
15-16	Greater
17-20	Elder

The Fifth Element

You can bind one of the most powerful among the vestiges and aspects to you.

Requirements: True Alchemy, the Feat, Alchemic Adept (Boreas), Alchemic Adept (Gaia), Alchemic Adept (Phoebus), Alchemic Adept (Procne), Binder level 15th

Benefit: You can bind the manifestation of the Void. This aspect has no name- though its power is commonly referred to as the Fifth Element. Its description is provided below. Its bind DC is 33, and its aspect level equals the highest vestige level you can bind.

Alchemic Supremacy

You have mastered the final secret of the four elements and the Void. Essentially, you are an unquestioned master of True Alchemy.

Requirements: True Alchemy, the Feat, Alchemic Adept (Boreas), Alchemic Adept (Gaia), Alchemic Adept (Phoebus), Alchemic Adept (Procne), The Fifth Element,

Binder level 18th

Benefit: You gain a +2 bonus on binding checks to gain the power of The Fifth Element. Additionally, if you have bound only aspects to yourself, each bind is a good pact, and you have bound your maximum number of binds, you may bind the power of the Fifth Element to yourself in addition to your others, which will exceed your maximum vestiges/aspects allowed. For example, an 18th level binder with Alchemic Supremacy with Gaia, Phoebus, and Procne bound to him with good pacts could also bind the power of the Fifth Element. A 20th level binder needs to have all four aspects in good pacts to be able to further bind this power. The bind of the power of the Fifth Element need not be a good pact.

If you make a good pact to gain the power of the Fifth Element (whether it is bound in addition to all aspects or not), you gain the ability to call a void elemental. A void elemental is similar to an elder shadow elemental, with key differences.

-It loses its extra cold damage to its incorporeal attacks

-It loses its bonus to hit and damage in shadowy areas

-It loses its dusk and dawn supernatural ability

-It loses its penalty to hit and damage in brightly lit areas

-It gains a natural invisibility similar to that of an invisible stalker. It remains invisible while attacking, and is not subject to spells such as invisibility purge. True seeing and see invisibility detect a thin sort of blackness- a space that moves. This is a supernatural ability that functions in an antimagic field.

Calling the elemental is a full-round action. It obeys you unquestionably. If destroyed, it vanishes, but reappears 1 hour later, and makes its presence known to you. You command it as a mental free action, and it carries out existing orders to the best of its ability.

Normal: You may only bind as many vestiges/aspects as indicated in the binder class description.

The following details the power a binder gains from binding the power of the Fifth Element, and all pertinent details.

Manifestation: The only given description of this binding notes an "...absence of light, sound, and feeling. There was only nothing, and it spoke in a voice that would make the greatest give pause. It is not so much a bargaining as a fight to make sense of what you're seeing. If you win there is nothing. There is simply the knowledge that the power is there. If you lose...nothing. It is eerie, at first, and you half believe that you've actually succeeded. Then you look at yourself..."

Sign: You seem thin and ephemeral, and you radiate a disturbing aura. Your body seems to be composed of a translucent flesh now, though it retains its full durability and usefulness. There is an infinitesimally small spot in your iris in which, if an observer were to look into directly, would seem like an endless void.

Influence: The power grasping lightly at your soul gives you jitters. You become paranoid even as you wield tremendous power- in fact, you might be tentative to use your bound abilities. You cannot travel between the planes willingly. If you did, you'd know you would be that much closer to what you've mastered.

Granted Abilities: The Fifth Element is sovereign over all other elements, and its own power holds debilitating strength.

Island of Tranquility: You are the unreachable island on a calm ocean. As a standard action, you may replicate the effects of the timeless body power. You may

use this ability once per minute.

Plasma Apocalypse: With a brief gesture, you may call the fury of the destructive elements to you. As a standard action, you may replicate the effect of a stormrage spell, with added benefits. Each bolt of lightning you launch deals an equal amount of fire damage. Furthermore, any who enter or remain within the area of the wind wall take 2d6 fire damage and 2d6 electricity damage per round at the beginning of their turn, and upon entry. This effect lasts for 5 rounds, and once it ends, it cannot be used again for 5 rounds.

*Truth Ultimatum: Your eyes hold a small fragment of the space between the planes, a microcosm of truth. You may make a focused gaze attack on a subject within 60 ft. They must make a Will saving throw. If they fail, their soul is enlightened to the power of the Fifth Element, and is cast into the Void. The target's body falls helpless; though the vessel is not yet dead (this is not an actual death effect). Returning the target's soul requires a wish or miracle cast over its body. A blind target is immune to the gaze version of this attack, but you may whisper the knowledge to an adjacent target as a standard action which does not provoke attacks of opportunity. A blind and deaf target is totally immune, as is another binder with the The Fifth Element feat. There is no passive form of attack-only a focused gaze as a standard action.

[Post 202]
Author : psychic_infinity
Date : 05-25-06 06:01 PM

Interesting.
I never actually did finish The Lost Age...The vestiges seem neat though.

[Post 203]
Author : Kiklio
Date : 05-27-06 04:52 PM

I'm glad you like thier flavor. I'm more interesting, however, in playability. How do you think they'd stack up against other vestiges when bound at higher levels? Does any combo or feat give too much power? Does the major benefit of Alchemic Supremacy seem to be too good?

[Post 204]
Author : psychic_infinity
Date : 05-28-06 04:29 PM

I'm glad you like thier flavor. I'm more interesting, however, in playability. How do you think they'd stack up against other vestiges when bound at higher levels? Does any combo or feat give too much power? Does the major benefit of Alchemic Supremacy seem to be too good?
Actually, why do you need to use a feat to be able to bind them? The scaling factor could see some level one dip abuse as well.

[Post 205]
Author : Nairalimis

Date : 05-29-06 10:37 PM

That's a ton of information, but here's my take on it.

Vestiges that require a feat to bind (and have some advantage) seems like a fair concept, rather than adding a new PrC, and the fact that they scale up at levels and offer dual binding bonuses, and seem (somewhat) more potent than most vestiges of a similar level, this is very true at their low levels and less so at their higher levels, seems alright. Feats to gain additional power from a vestige (rather than a PrC) is also a fair idea.

Some flaws: The four elemental vestiges don't seem completely balanced. Boreas has Great Fortitude, two of the most common energy types as a resistance, healing, and a low scaling damage/slow effect. Phoebus has the same resistances, a good ranged attack, and two nicely synergizing abilities for close combat. Gaia and Procne share a decent resistance set (acid is nice to have), has a nice regen and groundfighting ability, and a weak attack. To balance the others, I'd have the attack increase with binder or vestige level (to a max of 3d8, since it's untyped) and that should help. Procne's Dweomertouch shouldn't be once every five rounds, given the small bonus it offers.

I'll add more when I can digest the rules more fully.

[Post 206]

Author : psychic_infinity

Date : 05-30-06 07:11 AM

Vexen

The Chilly Academic

http://upload.wikimedia.org/wikipedia/en/thumb/c/ca/XIII_Order_04_Vexen.png/180px-XIII_Order_04_Vexen.png

Level: 6

Bind DC: 20

Legend: Vexen was number four in the Organization, and arguably the most intelligent. He constantly worked in his lab to create new potions, and even created a replica of an intruder in Castle Oblivion. However, when Axel, Marluxia, and Larxene split from the Organization to try to take over the castle, Vexen couldn't tolerate it any more and decided to reveal to Sora a dark secret. But before he could, he was assassinated by Axel.

Special Requirement: Dry ice must be poured over Vexen's seal (Craft Alchemy DC: 10, Costs 5 gp, must be kept in container, can be thrown on ranged touch attack to deal 1d6 points of cold damage in 5-foot radius). After that, the binder must put one page of research notes of some kind, be it a journal page, a lab book, or a diagram of a prototype machine.

Manifestation: The dry ice forms and shapes itself into a blue silhouette of Vexen, and then actually turns into him. He then picks up the paper, reads it, and places it in his pocket. He then turns back into dry ice, which then dissappates.

Sign: You become cold to the touch, and leave a trail of mist when you walk.

Influence: You become cold and calculating. You always spend the first round of combat analyzing the situation before using support abilities and then finally attacking.

Granted Abilities: Vexen gives you ice and knowledge.

Granted Weapon: Vexen's weapon is a +1 Frost spiked shield (deals 1d6 points of piercing damage on melee attack plus 1d6 cold damage; provides +2 shield bonus to AC; Arcane spell failure 10%)

Alchemy: You gain a +4 competence bonus on Craft (Alchemy) checks and items you make using this skill cost 10% less to make.

Cone of Cold: Once every five rounds, you can use Cone of Cold as a spell-like ability with a caster level equal to your binder level minus one.
Knowledgeable: You gain a +5 competence bonus on the knowledge check of your choice (chosen when this vestige is bound to you) and can use that skill untrained.
Deep Freeze: Once during the duration of this vestige, you may emit a powerful cold blast with a radius of 30 feet and a range of 30 feet. This does 4d10 points of cold damage to all creatures in the radius (DC 20 Reflex save for half damage) and they must make a DC 15 Fortitude save or become frozen (paralyzed) for one round.
Aspect of Vexen: You gain a piece of Vexen's soul. Your intelligence score is increased by one and you gain resistance to cold equal to 3 times your binder level.

[Post 207]
Author : Nairalimis
Date : 05-30-06 09:52 AM

Vexen looks quite nice, with some very handy abilities.

Charn, The Hare
Vestige Level: 1
Binding DC: 15

Legend: The first prey animal to be made when the sky and sea came apart, the Hare was hunted by Chinua, the first wolf. In that earliest of days, death was not final, and after being caught, Charn would return to be hunted again. When the early days ended with the betrayal of the youngest spirit, Charn left the mortal world to his children and left the world, only returning when called by binders.

Special Requirement: A binder may not bind Charn while Chinua is bound to them.

Manifestation: Charn appears as a hare, who must be eaten whole by the binder when their pact is made, when the pact ends, the hare appears as bones beside the binder, slowly returning to full health before fading away.

Influence: The binder becomes as careful as the prey animals, and when confronted with sudden surprises is often stunned by fear.

Granted Abilities: The Hare grants powers related to speed and escape.

Fleet of Foot: While bound to Charn, the binder's speed increases by 10 feet when running. At eighth level this bonus increases to 20 feet, and at fourteenth level it increases to a 30 foot bonus.

Prey's Senses: While not able to track like a predator, Charn offers a binder the keen senses of the hunted. The binder gains a +2 bonus to Listen and Spot checks. At eighth level, the bonus becomes +4, and at fourteenth level it becomes +6.

Masking the Trail: The binder may use Pass without Trace on themselves only at will. When the duration ends, the binder must wait at least an hour to use the ability again.

Legs of the Hare: The binder gains a +10 bonus to Jump checks, and may make unarmed kick attacks which deal 1d6 damage and the binder is treated as having improved unarmed strike when making kick attacks only.

[Post 208]

Author : Mysticaloctopus

Date : 05-30-06 05:00 PM

Thread Title : Shameless Ego-Boost :D

I've been a bit quiet lately, and they're about to close (not technically, but no point posting) the boards for almost a fortnight, so I decided to make a vestige before I have no random colony of Vestige-Makers to talk to... Then I thought to myself "Hey, Mysticaloctopus, why not make vestiges of the vestige-thread people? Why not start with yourself? Hey, why not just do yourself?" So that's what I've done!

(Infinity, You're up next after the forum-blah is done!)

Mysticaloctopus

The Cathartic Disciple of Change

Vestive Level: *

Bind DC: *

Special Requirement: Yes

<http://img273.imageshack.us/img273/963/duckiemannotbluefire9av.gif>

(<http://imageshack.us>)

How Mysticaloctopus came to be, let alone became a Vestige, is thusfar unknown by any sane being. He spent much of his life multiclassing into all but the fully-combat classes, choosing whatever interested him when he amassed enough experience to level up from roleplaying a half-human, half-something-werider-than-half-farspawn, half-chicken and certainly a lot more than half mad being.

Although ineffective at any one task, Mysticaloctopus took ranks in most things that weren't too physically strenuous and somehow created a method of randomly redistributing ranks every few seconds, resulting in random outbursts of sudden and profound genius, though these were the thin slices of choice ham between the fluffy bread of lunacy, and the whole sandwich is then wrapped in cheese, grilled and coated with a variety of spicy dressings.

It is thought that Mysticaloctopus expired somewhere in the Far Realm, a plane so alien that it drives most visitors insane shortly after they arrive, and equally shortly before they are consumed, annihilated or assimilated by some unthinkable denizen, and that dying in a realm where all is so chaotic removed his access to all other possible afterlives, as well as causing him to write stupidly long sentences.

Seal: Mysticaloctopus' seal is different each time it is drawn. Creating it is more about state of mind than the actual lines. The seal will change depending on the time, fluffiness of clouds overhead, mood of the binder and a hundred other stimuli.

Special Requirement: One of the following rituals must be observed during the binding, to prove the binder's sense of Freghn. Nobody knows what this means, or how to pronounce it, and this probably includes Mysticaloctopus, though it is an undeniably important thing to him. The player may attempt new rituals, as randomness is important for good Freghn.

Slapping of the binder's belly by a friend wielding a wet fish

Making an untrained Impersonate Great Cthulhu check (highest skill mod not counting dex or con used), requires 8 squid tentacles costing 4gp each, grants +5 circumstance bonus to binding

Do a brief dance themed on an animal and an adjective, e.g. Sedated Llama, Drunken Rhinoceros, Mystical Octopus, Dire Lemming

Eat a Chilli wrapped in Meat

Drink a swig at least 3 different beverages that have been mixed together and are

not usually imbibed in such a fashion

Speak in a now-dead language for 1 round

Put up your hood and slap a friend, while laughing uncontrollably

Invent a new and exciting synonym for Freghn

Curse the Blue Scroll of Doom, because it causes spell failure

Fail to enjoy the latest massively multiplayer village hall cabbage-growing competition

None of the above, Abort, Retry, Fail

Manifestation: Mysticaloctopus manifests at random, appearing 1d6-1 rounds (0 to 30 seconds) after the binding begins in a sudden and/or slow way, which may or may not surprise the binder, and then possibly progressing onto speaking at random while trying to make the binder understand Freghn.

Sign: Your mind wanders. You cannot focus on one train of thought for more than 10 rounds, and would much rather try something else.

Influence: Your alignment becomes, if it was not before, Chaotic [whatever your goo/bad is]. This means you minor laws, deadlines and agreements as flexible, but ultimately try to meet them if you were lawful. This does not affect class prerequisites, but does show up on detect/magic circle against chaos etc.

Abilities Granted:

Blocks of Joy: Once per day, you can cause bricks of differing shape and colour to fly from your hand as a full-round action. These bricks are composed of four cubes, arranged on the X and Y axis, but never Z, of the brick. These form a Wall of Stone in the place you target, cast at your EBL, with the following changes: Anyone between you and the target area (use a grid to work it out) takes 1d4 points of damage per binder level, reflex for half, and is at -4 to save against the fascinating effect of the wall. Bricks seem to pour into the wall as it shrinks downwards, lines vanishing and holes opening, only to be filled again. This means that ranged attacks have a 20% chance to pass through, and each round line of effect/sight has a 20% chance of working for each effect / attack. Finally, the wall creates a beautiful, hypnotic pattern and sings a simple but singable song. This Fascinates creatures that view the wall, including the binder, who saves at -4 due to Mysticaloctopus' love of the wall. This is a mind-affecting, sonic, visual effect. Fascination lasts 10d4 rounds. The wall lasts for the duration of the pact and is dismissable as a full-round action, which conjures one of the bricks, makes a few bleeps then makes the wall fade out, as if an old LCD screen had been switched off.

I should make Tetris spells after the board cleanup!

Random Moments of Wonder: Whenever a skill check relying on a skill other than Con or Str is made, the binder ignores his ranks and instead rolls 1d6-2 per 2 binder levels, up to 8d6-16 at 16th level for his ranks. This is rolled separately for each check, meaning an 8th-level binder with a skill mod of 0 has a chance of rolling between -3 and 36, instead of 1-20. All skills compatible with Random Moments of Wonder are useable untrained. Knowledge (all) and perform (bodily noise) checks gain an extra 1d6-2 when this skill is used, up to 9d6-18

Impersonate Great Cthulhu: This is a special skill. It is useable untrained only, with a constant skill rank of 0, because to be trained in this would require a nice teatime chat with Cthulhu. The ability mod used is the highest the binder possesses, excluding Str and Con. Once every day, you may make an Impersonate Great Cthulhu check.

The DC is 10 + Average CR of targets + average Wis of targets

On a successful check, all possible targets (creatures with Int > 2 within 40 feet

of a single point within 100 feet) are subject to a Holy Word[i]-type spell, with no specific denotation (e.g. effecting only outsiders/good/evil/abberations). On a failure, you are hit by this effect once for each target that you tried to hit. Being bound to Cthulhu gives a +10 synergy bonus, at the minor cost of your sanity and feeble mortal soul.

An alternative to this is [i]Impersonate Toenail of Great Cthulhu, less risky and less scary. The DC is 10 + your EBL + 1d4, rolled each time a check is made. On a successful check, targets are Nauseated, Confused or Smurfy for 2 rounds, binder's choice. On failure, the binder must apologise profusely for the vulgar gestures, sounds and smell he has just produced, which takes 5 rounds.

Quote: You have a quote for every occasion. You may, as a swift action once per round, interrupt a conversation with such a quote or piece of random information. In combat, this allows you to distract a single enemy within 30 feet each round as part of an attack or move action. The chosen enemy makes a will save against mind-effecting effects. On a failure, they are made flat-footed at the end of your round and regain footing automatically at the start of their round.

A bit hard to set DC / Level, so I'll call it 6th level, DC = 20+3d4, rolled each time the binding is attempted.

[Post 209]
Author : Ryuu_Tenshi
Date : 05-31-06 08:55 AM

Psychic - Looks good. Part of me wants a bonus to Knowledges, but there's a billion vestiges with bonuses to that. I also think the name of Deep Freeze should be changed to Diamond Dust, but hey, it's your vestige. :P
Nairalimis - YEE FOR SPEED. This is perfect, a great 1st level vestige with wonderful powers! I may show this to a friend who's running a campaign set in the Occident, mostly in a fantasy version of South and North America. Not sure if he allows binders though.
mysticaloctopus - ... *falls out of chair laughing*

[Post 210]
Author : psychic_infinity
Date : 05-31-06 06:58 PM

Ryuu: Diamond Dust was the name of one of Vexen's sleights, right? What was the name of the one with the ice pillars (I might add that to the vestige...)?

[Post 211]
Author : Mysticaloctopus
Date : 06-01-06 06:04 AM

That was my intention, Ryuu Tenshi! It seems that I rolled 20+12 on my perform (funny writing) check, and thus that binding myself has worked. Now if only I could roll well for use rope, I seem to be in a bit of a pickle here. Mental note: Do not bind self without trustworthy friend to unbind you.

[Post 212]

Author : Ryuu_Tenshi
Date : 06-01-06 09:52 AM

Ryuu: Diamond Dust was the name of one of Vexen's sleights, right? What was the name of the one with the ice pillars (I might add that to the vestige...)?

I don't remember the name of the ice pilliars one, I'd have to look it up. One of his sleights was named Diamond Dust, after the traditional attack of the Shiva summon from the Final Fantasy games. If I remember correctly, that one spread snowflakes all over the screen and was fairly easy to break as it was slow, while Deep Freeze was the really annoying one where he froze you in a little block. The original form of Diamond Dust, the one Shiva uses, generally freezes the enemy to the floor and then shatters the ice, causing lots of damage (for the win!)

[Post 213]
Author : Nairalimis
Date : 06-01-06 12:54 PM

Ryuu: Thanks, I'm glad you like it. I'm not sure if Charn scales too well, he's low on damage, but the speed and spot bonuses are good to have. If you do get to use him in that game, please let me know how he stacks with the other level 1 vestiges.

Mysticaloctopus: Is it wrong that I want to make a bard/Binder who uses Random Moments of Wonder to play his bardic music with bodily noises?

[Post 214]
Author : JiCi
Date : 06-01-06 06:43 PM

Ryuu: Diamond Dust was the name of one of Vexen's sleights, right? What was the name of the one with the ice pillars (I might add that to the vestige...)? I am amazed by your work psychic_affinity. Those KH vestiges are quite well done.

6 down, 7 to go !

- Xemnas, The Superior
- Xigbar, The Freeshooter
- Xaldin, The Whirlwind Lancer
- Vexen, The Chilly Academic
- Lexaeus, The Silent Hero
- Zexion, The Cloaked Schemer
- Saix, The Luna Diviner
- Axel, The Flurry of Dancing Flames
- Demyx, The Melodious Nocturne
- Luxord, The Gambler of Fate
- Marluxia, The Graceful Assassin
- Larxene, The Savage Nymph
- Roxas, The Key of Destiny

Though I wonder what kind of weapon you're gonna give to Zexion: he's unarmed last time I checked.

[Post 215]
Author : psychic_infinity
Date : 06-01-06 07:00 PM

I am amazed by your work psychic_affinity. Those KH vestiges are quite well done.
Aww...thanks! :D
Oh, and I did Xigbar; he's the first one I did.

[Post 216]
Author : Mysticaloctopus
Date : 06-02-06 01:38 AM

Is it wrong that I want to make a bard/Binder who uses Random Moments of Wonder to play his bardic music with bodily noises?

No, not at all! You gain a bonus when using those skills with RMoW! Bard-Priests of Armpittius shall Rejoice!

Also, I'm working on those Tetris spells. They'll be posted when I'm done with them, which may be after the boards are bac up and working fully. This could take a while, I'm planning 9 arcane spells, a Cleric domain & 9 divine spells and either a set of mysteries or some soulmelds.

Hopefully It'll be worth the wait!

Here's a preview of what's to come (Sorry, no pun intended)

Piece Preview
Divination
Level: Sor/Wiz5 Brd5
Components: V, S, F,
Casting Time: 1 standard action
Range: Touch
Affects: Creature Touched
Duration: 1 round / level
Saving Throw: Will Negates * Harmless
Spell Resistance: Yes

As you bestow this spell on your target, the way things move and fit together seems to be so much clearer than it was.

The target can tell how flying objects will hit things easily. This gives a +3 bonus to AC against ranged attacks and a +3 bonus to hit with ranged attacks.

Focus: A Gemstone carving of a Tetromino

[Post 217]
Author : JiCi
Date : 06-02-06 04:11 AM

Aww...thanks! :D
Oh, and I did Xigbar; he's the first one I did.Oops, sorry. Guess I lost count.

[Post 218]

Author : Mysticaloctopus
Date : 06-02-06 06:09 AM

Sweet Alexy Pazhitnov's Ghost!
I just took a loot at Ryuu_Tenshi's DevArt Page
(<http://www.wizards.com/leaving.asp?url=http://lady-dragonish.deviantart.com&origin=>) and it is absolutely fantastic!
I also loved the Organisation XIII Katamari thingy in your favourites. Mildly disturbing, but funny nonetheless.

[Post 219]
Author : Ryuu_Tenshi
Date : 06-02-06 09:44 AM

Sweet Alexy Pazhitnov's Ghost!
I just took a loot at Ryuu_Tenshi's DevArt Page
(<http://www.wizards.com/leaving.asp?url=http://lady-dragonish.deviantart.com&origin=>) and it is absolutely fantastic!
I also loved the Organisation XIII Katamari thingy in your favourites. Mildly disturbing, but funny nonetheless.

laughs wow, thanks. And that's not even my latest work o.o I haven't been putting up stuff lately becuase I had art class, and -nothing- takes the creative spark out of you like art class.

However, this summer I've got a lot of long, boring bus/metro rides ahead of me so I'm likely going to have more stuff.

I guess I could put up some of my art class pictures? But that would make SENSE!

Also, Katamari = teh win :D That game is absolutly amazing. MUHAAA LITTLE CHILDREN I ROLL YOU UP IN A BALL.

...
.....
King of All Cosmos vestige, anyone?

[Post 220]
Author : Mysticaloctopus
Date : 06-02-06 11:40 AM

What about a Katamari vestige? Power to make things roll around, TFW!

As for long bus rides... I'm going to have an hour and a half every day next year, that's when I'm going to plan the D&D sessions.

[Post 221]
Author : psychic_infinity
Date : 06-02-06 04:39 PM

Ryuu: I added you to my watch list! (My name's chibi-cthulhu) Oh, and take heed of the warning for my newest Deviation...

[Post 222]
Author : Mysticaloctopus
Date : 06-03-06 04:42 AM

Infinity, I take it you live somewhere near a beach you lucky son of a phthisic. I'd make a page of my stuff (mostly random patterns from Photoshop) deviantArt, but a) People say my mind is pretty deviant anyway and b) They can do too much with any images posted there.

It seems that the small froup has made this thrad it's own, and seeing as there's going to be decreased board activity on creation threads because creations will all be wiped later on, we may as well use this as a temporary 'idea bank'.

So... A vestige of the Sand? The slurpy and fun kind you get on beaches, which is good, not the nasty dry killer sand from the desert. It could have transmute earth to shallow quicksand, call water to do something and maybe cause uncomfotable undergarments... on touch *shudder*

[Post 223]
Author : Ryuu_Tenshi
Date : 06-03-06 07:27 AM

Hmmm. I may go ahead and read through Tome again, becuase I've an idea for making a vestige of one of my PC's... she's a Truenamer who's gotten VERY caught up in defending the Knights of the Sacred Seal. To the point that she knows the Truename of Sir Michael Ambrose and intends to use it ;) Weirdest part is, she's ALSO a cleric of Boccob. Now, Boccob doesn't particularly care that she's chilling with binders (he's Boccob. Since when does he care about -anything-?) But I think St Cuthburt may bet a mite miffed that this meddling truenamer has pwned one of his (ex) paladins in the face. So I've got a feeling that once she dies for good, the four gods that dislike binders might go and punt her out of the universe. Thus, the idea came of a vestige tied to Truenames Problem is, I can't see how to make this thing without making it terribly, horribly broken.

[Post 224]
Author : psychic_infinity
Date : 06-03-06 02:13 PM

After I'm done with the Organization XIII vestiges, I think I'll do a druid-ish one and an incarnate-ish one.

Oh, and Mysticaloctopus, you should do a vestige for the god of DAELEK. By the way, I'm dying to know and I can't wait for two weeks: Does Lynda become the Doctor's companion in season ten?

[Post 225]
Author : Nemorium
Date : 06-03-06 02:26 PM

Hmmm. I may go ahead and read through Tome again, becuase I've an idea for making a

vestige of one of my PC's... she's a Truenamer who's gotten VERY caught up in defending the Knights of the Sacred Seal. To the point that she knows the Truename of Sir Michael Ambrose and intends to use it ;)

Weirdest part is, she's ALSO a cleric of Boccob. Now, Boccob doesn't particularly care that she's chilling with binders (he's Boccob. Since when does he care about - anything-?) But I think St Cuthburt may bet a mite miffed that this meddling truenamer has pwned one of his (ex) paladins in the face. So I've got a feeling that once she dies for good, the four gods that dislike binders might go and punt her out of the universe.

Thus, the idea came of a vestige tied to Truenames

Problem is, I can't see how to make this thing without making it terribly, horribly broken.

Aha. Interesting. I don't think it would be that hard. From what I know of Athear (I think I spelled that wrong, my bad if I did), she seems knowledgable, almost a genius, but shy. I'd give her a bonus to knowledge and Truenaming checks, the ability to use utterances as a truenamer of your level, and maybe the ability to study spellbooks, scrolls, etc. in half the time. As a sign, to reflect the shyness, you take a -2 penalty in all diplomacy checks involving more than five peoples

[Post 226]
Author : Ryuu_Tenshi
Date : 06-03-06 04:43 PM

Aha. Interesting. I don't think it would be that hard. From what I know of Athear (I think I spelled that wrong, my bad if I did), she seems knowledgable, almost a genius, but shy. I'd give her a bonus to knowledge and Truenaming checks, the ability to use utterances as a truenamer of your level, and maybe the ability to study spellbooks, scrolls, etc. in half the time. As a sign, to reflect the shyness, you take a -2 penalty in all diplomacy checks involving more than five peoples

Knowledgable but shy is 100% her character. *laughs* Well, also naive... she's read practically everything about the world, but she's never been out in it. So she tends to get this weird clash between "How it works in the book" and "How it works in the real world"

I like the idea: the only thing is, I really think that only a few utterances should be used. My idea was to have a bonus to Knowledge: Arcana, Religion, and Planes, and then virtual ranks in Truespeak equal to 3+ the binders' level, a +3 bonus to Truespeak, and the ability to use two or three utterances. My choices were Universal Aptitude, Moderate Word of Nurturing, and Energy Resistance.

I only worry about balance.

I'll see what I can do about this soon. I have class on monday so I gotta get ready.

[Post 227]
Author : Nairalimis
Date : 06-03-06 09:20 PM

Sweet Alexy Pazhitnov's Ghost!
I just took a loot at Ryuu_Tenshi's DevArt Page and it is absolutely fantastic!

I have to agree, there's some very nice artwork on there.

I like the idea: the only thing is, I really think that only a few utterances should be used. My idea was to have a bonus to Knowledge: Arcana, Religion, and Planes, and then virtual ranks in Truespeak equal to 3+ the binders' level, a +3 bonus to Truespeak, and the ability to use two or three utterances. My choices were Universal Aptitude, Moderate Word of Nurturing, and Energy Resistance. I only worry about balance.

Balance wise, this is going to be a bit tricky. Energy Negation and Moderate Word of Nurturing are level 3 effects, while Universal Aptitude is a level one effect. You'll be as good as a decently focused Truenamer (Truespeak maxed out, with a +3 bonus equal to skill focus), and abilities which each have multiple uses. You get a bonus to three knowledge skills (do these let you make untrained checks), which synergizes nicely with the Universal Aptitude word. The truespeak checks gain the benefit of becoming supernatural (no SR), but should still be subject to the law of resistance (and possibly only being able to use a utterance 5 rounds after its effects ended (the 1/5 rounds deal), or only being able to use one at a time, and having to wait till one ends to invoke another), otherwise it'll become far to potent.

I'm not sure where to put it at though. Fifth level comes to mind, but that feels a bit high, given that the vestige won't be using the truenaming more than 2-3 times a day usually, between round limits and the law of resistance. You could drop the round limits, but that feels wrong as well. Maybe include a feature that makes Truenaming harder to do on the Binder unless they allow it (a +2-4 increase in diff?), so that they can still affect themselves but are better suited to shrugging off the powers of Truenamers? In a Truename heavy setting, that should be worth something.

[Post 228]
Author : belthazzar1113
Date : 06-04-06 01:21 AM

from OotS...

Banjo,
Master of song, clown of music, avatar of puppets...

Level:1
Binding DC: 15
Special Requirement: None

Legend: The mystery of the cult of banjo has been lost to the mists of time. But it was said that a powerful and charismatic bard inspired a song so undyingly perfect that his banjo became sentient to carry on the song for all time. The song's pure dulcet tones inspired worship from all who heard its sweet melody and raised the instrument to divinity. Using a small hand puppet to personify a banjo player and to be its avatar banjo went on to gather followers across the world. However due to a horrible fragmenting of the religion and defections from within, and a faulty coffee maker, banjo's worship fell. At last no one was left but the bard who originally inspired the song, and even he forgot Banjo in pursuit of something shiny.

Manifestation: Kneeling in front of the circle of banjo you hear a strange strumming noise as the song starts up. This Banjo music has been known to cause grown men to wince and panic as it strikes some strange chord within them. An irresistible urge to place one's arm within the summoning circle arises and banjo

appears on the end of the binders arm strumming his banjo with an evil look in his eye. Negotiations are very often swift with the binder promising to find banjo worshipers and to promote the agenda of puppets. Withdrawing the arm banjo exits his sign and becomes mostly a simple hand puppet.

Sign: One of your hands has a small green robed clown puppet attached to it, the clown is holding a banjo that strums softly all the time. This can be passed off as just a regular hand puppet or can be removed and hidden but this counts as suppressing Banjo's sign. Which any binder can do without need of the suppress sign ability.

Influence: Banjo demands worshipers!!! In any non-combat situation you must try and get everyone you meet to worship and follow banjo. This will involve at least one minute of conversation. Each time that you summon and bind banjo you will try and convert your adventuring group again.

Powers:

Banjelic Seduction: The call of Banjo is strong. When showing Banjo's sign and using him as a ventriliquist dummy (even if its blatantly obvious its you) people find your words somehow soothing to their soul. You gain a +1 on diplomacy checks for ever two effective binder levels you posses. This ability can not be used if Banjo's sign is suppressed.

Friends in High Places: Banjo is beloved by all the Gods, they just won't admit it. Banjo is spared by divine decree from effects that would destroy him. Any time the binder of Banjo is subjected to a spell or effect that would put them below zero hp or outright kill them, they are allowed a single reroll on their saving throw. Any time a weapon hit would deal enough damage to kill a binder of banjo the damage must be rerolled and the binder takes the more favorable of these results. Unfortunately divine patience is somewhat less than stellar and this ability, once used, is unavailable for 5 rounds. This ability may not be used if Banjo's sign is suppressed.

Chords of Terror: For some unknown reason, Banjo gets great joy out of playing the same few chords that seem to inspire nameless dread in mortals... especially males. Banjo may play these chords as a standard action and all creatures within 30 feet must make a will save or be shaken for two rounds. Males suffer a -1 on this saving throw. Genderless creatures are strangely immune to this effect. This ability may only be used once every five rounds and may not be used if Banjo's sign is suppressed.

Wrath of Banjo!: The feared and coveted ability of divine smiting is granted to those who are bound to Banjo. His wrath may be released as a standard action each and every round. A dark storm cloud of lightning forms above or near the head of the target that must be within close range, and a jagged bolt of lightning streaks out to immolate the target in divine retribution. Unfortunately, since Banjo has almost no followers the cloud is only as big as a halfling's fist and the lightning bolt is similar in size to a fork. It deals a single point of electricity damage, but does not allow a saving throw nor is it subject to evasion!! BANJO'S POWER CAN NOT BE AVOIDED!!

All hail and worship at the feet of the mighty banjo. Thank you.

Author : Mysticaloctopus
Date : 06-04-06 04:30 AM

What about variants for the multiple churches? There are those two that are like different church branches, and then there is the temple of BANJTHULHU!

I'd have Banjthulhu as a vestige of slightly higher level, with a new ability replacing the Wrath one. Maybe something like "Unholy coffee machine of pain", which sends the aforementioned object flying into the face on an enemy, causing bludgeoning damage and quite possibly confusion as they try to work out where on earth these bloody coffee makers are coming from.

I reckon they should make a series of Bear with Me... That'd rock.
Also, If you really, really want to know, Infinity
No, Lynda with a Y doesn't become a companion.
The reason being
She gets Exterminated. The dalek is out in space, where nobody can hear it shout EXTERMINATE, but it does so anyway. You can tell because the lights flash.

Also, next series, in episode one
There are cat-girls. Car girls in *gasp* non-revealing clothing!? Oh, wait, they're Nuns... Heheh... Everyone knows what that means! :D

Some more nifty tidbits of info!
Episode two features Queen Victoria and a were-wolf, with some beautiful CGI, episode 3 has anthony stewart-head (the smart librarian from Buffy) playing a very nasty baddie school headmaster, who acts like hannibal lecter. Episode 4 has ticking clocks of DOOOOM, episodes 5 and 6 see the return of the Cybermen, brilliant! men in suits never looked so intimidating! episode 7 has television doing bad things to people (I thought violent video games were evil, not BBC presenters!) and we've just had episode 8, with Mind Flayers! Only they're called "Ood", and they have very small tentacles indeed. Also it has a black hole, satan and a bloke with writing all over him who gets paranoid and shaky. Very fun. It's the first half of a two-parter

There we go! No major spoilers in the second and third blocks, just the general gist of what goes on. Also, we know that episode 10, Love and Monsters, features a monster called an Abzorbaloff, which is like what happens if a fat hungry bloke had babies with Rover from the Prisoner. It kinda glomps people up. It was designed by a kid who won a competition, hence the whole slightly tongue-in-cheek idea of the fat man eaty monster thingy.

[Post 230]
Author : Witch
Date : 06-04-06 04:40 AM

Has anyone considered putting all the vestiges in one topic, in sblocks?

[Post 231]
Author : psychic_infinity
Date : 06-04-06 05:45 AM

Hmmm, the weird thing is I already knew most of that from Wikipedia, but it didn't specify seasons, except for the werewolf one (yay werewolves!), but I guess it makes sense now. Wait a minute, then that means with what I've read...Rose remains

as the Doctor's companion? :nonono: Oh, and what did the Doctor mean by "The biggest cover-up in history"? There was no cover-up, just a really disturbing look at the future of entertainment television. Makes you laugh, cry, and think all at the same time.

[Post 232]

Author : Mysticaloctopus
Date : 06-04-06 08:37 AM

Okay! I've never played either of the Katamari games, so I have little idea of what would be needed for a Katamari-based vestige. Which means I'll have to try something else...

First off, more of that little discussion between the two 'Flayer-avatared people in this topic (That's me & Psychic Infinity)
Yes, rose stays. She does become a better character. Also, K-9 and Sarah Jane come back, just for the one episode. Mickey gets some great development in the two Cyber-Episodes.

Mario
The Plucky Plumber
[b]Vestige Level:
Bind DC:
Special Requirement: Yes

Known only to a very select few Binders who have studied the history of the ancient Empire of Fungi, the great Mario was the champion of the kingdom and quite possibly lover of the Emperor, the Fruit Mistress, though some think that in secret, this role fell on Mario's greatest enemy, the Fat Tortoise, in whose castle the Fruit Mistress spent most of her life.
It is unknown how Mario fell, though some think he fell victim to a Bag of Devouring placed at the bottom of a deep pit.

Seal: Inside the circle of the seal is drawn a stylised 5-pointed, with two ovals for eyes. It must fill a whole 5-foot square.

Special Requirement: The binder must wear a green hat or other type of green headgear while making the pact. Using Prestidigitation to colour an item is acceptable, but gives a -2 penalty to the bind check.

Manifestation: The first thing heard is a voice, with just a hint of a foreign accent, shouting "Heere we Gooooo!". Suddenly, the Seal turns black with a ring of green around the edge. This rises from the ground, and after about a foot of the green pipe has emerged, the width suddenly drops slightly. When the pipe is at about three feet into the air, a short man jumps out wearing red dungarees over a blue vest, along with a red cap bearing the letter "M". Mario addresses his binder in a friendly way, nodding often. When the binding is done, he removes his hat and tosses it to the binder before jumping onto the pipe, posing before he sinks back down. The pipe then retreats into the ground, leaving the floor as it was before the seal was drawn.

Sign: You wear Mario's signature red cap. You may remove it and don other headgear, such as a metal helmet or some magical headgear, but it always appears to be the red cap. It shades your face as a hood does if that is part of your clothing.

Influence: You become fiercely protective of your views, friends and property. Anyone who threatens one of these suddenly finds that they are on the revealing end

of your wrath. You may make a will save against your own normal DC for vestige abilities to resist this temporarily, but you must seek to right the wrong within 1 hour. Killing is not preferable - Bringing the criminals to justice is best, and humiliation comes in as a close second.

Granted Abilities:

Do the Jumpman: You become a natural expert at jumping. You gain a +20 on all Jump checks, and height / distance are not limited by the usual conditions.

Jumping Attack: You can jump as part of a charge action to attack or sunder. In addition, you deal a bonus 1d6 damage on unarmed attacks used in this manner.

Mario Fireball: You may launch small fireballs from your hand. This duplicates a Scorching Ray spell, except that instead of a line of fire you launch a small ball of flames that tumbles towards the target. This may be done once per round.

Super Mushroom: You may conjure a magical fungus from thin air once per binding. The mushroom is about 8" across the cap and 5" across the stalk. The mushroom has a white stalk with two black ovals for 'eyes', and the cap is red with white spots. Creating the mushroom is a swift action, and consuming it is a move-equivalent action. Only one bound to Mario may consume the mushroom. Once eaten, the binder feels rush of power. This suddenly manifests as an Enlarge Person spell, taking effect in the round when the mushroom is eaten. In addition to the usual benefits, the effect lasts for 1 hour. The eater becomes immune to Death effects and death from massive damage while in this state - He instead loses the effects of Super Mushroom. Finally, the binder may also deliver more powerful jumps. He is considered a Monk for the purposes of the damage he deals with the Jump, which is counted as a Monk of his EBL's unarmed attack. The jump counts as a charge ending with a single attack.

There we go! The Prince of Persia is next! Wall-running, more nifty jump power and time rewinding! Woohoo!

As ever, PEACHing on Bind DC and vestige level would be appreciated.

[Post 233]
Author : Mysticaloctopus
Date : 06-04-06 01:01 PM

Who! Here we go!

The Prince
Saviour of Persia
Vestige Level:
Bind DC:
Special Requirement: No

The Prince was the regent, saviour and champion of his father's ancient empire. When he wa barley out of his Teens, he saved his entire city from ruin in less than a single hour, escaping the dungeons of the Babylonian palace (No mean feat, the palace was constructed by a genocidal madman with a grudge against adventuring Princes). As time passed, he was tricked into destroying his nation by freeing the Sands of Time, but he embraced their power to bring his people back. Travelling to the Island where the sands originated, he rewound time to bring his love back, and then defended what remained of his city from both the evil Vizier and his own newly awakened evil alter ego.

Manifestation: The Prince steps forward into his Seal cautiously, sliding forward as is unsure of the ground ahead of him. The prince is upfront and to the point, seeming restless, as if something weight on his mind. Once the binding is complete, he flips backwards out of sight, leaving a trail of sand that glitters as he fades from view.

Sign: You leave sand wherever you go, grains dropping from your hair as it is caught in the wind, left after you touch something, falling slowly from your sleeves and trousers, and so on. This sand glitters slightly, as if occasional grains of Gold Dust were mixed with it.

Influence: You become like a spoilt prince, pouting and making a fuss if things do not do your way. You use any authority you have to get what you want as quickly as you want, and do not voluntarily make take No for an answer. If you can, you use diplomacy (Think of the prestige! Son of the High Mage buying robes here...), intimidate (My father is High Mage! He'll be angry!) or, if you use it, Credit Rating (a la CoC) to get your way.

Granted Abilities:

Amazing Athletics: You become incredibly fast on your feet, able to turn "on a dime" while running at amazing speeds. Your base land speed increases by 10 feet, and you may make one turn of up to 90 degrees during any move action at no penalty, or two turns at a penalty of 10 feet. You also gain the Up the Walls Psionic feat, though psionic focus is not required to use the feat. You may run on walls if you have 1 move action of run up, and may remain on a wall for 2 move actions. Essentially, you may spend the first half of a full move as a run up, the second half of that round on the walls, and then the first half of the next round on the wall before you must jump off or fall prone.

Leap of the Monkey: You become far more acrobatic than any human should naturally be. Though you are magically enhanced, it is said that the Prince could perform such feats simply through talent. You gain a +30 on all jump checks and your distance / height is no longer limited by the usual rules. Furthermore, you ignore an extra 10 feet of distance when falling and gain the Monk's Slow Fall ability as a Monk of your EBL. The extra distance and slow fall do not stack - If you reach a wall, you use slow fall instead.

Eye of the Storm: By channeling the Prince's Sands of Time, you may move with such speed that everything else seems to be much slower. Once per day, you may take an extra round at the end of your round. This ability, unlike the spell Time Stop, does not stop time, and thus creatures can still be hurt. In this extra round, you gain an effective +6 to dexterity, because your reactions are so much faster than everything else around you. You must show the Prince's sign to use this ability. In addition, after the extra round you become Fatigued for the rest of the encounter, because of the strain on your untrained body of harnessing the destructive Sands. You may not use this ability while Fatigued.

Recall: Once per day when bound to the Prince, you may use his most famous feat of the Sands - the power to rewind time. This allows you to travel back 3 rounds, with knowledge of what people are about to do. No concentration is required to use this, unlike the spells and psionic powers that generate the same effect. Once you use this ability, you become Fatigued for the duration of the encounter. You may not use this ability while Fatigued.

There! I hope the two Sands powers aren't too broken. They're emergency powers, and cannot be used together. The two athletics/acrobatics powers represent the amazing jumps and wall runs (I'm sure he's more than half monkey) that are seen in the

games, and the sands are there because they're what the games are about. That and they're so Fun!

[Post 234]

Author : Neochronic

Date : 06-04-06 05:56 PM

These are some cool looking vestiges. Good work.

Anyone think giving the druid's shapeshifting ability (from PHBII) on a 1st level vestige would be balanced? I'm working on a setting, and I've dropped the druid from it, but I love the shapeshifting ability and it'd be a shame to drop it right after they made it balanced and cool.

[Post 235]

Author : psychic_infinity

Date : 06-04-06 07:35 PM

Thread Title : Since this will be deleted anyway...

...It should be an interesting break.

Link

The Hero of Time

Level

Bind DC

Legend: Link is an odd vestige as there are multiple links who could equally be bound. They all share the same qualities of heroic attitudes, courage, and habit of dressing in green. Binder scholars usually agree that this Link is the one that saved the kingdom Hyrule from the evil Ganondorf by traveling to the future to defeat him and rescue the princess Zelda. After that, Link went back to his own time to look for an old friend, but actually wandered into an alternate dimension that was under the dire threat of the moon crashing down onto the hapless world below, but Link helped to avert that disaster as well. The fate that befell Link is unclear, but obscure lore suggests that he merely faded away on a quest to find a princess of twilight...

Special Requirement: Link can only be called by a good binder, and in his seal must be placed a small ruby, emerald and sapphire (they can be of a trivial cost).

Manifestation: The three crystals rise into the air with beams of gold light connecting them into a triangle. The music of an ocarina can be heard before a young boy with blond hair wearing a green floppy hat, a green shirt, and brown pants and shoes appears in the middle, holding a sword. He then plays a note on his ocarina and disappears.

Sign: A gold triangle appears on the palm of your right hand with a triangle in the center missing (so it looks like three gold triangles).

Influence: You try to help everyone you meet, and even write down their plights in case you can help them later on. Also, the only melee weapons you can use are the short sword and the long sword and the only ranged weapons you can use are the short bow and the long bow.

Granted Abilities:

Din's Fire: Once every five rounds you can call a ring of fire around you with a radius of five feet that does not harm your allies and all enemies take 4d6 points of fire damage (reflex save for half damage).

Faeroe's Wind: Once every five rounds you teleport yourself back to a safe spot from your travels. If you are in a dungeon you are teleported back to the entrance of the dungeon. If you are outside you are teleported to the nearest safe place

that you have already visited. You can bring one ally along per binder level.
Nayru's Love: Once every five rounds you may call upon a globe of invulnerability that lasts a number of rounds equal to your binder level and effects only you.
Ocarina: You gain Link's ocarina. You gain virtural ranks in Perform (Wind Instruments) equal to your binder level for the purpose of using the ocarina. You can use a number of abilities with Link's ocarina of time.

-Zelda's Lullaby: By making a DC 15 perform (wind instruments) check, you may play a soothing song that either mimics the Lullaby spell (save DC equals your perform result), or gives you a +5 musical bonus on diplomacy checks with one creature that can hear the song and can be affected by mind-affected abilities.

-Song of Time: By making a DC 25 perform check, you may affect the flow of time. You may make a Haste or Slow affect that lasts as long as you continue playing (make a perform check each round) that affects one creature.

-Saria's Song: By making a DC 20 perform check you may affect an augury that gives you advice on your current situation. This is could be a hint about the location of a hidden object, a small strand of lore about a place, or a riddle with the answer revealing a monster's weakness. The augury reveals the same information each time you use it if you are in the same situation.

[Post 236]

Author : urial angel of death
Date : 06-05-06 03:58 AM

is anyone saving the updates after May 30?
These are great and I'd hate to see them go away

[Post 237]

Author : belthazzar1113
Date : 06-05-06 11:29 AM

The Prince
Saviour of Persia

one thing to mention is that the main reason there are no travel back in time abilities in dnd is that you have to record each and every single thing that happens each and every single round if you have the ability to go back. its a book keeping nightmare as people want to change their actions or alter the normal flow of combat. going back three rounds might be nice for the binder but the other players at the table are going to react differently. and want to have that knowldge as well.

a slightly better solution might be to fake the going back in time with the Foresight spell. Give it a duration of three rounds and only useable every five rounds. Since your cutting the duration from 10/mins per level to three rounds you can knock the casting level down a bit and keep the prince at mabey 6th or 7th level.

[Post 238]

Author : Neochronic
Date : 06-05-06 03:44 PM

Just thought I'd mention: They said these boards will still be available, just unavailable to post to, after the switchover. So once the switchover happens, we

can just copy everything since the snapshot over to the new board.

[Post 239]
Author : Ryuu_Tenshi
Date : 06-06-06 12:35 PM

Argh! *bump!*

[Post 240]
Author : Ryuu_Tenshi
Date : 06-08-06 11:24 AM

bump did everyone die?

[Post 241]
Author : Nairalimis
Date : 06-08-06 12:40 PM

I was unfortunately eaten by wolves.

Gygax
The Master of games
Level: 6
Bind DC: 26
Legend: [When I can think of an amusing way to phrase this, Legend will be inserted]
Special Requirement: Gygax must be summoned in a dungeon, or in sight of a dragon.
Manifestation: Appearing as a human formed of three dimensional platonic solids, Gygax forms as the solids roll together, and once bound, his body rolls into the Binder, leaving only his mark as the sign of his passage.
Sign: Three polyhedrons, tattooed onto the binder's palms. A binder may not suppress this sign.
Influence: You must use random decision making, often through dice or coins, in any situation where you are not in danger.
Granted Abilities:
Giant BEES!: The binder may summon 2d4 Giant Bees as a standard action, these bees are treated as regular giant bees, except they gain 3d8 hit dice, +4 Strength, +2 BAB, and +2 Con, and their position DC is 3 higher (including Con bonus). Once killed, the bees may not be summoned again until Gygax has been rebound.

Historical Trivia : The binder gains +4 to Knowledge (History, Geography, and Local) checks, and may make untrained checks. A failure on these checks will always lead to inaccurate, but amusing, interpretations of what happened.

Gordian Vernacular of Cognitive Attenuation: The binder gains the ability to weave a web of verbosity which stupifies the ingenuous minds of innocent people. The binder may affect up to their level in targets, as long as they are all within 20 feet of one another. Targets must make a Will save or be dazed for 1d4+1 rounds. The target must be able to hear the binder, and they must share a language. Alternately, the binder may target a single target, and speak to it for two rounds (requiring two standard actions), at the end of two rounds the target must make a Will save or take 1d6 (+1 per 4 EBL) Int or Wisdom damage. A target who successfully saves against either use of this ability is immune to any further uses

for the rest of the day. Once used, this ability may not be used for five rounds.

Intricate Reversal of Fortune's Laws : The binder may twist the currents of fate. For one roll, the values of a die are reversed, with the lowest number counting as the highest, and so on. This may be used once every five rounds. If used before the dice are rolled, the binder merely declares their use. If used after a roll is made, the Binder must make a charisma check (DC 15+-[the distance of the number from the average roll rounded up or down, as is most disadvantageous to the Binder]). A failed post-roll Charisma check means the Binder may not use this ability for the next eight hours.

Tip the scales of balance : No longer bound by a simple progression of abilities, Gygax grants those bound to him the ability to manipulate the potency of their teammates or enemies. As a full round action, the binder may "rebalance" a target. Fighters, rogues, or barbarians gain an additional level for the next (1d6+1) rounds treat as Enervation, but make all the penalties into bonuses. And bonus spells must be selected from spells known if the target memorizes spells. Wizards, sorcerers, clerics, and any primary spellcaster gets a negative level for the next (1d6+1) rounds, which functions as it does in Enervation,. Bards are unaffected by this ability. Once used, this ability may not be used for five rounds, and cannot be used more than once on a target. If used on a monster that has no class levels (or effective class levels) roll percentile dice, on a 1-50, the monster is weakened (gains a negative level) on a 51-100 it becomes stronger (follow the rules given for fighters and rogues). This ability does not allow a save.

Comments wanted, especially on tip the scales, as I couldn't think of a really good power to represent the oddity that was early experience tables.

[Post 242]
Author : Mysticaloctopus
Date : 06-09-06 12:52 AM

Tip the Scales may take some time because of choosing feats, etc. It may be easier to make it grant negative / positive levels instead of temporary "real" levels.

I wonder what Gary Gygax would say if he read this? I have no idea, but I expect it'd invoke his Gordian Vernacular of Thingummyjig, only epic-level strength.

[Post 243]
Author : Nairalimis
Date : 06-09-06 11:54 AM

A good idea, and edited so that works. Hopefully it's a bit easier to use now, the no save issue is hopefully balanced by the fact it can only affect a target once.

[Post 244]
Author : Millenia
Date : 06-09-06 01:49 PM

Well, here's the first vestige I designed, though I must say that I'm terrible at balancing things and I think I went overboard with some of the abilities.. Any suggestions and critique will be appreciated. ^^

I do need suggestions for the vestige level, binding DC, the special requirement, since I probably went overboard with prohibited vestiges, and the wording for the abilities. >.>

Name: Millenia Antares, Celestial Saint

The Seal:

Vestige Level: 7

Binding DC: 30

Special Requirements: Yes

Legend: Millenia was a saintly being who went from prime world to prime world, to even the outer planes, representing the cause of good, by herself or with other, less charitable beings. She became so revered, yet so little known about her, that some cultures adopted her as a saint, as an aspect of a goddess (Isis being a favored one in Mulhuandi-esque cultures, as she used magic), or almost as a myth. One day, she found out about the threat of some great evil cosmic entity - some believe it to have been Chupoclops, some Acererak - and went to gods and celestials alike, but found little beyond token support. She rounded up a group, including her twin sister, and left with them to slay the being. In the ensuing battle, both her and her sister fell - or, as with Chupoclops, all fell. Her destruction by the being was so utter, by some profane ability or Chupoclops's mouth, and her worship so great, that she was denied a peaceful rest on the Upper Planes, and she became a vestige.

Special Requirement: For some reason, Millenia hates Acererak, Chupoclops, Geryon, Tenebrous, Zagan and will not answer your call if bound to any of them.

Manifestation: To be determined

Sign: Your face take on a gentle, almost soothing, quality and are always at peace, regardless of your actual thoughts or feelings. You also cannot shout.

Influence: While influenced by Millenia, you believe that you are the only one capable of solving the world's problems. Millenia requires that you agree to assist anyone with any legitimate problem. Additionally, you cannot be the first to use aggressive actions unless another does it against your allies or yourself first.

Granted Abilities: Millenia gives you the ability to calm enemies before they can strike, the ability to capture them with minimal harm, a portion of her intelligence, and her magical talent.

- Calm Emotions: you are always affected by this ability, as the spell. You cannot use this ability to if you do not show Millenia's sign. You can use the spell as a supernatural ability 1 time per binding. At effective binder level 17, you can use Calm Emotions 2 times per binding. At EBL 19, you can use it 3 times per binding.

- Entangling Ectoplasm: You draw forth a glob of ectoplasmic goo from the Astral Plane and immediately throw it as a ranged touch attack at any creature in range. On a successful hit, the subject is covered in goo and becomes entangled. The goo evaporates after 5 rounds. The maximum creature size you can affect is determined by your effective binder level: at EBL 1, the maximum size is medium; at EBL 4, the maximum size is large; at EBL 7, the maximum size is huge; at EBL 10, the maximum size is gargantuan; at EBL 13, the maximum size is colossal.

- Merciful: All weapons gain the Merciful quality. This ability can be suppressed at will as a free action.

- Millenia's Aptitude: You gain a +4 bonus to Autohypnosis, Spellcraft, Psicraft checks, and you can use those skills as if you were trained, even if you have no ranks in that skill.

- Millenia's Intelligence: You gain a +4 bonus to Intelligence.

- Nonlethal Substitution: At will, a spellcaster can modify any spell he or she casts to deal nonlethal damage instead of other damage types (fire, ice, acid, sonic, electricity, force). The nonlethal spell otherwise works normally in all respects except for the type of damage dealt. A nonlethal spell does not use a spell slot higher than the spell's normal level. Additionally, this ability may be used for manifesting nonlethal powers in the same manner as above.

[Post 245]
Author : psychic_infinity
Date : 06-09-06 04:26 PM

Millinea Antares is interesting; I'd put her around level seven. You probably also couldn't bind her if you're bound to Cthulhu, just saying.

[Post 246]
Author : Millenia
Date : 06-09-06 05:26 PM

Millinea Antares is interesting; I'd put her around level seven. You probably also couldn't bind her if you're bound to Cthulhu, just saying.
Ah, I see. Thank you. And, indeed, she would not allow herself to share the same body as any of the greater evils in the multiverse.

Too bad her sister isn't as fleshed out. XD

[Post 247]
Author : Mysticaloctopus
Date : 06-11-06 11:06 AM

Well, I've been away from this topic for quite some time. Time for me to make my return!

Shorty
The Stalwart Goblin
Vestige Level: 3
Bind DC:
Special Requirement: Yes

Shorty was a Goblin mocked by all of his clan for his size, small even by Goblinoid standards, yet he stayed loyal to his group. Always accepting the duties he was given, his size often saved his skin as traps built by other clans to skewer the average Goblin through the head simply pierced the tops of his ears. Eventually, his Clan's cave was raided by a group of Dwarves who sought to remove the source of night-time raids. Shorty, on guard duty, stood his ground at the narrowest point of the cave as his Clan fled. When they came back, they found Shorty had finally met his end when he collapsed the cave, killing all the Dwarves inside, along with himself. Shorty's legend is still retold centuries later, and he has become something of a Hero to the Goblins of the world, short or tall.

Special Requirement: Shorty cannot be bound by Dwarves unless they wear the paint of Shorty's clan. Removing this during the pact will end the pact and prevent another pact with Shorty for 72 hours (3 days)

Seal: A hand with the middle and ring fingers missing the tips, the 'flag' of the Clan shorty gave his life to save.

Manifestation: Rocks seem to fall from above the seal, piling quickly to form a round column of brown stones, each about 8-12" across. When these reach about 3' high, many of them burst out, turning into a fine spray of dust, sand and mud as they leave the seal. What is left is a stone carving of a goblin, surprisingly short and with a large hole in each ear, just above his head. The carving is

clearly alive, as it moves with the fluidity of a living thing.

Sign: You have a large hole in each ear, somewhere near the top. This doesn't cause hearing loss, but is noticeable. You can try to pass it off as some kind of battle wound, but it looks odd nonetheless.

Influence: You would rather defend than flee. You will always be last to run from a situation, and will stand rather than cower. Retreating counts as breaking influence.

Granted Abilities:

Defensive Stance: You may use the Dwarven Defender's Defensive Stance ability as a Dwarven Defender of your EBL. If you have levels in Dwarven Defender, you add these to your EBL for these uses granted by only.

Immunity to Fear: The binder gains Immunity to all Fear effects, Magical or Nonmagical. This does not extend to the Binder's allies.

Last Stand: Once per day, the binder may increase his hitpoints as a free action, taken when he is hit by an attack of any sort, after damage from the attack is applied. The binder gains 1 temporary hitpoint per binder level. These temporary hitpoints last for 10 minutes.

Death Throes: Although nobody actively seeks death through fighting off innumerable hordes of foes, such hordes often bring death seeking the binder. If the binder reaches 0 or lower HP during his time bound to Shorty, the area is wracked by a great explosion. This does not damage the binder, who may survive if aid comes quickly after the blast. The explosion is effectively an empowered Fireball cast by a wizard of the Binder's level with a target of the Binder, though half the damage is Fire and half is Bludgeoning from the clods of earth and stone thrown up around the binder.

Death Throes ends the binding to Shorty, and robs the binder of any temporary hitpoints gained by Last Stand.

I went more for flavour than effectiveness here - He's there so that in preparation for a big final battle the Binder knows he'll go down fighting. Of course, if the Seropaens are after you, this may be an all-too-common occurrence.

Also, Goblins (<http://thunt.comicgen.com>) rules.

Edit: Why can I never ever spot spelling mistakes until I've hit the post message button?

[Post 248]
Author : psychic_infinity
Date : 06-11-06 07:58 PM
Thread Title : Lmao

NOTE: Please, oh please, do not take this seriously!

Chuck Norris
Chuck Norris
Level: 9
Bind DC: Chuck Norris always overcomes the Binder.
Lore: Chuck Norris, according to binder scholars, is the only vestige that is still

alive, mainly because he would kill all the other vestiges if he went to their realm.
Special Requirements: The Binder does not call Chuck Norris; Chuck Norris calls the binder.
Manifestation: Chuck Norris
Sign: The binder is assimilated into Chuck Norris.
Influence: The binder must be Chuck Norris.
Granted Abilities:
The only major export of Chuck Norris is pain: Your binder BAB is replaced by the fighter BAB (full attack progression). Also, your BAB gets an additional +1 bonus and you get the power attack feat for free.
Roundhouse Kick: You can deliver a powerful deadly kick. This is considered making a trip attempt, except you roll as if making an unarmed strike that deals full damage and has a critical hit of x3 on a roll of 10 or higher. This attack overcomes all damage reduction.
Chuck Norris counted to infinity twice: You are immune to all arcane magic.
When God said "Let there be light" Chuck Norris said "Say please": You are immune to all divine magic.
Chuck Norris thinks, therefore, everything is: You are immune to all psionic effects.
Chuck Norris has no need for a soul; souls have a need for Chuck Norris: You are immune to all incarnum effects.
Chuck Norris' shadow is afraid of Chuck Norris: You are immune to all mysteries.
Chuck Norris doesn't read; he stares and the pages until the book gives him the information he wants: You are immune to all truenaming effects.
Chuck Norris isn't as tough as nails; nails are as tough as Chuck Norris: You gain Damage Reduction 20/-.
Chuck Norris does not bleed, for he has never been cut: You gain Fast Healing 20.
Toughness: You gain the benefits of the toughness feat.

Well there you go: Enjoy you sick freaks!

[Post 249]
Author : Millenia
Date : 06-11-06 09:42 PM

..... I am so hand-wringing my DM into giving me that vestige.
..... <_< Go make Mr. T and Vin Diesel vestiges as well. They command you!

[Post 250]
Author : Ryuu_Tenshi
Date : 06-12-06 11:39 AM

falls over laughing

Just for my own amusement I'm going to have to make a vestige based on a philosophy professor at my school... reason being that this prof. is an amazingly cool guy, so much so that one dinner a friend of mine and I had two hours worth of discussion/debate as to how Dr Bradley could defeat Chuck Norris. We determined that the easiest way is that Dr Bradley would use logic to prove that Chuck Norris didn't exist, and because Dr Bradley is so cool, Chuck would cease to exist.

(Seriously, Dr Bradley is one of the coolest guys on the planet. His philosophy

classes are AMAZING, and this is coming from someone who loathes most philosophy. Not to mention he's a real, live bishounen. I kid you not. :P)

[Post 251]

Author : psychic_infinity
Date : 06-12-06 02:15 PM

So he's an anime character teenage girls/homosexual teenage boys lust after and draw yaoi pairings and write pairing stories that other people greatly protest because "that would never actually work out"?
And the Chuck Norris vestige was a joke.

[Post 252]

Author : Anguirus23
Date : 06-12-06 04:28 PM

Here's one I designed for my campaign. With the amount of psionic items they were finding, I figured it would be really cool to have a psionic equivalent of Karsus. Fans of the FR novels of R.A. Salvatore should find her familiar:

K'yorl, Dark Betrayer
Vestige level: 4th
Binding DC: 27
Special Requirement: Yes

Binding K'yorl gives you access to some of the psionic power she had in life, as well as some of her innate dark elf abilities.

Legend: In a faraway realm, drow houses, led by fierce matron mothers, jockeyed for position. During a time of great upheaval in the pantheon, Lolth deserted these drow. Oblodra, third house, was not affected by this catastrophe because, unknown to most, they were not practitioners of magic at all, but psions. Matron Mother K'yorl Oblodra masqueraded as a priest, paying lip service to a god she despised. She saw her opportunity when this "Time of Troubles" occurred, and she plotted to destroy the first house, Baenre, and rule the city of the dark elves. The avatar of Lolth personally appeared to Matron Mother Baenre and granted her a powerful artifact, with which Baenre utterly destroyed House Oblodra. But the spirit of K'yorl, though cursed by Lolth, would not go to the Abyss with the rest of her family. Consumed by hatred and rejecting the gods, K'yorl became a vestige.

Special Requirement: K'yorl will not answer the call of any who worship Lolth. Also, she insists on being called by her full name and title in life, "Matron Mother K'yorl Oblodra." The first offense creates a -10 penalty on the binding check, and on the second, she will disappear and refuse to answer the binder's call for 48 hours.

Manifestation: A lump of sulfur appears and sizzles with heat, then cracks open like an egg to reveal an emaciated elven form. Her flesh is continually flayed by some invisible force down to bare, black bones. It continually regenerates, so that her skin and muscle literally ripples, traveling over her form as it grows and is ripped away again. Flames dance around her, and the smell of sulfur is nearly unbearable. Her arms and legs are shackled, but the taut chains simply end in midair. Despite her horrid appearance, she remains the picture of wounded dignity, unless the binder somehow offends her, in which case she flies into a screaming rage and thrashes madly, sending burning sulfur and bits of gore flying, to

disappear at the boundaries of the illusion.

Sign: Your irises turn a deep, wine red, and intermittently (25% chance at any given moment) glow brightly.

Influence: Your demeanor becomes gloating and superior, and you feel driven to prove yourself the strongest and best in all things, from combat to chess. You relish mental challenges above all others. In addition, K'yorl requires that you attack drow on sight, and attack other elves and dwarves in preference to all other enemies.

Granted Abilities:

Mental Prowess: You can use power trigger items as if you were a wilder of your effective binder level.

Vision of the Underdark: You gain darkvision to 60 feet. If you possess natural darkvision, its range extends by 30 feet. This benefit does not apply to magically granted darkvision.

Faerie Fire: You can use faerie fire at will, as the spell.

Mind Thrust: You can deal 1d10 damage to any creature as a standard action. A Will save on the part of the subject negates this damage. This is a mind-affecting, telepathy effect with a range of 30 feet.

Ego Whip: You can deal 1d4 + 1d4/five effective binder levels Charisma damage as a standard action. The subject is also dazed for one round. A successful Will save halves this damage and negates the daze. This ability can be used once every 5 rounds. This is a mind-affecting, telepathy effect with a range of 120 feet.

Id Insinuation: You can confuse any one creature. The confusion lasts for as long as the binder concentrates on the target, plus 1 round. A successful Will save negates this confusion. This ability can be used once every 5 rounds. This is a mind-affecting, telepathy effect with a range of 30 feet.

d% Behavior

01-10 Attack binder with melee or ranged weapons (or move toward binder if attack not possible).

11-20 Act normally.

21-50 Do nothing but babble incoherently.

51-70 Flee from binder at top possible speed

71-100 Attack nearest creature (do not count psicrystals).

[Post 253]

Author : psychic_infinity

Date : 06-13-06 05:20 AM

Yay, psionic drow!

Hmm...I never thought of that...

Hey, the upgrade to the boards should be complete.

[Post 254]

Author : Witch

Date : 06-13-06 08:13 AM

To the people frequently visiting this post:

I am planning on starting a pdf based on Tome of Magic - I'll be starting work on it in about 2 weeks.

It'll include new vestiges, new feats, prestige classes, monsters, and similar. I

was wondering if any of you were interested. Pact Magic is supposed to be the main subject of the pdf, though I plan to support the other systems as well. The pdf will ofcourse be free. Anyone interested in helping me should just toss me a PM :)

[Post 255]
Author : psychic_infinity
Date : 06-14-06 08:19 PM

:bump:
I'll continue the Organization XIII vestiges soon... :)

[Post 256]
Author : Nairalimis
Date : 06-15-06 12:41 PM

Another vestige, I'd like to this that this is the best possible job I could have done. So no PEACHing. ;)

Pangloss, The Perfected Philosopher
Vestige Level: 5
Binding DC: 22

Legend: Said to have been the greatest philosopher in the far off land of Westphalia. It is said that his wisdom caused his downfall, for his learning caused him to suffer the blows of the world. When he died, his boundless learning (or optimism) caused him to escape the horrible aferlife planned for him by the Lower Plans, leaving him beyond the reach of those who do not live in the most perfect of worlds.

Manifestation: Pangloss appears as an elderly man, wracked with sores and lashed by chains to the circle. Despite this, he appears to be content with his fate, for he never utters a word of complaint about the injuries or chains.

Sign: Those bound to Pangloss can never make a statement of less than 10 words.

Influence: Pangloss makes those bound to him see the best aspect of every situation, this renders many unable to properly read people (-10 to sense motive checks) or react to situations on a failed will save (DC 20, cannot be aided by bonuses from Pangloss), the character cannot act in a way that opposes the current flow of events for the turn, because clearly things are working for the best.

Granted Powers:

Universal Speech: Being of all tongues, Pangloss allows those bound to him to speak all languages which rely on spoken words.

Panglossian Paradigm: This being the best of all possible worlds, those bound to Pangloss are shielded from the worst the world has to offer. The binder gains a +2 bonus to all saves, and does not automatically fail saves on a 1. In addition the binder may choose to re-roll any role once per day although they must the second roll. For every 4 levels above 12th, the Binder may use the re-roll an additional time.

Everything has a purpose: In addition to the protection of the boundless optimist, Pangloss allows those bound to him to determine the purpose of events or objects. On a successful EBL check (DC 22) the Binder may use identify, although a failed check will lead to a false identification. A roll of 1 or 2 always fails.

Metaphysico-Theologico-Cosmology: The binder may choose a knowledge skill, and gain a +6 bonus in it, which allows the knowledge to be used untrained. The binder may also make any other knowledge check untrained, but a failure means that the information learned is horribly wrong.

[Post 257]
Author : psychic_infinity
Date : 06-15-06 01:31 PM

Hmm...vestiges based off of the seven deadly sins would be interesting...:devil:

[Post 258]
Author : Witch
Date : 06-15-06 01:33 PM

Hmm...vestiges based off of the seven deadly sins would be interesting...:devil:
Ooooh.
you know where to post them ;)

[Post 259]
Author : Mysticaloctopus
Date : 06-16-06 07:47 AM

I'll join in.

heads to secret clubhouse
performs the secret knock
speaks the secret password
reads the note on the door:
I prepared expl... Oh, damn.

[Post 260]
Author : Ryuu_Tenshi
Date : 06-17-06 12:05 PM

:bump:
I'll continue the Organization XIII vestiges soon... :)

Been playing Zexion in a free-form RP, so I have some ideas as to what his powers are now. I'm very busy though.

[Post 261]
Author : psychic_infinity
Date : 06-22-06 06:03 PM

And what would his powers be?

[Post 262]

Author : Ryuu_Tenshi

Date : 06-23-06 09:53 PM

! forgot I'd said that >.<

Mainly? Extremely powerful, mind-affecting illusions. I took the idea from what he does to Riku in Chain of Memories... he masquerades as Sora. He's a trickster, a beguiler, his whole shtick is using the opponent's own mind against them, exploiting mental weaknesses. Heck, he almost does manage to kill Riku by exploiting Riku's feelings about betraying Sora, and then blasting him with light. The only reason Riku survives, I think, is 'cause Namine intervenes. But once Riku DOES figure it out, he takes out Zexion easily.

Thus, it should be something to do with using the opponent's own fears and other weaknesses against them, possibly with a bit of illusion and disguise self thrown in. I say, don't have him grant a weapon ("unlike the other orgxii members, zexion does not grant a weapon to the binder. It is thought that perhaps he has a secondary, "True" seal, that if discovered would convince the vestige to grant his weapon, but if this is true or not, none can tell, and Zexion certinally is giving no hints")

[Post 263]

Author : Ryuu_Tenshi

Date : 06-27-06 12:26 PM

bump!

[Post 264]

Author : psychic_infinity

Date : 06-27-06 01:44 PM

Zexion

The Cloaked Schemer

http://upload.wikimedia.org/wikipedia/en/thumb/3/30/XIII_Order_06_Zexion.png/120px-XIII_Order_06_Zexion.png

Level: 6

Bind DC: 20

Legend: Zexion was number six in the Organization XIII, and was the most non-combatant. He deceived his enemies with illusions and tricks, and tried to make them defeat themselves. However, an opponent saw through Zexion's facade, and delivered a fatal blow to the grey-haired mystery.

Special Requirement: Zexion's seal must be drawn in a shadow.

Manifestation: Zexion merely appears in the middle of the seal without any flashy evocations or monstrous visages. He smiles a knowing smile before addressing the binder in the binder's own voice.

Sign: Your skin becomes grey in colour.

Influence: You become devious and shy at the same time. You never reveal who you are or what your true form is.

Granted Abilities: Zexion gives you several powers over illusion and shadow.

Ghost Sound: You can use ghost sound as a spell-like ability at will.

Alter Self: You can use alter self as a spell-like ability at will.

Silent Image: You can use silent image as a spell-like ability at will.

Confusion: You can use confusion as a spell-like ability every five rounds.

Negate: Once every five rounds, you can fire a grey beam of energy that can dispel a magic or psionic effect or suppress a soulmeld or vestige for five rounds. You make a binder level check opposed to the caster/manifestor/meldshaper/binder level of the creator of the effect.

Zexion's Soul: You gain a fragment of Zexion's soul. Your wisdom score increases by one, you gain a +3 bonus on Will saving throws, and your base land speed is increased by five feet.

[Post 265]

Author : Lord_Yy

Date : 06-30-06 09:07 AM

Thread Title : New Vestige!

Beholdeth another vestige based off a being of D&D being of Yore.

Maanzecorian: Keeper of Secrets

Vestige Level: 3

Binding DC: 21

Special Requirement: Yes

Legend: Maanzecorian was once the Illithid deity of knowledge, knower of all things that can be known. While still evil in a way that only an Illithid can be, he would rather eat the knowledge that the brains of his thralls contained than the brains themselves. Through this, he had attained comprehensive knowledge on any subject imaginable, and this is what brought the undead fiend Tenebrous to seek him out. Tenebrous believed that Maanzecorian knew the location of the Wand of Orcus, which contained a fragment of his divinity and could be used to restore him to life. When Maanzecorian refused to give the knowledge to Tenebrous, he became the victim of the power of the Last Word, destroyed totally, not even leaving a brain to be consumed by Ilsensine.

Special Requirement: Maanzecorian understandably despises Tenebrous, and will not answer if you are currently bound to him. Additionally, if you attempt to bind Tenebrous while bound to Maanzecorian, you take 1d4 Intelligence damage and may not use any of Maanzecorian's granted abilities that day.

Manifestation: Maanzecorian appears as a glowing green brain floating about 6 feet off the ground, the rest of the nervous system slowly growing from it until it appears like the complete nervous system of an Illithid is standing before the summoner. Maanzecorian speaks only through telepathy, asking many questions of the summoner.

Sign: Branching green lines appear on your skin. A DC 20 Knowledge check reveals that the lines follow major nerve pathways.

Influence: Maanzecorian's influence makes you hunger for knowledge of any sort. When presented with a written record of information, Maanzecorian prohibits you from going farther than 10 feet away from it until you have read it at least once.

Granted Abilities: Maanzecorian grants you a portion of his enormous knowledge and intellect, and the ability to painfully rend knowledge from a foe's mind.

Mind of Maanzecorian: You gain a +2 bonus to all Intelligence-based checks.

Knowledge of Maanzecorian: You may make any variety of Knowledge check untrained, but only for the purpose of gaining information on a creature. You

also gain a +4 bonus to all Knowledge checks made for this purpose.

Knowledge Blast: This attack is identical to an Illithid's Mind Blast, with the following exceptions. Anyone who fails the Will save takes 1d4 points of Intelligence damage, and you gain a single fragment of knowledge from the creature's mind. This can be anything from guard schedules to the layout of the adjoining room to something completely useless, and exactly what is gained is up to the DM. Once you have used this ability, you may not use it again for 5 rounds.

[Post 266]
Author : Ryuu_Tenshi
Date : 06-30-06 12:16 PM

YES! Psychic Infinity, that's EXACTLY what I was thinking of, good show. :D <3 zexy.

[Post 267]
Author : psychic_infinity
Date : 06-30-06 06:40 PM

Thanks Ryuu, and please, don't call him Sexy Zexy; he doesn't like it...

Maanzecorian is really cool. I really like him/it/etc.

On a side note, has anyone else noticed that ever since the board updates, the boards feel desolate and abandoned, like nowhere near as many people are posting as they used to...As if we are fading into twili-Oh, I'm trailing off, but you understand what a mean, yes?

[Post 268]
Author : Ryuu_Tenshi
Date : 07-01-06 10:56 AM

Thanks Ryuu, and please, don't call him Sexy Zexy; he doesn't like it...

Maanzecorian is really cool. I really like him/it/etc.

On a side note, has anyone else noticed that ever since the board updates, the boards feel desolate and abandoned, like nowhere near as many people are posting as they used to...As if we are fading into twili-Oh, I'm trailing off, but you understand what a mean, yes?

watches a tumbleweed blow by

[Post 269]
Author : psychic_infinity
Date : 07-06-06 05:50 PM

Huh, apparently the update date's been moved again...

[Post 270]
Author : Nairalimis
Date : 07-06-06 10:56 PM

Indeed.

Sadly, I've been busy enough that I'm rather behind on new vestiges.

Zexion is quite nice though. I also very much like Maanzecorian (Int and Knowledge bonuses, WOO! great with Star Emperor's power too), though the Knowledge Blast is a bit potent for a third level vestige, it's not as painful as Folcar's power, but it's pretty potent nonetheless. Maybe if the duration started lower and went to full mind blast duration at a higher level? The duration of a failed mind blast save (and size) at low levels means it'll be a insanely deadly power. Or possibly limit the size/number of targets, something to bring it down a little bit.

[Post 271]
Author : Mysticaloctopus
Date : 07-07-06 02:53 PM

Does Zexion's influence mean you must hide your true form in some way? If so, does this just mean using a hood or whatnot, or that you must use his Alter Self ability (the easiest way to hide what you look like)?

[Post 272]
Author : psychic_infinity
Date : 07-09-06 07:59 AM

Does Zexion's influence mean you must hide your true form in some way? If so, does this just mean using a hood or whatnot, or that you must use his Alter Self ability (the easiest way to hide what you look like)?
I suppose you could, although if the hood came off somehow, then you might incur his wrath (in the form of a -1 on skill checks :P), but that could work.

And now, time for something fun!
<http://www.vgcats.com/comics/images/040825.jpg>

I hope that doesn't violate copyright laws...

[Post 273]
Author : psychic_infinity
Date : 07-19-06 07:04 PM

Hmm...I should probably delete that then...

[Post 274]
Author : Ryuu_Tenshi
Date : 07-20-06 09:58 AM

lol VG cats.

[Post 275]
Author : Nairalimis
Date : 07-20-06 12:06 PM

Did anyone manage to save the few vestiges that got posted when the new forums were up?

[Post 276]
Author : Ryuu_Tenshi
Date : 07-24-06 10:29 AM

Psychic, do some more. Like... Marluxia. He could use some love. What with the "control plants" goodness.

[Post 277]
Author : psychic_infinity
Date : 07-26-06 10:17 AM

Psychic, do some more. Like... Marluxia. He could use some love. What with the "control plants" goodness.
I'm saving Marluxia for next to last, with Xemnas being last. The next one I'm doing is Luxord. Then Saix.
I just got into VG Cats, but I see how funny it is. It might even be funnier than Order of the Stick.
Hmm...

[Post 278]
Author : Janus_Walcott
Date : 07-26-06 01:02 PM

Just keeping it bumped, 'cause I wanna see how Xaldin turns out.

[Post 279]
Author : psychic_infinity
Date : 07-26-06 05:34 PM

Luxord
The Gambler of Fate
http://upload.wikimedia.org/wikipedia/en/thumb/4/44/XIII_Order_10_Luxord.png/509px-XIII_Order_10_Luxord.png
Level: 6
Bind DC: 20
Legend: Luxord was number 10 in the Organization. He always acted a bit flippant towards his duties, but he was in no way weak. He loved games of chance and trapped his enemies inside cards. However, his luck finally ran out when Sora broke through his barrier of cards and freed his friends.
Special Requirement: Either a die or a playing card must be flipped into the middle

of the seal. At the end of this vestige's duration, Luxord gives the binder the other item (a die if the binder put a card and vice versa) before disappearing. Also, the binder must have a least one rank in Profession (Gambler)
Manifestation: Before the die or card touches the seal, Luxord appears and picks it up. He tosses the die between hands or examines the sides of the card before addressing the binder.
Sign: Your hair (if you have any) becomes bleached blonde. You develop an accent and a peculiar way of speaking, such as calling people "love".
Influence: You become obsessed with gambling, and always participate in games of chance. Also, if you have the Pact Augmentation ability, you must choose the luck bonus on saving throws.
Granted Abilities: Luxord gives the binder power of luck, chance, and time.
Granted Weapon: As a standard action, you may conjure a large playing card that flies towards any creature you designate within 30 feet. If you succeed on a ranged touch attack (with a +1 enhancement bonus included), the target takes 1d6+1 points of slashing damage.
Lucky: At the beginning of your turn you may designate a luck bonus on any one of the following: Attack rolls, damage rolls, skill checks, caster level checks, or saving throws. This bonus lasts until the beginning of your next turn. The bonus is equal to your Charisma modifier (minimum +1).
Time Warp: Once every 5 rounds you may use either Haste or Slow as a spell-like ability. Caster level is equal to your binder level and the save DC is charisma-based.
Exploding Dice: As a standard action you may fling a die at any one creature within 20 feet. The creature must succeed on a DC 20 Reflex save or take 1d6+1 points of fire damage.
Trap in the Cards: Once during the duration of this vestige, you may trap one creature that you touch inside a large playing card. If the creature fails a Fortitude saving throw (DC=Binder Level+Charisma modifier) the creature is turned into a playing card the same size as the creature. The number side of the card has a picture of the creature on it. The creature's base land speed is reduced to ten feet, and the only action the creature can take is a short-range attack that deals slashing damage equal to 1d4+the creature's strength modifier. This effect lasts for a number of rounds equal to the binder's EBL.

[Post 280]
Author : Nairalimis
Date : 07-26-06 06:01 PM

Luxord looks a little potent for a level 6 vestige. He's got a nifty as heck Luck Bonus ability which alone is nice, a decent little weapon, 1/day card trap, haste or slow (which should be a SU ability, like all Binder powers as a note I believe), and Exploding Dice which I'm reading as not taking an action to use. He's also more potent than most of the other Organization vestiges as I'm reading him. Perhaps a level bump, or weaken his abilities (making Luck Bonus +Cha Mod (minimum of +1) might help)?

[Post 281]
Author : psychic_infinity
Date : 07-31-06 06:27 PM

Okay, I made Exploding Dice a standard action to use and turned the luck bonus into charisma modifier. Thanks

[Post 282]

Author : utilitarian

Date : 07-31-06 08:31 PM

Thread Title : Blindness Coming - The Speed of Light

Alacritus - The Speed of Light

Level: 6

Bind DC: 27

Legend: Mercury Dragons are a fairly rare breed to begin with, so it's no surprise that Alacritus is not widely known. Those few who remember his legend know that he was an Adult Mercury Dragon who prided himself on his speed. Not merely satisfied with being one of the fastest naturally moving creatures in existence, he was obsessed with making himself faster, whether it meant training or using magic. Eventually, he managed to develop an experimental new magic, which he hoped would propel him beyond the limits of any other being. The very next day (Alacritus hated waiting) he prepared his new magic, invoked its power and set off in a flash of wings. Initially the magic appeared to be working. He felt the wind rushing under his wings as never before, the terrain blurring below him faster and faster, becoming a wash of indistinguishable color. Then, suddenly, there was nothing. Alacritus had moved so fast the multiverse could not keep up with him, and he was propelled outside its boundaries, to exist as a vestige.

Manifestation: Alacritus first appears as a shining speck in the distance beyond his seal. He closes impossibly fast, standing in his seal but a moment later, and addressing the Binder in a ridiculously fast tongue while pacing impatiently on the spot.

Sign: While bound to Alacritus you appear... shiny. Your skin doesn't noticeably change, but others often catch the glare off the sun on your shoulders, or catch a glimpse of themselves on your forehead.

Influence: Alacritus demands of his Binder the devotion to speed he held in life. At all times you are anxious to get on with the task at hand, and become irritated at any delays or need to wait for something or someone. When walking with someone slower than you, you are more likely to run ahead and tap your foot impatiently than you are to slow your pace to match theirs.

Powers: Alacritus grants you many abilities of the impressive Mercury dragon, and reflect his devotion to speed.

Protected Sight: The Binder is immune to any effect that would blind or dazzle it. He also gains +3 racial bonus on saving throws against any light or pattern effect.

Blindness Coming: As a standard action, the Binder can invoke the reflective nature of the Mercury dragon to create a brilliant flash of light. This ability functions similarly to the blinding flash version of the Pyrotechnics spell, except that no flame is required and the effect is always centered on the Binder. This ability is usable once every 5 rounds.

One Step Ahead: Once per five rounds the Binder can take an additional move action in addition to any other actions he has taken that round. The exception is that this action must be used for movement, and not for any other move-equivalent actions. The standard move action that round can be used as the Binder wishes.

Blistering Speed: Your base movement speed doubles. In addition, in any round in which you move at least your full movement speed, your melee attacks do an additional 2d6 fire damage as your weapons heat up from the speed at which you are moving.

[Post 283]

Author : Nairalimis
Date : 08-01-06 02:50 PM

At the risk of seeming needlessly critical, Luxord's Exploding Dice would probably be fine as a swift or move action.

Alacritus looks alright at first glance, the higher bind DC should balance out the slightly niftier abilities he gets.

Not having had any good ideas for shamanic vestiges recently, here's an old friend. Criticism and commentary requested, since the power seems a little of for his level, since I tried to balance some nicer abilities with weaknesses to them.

Achilles
Vestige Level: 4
Bind DC: 22

Legend: Sing, goddess, the rage of Achilles son of Peleus, the destructive rage that brought countless ills upon the Achaeans. (See Iliad for more)

Manifestation: Achilles appears as an armored man, dripping black water from every seam of his armor. One leg is bloody, and the land around the vestige turns red with blood as swords and spears of bronze rip from the earth.

Sign: Those bound to Achilles show a slight limp, a hint of their weak spot.

Influence: Achilles demands that the binder allow no slight to their honor go by without repayment from the one who insulted the binder, or if payment will not be offered, extracting repayment by force.

Powers:

Bathed in Styx: The binder gains a portion of the invulnerability Achilles enjoyed when he was alive. The Binder gains DR 4/-, which increases to 6/- at 14th level. This may stack with the Binder's pact augmentation, but no other sources of DR. A shot targeting the Binder's heel, which imposes a -3 penalty on the attacker, may bypass this DR.

Rage: This functions as the Rage ability of the Barbarian, but may only be used once per day for every five effective binder levels. Should a binder Rage when they have been insulted, or seen a friend injured, they must make a will save (treat as if a binder power) or attack the one who has slighted them.

Champion of War: The binder gains proficiency with all martial weapons, shields, and armor. However, the Binder may not use anything less than masterwork weapons if their effective binder level is 8 or less, +2 items if their EBL is between 8 and 12, and +3 should it be between 12 and 16. Weapons and armor that are not a match for the peerless skill of Achilles cannot be worn.

Shield of Achilles: As a swift action, the binder may summon the magical shield of Achilles. At an effective binder level below 10, it is treated as a Mithral +2 shield. From 11-14th level it is a Bashing Light Fortification Mithril +2 shield. From 16th+ level, it is treated as Bashing Light Fortification Mithril +4 shield of Arrow Deflection.

Author : Ryuu_Tenshi
Date : 08-20-06 02:49 PM

I like Achellies. He has rather good abilities, an interesting weakness, and best of all, is based on Greek myth. yay!

[Post 285]
Author : Otogi
Date : 08-20-06 06:54 PM
Thread Title : Grayhawk

Grayhawk - Lord of what was, what is and what could be.

Level: 9
Bind DC: 45
Legend: Binder scholars aren't sure of what to make of this creature. There's no text, no legends, no people who seem to know about it. There are, of course, theories in all shapes and sizes. Whatever the case is, the Grayhawk is never known to talk, so it could forever be a mystery.
Special Requirement: To bind the Grayhawk, you must have the Bind Grayhawk feature.
Manifestation: When you call the Grayhawk, the ground appears to shake, similar to an earthquake. Out from the seal comes a blinding, bursting silver light, going at least 20 feet upward. Slowly uprising is a stone wall with a slit in the middle. The wall is covered with carvings of depictions of all the vestiges. Wall creaks open, much like a large gate. Out from a cosmic vacuum of space and time comes a strange figure with bronze skin. He has a muscular body with a head of a hawk, bird talons for hands and feet, a gray loincloth and two great feathery wings from the shoulders, flowing with gray feathers. You look into his imposing eyes and throw your all of your will at the Grayhawk, hoping that if you give it your all, you might have a chance to negate his influence.
Sign: While bound to the Grayhawk, you gain tattoos stretching all over your body. They don't seem artistic, rather they are some sort of strange language. To hide such a mark, you need to cover your entire body. You cannot hide this sign.
Influence: While under the Grayhawk's influence, you must make all four examples of the four alignments through the day. For example, when you do a good act, you must willingly commit an evil, lawful and chaotic act in the same day.
Powers: The Grayhawk grants you the ability of all.

Gray Power- You may select 4 powers of any of the vestiges. You may not select a power from the same vestige twice. For example, you can't take Eligor's Resilience when you have chosen Eligor's Chromatic Strike. But you can take Eligor's Chromatic Strike and Acerack's Lich Immunities. You may not take a power from a vestige you are already bound to.

Okay, I know the first thing you think when you see this vestige: "Ninth level? That can't be right!". But it can with this custom feat (which happens to be my first custom anything, besides this vestige)

BIND GRAYHAWK [EPIC]

Prerequisite: 21st level, Soul Binding feature, Ability to Bind 4 Vestiges, 21 Charisma

Benefit: You gain the ability to bind the Grayhawk (see above).

If you liked the Grayhawk, have questions, ways to make it better or are interested of where this little piece came from, send me a message.

[Post 286]
Author : Quarionthegolden
Date : 08-20-06 07:50 PM

how bout some epic vestiges?

[Post 287]
Author : Otogi
Date : 08-21-06 05:36 AM

how bout some epic vestiges?

Look above you

[Post 288]
Author : Quarionthegolden
Date : 08-21-06 06:12 AM

well the vestige i was thinking of was so powerful he's..... 11TH LEVEL!

well my campaign has some stuff i like, including guild wars, so my vestige has mursaat powers (im talking spectral agony).

zukku, the demonic mursaat harbinger
vestige lv:11!
bind dc:80
special: must have bound or contacted a demon or mursaat in the last 24 hours; or must have completed the mursaat's last stand (for mursaat)

mursaat's last stand

npc: grei isoh

kill dark rift mage xiorxn!
tell grei that the dark rift creator is dead
go to grei's palace and reach the rift circle alive to expel the darkness and gain access to zukku

so give me comments. plz.

[Post 289]
Author : JiCi
Date : 08-27-06 10:46 AM

bump, we can still need more of these.

[Post 290]
Author : JiCi
Date : 09-03-06 03:13 PM

bump

Just a question: does a vestige have to look bizarre ? I've been re-reading the vestige section, and ALL of them are misshapen, deformed and warped.

[Post 291]
Author : Norhg
Date : 09-03-06 03:22 PM

I have considered a bound Vestige, that doesn't actually grant any pact abilities but becomes a living minion when it is bound. By all means a mighty Guardian that binds as a vestige.

[Post 292]
Author : utilitarian
Date : 09-03-06 03:52 PM

bump

Just a question: does a vestige have to look bizarre ? I've been re-reading the vestige section, and ALL of them are misshapen, deformed and warped. Well the circumstances in which a vestige BECOMES a vestige are usually pretty bizzare and out of the ordinary, so it stands to reason thier appearance is going to be equally strange. Though I'll admit some of the vestiges are perhaps a little more weird than thier backstories justify.

[Post 293]
Author : Drascin
Date : 09-04-06 07:46 AM

I've been giving this thread a look for a few minutes... and it rocks! I love creating new things, and I had some ideas for vestiges already. I might take time to translate them to english when I can...

Oh, and a question: I have seen that you started with KH vestiges. Sadly, since KH2 has not yet arrived to europe, I prefer not to look at them for fear of spoilers... therefore, I prefer to ask: has anyone done Ansem yet? He is just a shoe-in to be a vestige, and I started thinking about him yesterday. So, if no one has done it, I will ^^

[Post 294]

Author : Ryuu_Tenshi

Date : 09-04-06 11:09 AM

I've been giving this thread a look for a few minutes... and it rocks! I love creating new things, and I had some ideas for vestiges already. I might take time to translate them to english when I can...

Oh, and a question: I have seen that you started with KH vestiges. Sadly, since KH2 has not yet arrived to europe, I prefer not to look at them for fear of spoilers... therefore, I prefer to ask: has anyone done Ansem yet? He is just a shoe-in to be a vestige, and I started thinking about him yesterday. So, if no one has done it, I will ^^

There's one issue with doing Ansem as a vestige that comes up in KHII... it's a HUGE spoiler though. And DEF do not look at the vestiges if you don't want spoilz, there are some gigantic ones of d00m.

I say, wait till you get the game and get at least... all the way through Hollow Bastion the second time before attempting Ansem as a vestige. By that point you'll realize why, exactly, it doesn't quite work...

[Post 295]

Author : utilitarian

Date : 09-04-06 05:35 PM

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I say, wait till you get the game and get at least... all the way through Hollow Bastion the second time before attempting Ansem as a vestige. By that point you'll realize why, exactly, it doesn't quite work...

Well a lot of the vestiges don't really "work" according to canon... Geriyon the Desposed Lord, for instance, is listed as a vestige, yet the addamendum to Book of Vile Darkness clearly shows him as a minor lord of some corner of the Nine hells, still alive and well.

[Post 296]

Author : JiCi

Date : 09-05-06 03:19 PM

Here's my contribution.

A vestige using maneuvers of the Sublime Way (I just can't get enough of this book). This vestige uses LOTS of materials from the Tome of Battle. My apologies if you cannot use it.

Solovem, the honorable apprentice of the True Master of Nine

Vestige Level: 2

Binding DC: 20

Legend: Reshar was a true master of Sublime Way, and has taken many apprentices throughout his unusually long life. One of them was Solovem, a young orphan who was

taken under Reshar's wing. Over the course of 15 years, Reshar has taught Solovem maneuvers from all 9 disciplines of the Sublime Way. By reward his efforts, Reshar made Solovem one of the guards for the Temple of the Nine Swords.

During his duty, Solovem was challenged by a band of hobgoblins. Their leader, Yrshorak, was a warblade and quite a swordmaster. The duel occurred at a sunrise. Solovem readied his bastard sword and both opponents charged each others. The swords flashed in the dawn, each master dodged and counter the other maneuvers with more powerful ones than the next. In the end, Solovem slashed Yrshorak across his chest, tripping him to the ground by the impact. "You've won. Finish me off." Yrshorak said with a gravelly voice. "Why should I finish you? You're already scared by this defeat. Leave this place and only return when your power will match your ego. You have mastered some good techniques and it would be a shame to kill such potential adversary." Solovem replied.

As Solovem was lending a hand to help his opponent getting back on his feet, three arrows flew through the air and pierced through Solovem's heart; one of Yrshorak's minions had sneakily shot him. Yrshorak, shocked by both Solovem's honor and sudden death, stood on his feet and in a loud war cry, severed the archer's head. He then went over to Solovem, wounded and weakened: "I didn't want to end the duel like this. I would have spared your life as well. You have been a worthy opponent, I'll remember your name. May you rest in peace."

- May you go in peace as well, and pass your knowledge to others. Keep the Sublime Way alive. Thank you, I can now rest in peace.

Solovem exhaled his last breath and his eyes shut deeply. Yrshorak called off his band and called the Temple's guards, explaining the situation and assisting the healers. Unfortunately, Solovem's soul has departed and left this world in the afterlife. Since this day, Solovem's body is kept the Temple's catacombs and a statue has been built on his honor. On the plate, people can read: "Nine swords, nine disciplines, one master. Live in honor, died in honor."

Special Requirements: The sign must be drawn by one of the following weapons: scimitar, falchion, rapier, bastard sword, short sword, dagger, greatsword, kukri, longsword. (These influence Solovem granted powers, see below) Furthermore, Solovem accepts only those who have knowledge of the Sublime Way. (The binder must have ranks in the Martial Lore skill.)

Manifestation: Solovem appears as a human whose only studded leather armor, clothing, boots and gloves are visible. His body is invisible with slight grey line marking his features. As the pact proceeds, his skin changes to a light red color, like molten lava, his hair becomes like fire and his eyes becomes orbs of fire. Seconds later, Solovem's skin becomes covered with pitch-black scales and his eyes becomes deep blue lights. Seconds later, Solovem's body changes a diamond statue. On following moments, his body shifts into crackling lightning with azure eyes and again, his form shifts again into red-hot skin with bright yellow eyes and then, his body changes into a shadowy featureless human-shaped form. Again during the pact, Solovem morphs into a stony creature shaped into a silver half-dragon and again, his body becomes like a white weretiger in hybrid form. Finally, Solovem changes into a white-feathered, raven-headed humanoid. The cycle repeats itself over and over, but his voice is not distorted by the polymorphing effect. Sign: While Solovem in bound, his binder feels an urge to fight with a weapon rather than using other abilities when engaged in battle.

Influence: If Solovem is bound and in control of his host, he makes his host train with a weapon rigorously. Once per day, the binder is compelled to exercise himself with a weapon for an hour. Furthermore, the binder cannot kill a good opponent, such as a creature of equal Challenge Rating or higher.

Granted Powers:

Weapon Affinity: Solovem grants Weapon Focus and Weapon Specialization, as well as

weapon proficiency, for the weapon that was used when drawing the sign: scimitar, falchion, rapier, bastard sword, short sword, dagger, greatsword, kukri, longsword.

Martial Teaching: Solovem grants two maneuvers, whether being a strike, a boost, a stance or a counter, to his binder. The binder level determines his initiator level as well as the maximum maneuver level he can choose from. The binder must choose his two maneuvers from the same discipline, and can use them once every 5 rounds each.

Binder level	Maneuver level
1st-2nd	1st
3rd-4th	2nd
5th-6th	3rd
7th-8th	4th
9th-10th	5th
11th-12th	6th
13th-14th	7th
15th-16th	8th
17th+	9th

Weapon	Discipline
Scimitar	Desert Wind
Falchion	Devoted Spirit
Rapier	Diamond Mind
Bastard Sword	Iron Heart
Short Sword	Setting Sun
Dagger	Shadow Hand
Greatsword	Stone Dragon
Kukri	Tiger Claw
Longsword	White Raven

Swift speed: Solovem grants his binder a burst of speed. The binder gains a 10-foot enhancement to speed as long as Solovem is bound.

So what do you think ?

EDIT: fixed the abilities and level

[Post 297]
Author : Jhaelen
Date : 09-06-06 01:21 PM

So what do you think ?A great idea!
However you'll need to tone down the equivalent initiator level, I think:
9th level maneuvers should be off-limits for anyone but martial adepts.
8th level maneuvers are probably too good as well, especially since the vestige is only level 1.

I'd use this progression:

1st-3nd	1st
4th-6th	2nd
7th-9th	3rd
10th-12th	4th
13th-15th	5th

16th-18th 6th
19th+ 7th

[Post 298]
Author : JiCi
Date : 09-06-06 01:40 PM

A great idea!
However you'll need to tone down the equivalent initiator level, I think:
9th level maneuvers should be off-limits for anyone but martial adepts.
8th level maneuvers are probably too good as well, especially since the vestige is only level 1.

I'd use this progression:

1st-3rd 1st
4th-6th 2nd
7th-9th 3rd
10th-12th 4th
13th-15th 5th
16th-18th 6th
19th+ 7th

Thanks, that's nice to hear. Your solution is good, but I would like to get 8th and 9th-level maneuvers with this vestige nevertheless. Most vestiges abilities are the equivalent of 9th-level spells.

How about I eliminate the recovery method instead ?
or raise the level to 5 ?
or grant 1 maneuver instead of 2 ?
or how about 3 three of them ?

[Post 299]
Author : Ryuu_Tenshi
Date : 09-06-06 06:45 PM
Thread Title : Re: let's make some new vestiges

Well a lot of the vestiges don't really "work" according to canon... Geriyon the Desposed Lord, for instance, is listed as a vestige, yet the addamendum to Book of Vile Darkness clearly shows him as a minor lord of some corner of the Nine hells, still alive and well.

Well, um, it's more a matter of that "Ansem" is actually Xehanort's Heartless. It'd be perfectly reasonalbe to make a vestige of Xehanort, since only the barest fragments of him survived within Riku and got dispelled (hell, you could even say that the reason Riku LOOKED like him for half the game is 'cause he failed his binding check :P). Ansem himself is Ansem the Wise. Who it would ALSO be fine to make a vestige of.
It's more a matter of naming convention than anything else.

Sorry, I'm a nitpicker...

[Post 300]
Author : Jhaelen

Date : 09-07-06 12:38 PM
Thread Title : Re: let's make some new vestiges

Most vestiges abilities are the equivalent of 9th-level spells. Hmm, you think so? I had the impression they were typically weaker.

How about I eliminate the recovery method instead ?

The problem are the stances: they are always active, so changing the recovery method does nothing to tone them down.

Having said that, you could also drop the recovery method and use the standard vestige method: make it usable once every 5 rounds.

or raise the level to 5 ? Since this vestige is clearly useful at all levels I'd be reluctant to raise the level :)

or grant 1 maneuver instead of 2 ?

or how about 3 three of them ? Hmm, I don't know. The best a non-martial-adept can get are 3 maneuvers and 3 stances with a maximum level of 5 (at level 18). You also have to meet the prerequisites to be able to choose a maneuver, i.d. you are required to know a certain number of other maneuvers from the same discipline. Especially among the high level maneuvers there aren't many that don't require knowledge of several others. If the binder had to fulfill those requirements as well, you could probably even keep your progression for the initiator level.

Generally speaking, what the binder should get when binding this vestige should be slightly better, but not as good as what a martial adept can get.

Here's the general balancing advice quoted from Designing Your Own Vestige, Part 1 (<http://www.wizards.com/default.asp?x=dnd/dd/20060324a>): At-will or constant abilities a binder gains should be about as powerful as what a warlock of the same level can accomplish. (See Complete Arcane for a description of the warlock.) Abilities with the 5-round delay should be about as useful and powerful as the highest-level spell a wizard of the same level as the binder can cast (assuming the vestige grants just one such ability.) If the vestige grants more than one such ability, you'll need to scale both powers down. A good rule of thumb is to lower the effective spell level by one for each additional 5-round-delay ability that the vestige grants.

Abilities that grant a feature from another class, such as sneak attack or sudden strike, should be slightly behind what a character of that class gains

[Post 301]
Author : JiCi
Date : 09-07-06 07:07 PM
Thread Title : Re: let's make some new vestiges

- You're right:
- I'll raise the vestige level to 2
 - I'll make the maneuvers usable once every 5 rounds

Thanks for the feedback

[Post 302]
Author : Dhaise
Date : 09-07-06 09:42 PM
Thread Title : Re: let's make some new vestiges

Thumbs up for the Kalak entry!:bow:

I've been toying with a Rajaat vestige for ages. A big problem has been capturing the proper flavor in his sign etc.

[Post 303]
Author : psychic_infinity
Date : 09-11-06 04:05 PM
Thread Title : Re: let's make some new vestiges

Wow I haven't checked this in a while...
Oh, and sorry; I didn't realize KHII wasn't released in Europe yet.

[Post 304]
Author : Ryuu_Tenshi
Date : 09-11-06 07:24 PM
Thread Title : Re: let's make some new vestiges

Wow I haven't checked this in a while...
Oh, and sorry; I didn't realize KHII wasn't released in Europe yet.

Don't worry - I think two or three more weeks and we can yell as many spoilerz as we wish. yayyy european release!

[Post 305]
Author : Edge_of_Oblivion
Date : 09-13-06 10:34 PM
Thread Title : Re: let's make some new vestiges

Forgive the other post, I didn't know this thread existed. Here is the first of many.....

Manifestation of Schala

<http://www.boomspeed.com/schala/Schaaa.jpg>

Schala,
Zeal's Heart

Vestige Level: 2nd

Binding DC: 17

Legend: In an ancient, unrecorded history, Schala was the princess of a magnificent empire in the sky. Her people were masters of magic - sorcerers filled the populace and dominated the empire. Those who could not become sorcerers, those who could not use magic, were cast out of their aerial empire to live on the distant land below in poor nomadic tribes, and were referred to as the Earthbound. Meanwhile the empire in the sky flourished, powered by magic and magic-fueled superior technology.

However, all was not right with the world. Schala's mother, the empire's ruling monarch, had become twisted with evil and corrupted by power. A great sorceress and

archmage in her own right, the Queen continually sought more and more sources of magical strength for her empire; eventually, she found such power sleeping at the bottom of the ocean - a massive and extremely powerful extraplanar creature known as Lavos. The Queen had a magnificent Undersea Palace built practically on top of sleeping Lavos, where she could siphon off the creature's magical energy via a special construct known as the Mammon Machine.

Schala - among others - tried to warn the Queen that draining too much power from Lavos would cause it to awaken, and the destruction that could be caused by such a creature would be beyond devastating; but corrupted by power and lusting for more the Queen would hear none of it. However, a few unexpected variables were introduced that disrupted the queen's plans: the interference of her son, Schala's brother, disguised as a wandering Prophet and seeking to destroy Lavos; as well as a group of skilled adventurers working with the Earthbound and seeking the same goal. When the adventurers, the Prophet, and the Queen and her allies all clashed at the bottom of the Undersea Palace, the massive magical battle combined with the constant draining by the Mammon Machine aroused Lavos from its slumber and summoned forth its wrath.

In the ensuing chaos, one of the adventurers was killed by Lavos, along with several of the empire's people - both mages and Earthbound. The magical attacks of the monster also destroyed the entire floating empire, sending it crashing into the ocean. The Queen escaped, revealing the Undersea Palace to also be a gigantic airship and flying away to safety, but the remaining adventurers, the Prophet, and Schala were trapped in a portion of the Palace that didn't fly away... with Lavos.

Sacrificing herself, Schala teleported the adventurers and her brother to safety with the Earthbound, leaving herself alone with the angered Lavos. She attempted to return the creature to its slumber, and succeeded... mostly. Lavos's intense magical power destroyed Schala's mortal body and bonded her soul to its own before it returned to its sleep.

When Lavos was later slain by the same group of adventurers, led by the very adventurer it had killed in the Undersea Palace, its great power caused it to become a Vestige. Schala, her soul still bonded to Lavos's, was pulled into the void as well, never to return.

Manifestation: A glowing blue vortex appears within the seal and spreads open to the size of an average human. Schala steps out of the vortex, a six-foot-tall woman garbed in an ornate orange and blue robe, with long blue hair shrouding her lowered head and face, ringed by an ornate golden crown studded with many, many jewels. As she steps into the center of the seal, the vortex closes behind her. She slowly raises her head to face her summoner, and her appearance wavers. Her robe shimmers and transforms into a simple purple gown, her crown vanishes and much of her hair disappears, leaving a simple ponytail tied with a bloodied sash. A glowing medallion of red gemstone hangs about her neck from a silver chain. Her face is that of a beautiful young human woman in her late teens, and her much shorter form now hovers a foot or two above the seal. Her face is streaked red, as if she has been crying, but she sheds not a tear in the presence of her summoner. Her voice is tinged with sorrow and loss, but she addresses her summoner with respect and courtesy, and answers any question asked of her to the best of her ability.

Special Requirement: None

Sign: A glowing red light appears at the point where your collarbone meets your rib cage, in the shape of a small round medallion. This light is not very bright - about the same radiance as candlelight - and can be easily hidden with a cloak or cape. If you make a good pact, Schala removes this medallion from her own neck and hands it to you respectfully. If you make a bad pact, she pulls it from her neck

violently and throws it at you with all her strength.

Influence: You are unable to bring yourself to cause harm or hurt to anyone related to you by blood. You will go out of your way to avoid causing pain or suffering to family members.

Granted Abilities: Schala allows her summoner to manipulate magical items, most specifically portals, and grants the ability to defy death.

Blood of Zeal: You may use a wand without expending any charges. You may use Blood of Zeal a number of times per day equal to your effective binder level. Once you have used this ability, you cannot do so again for another 5 rounds.

Philosophy of Zeal: You gain ranks in Use Magic Device equal to your effective binder level for as long as you are bound to Schala.

Denial of the Enlightened One: You gain the ability to manipulate and close gates and portals. You may use the spell Hold Portal as a spell-like ability once every 5 rounds. When your effective binder level reaches 10th, this spell-like ability becomes Arcane Lock instead; at effective binder level 15, it changes again to Greater Arcane Lock.

Princess's Piety: Any time you are knocked to negative Hit Points while bound to Schala, you gain Fast Healing 1 until you are restored to 1 Hit Point, at which point the healing stops. This ability is unlimited times per day on the binder while bound to Schala, but a number of times per day equal to your effective binder level you may transfer this ability to another character currently at negative Hit Points with a touch, transferring Fast Healing 1 to them until they reach 1 Hit Point.

Bond of the Time Devourer: This effect only activates if the binder is bound to both Schala and Lavos at the same time. While bound to these two Vestiges, their combined presence gives the Binder unique powers:

The DC on any of the Binder's effects is increased by 3. This only applies for abilities or effects granted by Schala or Lavos.

Gain Damage Reduction 10/Good.

Double your uses of Blood of Zeal for the day.

Princess's Piety restores up to your maximum HP, rather than simply restoring you to 1 Hit Point. This effect activates any time you fall below your maximum HP. When transferring Princess's Piety to an ally, it still ends when they reach 1 Hit Point.

The damage die for Destruction Rains from the Heavens increases to 1d8 per Binder level (rather than the standard 1d6, and the distance a target of Time Warp is thrown into the future becomes 1d8 rounds (rather than the standard 1d4).

[Post 306]

Author : Edge_of_Oblivion

Date : 09-13-06 10:51 PM

Thread Title : Re: let's make some new vestiges

An ancient carving of Valmar (right) battling his celestial foe (left)

<http://www.rpgclassics.com/shrines/dreamcast/grandia2/story1.gif>

Valmar,
The Incomplete Archdevil

Vestige Level: 5th

Binding DC: 25

Legend: Valmar was the name of an extremely powerful fiend who was slain in battle with a celestial creature of similar power. Valmar's body was simply broken into parts, which were scattered across the Material Plane. Not dead but not truly living, Valmar's parts waited patiently for the chance to be reborn. Eventually mortals stumbled upon Valmar's pieces, and with his strength (even divided among his many parts) he was able to easily dominate those unlucky enough to find him and control their bodies.

One of those unlucky souls was a priestess whose church served the celestial who had slain Valmar. Thanks to her faith, Valmar was not able to completely dominate her, but instead the piece of Valmar that inhabited her - his wings - created a second personality within her body. The priestess and the wings would constantly switch personalities as one gained and the other lost control. By some strange coincidence, their goals were nearly identical - the priestess sought to seal all the parts of Valmar away, so that he could never be a danger to mortals again, and the wings sought to gather all the pieces in one place so that Valmar might be whole again.

With the aid of a mercenary warrior, a beast-man barbarian, and a young rogue who was really a prince, the possessed priestess located others possessed by Valmar's parts and defeated them, then stored them in her own body as the wings personality drained them from their defeated foe. The only exception was the mercenary's elder brother, who was possessed by Valmar's horns - instead of taking them herself, the mercenary stored the horns within his own body, unknowingly stopping Valmar's plans in the future....

For when the priestess had gathered all the pieces of Valmar within her own body except the horns, she went to her High Priest to have Valmar exorcised and returned to the Hells from which he had crawled. Instead the High Priest revealed a horrible truth - all this time the celestial being they had been worshipping for so long was actually dead, killed by Valmar in that battle all those years ago; she had unknowingly been worshipping Valmar and gaining power from him all these years. The High Priest had only used her to gather Valmar's parts so that he himself could be the instrument of the great fiend's reincarnation. He exorcised Valmar out of the young priestess and possessed himself, allowing his body to take the form of the fallen fiend... minus the horns, which still resided within the body of the mercenary warrior. With the power of a great fiend of legend and the worship of a world of people, Valmar - now completely fused with the evil High Priest - began a campaign of destruction to firmly establish his godhood.

Armed with the holy sword once wielded by the celestial in its battle with Valmar all those years ago, the heroes - with the unfortunate fallen beast-man replaced by a naive but sentient construct - chased down Valmar and destroyed him. With the mind of a mortal, the power of a fiend, and the worship of mortals worthy of a god, Valmar's soul would be claimed by none and no plane could hold him... so he was cast away from all, into the oblivion.

Manifestation: A blood-red moon appears above the seal, and then melts as if wax near flame and drips down, filling the seal with blood-like liquid. Valmar rises slowly, solidifying from the wax and slowly taking form. He appears as a massive, five-headed beast vaguely reminiscent of the goddess Tiamat, with a different head on each neck: from left to right, a goat, a wolf, a black dragon, a boar, and a hawk. Most noticeably, the dragon's horns have been violently broken, leaving cracked stubs with jagged edges. Valmar's five heads rear to the sky and roar

their fury, then all five turn down to regard his summoner, and the dragon head speaks with a dark voice asking why he has been called.

Special Requirement: None

Sign: You gain two pit-like depressions in your forehead. They look as if they were meant to hold horns, but the horns seem to be missing.

Influence: You feel somehow incomplete, and if something has been taken from you at any time you feel compelled to retrieve it at any lengths.

Granted Abilities: Valmar's benefits empower his summoner with the skills and strengths of the lower planes.

Tongue of Valmar: You gain full comprehension of Infernal and Abyssal tongues, both written and spoken.

Eyes of Valmar: You gain a Gaze Attack similar to a Vampire's that attempts to influence one target with a Dominate Person spell. This ability may be used every 5 rounds, but you may not dominate more than one target at a time; releasing a dominated target is a standard action.

Wings of Valmar: As a standard action, you grow a pair of dark purple leathery demon wings. You gain a flight speed equal to your land speed. You can dismiss the wings or summon them again as a standard action.

Heart of Valmar: You blast your opponents with a searing cloud of destruction that acts as an Incendiary Cloud spell. You may activate this ability once every 5 rounds.

[Post 307]

Author : Edge_of_Oblivion

Date : 09-13-06 11:27 PM

Thread Title : Re: let's make some new vestiges

Manifestation of Lavos

<http://pressthebuttons.typepad.com/photos/uncategorized/lavos.jpg>

Lavos,
The Falling Flame

Vestige Level: 8th

Binding DC: 35

Legend: In the far distant past where humans were naught but barbaric creatures living in packs animalistically and the world was ruled by reptiles, a great otherworldly monstrosity crashed into the earth, lighting the skies with flame and ash as it struck and burrowed deep into the ground to sleep. The barbaric humanoids, in their simple tongue, called the creature Lavos - "La" meaning "Big" and "Vos" meaning "Fire". Following the fires and quakes it created with its arrival, Lavos did nothing but sleep deep beneath the surface of the earth, and as no intelligent creatures were living in those deep underground caves, it caused no further disturbance and was quickly forgotten.

Millennia later, when technology had reached its peak and magic had been long forgotten, Lavos awoke from its sleep and reigned destruction on the world, then ascended to the top of the tallest mountain, "Death Peak", and left the world to its numerous Spawn and the ruined humanoid society.

A group of three adventurers from several hundred years before Lavos's awakening, through a magical mishap, became a band of time travellers who eventually travelled into the far future, centuries after Lavos's destruction, and learned of the sleeping threat to their world. Boldly choosing to dedicate themselves to saving the world and destroying Lavos, they found a way to control the portals through time and gathered allies to help them reach their goal - a kindly and intelligent construct, a medieval knight cursed to appear as a demi-human frog, a barbaric amazon from the ancient time of Lavos's arrival, and a powerful warrior wizard from a time ruled by a floating empire of sorcerers. Together these seven travelled through various times gathering the needed power and knowledge to face Lavos and destroy it.

When they were ready, the heroes travelled to the day and time of Lavos's awakening and faced the creature head-on. In its time of slumber, Lavos had been slowly draining life and energy from the planet, and had become a being of great magical and physical power, with enough power to even manipulate time to its advantage. The battle was great and long, forcing the heroes to enter within Lavos's shell and battle directly with its intellect, but in the end the great beast was finally destroyed, sparing the world of the future the destruction the monster had intended.

While the mortal world was safe from its power, Lavos was simply too strong to cease existing. As a creature capable of moving through time and even changing time, Lavos's soul was caught in the river of time following its death. But without a physical form to anchor itself to any material location, its soul was swept downriver by time's constant flow, and ended up in a place where time does not and cannot exist - the realm of the Vestiges.

Manifestation: The earth within the seal begins to glow, the bright red and orange color of flame and magma. With violent force the earth cracks and splits, then bursts into flame soaring skyward. Blasts of energy and sharp, thornlike projectiles soar out of the fissure. A massive, spike-covered shell rises from within the depths of the fissure and an ear-piercing screech echoes from below as the three-jawed “mouth” of this massive creature breaks the surface. Lavos appears to have no eyes to speak of, but his summoner cannot shake the feeling that he is being observed. Lavos does not speak, and is silent after being summoned, although his “mouth” continues to move.

Special Requirement: None

Sign: Your hair transforms into sharp, bonelike spikes. If you have no hair, you grow a patch of bonelike spikes on the top of your head. The spikes are sharp to the touch, but not sharp enough to be used as improvised weapons.

Influence: You are patient in seeking your goals, and willing to wait as long as necessary to complete your plans. If you are attacked in any shape or form, you attempt to utterly destroy your attacker completely.

Granted Abilities: Lavos grants his Binder the powers of mass destruction and the ability to manipulate and defy time itself.

Destruction Rains from the Heavens: You create a hail of sharp bonelike spears that rain down on your opponents in a cylinder around you. All within a 30-foot radius

(centered on you) take 1d6 points of piercing damage per Binder level. Characters may make a Reflex save for half damage.

Time Warp: Lavos allows you to manipulate the forces of time itself. You tear a small hole in the fabric of time, a 5-foot radius hole within close range (25 feet + 5 feet/2 levels). All caught within the hole must make a Will save or be thrown 1d4 rounds into the future. Those who fail vanish and reappear in the same place when the duration ends; to them, no time has passed. If a solid object now occupies the space where the target reappears, treat as per a Teleport spell.

Temporal Reflection: You may create a copy of an opponent as per the properties of a Mirror of Opposition. This effect takes a standard action, usable once every 5 rounds; you may not create another Reflection if one is currently in existence, but you may dismiss any active Reflection as a standard action.

Dreamless: While bound to Lavos, you do not age.

Bond of the Time Devourer: This effect only activates if the binder is bound to both Schala and Lavos at the same time. While bound to these two Vestiges, their combined presence gives the Binder unique powers:

The DC on any of the Binder's effects is increased by 3. This only applies for abilities or effects granted by Schala or Lavos.

Gain Damage Reduction 10/Good.

Double your uses of Blood of Zeal for the day.

Princess's Piety restores up to your maximum HP, rather than simply restoring you to 1 Hit Point. This effect activates any time you fall below your maximum HP. When transferring Princess's Piety to an ally, it still ends when they reach 1 Hit Point.

The damage die for Destruction Rains from the Heavens increases to 1d8 per Binder level (rather than the standard 1d6), and the distance a target of Time Warp is thrown into the future becomes 1d8 rounds (rather than the standard 1d4).

[Post 308]
Author : Edge_of_Oblivion
Date : 09-14-06 02:12 AM
Thread Title : Re: let's make some new vestiges

Manifestation of Zeromus

<http://www.ffcompendium.com/chara/4zeromus-b2.gif>

Zeromus,
The Hatred Made Flesh

Vestige Level: 6th

Binding DC: 31

Legend: Zeromus was once known as Zemus, a powerful archmage from a race that lived on a moon of one of the Material Planes. The only evil member of his goodly race, Zemus attempted to conquer his brethren but was defeated by two brothers, Kluya and Fusoya, and imprisoned deep within the core of the moon they called their home.

Still plotting his dominance, Zemus secretly turned his powerful magical attentions to the planet their moon orbited around. He took control of the mind of a powerful

mortal, a Blackguard known as Golbez, and used him as a puppet to conquer the planet. Golbez conquered kingdom after kingdom and gathered one magical artifact after another and built an army of powerful soldiers, fiendish monsters, and constructed minions.

Golbez might have conquered the entire world for Zemus if it had not been for the interference of his brother, a paladin named Cecil, and his allies, including his rival Fusoya. Golbez's defeat broke Zemus's mind control, and with Fusoya's aid the two of them returned to the moon to deal with Zemus once and for all. The two of them defeated Zemus easily, as the archmage had not yet recovered from his mind control over Golbez being broken.

However, Zemus was not finished. His soul, fueled by anger and hatred, manifested itself in physical form, which Golbez dubbed Zeromus. He and Fusoya attempted to finish the deed and destroy Zeromus, but their efforts proved for naught: his magical protections prevented dark-hearted Golbez from harming him, and Fusoya's magic was no longer strong enough; the two of them were quickly defeated. As he lay wounded, Golbez gave Cecil - who had brought his allies and followed him and Fusoya to the moon to aid them against Zemus - a magical crystal that, if empowered by a good soul, could destroy Zeromus's protections.

Cecil and his allies faced Zeromus, starting the battle by charging the crystal with his paladin magic and hurling it into the hateful monster's face. Zeromus's physical body was horribly deformed as his protections melted away, but the furious creature, rather than retreat, attacked in its rage. After a long and vicious battle, Cecil finally delivered the last blow, crushing Zeromus with his holy blade.

As it lay dying, Zeromus swore that its existence would not be ended, declaring that "it would continue to exist as long as there was evil in the hearts of men". As a creature fueled purely by hatred, not truly possessing a soul but at the same time possessing the mind of a vengeful mage, Zemus and Zeromus had no place to go... and so they ended up in a place that cannot be.

Manifestation: A violet cloth appears in the center of the seal, then rises into the air, held up by the floating torso, arms, and head of a bald, purple-skinned humanoid. The creature sneers at his summoner, then suddenly convulses as a pair of sharp claws burst out of his chest. The claws tear the creature in half, and another creature claws its way out of the body; this second creature seems to be a pair of eyes and a fanged mouth suspended in a mass of writhing blue tentacles. It seems ready to lunge at its summoner, but an object resembling a small crystal appears as if thrown at the monster from somewhere outside the seal. When it strikes, the monster begins to glow, then convulses and begins to grow. The tentacles become arms and claws, and an insectoid face forms where the disembodied mouth and eyes used to be. Zeromus is now about twice the size he was in his second form, and his body barely fits within the seal; portions of his arms and body constantly flicker in and out of sight as they cross over the border of the seal.

Special Requirement: None

Sign: Your eyes become insect-like - crystalline blue compound eyes.

Influence: You are given over to an all-consuming hatred of the world. You find it difficult to be influential, and are prohibited from using Diplomacy. Furthermore, you must avoid crystalline objects, such as gems, glass, or mirrors. If forced to approach such an object, you become extremely uncomfortable and angry, and escape at the earliest convenience.

Granted Abilities: Zeromus grants his binder destructive, devastating effects and

the ability to repel and destroy magic.

Big Bang: You spew forth destruction in a 60-foot cone of lightning blast. Those caught within the cone must make a Reflex save or take 1d6 electrical damage per Binder level; a successful save takes half damage.

Virus: You expel a blast of negative energy, dealing 1d10 points of negative energy damage to all caught within the 20-foot diameter of the burst (Fortitude save negates). All caught within the blast continue to take 1d10 points of negative energy each round until they receive magical healing or succeed on a DC 20 Heal check.

Black Hole: You gain the ability to strip magic from a target. Once every 5 rounds you may use Greater Dispel Magic, at a caster level equal to your effective binder level.

Shield of Hate: You gain Spell Resistance equal to your Binder level plus 10. This ability functions the same as a monk's Diamond Soul ability.

[Post 309]
Author : Edge_of_Oblivion
Date : 09-14-06 03:04 AM
Thread Title : Re: let's make some new vestiges

Manifestation of Masamune

<http://www.icybrian.com/games/chronotrigger/masamune1.jpg>

Masamune,
The Dream In Steel

Vestige Level: 4th

Binding DC: 20

Legend: Masamune was a legendary sword that had a soul of its own... actually, two of them. Forged by a powerful wizard, he bound not one but two souls to the sword, giving it intelligence and two personalities. These souls were Masa and his brother Mune, hence the sword's name. Eventually the sword was destroyed by a powerful wizard who viewed its magic as a threat to his power. The shattered blade was left in a cave, guarded by its two souls, until someone comes to claim it.

Some time later, a certain knight began to seek the blade. He had been transformed into a demi-human frog by a dark wizard's curse, and sought to bring the evil mage to justice - both to break the curse put upon him, and to remove the threat the mage's monstrous servants were presenting. After several weeks of diligent searching, he eventually tracked down the location of the shattered blade's cave. There he was confronted by Masa and Mune, who challenged him to prove his worth to wield the blade. After defeating the brothers once, they merged into a single powerful being to battle him again; however, the knight still triumphed even against a more powerful foe.

The knight took the shattered blade to a smith and had it reforged, then with a few allies made his way to the mage's castle. There he fought his way to the wizard's chambers, where he interrupted the spellcaster from a magical ritual. The knight and his allies battled and defeated the mage thanks to the magic-disabling

properties of the Masamune, but because of the ritual being interrupted he was never able to kill or capture his foe.

Some time later, the knight was freed from his curse and returned to his human form. Its duty done, the Masamune suddenly disappeared from his home one day... to the knight and the world, it was thought stolen. In truth, its purpose had been fulfilled and therefore it had no reason to remain in the world anymore. But as item-bonded souls are rarely taken to the realms of the gods, Masa and Mune had no place they could call their home. Eventually, somehow, the brothers and the sword to which they were bonded ended up leaving the world where their purpose was fulfilled and ending up in a place that becomes home to all those who have nowhere to go.

Manifestation: Two halves of a shattered Bastard Sword lay on the ground inside the seal, with the Bloodstone touching one of the halves. Once you do, the halves glow and transform into semi-humanoid forms, Masa and Mune. The two face each other and charge towards each other, merging as they collide, and transform into a large, muscular humanoid creature. It bows to you, then shapeshifts into the form of an ornate, glowing Bastard Sword, which hangs suspended in the air above the seal.

Special Requirement: You must place a Bloodstone inside the seal before calling upon Masamune.

Sign: Your skin turns a slightly green shade, and your tongue doubles in length, resulting with it hanging out of your mouth sometimes when you speak.

Influence: You are serious and formal. If there is a spellcaster you have set yourself to defeating, you must work relentlessly in some way towards completing that goal.

Granted Abilities: Masamune gives his summoner skill with a blade and the ability to effectively combat spellcasters, most notably wizards.

Blade Skill: You gain Martial and Exotic Weapon Proficiency: Bastard Sword.

The Blade Reforged: You may call forth an ornate Bastard Sword (sized appropriately for your race) as a full-round action. The abilities of the sword are determined by your effective binder level:

Effective Binder Level - Bastard Sword Summoned

10th or Lower - +1 Bastard Sword

11th to 14th - +1 Mage-Bane Spell-Storing Bastard Sword

15th to 18th - +1 Mage-Bane Spell-Storing Ghost-Touch Bastard Sword

19th or Higher - +3 Mage-Bane Spell-Storing Ghost-Touch Bastard Sword

Magus Bane: You gain the ability to effectively battle spellcasters in melee combat. You gain the following feats: Mageslayer, Pierce Magical Concealment, Pierce Magical Protection.

Null Magic: You gain the ability to trump spellcasters by avoiding the abilities of their class. You gain Evasion (as per a Rogue, Ranger, or Monk) and Mettle (as per the Hexblade class).

Counterattack: Whenever an ally falls, you may enter Rage as per a Barbarian of your effective binder level.

Author : journeyman777
Date : 09-14-06 04:42 AM
Thread Title : Re: let's make some new vestiges

Swift speed: Solovem grants his binder a burst of speed. The binder gains a 10-foot enhancement to speed as long as Solovem is bound.

So what do you think ?Remove the Swift Speed and replace it with something else. You are duplicating an ability Remove has already given the binder access to.

[Post 311]
Author : Edge_of_Oblivion
Date : 09-14-06 03:07 PM
Thread Title : Re: let's make some new vestiges

Noticed while reading through and posting my Vestiges last night that we have Celestial vestiges, we have Fiendish vestiges... but where are our Lawful and Chaotic outsiders?? Allow me to present to you the first Inevitable Vestige....

(Note: None of this Vestige's legend is FR Core, I just made it up.)

A Varakhut Inevitable (left)

http://www.wizards.com/dnd/images/ff_gallery/50174.jpg

<http://img.photobucket.com/albums/v256/edge-of-infinity/rx66y.jpg>

R-X-Sixty-Six-Y,
Entropy's Exile

Vestige Level: 6th

Binding DC: 27

Legend: RX66Y was once a Varakhut Inevitable, a triangular construct from the plane of Mechanus charged with the duty of protecting divinity. This particular Inevitable was given an unusual challenge - protect the deity of rot and corruption, Moander, from being slain. As a deity of chaos and evil, though, Moander's home plane was the Abyss, where RX66Y would under any circumstance have a difficult time traveling. Its entrance delayed by unwelcoming Tanar'ri and possibly other problems, RX66Y arrived just in time to watch the mortal bard, Finder Wyvernspur, slay Moander's true body and claim his divine essence, rising to divinity himself. As a Varakhut, RX66Y was prohibited from harming Finder, as he himself was now a god, but the Inevitable had still failed on its mission. Remaining unseen by Finder, RX66Y investigated the battlefield and accidentally came in contact with a portion of Moander's rotting corpse. While this normally wouldn't bother the construct, the contact conferred to RX66Y a small portion of the dead god's Corruption portfolio.

To a construct, Corruption is defined as entropy. As an Inevitable, devoted to its duty, RX66Y could not return to Mechanus and risk spreading Moander's corruption among the other Inevitables and other denizens of the Plane of Law. Also, it had failed its mission to protect Moander, resulting in the god's destruction and the rise of Finder to godhood. Unwilling to risk destruction and unable to do its duty, RX66Y fled to the only place where none of its Inevitable brethren could follow, taking its Corruption with it into self-inflicted permanent exile.

Manifestation: RX66Y emerges from the center of the seal as if arriving from a Plane Shift - one moment the seal is empty, the next the Inevitable hovers over its center. It is an angular construct, with arms shaped like triangles, a triangular body, and a disk-shaped head. Rather than the normal blue of its model, the Velekhut is a dark green color, and is covered with large patches of rust and corrosion. Its right arm has rusted and broken off about three-quarters of the way down, and the rust-covered opening has developed into a toothy maw. Sparks fly from its body and fall to the ground before fizzling into nothingness. It speaks in a standard construct monotone and calmly requests an explanation from its summoner of why its exile has been cut short.

Special Requirement: You must place a holy symbol of any god in the seal before calling RX66Y. Furthermore, RX66Y refuses to be bound to a Binder who summons those who perished from failing while attempting to attain divinity. RX66Y will not answer the call of a Binder bound to Acererak, Karsus, Zagan, Valmar, or Kefka, and none of these Vestiges will answer the Binder's call if they are already bound to RX66Y.

Sign: A mark appears halfway between your right wrist and elbow, where RX66Y's right arm ended. The mark looks like three triangles stacked on top of each other and filled with gears, and glows a faint neon green.

Influence: You are reverent of deities and their servants. Any divine caster you encounter must be treated with the utmost respect, and you must leave a tithe of some sort at any temple you enter. You must also oppose those who speak badly of the gods - any god - and either talk them down or correct them.

Granted Abilities: RX66Y's abilities grant the Binder some of the properties of a Velekhut and protections against some of Moander's powers.

Mechanus Mind: You gain a portion of a construct's immunity to abilities that target the mind. RX66Y grants his summoner a +5 bonus on all saving throws against mind-affecting spells, spell-like abilities, and effects.

Inevitable Body: You gain a portion of a construct's resistances to abilities that normally effect living creatures. RX66Y grants his summoner a +5 bonus on all saving throws against paralysis, stunning, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. You gain Damage Reduction 10/Chaotic. You are immune to Diseases and Poisons.

Resilient Corruption: You carry corruption deep within your soul, and can pass it on with a touch. Every five rounds, you may use Poison or Contagion. Calculate the save DC for Poison as normal for a Binder.

Inevitable Pursuit: You may cast Locate Person once per hour as a spell-like ability with a caster level equal to your Binder level.

Dispelling Burst: You gain the Varakhut's Dispelling Burst ability. Every five rounds, you can release a burst of negative energy that acts as a Greater Dispel Magic, but affects all targets in a 30-foot burst. The caster level on this effect is equal to your Binder level.

Blue Screen of Death: A Binder bound to RX66Y may mimic a Blue Veil warding, as an Initiate of the Sevenfold Veil (Complete Arcane, pg. 45 and 46) once per hour. This effect lasts five rounds, then vanishes.

Inevitable Motion: You gain a fly speed equal to your movement speed, with Good maneuverability. When using this ability, you stand upright and appear to hover. You may fly for a number of rounds equal to your Binder level; once you cease

flying (whether you flew for the full duration or not) you may not fly again for a number of rounds equal to your Binder level.

Cookie to the first person to guess where this Varakhut's ID Code came from.

PEACH on ALL of my Vestiges, please, by the way.

[Post 312]
Author : urial angel of death
Date : 09-14-06 03:35 PM
Thread Title : Re: let's make some new vestiges

Isn't it robo's ID code from Chrono Trigger?

[Post 313]
Author : Edge_of_Oblivion
Date : 09-14-06 03:37 PM
Thread Title : Re: let's make some new vestiges

Isn't it robo's ID code from Chrono Trigger?
:cookie: for you sir.

[Post 314]
Author : journeyman777
Date : 09-14-06 05:26 PM
Thread Title : Re: let's make some new vestiges

Actually it's slightly tweaked from that. Robo was Prometheus 66-Y. The RX part is from RX-XR, the logkeeper in lab 16.

[Post 315]
Author : urial angel of death
Date : 09-14-06 06:00 PM
Thread Title : Re: let's make some new vestiges

He was part of the XR series of robot. So mother brain may have left it out because it was like a robot last name.

[Post 316]
Author : Edge_of_Oblivion
Date : 09-14-06 06:04 PM
Thread Title : Re: let's make some new vestiges

Tweaked RX a bit. He was a bit overpowered for a 5th-level Vestige. Bumped him up to 6th and removed some of his abilities. I also altered his Special Requirement,

to reflect his dislike of those who attempt to achieve godhood.

[Post 317]
Author : journeyman777
Date : 09-14-06 06:39 PM
Thread Title : Re: let's make some new vestiges

He was part of the XR series of robot. And yet his name is RX, not XR. I think you owe me half your cookie:)

[Post 318]
Author : urial angel of death
Date : 09-14-06 06:52 PM
Thread Title : Re: let's make some new vestiges

sorry typo I ment RX

[Post 319]
Author : Nairalimis
Date : 09-14-06 08:52 PM
Thread Title : Re: let's make some new vestiges

Wow, so many more new vestiges to respond to. :eek:

Ryuu_Tenshi, thanks.

JiCi, Solovem is a very cool idea, but he seems a little too flexable for a vestige. Nifty powers (which can be selected) which scale well, and a variable weapon proficiency. Given what you want (high level martial abilities, all of them) the only solution seems to be a higher level vestige.

Edge_of_Oblivion, Schala seems a bit potent, you may want to tweak down the powers a bit, since you get healing and some very nice magic item manipulation skills. Perhaps limit Blood of Zeal to use only with Bond of the Time Devourer?

Actual vestiges to come later with more Greek themed ones.

[Post 320]
Author : Edge_of_Oblivion
Date : 09-14-06 11:20 PM
Thread Title : Re: let's make some new vestiges

Schala's one of the few of mine I've actually seen in action in the campaign. While the Blood of Zeal power looks unusually powerful, it's not as strong as it looks. Until you reach level 8 and can bind her and Karsus together, you're relying on UMD to use the wand and about 4 out of 5 tries are going to fail - this I've seen from experience, the Binder in my campaign managed to blow up two wands trying to do it. And the Vestige doesn't differentiate between success or failure when counting off your "chargeless" uses per day. Compared to the other 2nd levels in the book, she's pretty low on the pole as far as power goes.

I will be changing the wording to limiting it to *just* Wands, though... I've been informed that using -any- charged object could be beyond broken with something like a Staff of Wish or similar power.

I don't think I can weaken the healing any more than stopping when you reach 1 HP. That even makes a Dragon Shaman's Vigor Aura (Fast Healing up to 1/2 max HP, then stops) look good. And I like Dragon Shaman. ;)

[Post 321]
Author : Th_Ar_Al
Date : 09-16-06 10:06 PM
Thread Title : Re: let's make some new vestiges

I was thinking in creating vestiges based in diferents storys, such as the First from Buffy.

what I want to know, it is if the vestiges are outside reality, are they outside time-space in all ways? so the Vestige from Buffy, would be the same vestige?

Also I was thinking in creating a vestige based in Fred from angel :D

EDIT:

What I have so far:

Winifred, The Sacrifice of curiosity
1st level Vestige. DC 20

Once a Prodigy expert in many areas knowledge, Winifred is a recent Vestige and grants traits that she had live, her cunning brain, skills and her heart for discovery.

Legend: Being a new vestige few are the texts that tell her story, however, from what herself remembers from her life binders are able to pieces the puzzle together. While alive Winifred was from a world where magic walked with a misterious art "Science", She was a expert in this misterious knowledge and used to fight evil in her world. From that point the legend becomes confuse, but the following facts are probably true: 1)Winifred was a Hero in her world 2) She was saved by a Good Undead, presumed to be a vampire with celestial heritage 3) Her soul was used in a sacrifice to awake a evil god and that caused her to become a vestige.

Special Requirement: a book must be placed in the seal

Manifestation: The seal appears to transforms in to a gate from another dimension, and from it a Young woman jumps and grab the book in the seal, for a moment she reads from the book. She looks like a slim young brunnete woman, in her middle-20. her apperance and personality may change a little when you talk to her, and ranges from healthy and friendly to a skinny and insane version, her clothing changes as well, from clean and new to dirt and old.

Sign: Your eyes become complete cobalt-blue but you can see normally

Influence: You become curious, specially about things that you don't have knowledge skill. Also, Winifred is afraid of locked things, doors, box, chest, and unless you know what is inside or is in danger, you will not approach or even handle the object.

Granted abilities: Winifred shares with her binders her skills and knowledge

*Prodigy:you become very smart with +2 bonus in int. for every five binder levels this bonus increases +1, so a 10th level binder has +4 bonus.

*Great knowledge: you gain a bonus in any knowledge skill (and in the operate mecanism skill) of your choice this bonus is equal 3+your effective binder level, for every five levels you can give this bonus to a additional skill, the skills

need to be chosen when bind. you can do a test in any knowledge skill as tough as you are trained. You can take 10 on a knowledge test.
*Blue eyes: you gain mystical sigth and while is binded with Winifred you has low-ligth vision and can use detect magic at will. If you already has low-ligth vision you gain Superior low-ligth vision. To use this power you need to show the sign of Winifred.

what do you think? weak?

[Post 322]
Author : urial angel of death
Date : 09-17-06 01:20 PM
Thread Title : Re: let's make some new vestiges

There are some other really cool characters that need vestiges. Many of the ones I would like to see are from Magic the Gathering.

Braids and Chainer (probably only one because their abilities were very similar in the books)
The First
Phage
Korona
Akarma
Urza
Tsacho

[Post 323]
Author : Th_Ar_Al
Date : 09-17-06 04:30 PM
Thread Title : Re: let's make some new vestiges

I know the first, but where the other come from?

what do you think about winifred (1st level)?

EDIT:
what is your avatar? I like it.

Just two ideias that I am working on.

Abturia, City of walls

Abturia is a misterious vestige and unique between these unique beings it grants abilities to guard cities and fortress
Legend: There are several legends about this unique vestigie, some say that he is the fusion of the souls that died when a city was destroyed in a war, or that the same city become haunted and when a cleric tried to save the souls from undeath he acidentally created the vestige. That cleric would be a Albino Wererat thus explaining the Vestigie manifestation and sign
Special Requirement: The seal must be draw over a stone surface.
Manifestation: a miniature walls rise inside the seal building a circular maze, few white rats appears from nowhere and run inside it, when the first reaches the center the others ones die and become dust. The Little white mouse talks with a thundering voice, that is obvious impossible for such small creature.
Sign: Your hair become white.
Influence: You become somehow less individualist and believe in a sense of

"community" or "union", when you are binded you will never betray a group that you belong, this can be your race, your adventure party or anything else that you are part of.

Granted abilities:

Airutera, Island of lands

Legend: Legends about Airutera start with a peaceful and noble druid that protect a island for her entire life, and in her death was blessed with the honor to become the spirit of the island itself. Protecting the place for a long time, Airutera find her destruction in the hands of a horde of demons that drained the island (and Airutera spirit) to use it to create a "Hell living city", the demons are stopped by brave group of heroes, and the island was saved, but for her spirit found only the agony of non-existence becoming a vestige.

Special requirement: You need to place in the seal a handful of earth, rock and water.

Manifestation: water spread across the seal and from it, like emerging from underwater a pillar of earth will rise and take a vaguely humanoid shape in his bottom has sand, in the lets and low torso has leafs and in the tops it is made of rock covered with snow. A sun and moon orbit the vestige head and appear to work as its eyes.

Sign: Your eyes glow with a pale light this don't cause any problems or modifies but is possible to spot when looking directly to your face.

Influence: You dislike towns and buildings, inside of a artificial environment you are nervous and feels "suffocated". As additional when you use heart of the land to Commune with nature (see below) you feel responsible for the affected area.

Granted abilities:

*Shorestride: you don't suffer penalties in your land speed while walking in sand, you can also use Water Walk for a total number of rounds equal your effective binder level during the entire time you are binded.

*Sun and Moon eyes: You gain low-light vision and +4 bonus in spot and search checks.

*Heart of the land: Once during the entire binding you can use "Commune with nature". You gain a +4 in survival checks, and additional +4 (total 8) with the land affected by "commune with nature"

*Green life: gives 1 extra hit point per binder level and +2 in fortitude

*Mountain Fist: you can use your hands in the same way that a monk does, using unarmed strike to cause the same damage. In the 5th level you can use a ice attack that deals +1d6 cold damage plus your fist normal damage, this damages increases to +2d6 in level 15th.

Two opposite vestige based in the "soul of a place"

[Post 324]

Author : ural angel of death

Date : 09-17-06 05:47 PM

Thread Title : Re: let's make some new vestiges

All of the above characters are from the Magic the Gathering card and book series the First included.

Braids and Chainer are both Dementia summoner. Meaning that they can summon there nightmares and creatures they think of to serve them.

The First is the leader of the Cabal, a necromantic organization. He is able to kill with a touch and has an aura of nausea.

Phage is the First's lover. She is the only one able to touch him and live. However

after first coming in contact with him she began to rot any living or dead being that touches her skin.

Korona is the naive newly born embodiment of magic

Akarma is the embodiment of a man's wish to avenge his wife, who was killed by Phage.

Urza is an planeswalker arfiticer.

Tsacho is the generl of an army of constructs called Phyrexians. She used to be a humaniod race, but was assimilated into the Phyrexians. Thus she now has the lower body of a mechanical spider.

my avatar is a byahkee from Call of Cthulhu and is under the hetatomb section.

[Post 325]

Author : Magicianguy131

Date : 09-17-06 06:03 PM

Thread Title : Re: let's make some new vestiges

Just wondering but do any of the viewers (not creators) use these guys in your game?:confused:

[Post 326]

Author : Edge_of_Oblivion

Date : 09-18-06 01:43 AM

Thread Title : Re: let's make some new vestiges

I created a few above, but I grabbed Kefka, Iyachtu Xvim, and Moander from a few pages back for use in my game as well.

Got a new one for you - another Final Fantasy favorite, ExDeath.

Manifestation of ExDeath

<http://www.videogamesprites.net/FinalFantasy5/Bosses/56%20-%20Exdeath2.gif>

<http://www.videogamesprites.net/FinalFantasy5/Bosses/30%20-%20Exdeath1.gif>

ExDeath,
Envoy of Oblivion

Vestige Level: 6th

Binding DC: 29

Legend: ExDeath was once known as Enuo, the mage immortal. While the people of his time might have perceived Enuo as a wizard, in truth he was a priest – a powerful cleric of an unknown god, who became an Entropomancer. To become an Entropomancer, the powers of oblivion demanded a price: in exchange for control of the Void, Enuo gave up his immortality. Unfortunately the very cost which granted

him his great power also cost him it – his enemies discovered Enuo had traded his immortality for the powers of the Void and were able to find a way to defeat and kill him.

Enuo’s soul was far too vengeful to pass on into the next life though. He returned as a Ghost, fettered to a tree in the depths of the forest where he was slain. Over the many years to follow, Enuo’s angry spirit and the tree that became his home slowly became closer and closer entwined to one another until they became a single being; how this occurred even druids could not explain. The possessed tree became a monstrous creature with its own magical potential combined with Enuo’s dark powers, and together the two became known as ExDeath. Driven by vengeance and hatred, ExDeath attempted to pick up where Enuo had left off, but was stopped and defeated by four knights, known as the Warriors of Dawn. Using magical crystals, the Warriors of Dawn subdued ExDeath’s mind and trapped his body in an interdimensional pocket.

Thirty years later, three of the Warriors of Dawn had perished, and the seal on ExDeath’s prison had become weak; his body was still imprisoned but his mind and his magic were quite active. One by one he shattered the crystals holding him prisoner, and following their destruction he broke free once again. Once again ExDeath resumed his plans of destruction, gathering an army of fellow seekers of the void and various fiends, as he continued to seek the greatest powers of entropy – Mu, the Void itself, held at bay by crystals similar to those ExDeath had been imprisoned with thirty years earlier. After shattering these crystals, ExDeath gained the powers of Mu and reached the heights of his strength as an Entropomancer.

To battle the threat he posed, four new Warriors of Dawn had been chosen. After battling their way through ExDeath’s army and defeating his fiendish generals, the four Warriors faced the Entropomancer directly. Gathering the powers of Mu into a single energy – the Sphere of Annihilation – ExDeath attempted to destroy the Warriors of Dawn for eternity this time, ending the last threat to his power; however, the Warriors were able to turn the Sphere’s power against ExDeath.

What happened next defied most known laws surrounding both druidic magic and the known lore of the Entropomancers. ExDeath’s soul, Enuo, was immune to the destructive effects of the Sphere, but his body, the tree, was not. As the Sphere attempted to absorb his body but was prevented by his power from destroying his mind, ExDeath merged with the Sphere itself, creating an even stronger, even stranger creature – Neo-ExDeath, Enuo and ExDeath reborn yet again as a living incarnation of the Nothing. Fueled by the power of the Sphere, Neo-ExDeath launched into a rage of destruction, seeking to obliterate all time and space before fading into nothingness himself, only to be stopped and destroyed by the same four Warriors who had caused his creation.

Fueled and powered by the Nothingness of the Void, ExDeath was drawn completely into the Sphere and the Mu into oblivion. But as a creature born of the nothingness and a soul whose power had mastered it, the Void could not hold him for long. ExDeath became yet another of those things that cannot exist but do, and thus he found himself in that place that cannot be, but does.

Manifestation: A small sapling slowly pushes its way out of the ground in the center of the seal. It grows slowly, inch by inch, sprouting a pair of leaves that slowly unroll and spread toward the sky. Without warning the sapling suddenly bursts skyward, becoming a full-grown enormous tree in less than a second. There is an echoing splintering sound, and a gaping face opens in the tree’s trunk, filled with gleaming metallic teeth. After opening its mouth in a roaring yawn, the face squints and grimaces angrily at the Binder, then the tree sinks down into the

seal until its upper branches are all that remain. There, where the sapling was originally, now rests a humanoid form in blue plate armor, growing from the waist up out of the tree's trunk. ExDeath's massive arms cross in front of his chest, gripping the hilt of a huge greatsword. The blade and the spaces in ExDeath's armor seem to absorb all light, causing the area around the seal and the Binder to dim significantly.

Special Requirement: ExDeath requires his summoners be of strong body and soul. Any Binder attempting to call him must have a total Fortitude Save of 10 or better, or ExDeath will not answer.

Sign: Light and darkness seem to bend and weave around your person. All light within a five-foot radius from the Binder seems significantly dimmed. Furthermore, the Binder casts no shadow. This effect does not give any bonus on skills nor concealment.

Influence: As a man, Enuo sought to achieve greater power, at whatever cost. As ExDeath, he achieved this power but lost it to its source. As a Vestige, ExDeath requires that if you take anything from a living being – whether you steal it or it is given to you – you must return it to that being within ten minutes. Nonliving objects and the belongings of dead beings are exempted, as these creatures have already returned to the Void and what was theirs is now yours for the taking. This does not apply to consumable items, such as potions or scrolls, unless they are not used.

Granted Abilities: ExDeath confers to the Binder some of the abilities he had in life – most notably Entropomancy, the mastery of nothingness.

Entropic Defense: The Binder is immune to Level Drain, Ability Drain, and Ability Damage.

The Eyes of Oblivion: Binders bound to ExDeath have their sight perfectly at all times, no matter the conditions of the light around them. While bound to ExDeath, the Binder is immune to Blindness. Also, the Binder can see perfectly, no matter the brightness (including magical brightness such as Sunburst) nor darkness (including magical Darkness) around him. Lastly, he gains a +5 bonus on all Spot and Search checks while bound to ExDeath.

Grand Cross: ExDeath's entropy can be conferred upon an unwilling target, resulting in a random negative status effect. The Binder attacks with a ray of black energy (10 foot per Binder level range) that crackles and hums and seems to drain light out of the air. If the Binder succeeds on a Ranged Touch Attack, the ray explodes on a target in the shape of a black cross and confers one of the following effects. Roll on the table below to see which effect Grand Cross causes:

D10 Value – Grand Cross Effect

- 1 – Darkness: Target is rendered Blind. No save.
- 2 – Poison: Target becomes poisoned. No save versus the initial effect (1d4 CON damage), Fortitude save versus secondary effect (1d4 CON damage).
- 3 – Shrink: Target is made one size smaller, as per Reduce Person, but can affect any creature (except those immune to size changes and Fortitude saving effects). Fortitude save negates.
- 4 – Stone: Target is petrified. Fortitude save negates.
- 5 – Mute: Target is rendered unable to speak for 1d10 rounds. Spellcasters are unable to perform Verbal components. Fortitude save negates.
- 6 – Sleep: Target is rendered unconscious. Despite its name, this is not a Sleep spell effect and is therefore not limited to creatures 4 HD or lower. Elves are not immune to this effect. Creatures will awaken after 1d10 rounds or when damaged. Will save negates.

7 – Berserk: Target is rendered confused and placed under the effect of a Barbarian’s Rage (as 1st level Barbarian). The Rage lasts 1d10 rounds. Will save negates both effects.

8 – Charm: Target is dominated by the Binder. Will save negates.

9 – Age: Target takes 2 points of ability damage to all six stats. A single Fortitude save negates.

10 – Death: Target must make Fortitude save or die.

If the target is immune to the rolled effect, re-roll. The Binder may activate Grand Cross once every five rounds.

Sphere of Mu: ExDeath grants his Binder a measure of control over the ultimate power of Entropomancy – the Sphere of Annihilation. Once per day, the Binder may conjure a much weaker variant of the Sphere and attempt to control it. This miniature Sphere is a one-foot diameter ball of blackness that floats two to three feet above the ground. Creatures of Tiny or smaller size are destroyed instantly upon contact with the miniature Sphere; creatures of larger sizes are allowed a Reflex save to avoid contact with the Sphere if it moves into their square. Success means the creature leaps away from the Sphere, moving to an adjacent square and negating any damage; failure means they make partial contact with the Sphere and take 1d6 points of nonelemental damage per Effective Binder Level as the Sphere attempts to draw them into itself. A creature reduced to -10 hit points or lower by the Sphere is consumed by it, as are any unattended objects it strikes (no save for unattended objects). The Binder may conjure the Sphere anywhere within 10 feet + 5 feet per Effective Binder Level; conjuring the Sphere is a full-round action. Once conjured, the Binder must succeed at a control check as per a normal Sphere – 1D20 + Character Level + INT modifier – versus DC 30, with the notable exception that the Binder may use his CHA modifier, if it is higher than his INT. If the check succeeds, the Sphere moves 10 feet + a number of feet equal to 5 times the amount by which he passed the DC in a single direction of the Binder’s choosing. (Calculate the Reflex save DC versus the Sphere as normal for Binders.) If the check fails, the Sphere moves 10 feet towards the Binder. Unlike a normal Sphere, ExDeath’s Sphere cannot be controlled by another character unless they are wearing a Talisman of the Sphere; if so, calculate the opposed checks and results as normal for a Sphere of Annihilation. Also unlike a normal Sphere, ExDeath’s Sphere does not produce the violent destructive results when it encounters a Gate spell or a Rod of Cancellation; instead, the Gate and the Sphere neutralize one another with a puff of sulphuric smoke, and the Sphere consumes the Rod of Cancellation before winking silently out of existence. Lastly, a Binder bound to ExDeath will not take damage from handling or wearing a Talisman of the Sphere.

Unless removed otherwise, the Sphere of Mu blinks out of existence after a number of rounds equal to twice your Effective Binder Level. The Sphere can also be dismissed as a full-round action.

PEACH on this guy or any of my others, please. :D

[Post 327]

Author : Edge_of_Oblivion

Date : 09-18-06 05:55 PM

Thread Title : Re: let's make some new vestiges

COMPLAINTS:

Winifred: OVERLAPPING! Too much overlapping! Knowledge bonus overlaps Naberious. Influence overlaps Otiax - if you're bound to both you're going to take penalties ANYWAY any time you encounter a locked door: Otiax demands you find a way to open it, Winifred demands you avoid it at all costs. And quite frankly, an INT buff is too strong for a 1st-level Vestige. A bonus on all INT checks or INT-based skill checks would be more reasonable.

Airutera: BAD INFLUENCE!! Influences should NEVER cause penalties on their own unless the Binder violates them. Making the Binder nervous and uncomfortable in or near cities and making him attempt to avoid them would be fine; if he enters the city, he takes a -1 penalty to all those anyway for violating the Vestige's Influence (assuming he fails the Binding check). Putting a penalty ON TOP of that whenever he enters a city is too much. Influences are supposed to be purely behavior-oriented and completely roleplay, and not cause penalties on their own, only when violated by a Binder who fails his binding check.

Also a Legend for Airutera would be nice, as it's rather confusing how a Vestige of an island's spirit makes you uncomfortable in cities.

[Post 328]
Author : Th_Ar_Al
Date : 09-18-06 06:49 PM
Thread Title : Re: let's make some new vestiges

=/
Well they are my first vestiges

Winifred is based in the character of same name from angel
:http://en.wikipedia.org/wiki/Winifred_Burkle
her soul was consumed to the rise of a Demonic god, thus I thought that was just the right explanation to become a Vestige. I know that she already give powers that are similar to others vestiges, but is a flavor thing.

a few ideas, she could have fear of teleportation or she could refuse to bind with someone already binded with the vestiges that you said.

Airutera: the idea was that first she was druid, and obad-hai maid her the "spirit" of the island, latter a group of outsiders would draw the island special energies (in other words Airutera essence) to use as a source of power to build a demonic "living" city. That is the scratch.

[Post 329]
Author : Edge_of_Oblivion
Date : 09-18-06 07:26 PM
Thread Title : Re: let's make some new vestiges

=/
Well they are my first vestiges

No worries... that's what critiques are for, to help work out the kinks.

her soul was consumed to the rise of a Demonic god, thus I thought that was just the right explanation to become a Vestige. I know that she already give powers that are similar to others vestiges, but is a flavor thing.

One thing the advice for creating more Vestiges - both in the book and in the article on the website - suggests is to try and avoid duplicating the effects of other Vestiges. This makes the Vestige less useful for a Binder, especially when he can bind multiple Vestiges. At the moment, she's a combination of Naberius (another 1st level Vestige, which makes the duplication even worse), Karsus (a 3rd level Vestige), and Otiax (a 5th level Vestige).

Here's a few suggestions for fixing her.

Prodigy: Change this to a bonus to INT-based skills rather than a straight bonus to INT. This qualifies all Knowledge skills as well, as they are all based on INT.

Great Knowledge: See Prodigy.

Blue Eyes: This is basically a direct copy of Karsus's "Karsus's Sight" ability. It doesn't fit the character, as Winifred was a scientist, not a wizard. Perhaps switch this to a constant Detect Traps instead, as that would be something a bit more suited to a scientist.

a few ideas, she could have fear of teleportation or she could refuse to bind with someone already binded with the vestiges that you said.

Fear of teleportation might be nice. Perhaps a bonus on saves against teleport effects, and maybe Dimensional Anchor which might become Disrupt Teleport at higher levels. This might bump her up to a higher level Vestige though. I really don't see her having a good reason to refuse to bond with Karsus, Naberious, or Otiax though.

Airutera: the idea was that first she was druid, and obad-hai maid her the "spirit" of the island, latter a group of outsiders would draw the island specials energies (in other words Airutera essence) to use as a source of power to build a demonic "living" city. That is the scracth.

Hmm. Alright, that's fair as far as Legend goes. Still the Influence should never impose penalties unless the Binder ignores/breaks it after failing their Binding check. None of the core Vestiges *ever* impose a penalty for any reason, unless you ignore or break their Influence after failing your Binding.

[Post 330]
Author : JiCi
Date : 09-19-06 04:16 AM
Thread Title : Re: let's make some new vestiges

Off-topic (sort of; it's vestige related): Asharladon's vestige in Dragon Magic has a burning hole where his heart should be, yet I didn't really get the vestige description.

Did he remplace his heart with a living balor, remplace his dragon heart with a balor heart or bind a balor soul to his heart ?

[Post 331]
Author : Th_Ar_Al
Date : 09-19-06 03:37 PM
Thread Title : Re: Tarot Vestiges

When I get out of the exam session, I think I'm gonna work on an alternative set of

Vestiges based on the 22 Major Arcana of the Tarots...(Flaaaaavooooorrr)...If someone has some ideas, let's share'em!!..And now back to the books.. :weep:
Did those vestiges are actually made?

[Post 332]
Author : Edge_of_Oblivion
Date : 09-19-06 09:57 PM
Thread Title : Re: let's make some new vestiges

Did he remplace his heart with a living balor, remplace his dragon heart with a balor heart or bind a balor soul to his heart ?

He took a heart from a Balor and replaced his damaged heart with its whole one. Although I'm sure part of the infusion bound what was left of his heart with the Balor's.

There's an entire prestige class in Draconomicon for evil dragons to follow his example, too: Disciple of Ashardalon.

[Post 333]
Author : ural angel of death
Date : 09-20-06 07:45 AM
Thread Title : Re: let's make some new vestiges

No it was the whole balor. This is revealed in the Bastion of Broken Souls adventure.

[Post 334]
Author : Ryuu_Tenshi
Date : 09-20-06 08:03 AM
Thread Title : Re: let's make some new vestiges

Edge: I haven't had a chance to read them way in depth, but your vestiges seem great. yayfor oldschool SquareSoft games >>; they seem well-balanced and unique.

[Post 335]
Author : hida_jiremi
Date : 09-20-06 11:40 PM
Thread Title : Re: let's make some new vestiges

Hmm, Tarot vestiges, did you say? That would basically require (in my head, anyway), reworking the concept of vestiges to represent primal universal concepts. An interesting take on the whole thing would be a campaign setting in which the "vestiges" were actually "arcana", manifestations of reality that were embodied by the Tarot deck.

Rambling aside:

The Fool
Vestige Level: 2nd

Binding DC: 20
Tarot Position: 0

Legend: The Fool is a prince of the other world on his travels through this one—all amidst the morning glory, in the keen air. The sun, which shines behind him, knows whence he came, whither he is going, and how he will return by another path after many days. He is the spirit in search of experience. Many symbols of the Instituted Mysteries are summarized in this card, which reverses, under high warrants, all the confusions that have preceded it.

Special Requirements: None.

Manifestation: With light step, as if earth and its trammels had little power to restrain him, a young man in gorgeous vestments pauses at the brink of a precipice among the great heights of the world; he surveys the blue distance before him, its expanse of sky rather than the prospect below. His act of eager walking is still indicated, though he is stationary at the given moment; his dog is still bounding. The edge which opens on the depth has no terror; it is as if angels were waiting to uphold him, if it came about that he leaped from the height. His countenance is full of intelligence and expectant dream. He has a rose in one hand and in the other a costly wand, from which depends over his right shoulder a wallet curiously embroidered.

Sign: While you bear the Fool, your mouth is constantly quirked into an idiotic grin.

Influence: The Fool’s influence causes you to become restless and full of wanderlust. While awake, you must move constantly (at least a five-foot step every round). Even if restrained against your will, you constantly twitch and jerk.

Granted Abilities: The Fool is the prince of journeys, the embodiment of moving from ignorance toward wisdom. As such, he grants his petitioners powers over travel, and the ability to avoid foolishness and cause it in others.

Freedom of Movement: For a total time per day of 1 round per binder level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell freedom of movement. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). Additionally, you automatically slip out of grapples, each instance costing you 1 round from your daily limit.

Immunity to Confusion: You gain immunity to confusion effects. Additionally, you gain a +4 bonus on saving throws against charm and compulsion effects.

Instill Confusion: Once every five rounds, as a standard action, you can whistle or sing a jaunty tune that fills the mind of a nearby listener with brief but intense madness. You may target a creature within 30 feet with this ability, forcing them to attempt a Will save or become confused (as the spell) for a number of rounds equal to one-half your binder level (round down). This is a mind-affecting compulsion effect.

Well, what do you think? (With thanks to Wikipedia for a good bit of the fluff on the Fool's meaning.)

Jeremy Puckett (Hida Jiremi)

"Maybe the entire purpose of your existence is to serve as a warning to others."

[Post 336]
Author : hida_jiremi
Date : 09-20-06 11:56 PM
Thread Title : Re: let's make some new vestiges

And here's another one.

The Magician
Vestige Level: 3rd
Binding DC: 22
Tarot Position: 1

Legend: This card signifies the divine motive in man, reflecting god, the will in the liberation of its union with that which is above. It is also the unity of individual being on all planes, and in a very high sense it is thought, in the fixation thereof. In other traditions this card can refer to scholarly knowledge. The Fool has now learnt something and now sees himself as powerful. Perhaps the reputation of the Magician is derived from the Fool misunderstanding what is happening while the High Priestess (the next card) is looking back, thinking the Magician is missing the point of spiritual knowledge.

Special Requirements: An item of arcane power must be left in the binding circle. (Anything, even a scroll or potion, will do.) If the binding check is unsuccessful, the angered Magician takes the item with him when he departs. As well, the Magician will appear only to the scholarly; the binder must have at least 4 ranks of Knowledge (arcana).

Manifestation: A youthful figure in the robe of a magician with a smile of confidence and shining eyes. Above his head is a mysterious sign of mysticism, a sign of life, like an endless cord, forming the infinity symbol. About his waist is a serpent-cincture, the serpent appearing to devour its own tail. In the Magician's right hand is a wand raised towards heaven, while the left hand is pointing to the earth. Beneath are roses and lilies.

Sign: The Magician brands you on your forehead with the symbol of infinity, and your arms and chest are covered in strange and mystic runes. Prominent on your chest is the symbol of the snake biting its own tail. The tattoos move and shift as onlookers watch.

Influence: Under the influence of the Magician, you become an expert in all things magical, and relentlessly curious about magical things. You cannot pass up an opportunity to show off your magical knowledge, even cutting off others as they speak to be the first to reveal information. You cannot pass up a chance to learn about a magical phenomenon or study a new magic item.

Granted Abilities: The Magician offers his devotees mystical knowledge and arcane understanding. Binders that have chosen the Magician are often more like wizards than other binders, thanks to the ancient wisdom they have summoned.

Counterspell: You can ready an action to negate a spell cast by another character. You must be within 60 feet of the caster and be able to identify the spell to be countered with a Spellcraft check. If you recognize the spell and choose to counter it, make a binder level check against a DC of 11 + the opposing caster's level. If you succeed, the spell is countered; if you fail, the spell succeeds normally. Once you use this ability, you may not do so again for 5 rounds.

Magical Affinity: You can use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of your binder level. For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.

Spell Resistance: The Magician grants you the ability to resist magic, and you gain spell resistance 10 + your binder level. You do not have to lower this spell resistance against friendly magic; you can simply designate spells to ignore this resistance if you wish.

Weighty Magic: Any magic item you use has its saving throw DC (if any) increased by +2.

Jeremy Puckett (Hida Jiremi)
A wholly owned subsidiary of the role-playing industry.

[Post 337]
Author : Th Ar Al
Date : 09-23-06 07:26 AM
Thread Title : Re: let's make some new vestiges

I liked both tarot Vestiges, but...

in the table showed in the figure there is the symbols of the four elements, a Cup (water) coins (earth) dagger (air) and there is the wand (fire) in the magician hands.

How about the power to summon one of those items (only one at the same time) and each gives a special bonus related? Cup would give alchemy bonus, the coins could be spend in casting spell with material components that cost money, dagger would probably be a magic weapon, and the wand, well would be a wand of some fire-based power. :D

The High Priestess maybe could give Rebuke or Turn Undead :confused: ?

[Post 338]
Author : hida_jiremi
Date : 09-23-06 09:14 AM
Thread Title : Re: let's make some new vestiges

I thought about doing something elemental with the Magician, but in the end I decided to go with a more generic magical approach. Turn/rebuke undead is indeed one of the powers I intend to give the High Priestess, though. I should have more tarot vestiges up by Monday or Tuesday, depending on how much sleep I get this weekend. XD

Jeremy Puckett (Hida Jiremi)
Working for the man every night and day.

[Post 339]
Author : Edge_of_Oblivion
Date : 09-23-06 07:47 PM

Thread Title : Re: let's make some new vestiges

No it was the whole balor. This is revealed in the Bastion of Broken Souls adventure.

Well knowing that adventure would help. The way they put it in his Vestige legend in Dragon Magic they worded it as if he stole a Balor's heart to replace his damaged one.

[Post 340]
Author : urial angel of death
Date : 09-24-06 09:06 AM
Thread Title : Re: let's make some new vestiges

Well the balor was used as a replacement heart, why he need the entire bbalor I have no idea. Once you kill him the balor seemed to have changed while inside him. It became much more heart-like (giant arteries coming out of its back, pulsing in a regular pattern, etc.)

[Post 341]
Author : Th_Ar_Al
Date : 09-28-06 04:12 PM
Thread Title : Re: let's make some new vestiges

So.. no new Tarot vestiges?

[Post 342]
Author : hida_jiremi
Date : 09-28-06 08:11 PM
Thread Title : Re: let's make some new vestiges

Sorry, I've been really busy this week, what with having a test and all. I've got the High Priestess and the Empress done, but they're on my laptop right now (which is with my wife at work). I'll try to post them up sometime this weekend, though. Thanks for the interest.

Jeremy Puckett (Hida Jiremi)
Too much caffeine man

[Post 343]
Author : hida_jiremi
Date : 09-29-06 01:58 AM
Thread Title : Re: let's make some new vestiges

Here's the High Priestess for now. As it turns out, I actually still have some fluff to write for the Empress, so I'll try to have her up by tomorrow night. Enjoy.

The High Priestess
Vestige Level: 2nd

Binding DC: 19
Tarot Position: 2

Legend: The High Priestess has been called occult science, but she is really the secret church, the house which is of both god and man. She represents also the second marriage of the prince who is no longer of this world; she is the spiritual bride and mother, the daughter of the stars. She is, in fine, the queen of the borrowed light, but this is the light of all. She is the moon nourished by the milk of the Supernal Mother. In a manner, she is also the Supernal Mother herself—that is to say, she is the bright reflection of the Goddess. Mystically speaking, the High Priestess is the spiritual bride of the just man, and when he reads the law she gives the divine meaning. There are some respects in which this card is the highest and holiest of the Major Arcana.

Special Requirements: Only those with proper obeisance and ritual knowledge may summon the High Priestess. The binder must have at least 4 ranks of Knowledge (religion).

Manifestation: When the High Priestess appears, she has the lunar crescent at her feet, a horned diadem centering a globe on her head, and a large cross on her breast. The scroll in her hands is inscribed with mystical words of power. It is partly covered by her mantle, to show that some things are implied and some spoken. She is seated between the white and black pillars of the mystic temple, and the veil of the temple is behind her: it is embroidered with palms and pomegranates.

Sign: A binder that has joined with the High Priestess has a lunar crescent inscribed clearly upon his forehead.

Influence: The High Priestess cannot abide blasphemy or mockery of the gods. If anyone blasphemes or insults a cleric or his god within earshot of the binder, he must step forward to verbally defend the insulted individual or faith. As well, the High Priestess insists that her binder not do physical violence to a cleric unless attacked first.

Granted Abilities: The High Priestess grants power to repel the undead, heal wounds, and bless others, as well as great insight into the spiritual workings of the universe.

Blessing of the Moon: While you have the High Priestess' sign clearly visible, you constantly radiate the effect of the spell bless. Rather than being a burst, it becomes an emanation.

Pious Knowledge: You gain a +4 bonus on Heal, Knowledge (religion), and Knowledge (the planes) checks. You can roll Knowledge (the planes) checks as though trained even if you have no ranks.

Touch of Balm: As a standard action, you can cure 1 point of damage to yourself or another creature. As a full-round action, 1d8 points of damage + 1 per effective binder level (maximum 1d8+10). Either version requires you to touch the creature to be cured. If you use the full-round cure ability, you cannot use your touch of balm again for 5 rounds. The other version is usable at will. Both uses of this ability channel positive energy and deal a like amount of damage to a touched undead.

Turn Undead: While you have the High Priestess bound, you may turn undead as a cleric of two levels lower than your binder level.

Hope you like it.

Jeremy Puckett (Hida Jiremi)
The source of all power

[Post 344]
Author : Th_Ar_Al
Date : 09-30-06 03:39 PM
Thread Title : Re: let's make some new vestiges

Great, bring more.

[Post 345]
Author : Zarthrax
Date : 10-01-06 04:49 PM
Thread Title : Re: let's make some new vestiges

Wanted to get this down on paper (technically) before I lost my train of thought.

An Epic system for Vestiges.

Epic Vestige

Through an innate or learned understanding, you have gained a closer bond with your chosen vestige.

Prerequisites: Favored Vestige (any)

Effect: You gain access to the specific epic progression of your Favored Vestige. However, upon binding the vestige for the first time, you must make a DC ?? Will save or be horribly and irrevocably changed into a monster of the DM's devising.

Normal: Binders cannot access the awesome epic powers of the vestige.

This came to me upon reading the description for Deadly Dancers in the Monsters section, about how they once were binders who absorbed too much of Paimon's essence.

Opinions?

[Post 346]
Author : Th_Ar_Al
Date : 10-01-06 05:21 PM
Thread Title : Re: let's make some new vestiges

I think it is kinda of harsh to make them monster so fast... methinks that it should be something diferent first, like the vestige sign remains for "1d6+vestige level"days even if the vestige is no longer binded, if other failures happens maybe the character become a monster.

I love deadly dancers, I don't know why but they are so cool. It could be interest to create others monster with "vestige aspect".

[Post 347]
Author : Zarthrax
Date : 10-01-06 05:42 PM
Thread Title : Re: let's make some new vestiges

Could have a consequence instead, for those who frequently bind that particular vestige. Say, a slowly accruing Will save?

[Post 348]
Author : Edge_of_Oblivion
Date : 10-02-06 10:54 PM
Thread Title : Re: let's make some new vestiges

I don't like it. No other class forces you to basically have to "save or die" to use a class ability at Epic.

There's simply no room for Epic Vestiges in the game, I think. Orthos, the original Vestige is still a non-Epic Vestige.

[Post 349]
Author : EldritchEvos
Date : 10-03-06 02:54 PM
Thread Title : New Vestige

I was wondering if the place where vestiges exist was only connected to the one universe the game was in or the entire multiverse, but since i started reading this thread, a great deal of the vestiges are from modern day fiction or elsewhere outside the usually D&D campaign settings so I was struck by inspiration today at work and wrote up a little vestige that i thought might help those binders that wish to be a melee combatants.

NIGHTMARE
The Azure Knight
<http://comptenik1.free.fr/soulcalibur/Todoke%20-%20019.jpg>
Vestige Level: 4
Binding DC:28
Special Requirement: No

During the late sixteenth century, the oppressed peasants of Germany were revolting against the Holy Roman Empire. With its forces weakened by the Italian Wars, the German peasants finally had a fighting chance. One of the champions of the people, a brave knight named Sir Frederick Schtauffen, met and fell in love with a woman named Margaret while on campaign; and they spent the night together. When Frederick returned after nine months of battle, he rejoined Margaret, having given birth to a son, whom he named Siegfried, after the famous hero. Over the course of the next ten to fifteen years, Frederick spent a lot of his time teaching his son swordsmanship.

Embarking on a foreign crusade, Frederick promised Margaret that he would return; unfortunately, without his father's guidance, Siegfried began to socialize with an edgy clan of teenagers, and he soon became the leader of their band of thieves known as "Schwarzwind," meaning "black wind." In a misguided act of national pride, the band devised a plan to attack the knights who ran away from the crusades, as

they were bound to carry valuable possessions, and were too cowardly to deserve respect in any case. That night, the "Schwarzwind" ambushed a group of war-weary soldiers, too tired to retaliate. Siegfried even managed to kill the commander himself; but as he held the commander's severed head in triumph, the moonlight shone on its face, and Siegfried screamed as he realized he held the head of his own father. In mere seconds, Siegfried had snapped and ran straight into the forest, becoming more and more insane as he ruminated over his previous acts, until he came to a point at which he psychologically convinced himself that his father's murderer was actually someone other than himself. And in this newfound delusion for revenge, Siegfried decided that his father's murderer must only be defeated by a specific weapon so that the vengeance would remain all the more satisfying; that weapon was the Soul Edge.

He finally managed to come across the legendary weapon Soul Edge, lying beside the defeated corpse of the dread pirate, Cervantes de Leon. But as he reached for it, the corpse lit up in a hellish blaze of fire and attacked him. Siegfried raised his zweihänder and defeated the fiery Inferno, earning the right to wield the Soul Edge for himself.

At the precise moment that Siegfried obtained the cursed blade, the Evil Seed emanated from him in a beam of light that rained across the entire world, leading only to death and destruction. At that moment Siegfried heard the voice of the wicked sword, who arranged a deal with him: Siegfried would help the blade to restore itself gathering souls, and Soul Edge would resurrect his father Frederick. Siegfried accepted and carried the blade into many slaughters, until he finally succumbed to the sword's restored powers, transforming into the Azure Knight, Nightmare.

During the following three years he gathered together a group of followers: the golem Astaroth, Lizardman (Aeon Calcos), and Ivy. Each of them aided him in Soul Edge's quest to devour souls for a rejuvenation ceremony to be performed in his chosen stronghold, Ostrheinsburg Castle. But as the ceremony was about to take place, the clan was quickly laid to waste. Both Aeon Calcos and Astaroth were defeated; and Ivy left the clan after learning the shocking truth of her horrifying past from the Fu-Ma ninja, Taki. Two young warriors confronted Nightmare after slaying many golems: Kilik, owner of both the sacred staff Kali-Yuga and sacred mirror Dvapara-Yuga; and Xianghua, owner of Krita-Yuga, which revealed itself as Soul Calibur.

The battle between the swordsmen took place in a vortex of hellfire and evil energy summoned by Soul Edge. After a raging battle, the evil sword shattered, and Nightmare and Soul Edge fell into the collapsing void. With Soul Edge severely weakened, Siegfried regained some of his humanity. Along with lucidity came the horrifying memories of the sins he committed, as well as the fear and anger of those who were slaughtered by him. Moreover, he realized that he had been the one who murdered his father, and that his "resurrection" was only an illusion brought by his mind. However, the creature known as Nightmare was forsaken by its master Soul Edge and thrown into the place beyond time and space. Soul Edge would live on but the figment of a monster known as Nightmare was cursed to eternity in the nether world of the vestiges. (A great deal of this is from Wikipedia, but I altered it a little.)

Manifestation: A humanoid figure in blue full plate armor appears from the seal engulfed in purple flames which slowly disappear. The figure's chest, right shoulder, and right arm are a grotesque menagerie of teeth, talons, and demonic flesh. The Knight holds a huge sword in one hand, which is composed of the same demonic flesh. The sword also has a single eye near the hilt which frantically scans the area around it.

Sign: Your arm becomes like Nightmare's, a horrible mesh of demonic flesh and sharp teeth and talons.

Influence: During combat you can hear the call of Soul Edge from the fragment that

remains with Nightmare. If you are within 30 ft of a humanoid below 0 hit points, you feel an urge to finish off the closest humanoid who follows the above requirements.

Granted Powers: Nightmare grants binders his fighting prowess, his ability to absorb the souls of his defeated opponents, and a fragment of his weapon Soul Edge.

Exotic Weapon Proficiency Fullblade: The Binder gain proficiency with the fullblade. At 10th EBL, the binder also gains the ability to hold a Fullblade in one hand, as the Monkey Grip feat. To have this ability, you must show Nightmare's sign

Nightmare's Skill: The Binder's BAB increases to +1 per EBL, as a fighter's BAB.

Soul Edge: The binder summons a fragment of Soul Edge. It's qualities depend on the binder's EBL

5-8th +1 Fullblade

9-12th +2 Adamantine Fullblade

13-16th +2 Adamantine Keen Fullblade

17-19th +4 Adamantine Keen Fullblade

20th +5 Keen Fullblade - The sword also counts as any metal against damage reduction

NEED MORE SOULS: When the binder kills a humanoid in combat with Soul Edge he absorbs that humanoid's soul. The absorbed soul only resides within the binder for 1 min/per EBL. He can only hold one soul at a time, so if the binder absorbs another soul after he absorbs a soul, the last soul he absorbed is freed. The binder gains new vitality after he absorbs a soul, according to your EBL:

7-9th - Heal 1pt/EBL after absorb, +2 STR and CON

10-14th - Dark Flames: +1d6 Unholy damage to Fullblade

15-19th - +4 STR and CON

20th - Fell Strike: The binder release sthe soul he absorbed, losing all of the above benefits to call a sucessful melee attack after it hits an automatic critical.

I'll admit it's a little powerful but I think it's balanced compared to some of the other vestiges. Please be gently, this is my first try at making a vestige :P

BTW: This thread is awesome

[Post 350]

Author : Edge_of_Oblivion

Date : 10-03-06 08:03 PM

Thread Title : Re: let's make some new vestiges

Okay, a review for the Azure Knight.

Influence: During combat you can hear the call of Soul Edge from the fragment that remains with Nightmare. If you are within 30 ft of a humanoid below 0 hit points, you must make a will save DC 20 or rush to kill the closest humanoid meeting the requirements above.

No Vestige requires a save on their influence. The design note specifically states "Influces are PURE ROLEPLAY, and should not use a game mechanic to enforce it." The Binder ALWAYS has a choice - abide by the Influence, or ignore it and take the

penalty.

Revised version, with changes in Italics:

"During combat you can hear the call of Soul Edge from the fragment that remains with Nightmare. If you are within 30 ft of a humanoid below 0 hit points, the Binder feels compelled to rush to kill (coup de grace) the closest humanoid meeting the requirements above."

Advanced Armor Proficiency: The Binder gains Proficiency with Full Plate only, but they increase the max dex bonus of full plate armor they wear by 1/6 their EBL. Ex 6=+1 12=+2 18=+3

Exotic Weapon Proficiency Fullblade: The Binder gain proficiency with the fullblade. At 10th EBL, the binder also gains the ability to hold a Fullblade in one hand, as the Monkey Grip feat.

These are fine. Fullblade is a unique choice, I would have thought Greatsword or Bastard Sword, but Fullblade is a good option. Nice thinking.

Nightmare's Skill: The Binder's BAB increases to +1 per EBL, as a fighter's BAB.

No problems here, although at the higher levels Nightmare will be NASTY combined with some of the other martial-focused Vestiges.

Nightmare's Armor: At will as a full-round action, the binder can summon a suit of full plate armor on his body. The armor's qualities is based on the binder's EBL.

5-8th +1 Full Plate Armor
9-12th +2 Light Fortification Armor
13-16th +2 Moderate Fortification Armor
17-19th +4 Moderate Fortification Armor
20th +4 Heavy Fortification Armor

I suggest changing this somehow. This is a complete duplicate of Savnok's armor-summoning ability. Even the abilities on the armor look practically the same.

Soul Edge: The binder summon a figment of Soul Edge. It's qualities depend on the binder's EBL.

5-8th +1 Fullblade
9-12th +2 Adamantine Fullblade
13-16th +2 Adamantine Keen Fullblade
17-19th +4 Adamantine Keen Fullblade
20th +5 Keen Fullblade - The sword also counts as any metal against damage reduction

No problem here, as the only other standard Vestige with this ability summons a Warhammer (Eurynome) and Nightmare uses a Fullblade.

NEED MORE SOULS: When the binder kills a humanoid in combat with Soul Edge he absorbs that humanoid's soul. He can only hold one soul at a time, so if the binder absorbs another soul after he absorbs a soul, the last soul he absorbed is freed. After the vestige's effects end, the absorbed soul leaves the binder's body to go to the afterlife. The binder gains new vitality after he absorbs a soul, according to your EBL:

7-9th - Heal 1pt/EBL after absorb, +2 STR and CON until vestige is unbound
10-14th - Dark Flames: +1d6 Unholy damage to Fullblade

15-19th - +4 STR and CON until vesige is unbound
20th - Fell Strike: The binder releases the soul he absorbed, losing all of the above benefits to call a successful melee attack after it hits an automatic critical.

The STR and CON buffs last a bit too long. Maybe make them minute/level, as he's going to be getting them back nearly every battle, especially if he is subject to Nightmare's influence.

[Post 351]
Author : EldritchEvos
Date : 10-04-06 04:49 PM
Thread Title : Re: let's make some new vestiges

Alright, I think I fixed all the stuff you mentioned, Edge of Oblivion.
I think the armor abilities are good (Apparently it was exactly what Savnok gets :P)
Thanks for the help!

I had another idea for a vestige, sweet sweet memories of an old classic RPG came to mind.
Final Fantasy VIII. The GFs in there closely resemble vestiges. So prepare to fear the awesome might of...

JUMBO CACTAUR
The Lord of Living Cactus

Vestige: 1
Binding DC: 20
Special Requirement: Yes

Legend: Very little is known about Jumbo Cactuar, or it's smaller, cowardly disciples the Cactuar. Jumbo Cactuar resembles it's brethren, except for it's mustache. The Jumbo Cactuar was once the giant protector of it's people, until it was defeated by a random group of adventurers who cursed it into bondage for them. Thankfully the adventurers released Jumbo Cactuar, but he was thrust into the nether realm of the vestiges.

Special Requirement: To summon Jumbo Cactuar the binder must place 3 cactus needles and piece of hair. These items are not used up after summoning but they are used in the manifestation.

Manifestation: The cactus needles and hair rise in the air and grow to enormous size, a 10ft tall cactus appears under the cactus needles and the hair (now in the shape of a snazzy mustache). The cactus has three black dots for a face, two for eyes and one for an oblong mouth. The cactus is silent and is in a stiff running pose.

Sign: Your skin changes to a slight tinge of green and you grow three red quills at the top of your head.

Influence: As soon as your hit points go below 50% you feel an urge to flee from the scene of combat.

Granted Abilities: The binder gains the Jumbo Cactuar's resistance to the desert, it's ability to flee combat, and it's ability to spray needles.

Born of the Desert: You no longer must make saves against heat conditions (only hot conditions) and you only require one cup of water a day to be fully nourished.

Flee the Scene: You can use the spell Expeditious Retreat as the spell at will (at caster level 1), with the following changes: You cast it as a swift action, You can never use it to charge toward an enemy to attack, and you gain a +2 dodge bonus to AC and +2 bonus to all saves as long as you run.

1,000 Needles: You spray a 30ft cone of needles from your body, despite what you are wearing. These needles do not affect any items you have on your person. This attack is a cone of needles which deal 1d4 piercing damage/2 EBLs. This damage goes past any damage reduction, except any abilities that give immunity or reduce specifically piercing damage.

[Post 352]
Author : Milo HoBo
Date : 10-04-06 07:31 PM
Thread Title : Re: let's make some new vestiges

Hey, what about a vestige that gives FF Bluemage/Mimic abilities. Something like: You may temporarily be imbued with a magical essence. Once you cast it, it is lost. You would basically be able to repeat every spell / spell-like / or supernatural ability that hit you. It only last for 5 rounds, until you cast it, or until you learn a different one. Anyone want to try and make it?

[Post 353]
Author : Edge_of_Oblivion
Date : 10-05-06 01:08 AM
Thread Title : Re: let's make some new vestiges

For anyone who is a fan of Sarah Douglass's Wayfarer Redemption series.... here's WolfStar. If you haven't yet read Crusader, this is your Spoiler warning.

Manifestation of WolfStar

http://www.lioncrusher.com/images/artwork/spirit_wolf1.jpg

WolfStar,
The False Prophet

Vestige Level: 3rd

Binding DC: 22

Legend: WolfStar was once the ruler of a race of bird-winged humanoid creatures who were masters of magic and combat. From the start, he was ruthlessly ambitious, beginning his reign by murdering his cousin to claim the position of heir to the

throne. Shortly after achieving rulership, WolfStar became obsessed with the source of his people's magic - a special portal known as the Star Gate. The rulers of his people were said to pass through the Star Gate after their deaths, and WolfStar obsessed over the potential power that could be gained by passing through the Star Gate, then managing to return.

Before attempting such a feat himself, though, WolfStar saw fit to try and make sure someone else could pass through and return first. He sacrificed a score and more of his own people, throwing friends and family mercilessly through the Star Gate and waiting ponderously for one of them - any of them! - to return alive. None, even his pregnant wife StarLaughter, returned. Finally, he was slain by one of his generals while pondering over the Star Gate, and his people's rule returned to peaceful normality.

This was not the end for WolfStar, however... the world had further plans for him. Somehow, WolfStar returned from death centuries later as the Prophet, a seer and manipulator who sought to fulfill the will of a magical Maze and at the same time find a way to increase his own power. He allied himself with a fiendish creature called Gorgrael and at the same time luring the monster's enemies to destroy him. Following Gorgrael's death, WolfStar was left to a peaceful existence... for a short time.

The creatures WolfStar had thrown through the Star Gate - StarLaughter and the others of his kingdom - had been found by a quintet of monsters known as the Time-Keeper Demons. With their aid the Time-Keepers found their way to WolfStar's world and blew through the Star Gate, destroying it and silencing the magical power WolfStar and his race had depended on for so long.

While the Star Son, the chosen knight of the magical Maze, battled against the Time-Keepers and their leader Qeteb, WolfStar was pursued by his estranged wife StarLaughter and the others he had thrown through the Gate, transformed by the realms beyond and the Time-Keepers into creatures called Hawk Children. Eventually, by capturing his new lover and luring him away from the protection of the Star Son and his allies, StarLaughter and the Hawk Children were able to finally obtain their revenge on WolfStar by tearing him to pieces.

WolfStar's manipulative nature and willingness to kill even his family and friends in the pursuit of power barred him from ever entering the pleasant afterlife. Along with StarLaughter, who perished shortly after murdering him and was also refused from the world beyond, the two were trapped together and drifted through the universe for untold ages before seemingly vanishing. In truth, somehow the two of them drifted beyond the boundaries of the universe and into the oblivion reserved for Vestiges.

Manifestation: A cloaked and hooded humanoid figure walks into the seal out of the blackness beyond. A pair of glowing yellow eyes shines out of the hood, and then the cloak falls to reveal a lupine creature - a huge black wolf that quickly falls to all fours, then spreads a pair of huge black-feathered wings from its shoulders. WolfStar snarls at his summoner, bearing his black fangs, then sits on his haunches and folds his wings to his back before politely introducing himself.

Special Requirement: StarLaughter and WolfStar are unusual Vestiges in the fact that they are trapped in the Beyond together and aware of each other, even if they are aware of nothing else without the aid of a Binder. The summons allows them a temporary reprieve from each other's unwanted company, and as such they refuse to both be bound to the same Binder, as while one is called both revel in the resulting temporary solitude. Also, due to his destruction of their world neither of the two will allow themselves to be bound to a Binder who has bound Qeteb that day.

Sign: Your hair becomes a copper color, and gains a feathery texture.

Influence: You are conniving and secretive. If at all possible, you manipulate events from behind the scenes, and never act as the front-man; however, you will go to any lengths to see your plans come to completion by acting through the targets of your manipulation.

Granted Abilities: WolfStar grants the powers of deception and manipulation, an inspiration of fear and awe, and the ability to peer into the future.

Silent Form: The Binder may use Alter Self at will.

Prophecy: Once per hour, the Binder may use Augury with the benefit of not needing the material component. A focus is still required. At level eight, the Binder may choose to use Divination instead of Augury once per hour. (The Binder may still use Augury if they wish.) At level fifteen, the Binder may choose to use either of the above two options or she may use Contact Other Plane in their place.

Silver Tongue: You gain a +1 bonus to Bluff and Diplomacy equal to 1/3 of your EBL.

Inspiration of Terror: The Binder can activate an Aura (30' radius, centered on the Binder) at will. Enemies who fail a Will Save become Frightened. A successful save negates this effect and renders the target immune to the effect for the next 24 hours.

Coming soon... StarLaughter and Qeteb.

[Post 354]
Author : psychic_infinity
Date : 10-06-06 05:28 PM
Thread Title : Re: let's make some new vestiges

Xaldin
The Whirlwind Lancer
http://upload.wikimedia.org/wikipedia/en/thumb/8/8c/XIII_Order_03_Xaldin.png/608px-XIII_Order_03_Xaldin.png
Level: 6
Bind DC: 20
Legend: Ranking at number three in the Organization XIII, Xaldin commanded much respect from his peers. The whirlwind lancer was a master at manipulating air, and had deadly proficiency with the spear. His callous attitude sometimes rubbed people the wrong way, however, and he met his downfall outside a crumbling castle whose name has been forgotten to history, brought to justice for a crime against love.
Special Requirement: Because of his special connection with the element of air and the lance, Xaldin will not answer the call of any binder who has killed any creature with the air subtype or any creature with the feat Weapon Focus (lance) within 24 hours of the summoning.
Manifestation: A wind begins to blow, and suddenly six lances fall into equilateral positions on the perimeter of the seal. Xaldin appears within a tornado in the center of the seal, and the lances begin to levitate, spinning slowly around the seal as Xaldin addresses the binder.
Sign: Your feet hover constantly a few inches above the ground.

Influence: Whenever you do something, you do it with style. You treat people around you as your inferiors.
Granted Abilities: Xaldin gives the binder considerable skill in wind and weaponry.
Granted Weapon: Six +1 lances constantly hover around the binder. These can be controlled mentally as a standard action, and each counts as one full attack. In addition, the lances provide a constant +2 cover bonus to AC as they instinctively move to block attacks.
Scorn Earth: You gain the Scorn Earth ability (see the Elocater prestige class in the Expanded Psionics Handbook for details). To use this ability, you must show Xaldin's sign.
Weapon Focus: You gain the feat Weapon Focus (Lance). If you already have the feat, this ability does nothing.
Summon Air Elemental: Once every five rounds, you may summon an air elemental with as many hit dice as your EBL. The elemental follows your commands to the best of its abilities, and stays until it is killed, dismissed, or after a number of rounds equal to your charisma modifier times three have passed.
Fleet of Foot: Your speed increases by 10 feet.

[Post 355]
Author : Th Ar Al
Date : 10-06-06 05:45 PM
Thread Title : Re: let's make some new vestiges

Special Requirement: Because of his special connection with the element of air and the lance, Xaldin will not answer the call of any binder who has killed any creature with the air subtype or who has the feat Weapon Focus (lance).

I think that you wanted to say "someone who DON'T has the feat Weapon Focus (lance)".

[Post 356]
Author : Quandt
Date : 10-06-06 10:04 PM
Thread Title : Re: let's make some new vestiges

the granted weapon should be a full round action maybe as if making a full attack

[Post 357]
Author : utilitarian
Date : 10-07-06 11:44 AM
Thread Title : Re: let's make some new vestiges

the azure knight is far too powerful for a 4th level vestige. I'd wager he's 8th.

Also, he's stepping on Sarnvok's toes with the armor abilities. We already have a vestige that's all about using heavy armor and summoning your own heavy armor. While keeping the heavy armor proficiency might be ok, I'd remove the armor enhancements all together, like I said it's redundant with another vestige. Without that ability I think you could justify reducing his level a bit, but as it stands this single vestige would make any binder superior to almost any other melee character. (having full BAB AND soul enhancement would give you ridiculous attack power).

I realize you wanted it to be awesome like Nightmare, but instead of "making you more fearsome and a better fighter" it "Makes you into the best fighter ever and gives you all the equipment you'll need"

[Post 358]
Author : Edge_of_Oblivion
Date : 10-07-06 03:20 PM
Thread Title : Re: let's make some new vestiges

Xialdin - DC 20 is a bit too low for a 6th-level Vestige. Think closer to 25 or so.

[Post 359]
Author : Timedude
Date : 10-08-06 05:17 AM
Thread Title : Re: let's make some new vestiges

Is there an existing Vestige who is based around air and flight? I thought of it as a sort of cursed creature who was cursed to soar the skies forever, never able to touch the ground. After many years the creature finally set foot upon the earth of a farflung island, and touched the sand of the beach. And there he was undone, and he became a vestige.

To summon him, you must draw the symbol on the island where he touched down.

As a complete noob, I haven't been able to do much else with this concept.

[Post 360]
Author : Ryuu_Tenshi
Date : 10-08-06 11:45 AM
Thread Title : Re: let's make some new vestiges

Yeah, Xaldin's base DC should be higher, and DAMN that's a ***** of a special requirement o.o but it works. The abilities, as usual, are nice and well-balanced.

[Post 361]
Author : Edge_of_Oblivion
Date : 10-08-06 08:56 PM
Thread Title : Re: let's make some new vestiges

Is there an existing Vestige who is based around air and flight? I thought of it as a sort of cursed creature who was cursed to soar the skies forever, never able to touch the ground. After many years the creature finally set foot upon the earth of a farflung island, and touched the sand of the beach. And there he was undone, and he became a vestige.

"This time was not made for me,
I have nowhere to land, no place to rest;
Like a bird, without a nest, I'm gliding
Under the clouds, forevermore...."
~ Sonata Arctica, "Misplaced" :D

The only standard ToM Vestige that even grants flight is Geryon, the fallen archdevil (I can't remember his title at the moment), and his flight ability is a single round action that ends and then has to wait the standard 5 rounds to recharge. However, several of the custom Vestiges on this thread grant flight or some sort of similar ability. However, having one focused completely on flight as a concept would be interesting.

To summon him, you must draw the symbol on the island where he touched down.

Too specific. Vestiges are creatures that can't exist, who come from a place that cannot be in a time that never was. If you notice the Legends for the Vestiges in the book, some come from Greyhawk (Andromalius, Leraje, Savnok, a few others), some come from Forgotten Realms (Karsus definately, possibly a couple of the others), a large number come from Planescape (Chupoclops, Tenebrous, Geryon) and most of the rest never say where they came from. What world did Dantalion's human Empire once own? What clan (and what subrace) of dwarves did Aym once rule? What pantheon did Amon fall from? What deity did Andras champion as a Paladin before falling to evil?

As a Binder can be played in any setting and is not restricted from using Vestiges that never existed in his setting - such as a Greyhawk Binder calling Karsus or an FR Binder calling Savnok - the island where the creature finally touched down before being spirited out of reality might not even exist in the world where the Binder lives.

A better requirement would be that it must be drawn in Sand.

As a complete noob, I haven't been able to do much else with this concept.

Not a worry, that's what we're here for. :D

I realize you wanted it to be awesome like Nightmare, but instead of "making you more fearsome and a better fighter" it "Makes you into the best fighter ever and gives you all the equipment you'll need"

Agreed. How about this - keep the Fullblade, that's still pretty unique to just Nightmare. Ditch the "Summon Armor", and in its place give the Binder proficiency with Heavy Armors. Get rid of the BAB Boost ability, and instead give the Binder Divine Power (the 4th-level Cleric spell) as a spell-like ability, caster level equal to EBL, with the traditional 5-round cooldown time after the spell's duration ends.

And yes, he needs to be bumped up to a 6th or 7th level Vestige... he's FAR too powerful for 4th.

Special Requirement: Because of his special connection with the element of air and the lance, Xaldin will not answer the call of any binder who has killed any creature with the air subtype or any creature with the feat Weapon Focus (lance).

Definate ouch... and will require a bit of bookeeping on the DM's part. Still, it's flavorful... and you can always get around it with Ignore Special Requirements.

Sign: Your feet hover constantly a few inches above the ground.

MAGUS!!! :D :D :D

I tweaked WolfStar (<http://boards1.wizards.com/showpost.php?p=3D10273575&postcount=3D353>) a bit, as my reviewers suggested he was a bit weak for a 3rd level Vestige, so I made his Aura a bit stronger. Also, I added a picture for his manifestation.

[Post 362]

Author : gooder101

Date : 10-10-06 05:17 PM

Thread Title : Re: let's make some new vestiges

I would love to get feedback about the idea of making Bhaal into a Vestige. This is what I was thinking...

Summary:

Vestige Level; 2nd

Binding DC; 25

Special Requirement; Yes

Legend: The god of murder rose in power to a level significant enough to threaten the other gods many times over the years only to be defeated by one or more of his enemies time and time again. On one of the last such times he was done in by a mortal that was empowered with some of Bhaal's own power. Bhaal had distributed his power after an earlier defeat in a gambit to facilitate his return. The gambit worked and yet also allowed for yet another defeat. However with so much of his essence spread so far and wide his true destruction was also prevented and he instead began his existence as a vestige in a place beyond life and death.

Special Requirement: During his maddening time in the nothingness of the elsewhere that is a vestiges existence Bhaal has come to feel that his repeated downfall is attributed not to his enjoyment of killing but instead to the fact that his and his followers murderous sprees were focused on innocents because it is that point that would most often rally the most diverse and unlikely allies against him. In accordance with this new outlook Bhaal refuses to bond with anyone that has ever killed a non-combatant. In addition, Bhaal will not bond with anyone unless he maintains a small amount of influence (as noted below by an asterisk) to ensure that his gifts are not misused regardless as to whether or not the Bonder makes a good pact or a poor one.

Manifestation: Shortly after being called Bhaals seal floods with blood and the twisted demonic form of Bhaal rises to take form.

Sign: While bonded with Bhaal the Bonder seems to swell. This growth doesn't change his/her size category but it is noticeable. The Bonder's skin also toughens and grows spikes and his/her fingernails grow into claws.

Influence: If Bhaal is able to exert any more than the minimum influence (Blood Thirsty, & No Non-combatants) over the Binder he does so in proportion to the Binders power. The DM picks one aspect of Bhaals personality that influences the Bonder plus one additional aspect for each four effective Binder levels he/she has (4th, 8th, 12th, 16th, and 20th level);

Battle Recklessness - Whenever the Bonder is reduced to less than half its hit points he/she becomes reckless in combat angered by the frustration and pain. Until the Bonder recovers enough hit points to make its current hit point total greater than half his/her maximum, he/she receives a -1 morale penalty to attack rolls and AC.

Blood Thirsty* - Bhaals thirst for blood requires the Bonder to always attack to kill and to attack all foes that he/she threatens using two weapons (or more if the

Bonder has more than two hands) and splitting up multiple attacks, if he/she has them, among as many foes as possible. This only applies to legitimate combatants.

Called to the Beyond - When brought to 0 or negative hit points, the Bonder instantly enters a deep coma and is rendered helpless as Bhaal returns to the elsewhere beyond and the Bonder's soul is called to join him. The Bonder cannot regain consciousness until it has healed at least half his/her hit point total so that the call to life is strong enough to pull Bhaal back from the beyond.

Infernal Temper - The Bonder is forced to live with a rage that is always held just below the surface ready to erupt at any moment. No matter the previous personality, once bonded to Bhaal the Bonder becomes considerably more aggressive and hostile. When he/she is presented with frustration or humiliation in the form of a failed skill check by 5 or more or is taunted, goaded, or humiliated in some manner the Bonder has a verbal outburst of anger and suffers a -1 morale penalty to all skill checks until he/she succeeds at a skill check by more than 5.

Nightmares - The Bonder is plagued by debilitating nightmares of Bhaal's murderous rampages. Each time the Bonder rests, he/she suffers one of the following effects until the he/she rests again (roll d4):

1. -2 morale penalty to attack rolls.
2. -1 morale penalty to all saving throws.
3. The rest heals no damage.
4. The Bonder has faced Bhaal's personal demons and wakes unscathed.

No Non-combatants* - While Bhaal still rivals in the kill and wants the Bonder to help him experience that thrill as much as possible he is also now convinced that only combatants should be killed. The Bonder must except any genuine offer of surrender and never attack a non-combatant to do lethal damage.

Supernatural Infamy - NPCs that meet the Bonder for the first time always have an initial attitude no better than unfriendly. They automatically distrust and dislike the Bonder, having an eerie feeling that he/she is despicably evil and has dark intentions.

Tainted with Evil - Regardless of the Bonder's true alignment, he/she is treated as an evil creature when adjudicating spells, spell-like effects, and supernatural abilities. Thus, it suffers damage from weapons with the holy special quality, spells that detect alignment reveal him/herself as evil, and so on. If the Bonder is actually of evil alignment, he/she now suffers damage from holy water.

Granted Abilities:

Killers' Hide; The Bonder's skin toughens and grows spikes granting a Natural Armor bonus of +1. If the Bonder already has a permanent Natural Armor bonus (not from spell or magic item) this increases it by +1. This ability can not be used if Bhaal's sign is not shown.

Killers' Claws; Never without a way to do lethal damage the Bonder's fingernails grow hard and sharp granting an unarmed claw attack capable of d4 slashing damage. This ability can not be used if Bhaal's sign is not shown.

Powerful Killer; The Bonder's off hand attacks do not suffer the normal Str bonus reduction (the Str bonus to damage is full not half).

Efficient Killer; Beginning at 5th Bonder level, when fighting with multiple weapons, the Bonder's attack penalties are reduced by -1. When the effective Bonder level reaches 15th level the penalties are reduced by -2 instead.

Relentless Killer; Determined to do in his/herself target the Bonder gains a +1 bonus to saves vs. any spells or affects from the enchantment and charm schools. This bonus increases by +1 at effective Bonder levels 7th, 13th, and 19th.

Death Sight; The Bonder is continually under the affects of the Deathwatch spell (PH 217) with a range of only 5'. As your effective Bonder level increases so too does the range of your sight. The range increases by 5' when the effective Bonder level reaches 5th, 10th, 15th, and 20th.

Rejuvenating Kill; Using a full-round action to perform a coup-de-grace on a helpless opponent the Bonder is affected by a Death Knell spell (PH 217) with no saving throw and a caster level equal to his effective Bonder level. As a 9th level Bonder the coup-de-grace can be performed as a standard action, and as a 17th Bonder it can be performed as a move action. Once the Rejuvenating Kill ability

has been used it can not be used again for 5 rounds.

Everything in this Vestige was taken from or inspired by the Bhaalspawn template presented in Dragon Magazine #288. Hopefully there are no copy write issues.

[Post 363]
Author : GeneralHenry
Date : 10-10-06 06:49 PM
Thread Title : Re: let's make some new vestiges

special requirement/ influence: far more complicated than it needs to be. Vestige influences are ment to be roleplayed and have little to do with any mechanics.

killer's claws: these would be better as natural attacks, with the option of using one as a secondary attack along with a weapon

Rejuvenating Kill: As a full round action the binder can use death knell as the spell exopt their binder level is increased instead. As a 9th level Binder the coup-de-grace can be performed as a standard action, and as a 17th Binder it can be performed as a move action. Once the Rejuvenating Kill ability has been used it can not be used again for 5 rounds.

(all binder abilities which mimic spells use their binder level as caster level, and generally have a saving throw)

[Post 364]
Author : Edge_of_Oblivion
Date : 10-10-06 06:51 PM
Thread Title : Re: let's make some new vestiges

I tweaked WolfStar (<http://boards1.wizards.com/showpost.php%3Fp%3D10273575%26postcount%3D353>) a bit, as my reviewers suggested he was a bit weak for a 3rd level Vestige.

Wolfy has been updated a bit again, to allow some scaling for the Prophecy ability - now instead of just being limited to Augury, it now progresses up to Divination and eventually Contact Other Plane.

Now, for Bhaal.....

Special Requirement: In addition, Bhaal will not bond with anyone unless he maintains a small amount of influence (as noted below by an asterisk) to ensure that his gifts are not misused regardless as to whether or not the Bonder makes a good pact or a poor one.

This is a bit much. No other Vestige causes an influence even if the Binder makes the check, I think we should stray away from this. The first half is good, though.

OK, let's split the influence into groups:

Influence: If Bhaal is able to exert any more then the minimum influence (Blood Thirsty, & No Non-combatants) over the Binder he does so in proportion to the

Binders power. The DM picks one aspect of Bhaals personality that influences the Bonder plus one additional aspect for each four effective Binder levels he/she has (4th, 8th, 12th, 16th, and 20th level);

See above...

Battle Recklessness - Whenever the Bonder is reduced to less than half its hit points he/she becomes reckless in combat angered by the frustration and pain. Until the Bonder recovers enough hit points to make its current hit point total greater than half his/her maximum, he/she receives a -1 morale penalty to attack rolls and AC.

As I've said many times before, NONE of the Vestiges cause mechanical penalties or such due to their Influence - Influences are supposed to be pure Roleplay. Being worse or better at something due to the Influence is not roleplay, it's a mechanical requirement.

Blood Thirsty* - Bhaals thirst for blood requires the Bonder to always attack to kill and to attack all foes that he/she threatens using two weapons (or more if the Bonder has more than two hands) and splitting up multiple attacks, if he/she has them, among as many foes as possible. This only applies to legitimate combatants.

This isn't bad.

Called to the Beyond - When brought to 0 or negative hit points, the Bonder instantly enters a deep coma and is rendered helpless as Bhaal returns to the elsewhere beyond and the Bonder's soul is called to join him. The Bonder cannot regain consciousness until it has healed at least half his/her hit point total so that the call to life is strong enough to pull Bhaal back from the beyond.

The book specifically says the Vestiges don't have this kind of power, and that if a Binder dies and then is returned the Vestige returns with them (unless the 24 hours runs out during the time the Binder is dead).

Infernal Temper - The Bonder is forced to live with a rage that is always held just below the surface ready to erupt at any moment. No matter the previous personality, once bonded to Bhaal the Bonder becomes considerably more aggressive and hostile. When he/she is presented with frustration or humiliation in the form of a failed skill check by 5 or more or is taunted, goaded, or humiliated in some manner the bonder has a verbal outburst of anger and suffers a -1 morale penalty to all skill checks until he/she succeeds at a skill check by more than 5.

See the above comment about Influences and mechanical penalties.

Nightmares - The Bonder is plagued by debilitating nightmares of Bhaals murderous rampages. Each time the Bonder rests, he/she suffers one of the following effects until the he/she rests again (roll d4):

1. -2 morale penalty to attack rolls.
2. -1 morale penalty to all saving throws.
3. The rest heals no damage.
4. The Bonder has faced Bhaals personal demons and wakes unscathed.

See above, again. Now, this would be a great influence if it was just limited to "The Binder suffers nightmares of Bhaal's murderous rampages" and have the Binder RP out the effects of having a not-so-restful sleep.

No Non-combatants* - While Bhaal still rivals in the kill and wants the Bonder to help him experience that thrill as much as possible he is also now convinced that only combatants should be killed. The Bonder must except any genuine offer of

surrender and never attack a non-combatant to do lethal damage.

This one is good too.

Supernatural Infamy - NPCs that meet the Binder for the first time always have an initial attitude no better than unfriendly. They automatically distrust and dislike the Binder, having an eerie feeling that he/she is despicably evil and has dark intentions.

Hmm, I don't know about this one.

Tainted with Evil - Regardless of the Binders true alignment, he/she is treated as an evil creature when adjudicating spells, spell-like effects, and supernatural abilities. Thus, it suffers damage from weapons with the holy special quality, spells that detect alignment reveal him/hert as evil, and so on. If the Binder is actually of evil alignment, he/she now suffers damage from holy water.

Definitely no, see above. This is a bit too much.

Overall, I think you should pick one of the above (or combine two), and make sure it has no mechanical requirements, then set that one as the Influence. And remember the comment about not still exerting Influence even if the Binder makes the check.

Granted Abilities:

Killers’ Hide; The Binders skin toughens and grows spikes granting a Natural Armor bonus of +1. If the Binder already has a permanent Natural Armor bonus (not from spell or magic item) this increases it by +1. This ability can not be used if Bhaals sign is not shown.

This is fine, although it could do to have the Bonus scale upwards a bit at higher levels.

Killers’ Claws; Never without a way to do lethal damage the Binders fingernails grow hard and sharp granting an unarmed claw attack capable of d4 slashing damage. This ability can not be used if Bhaals sign is not shown.

No problems here.

Powerful Killer; The Binders off hand attacks do not suffer the normal Str bonus reduction (the Str bonus to damage is full not half).

I like this! Maybe you should have Bhaal grant the Binder Two-Weapon Fighting for free, though.

Efficient Killer; Beginning at 5th Binder level, when fighting with multiple weapons, the Binders attack penalties are reduced by -1. When the effective Binder level reaches 15th level the penalties are reduced by -2 instead.

Relentless Killer; Determined to do in his/her target the Binder gains a +1 bonus to saves vs. any spells or affects from the enchantment and charm schools. This bonus increases by +1 at effective Binder levels 7th, 13th, and 19th.

Again, no problems here, but without Two-Weapon Fighting the penalties will still outweigh the bonuses Bhaal grants. Having the Vestige grant the Binder Two-Weapon Fighting as a free bonus feat for the duration he is bound would fix this.

Death Sight; The Binder is continually under the affects of the Deathwatch spell (PH 217) with a range of only 5’. As your effective Binder level increases so too does the range of your sight. The range increases by 5’ when the effective Binder level reaches 5th, 10th, 15th, and 20th.

Not bad here.

Rejuvenating Kill; Using a full-round action to perform a coup-de-grace on a helpless opponent the Binder is affected by a Death Knell spell (PH 217) with no saving throw and a caster level equal to his effective Binder level. As a 9th level Binder the coup-de-grace can be performed as a standard action, and as a 17th Binder it can be performed as a move action. Once the Rejuvenating Kill ability has been used it can not be used again for 5 rounds.

The wording on this makes it sound like the Binder is getting hit with the Death Knell, it might be better to word it as "While using a full-round action to perform a coup-de-grace on a helpless opponent, the Binder can activate Death Knell as a spell-like ability (at a Caster Level equal to his EBL) on his dying target." Taking out the saving throw, however, makes this a bit too powerful; I would consider leaving it in. The progression from full-round to move action is fine, and the 5-round reload is perfect.

Vestige Level; 2nd
Binding DC; 25
Special Requirement; Yes

DC is fine, but he's too powerful for 2nd... you're shooting more for 4th.

[Post 365]
Author : gooder101
Date : 10-12-06 12:53 PM
Thread Title : Re: let's make some new vestiges

Well...

I know that other Vestiges don't have this kind of mechanics for the [B]Influence[B/] but it was the only way I could see to keep most of the disadvantages from the original Bhaalspawn template. Plus I was hoping that it would help balance the power so it could stay a low level vestige.

And what if we changed the Efficient Killer to read =
Efficient Killer; Beginning at 5th Binder level, to assist the binder when fighting with multiple weapons, Bhaal grants the Binder the two-weapon fighting feat. If the Binder already has the feat he instead finds his attack penalties are reduced by -1. When the Binders effective Binder level reaches 15th level the penalties for attacking with multiple weapons are reduced by -1, or by -2 if he already has two-weapon fighting.

[Post 366]
Author : Edge_of_Oblivion
Date : 10-12-06 09:14 PM
Thread Title : Re: let's make some new vestiges

Well...

I know that other Vestiges don't have this kind of mechanics for the Influence but it was the only way I could see to keep most of the disadvantages from the original Bhaalspawn template. Plus I was hoping that it would help balance the power so it could stay a low level vestige.

It's just extremely and unnecessarily complicated. And, as you just said, no other Vestige uses this kind of mechanic... One of the best things about the Binder system is its simplicity. You're better off just raising the level up. Again remember, Influences are NOT about balance, they're about Roleplay, pure and foremost... there is no mechanical benefit or penalty from a Vestige's Influence, ever... it's all about RP. The penalty comes in when a Binder who fails the check ignores the Influence, resulting with the Influence penalty outlined in the book.

Not meaning to be cruel or anything, but this is an issue I speak very strongly on, considering how many people try to add a mechanical penalty to an Influence when it never should.

And what if we changed the Efficient Killer to read =
Efficient Killer; Beginning at 5th Binder level, to assist the binder when fighting with multiple weapons, Bhaal grants the Binder the two-weapon fighting feat. If the Binder already has the feat he instead finds his attack penalties are reduced by -1. When the Binders effective Binder level reaches 15th level the penalties for attacking with multiple weapons are reduced by -1, or by -2 if he already has two-weapon fighting.

This works. *nodnod*

[Post 367]

Author : Cam S.

Date : 10-13-06 12:37 PM

Thread Title : Re: let's make some new vestiges

My first attempt at making a Vestige; lifted from the Video Game "Shadow Hearts".

Dark Seraphim,
The Slayer of Gods

Vestige Level: 8

Binding DC: 37

Special Requirement: Yes

Though not the oldest Vestige, the Being known as the Dark Seraphim was one of the most powerful entities to ever become a Vestige. It grants the Binder the ability to spurn the hatred and favor of the Gods, as well as the power to bring destruction to the Binder's Enemies and additional power to his allies.

-Legend: Long ago, a power-mad Mystic Theurge attempted to create his own God by incarnating the power of the Earth into a single being. This Theurge succeeded, performing a puissant ritual at the nexus of a number of Ley-Lines, resulting in all the power of the world upon which he stood to be condensed and incarnated. However, this was more power than a being--especially a newly created being, without the support of faith--to hold. It died almost immediately, in a cataclysmic flash of power, killing its maker. But that degree of power never fades away, and neither does anything that has ever held it...

-Special Requirements: The Binder may only call upon the Dark Seraphim if he has no other Vestiges bound. Afterward, the Binder may attempt the ritual to bind another Vestige, but only at a -4 penalty.

-Manifestation: A blinding flash of light and a bang emanate from the circle, and within it stands the Dark Seraphim, a mirror image of the binder, but with ashen

white skin, six black wings, and a red sphere visibly extending out of the skin over where the it's heart should be.

-Sign: The Binder's skin turns bloodlessly pallid.

-Influence: Dark Seraphim is a creature of conflict, as such, the Binder becomes averse to diplomatic solutions, as well as perfectly confident in his or her own abilities.

-Granted Abilities:

Scorn Divinity: The Binder gains SR applicable only to Divine Spells equal to EBL + 10

...For Everyone: The Binder radiates energy, suffusing any allies within 30 feet with power, granting a +2 enhancement bonus to Strength, Dexterity, and Constitution. This effect lasts 5 rounds, and is only usable once per encounter.

...For Tomorrow: As a standard action, the Binder can fire a bolt of force with a range of 60 feet, dealing 1d6 + (1/2 EBL)d6 damage. Can only be used if the Binder shows Dark Seraphim's Sign.

...For The Child: Once every Five Rounds, as a standard action, the Binder can radiate a 30 foot Cone of Force, dealing damage equal to his "...For Tomorrow" to all targets within that cone. Can only be used if the Binder shows Dark Seraphim's sign.

[Post 368]
Author : Edge_of_Oblivion
Date : 10-14-06 04:14 PM
Thread Title : Re: let's make some new vestiges

Dark Seraphim looks pretty good. I think that's one of the few times I would say it's appropriate to give a mechanical bonus/penalty on Special Requirement, since it's so very specific. The one minor complaint I have is the Influence.... it's a bit close to a combination of Ronove and Karsus, but different enough that it doesn't conflict.

All in all, well done. :)

[Post 369]
Author : Arsonide
Date : 10-15-06 11:25 PM
Thread Title : Re: let's make some new vestiges

I really like this thread, but my Binder is going to be chaotic good, and he'll of course have to start at the bottom, so I'm pretty biased. I just wanted to point out the lack of lower level vestiges, and good-aligned vestiges on this thread. There are a few but you guys might want to concentrate on those holes, if you're looking for some inspiration. I myself am going to work on my own vestige with some of those qualities.

[Post 370]
Author : Cam S.
Date : 10-16-06 03:46 PM
Thread Title : Re: let's make some new vestiges

Well, the thing is that Vestiges aren't "Aligned", as the description of Pact Magic says. A Vestige that was a good-aligned creature in life can be used by an Evil Binder for nefarious means, and a Vestige that was the vilest creature ever to crawl the depths of hell can be used by a saintly Binder. It's all about intention.

New Addition:

Xuchilbara
The Red Pyramid

Vestige Level: 4
Binding DC: 22
Special Requirement: Yes

The enigmatic Xuchilbara is a Vestige associated with retribution and torture. It is a creature with an unknown past, having appeared some time ago as a vestige. Obscure texts refer to Xuchilbara as if it were a once-human executioner or ritual murderer, but the validity of these texts is questionable.

-Legend: If Binder accounts are true, Xuchilbara was an executioner that wore a triangular hood while practicing his "art". He was imprisoned for some unknown infraction, and a red, triangular helmet was affixed to his head as punishment--it was too heavy for a human neck to bear, and he gradually succumbed to the pain, but not before his soul was filled with such malice that he returned from the dead as a ghost to execute those who imprisoned and tormented him, but many of those responsible for his death had died of natural causes long before he was able to find them.

As a result, he began to track down their descendents--but as the number was so large by the time he had found out who he needed to revenge himself upon to gain rest, he was driven mad by the very scope of the task. Xuchilbara became a wild beast, killing and tormenting anyone and anything he came across. Eventually, he had grown so twisted and full of malice that the followers of the good gods who knew of him drove him from the material plane--he was forced to the plane of shadow, where he continued his deprivations. Eventually, the shades and beasts, as well as the shadowcasters of that plane were so horrified by him that a coalition of them drove him from their plane, even further out, into the Outer Darkness, where he became a Vestige.

-Special requirements: The Binder must have killed a living, sentient being (non-undead, -outsider, or -construct) within the past 24 hours.

-Manifestation: Xuchilbara, in the form of a looming man in bloody executioner's garb and wearing a tetrahedral helmet made of rusty metal, lumbers into the circle from outside of it (only appearing when entering the circle), dragging the bloodied, mangled corpse of whatever being the Binder has killed. It remains silent throughout the binding process, and leaves the corpse behind when it disappears.

-Sign: Xuchilbara's sign is twofold. First, all metal in the possession of the Binder gains a rusty, jagged appearance. Second, the Binder leaves bloody handprints whenever he touches something.

-Influence: Filled with Xuchilbara's malice, the Binder becomes a creature of retribution, though a trace of human decency remains--the Binder must punish any crimes she sees committed, whether they are against the Binder or someone else, and whether these crimes are violent or moral. This punishment is usually violent, in

nature.

-Granted Abilities:

Damage Reduction: The Binder gains DR 2/Good

Xuchilbara's Strength: The Binder receives a +2 to strength.

Frightful Presence: The Binder gains Frightful Presence (which, unlike normal frightful presence, is a supernatural ability). Any creature that succumbs to Frightful Presence becomes Shaken. This ability can be activated as a swift action, and lasts for a number of rounds equal to the Binder's EBL, but cannot be used for another five rounds after that duration expires.

Translate: The Binder can briefly shift onto the Plane of Shadow, for a number of turns equal to his EBL. Translation is a full-round action, in which the Binder seems to Fade out of existence, a process accompanied by an undulating, metallic shriek.

Notes: Xuchilbara's strength is designed to be similar to Focalor's strength, but of lesser magnitude, comparable with how early the Vestige can be bound.

I'd offer a :cookie: for whoever identifies the source of this, but I think it's probably a little too easy for that...

[Post 371]

Author : Nairalimis

Date : 10-17-06 11:29 PM

Thread Title : Re: let's make some new vestiges

So, Silent Hill Vestige eh?

Xuchilbara looks nice, though I'm not sure what crafty players might do with the early ability to do short jaunts in the plane of Shadow. Still, he doesn't seem unbalanced.

One question about Xaldin, and this is just me being dense I suspect

Granted Weapon: Six +1 lances constantly hover around the binder. These can be controlled mentally as a standard action, and each counts as one full attack. In addition, the lances provide a constant +2 cover bonus to AC as they instinctively move to block attacks.

Does this mean that as a standard action, each lance gets a full attack?

[Post 372]

Author : urklore

Date : 10-18-06 04:42 PM

Thread Title : Re: let's make some new vestiges

Lovely thread. I know when I read the Binder section of Tome of Magic I instantly thought Guardian Forces from Final Fantasy VIII. Come on, you know these would make most awesome vestiges!!

[Post 373]
Author : JiCi
Date : 10-18-06 07:04 PM
Thread Title : Re: let's make some new vestiges

Wow, so many more new vestiges to respond to. :eek:

JiCi, Solovem is a very cool idea, but he seems a little too flexible for a vestige. Nifty powers (which can be selected) which scale well, and a variable weapon proficiency. Given what you want (high level martial abilities, all of them) the only solution seems to be a higher level vestige. Hmmm... I don't see any problem, except one: what's the level limit a binder can access to? I don't have my books with me.

How about Level 4 and a DC of 30? That seems okay, mainly because you need the Tome of Battle to use it :P

I still have a lot to learn about vestiges, such as how to physically picture them.

Lovely thread. I know when I read the Binder section of Tome of Magic I instantly thought Guardian Forces from Final Fantasy VIII. Come on, you know these would make most awesome vestiges!! Hold on... you mean the summons ???

Dude that would be awesome. Go with Bahamut at first, with its beam attack... but you might need to change the name.

[Post 374]
Author : Edge_of_Oblivion
Date : 10-19-06 12:54 AM
Thread Title : Re: let's make some new vestiges

Hold on... you mean the summons ???

Dude that would be awesome. Go with Bahamut at first, with its beam attack... but you might need to change the name.

Someone already did Cactuar, and I'm working on Eden personally. ;)

[Post 375]
Author : psychic_infinity
Date : 10-25-06 05:31 PM
Thread Title : Re: let's make some new vestiges

Yeah, Xaldin's bind DC should be higher, and DAMN that's a ***** of a special requirement o.o but it works. The abilities, as usual, are nice and well-balanced.

Thanks :)

Ah, I've found the confusion. I forgot to put in the end to the requirement: It's supposed to read "Xaldin will not answer the call of any binder who has killed a creature with the air subtype or the feat Weapon Focus (Lance) within the past 24 hours."

Stupid me. :rolleyes:

And yes, each attack takes a full round action and is a full attack.

[Post 376]
Author : Edge_of_Oblivion
Date : 10-26-06 04:15 PM
Thread Title : Re: let's make some new vestiges

That's much clearer, and not so strongly restrictive. I have a Binder in my party in a Dragon-Fall War campaign, and being banned from ever killing creatures with the [Air] subtype would screw him over, as the party's current arch-enemy is a Blue Dragon! :P

[Post 377]
Author : Ryu_Tenshi
Date : 10-26-06 06:25 PM
Thread Title : Re: let's make some new vestiges

That's much clearer, and not so strongly restrictive. I have a Binder in my party in a Dragon-Fall War campaign, and being banned from ever killing creatures with the [Air] subtype would screw him over, as the party's current arch-enemy is a Blue Dragon! :P

Oh, are you actually using the Org XIII Vestiges? If so, 1. how on earth did you convince your DM that it was a cool idea (my DMs are more than tired of my KH-related antics) and 2. How are they working out for you? I'm esp. curious to know how Zexion works out... he's my absolute favourite of these vestiges (well, alright, and my favourite Org XIII member, EVER.)

[Post 378]
Author : Edge_of_Oblivion
Date : 10-27-06 01:30 AM
Thread Title : Re: let's make some new vestiges

Oh, are you actually using the Org XIII Vestiges?

Not yet... the Binder isn't high enough level yet. The party's only just barely level 7.

1. how on earth did you convince your DM that it was a cool idea (my DMs are more than tired of my KH-related antics)

I'm the DM. Secondly, the player has displayed an ability to play KH-influenced characters with originality and style. He played Axel as a Disciple of Mephistopheles. Bwahahah.

2. How are they working out for you? I'm esp. curious to know how Zexion works out... he's my absolute favourite of these vestiges (well, alright, and my favourite Org XIII member, EVER.)

See first comment, but I'll let you know when we get there. ;)

[Post 379]

Author : FnordBear

Date : 10-27-06 05:39 AM

Thread Title : Re: let's make some new vestiges

Ok, first attempt at a vestige. Be gentle. (note: kinda unsure on the level, granting an animal companion is kinda powerful but not terribly so) ((note 2: I do not have access to a spellchecker at this computer so dont criticize that portion too hard))

http://www.wizards.com/dnd/images/ss_gallery/49105.jpg

Saamneel, The Arogant Totem

Summary:

Vestige Level: 3rd

Binding DC: 18

Special Requirement: Yes

Legend: Long ago before man walked upright, before the elves had split between light and dark, and even before the dwarves carved their hallowed halls, there lived multitudes of giant lizard beings. Scholars call these beings dinosaurs. These dinosaurs were great and terrible animals, some of tremendous size comparable to dragons; some scholars even think they may have been the ancient progenitors of the dragons themselves. Among these ancient reptiles was a race reminiscing of the modern lizardmen. Little is known of them and what is known are scraps gathered from ruins once thought to be of lizardman kind.

Among these knowledge scraps is the tale of Saamneel. Saamneel was an ancient shaman of his people's tribe who worshiped the dinosaurs. Using the primitive magics of the time he attempted to become more like them. As he power grew his people came to worship him above the dinosaurs. But as history has taught the modern world, with great arrogance comes a great downfall. The stories tell Saamneel tried to create an army of dinosaur men (which scholars believe to be modern lizard folk) who turned on him. He was ripped asunder and consumed by his own creations. At this point in history, the gods as we know them did not exist and for a being of such power there was no place to contain his spiritual energies thus he was consigned to eternity as a vestige.

Special Requirement: Saamneel requires his symbol be drawn in simple dirt, outdoors, with either a dinosaur or dragon tooth and will only bind with a summoner who speaks draconic.

Manifestation: Saamneel appears as a vaguely humanoid skeleton violently ripping itself out the earth in the midst of his symbol. The bones that form his body seem to be made more of stone than bone and mote of utter blackness swirl in the depths of his eyeless sockets.

Sign: While bonded the summoner will appear to have extremely dry and cracked skin, on closer inspection it will be revealed that his skin has become scales not unlike a lizards.

Influence: Saamneel requires his summoner to act with an air of superiority to all he encounters. You are arrogant and self-assured on any subject, especially those related to the knowledge of nature. Saamneel also requires you to defer your arrogance and be humble in the presence of a druid and doubley so if the druid i revealed to have a dinosaur as an animal companion.

Granted Abilities:

Animal Companion: For the duration of the bond with Saamneel the summoner gains an animal companion as a druid 1/2 his level. This animal companion may be of any type the summoner chooses with the stipulation that it must be some form of reptile.

Lizard Speech: At will a summoner bound to Saamneel may speak with animals, but only with reptiles.

Natural Knowledge: While Saamneel is bound the summoner gains a +5 bonus to knowledge (nature) checks. This bonus increases to +10 for any check involving reptiles.

Raptor Claws: Saamneel's summoner's nails harden and lengthen for the duration of the pact granting him a natural claw attack dealing 1d6 damage.

Edit: Spellcheck, corrected mistake to Natural Knowledge

[Post 380]
Author : Edge_of_Oblivion
Date : 10-28-06 12:43 PM
Thread Title : Re: let's make some new vestiges

Samneel looks pretty good. The 1/2 level animal companion puts him mostly on par with a Ranger, for the most part. He looks pretty sturdy at 3rd level, if possibly on the low end.

I might alter the Natural Knowledge to +5, +10 involving Reptiles, not just dinosaurs. Other than that, good job.

[Post 381]
Author : FnordBear
Date : 10-29-06 10:44 AM
Thread Title : Re: let's make some new vestiges

I might alter the Natural Knowledge to +5, +10 involving Reptiles, not just dinosaurs. Other than that, good job.

Agreed. Acctually typo on my part. edited/corrected.

Someone should compile a PDF of all these vestiges.

[Post 382]
Author : Edge_of_Oblivion
Date : 10-29-06 07:26 PM
Thread Title : Re: let's make some new vestiges

Definately. Would be quite convenient.

Just noticed something missing on Saamneel - he needs a title. All Vestiges have them, and they're a requirement to summon them - for example, "I call upon Amon, The Void Before The Altar!" Amon is the Vestige's name and the rest is its title.

A bit of a pointer to all those who were working on the Lovecraftian vestiges.... After looking over the book again, I'm 100% confident in saying there are already two Lovecraftian creatures available to Binders. Otiax, with its lock-and-key motif, is most definately Yog-Suthoth, and on the higher end 8th-level Vestige Orthos, aptly titled "Sovereign of the Howling Dark" and its manifestation of "nothing actually appears in the darkness but you feel a horrible and powerful presence" has to be none other than Nuclear Chaos himself, Azathoth.

[Post 383]
Author : thasis
Date : 10-30-06 03:04 PM
Thread Title : Re: let's make some new vestiges

I have saved every vestige on a wordfile for archiving purposes (also for use in my campaign :D)... and guess how many pages of vestiges we have? We have 147 pages of vestiges :eek: Scary aye, but this is great. I bet we could create a community book out of this (not that I'm suggesting anything *shifty eyes*)

[Post 384]
Author : psychic_infinity
Date : 11-01-06 02:59 PM
Thread Title : Re: let's make some new vestiges

A bit of a pointer to all those who were working on the Lovecraftian vestiges.... After looking over the book again, I'm 100% confident in saying there are already two Lovecraftian creatures available to Binders. Otiax, with its lock-and-key motif, is most definately Yog-Suthoth, and on the higher end 8th-level Vestige Orthos, aptly titled "Sovereign of the Howling Dark" and its manifestation of "nothing actually appears in the darkness but you feel a horrible and powerful presence" has to be none other than Nuclear Chaos himself, Azathoth.

Yeah, but Otiax doesn't have the same ring to it as seeing a strange-looking person draw an eerie pattern on the ground, fall to his knees and yell "Ia! Ia! Yog-Sothoth!"

[Post 385]
Author : Edge_of_Oblivion
Date : 11-01-06 08:32 PM
Thread Title : Re: let's make some new vestiges

:rofl:

Just pointing it out so that we don't have duplicates. ;) And because it makes me

feel better. :P

[Post 386]

Author : Lord_Yy

Date : 11-01-06 10:03 PM

Thread Title : After a while, I return!

It's been a while since I've last vestiged here, but... Here's my latest creation!

Xaxox: What Lies Beyond

Vestige Level: 1

Binding DC: 16

Special Requirement: No

Legend: Xaxox is a living manifestation of the Far Realm, a place of gelatinous insanity where rational thought goes to die. While this place is inimical to even the most bizarre inhabitants of the Material Plane, some are too tempted by the secrets hidden out there to fear for their sanity. It was an elfen wizard called Daruth Winterwood that created Xaxox, as his arrival within the Far Realms left a hole in the fabric of reality that was just large enough and lasted just long enough for a chunk of the Far Realm to ooze into the planar cosmology. Exactly how long ago this was, and how long it took for Xaxox to attain its current form is uncertain, as Xaxox itself is still getting used to the concepts of linear time and euclidean space.

Manifestation: From the neck down, Xaxox appears as an elf dressed in wizards robes that are encrusted with filth and visibly moldering. Instead of a head, Xaxox has a roughly spherical blob of amoebic slime, tiny yet horrific creatures swimming inside it. When Xaxox speaks, it sounds as though he's conversing in nonsense noises which fluctuate wildly in volume and pitch, but his meaning is clearly understood by the Binder.

Sign: One of the tiny (max 3 inches long) creatures that swam in Xaxox's head-slime appears on your person. It can be hid under clothing, or in a pocket or pack, but it will reappear on your person if it is taken more than 5 feet away from you.

Influence: Xaxox is from a place where space and time are just words, so while under his influence, your perceptions of Space and Time are highly distorted. If you fall under Xaxox's influence, you cannot make a Survival check in order to avoid getting lost, and are totally unsure of how much time has passed between two events without a direct frame of reference (sundial, calendar, etc)

Granted Abilities: Xaxox's granted abilities let you bring a creature forth from the Far Realm, resist effects that would affect your mind, and bend the fabric of space and time around you.

Reality Bend: As a free action, you can slightly bend the space around you, granting yourself a +1 Deflection bonus to AC. This bonus lasts for 1 round, and once you use it you cannot use it again for another 5 rounds. This bonus increases to +2 at 6th level, +3 at 11th level, and +4 at 16th level.

Time Distort: Xaxox's unusual perception of time allows you to see just slightly into the future. You gain a +1 Insight bonus to Initiative checks. This bonus increases to +2 at 5th level, +3 at 9th level, and +4 at 13th level. This ability is continually active while you are bound to Xaxox.

Mind of the Far Realms: You gain a +2 bonus on all Will saves against mind-affecting effects.

Summon Pseudonatural Creature: Once per day, you can call forth a resident of the Far Realms to do your bidding. This acts like a Summon Monster 1 spell, however you may only summon Pseudonatural creatures, and the creatures remain for one minute per Binder Level. The level of the Summon Monster list you may summon from increases at every odd-numbered Binder Level, to a maximum of 9 at 17th level.

Please tell me how I can improve this guy. Additionally, I'd also like as much feedback as possible on my existing vestiges.

Ordion: <http://boards1.wizards.com/showpost.php?p=8841813&postcount=41>

Lum: <http://boards1.wizards.com/showpost.php?p=8858498&postcount=43>

Maanzecorian: <http://boards1.wizards.com/showpost.php?p=9517205&postcount=265>

[Post 387]

Author : Edge_of_Oblivion

Date : 11-02-06 11:50 AM

Thread Title : Re: let's make some new vestiges

Xaxox is great, pretty balanced and definately unique. And I absolutely LOVE the chosen Influence. Well done. The wording on Summon Pseudonatural Creature could possibly be clearer, but it's not impossible to understand... I'm taking it as you can summon from the Summon Monster I list at levels 1 and 2, then at Binder level 3 and 4 you can move on to Summon Monster II, and so on and so on... that about right?

Also, the duration on Summon Monster spells is only one round/level. If you want to keep that same duration, I would suggest changing "once per day" to "once every 5 rounds", otherwise the creature won't be around very long. If you want to keep the summon "once per day", you'll need to specify a new duration for the Summon Pseudonatural Creature before the summoned creature *poofs* out of existance.

You may want to add a 4th ability... once you get a Ring of Protection and some other minor gear, much of Xaxox's powers will be practically useless at higher levels, and Vestiges are generally designed to still be useful at higher levels. Just a thought. ;)

Okay, onto your other Vestiges:

Ordion: His Turn/Destroy Undead ability is similar to Tenebous's Rebuke/Command, so you should probably put it on the standard 5-round reload timer. Good otherwise.

Maanzecorian: Special Requirement, BAD! Ow ow ow! 1d12 INT damage!? That could kill you outright! Just ban him from binding Tenebrous while bound to Maanzecorian, and ban Maanzecorian from answering if the Binder already bound Tenebrous. As for the Vestige's abilities themselves, the INT bonus is a bit rough... I would change that to a +2 bonus to all INT-based skills and INT rolls, rather than an actual stat increase. Knowledge Blast is cool.

Lum: Limiting the Instant Repair to only 3 times per creature has its ups and downs, but seems pretty weak for the equivalent of Cure Light Wounds on an 8th-level Vestige, especially when 5th-level Buer has Cure Light Wounds once every 5 rounds and Cure Minor Wounds at will. I think you should do the same with Instant Repair for Lum as the book did for Buer. Machine Form is intriguing, well done. The shock is fine once per day, that's a pretty nasty hit but no more powerful than

something like Delayed Blast Fireball. The rest of the abilities are fine, if not a bit weak.

[Post 388]
Author : Lord_Yy
Date : 11-02-06 02:00 PM
Thread Title : Re: let's make some new vestiges

Thanks for the input. What you said about Xaxox is what I'm going for, but I just can't figure out how to phrase it without it becoming a source of confusion... Anyway, would you be willing to take a look at my latest creations(once I'm finished them)? I'm right now working on one based on Aoskar from the Planescape campaign setting.

Additionally, I have edited my Vestiges a little. Feel free to take another look.

[Post 389]
Author : Edge_of_Oblivion
Date : 11-02-06 03:28 PM
Thread Title : Re: let's make some new vestiges

I would remove the "only 3 times" on the Repair ability. It's really unnecessary, and makes the ability extremely weak for an 8th-level Vestige.

Good otherwise. :)

[Post 390]
Author : psychic_infinity
Date : 11-02-06 07:14 PM
Thread Title : Re: let's make some new vestiges

Xaxox is pretty neat, but I have one little nitpicky thing. A vestige's influence is supposed to affect a binder's behaviour, so that if a binder ignores the influence, he gets a penalty on rolls. The way I read it, Xaxox's influence actually affects the binders abilities. You may want to reword it to say something like "The binder must never attempt to discern time" or something like that.
Just my two Euros.

[Post 391]
Author : Kaldar_the_Summoner
Date : 11-03-06 03:38 PM
Thread Title : Re: let's make some new vestiges

This is my first vestigial attempt, so please put up any suggestions you have. He's based off a really crazy character I once had.

Kaldar
Tainted Master

Vestige Level 8
Binding DC: 36

Legend: Kaldar was a mysterious, ancient wizard of amazing power. Some believe he was a lich, many believe he was a Worm That Walks, and Others think he was a man who used magic to keep his youth. Whatever he was, he was hungry for power, and was more vile than the greatest demon prince. He used the lowest possible methods to acquisition power. He was an Anima Mage, a Tainted Scholar, and a Fiendbinder. He had a seemingly endless hoard of magic items, and outfitted himself with the most regal finery. Countless thralls flocked to him, seeking the power of tainted magic. Despite these benefits, he was unsatisfied with his current form and power. He sought out the pieces of an ancient relic, killing many people. After gaining all the artifacts he needed, he had raised the ire of many forces of good. While he was in the middle of the evil ritual to turn him into a god-eating abomination, the combined forces of the order of Seropaenes, the Purifiers of the Hallowed Doctrine, The servants of St. Cuthbert, and The Knights of the Chalice stormed Kaldar's fortress. Kaldar was confident in his abilities, though. He was standing in a conduit of evil energies, and he now had infinite spell power. After a long and bloody battle, the tainted energies welling up within Kaldar were too much for his limited body and soul, and he erupted in a sickly grey flash. Every part of his tainted being was reduced to blackened shreds- his body, mind...and soul.

Special Requirements: Kaldar demands that his seal be drawn with humanoid blood. Also, you must be able to use spells or psionic powers.

Manifestation: A bearded man dressed in the garb of an emperor steps out of nothingness into the seal. He has a gem-encrusted rod in one hand, and a magic stave in the other. He smiles at the summoner, and suddenly his eyes wither away, and are replaced by glowing green ghost-lights. Worms and maggots burst forth from his mouth and devour every inch of his flesh, leaving him as a horrifying, man-shaped mass of writhing vermin, clad in blood-red robes. Then, the worms turn to dust, leaving him as a black robed skeleton clutching an ebony quarterstaff. The skeleton laughs in a raspy voice, and then collapses into a heap on the ground. For a few seconds, all is quiet. Then the ground trembles violently, and the true and final horror appears. A massive, sickly gray worm bursts from the ground, propelled by skeletal arms sprouting from weeping, maggot-infested black sores. Countless magic items are imbedded in it's cancerous-looking flesh. It stops, and it turns it's huge head towards the summoner. It has three faces, one the bearded man, the next is the skeleton, and the last one the face of a worm that walks. Kaldar speaks with one face at a time, often changing faces mid-sentence. The bearded man speaks in a deep resonant tone, the skull has a raspy, sepulchral voice, and the worm that walks speaks in a wet hiss.

Sign: The flesh, muscle, and tendons of your hands are replaced with squirming worms and maggots. This does not affect your dexterity or ability to manipulate objects, it is simply disturbing to look upon.

Influence: When influenced by Kaldar, you are confident in your supernatural powers and use your spells, powers, spell-like abilities, or supernatural abilities at every logical opportunity.

Granted Abilities: Kaldar gives his summoner a sliver of his knowledge of dark things, and his sanguine abilities.

Tainted Soul: You are immune to taint accumulation, but you count as having overwhelming taint for the purpose of the detect taint spell and the Purifier of the Hallowed Doctrine's abilities.

Blood for Power: If you have the ability to manifest powers or cast spells, you can use this ability, a power wielded by the abominations known as tainted scholars. By drawing a small amount of blood from yourself (a minor knife cut or pinprick should suffice) as a free action, you can increase the caster level and save DC (if any) of the next spell or power you use by 1. Once you have used this ability, you cannot use it again for five rounds.

Blood for Magic: By draining blood from your veins, you can apply any metamagic or metaspionic feat you know to the next spell or power you use without actually increasing its level. You deal 1 point of temporary con damage to yourself per level normally increased (or for every two extra points normally spent). You cannot enhance a spell or power to a level higher than you can normally cast. For example, you must be at least a 9th-level caster in order to cast an empowered fireball spell (or at least 10th-level, if you are a spontaneous caster), since the spell would normally require a 5th-level spell slot. Once you have used this ability, you cannot use it again for five rounds.

Enshrouded History Once per day per level of binder, you can swap one feat you have for another on (you must qualify for it). This is temporary and lasts only one round per charisma modifier, then the feats return to normal. Also, if the feat you are attempting to swap is a prerequisite for another feat, it can't be swapped. Once you have used this ability, you cannot use it again for five rounds.

I stared back at the abyss: You can add your half of your binder level (rounded down) to knowledge (arcana), knowledge (history), knowledge (religion), knowledge (psionics), and spellcraft and psicraft checks as a competence bonus. You are considered trained when using these skills.

[Post 392]

Author : Edge_of_Oblivion

Date : 11-05-06 02:44 PM

Thread Title : Re: let's make some new vestiges

If you have the Ignore Special Requirements Feat and no ability to cast spells or manifest powers, Kaldar still answers your call, but treats you as below contempt and you take a -10 penalty on the binding check.

NO NO NO NO NO NO NO!!!

The entire purpose of Ignore Special Requirements is to ignore the special requirements! COMPLETELY! The feat itself says you ignore EVERYTHING in the "Special Requirements" paragraph of the Vestige's description.

Ignore Special Requirements

The strange constraints that Vestiges place on their summoning are meaningless to you.

Benefit: You can ignore the Special Requirements of Vestiges with which you make pacts.

Really, it's a Binary equation. Either you fulfill the Special Requirement and the Vestige shows up, or you don't and it doesn't, no exceptions. With Ignore Special Requirements, it turns into a single, 100% guarantee the Vestige will show up. And really, the "battle of wills" represented by the Binding Check is the Vestige's Best Effort... it CAN'T do more than that.

Remove the chunk about taking -10 and just leave it as the following:

Special Requirements: Kaldar demands that his seal be drawn with humanoid blood. Also, you must be able to use spells or psionic powers.

Sorry to be so hard on a first-timer, but I want this bug squashed and I want it squashed permanently. People keep trying to make the Binder system and its simplicity into something unnecessarily complicated. You aren't the first and I sincerely doubt you'll be the last.

Alright, as for the Vestige's abilities:

Manifestation: This is fine, and will get you into no less trouble if you're caught than if a Paladin sees you summoning Acererak. ;)

Sign: You need to be more precise in what exactly you mean by this. If this affects the whole body, remember that other Vestiges' signs will need to appear too, and having a rotting body will prevent some of them from showing.

Influence: The "using your powers whenever logical" is fine. The other part there is a MAJOR problem with. Vestiges have no alignment - they are effectively True Neutral and cannot cause you to change alignment due to their Influence. If a Lawful Good (or heck, ANY Good) Binder used this Vestige and failed the Binding Check, your Influence would force them to commit an Evil act or take the Influence penalty. The theft is fine, but the murder is not... remove or replace it.

Abilities:

Kaldar's Might: All DCs for supernatural abilities you have increase by 2. The DCs for all spells or powers you can use (if any) are increased by 4.

Heck No. The first part is ripping off Ipos's Influence, from a one-level-lower Vestige. It's the same exact effect. The second part is FAR TOO OVERPOWERED, even for a 7th-level, as this boost is better than Spell Focus and Greater Spell Focus combined. Even a +2 bonus would be the equivalent of having 16 feats for free!! +1 if anything at all, or limit it somehow (certain schools of spells only, certain types of magic/psionics, etc.). Vestige powers may allow you to gain abilities normally only acquired by other classes, but they NEVER exceed them. Remember what the book said - a Binder is balanced by comparing the Vestige's abilities to what a Warlock can produce at the higher end of the Vestige's level and what a Wizard can produce at the lower end. Balance the Vestige's powers between those two - in this case, between a level-17 Warlock and a level-15 Wizard.

Tainted Soul: You are immune to taint accumulation, but you count as having overwhelming taint for the purpose of the detect taint spell and the Purifier of the Hollowed Doctrine's abilities.

This is fine.

Blood for Power: If you have the ability to manifest powers or cast spells, you can use this ability, a power wielded by the abominations known as tainted scholars. By drawing a small amount of blood from yourself (a minor knife cut or pinprick should suffice) as a free action, you can increase the caster level and save DC (if any) of the next spell or power you use by 1.

This is fine, although it probably should be on the Binder's traditional 5-round reload time.

Blood for Magic: By draining blood from your veins, you can apply any metamagic or metapsionic feat you know to the next spell or power you use without actually increasing its level. You deal 1 point of temporary con damage to yourself

per level normally increased (or for every two extra points normally spent). You cannot enhance a spell or power to a level higher than you can normally cast. For example, you must be at least a 9th-level caster in order to cast an empowered fireball spell (or at least 10th-level, if you are a spontaneous caster), since the spell would normally require a 5th-level spell slot.

This DEFINATELY needs to be on the 5-round cool-down. Otherwise fine.

Enshrouded History: As a full-round action, you can swap one of your feats for another one. Bonus feats must also be replaced with similar bonus feats.

TOO powerful, getting to rewrite your character's feats permanently normally requires weeks of retraining, costs XP to do it psionically, or requires a rebuild quest. If it's temporary, you need to mark how long it lasts before your feats return to normal. Also, you need to note that if you remove a feat that was a prerequisite for another feat you have, you will lose that feat as well (preferably without a replacement).

I stared back at the abyss: You can add your binder level to knowledge (arcana), knowledge (history), knowledge (religion), knowledge (psionics), and spellcraft and psicraft checks. You are considered trained when using these skills.

This is fine, although it should probably be knocked down to 1/2 your Binder level (rounded up). The bonus needs a type though - circumstance bonus, insight bonus, something.

Overall, this guy needs a lot of tweaking to make him down to par - at the moment, he's extremely overpowered. Even with the suggestions I've made Kaldar is still overpowered compared to the 7th-level Vestiges in the book - Eligor and Marchiosas - and comes off closer to Orthos and Halphax. I really suggest knocking his DC up to something like 35 or 36 and making him an 8th-level.

[Post 393]
Author : Kaldar_the_Summoner
Date : 11-06-06 04:21 PM
Thread Title : Re: let's make some new vestiges

Whoa...Sorry there. I wanted to make the feat-swapping power temporary, but I must have forgotten to put that there...Anyway, I boosted his level, powered him down a bit, and changed the sign and influence (I wanted to make it seem like the first kaldar, who strangled a baby dragon in order to sneak into it's momma's hoard). Sorry about it, hope it seems better.

[Post 394]
Author : Jersey Cowboy
Date : 11-06-06 07:07 PM
Thread Title : Re: let's make some new vestiges

I don't need to guess where he came from. All I have to say is that you chose an awesome muse.

Okay, I thought we should start up a homebrew vestige thread.
Here's one I came up with the other day.
No prizes for guessing where this guy comes from ;)

Ultros, Squid supreme 1st level, binding DC 17

A mischeivous cephalopod-like creature, Ultros gives his summoners the abilities of an octopus as well as his mischeivous personality.

Legend: No-one is really sure how a creature like Ultros became a vestige. There are some vague legends of him. Apparently an intelligent squid-like creature, Ultros was known for his mischeivous and occassionally despotic behavior. Through his pranks he must have annoyed the deities so much that no-one would collect him when he died.

Special requirements: Ultros requires his summoners to either have a good sense of humor or be able to lie convincingly, represented by at least 4 ranks in either bluff or perform (comedy)

Manifestation: Ultros appears as a strange octopus-like creature, only purple and with a strange, almost humanoid face, complete with a wide grin full of sharp teeth. He pops up suddenly from his seal, grinning if this shocks anyone visibly in view. He giggles constantly in a strange bubbly tone throughout the process.

Sign: Your mouth grows bigger and fills with sharp teeth. Your face is also fixed in a constant, toothy grin when not speaking.

Influence: When under the influence of Ultros, you find you cannot take anything seriously. You giggle almost constantly when speaking. When under his influence you must make an offensive joke at any opportunity or suffer the penalties for avoiding influence. In addition, you take a -4 penalty against any tasha's hideous laughter spells or fascinate effects.

Granted abilities: Ultros gives his summoners an octopi's swimming ability and strong grip. He also allows his summoner's to lie convincingly and resist enchantment.

Octopi's grip: You have the benefits of the improved grapple feat. When you have an effective binder level of 10, you have the benefits of the improved grab ability after hitting with a claw or unarmed strike.

Swimmer: You gain a swim speed equal to half your land speed.

Octopi's ink: You may squirt ink at an opponent's eyes with a ranged touch attack. If you succeed, the opponent is blinded for 1d4+1 rounds, or until they take a full round action to wipe the ink off their face. Once you use this ability, you cannot do so again for 5 rounds.

Mind of Ultros: Your speech changes so that when speaking, others are easily lost in what you are saying, giving you a +4 on bluff checks. In addition, Spellcasters find it hard to put you under heel, giving you a +2 on saving throws against spells to control you physically or mentally (such as with a hold person spell or dominate person spell).

What do you think?

Fell free to add your own.

[Post 395]

Author : Arvagor

Date : 11-06-06 08:30 PM

Thread Title : Re: let's make some new vestiges

Can anyone point me to the thread that had the "Jack of the Lantern" (Halloween) vestige a few weeks back? I apologize, as I thought it was part of this thread, but no such luck...

Edit:Never mind, finally found it... :embarrass

[Post 396]

Author : Edge_of_Oblivion
Date : 11-06-06 10:35 PM
Thread Title : Re: let's make some new vestiges

Post the link, Arvangor!! :D

Whoa...Sorry there. I wanted to make the feat-swapping power temporary, but I must have forgotten to put that there...Anyway, I boosted his level, powered him down a bit, and changed the sign and influence (I wanted to make it seem like the first kaldar, who strangled a baby dragon in order to sneak into it's momma's hoard). Sorry about it, hope it seems better.

It looks great now. I apologize for coming off as abrasive and hotheaded, but I PEACH this thread a lot lately and the mistakes you made are ones that A LOT of people make. :) I don't mean to be rude or anything but having to correct the same mistakes over and over gets repetitive and after a while annoying. I try to go easy on first-timers, so you can imagine how I come off sometimes to some of the more experienced creators. ;)

As for the strangling thing, yeah it's just a bit much for the Influence, since they specifically don't alter alignments. The Vestige can only exert a small amount of control over his carrier, and it's never enough to alter alignment, since the Vestiges have no moral code of Good or Evil in their (non)existence. An evil bastard he may have been, but he doesn't have enough of himself left to actually manifest that evil... a Vestige is more like a shadow or a reflection of the person it once was. (After all, the Binder is only getting a small portion of the Vestige's essence... hence why two Binders can be bound to the same Vestige at the same time.)

I think I'm going to eventually post a "mini-guide" to Vestige creation to help avoid the problems that pop up with nearly every submission. ;)

[Post 397]
Author : Kaldar_the_Summoner
Date : 11-07-06 03:21 PM
Thread Title : Re: let's make some new vestiges

I'm looking forward to that. I've already gotten several written up and waiting for editing(one being the Kool-aid man).

[Post 398]
Author : Edge_of_Oblivion
Date : 11-08-06 12:02 AM
Thread Title : Re: let's make some new vestiges

Awesome. Bring it. :cool:

[Post 399]
Author : Kaldar_the_Summoner
Date : 11-08-06 03:14 PM
Thread Title : Re: let's make some new vestiges

I'd rather wait for your template. I'm also having writers block on the designs,

ESPECIALLY Kool-Aid man. I've given him charge-based and sundering abilities, but I don't know what else (attack and damage competence bonus against children, perhaps?)

[Post 400]
Author : Edge_of_Oblivion
Date : 11-08-06 04:21 PM
Thread Title : Re: let's make some new vestiges

Or Halflings. :D

I'll get to work on that template then. ;)

[Post 401]
Author : Edge_of_Oblivion
Date : 11-08-06 05:26 PM
Thread Title : Re: let's make some new vestiges

Vestige Creation Guidelines

For use with Tome of Magic and Design and Development's Creating Your Own Vestige Web Supplement (<http://www.wizards.com/default.asp?x=dnd/dd/20060324a>)

These guidelines have been created to assist in avoiding repeated mistakes in the process of Vestige creation. Much has been liberally quoted from the WOTC Web Supplement, and will be marked with quote boxes.

Step 1: Choose the Vestige's Level

The first step to create a vestige is deciding its vestige level. (Binders gain access to a vestige at a specific level and thereafter retain access to that vestige. See the binder class features chart in Tome of Magic for how this works.) Vestige level is a measure of the power of the vestige's abilities. It's best to pick a level first and design appropriate abilities rather than try to do the reverse. By first deciding the vestige's vestige level, you have a benchmark for the abilities you design and points for comparison.

If you have a specific ability or two in mind, you might already have a good idea of what level the vestige's granted abilities should be assigned, but if not, choose based on the relative power or importance of the creature that became a vestige.

The best way to determine these is by examining the abilities granted to the Binder by the Vestige. Comparing these with the abilities of a Warlock and/or Wizard will give an approximation of where the Vestige belongs on the power scale. This is an area few creators err on, and those that do can easily adjust the level (and appropriate other factors, such as DC) to fit what is appropriate.

Step 2: Devise the Vestige's Legend

Vestiges have legends to give them personality, create a jumping point for design of their abilities and influences, and set them apart from all the other fantastic elements of D&D. Ideally, a vestige's legend presents a fable of sorts that's interesting to read and to relate. It should make the vestige approachable but foreign. To fit with the taboo nature of pact magic, the story

should present the vestige as flawed, alien, mysterious, repulsive; or all four. Although no vestiges are diabolically evil in their intent, neither are any of them virtuous. All present magnified human flaws and fears.

In your campaign, you might present vestiges differently, but regardless, your vestige needs a personality as well as game mechanics. A binder acts as host to a vestige, and a legend forms the basis of that foreign persona that the players interact with through the filter of the binder PC or NPC.

The vestiges in Tome of Magic have legends that feel a bit like history, and in some cases they adopt and adapt elements of D&D history or real-world legends to strengthen that feeling. For the purposes of your game, a vestige's legend might all be true, be partially true, or be what the clerics and paladins fear: nothing but lies designed to lure souls away from the gods. Consider whether the legend you devise is true for your campaign and what affect that might have on the PCs' adventures.

As the majority of Vestiges on this thread are based on characters from stories or video games, much of their Legend is already written. Those that are completely custom, it is up to the creator to create an appropriate Legend. There is rarely any problem with this portion of the Vestige.

Step 3: Create the Vestige's Granted Abilities

The vestige you create should grant four to six supernatural abilities to binders. It could grant more or less, but the vestige must be balanced with others of the same level, and that will be difficult if the number of abilities vary greatly from the norm.

This portion requires a little more specification. Thankfully, the Web Supplement has already broken this into smaller sections.

Follow Form: The granted abilities you create will work best if they follow the form of the others presented in Tome of Magic. This means they should be supernatural in nature, not provoke attacks of opportunity, and either lack a use limitation or be not be useable after an initial use until after 5 rounds.

Note that the standard use limitation means that a character will likely get one or two uses from the ability during a fight. Uses per day or similar limitations don't work well for binders as they can simply switch to another vestige to use its abilities.

This one is not normally forgotten, but a reminder can't hurt.

Avoid Duplication and Conflict: Each granted ability you create should be unique among the vestiges. If your ability duplicates or counters the benefit of the granted ability of another vestige, it's likely one or the other will see less use.

On the other hand, you might strategically create an ability that stacks with an ability granted by another vestige. This way a clever player can get greater benefit when using both (at later levels, binders are able to make pacts with more than one vestige simultaneously). Also, you might consider creating your vestige's requirements such that it won't make a pact with a binder who hosts the vestige that has a similar power.

The first half of this needs to be emphasized. One that seems to be common is giving Vestiges an ability similar to the Command spell, such as on this thread Iyachtu Xvim and a few others. There is already a Vestige that grants Command as an

ability - Naberious, at 1st level. The abilities should be separate and different for each Vestige, flavorful in relation to their Legend but unique when compared with others.

Avoid Penalties: Granted abilities shouldn't penalize a PC. It might seem fun or flavorful, or it might seem to balance an ability, but a penalty on a game mechanic a player must choose to use is almost always a bad idea; often because it simply leads players to choose a different mechanic.

This is the big one, and will be repeated yet again when we reach the section on Influence. Binder abilities NEVER create a statistical penalty to the Binder's abilities, stats, or skills. This should be avoided at all costs.

Support a Play Style: Binders function much like clerics or druids. They can use their special abilities from the back of the party, like a wizard or sorcerer, or they can bolster themselves and run into the thick of fighting. Also, a binder can take up a different role, such as being the stealthy scout, depending on the vestiges the binder chooses to make a pact with. When designing your granted abilities, consider what role you're offering to a binder player.

At the same time, you don't want to steal all the thunder from a particular play style. The vestige abilities you create should not make the binder a better melee combatant than the fighter, a better assassin than the rogue, a better artillery battery than the wizard, or a better healer than the cleric. Instead the binder should be a slightly weaker but more versatile actor in any one of those roles.

Remain Useful: The granted abilities you design work best if they're balanced for the vestige level but also remain tempting choices at higher level. Similarly, they work best if they don't negate choosing a vestige of lower level. For example, a vestige that grants bonuses to Hide and Move Silently for as long as it is bound ends up trumped if a later vestige grants the ability to cast silence and invisibility at will.

Express Legend or Personality: The granted abilities of a vestige exist as an extension of its history and persona. Most of the abilities you create should thus express what you've created in the vestige's legend. These legends might be pure myths created to explain the abilities a binder gains, so most should fit the themes you present. For the vestige I'm creating, I'll work with themes of listening, freedom from constraints, and panic. I considered creating abilities that deal with opening barriers, but Otiax (described on page 43 of Tome of Magic) already covers that ground.

Lastly, these three have also rarely been a problem. Most here have had a specific focus for their abilities and have scaled well in advancement, and other than the problem with duplication most of the Vestiges have been given appropriate abilities in relation to their background.

Step 4: Check for Game Balance

Once you've created some granted abilities, you should check them against those given by vestiges of the same vestige level. Consider if individual abilities seem too powerful or too weak, and then consider the whole package. If you can fix the problem by changing the vestige level, do so, but chances are that you'll need to adjust individual abilities. Don't be afraid to abandon an ability that sticks out, and replace it. You can always save the idea for later use with another vestige or some other game element you create.

More specifically:

* At-will or constant abilities a binder gains should be about as powerful as what a warlock of the same level can accomplish. (See Complete Arcane for a description of the warlock.)

* Abilities with the 5-round delay should be about as useful and powerful as the highest-level spell a wizard of the same level as the binder can cast (assuming the vestige grants just one such ability.) If the vestige grants more than one such ability, you'll need to scale both powers down. A good rule of thumb is to lower the effective spell level by one for each additional 5-round-delay ability that the vestige grants.

* Abilities that grant a feature from another class, such as sneak attack or sudden strike, should be slightly behind what a character of that class gains.

This one is rather self-explanatory, but has a tendency to be overlooked, especially in relation to comparing the Binder's powers to those of a Warlock and Wizard. By judging along with the given chart, the abilities for the most part should be balanced enough for fairness without making them less useful. Use the 5-Round Cooldown Timer LIBERALLY - only four of the Vestiges in Tome of Magic don't use it at all (Leraje, Aym, Eurynome, and Eligor) while all the rest have some ability that requires a 5-Round wait between uses.

Step 5: Create Everything Else

At this point, you've done all the hard work. What remains are the fun little details that will make playing with your new vestige fun and unique. As you design the rest of the vestige, you should keep the following pointers in mind:

Influence: A vestige's influence should not be a game balance factor. Influences in Tome of Magic serve as fun flavor for players who like to roleplay that aspect of their binder character. A player who doesn't care to have his PC's actions controlled in that manner can manage his chances by choosing less difficult vestiges or picking game mechanics that will help the PC succeed at the binding check.

A vestige's influence should be a unique expression of that vestige's personality and legend. Situations in which it becomes a major factor should come up rarely and be manageable if a player wishes to avoid them. Your vestige's influence should give a binder player a new aspect of personality to explore and offer some opportunity to put pact magic in the spotlight, but it should not be a nuisance to the other players at the table or be likely to derail adventures.

As with granted abilities, try to make a vestige's influence not conflict with those of other vestiges. If your vestige's influence makes a character act happy and talkative, and another makes a character act morose and laconic, a player with a character under the influence of both won't know what to do.

Here is my strongest pet peeve. Note the underlined section. "A vestige's influence should not be a game balance factor." This means no "inescapable Influence" where the Binder still undergoes a small bit of Influence even if he passes the check; no Influences that inflict stat or skill penalties; and no Influences that alter action in a way that will result in an Alignment shift. Influence is all about Roleplay, and nothing more, and personally I cannot see why it is constantly used as a balancing factor, but that was not its purpose.

Binding DC: The binding DCs for vestiges in Tome of Magic are roughly set at 14 + the level at which you can bind the vestige. Binding DC should not be a game balance factor because a vestige's influence is not a game balance factor. Instead, think of binding DC as representative of how willful the vestige is and how often you'd like the influence to come into play. Check the DCs of other

vestiges of the same level to get an idea of the average, and then put your vestige above or below that depending on how willful you want it to seem.

Few problems here.

Special Requirement: Your vestige doesn't require a special requirement. This optional feature of vestiges exists to add more flavor to a vestige and to control access to it. For example, if you know you don't want the powers of two vestiges to be used in conjunction, you can create a special requirement that prevents them from both being bound to a binder at the same time.

Special requirements should not be game balance factors. They shouldn't cost a significant amount of gp or any XP. Such requirements will swiftly relegate your vestige to use only by NPCs.

Another big one that is constantly confused. Note the lack of penalties to Binding checks - either a Vestige answers or it does not, and if its Special Requirement is unfulfilled, it simply does not answer. As for using "Ignore Special Requirements", the feat specifically directs the Binder to ignore the entire paragraph listed here, so imposing a penalty to those using the feat will practically make the feat useless. If a Binder wishes to burn one of his precious few feats on something like "Ignore Special Requirements", he should be allowed to get away with doing exactly that - ignoring the special requirements, completely.

Manifestation: The vestige's manifestation is a player's most visceral interaction with the spirit. The manifestation should thus be suitably impressive and expressive of the vestige's being. At the same time, a manifestation should show how the spirit has been twisted by its isolation from reality, and it should reinforce the disturbing, off-kilter nature of pact magic. If you read the manifestation of a vestige to the players and they cringe or look at you funny, you've nailed it.

A vestige's manifestation is a supernatural figment; an illusion. Elements of the illusion created by the vestige's manifestation (such as wisps of fog) can extend beyond the seal up to 10 feet, but the vestige never leaves the seal. Noises from the vestige or the process of pact making can be heard normally.

This is normally fine, as most of us make the Vestige appear either as it was symbolized in worship or reference before its (im)mortal existence ended, or simply as it did in life, or an altered version of its former appearance.

Seal: Your vestige's seal can be whatever you like, but it should occur in a circle, and it probably works best if it's made of simple lines that you can draw for players, should you have need. Tome of Magic has many examples that you can use as inspiration.

No problem here, we tend not to post Seals for our Vestiges. I request more of us do so, though! Some of us would like to be able to use these Vestiges in our games, and if the rest of the party asks "What did he draw?" and the DM has no Seal, it's a bit difficult to describe.

Sign: The sign you create should be a unique expression of the vestige you've created. Be careful that it isn't too obtrusive. PCs should be able to hide the sign of a vestige under clothing or with the use of a disguise kit. This allows for tense situations in which the binder disguises his association with a vestige, whereas an obvious sign makes discovery inevitable. Also, be sure that the sign doesn't cover the same ground as one already in play. For example, if a vestige makes a binder's eyes red, creating a new one that makes a

binder's eyes yellow is less interesting and creates a conflict.

This is rarely a problem, but as the article notes the Eyes seem to be a popular position for Signs. I suggest avoiding Signs that affect the eyes, as there are currently so many of them between the ones in Tome of Magic and the many we have created already.

Hope this helps anyone who attempts Vestige creation in the future, as these are the PEACH guidelines I use (basically) and judge my own Vestiges by. Following these should help avoid the repeated mistakes we've come to dislike, and at the same time keep the Vestiges from making the Binder unbalanced.

[Post 402]
Author : Milo HoBo
Date : 11-08-06 10:28 PM
Thread Title : Re: let's make some new vestiges

...ESPECIALLY Kool-Aid man. I've given him charge-based and sundering abilities, but I don't know what else (attack and damage competence bonus against children, perhaps?) Let's see. He has been known to bust through walls, Shatter?

Sugur rush, you gain something similar to Rage?

I think that the Kool-Aid man has also surfed and done some other acrobatic stunts, so bonuses to strength and dexterity based skill checks?

Anyone else?

[Post 403]
Author : Edge_of_Oblivion
Date : 11-08-06 11:13 PM
Thread Title : Re: let's make some new vestiges

Balance and Tumble should cover those. Although Paimon gives a bonus to Tumble, so you may not want to make it as high as his.

Busting through walls is covered by Charge and Sunder, but Shatter is cool too, and I don't think any Vestige grants it.

[Post 404]
Author : psychic_infinity
Date : 11-10-06 05:51 PM
Thread Title : Re: let's make some new vestiges

Hey, I just noticed something about all the vestiges in Tome of Magic: They all come from Goetic practices. There are still a ton of other Goetic demons not made into vestiges yet, so there are some ideas.

The 72 Demons

The demons' names (given below) are spelled differently in different extant copies of the Ars Goetia, as is common in texts of the period. Other spellings of the names are given in the articles concerning them.

1. King Bael
2. Duke Agares
3. Prince Vassago
4. Marquis Samigina
5. President Marbas
6. Duke Valefor
7. Marquis Amon
8. Duke Barbatos
9. King Paimon
10. President Buer
11. Duke Gusion
12. Prince Sitri
13. King Beleth
14. Marquis Leraje
15. Duke Eligos
16. Duke Zepar
17. Count/President Botis
18. Duke Bathin
19. Duke Sallos
20. King Purson
21. Count/President Marax
22. Count/Prince Ipos
23. Duke Aim
24. Marquis Naberius
25. Count/President Glasya-Labolos

26. Duke Bune
27. Marquis/Count Ronove
28. Duke Berith
29. Duke Astaroth
30. Marquis Forneus
31. President Foras
32. King Asmodeus
33. Prince/President Gaap
34. Count Furfur
35. Marquis Marchosias
36. Prince Stolas
37. Marquis Phenex
38. Count Halphas
39. President Malphas
40. Count Raum
41. Duke Focalor
42. Duke Vepar
43. Marquis Sabnock
44. Marquis Shax
45. King/Count Vine
46. Count Bifrons
47. Duke Uvall
48. President Haagenti
49. Duke Crocell
50. Knight Fircas

51. King Balam

52. Duke Alloces
53. President Caim
54. Duke/Count Murmur
55. Prince Orobas
56. Duke Gremory
57. President Ose
58. President Amy
59. Marquis Orias
60. Duke Vapula
61. King/President Zagan
62. President Volac
63. Marquis Andras
64. Duke Haures
65. Marquis Andrealphus
66. Marquis Cimejes
67. Duke Amdusias
68. King Belial
69. Marquis Decarabia
70. Prince Seere
71. Duke Dantalion
72. Count Andromalius

[Post 405]
Author : Edge_of_Oblivion
Date : 11-10-06 07:31 PM
Thread Title : Re: let's make some new vestiges

Yep, I believe someone linked to this listing earlier. If you look them all up, they all come with Seals pre-made, and the ones that were in ToM match the ones in the list.

EDIT: Here's a link to the Seals:
<http://www.rahoorkhuit.net/library/ceremonial/classics/plancy/demony.html>

And a link to the list of demons, so you can look up their properties:
http://en.wikipedia.org/wiki/Ars_Goetia

[Post 406]
Author : Kaldar_the_Summoner
Date : 11-11-06 12:47 PM
Thread Title : Re: let's make some new vestiges

I'm gonna be in Virginia (yeehaw) for a few days and thusly will not be able to access anything even close to technology, so the Kool-Aid Man vestige (almost finished) will be delayed until next week.

[Post 407]
Author : Milo HoBo
Date : 11-13-06 12:17 AM
Thread Title : Re: let's make some new vestiges

I'm looking forward to that. I've already gotten several written up and waiting for editing (one being the Kool-aid man). Sign: Your tongue turns a Kool-Aid red

color.:P

[Post 408]

Author : Edge_of_Oblivion

Date : 11-13-06 05:54 PM

Thread Title : Re: let's make some new vestiges

Funny thing about the Goetia... the seal for Orthos was borrowed from Murmur (<http://www.rahoorkhuit.net/library/ceremonial/classics/plancy/g61.gif>). Still trying to find Acererak's, Geryon's, Karsus's, and the rest of the setting-based Vestiges.

It's been a while since I did one myself :D So here goes, straight out of Races of Destiny. Taking Psychic Infinity's advice and knocking one of the Goetia demons off the list in the process with....

<http://www.rahoorkhuit.net/library/ceremonial/classics/plancy/g6.gif>

Valefor,
The Unwritten Word

Vestige Level: 7th

Binding DC: 29

Special Requirement: Yes

Legend: Those familiar with the Illumian race are most likely also familiar with their Final Utterance - the seemingly-random gibberish that is sometimes produced when the "Word Made Flesh" Illumians are "Unmade" as they die. Many Illumians, however, have produced great and powerful magical effects with the words they shout as they perish, and some have even spoken themselves into divinity. These few have become the Illumian pantheon of gods, demigods new to their position but nevertheless infused with divine power.

Valefor, in life, was supposedly an Illumian much like any other. She was a sorceress of some skill, as well as a capable thief and a noted archer. And, like almost all Illumians, she was immensely curious of the power of the spoken and written word. She claimed to have been descended from some of those present at the moment the vengeful and hateful Wathaku spoke himself into divinity and vanished from the presence of his people, and wished herself to follow in the footsteps of him and the other Illumian deities. After a few years of attempting research on her own, she managed to gather a sizeable following and founded her own Ascension Cabal, known as Valefor's Nest.

Valefor and her "Flock" of followers spent the remaining years of her life researching and attempting experiments, seeking to nail down the path to divinity, much like any other Ascension Cabal. When at last the moment came and Valefor was laid upon her deathbed to attempt the Final Utterance, nearly every member of her "Flock" was there to observe. A cleric was present to observe Valefor's dying state, and to prepare funeral rites in the most likely event that Valefor's Final Utterance never occurred or failed to produce the desired effect. As her life dwindled away, Valefor began to mutter and shout strange nonsensical phrases, and the other Illumians could feel the energies her words were producing. Suddenly she gave a final shout, and vanished completely.

Thinking their mistress had been whisked away to the world of the gods, the members

of Valefor's cabal spent the next few weeks in prayer, hoping to receive spells from the newly-ascended goddess. However, their efforts were in vain, for the divine blessing never came. It would not be until many years later, when the secret of Pact Magic managed to find roots among the Illumians, that Valefor's fate would be discovered. Her Final Utterance had not resulted in speaking herself into divinity - instead, she had spoken herself out of reality.

Manifestation: A dim blue glow radiates out of a spot in the air above the seal, even with the Binder's eye level. From this point of light, a small symbol appears. It blinks a bluish color then begins to circle around the edge of the seal in a horizontal circle. Five more symbols, similar in design but of differing shapes, appear in the center and join the first in circling the seal, forming a horizontal ring of sigils. Two more rings are formed this way, each of six sigils, and spin at crossing angles, forming an X-shape with the first ring at the point where the second two cross. Finally, the light in the center shapes into yet another sigil, this one slightly larger than all the others, and at last Valefor speaks. Her voice is soft and calm, and the center sigil pulses blue when she speaks.

Special Requirement: Valefor will not waste her time with anyone who has not spent significant time understanding the spoken and written word. She will not answer a Binder who does not speak at least two languages (of which Common may be one), one of which must not be the Binder's native language. For example, Valefor will answer a Human Binder who speaks both Common and Elven, but she will not answer an Elven Binder who only speaks those two languages.

Sign: A sigil appears on your forehead, glowing a slight blue. This matches the center sigil of Valefor's manifestation. If you read Illumian, you recognize this sigil as the Illumian symbol for an exclamation point (!). The glow of this sigil is the brightness of dim candlelight - not bright enough to see by beyond your own person, but bright enough you could use it to read in the dark.

Influence: Valefor's curiosity is unending. While bound to her, you feel compelled to read any written material you find, or if there is no time to carry it with you to be read at a later time. While reading, you become so concentrated on your reading material that you ignore the world around you completely until you finish, and are prone to bring up the material you learned at later times.

Granted Abilities: Valefor grants an Illumian's mastery over magical word, the ability to perceive truth and lie, and knowledge and manipulation of magical energy.

Glyphic Resistance: Valefor lends her summoner an Illumian's resistance to symbol-based spells. Any spells whose names contain the word Glyph, Rune, Sigil, or Symbol are included in this effect. If the Binder interacts with any of the listed spells, they are immune to the effect if the caster level is lower than their EBL + their CHA modifier. If the Binder is already an Illumian, they may add their CHA modifier to their total character level as well.

See the Truth: Valefor's years as leader of an Ascension Cabal honed her senses at detecting lies and deception. Every five rounds, the Binder may activate Discern Lies on any target(s) within range. The five-round wait begins at the round in which the Binder ends concentration.

We are The Word: Illumians are known as The Word Made Flesh, and thus have always held mastery over words and word-based magic. Once every five rounds, a Binder bound to Valefor may use Power Word: Pain, Power Word: Fatigue, Power Word: Sicken, or Power Word: Deafen. Furthermore, at level 14 they gain the option to use instead Power Word: Disable or Power Word: Nauseate; at level 16, they may also choose Power Word: Blind and Power Word: Stun; and lastly, at level 18 they add Power

Word: Petrify and Power Word: Kill to their list of choices.

Valefor's Senses: Valefor grants the Binder a bonus to Knowledge (History), Knowledge (Arcana), Knowledge (Religion), and Spellcraft equal to half his EBL. He may also use these skills untrained. Furthermore, Valefor grants the Binder the ability to speak, write, and understand one extra language, chosen at the time of the binding. The Binder loses the ability to understand this language when Valefor is no longer bound.

Free Magic: The Binder may cast Prestidigitation and Arcane Mark at will.

[Post 409]

Author : Edge_of_Oblivion

Date : 11-14-06 12:41 AM

Thread Title : Re: let's make some new vestiges

One more from me... hooray, two in one day! A bit late on posting though, was hoping to get a reply or two about Valefor before posting this one, but I'm impatient. :D PEACH on both of these if anyone has the time.

Fans of Neverwinter Nights should recognize this lady....

Aribeth,
The Unjudged

Vestige Level: 5th

Binding DC: 27

Special Requirement: No

Legend: Aribeth in life was a virtuous paladin (some say human, some say elven) of a god of justice, whose hometown was under the ravages of an unnatural plague. When the source of the disease was discovered - a traitor within the priesthood - Aribeth's lover, who had been a close friend of the traitor-priest, was executed for a crime he did not commit. The church asked her to aid those sent to track down and capture the traitor-priest's allies, but her heart and her faith had been shattered by the unjust judgement that condemned her companion.

Her wandering heart was found by the Old Ones, ancient lizardfolk serving the gods that had ruled before the fall of the long-lost lizard kingdoms that had once ruled the world in eons past. Their leader, Morag, swayed Aribeth with promises of justice and vengeance, bending the paladin away from good and towards her own goals. At Morag's behest, Aribeth became her champion, a Blackguard in the service of the Old Ones, and an enemy of those she had been sent to aid.

When Aribeth faced her old allies, the two forces collided in a clash of good versus evil, and unfortunately for the Blackguard, good prevailed. Aribeth was struck down, and even her faith in the Old Gods could not save her. Morag had already fled to continue her own plans elsewhere, and Aribeth found herself descending into death with neither her justice nor her vengeance to claim her. Her soul found its way to the Hells, where it eventually came to rest on the eighth layer - Cania, home of Mephistopheles, Lord of Hellfire.

While trapped in Cania, Aribeth's ghostly soul learned that Mephistopheles was absorbing the mortal souls in his realm in order to increase his power, most likely

as part of a plot to gain power in his neverending quest to usurp Asmodeus as ruler of Baator. She attempted to lead an uprising against the Archdevil, to free herself and the other spirits from under his rule, but Mephistopheles responded by trapping her within a block of ice inside a cavern, and allowing the plane to slowly absorb her essence.

That would have been the end of Aribeth, but her will was far too strong. Her soul called out to the Scrivener, a creature that served as a recorder of the dead absorbed by the plane, and compelled the creature to lead a group of Prime Material denizens trapped in Cania by Mephistopheles as he walked the Underdark in a quest to turn the Prime into a tenth Hell. With their aid, Aribeth was freed from her icy prison before Cania could claim her.

What occurred between dead Aribeth and her living saviours is unknown, as is whether or not they convinced her to attempt redemption and return to good or to continue pursuit of evil and power for her own sake rather than that of the Old Ones and Morag. However, it is known that she agreed to aid them in seeking escape from Cania and stopping Mephistopheles's plot. Aribeth and her new companions managed to escape Baator and return to the Prime in time to stop the Lord of Hellfire from attaining his goals, and somehow sent him back to the Hell from which he had escaped. What happened to Aribeth beyond that point is uncertain, but Binder scholars say her ghostly form could not find rest on the Prime, and she took to walking the planes, searching for a place to call home. If this is true, then the rest she found was by discovering the place that is only home to Vestiges.

Manifestation: Aribeth appears as a gout of flame and a burst of frost both explode from within her seal at the same time. After a few moments, the two blend and form into a vaguely humanoid shape, which then solidifies from a fire and ice being to a more corporeal form, holding a longsword in front of her in both hands. Aribeth is quite literally divided in half: she appears as a slightly human-looking being, but has a distinct line down the center of her body - starting at her hairline, descending down her face, neck, and torso, then down the center of her armor all the way to her waist. The right side of her body is indescribably beautiful, with gleaming silver armor and flowing golden hair, and three shining silver-feathered angelic wings spreading from her shoulder. However, her left side is twisted and dark, with thick black hair matted to her forehead and streaming at random down her neck and shoulder, rusted and cracked black armor, dark-tanned skin cursed with burns and scars, and three slashed and cut bat-like wings spreading from her back, mirroring the angel wings on the right side. Even the longsword she carries is divided in half - the right side shining and beautiful silver, the left a fiendish red and covered in wicked barbs. Aribeth speaks with an echoing voice: one side serene and pleasant, the other full of malice and spite.

Special Requirement: None

Sign: A line, in appearance like an old scar, divides both your hands in half both on the palm and back. The line starts at your wrist on both sides and cuts up between the second and third fingers.

Influence: Both in life and undeath, Aribeth was always under the command of another. As a paladin, she heeded the commands of her church; as a Blackguard, she obeyed the will of Morag and the Old Ones; as a rebel spirit she was imprisoned by command of Mephistopheles; and after her escape she followed the mortals who had freed her until Mephistopheles was defeated. While under Aribeth's influence, the Binder must obey anyone they recognize as a leader or authority figure without question. If trapped between conflicting instructions, the Binder must obey the one whose authority they recognize as higher; if the two conflicting authorities are considered equal, the Binder must take no actions.

Granted Abilities: Aribeth gives the Binder a Paladin and a Blackguard's magics, an imposing presence, a more disciplined efficiency in combat, and the ability to lower an enemy's guard with a insult or a jest.

Aribeth's Fury: The Binder may cast Divine Power at a caster level equal to his Binder level. Once this effect has ended, the Binder may not use it again for five rounds.

Unholy Avenger: The Binder may cast either Bless Weapon or Corrupt Weapon as a Paladin or Blackguard of his Binder level. The Binder ignores all alignment-based penalties for wielding a weapon affected by such spells while bound to Aribeth, but anyone else whose weapon he casts the spells on does not. A single weapon cannot be affected by both spells in this way - if one is cast over the other, it overrides it. (For example, if first Bless Weapon is cast, then Corrupt Weapon is cast on the same weapon, the weapon loses its Bless Weapon properties completely.)

Aura of Glory: Aribeth's presence makes you more influential and personable, as well as more assured of yourself, and this effect spreads to all near you. While bound to her, the Binder gains a +2 bonus on all Charisma-based checks. Furthermore, all allies within 30 feet of you gain +1 on all Charisma-based checks and a +4 bonus against fear and death effects.

Disciplined: While bound to Aribeth, you gain a measure of her martial discipline. You gain a +4 bonus to resist all Trip, Disarm, and Bull Rush attempts. If you have Stability or any other ability that gives you a bonus on these effects, Aribeth's discipline stacks with it.

Taunt: You may make a special check in combat to distract an opponent, causing them to lower their defenses. As a full-round action, you may select any intelligent opponent (INT 6 or higher) who is not immobile, and is not an Ooze, Plant, or Undead, and is within 10 feet of you and can see you. The Taunt check is 1d20 + EBL + your CHA modifier. The enemy must roll a Concentration check with your Taunt check as the DC to resist the Taunt effect. If successful, the Taunt lowers the enemy's AC by an amount equal to the difference between the failed Concentration check and the Taunt check, to a minimum of -1 and a maximum of -6. The Taunt effect lasts five rounds. Whether or not the check succeeds, the Binder may not Taunt again for five rounds.

[Post 410]
Author : Edge_of_Oblivion
Date : 11-15-06 09:05 PM
Thread Title : Re: let's make some new vestiges

OK, Stolen seals.... These are the seals taken from the Goetia and used for the setting-based Vestiges (and a few that aren't so much...) in Tome of Magic.

Vanus (from The Web Enhancement (<http://www.wizards.com/default.asp?x=dnd/dd/20060407a>)) - Gusoy/Gusion
(<http://www.rahoorkhuit.net/library/ceremonial/classics/plancy/g12.gif>)

Dahlver-Nar - Gaap
(<http://www.rahoorkhuit.net/library/ceremonial/classics/plancy/g38.gif>)

Orthos - Murmur
(<http://www.rahoorkhuit.net/library/ceremonial/classics/plancy/g61.gif>)

Acererak - Raum

(<http://www.rahoorkhuit.net/library/ceremonial/classics/plancy/g45.gif>)

Tenebrous - Vine

(<http://www.rahoorkhuit.net/library/ceremonial/classics/plancy/g51.gif>)

Karsus - Bifrons

(<http://www.rahoorkhuit.net/library/ceremonial/classics/plancy/g52.gif>)

Eurynome - Valac

(<http://www.rahoorkhuit.net/library/ceremonial/classics/plancy/g69.gif>)

Geryon - Gremory

(<http://www.rahoorkhuit.net/library/ceremonial/classics/plancy/g63.gif>)

Chupoclops - Cimeries

(<http://www.rahoorkhuit.net/library/ceremonial/classics/plancy/g73.gif>)

Kas (from Dragon Magazine - Forneus (<http://www.rahoorkhuit.net/library/ceremonial/classics/plancy/g35.gif>))

Primus (from Dragon Magazine - Amdusias

(<http://www.rahoorkhuit.net/library/ceremonial/classics/plancy/g74.gif>) (aka Asmodeus?))

That saves us from accidentally doubling up on Seals... I suppose we can consider these guys "Done" as far as finishing off the Goetia is concerned. :D

[Post 411]

Author : Orchomenos

Date : 11-16-06 08:10 AM

Thread Title : Re: let's make some new vestiges

Ok, I don't have Tome of Magic, I just read the excerpt

(<http://www.wizards.com/default.asp?x=dnd/ex/20060303a>). I have some ideas, but I don't know how to put them together:

From FR:

Leira, lady of Mist, former CN goddess of Mist and Illusion. She has been killed by Cyric who took her portfolio. But this whole plot is the greatest mystery of Forgotten Realms: the god of lies pretend to have killed the goddess of illusion, could it be a masquerade? And even if it's true, an illusion exist as long as someone believes it. Is Leira dead, or not, or is she a vestige?

Bhaal & Myrkul. These two gods have been killed during the Times of Troubles, when their avatar forms have been destroyed. Bane has also been killed, but he was reborn through his son, Xvim. Myrkul was the God of Death and Undeath; his essence is believed to lie in the Crown of Myrkul (?). Some legend says that Bhaal (god of murder and assassins) mated with a large amount of humanoid females before being killed, and that he would live once more through one of these Bhaalspawns (Baldur's Gate I & II). Are they dead, or not, or ar they vestiges?

Note: If someone create Bhaal as a vestige, the binder could perhaps gain sneak attack and an assassin's death attack instead of spell-like abilities?

Adapted from RL:

Countess Elizabeth Báthory (http://en.wikipedia.org/wiki/Elizabeth_B%C3%A1thory).

An hungarian countess who killed between 600 and 700 girls and young women, because she thought that by bathing in their blood, she would retain her youth. She was

caught and judged, but her nobility avoid her immediate execution. Instead, she was imprisoned in solitary confinement, where she stayed until her death three years later. The last part is where fantasy can enter.

What if her unholy acts really helped her to retain her youth forever? The rumors were spread that she eventually died, but could she still be alive, walled in her own castle? Unlike the other examples, everyone believes her to be dead, but she's not utterly dead. She's now a vestige...

Note: As a vestige, I think she would grant a bonus to charisma and some Enchantment spells as spell-like abilities. She would most likely bind with female binders, and push them to enjoy their reflection in the mirror. They would perhaps get a constitution-drain attack, or something like that... Being more an aristocrat than a necromancer, she wouldn't provide other necromancy spells and effects.

As a side question, do vestiges always have evil tendencies?

[Post 412]

Author : Abayaga

Date : 11-16-06 10:50 AM

Thread Title : Re: let's make some new vestiges

Here's my attempt at a vestige. I haven't read every page, so I'm sorry if a fire-based vestige was already made. I appreciate any feedback.

Tirif, the Raging Flame

Vestige Level: 6th

Binding DC: 27

Legend: Before even the gods, when the planes themselves were taking shape, Tirif came into existence. Said to be the original spark that created the plane of fire, Tirif was a fire elemental of untold power. He had but one purpose: to spread. When mortals came into existence and claimed mastery of fire, Tirif became enraged. His power was so great that he could reach across the planes themselves and control the fires found there. Using this power, he caused fires to burn uncontrollably, and caused great suffering to any who claim mastery of fire. All the while his flames burned ever hotter. They say eventually he burned with such intensity that he burnt through the very fabric of the planes themselves.

Manifestation: The flames of Tirif's seal die out as if the fire has lost the will to burn. Over the seal the air becomes hazy as if a great source of heat was contained within the confines of the seal. Ash begins to rain down from nowhere and quickly makes a large pile. A howling wind kicks up and picks up the ash causing the space over the seal to become cloudy. A face slowly appears in the cloud and speaks in a hushed voice.

Special Requirement: Tirif's seal must be drawn with a flammable material and then set on fire.

Sign: Your skin becomes flushed as though you had a great fever. Your skin feels hot to the touch.

Influence: Tirif loves fire and greatly misses the destruction he once caused. While under his influence, any time you come across a sizeable fire you must spend at least 1 round admiring it. He also insists that you have no hand in putting out any fire or stopping any blaze.

Granted Abilities: Tirif grants a measure of the control over fire and heat that he once possessed.

Fire in the blood: Whenever the binder is dealt damage from a melee attack, flames erupt from the wound and burn the attacker for 3d6 fire damage. You must show Tirif's sign to gain this benefit.

Feeding the fire: You can use the spell Fireball as a supernatural ability. You can only use this power once every 5 rounds. Caster level equal to binder level.

One with the flame: You gain fire resistance 30. You must show Tirif's sign to gain this benefit.

Feel the burn: Any weapon you wield is treated as having the flaming burst quality. You can also make a melee touch attack to deal 3d6 fire damage. You must show Tirif's sign to gain this benefit.

[Post 413]
Author : Edge_of_Oblivion
Date : 11-16-06 01:05 PM
Thread Title : Re: let's make some new vestiges

As a side question, does vestiges always have evil tendencies?

Vestiges have no alignment tendencies, they are basically neutral. In the world where the Vestiges exist, they are so disconnected from reality that there is no good or evil, as they technically cannot exist (but somehow do). So no, Vestiges do not have evil tendencies.

I believe someone made a Bhaal Vestige on this thread already, and I know someone has already made Moander and Xvim. Don't remember seeing Leira or Myrkul.

As for Countess Elizabeth, sounds like a plan, let's see what you can do with The Bloody Lady. I would avoid the gender limitation though. The idea for making the Binder vain and enjoy their reflection sounds good. :)

OK, PEACH time for Abayaga. Let's have a look at Tirif.

Influence: Good.

Powers: Fire in the Blood, One with the Flame, and Feel the Burn are all very much like the powers granted by Aym (in ToM). In fact, the whole Vestige feels a lot like Aym, except bigger. By the time you can bind Tirif, Aym's powers will have advanced enough for her to be close if not quite on par with him.

Overall, he just seems like a copy of Aym, the fire-based Vestige from the book, with the exception of the added Fireball ability, which Aym does not have.

My suggestion to anyone wanting to make Vestiges - read the book. The Vestiges scale so that even the lowest-level ones are still useful at higher levels, and the higher-level Vestiges don't overlap with the lower ones, so there's no need to make a tougher Vestige with similar abilities to a lower-level one "so that there's a useful version later". If you don't read the book and all the Vestiges in it, you run the risk of overlap. My advice is to have Tome of Magic open with you at all times while making a new Vestige, so you can flip through the other Vestiges and make sure you don't override the ones that are already there.

[Post 414]
Author : Orchomenos
Date : 11-17-06 07:23 AM
Thread Title : Re: let's make some new vestiges

Adapted from RL:

The Bloody Lady (Countess Elizabeth Báthory
(http://en.wikipedia.org/wiki/Elizabeth_B%C3%A1thory)).

Vestige Level: 3

Binding DC: 19

Legend: An hungarian countess who killed between 600 and 700 girls and young women, because she thought that by bathing in their blood, she would retain her youth. She was caught and judged, but her nobility avoid her immediate execution. Instead, she was imprisoned in solitary confinement, where she stayed until her death three years later. The last part is where fantasy can enter. What if her unholy acts really helped her to retains her youth forever? The rumors was spread that she eventually died, but could she still be alive, walled in her own castle? Unlike the other examples, everyone believe her to be dead, but she's not utterly dead. She's now a vestige...

Special Requirement: You must place a crystal cup worth at least 200 gp in the center of the Countess' seal. You must add a single drop of the blood of a virgin maiden. A female binder answering the requirements can use her own blood, and enjoy a +1 circumstance bonus on the binding DC.

Manifestation: The blood in the cup begins to agitate. It suddenly seems to splash, broking the crystal cup in the process, but in truth, the blood is slowly taking the form of a female human silhouette. Within a few minutes, the silhouette traits are more precise, and someone who once saw a painting of the Countess can easily recognize her.

Sign: Your face looks like that of a beautiful maiden, the face the Countess would have like to have all her life. This is a figment, and anyone looking at you more closely can see your real face.

Influence: While influenced by the Countess Elizabeth Báthory, you are obsessed with your own appearance. You often look at your own reflect in mirrors or ponds. In the same time, you might become excessively jealous of any female humanoid with a greater charisma than you. This jealousy manifest even if you're a male, because it's a reflect of the Countess' perception.

Granted Abilities: The Countess Báthory gives you her youth and beauty, and some means to keep it.

Irresistible Face: You gain a +4 bonus to your charisma.

Look at me: Your face change repetitively, showing the faces of the Countess' young victims. This ability reproduces the effect of an hypnotic pattern, except that the pattern is centered on you.

Listen to me: You can use Tongues as the spell at will.

Eternal Youth: You get a bonus equal to your charisma modifier on all necromancy

spells and effects, and you are immune to all aging spells and effects. As long as you are bound to the Countess Báthory, you age at one third rate.

Give me your youth: You can use a special touch attack on humanoids once every 5 rounds. The affected creature must succeed on a fortitude save or take 1d3 Strength or 1d3 Dexterity damage (your choice). For each successful attack, you gain 3 temporary hit points and 1 temporary charisma bonus. The charisma bonuses stack up to +10. The temporary hit points and charisma bonuses disappear 1 hour later. This is a necromancy effect.

EDIT:

Added the title. Lowered the required blood from a full cup to a single drop, and the bonus for a binder maiden using her own blood to +1. Dropped the potential loss of Charisma bonus. Set a limit of 1/5 rounds for Give me your youth. Set aging rate of Eternal Youth at one third.

[Post 415]
Author : Edge_of_Oblivion
Date : 11-18-06 05:48 PM
Thread Title : Re: let's make some new vestiges

Alright, the Countess is great, but there is a big problem with the Special Requirement. As Binders and their requirements are to be alignment-neutral, requiring the Binder to fill a cup with blood from someone else is almost requiring an Evil act. Furthermore, the gender bonus is really unfair and unbalancing.

A better bonus would be requiring the Binder to simply place a cup (the expense is fine, as long as the process does not consume the cup) with their own blood in it in the seal, and list an amount of damage they must do to themselves to acquire the necessary amount of blood. And don't add a bonus or penalty based on the Binder's gender.

Lastly, she needs a title, Vestiges must be called by Name and Title. I personally like "The Bloody Lady".

[Post 416]
Author : Rowan_Whispercloak
Date : 11-18-06 06:02 PM
Thread Title : Re: let's make some new vestiges

Would someone please get this thread stickied (sp?)? I missed really getting into it in the beginning and wouldn't want it to disappear before I get a chance to really read through it.

[Post 417]
Author : Edge_of_Oblivion
Date : 11-19-06 07:25 AM
Thread Title : Re: let's make some new vestiges

Sticky has been requested in the past, and heck would I want it personally! No one seems to have noticed though (or at least no one capable of stickying) or they decided not to.

[Post 418]
Author : Edge_of_Oblivion
Date : 11-19-06 07:31 AM
Thread Title : Re: let's make some new vestiges

EDIT: Blasted wireless connection. *shaking fist in anger!*

[Post 419]
Author : ural angel of death
Date : 11-19-06 07:32 AM
Thread Title : Re: let's make some new vestiges

The gender bonus is unfair, but somehow I think it could appear in a real supplement. Look at how many female only Prestige classes there are.

[Post 420]
Author : Edge_of_Oblivion
Date : 11-19-06 07:38 AM
Thread Title : Re: let's make some new vestiges

I haven't seen them, they must be in some of the third-party stuff or in magazines I don't read regularly. I would just avoid it because none of the already-presented Vestiges have anything similar at all - even Haagenti only requires you speak Giant or gulp a potion of Enlarge Person so you're size Large when you call her, which only hurts kobold, halfling and gnome Binders who don't want to learn a new language - and I prefer to avoid gender-based penalties/bonuses in a system where gender is supposed to be a purely aesthetic and RP choice.

Either way the special requirement is still off in the fact that it practically requires you to kill women for their blood until you happen to get one who was a virgin, and Binders are supposed to be of any alignment, with no act that can drastically shift them being part of the Special Requirement or Influence.

[Post 421]
Author : ural angel of death
Date : 11-19-06 07:48 AM
Thread Title : Re: let's make some new vestiges

Most of them are in the first oriental adventures. I can understand that some of them are cultural things, but they don't include that samurais and other classes and PCs should require that their members have to be male.

[Post 422]
Author : Edge_of_Oblivion
Date : 11-19-06 07:54 AM
Thread Title : Re: let's make some new vestiges

Ah, yeah that would be a cultural requirement, and I can see why that would be set that way. I must have a newer version of OA, or just missed it when flipping

through... I know the Complete Warrior version of Samurai doesn't have a gender requirement.

[Post 423]

Author : Nairalimis

Date : 11-19-06 07:47 PM

Thread Title : Re: let's make some new vestiges

I'm slightly of a different mind than Edge_of_Oblivion on the Countess.

I don't mind the fact that you've got to have the blood of a virgin to summon her, or that women get a bonus (I might drop it to +2 though). Though as I consider it Edge's point about neutral requirements is also good. What if using the blood of a virgin offered a major binding bonus (+4-6) ala using Binding tools, but requires an evil act?

Some of the powers strike me a bit oddly though.

Irresistible Face: You gain a +4 bonus to your charisma. Whenever you meet a female humanoid with a greater charisma than you, you must succeed on a will save equal to 10 + half that female humanoid HD + her charisma modifier, or lose the charisma bonus for the day.

I'd drop the roll to avoid losing Cha, and just play it up in the Countess's influence.

Eternal Youth: You get a bonus equal to your charisma modifier on all necromancy spells and effects. As long as you are bound to the Countess Báthory, you age of one day per year.

While not all that handy in a short game, the long term benefits of the Countess are insanely good here. Live 365 times longer than usual? I'd consider giving an immunity to aging attacks, and age at half speed when bound.

Give me your youth: You can use a special touch attack on humanoids. The affected creature must succeed on a fortitude save or take 1d3 Strength or 1d3 Dexterity damage (your choice). For each successful attack, you gain 3 temporary hit points and 1 temporary charisma bonus. The charisma bonuses stack up to +10. The temporary hit points and charisma bonuses disappear 1 hour later. This is a necromancy effect.

I'd put the once per 5 turn limit on this one, and boost the effect up to 1d4 points of ability damage. Infinite use in a short time gets very ugly.

[Post 424]

Author : DeeL

Date : 11-19-06 08:46 PM

Thread Title : Re: let's make some new vestiges

This is my first attempt at creating a vestige. I am using arguably the most unfairly forgotten of Lovecraft's Elder Gods, a perfect choice for a vestige I would have thought. I am also, however, including elements from the Lovecraft's inspiration, the pre-Roman Celtic god Nuada.

I made no attempt to make him part of the general vestige 'pantheon', consequently he isn't balanced against the rest of the vestiges. I can't keep all that stuff in my head at the same time; I'm a little stupid that way, so it's one of the things on which I'm hoping for advice.

I'm a little stuck on how Level and Binding DC are calculated - I was thinking of making him fairly high level given how many of his abilities are constant, but given how 'pro-survival' his influence usually is, I'm not sure how high the DC should be. Advice, once again, is welcome.

Nodens, Lord of the Great Abyss

Vestige Level: 7th
Binding DC: ?

Legend: The origins of Nodens are obscure in the extreme, but there are hints - long ago, there was said to be a high peaked mountain on the otherwise level shore of the sea. On the peak there was a house, and pilgrims who went to that house were said to be met by the harbingers of mighty deities and realities, one of whom was Nodens. Those who returned from such sojourns said little of what transpired; some said that they left their souls behind them in Nodens care, others that they were charged with strange tasks and fearsome challenges on behalf of the Elder Gods and their kind.

Other tales say that Nodens calls out to heroes in peril from deep places, speaking advice for the heroes to follow. Whether the advice is good or bad the stories do not say, although the heroes always succeed in their quests. The only stories to include such moments are ones in which the heroes are opposing the desires of the Great Old Ones and their servants; based on this, it appears that Nodens has an interest in seeing the Great Old Ones beaten or humiliated. Whether he has an interest in the welfare of humanity in general or heroes in particular is less clear.

It may be that Nodens is an aspect of the great god Pan who was worshipped by a nation that was conquered and forgotten, and that Pan sundered this aspect from himself in consequence. Nodens name is very obscure, making him one of the rarer vestiges; his name, title and seal could easily be the objects of a quest in their own right.

Special Requirements: The binder must spend at least 5 rounds digging a small trench into the surface upon which the seal is drawn.

Manifestation: The trench dug by the binder will seem to grow into a fast abyss, from which Nodens will suddenly burst, riding a crenelated sea shell being drawn by dolphins, unicorns, and other beautiful and evocative creatures. This strange chariot will ride once around the binder before drawing to a stop directly on top of the seal; Nodens, tall and muscular with the long white hair and beard of an old man and clad in simple huntsmans garb, will then smile and speak joyfully to the binder before disappearing.

Sign: The binders hair will grow long and white, and will seem to not have tips, but to fade into a white mist. The binders dominant hand will take on a silvery, metallic color.

Influence: When influenced by Nodens, you will avoid trying to cross large bodies of water; Nodens classical foes make their homes beneath the sea. Also, you will find yourself looking for a hunt to join. If no hunt is available, you will hunt or stalk something on your own; the larger and more challenging prey, the more strongly felt will be the compulsion. This compulsion will not cause you to act self destructively - in fact, on those occasions when you are already attempting to come to grips with an enemy by stealth, it might not even be noticeable. You will use all your guile and prudence in the attempt, but the compulsion to conclude the hunt will remain.

Granted Abilities: Nodens gives you skill at hunting and tracking, a knack for saying just the right thing to assist another's work, the ability to grasp anything for yourself, and the power to summon a concealing mist.

Hunters Heart: You gain the benefits of the Track feat if you do not have it already, and a +6 bonus in any rolls related thereto, including any associated Move Silently or Hide rolls.

Deep Advice: Whenever you aid another, your roll is considered to be an automatic twenty. Furthermore, you may attempt to aid another at any time he can hear you; in the case of a Search roll, for example, you can't actually find anything the searcher couldn't without searching for yourself, but your advice is perfectly timed to focus the other characters attention and clarify his own powers of perception.

Snaring Hand: If you have one hand free, you may make a disarm attempt upon anyone near you as a standard action. Your roll is considered to be a twenty for this purpose, and you take no penalty for attempting an unarmed disarm. Your opponent gets no bonus for his size if he is larger, but you get a normal bonus if he is smaller. This attempt does not provoke an attack of opportunity. You may only make this attempt once every 5 rounds.

You also get the snatch arrows feat for free, although you do not get deflect arrows. That is, you may only attempt to intercept ranged attacks when one hand is free. There is no limit to the frequency of use of this feat.

Huntsman's Cloak: At will, you may produce a fog cloud centered on yourself for as long as you wish to maintain it. You may see normally through this fog, thus reaping an advantage against other sighted creatures.

[Post 425]
Author : Nairalimis
Date : 11-19-06 09:24 PM
Thread Title : Re: let's make some new vestiges

Nodens is really out there power-wise.

Huntsman's Cloak is very nice, given it's at will and you see through it. So you're basically getting free concealment with no cost. It's limited by how your team works though.

Deep Advice is nice, but not horribly powerful.

Hunters Heart should be a bit more firmly defined, you gain a hide and move silently bonus to tracking? What about balancing when following someone, being attacked?

Snaring Hand is insanely good. Not only do you get an almost guaranteed disarm once every five turns, but it offers Snatch Arrows without any limit, which means you're basically immune to normal ranged fire, and can fling it back at your enemies. You might want to limit the number of arrows a bit.

[Post 426]
Author : Orchomenos
Date : 11-20-06 05:13 AM
Thread Title : Re: let's make some new vestiges

Alright, the Countess is great, but there is a big problem with the Special Requirement. As Binders and their requirements are to be alignment-neutral, requiring the Binder to fill a cup with blood from someone else is almost requiring an Evil act. Furthermore, the gender bonus is really unfair and unbalancing.

A better bonus would be requiring the Binder to simply place a cup (the expense is fine, as long as the process does not consume the cup) with their own blood in it in the seal, and list an amount of damage they must do to themselves to acquire the necessary amount of blood. And don't add a bonus or penalty based on the Binder's gender.

Lastly, she needs a title, Vestiges must be called by Name and Title. I personally like "The Bloody Lady".

Ok for The Bloody Lady.

Ok, instead of a full cup of blood, would it be more "neutral" to use a single drop of blood? I still want a requirement to use that of a maiden and nothing else, since it's suppose the rejuvenate the Countess.

About Female Only Prestige Classes, there are the Beloved of Valerian from BoED (unicorns riders), Swanmay from BoED again (a pure female who can become a swan), Hathran from PGF (sorceress from Rashemi), Maiden of Pain from PGF (speciality priestess of Loviatar), Yathrinshree (speciality priestess of Kiaransalee). Hardly third party supplement stuff! ;) Anyway, you're right, the bonus is high, but I think it's interresting considering the backstory. Perhaps a +1 bonus?

Re: Nairalimis:
You're right, loosing the CHA bonus might prove complicated.

I agree that aging 365 times slower is powerful. But a 15th and a 17th level druid completely stop aging. Perhaps could she age of one day per month, at 1 twelveth speed?

About Give me your youth, I'll definitively put a limit of once every 5 rounds.

[Post 427]
Author : Nairalimis
Date : 11-20-06 08:23 AM
Thread Title : Re: let's make some new vestiges

I agree that aging 365 times slower is powerful. But a 15th and a 17th level druid completely stop aging. Perhaps could she age of one day per month, at 1 twelveth speed?

Ok, I want to clarify something. Does the Countess actually allow you to live longer? Because Druids and Monks still die of old age, they just doesn't suffer the affects of aging. As I read the Countess, you'll actually live for thousands of years.

[Edit: To clarify, I don't mind if the countess lets you live for millenia, but tricks like that are a tad higher level than 3rd level vestige. Maybe unlocked at very high levels when binding her, but not so soon.]

[Post 428]
Author : Edge_of_Oblivion
Date : 11-20-06 01:23 PM
Thread Title : Re: let's make some new vestiges

I agree that aging 365 times slower is powerful. But a 15th and a 17th level druid completely stop aging. Perhaps could she age of one day per month, at 1 twelveth speed?

My Vestige of Lavos has an ability called Dreamless that makes you stop aging completely while bound to him... however, that's only while bound to him and he's an 8th-level Vestige.

For the female stuff, I avoid BoED like the plague so I wouldn't know about either of those. A +1 bonus would not be bad though, I suppose, and it does fit the flavor. As for the blood, I look at it from the extremes... as a Binder of any extreme should be able to bind all the Vestiges as long as he can find a way to fulfill special requirements like Karsus's need for Skill Points or Haagenti's language barrier or preference for Large-sized characters.

For example, one of my characters is an Illumian Paladin/Binder. Male, LG. A female Binder could just use a drop of her own blood, but my Paladin doesn't have that option. If there was a female party member who knew about Binders and Vestiges and was willing to give a drop of her blood for this, then it wouldn't be a problem, but let's theorize that the rest of the party is male, so yet again I don't have that option. So basically I'm stuck trying to convince some woman I don't know well to donate a drop of blood to a guy with glowing symbols around his head that practically scream "I'm a wizard". People are going to think I want to curse them. :P I don't like Special Requirements that practically ban a character from ever being able to summon the Vestige for things that are beyond their control, like their gender. (Although I'm sure there's a spell out there for that, probably in BoEF which I don't own.)

Alright, while I'm here I might as well do a PEACH on Nodens.

Hunter's Heart: Might want to list which rolls are included in this. From the wording I would guess Survival, Spot, Search, Listen, Move Silently, and Hide, but you might have more or less in mind and should probably specify.

Deep Advice: Take Twenty on Aid Another checks? I'll buy it! Not incredibly powerful.

Snaring Hand: This is a bit too powerful. Perhaps you should, instead of being a guaranteed Twenty, give a bonus to Disarm and grant Improved Disarm (so that the enemy can't get an AoO). And I agree with Nairalimis, there needs to be a limit on the number of arrows you can snatch each round, if it's not going to have a 5-round

reload.

Huntsman's Cloak: Also very nice, but not overpowered. And can shaft your allies pretty bad if you're not careful how you use it.

Frankly, this guy comes off as pretty weak for a 7th level Vestige, so let's recalculate (taking Nairalimis and my suggestions into account)...

- 1.) Small boost to a few skills and a free low-level Feat...
- 2.) Guaranteed 20 on a support action...
- 3.) Two bonus mid-level feats, one usable only every 5 rounds...
- 4.) A Level-2 spell At Will that you do not take the penalties for while everyone else does...

This is looking more like a 4th level Vestige. I would put the Bind DC somewhere around 23-25, depending on how forceful you want Nodens to be.

[Post 429]
Author : DeeL
Date : 11-20-06 05:04 PM
Thread Title : Re: let's make some new vestiges

Nairalimis, Edge of Oblivion, thanks. Okay, let's do some quick reworking -

Hunters Heart - You gain the use of the Track feat if you do not have it already. Furthermore, you gain a +6 to Survival, Spot, Search, Listen, Move Silently, and Hide checks made while pursuing or tracking a quarry of any description.

Snaring Hand - You gain the use of the Snatch Arrows feat, although you do not gain the use of Deflect Arrows. Furthermore, once every 5 rounds, you may attempt to snatch something from the grip of a nearby target, as per the use of the Improved Disarm feat, with a bonus of +6 to your attack roll. Your opponent gets no bonus for a larger size, although you do if you are larger.

I'd say a binding difficulty of 25 might be best, given how relatively innocuous Nodens influence is in general. You say 4th lvl would be best?

With all the Doctor Who material going on earlier, I'm kind of surprised Davros wasn't the named vestige for that earlier theme.

Now, what's next? Bokrug? Kthanid? Chuck Cunningham? Godzooky?

[Post 430]
Author : Edge_of_Oblivion
Date : 11-20-06 05:11 PM
Thread Title : Re: let's make some new vestiges

Yeah, 4th level seems pretty accurate.

[Post 431]
Author : Nairalimis
Date : 11-21-06 08:26 PM

Thread Title : Re: let's make some new vestiges

Nodens seems pretty good.

Here's a new vestige, rather directly stolen from Roger Zelazny's Lord of Light. I'd like some ideas on how well thought out this one is, since it seems a little off to me, perhaps too powerful.

Mahasamatman
The Lord of Light

Level: 5
Bind DC: 27

Legend: It is said that in the early days of the world, one of the first men reached enlightenment. Some say that he saw the foolishness of the gods kept men in check, and others say that arrogance led him to raise his might against heaven after his successes. In either case, he led a rebellion against heaven for lifetimes, destroying lesser gods and shattering the faith of men. Finally, the greatest of the gods banded together and cast his soul into the farthest void, before he could defeat them. Some say this may have been their greatest mistake.

Manifestation: When called, golden light fills the binding circle, slowly forming into a man of perfect fitness and bearing. His body is surrounded by the raw energy of the elements, while his eyes gaze past the Binder into eternity.

Influence: Binders under Mahasamatman have a sense that the gods are little more than powerful men, often spoiled by their position. They are also prone to use manipulations before force.

Sign: When possessed by Mahasamatman, the Binder has a slight golden aura about their body.

Granted Abilities:

Energetic Mastery: By trapping the Lord of Light's control over energy, the Binder may shield themselves from attacks. The binder may gain Fire, Cold, Lightning, or Sonic Resistance 10. This lasts for the duration of the bind, and may be changed as a move action. Once changed, the binder may not change their resistance for 5 turns.

This power also allows the Binder to manifest the Lord of Light's mastery of energies as a ray of burning light, which is treated as the Searing Light spell, with Effective Binder Level used rather than caster level and without the damage limits. Once used it may not be used again for 5 rounds.

Spurn the Divine: He who deified the heavens to free mankind is not afraid of their minions. The Binder gains +3 on all saves against Divine spells.

Curse of the Buddha: A fragment of the enlightenment of the Lord of Light touches the character's mind. Any creature possessing the Binder or who subjects him to unwilling mental contact must make a Will save, or be subject to a suggestion (as the spell) by the Binder. This may be used once every 5 turns.

Master of Words: The Binder gains a +5 bonus to the Bluff and Diplomacy skills.

[Post 432]
Author : Edge_of_Oblivion
Date : 11-21-06 09:31 PM

Thread Title : Re: let's make some new vestiges

Mahasa needs a Sign.

[Post 433]
Author : Nairalimis
Date : 11-21-06 09:55 PM
Thread Title : Re: let's make some new vestiges

Doh! Sign added.

[Post 434]
Author : Orchomenos
Date : 11-22-06 08:16 AM
Thread Title : Re: let's make some new vestiges

Updated The Bloody Lady (<http://boards1.wizards.com/showpost.php?p=10667602&postcount=414>). I lowered the aging rate to one third instead of 1/365 or 1/12 like I suggested there after.

I dropped the blood requirement to a single drop, and the bonus of using the binder's own blood to +1, but I kept the requirement of using the blood of a maiden. It's not that painful (even not a CON damage), it's not that complicated to explain, it is not more evil than binding with the spirit of a woman who killed over than 600 young women to bath in their blood...

As a side question, what is a binder's prime ability? Wisdom or Charisma?

[Post 435]
Author : Nairalimis
Date : 11-22-06 11:41 AM
Thread Title : Re: let's make some new vestiges

Charisma is ther prime ability for binding, although some vestiges have abilities that are based partly off other attributes.

[Post 436]
Author : Edge_of_Oblivion
Date : 11-24-06 03:24 PM
Thread Title : Re: let's make some new vestiges

I dropped the blood requirement to a single drop, and the bonus of using the binder's own blood to +1, but I kept the requirement of using the blood of a maiden. It's not that painful (even not a CON damage), it's not that complicated to explain, it is not more evil than binding with the spirit of a woman who killed over than 600 young women to bath in their blood...

I think you're missing my point. Binding is neither good nor evil. Tenebrous, Geryon, and Acererak (among others) did much, much worse things to the Multiverse than she did, and a good character can still bind with them and use their powers without penalty. So you can't just say "Well you're binding with her, you must be

willing to do some evil for it" because Binding her is not evil.

That said, I still want you to explain to me how you would go about getting a woman to give you a drop of blood if you were playing a Good-aligned Binder. Remember, most people know very little about Binders and will assume you are some kind of mage or cleric (depending on how you're dressed). The lower-level Knowledge checks to learn what a Binder is refer to them as cultists and traffickers with "Strange Spirits", which most commoners and adventurers will associate with "Evil Outsiders". Asking someone for a drop of blood is like guaranteeing them that they'll be geased or cursed somehow, selling their soul to a demon or devil in exchange for power for yourself or something equally dastardly.

[Post 437]
Author : Ryuu_Tenshi
Date : 11-24-06 04:18 PM
Thread Title : Re: let's make some new vestiges

I think you're missing my point. Binding is neither good nor evil. Tenebrous, Geryon, and Acererak (among others) did much, much worse things to the Multiverse than she did, and a good character can still bind with them and use their powers without penalty. So you can't just say "Well you're binding with her, you must be willing to do some evil for it" because Binding her is not evil.

That said, I still want you to explain to me how you would go about getting a woman to give you a drop of blood if you were playing a Good-aligned Binder. Remember, most people know very little about Binders and will assume you are some kind of mage or cleric (depending on how you're dressed). The lower-level Knowledge checks to learn what a Binder is refer to them as cultists and traffickers with "Strange Spirits", which most commoners and adventurers will associate with "Evil Outsiders". Asking someone for a drop of blood is like guaranteeing them that they'll be geased or cursed somehow, selling their soul to a demon or devil in exchange for power for yourself or something equally dastardly.

I think it's a perfectly fine and flavorful requirement that works for the vestige and isn't evil. How evil is getting one drop of blood? That's not even enough to freaking deal damage, damn it. o.O

[Post 438]
Author : JiCi
Date : 11-24-06 05:27 PM
Thread Title : Re: let's make some new vestiges

Hey Nairalimis, why don't you add acid to Mahasamatmans energies ?

[Post 439]
Author : Nairalimis
Date : 11-24-06 08:34 PM
Thread Title : Re: let's make some new vestiges

Honestly, it's because I have a hard time seeing acid as an energy and it doesn't fit the source material terribly well. Do you think the lack of acid causes problems?

[Post 440]
Author : Edge_of_Oblivion
Date : 11-24-06 09:57 PM
Thread Title : Re: let's make some new vestiges

I think it's a perfectly fine and flavorful requirement that works for the vestige and isn't evil. How evil is getting one drop of blood? That's not even enough to freaking deal damage, damn it. o.O

I've been informed that mage shops sell this stuff. I'll just go over here now.... :surrender

[Post 441]
Author : Mkall
Date : 11-25-06 07:12 PM
Thread Title : Re: let's make some new vestiges

Hope you like them

Kil'nadan-Gorth: Inevitably Immortal

Vestige Level: 6th
Binder DC: 22

Legend: For the Lich Kil'nadan, immortality wasn't enough. She wanted true godhood. To do so she enslaved an entire town to perform a heinous ritual to see that she ascended into true deific status. In doing so, she attracted the attention of the Varakhut who had come to know himself as Gorth. Gorth interceded as the lich neared the completion of her ritual and the two battled for days, levelling the city and killing the remainder of the population; not that it really mattered to either though. At the end of the third day, Kil'nadan realized that she couldn't win, so she decided to try a different tactic. Using her phylactery, she transferred her soul into Gorth's, where she had expected to find an empty host to occupy. Not so, as the Varakhut had been out of the forge a long time, it had started developing a soul of its own, and it fought back.

While the two were fighting back, the body's instinct to return to the forge was activated, and automatically returned, though neither Gorth nor Kil'naden noticed. Too busy they were fighting over the body. It wasn't long before the more powerful lich began winning over Gorth, but before she could claim total victory, the Varakhut had reached the forge and began to be purged. The two souls were deemed useless by the protocols of the forge and were bundled up and expelled. It was through Kil'naden's last ounces of willpower to prevent being destroyed completely, though she saved Gorth's soul as well. Over the millennia, the pair became a single entity; a vestige

Manifestation: Two swirling colours, one blue and one grey form within the seal. Small pricks of light at first, they quickly grow until they each cover half the seal. The two colours start violently clashing against one another, each wanting domination of the seal, slowly the two form faces and eventually bodies of a skeletal figure battling a Varakhut appear. Before long, they start merging, but never stop battling one another. The final merging is a disfigured form of metal and bone. Though it has no mouth you hear loudly "State your request"

Influence: You have a nasty habit of talking to yourself and occasionally breaking into a arguments with yourself over something small. There are also two

personality sides to you; one is very methodical while the other is more chaotic.

Sign: Your skin becomes taugth and lifeless while you take on a more angular appearance. A spot DC 10 can figure out that your shape isn't completely normal for your race

Powers:

Lich Touch (Su): A successful touch attack may deal 1d8+5 points of negative energy damage that harms the living and heals undead. A Will save halves the damage.

Paralysis (Su): You may make a touch attack that causes paralysis for 2d4 rounds. A Fort save negates. Once used, this cannot be used again for 5 rounds. You may not use this ability with the Lich Touch ability.

Dispelling Blast (Su): As the spell dispel magic, greater, but the range is 60 feet and it dispels everything within a 20 foot radius. This cannot be targeted on a single individual. Once used, this cannot be used again for 5 rounds.

Resistant Body (Su): Gain DR 5/magic, Fast Healing 3 and Spell Resistance equal to 10 + Binder level.

Gantifax, The Master Maker

Vestige Level: 2nd

Binder DC: 16

Lore: For someone who made some of the first animate constructs, Gantifax is rarely mentioned in the books that teach the history of constructs as servants. Ironically, all that is known about Gantifax is learnt through Binder lore. Gantifax devoted all of his life's work to creating inorganic servants. He toiled away year after year with hardly any success. A few years before his passing; he succeeded. It wasn't long after that success that he was creating full sized golems to do his work for him. Gantifax became even more secluded in his tower, building more and more. He became so obsessed with constructs that he even built himself a mate, to please him whenever he needed it.

It wasn't long before Gantifax became bored with mindless automatons. He wanted to create life. He spent 3 years working by himself on a generator that could infuse intelligence into a lifeless construct, but he needed an intelligent source from which to create a pattern from, so Gantifax used himself; after all, what better intelligence to use than that of the most intelligent human alive? Without fear, Gantifax stepped into the massive generator complex to copy his brain into arcane energy. He flipped the switch, and a massive explosion wiped out the tower and surrounding countryside. The procedure worked though, Gantifax's brain and soul were transformed into arcane energy, but with no container to hold the energy, it became a vestige.

Manifestation: The workings of the seal slowly come to life, grinding against one another like gears. After a few seconds, the ground inside the seal rises 7 feet up in a column of various metals, then recedes back into the surface from which it was drawn, leaving behind an old man, his face horribly disfigured by sheets of metal, and his eyes are dull copper and lifeless. His joints are worn metal which rust away slowly before your eyes. He looks right into your eyes as Gantifax demands to know why you are worthy of his knowledge. As you answer joints rust away and he falls back into the seal as a pile of limbs and a head.

Influence: You become enamoured with any construct or living construct. If it is capable of answering, Gantifax requires that you try to figure out who made it and

get a bit of information about it's history. Gantifax does not require that it answer the questions however.

Sign: The lower half of your face takes on a construct appearance

Powers:

Maker's Knowledge (Su): You gain a +5 bonus to all knowledge (architecture and engineering) checks. You also gain a +5 bonus to knowledge (arcana) checks when used for anything related to constructs. You may use these skills untrained. You are able to score critical hits on Constructs, and may negate any fortification on living constructs. (This does not negate fortification armour being worn by living constructs or any other creatures)

Maker's Manifesto (Su): You may take control of any number of constructs or living constructs with total hit dice equal to 2 + your binder level. Living Constructs may have a will save to negate, normal constructs automatically fail. You automatically know if a construct may be affected by this ability before you use it. This ability works like command except that the targets don't need to comprehend your language in order to comply. Once used, this cannot be used for the next 5 rounds

Channel the Artificer (Su): You are able to make fast repairs to constructs. At will you may cast repair moderate damage. You may also cast cause moderate damage, which passes through any spell resistance and the target isn't allowed a saving throw, though once used, it cannot be used for 5 rounds. Caster level = Binder level.

Celinia, Fallen Angel

Vestige Level: 4th
Binder DC: 23

Legend: Binder lore traces Celinia back thousands of years, the Solar was a bodyguard and messenger of Heironeous. She was assigned to fight in the Abyssal Plane of Androlynne to protect the Eladrin bound there by Pale Night many millennia before. Celinia apparently took control of all the upper planes forces there and pushed the evil forces back to Lake Lambrador, several hundred kilometres from where the front lines had been before her arrival. These constant fights awoke something deep inside Celinia and when her tour of duty ended in Androlynne she refused to go; preferring to stay and fight instead. Such a direct act of insubordination to Heironeous was not taken lightly by the God, and he himself stormed into the plane to punish the traitor.

Celinia didn't fear Heironeous, but she did know that what he would do to her would mean ending her fighting for the children, and she prayed to find the answer somewhere to let her keep fighting the fight. Pale Night answered the call, and under the guise of a lieutenant in the celestial army, offered Celinia a solution. If the angel fought to the death in the next struggle she would be reborn to fight again, even more powerful than before and Heironeous wouldn't have anyone to punish. Celinia fought harder than ever to die, swarmed by countless demons in a forgotten place on a plane of strife. Heironeous arrived with much grandeur only to discover that his servant had already paid the price for her betrayals, so he left without even picking up his weapons against the hordes.

Pale Night kept her words, and Celinia was reborn, but fused to her angelic essence was that of a demon's. Her lust for battle became absolute, and she used her blade against both celestial and demon alike with a battle-lust that could never be satiated. She never attacked the children though. With both sides wanting her stopped, it wasn't long before reports of a half-demon, half-solar filtered up to Heironeous. The God realized what had happened and stormed off to deal with the problem once and for all.

The battle between Celinia and Heironeous was fierce and long, lasting about 24 hours before Heironeous' Longsword dealt its final blow to the demon-angel. However the power of the Mother Demon is very difficult to utterly destroy, and so the vestige of Celinia still remains, yearning for another fight.

Manifestation: A gleaming greatsword falls from the sky and impales itself into the middle of the seal. Angelic wings sprout from the hilt of the blade, but the feathers are black and fall off one by one. As they do, the sword's gleam slowly turns blood red. As the last of the feathers hit the seal, the sword is pulled into the ground and a tall female solar rises from the ground. Her once beautiful face is contorted with anger and hate as she quietly wonders why you have summoned her back to the battlefield.

Sign: You grow demonic fangs and horns. Also you grow a small pair of black angelic wings, but they are limp and cannot fly.

Powers:

Angelic Skin (Su): Immune to petrification and gain resistance: Electricity 5, Fire 5

Angelic Protection (Su): Gain +2 AC vs attacks from evil creatures and +2 resistance bonus to all saves vs evil creatures

Solar Sight (Su): May use Detect Evil at will and See Invisibility once every 5 rounds. Also gain Darkvision for 60 feet

Dark Taint (Su): Gains a bite attack that deals 1d4 points of damage. If the creature already has a bite attack, increase it by 1 step. Only applies if you have manifested the sign.

Demonic Skin (Su): Gain DR 5/Magic

[Post 442]
Author : JiCi
Date : 11-26-06 05:12 PM
Thread Title : Re: let's make some new vestiges

Honestly, it's because I have a hard time seeing acid as an energy and it doesn't fit the source material terribly well. Do you think the lack of acid causes problems? Come to think of it, you should revamped the whole "energy" concept. If your vestige is associated to light, why not give its binder a ray attack similar to searing light, except that the damage is equal to 1/2 the binder's level without limits ?

[Post 443]
Author : Edge_of_Oblivion
Date : 11-26-06 07:37 PM
Thread Title : Re: let's make some new vestiges

Alright, PEACH time.

Powers:

Lich Touch (Su): A successful touch attack may deal 1d8+5 points of negative energy damage that harms the living and heals undead. A Will save halves the

damage.

Looks fine. Just a note, you don't need to list (Su)... ALL Binder abilities are considered Supernatural. It's unnecessary to list them. ;)

Paralysis (Su): You may make a touch attack that causes paralysis for 2d4 rounds. A Fort save negates. Once used, this cannot be used again for 5 rounds. You may not use this ability with the Lich Touch ability.

This is basically the same thing as Acererak, you may want to change or delete this to avoid overlap.

Dispelling Blast (Su): As the spell dispel magic, greater, but the range is 60 feet and it dispels everything within a 20 foot radius. This cannot be targeted on a single individual. Once used, this cannot be used again for 5 rounds.

This is fine.

Resistant Body (Su): Gain DR 5/magic, Fast Healing 3 and Spell Resistance equal to 10 + Binder level.

Also not bad.

Sign: The lower half of your face takes on a construct appearance

This is a bit vague... what exactly do you mean?

Powers:

Maker's Knowledge (Su): You gain a +5 bonus to all knowledge (architecture and engineering) checks. You also gain a +5 bonus to knowledge (arcana) checks when used for anything related to constructs. You may use these skills untrained. You are able to score critical hits on Constructs, and may negate any fortification on living constructs. (This does not negate fortification armour being worn by living constructs or any other creatures)

Nice. I don't think any current Vestige lets you crit Constructs - Kas lets you crit Undead, and I think that's it.

Maker's Manifesto (Su): You may take control of any number of constructs or living constructs with total hit dice equal to 2 + your binder level. Living Constructs may have a will save to negate, normal constructs automatically fail. You automatically know if a construct may be affected by this ability before you use it. This ability works like command except that the targets don't need to comprehend your language in order to comply. Once used, this cannot be used for the next 5 rounds

Not bad. The requirement for Construct only and the lack of a save for nonintelligent Constructs keeps it from simply overriding Naberious's Command.

Channel the Artificer (Su): You are able to make fast repairs to constructs. At will you may cast repair moderate damage. You may also cast cause moderate damage, which passes through any spell resistance and the target isn't allowed a saving throw, though once used, it cannot be used for 5 rounds. Caster level = Binder level.

Not bad.

Powers:

Angelic Skin (Su): Immune to petrification and gain resistance: Electricity 5, Fire

Angelic Protection (Su): Gain +2 AC vs attacks from evil creatures and +2 resistance bonus to all saves vs evil creatures

Solar Sight (Su): May use Detect Evil at will and See Invisibility once every 5 rounds. Also gain Darkvision for 60 feet

Not bad here.

Dark Taint (Su): Gains a bite attack that deals 1d4 points of damage. If the creature already has a bite attack, increase it by 1 step. Only applies if you have manifested the sign.

Demonic Skin (Su): Gain DR 5/Magic

Also not bad, but this altogether seems very weak for a 4th-level Vestige... might want to consider pushing her down to 3rd.

[Post 444]

Author : Morka

Date : 11-27-06 07:19 AM

Thread Title : Re: let's make some new vestiges

This is Orchomenos, I wrote it from the computer of my friend, but forgot to log in! :(

I think you're missing my point. Binding is neither good nor evil. Tenebrous, Geryon, and Acererak (among others) did much, much worse things to the Multiverse than she did, and a good character can still bind with them and use their powers without penalty. So you can't just say "Well you're binding with her, you must be willing to do some evil for it" because Binding her is not evil.

That said, I still want you to explain to me how you would go about getting a woman to give you a drop of blood if you were playing a Good-aligned Binder. Remember, most people know very little about Binders and will assume you are some kind of mage or cleric (depending on how you're dressed). The lower-level Knowledge checks to learn what a Binder is refer to them as cultists and traffickers with "Strange Spirits", which most commoners and adventurers will associate with "Evil Outsiders". Asking someone for a drop of blood is like guaranteeing them that they'll be geased or cursed somehow, selling their soul to a demon or devil in exchange for power for yourself or something equally dastardly.

Hmm... Why would a Good character choose to become a binder if they are commonly associated with evil outsiders? :cool:

In fact, you're giving the answer in your question. "Binding is not evil. Yes, the Bloody Lady was evil when she was alive, but now, her mind is so altered that she's beyond good and evil; she's now a vestige. I can use her power to convince the evil Duke McMahon to drop his incredible taxes, and instead of investing in his army for the 5th year in a row, perhaps investing in agronomy, to help the peasants produce more weath and wealth. All she need is a drop of the blood from a maiden. Would you be the one that will save the whole population?"

That being said while presenting the small crystal cup with a little needle. And since a binder's charisma need to be high, the binder will have much less difficulties than myself to explain that! :P

[Post 445]
Author : Edge_of_Oblivion
Date : 11-27-06 09:04 AM
Thread Title : Re: let's make some new vestiges

This is Orchomenos, I wrote it from the computer of my friend, but forgot to log in! :(

Hmm... Why would a Good character choose to become a binder if they are commonly associated with evil outsiders? :cool:

In the case of my character, he was an Illumian paladin sent to investigate Pact Magic and find out if it was a threat to his people, and given the natural curiosity of Illumians the best way he found to test the danger of the process was to try it himself. There are a lot of reasons why a class normally viewed as "evil" by outsiders would be taken by a Good-aligned character who knows more about the class than the standard Commoner.

That said, refer to my above post, where I pointed out that I had been notified that it wouldn't be necessary to explain to a woman why I needed her blood, as mage shops sell vials of virgin's blood as spell components. I could just slide up to the shopkeeper and buy one and that would probably last me most of the rest of the campaign if all I needed was one drop per Binding. ;)

I believe this arguement is done. *stamp, shut, lock*

[Post 446]
Author : Nairalimis
Date : 11-27-06 09:34 PM
Thread Title : Re: let's make some new vestiges

Come to think of it, you should revamped the whole "energy" concept. If your vestige is associated to light, why not give its binder a ray attack similar to searing light, except that the damage is equal to 1/2 the binder's level without limits ?

That's not a bad idea. Consider it used.

[Post 447]
Author : JiCi
Date : 11-28-06 06:56 PM
Thread Title : Re: let's make some new vestiges

This power also allows the Binder to manifest the Lord of Light's mastery of energies as a ray of burning light, which is treated as the Searing Light spell, with Effective Binder Level used rather than caster level and without the damage limits. Once used it may not be used again for 5 rounds.Now we're talking. Great job !

[Post 448]

Author : Edge_of_Oblivion
Date : 11-28-06 08:24 PM
Thread Title : Re: let's make some new vestiges

Okay, Orcho - I have one more complaint to point out about the Lady. The problem is the CHA Bonus. As is, it's untyped, meaning it stacks with everything, effectively raising the check on every ability the Binder uses by 2 points. The only other Vestige that boosts Binder abilities that way is Ipos, who only boosts them by 1 and is a 6th level Vestige. As that's Ipos's main ability, boosting CHA this way rather shoves him aside, which we've tried to avoid if at all possible. The only Vestiges who grant a +4 Bonus to any stat is +4 STR from Eligor (7th) and +4 DEX from Paimon (also a 3rd level, but no other Binder ability gets a bonus from a DEX boost).

There are several ways to fix this. First is to give the CHA bonus a type. If it's an Enhancement bonus, then it's a nice big +4 CHA, but it doesn't stack with the Cloak of Charisma or anything that the Binder probably owns. Second, instead of a straight bonus to CHA, it could instead be a bonus to CHA-based skills and checks. So your Bluff, Diplomacy, Binding checks, etc etc etc would still get a nice +2 boost, but you wouldn't be some ridiculous 'teh uber blaster'. Thirdly, the number could be reduced, or put on a scale - +2 now, +4 at a higher level. Or, lastly, the +4 bonus could be on the traditional 5-round timer, activated for a duration of one round as a free action or so, so you get a nice DC boost every now and then but, again, you aren't 'teh uber blaster'.

Just a few suggestions to finish this one up... the only other option I could think of would be to raise her level, but given the other abilities that doesn't really seem viable.

[Post 449]
Author : journeyman777
Date : 11-29-06 10:13 PM
Thread Title : Re: let's make some new vestiges

I'll be playtesting these guys when I get the chance, but navigating this whole thread to explore my options is proving difficult. Do any of you have the skills to make an index for this?

BTW, is anyone considering making PrCs for the new vestiges (ala Scion of Dantalion)? I would love to see PrCs for a KH or FF themed binder.

[Post 450]
Author : Edge_of_Oblivion
Date : 11-30-06 08:51 AM
Thread Title : Re: let's make some new vestiges

I'm personally putting together a 5-level PrC for Binders using Schala and Lavos, it just needs a name and some flavor. :D

I can start working on an Index though, but I'll have to point out on some of the earlier-posted Vestiges some errors as I do. ;)

PS: Great new sig JM :rofl:

[Post 451]

Author : Edge_of_Oblivion

Date : 11-30-06 11:52 PM

Thread Title : Re: let's make some new vestiges

How about Tiamat's sister and rival who was killed by Tiamat and spawned the Purple, Orange, and Yellow chromatic dragons? I think she might be an interesting vestige.

Someone suggested a Vestige be done of the sister of Tiamat, creator of the three other Chromatic Dragons (Orange, Yellow, Purple) from Dragon Compendium... that suggestion in conjunction with the Compendium and Races of Dragon allow me to bring you....

Vorel,
Walker of the Wheel

Vestige Level: 5th

Binding DC: 27

Special Requirement: Yes

Legend: Back when the Great Wheel had only finished his creation, Io the Nine-Fold Dragon took it upon himself to create the perfect being. His creation was a beloved young child who exemplified draconic perfection and beauty - a daughter he called Vorel, the Draconic word for "beautiful". However, as Io's focus has been on perfecting her physically, he unfortunately left her mind behind, leaving her with the intellect of a child. Although he loved and cherished Vorel, Io understood that her limited intelligence prevented her from ever becoming the perfect creature he wanted, and instead decided the most successful path would be to create two creatures diametrically opposed to one another and breed them to produce a child - offspring which would embody the perfection Io desired. Thus were Vorel's siblings born - her younger brother, Bahamut, and his twin, Tiamat.

Due to their differing personalities, Tiamat and Bahamut became rivals, competing in everything, but most of all competed for Io's favor. Meanwhile, Vorel remained ever loyal and ever loving, oblivious to the strife and hatred between her brother and sister. It was that loving, oblivious nature that sealed her doom, as cunning and cruel Tiamat saw in Vorel the very tool she needed to earn her father's respect and defeat her rival brother.

Tiamat tricked Vorel into destroying some of Bahamut's belongings, then lied to Io and told him the Platinum Dragon had been utterly enraged by the innocent little dragon's actions. Then, during the time the other dragons slept, Tiamat murdered Vorel and smeared her blood over Bahamut, his belongings, and his dwellings, expecting that her death would end in Bahamut's banishment or, better, his death. Instead, Io took the time to investigate and discovered the truth behind Tiamat's deception, and banished her instead. Enraged, Tiamat set about creating her own children of evil, and Bahamut - compelled to continue to oppose his evil rival - began to create children of good to oppose her. Left alone with two of his children beginning a neverending war and one brutally slain, Io was forced to wait patiently until Tiamat and Bahamut, somehow, produced the perfect offspring he desired.

Vorel, however, was not all gone. At the moment of her death and her betrayal at the claws of her sister, Vorel's blood and flesh was scattered to the earth below, much like that of the murdered Titan Chronos. A drop of her blood landed in a forest river, and there was born the first Orange Wyrmlings, male and female, the

first of Vorel's unbidden children. A single scale was buried in the scorching desert sands, and from them emerged the first Yellow Wyrmlings, male and female, Vorel's second children; and a single claw fell through the sky for almost forever before coming to land on the ground as the first Purple Wyrmlings, male and female, her final children left on this world. Twisted by bitterness at the death of their "mother" and hunted by the chromatic children of Tiamat, Vorel's children turned to darkness and evil to ruthlessly survive, and thus earned equal enmity with their metallic cousins.

As for Vorel herself, the daughter and sister of gods but with a soul of innocence, she could not understand what had just happened. She did not understand the pain her body was going through. She did not understand why Tiamat, her beloved sister, was causing her suffering. She did not understand why the world around her was becoming dark and quiet as the pain grew greater and greater. As her soul departed from her shattered body, her confusion only grew greater. She tried to make her way around the world, following Bahamut and Tiamat silently and unseen as they left Io's presence and began giving life to children of their own. She saw the birth and formation of her own children, never understanding what they were or why they were so angry at their cousins. Confused, dead, and without direction, Vorel's soul wandered the world and the planes looking for an answer, and eventually got lost and strayed beyond known reality.

Manifestation: A large egg, the size of a human, appears within the seal. Strange, interesting patterns of purple, orange, and yellow swirl across its surface, constantly shifting and changing, forming a kaleidoscope of color dancing across the egg's shell. Suddenly the shifting colors freeze in place, and the shell is riddled with cracks from top to bottom. From the top of the egg, black smoke like nighttime clouds begins to seep out of the cracks; from the middle sand begins to pour through them; and from the bottom water leaks out. The smoke rises up into the sky and dissipates, while the water and sand mix in the seal below. Eventually the egg cracks and begins breaking apart as the creature within hatches. Soon it has pulled itself free, revealing a small wyrm-like creature, although unlike any known dragon. Vorel's scales are made from sand, and her wings from black smoke; and flowing beneath the sand, inside her "body", is water, which shows through best in her eyeless sockets and tongueless, toothless mouth. She blinks a few times before giggling softly, and addresses the Binder with the voice of a young girl, brightly and happily introducing herself and requesting their name. Vorel does not seem angry or bitter about becoming a Vestige; on the contrary, she seems quite happy and often remarks of how "it hurt once but now it doesn't hurt anymore".

Special Requirement: The Binder must have an ally who is a Dragon or a creature with the [Dragonblood] subtype. An ally is defined as any PC or NPC with an attitude of Helpful or better toward the Binder. Summoned Creatures do not count, nor do creatures under the effects of Charm, Dominate, or Intimidate. Or, as an alternative, Vorel will answer the call of a Binder learned in historical lore, as long as he has at least 5 ranks in Knowledge (History).

Sign: Parts of your body change color to match the fallen body of Vorel which spawned her children. Your fingernails or claws turn purple, the skin over your temples turns yellow, and your blood becomes orange.

Influence: You greatly value the company of others, particularly of your own race or of Draconic origin. You dislike being alone, and if forced to do so will seek out others.

Granted Abilities: Despite her friendly demeanor and gentle Influence, Vorel's granted powers reflect the strengths she unwillingly granted to her Draconic children. She gives the Binder the powers and strengths of Orange, Purple, and Yellow Dragons.

Vicious Frenzy: The Binder gains the Ferocity ability.

Aerial Superiority: Vorel grants the Binders with the ability to take to the skies in flight improved speed and maneuverability. You gain the feats Improved Flight and Rapid Flight (from Races of Faerun), as well as the feat Wingover (from Monster Manual) for the duration of the time you are bound to her. Vorel does not grant the Binder flight - he or she must find another way to gain the ability to fly.

Precognitive Cunning: Once every five rounds, the Binder may take his normal action for the round at a different time than his Initiative, as per the psionic power Anticipatory Strike (from Complete Psionic). In subsequent rounds, their place in the Initiative order does not change - they change the time you act for the round in which they activate this power only. The Binder can take a standard action and a move action, just as they could if they were taking their action at their normal place in the Initiative order. This power cannot be activated if the Binder is flat-footed.

Explosive Slime: The Binder may conjure a ball of sticky, slimy semiliquid material and throw it at opponents. If the Ranged Touch Attack hits, the target becomes soaked in the sticky compound. Two rounds later, the mixture explodes in a blast of flame, damaging the soaked victim as well as those nearby. The explosion deals 4d10 damage to the soaked victim (no save) and to all creatures within 5 feet of him (Reflex save for Half). For every 3 levels of Binder, this attack deals an extra 1d10 damage and reaches an extra 5 feet with the burst. Once used, this ability cannot be used again for five rounds.

Salt Breath: The Binder may breathe a cone of salt that binds to creatures within its area. A Reflex save allows affected creatures to avoid being covered by the salt. Creatures affected by the breath weapon take 4d6 bludgeoning damage per blast, plus 1d6 for every 3 levels of Binder, plus cumulative penalties based on how many saves they have failed against the breath weapon before. For every failed save, a creature takes a -2 penalty on attacks, AC, Reflex saves, and Strength-, Dexterity-, and Constitution-based skill checks, as well as a -10 penalty on speed; a creature reduced to speed 0 cannot move, and flying creatures at speed 0 fall to the ground. After 10 minutes, the effects wear off as the salt falls from the victim's body; in addition, the salt can be removed by applying a gallon of water (or water-based liquid) per failed save versus the breath weapon to wash the salt off.

Violet Bane: Once every five rounds, the Binder may either summon a deadly blade of energy or create a burst of blinding power. If the blade option is chosen, the Binder releases an energy blade from their dominant hand that glows dark violet and crackles loudly with energy. Any weapons or items the Binder was holding in this hand are dropped when the blade is created. The blade deals 2d10 points of damage, but the Binder may not add their Strength bonus to the damage because the blade is made of energy. The blade ignores all physical barriers, allowing the Binder to make touch attacks to strike its foes. The blade dissipates at the end of the Binder's action. If the burst option is chosen, the Binder chooses a point within Short range (25 ft. + 5 ft./level) from which the burst emanates; from that point a blinding blast of purple energy explodes, damaging all creatures within 10 feet of the origin of the blast. All creatures within range take 4d10 points of damage and must make a Fortitude save or be blinded for 10 rounds. For every 3 levels of Binder, both the blade and the burst deal an extra 1d10 damage, and the range on the burst is increased by 5 feet.

PEACH, as always. :D

[Post 452]
Author : Edge_of_Oblivion
Date : 12-01-06 12:14 PM
Thread Title : Re: let's make some new vestiges

Index of Custom Vestiges

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Chinua - The Wolf (<http://boards1.wizards.com/showpost.php?p=8952260&postcount=92>)
Felistrius - Walking Nightmare (<http://boards1.wizards.com/showpost.php?p=9012901&postcount=123>)
Ral - The Flower of Peace (<http://boards1.wizards.com/showpost.php?p=9169596&postcount=160>)
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Kalak - The Fallen King (<http://boards1.wizards.com/showpost.php?p=8723679&postcount=2>)
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Agnescott - The Black Annis (<http://boards1.wizards.com/showpost.php?p=10819951&postcount=492>)
Dormin - Shadow of the Colossus (<http://boards1.wizards.com/showpost.php?p=10821198&postcount=494>)
Raistlin - Master of Past and Present (<http://boards1.wizards.com/showpost.php?p=10807509&postcount=476>)
Hyde - The Alter-Ego (<http://boards1.wizards.com/showpost.php?p=10982415&postcount=588>)
????? - The Unnamed Efreet (<http://boards1.wizards.com/showpost.php?p=10989588&postcount=593>)
EbonAspect - Misplaced Faith (<http://boards1.wizards.com/showpost.php?p=11026592&postcount=612>)
Hacim - King of Backstabbers (<http://boards1.wizards.com/showpost.php?p=11076232&postcount=635>)
Decarabia - Rapacious Spy (<http://boards1.wizards.com/showpost.php?p=11270553&postcount=726>)
Khellias - The Painbound (<http://boards1.wizards.com/showpost.php?p=11273923&postcount=737>)
Quivlain - Singer of the Dead (<http://boards1.wizards.com/showpost.php?p=11358665&postcount=798>)

Signum - The Cloud Knight (<http://boards1.wizards.com/showpost.php?p=11358685&postcount=799>)
Data - The Eternal Student (<http://boards1.wizards.com/showpost.php?p=11382901&postcount=831>)
Jhondrol Var - Spirit of Elemental Wonder (<http://boards1.wizards.com/showpost.php?p=11431898&postcount=871>)
Void - The Forgotten Race (<http://boards1.wizards.com/showpost.php?p=11442743&postcount=877>)
Flux - Lord of Shapechangers (<http://boards1.wizards.com/showpost.php?p=11474564&postcount=901>)
Thran - Leader of the Pack (<http://boards1.wizards.com/showpost.php?p=11574480&postcount=932>)
Ethane - Evermore (<http://boards1.wizards.com/showpost.php?p=11893485&postcount=1040>)
Vexus - Cursed Existance (<http://boards1.wizards.com/showpost.php?p=11898797&postcount=1047>)

Level 4

Ordion - The Ever-Dying (<http://boards1.wizards.com/showpost.php?p=8841813&postcount=41>)
Bhrigus - The Storm that Walks (<http://boards1.wizards.com/showpost.php?p=8927198&postcount=79>)
Recanne - The Hollowed Puppeteer (<http://boards1.wizards.com/showpost.php?p=8990947&postcount=109>)
Medivh - The Last Guardian (<http://boards1.wizards.com/showpost.php?p=9178217&postcount=164>)
K'yorl - Dark Betrayer (<http://boards1.wizards.com/showpost.php?p=9375425&postcount=252>)
Masamune - The Dream in Steel (<http://boards1.wizards.com/showpost.php?p=10077669&postcount=309>)
Xuchilbara - The Red Pyramid (<http://boards1.wizards.com/showpost.php?p=10376383&postcount=370>)
Nodens - Lord of the Great Abyss (<http://boards1.wizards.com/showpost.php?p=10688200&postcount=424>)
Celinia - Fallen Angel (<http://boards1.wizards.com/showpost.php?p=10737382&postcount=441>)
Aoskar - The Flayed God (<http://boards1.wizards.com/showpost.php?p=10796029&postcount=457>)
Vepar - Dutchess of Waves (<http://boards1.wizards.com/showpost.php?p=10860093&postcount=511>)
Soth - Knight of the Black Rose (<http://boards1.wizards.com/showpost.php?p=10866006&postcount=515>)
Furtur - The Scoundrel (<http://boards1.wizards.com/showpost.php?p=10868998&postcount=516>)
Hedorah - Divine Vengeance (<http://boards1.wizards.com/showpost.php?p=10876106&postcount=521>)
???? - The Scarred Lovers (<http://boards1.wizards.com/showpost.php?p=10959450&postcount=570>)
Nicholas - Saint of Generosity (<http://boards1.wizards.com/showpost.php?p=11001179&postcount=598>)
Vast-Ra'Hul - Progenitor of a Warrior Race
(<http://boards1.wizards.com/showpost.php?p=11083411&postcount=644>)
Goetia - The Vestige's Seal (<http://boards1.wizards.com/showpost.php?p=11236347&postcount=710>)
Vapula - The All-Competent Duke (<http://boards1.wizards.com/showpost.php?p=11252591&postcount=714>)
Nexnemus - Warped Nature (<http://boards1.wizards.com/showpost.php?p=11290675&postcount=755>)

Eid - Winter's Life (<http://boards1.wizards.com/showpost.php?p=11351457&postcount=780>)
Cheel - Aussir Vorastrix (<http://boards1.wizards.com/showpost.php?p=11368907&postcount=817>)
Ifrit - The Infernal Esper (<http://boards1.wizards.com/showpost.php?p=11631505&postcount=956>)
Janilso - The Relentless (<http://boards1.wizards.com/showpost.php?p=11758187&postcount=1002>)
Ashlyn - Leech in the Lifestream (<http://boards1.wizards.com/showpost.php?p=11897442&postcount=1045>)
Mortaske - Caller in the Bleak (<http://boards1.wizards.com/showpost.php?p=11898862&postcount=1048>)
Mana - The Dark Magician Girl (<http://boards1.wizards.com/showpost.php?p=11929135&postcount=1059>)

Level 5

Cthulhu - High Priest of the Old Ones (<http://boards1.wizards.com/showpost.php?p=8724804&postcount=3>)
Shub-Niggurath - Black Goat of the Woods (<http://boards1.wizards.com/showpost.php?p=8909743&postcount=73>)
Ithaqua - The Wind Walker (<http://boards1.wizards.com/showpost.php?p=8922053&postcount=75>)
Namine - Memory Stealer (<http://boards1.wizards.com/showpost.php?p=8945125&postcount=91>)
Moander - The Darkbringer (<http://boards1.wizards.com/showpost.php?p=8990543&postcount=108>)
Nemo - The Dream Master (<http://boards1.wizards.com/showpost.php?p=9065652&postcount=143>)
CyberController - The Perfectly Inhuman (<http://boards1.wizards.com/showpost.php?p=9182324&postcount=165>)
Labac - Scion of the Flame (<http://boards1.wizards.com/showpost.php?p=9212682&postcount=189>)
Pangloss - The Perfected Philosopher (<http://boards1.wizards.com/showpost.php?p=9398048&postcount=256>)
Valmar - The Incomplete Archdevil (<http://boards1.wizards.com/showpost.php?p=10076786&postcount=306>)
Aribeth - The Unjudged (<http://boards1.wizards.com/showpost.php?p=10647828&postcount=409>)
Mahasamatman - The Lord of Light (<http://boards1.wizards.com/showpost.php?p=10706516&postcount=431>)
Vorel - Walker of the Wheel (<http://boards1.wizards.com/showpost.php?p=10788347&postcount=451>)
Baron Sami - Lord of the Spirit Island (<http://boards1.wizards.com/showpost.php?p=10794359&postcount=454>)
Ranag - The Deciever (<http://boards1.wizards.com/showpost.php?p=10816069&postcount=486>)
Dorian Grey - The Portrait of Youth (<http://boards1.wizards.com/showpost.php?p=10801720&postcount=472>)
Leto - The God-Emperor (<http://boards1.wizards.com/showpost.php?p=10807884&postcount=477>)
Myrocherakyro - The Lost Creation (<http://boards1.wizards.com/showpost.php?p=10870390&postcount=518>)
Alinys and Gracediana - Ashes of Magic (<http://boards1.wizards.com/showpost.php?p=11067812&postcount=625>)
Wymitanuk - Beast in the Wind (<http://boards1.wizards.com/showpost.php?p=11079584&postcount=640>)
Necronomicon - Book of Dead Names (<http://boards1.wizards.com/showpost.php?p=11075804&postcount=632>)

Battleplate - Remains of Construct (<http://boards1.wizards.com/showpost.php?p=11271988&postcount=730>)
Ixashyz - Chaos Unbound (<http://boards1.wizards.com/showpost.php?p=11280747&postcount=742>)
Czernobog - The Tide of Woe (<http://boards1.wizards.com/showpost.php?p=11323177&postcount=773>)
Faint - The Thief of Knowledge (<http://boards1.wizards.com/showpost.php?p=11362262&postcount=807>)
Anrakki - Shattered Soul (<http://boards1.wizards.com/showpost.php?p=11377950&postcount=824>)
Siren - The Esper Songstress (<http://boards1.wizards.com/showpost.php?p=11407623&postcount=856>)
Balor - The Evil Eye (<http://boards1.wizards.com/showpost.php?p=11431093&postcount=870>)
Cayfell - The Caring Guardian (<http://boards1.wizards.com/showpost.php?p=11451143&postcount=890>)
Elphaba - The Wicked Witch (<http://boards1.wizards.com/showpost.php?p=11729574&postcount=987>)
?????? - The Foolish Druid (<http://boards1.wizards.com/showpost.php?p=11729574&postcount=987>)
Ossein - Revenant of the Core (<http://boards1.wizards.com/showpost.php?p=11898138&postcount=1046>)
Prat - Craven Companion (<http://boards1.wizards.com/showpost.php?p=11959401&postcount=1079>)

Level 6

Astaroth - The Mighty Duke (<http://boards1.wizards.com/showpost.php?p=8837294&postcount=40>)
Hastur - The Unspeakable One (<http://boards1.wizards.com/showpost.php?p=8903372&postcount=71>)
Ourar - Mother Ocean (<http://boards1.wizards.com/showpost.php?p=8922053&postcount=75>)
Tulzscha - The Green Flame
Nyarlahotep - The Crawling Chaos (<http://boards1.wizards.com/showpost.php?p=8977873&postcount=103>)
Xigbar - The Freeshooter (<http://boards1.wizards.com/showpost.php?p=9001671&postcount=116>)
Larxene - The Savage Nymph (<http://boards1.wizards.com/showpost.php?p=9035757&postcount=129>)
Demyx - The Melodious Nocturne (<http://boards1.wizards.com/showpost.php?p=9156412&postcount=151>)
Axel - Flurry of Dancing Flames (<http://boards1.wizards.com/showpost.php?p=9202183&postcount=182>)
Lexaeus - The Silent Hero (<http://boards1.wizards.com/showpost.php?p=9227519&postcount=197>)
Vexen - The Chilly Academic (<http://boards1.wizards.com/showpost.php?p=9278912&postcount=206>)
Zexion - The Cloaked Schemer (<http://boards1.wizards.com/showpost.php?p=9493012&postcount=264>)
Luxord - The Gambler of Fate (<http://boards1.wizards.com/showpost.php?p=9691111&postcount=279>)
Alacritus - The Speed of Light (<http://boards1.wizards.com/showpost.php?p=9729422&postcount=282>)
Zeromus - The Hatred Made Flesh (<http://boards1.wizards.com/showpost.php?p=10077565&postcount=308>)
RX66Y - Entropy's Exile (<http://boards1.wizards.com/showpost.php?p=10082323&postcount=311>)
ExDeath - Envoy of Oblivion (<http://boards1.wizards.com/showpost.php>)

p=10111694&postcount=326)
Xaldin - The Whirlwind Lancer (<http://boards1.wizards.com/showpost.php?p=10289166&postcount=354>)
Kil'nadan-Gorth - Inevitably Immortal (<http://boards1.wizards.com/showpost.php?p=10737382&postcount=441>)
Marluxia - The Graceful Assassin (<http://boards1.wizards.com/showpost.php?p=10819711&postcount=491>)
Jadis - The White Witch (<http://boards1.wizards.com/showpost.php?p=10808184&postcount=478>)
Naphia - The Forlorn Lady (<http://boards1.wizards.com/showpost.php?p=10898864&postcount=542>)
Ghidorah - The Zero King (<http://boards1.wizards.com/showpost.php?p=10959062&postcount=569>)
Ilthyeo - Child of the Flower (<http://boards1.wizards.com/showpost.php?p=10989765&postcount=594>)
Malagarde - The Hag Countess (<http://boards1.wizards.com/showpost.php?p=11241092&postcount=712>)
Amaros - The Betrayed Lord (<http://boards1.wizards.com/showpost.php?p=11415051&postcount=859>)
Shiva - The Frozen Esper (<http://boards1.wizards.com/showpost.php?p=11589510&postcount=941>)
Gaap - The Starved (<http://boards1.wizards.com/showpost.php?p=11770742&postcount=1011>)
Mahad - The Dark Magician (<http://boards1.wizards.com/showpost.php?p=11918945&postcount=1050>)
Second Circle - Equinox of the Twelve (<http://boards1.wizards.com/showpost.php?p=11946678&postcount=1070>)

Level 7

Efnisien - The Bastard Prince of Shadows (<http://boards1.wizards.com/showpost.php?p=8876360&postcount=50>)
Lews-Therin - Lord of the Morning (<http://boards1.wizards.com/showpost.php?p=8974551&postcount=100>)
Duruth - The Shunted Sanity (<http://boards1.wizards.com/showpost.php?p=9055779&postcount=136>)
Villacroix - Lord of Vengeance (<http://boards1.wizards.com/showpost.php?p=9189272&postcount=172>)
Millennia Antares - Celestial Saint (<http://boards1.wizards.com/showpost.php?p=9354475&postcount=244>)
Valefor - The Unwritten Word (<http://boards1.wizards.com/showpost.php?p=10645059&postcount=408>)
Sin-Eater - Vessel of Corruption (<http://boards1.wizards.com/showpost.php?p=10793992&postcount=453>)
Prester-John - The Distant Savior (<http://boards1.wizards.com/showpost.php?p=10801138&postcount=468>)
Alhazred - The Mad Arab (<http://boards1.wizards.com/showpost.php?p=11066757&postcount=624>)
Lina - The Dragon Spooker (<http://boards1.wizards.com/showpost.php?p=11171192&postcount=675>)
Barbatos - Nascent Nobility (<http://boards1.wizards.com/showpost.php?p=11214816&postcount=706>)
Lucky Dime - My Number One (<http://boards1.wizards.com/showpost.php?p=11373963&postcount=818>)
Xemnas - The Superior (<http://boards1.wizards.com/showpost.php?p=11738862&postcount=992>)
Ranet - The Embers of a Goddess (<http://boards1.wizards.com/showpost.php?p=11757970&postcount=1001>)
Sephhiroth - The One-Winged Angel (<http://boards1.wizards.com/showpost.php>)

p=11758557&postcount=1004)
Zarall - Infuser of All (<http://boards1.wizards.com/showpost.php?p=11877742&postcount=1035>)
Rook - The Face in the Flesh (<http://boards1.wizards.com/showpost.php?p=11950219&postcount=1072>)

Level 8

Kefka - He Who Was Three (<http://boards1.wizards.com/showpost.php?p=8827205&postcount=36>)
Lum - The Mad (<http://boards1.wizards.com/showpost.php?p=8858498&postcount=43>)
Yurla - Mother Moon (<http://boards1.wizards.com/showpost.php?p=8981169&postcount=106>)
Rufo - Spurned Vessel of Chaos (<http://boards1.wizards.com/showpost.php?p=9004474&postcount=117>)
Aegaea - Our Maiden Who Slumbers (<http://boards1.wizards.com/showpost.php?p=9012811&postcount=121>)
Mulhoon - The Tides of Time (<http://boards1.wizards.com/showpost.php?p=9040794&postcount=132>)
Dalek - Su-preme Ru-ler of the Un-i-verse (<http://boards1.wizards.com/showpost.php?p=9165065&postcount=155>)
Lavos - The Falling Flame (<http://boards1.wizards.com/showpost.php?p=10076991&postcount=307>)
Dark Seraphim - Slayer of Gods (<http://boards1.wizards.com/showpost.php?p=10349471&postcount=367>)
Kaldar - Tainted Master (<http://boards1.wizards.com/showpost.php?p=10552343&postcount=391>)
Tharizdun - He of Eternal Darkness (<http://boards1.wizards.com/showpost.php?p=10896221&postcount=540>)
Helios - The Grand Star (<http://boards1.wizards.com/showpost.php?p=11251608&postcount=713>)
Torvec - The Force that Moves (<http://boards1.wizards.com/showpost.php?p=11301239&postcount=759>)
Phistalamis - The Aerial Battlemaster (<http://boards1.wizards.com/showpost.php?p=11317459&postcount=770>)
Aura - The Will of the World (<http://boards1.wizards.com/showpost.php?p=11381035&postcount=830>)
Mercuralex - The Alchemistic Adept (<http://boards1.wizards.com/showpost.php?p=11521827&postcount=911>)
Ainmo - The Small Gods (<http://boards1.wizards.com/showpost.php?p=11554725&postcount=915>)
Mordevous - Undead Unraveled (<http://boards1.wizards.com/showpost.php?p=11720900&postcount=986>)
Sauron - The Burning Eye (<http://boards1.wizards.com/showpost.php?p=11729574&postcount=987>)
Anima - The Suffering That Binds (<http://boards1.wizards.com/showpost.php?p=11758557&postcount=1004>)
Talos - The Bronze Giant (<http://boards1.wizards.com/showpost.php?p=11882680&postcount=1036>)
First Circle - Dawn of the Twelve (<http://boards1.wizards.com/showpost.php?p=11932638&postcount=1063>)
Third Circle - Dusk of the Twelve (<http://boards1.wizards.com/showpost.php?p=11946678&postcount=1070>)

Unleveled Vestiges

Yonar - The River (<http://boards1.wizards.com/showpost.php?p=8922053&postcount=75>)
Lorrany - Bringer of Feathered Death (<http://boards1.wizards.com/showpost.php?p=9057025&postcount=137>)

Jamie - The Empty Child (<http://boards1.wizards.com/showpost.php?p=9174696&postcount=162>)
TWiTCHY - Lord of All Things Caffiene (<http://boards1.wizards.com/showpost.php?p=9198951&postcount=177>)
Abturia - City of Walls
Airutera - Island of Lands (<http://boards1.wizards.com/showpost.php?p=10107917&postcount=323>)
Shixal - Oblivion's Judge (<http://boards1.wizards.com/showpost.php?p=11389105&postcount=842>)
Jude - The Apostle (<http://boards1.wizards.com/showpost.php?p=11778404&postcount=1015>)
Francis - The Poor (<http://boards1.wizards.com/showpost.php?p=11778422&postcount=1016>)

Level X (AKA Joke Vestiges or Alternate Vestige Systems)
Pun-Pun - Lord of the Powergamers (<http://boards1.wizards.com/showpost.php?p=8909743&postcount=73>)
X-Men Vestiges (<http://boards1.wizards.com/showpost.php?p=8936494&postcount=89>)
ASCII - Written Lord of Language (<http://boards1.wizards.com/showpost.php?p=9211433&postcount=188>)
Golden Sun Vestige System (<http://boards1.wizards.com/showpost.php?p=9245563&postcount=201>)
Banjo - Avatar of Puppets (<http://boards1.wizards.com/showpost.php?p=9314863&postcount=228>)
Chuck Norris. 'Nuff Said. (<http://boards1.wizards.com/showpost.php?p=9369298&postcount=248>)
Achilles (<http://boards1.wizards.com/showpost.php?p=9735148&postcount=283>)
Kang and Kodos - The Twins (<http://boards1.wizards.com/showpost.php?p=10874863&postcount=520>)
Legend of Zelda: Majora's Mask Vestiges (<http://boards1.wizards.com/showpost.php?p=11330266&postcount=777>)

[Post 453]
Author : Bill Lumberg
Date : 12-01-06 04:41 PM
Thread Title : Re: let's make some new vestiges

Sin-Eater (<http://en.wikipedia.org/wiki/Sin-eater>), vessel of corruption

Level: 7

Binding DC 29

Special Requirement: Yes

Sign: The binder is covered with scabs and open sores. He looks disheveled no matter what he wears.

Legend: The Sin-Eater was a man who performed rituals to absolve the dead of their sins. He would eat food that was laid upon the dead and so symbolically take the sins of the dead upon himself. The religions of the time condemned this practice and forced it to be done in secret.

In time, the Sin-Eater took unto himself great wickedness. He came to reflect the sins he consumed, both in his appearance and his deeds. When he died he faced the god who judged the dead. He was cast away for his presumption. Now he is a vestige

who grants binders the power of the evil he absorbed.

Special Requirements: The binder must place six silver coins and something edible in the Sin-Eater's seal. The food is consumed but the coins remain. In addition, the Sin-eater will not answer the call of a binder who has levels in a divine spellcasting class.

Manifestation: The Sin-Eater appears as a disheveled man covered with scabs and open sores. He eats the food and pockets the coins left in his seal while the binder makes the pact. Usually he says nothing. On occasion he will tell the binder about the sins of others, even the binder's own sins. Sometimes he speaks truly about the sins of others, sometimes not. He always tells the truth about the binder's sins.

Influence: The binder believes that everyone is a sinner. The binder resents clerics and paladins. He will not aid them unless it would endanger him to no do so.

Granted Abilities: The Sin-Eater gives a binder some of the evil he absorbed from the souls of the damned. He can also inflict the weight of these sins on others.

Wrath: Any spell cast by the binder has the Mortal Bane feat applied to it without increasing the level of the spell. The binder can use this power once per five rounds.

Pride: After a binder succeeds in an attack, saving throw or skill check he is filled with pride. This grants him a +1 morale bonus to all subsequent checks for the time this vestige is bound. All three types of rolls can be affected this way.

Envy: The binder is extremely jealous of what others have and what they can do. He can use the feats of any humanoid he sees even if he does not meet the prerequisites for it. He can only duplicate one feat at a time. If he decides to change a copied feat he immediately loses the one he is mimicking and must wait five rounds to copy another.

Sloth: Ray of Exhaustion, once per five rounds.

Greed: the binder gains 10 ranks in Appraise and Sleight of Hand.

Gluttony: The binder gains the Scavenging Gullet feat. Also, any taint that the binder acquires while showing the Sin-Eater's sign is removed when the pact ends.

Lust: Charm Person at will. This can only be used in a non-hostile situation. Someone who makes the saving throw cannot be affected by subsequent attempts for 24 hours.

P.E.A.C.H.

[Post 454]
Author : Bill Lumberg
Date : 12-01-06 05:38 PM
Thread Title : Re: let's make some new vestiges

This one is based on Papa-Doc Duvalier (http://en.wikipedia.org/wiki/Papa_Doc_Duvalier) of Haiti, who claimed to wield the power of the Loa.

Baron Sami, Lord of the Spirit Island

Level: 5

Binding DC: 24

Legend: Baron Sami ruled an island nation that was famous for the spirits that dwelt among its people. Baron Sami wielded great power, both temporal and spiritual. He reigned longer than a normal man could live, thanks to his command of magic.

Baron Sami protected his nation from its more powerful neighbors. He entered alliances with foreign kings and played his enemies against each other. He made himself rich this way. His people did not benefit from his wealth or from his power.

Ultimately the spirits abandoned Baron Sami and he died. Some say he tried to live on through his young son. But the son never displayed any of the power that his father commanded. This led many to believe that Baron Sami had failed in his attempt to pass his soul into his son. They say that is why he is now a vestige.

Special Requirements: The binder must pour alcohol and place burning tobacco onto Baron Sami's seal.

Manifestation: Baron Sami appears as a finely dressed man with dark skin and white hair. Drums play in the background as he appears. When Baron Sami speaks smoke comes from his mouth.

Sign: Smoke issues from the binder's nose and mouth at all times, as if he is smoking a cigar. The smell of the smoke remains in an area for one hour after he leaves it. Creatures with the scent ability gain a +8 bonus to track the binder if they know of the connection between the binder and the smell.

Influence: Baron Sami's cunning makes the binder very secretive and self-protective. The binder cannot volunteer information about himself and must evade direct questions or lie. In addition, the binder will not reveal the extent of his powers unless he has to.

Granted Abilities: Baron Sami gives binders powers of necromancy and charms.

Animate Dead: The binder can cast Animate Dead once for every four effective binder levels. The undead last as long as Baron Sami is bound. They crumble to dust afterward. The binder can do this once every five rounds.

Remember Nothing: The binder can cast the Forget spell at will.

The Baron Wills it: Suggestion, as the spell, once per five rounds.

The Baron Endures: Baron Sami grants +2 to saving throws against necromancy and charm effects.

The Baron's Displeasure: If the binder knows the name of the victim or has a possession from the victim he can cast Bestow Curse from one mile away. Blood, skin and hair count as possessions of the victim and impose a -1 penalty on the save. If the binder does not know the victim's name or have a possession he can only bestow a curse as a touch attack. This can be done once per five rounds.

[Post 455]
Author : Edge_of_Oblivion
Date : 12-01-06 06:21 PM
Thread Title : Re: let's make some new vestiges

PEACH as requested.

The Sin-Eater is great, although I would suggest giving him a name, and making "The Sin-Eater" his title. There's just one problem - the Wrath ability. As Binders are supposed to not have any alignment requirements, their abilities should not cause them to change alignments. Casting an [Evil] Spell is an Evil act, which results in an alignment shift.

Alright, onto the Baron. His Speak With Dead power overrides that of Acererak, who is also a level 5 Vestige, and grants Speak With Dead once every 5 rounds. It needs to be removed or changed to prevent overlap with Acererak.

What is Forget? Please explain. I'm not familiar with a spell by that name.

His bonus against Necromancy and Charm needs a name.

Lastly, he needs a title, as Vestiges must be called by name and title in the presence of their seal.

Otherwise, I'll add your two Vestiges to the directory. :)

[Post 456]
Author : Edge_of_Oblivion
Date : 12-01-06 07:32 PM
Thread Title : Re: let's make some new vestiges

Yet another... this one posted on behalf of Journeyman, as he hates to do his own typing. ;) Also this gets rid of yet another of the Goetia demons from our list. :D

Sitri,
Prince of the Restless

<http://www.rahoorkhuit.net/library/ceremonial/classics/plancy/g13.gif>

Vestige Level: 2nd

Binding DC: 20

Special Requirement: Yes

Legend: Sitri, long ago, was an elven wizard much like any other. He was a curious sort, especially in the realm of the workings of magic. During his research, he encountered wizards of other races, most notably humans. From them, Sitri learned of a magical realm known as the Dreamscape, the Realm of Slumber.

As an elf, Sitri did not sleep nor dream. His human colleagues' descriptions of the Dreamscape, of the way magic operated differently there, of how it could be traversed, these all enthralled him, and fueled the wizard's curiosity. Sitri vowed to find a way to explore the Dreamscape himself, and sought for years to find a way to reach that strange place. Eventually he found a way, and cursed himself for not seeing such an obvious answer immediately - he used his magic to transform himself into a human, albeit all too temporarily.

As a human, Sitri allowed himself to drift to sleep for the first time in his long life. There he entered the Dreamscape. This magnificent place of fantasies and nightmares invigorated him, and he explored every one of its twisting paths he could find. While he lost track of time, the spell on Sitri's sleeping body ended, returning him to elven form. No longer capable of sleep, his body awoke, but without Sitri's dreaming self.

Now unable to return to the world of the waking, Sitri could do nothing but continue to wander the endless realm of the Dreamscape. Soon his beloved dream world became one of Nightmares, horrors that only lived within the mind became all too real for the trapped elf. He continued to stray, wandering deeper and deeper into the lands of slumber... until he became as unreal as the dream land he inhabited.

Manifestation: A large, white ball, approximately five feet in diameter, descends from the sky above the seal. The ball rotates a bit in place once it reaches the seal, then a line across its center appears. The ball opens, much like an eye opening, revealing inside what appears to be a sleeping young male elf. His hair and clothing are disheveled and he even seems to be snoring slightly. After a few moments he sits up, although his eyes do not open and his chest continues to slowly rise and fall with the even breathing of slumber. "Have you come to wake me," he asks without opening his eyes, "or to join me?" Throughout the Binding, Sitri's eyes never open, nor does his breathing ever quicken, although he moves from a sleeping position to sitting in the center of the ball, facing the Binder.

Special Requirement: The Binder must not have slept within the last 24 hours before calling Sitri. Furthermore, he will not answer the call of a Binder who is bound to TWiTCHY, nor will he allow a Binder bound to him to call TWiTCHY.

Sign: Your breathing becomes deep and regular, as if you were sleeping comfortably. This sign shows despite your race.

Influence: You become averse to physical exertion, disliking any form of physical activity that takes longer than a few minutes. You prefer leisurely activities that involve little to no physical activity at all. If given a choice to rest or to continue whatever you were doing before, you always choose the former.

Granted Abilities: Sitri's powers allow the Binder control over sleep and the ability to enter the Dreamscape.

Called to Slumber: The Binder emits a constant Aura that reaches 5 feet per Binder level. All creatures within this Aura (including the Binder) are made vulnerable to Sleep effects, regardless of race or Hit Die. The only exception to this rule is creatures with the [Mindless] trait. For example, an elf within the Aura would lose his racial immunity to Sleep effects, but a Zombie or an Insect would still be immune.

Hypnos's Touch: With a touch, the Binder can cause a creature to drift into a peaceful slumber. As a standard action, the Binder may make a Melee Touch Attack against any target, which must then succeed on a Will save or fall asleep for a number of rounds equal to your EBL. Also, every five rounds the Binder may choose instead to emit the touch as an Area of Effect, forcing all creatures within his Aura (see above) to make a Will save or fall asleep; this includes the Binder himself.

Restless Slumber: The Binder retains some awareness of his surroundings while sleeping, and may make move actions while asleep. He is also not considered helpless while sleeping, and retains his full DEX bonus to AC unless it would

otherwise be denied him.

Enter the Dreamscape: While sleeping, the Binder may freely enter and exit his own Dreamscape. Furthermore, he may enter a special type of combat with a sleeping enemy while he himself is asleep. The Binder selects a single sleeping opponent, and the two enter the Dreamscape together. Inside the Dreamscape, the two are able to continue combat as if they were awake. If either combatant is awakened or dies, both exit the Dreamscape, although the other combatant remains asleep if they still are so until awakened or the sleep effect ends. All damage dealt in the Dreamscape (both to the Binder and to his opponent) is converted non-lethal damage at the point where the two opponents leave the Dreamscape. The Dream Selves of both the Binder and his opponent retain their equipment, but no ongoing magical effects.

Mastery of Dreams: While bound to Sitri, the Binder gains the Dreamtelling feat, as well as the ability to successfully target offensive abilities at a target's Dream Self rather than their physical form, transforming all damage from such attacks into nonlethal damage. This effect only functions on creatures that both sleep and dream. Only effects that target a single creature or a certain number of creatures can benefit from this effect. You cannot apply this to effects that target an Area.

[Post 457]
Author : Lord_Yy
Date : 12-01-06 10:04 PM
Thread Title : Re: let's make some new vestiges

Ladies and Gentlemen, I present my latest vestige, from the annals of Planescape!

Aoskar: The Flayed God
Vestige Level: 4
Binding DC: 26
Special Requirement: No

Legend: Aoskar was once the God of Portals, and the second-most well known resident of Sigil, the City of Doors. Aoskar's divine portfolio allowed him to gain unparalleled respect within Sigil, and many of its residents held him in regard above Sigil's protector, the Lady of Pain. The Lady herself paid no mind to the Portal God, until one day when one of her followers, a Dabus known as Fell, turned his back on the Lady and took up the mantle of the priesthood under Aoskar. What happened next is unprecedented, as the Lady instantly flayed Aoskar and banished all of his followers to her Mazes. What little remained of Aoskar's body floated on the Astral Plane, and everyone presumed that the god had been killed. The truth is worse. Within the Mazes they had been banished to, the followers of Aoskar prayed for the portal that would lead them to freedom, their prayers keeping the Portal God from slipping into oblivion. Stripped of his powers and unable to do anything to help, Aoskar could do nothing but behold as his followers gradually turned away from him, one by one, until he only existed as a Vestige, an example of what happens to those who cross the Lady of Pain.

Manifestation: Upon finishing the summoning, the area within the seal is filled with glittering, glinting blades, the sound of flesh being cut and scraped away unpleasantly audible, along with the sounds of agonized screaming. As quickly as they appear, the blades vanish, leaving the form of Aoskar, barely recognizable as anything he was depicted as, standing in a pile of flayed patches of his own flesh. Only then does he speak, his voice that of a depressed, broken man, occasionally punctuated with a sob or agonized groan as another blade materializes and cuts away another chunk of flesh.

Sign: Numerous small patches of scar tissue appear on your body, as if chunks of your skin had been flayed off and allowed to heal.

Influence: When bound to Aoskar, you gain an aversion to blades used to cut flesh. When given a choice between a weapon that deals Slashing damage or any other sort of damage, you must pick the one that deals non-slashing damage.

Granted Abilities: Aoskar grants you powers related to what originally attracted his mortal followers to him in the first place, giving you power over portals both magic and mundane.

Portalsense: You instantly become aware of any magical portals or secret doors within 30 feet of your location. You are capable of instantly pinpointing the location of the door or portal, and once you have detected anything with this sense, you retain knowledge of its location as long as you are within one mile of it. There is no limit to the amount of portals and doors you can be aware of simultaneously using Portalsense.

Mastery of Doors: You may use Hold Portal, Open/Close, Knock, and Arcane Lock, as the spells, at will. Caster level is equal to your EBL.

Analyze Portal: You may use Analyze Portal, as the spell, once every five rounds. Caster Level is equal to your EBL.

Instant Portal: Once per day, you may use the power of Aoskar to create a portal to somewhere in the multiverse. Doing so takes one minute, and the binder must start over if he is interrupted. The portal is subject to failure in the same way as the Teleport spell, but the Binder is unaware of whether the portal leads where he wants it to or not until he steps through it. Initially, the portal may only lead to an area within 500 miles of the Binder, but at level 13, it may lead to anywhere on the same plane, and to anywhere on any plane at level 18. The portal lasts for one round per two Binder levels, or until the Binder decides to close it.

P.E.A.C.H plz.

On another note, has anyone else thought of "Borrowing" one of the Goetic Seals for their vestige? At this point we probably have enough vestiges to take up all the seals several times over, but unless an artist steps forward willing to create new ones...

[Post 458]
Author : Edge_of_Oblivion
Date : 12-01-06 10:11 PM
Thread Title : Re: let's make some new vestiges

We could, but I've been saving them for actually making Vestiges from them, myself. If given the time I could make more (like I did for RX66Y) but as you can see from the index, that's a darn lot of Vestiges.

Anyway, PEACH.

The biggest gripe I have is the Create Portal. You get access to 4th level Vestiges at something around 8th level, and there's no way to access a planar portal at that level. I personally would have it scale - start out limited to within 500 miles or so, then scale up to anywhere on the same plane, then extend to some of the closer

planes, then finally at something like level 18 or so include the remaining planes.

Good otherwise *thumbs up*

[Post 459]
Author : Lord_Yy
Date : 12-01-06 10:18 PM
Thread Title : Re: let's make some new vestiges

I think I may have miswritten the description of Create Portal. The idea is that the portal is supposed to send you to a random place in the multiverse, unknown even to the creator of the portal until he steps through it. As for the creating of seals for other vestiges, you don't have to do them for all of them... Maybe just mine? :D

[Post 460]
Author : Ryuu_Tenshi
Date : 12-01-06 10:28 PM
Thread Title : Re: let's make some new vestiges

PEACH as requested.

The Sin-Eater is great, although I would suggest giving him a name, and making "The Sin-Eater" his title. There's just one problem - the Wrath ability. As Binders are supposed to not have any alignment requirements, their abilities should not cause them to change alignments. Casting an [Evil] Spell is an Evil act, which results in an alignment shift.

Alright, onto the Baron. His Speak With Dead power overrides that of Acererak, who is also a level 5 Vestige, and grants Speak With Dead once every 5 rounds. It needs to be removed or changed to prevent overlap with Acererak.

What is Forget? Please explain. I'm not familiar with a spell by that name.

His bonus against Necromancy and Charm needs a name.

Lastly, he needs a title, as Vestiges must be called by name and title in the presence of their seal.

Otherwise, I'll add your two Vestiges to the directory. :)

I'm -fairly- sure it makes a target lose his next action - "forget" what he was doing. I'm not sure, however, as this was based on the way my wild mage survived being killed by a blackguard in a 2e game (this was on a surge. I got lucky. blackguard was controlling a death knight... forgot to maintain control. death knight attacked him. I fled. >>;)

[Post 461]
Author : Edge_of_Oblivion
Date : 12-01-06 10:39 PM
Thread Title : Re: let's make some new vestiges

Hmm. If you can find that in a 3.0 or 3.5 book I'd just reference the book,

otherwise for ease of those who don't know 2E (like me) I'd write out the description of the effect - does it get a save? Is it a touch? Mind-affecting? Does it scale any?

I think I may have miswritten the description of Create Portal. The idea is that the portal is supposed to send you to a random place in the multiverse, unknown even to the creator of the portal until he steps through it.

No, you got that across fine. However, let's say they combined this Vestige with the Vestige I posted for WolfStar, with Augury once every hour, or had a Cleric friend with lots of incense and lots of memorized Augury. They could just do the following:

1. Create Portal.
2. Activate Augury.
3. Wait an hour and start over if you get a "Woe" or no response, step through portal if you get a "Weal" or "Weal and Woe" response.
4. Repeat as necessary for free successful ride to another plane.

If this is what you intended, then it needs to be longer than 1 round or the Binder will be leaving his party behind. If not, then it needs to be altered some other way to prevent planar travel long before a Wizard would get their hands on it.

Without this trick, what is the point of this Vestige? You're practically guaranteeing to write your Binder out of the campaign with this the majority of the time. If the entire party goes, more likely than not that's going to be the last session of the campaign, as you just dumped your party into an unknown plane that you may not be able to survive on (Elemental Plane of Fire is a tame example) with no way back. Without any way to identify where you're headed, that particular ability of this Vestige would never be used without Augury or some other way to identify its destination, and between Schala and Otiax and a Cleric with Portal Domain to handle Portalsense you can probably cover everything else this Vestige does.

[Post 462]
Author : Lord_Yy
Date : 12-02-06 10:33 AM
Thread Title : Re: let's make some new vestiges

Okay, you've made your point. I'll rewrite the ability.

[Post 463]
Author : Bill Lumberg
Date : 12-02-06 01:33 PM
Thread Title : Re: let's make some new vestiges

I made some of the changes to both vestiges.

I am having difficulty thinking of something to replace the Sin-Eater's Wrath ability. Also, I am not completely sold on the charm power for Lust. Any suggestions would be most welcome.

I will also try to think of something else for Baron Sami.

Thanks for the help.

I will try to post some other vestiges.

[Post 464]
Author : Edge_of_Oblivion
Date : 12-02-06 01:48 PM
Thread Title : Re: let's make some new vestiges

Hmm. Perhaps instead of granting the benefits of a Metamagic feat (since Binders do not cast spells unless they multiclass Wiz/Sorc and go for Anima Mage or multiclass Cleric/BGuard and go for Tenebrous Apostate), how about granting the Berserker's Deathless Frenzy ability and Frenzy or Rage a few times a day? Makes for great melee capability, and how better to describe "Wrath" than wanton, reckless destruction?

[Post 465]
Author : Bill Lumberg
Date : 12-02-06 01:55 PM
Thread Title : Re: let's make some new vestiges

I was thinking of something to reflect the evil that the Sin-Eater had absorbed over his life. Raging might be a good idea for this. I want to include something to augment the spell-like abilities of binder who use this vestige. Perhaps, something like mortal-bane applied to them would be better.

I will decide on this soon.

Thanks

[Post 466]
Author : journeyman777
Date : 12-02-06 03:25 PM
Thread Title : Re: let's make some new vestiges

Mortalbane looks good. Nice catch.

[Post 467]
Author : Edge_of_Oblivion
Date : 12-02-06 03:27 PM
Thread Title : Re: let's make some new vestiges

I agree, Mortalbane applied to their other Vestige abilities works for Wrath. Go for it. :D

[Post 468]
Author : Bill Lumberg
Date : 12-02-06 03:37 PM
Thread Title : Re: let's make some new vestiges

Last one for today. As always, P.E.A.C.H.

Prester-John, the Distant Savior

Level: 7

Binding DC: 30

Special Requirement: Yes

Legend: Many nations spoke of Prester John, often by different names. He was depicted as a king of a distant land who guarded many powerful relics looked over the entire world with his enchanted mirror.

The legends held that Prester John would lead an army to relieve the righteous nations who were under siege by evil. Most scholars state that the fervent belief of so many people created the vestige of Prester John.

Manifestation: Prester John appears as a regal man of late years sitting on an ornate throne. He is dressed in kingly regalia. A large mirror stands near him.

Prester -John speaks in a booming voice that is clear to all nearby. He asks what the binder intends to do with the power he seeks. Prester-John demands that the binder state the names of his enemies whom he will use these powers against. The binder must speak loudly, clearly and honestly to bind this vestige.

Special Requirement: Prester John will not answer the call of a binder who is now bound to or has bound the following vestiges in the last 24 hours: Amon, Acererak, Geryon, The Sin-Eater or Tenebrous.

Sign: The binder's hair turns white and his voice takes on a booming quality. The binder cannot whisper.

Influence: The binder always makes his presence known. He cannot whisper and will not disguise himself. He will not lie about his identity or intentions so the binder cannot make bluff checks for these purposes. He can, however, exaggerate the position he is in or the forces he controls if that would serve to defeat an enemy.

Granted Abilities: Prester John gives binders the ability to strengthen his allies, protect sanctuaries and spy upon his enemies.

A Mirror on the World: The binder can cast Scry once per five rounds. A mirror is necessary for this power.

Strike at Your Enemies: Spiritual Weapon, at will.

Strength of Conviction: Heroism, once per five rounds.

Cornucopia: Heroes' Feast, once per day.

King's Redoubt: Forbiddance, once per day.

Cast Them Out: If the binder has the ability to turn undead or outsiders he gains a +3 insight bonus to those checks.

Blood of the Heavens: Once per day the binder can grant the celestial template to one creature. The subject must have fewer hit dice or levels than the binder's effective levels. Outsiders cannot be affected. The duration is one round per

level.

[Post 469]

Author : Edge_of_Oblivion

Date : 12-02-06 04:10 PM

Thread Title : Re: let's make some new vestiges

One thing on Prester: just needs to be noted that all Special Requirements must be fulfilled BEFORE the Vestige is called - if not, the Vestige simply does not appear. Announcing the names of your enemies as you're drawing the seal might be a better option.

Also, he needs a Cleric (or equivalent other class) level to compare his Turning ability to, such as "As a Cleric of his Binder level".

Other than that, he's a bit weak for an 8th-level Vestige, probably closer to 6th or 7th.

The name is a bit odd - feels too normal-ish, unlike fantasy. Might just be me though.

[Post 470]

Author : Angelflesh

Date : 12-02-06 04:12 PM

Thread Title : Re: let's make some new vestiges

Someone suggested a Vestige be done of the sister of Tiamat, creator of the three other Chromatic Dragons (Orange, Yellow, Purple) from Dragon Compendium... that suggestion in conjunction with the Compendium and Races of Dragon allow me to bring you....

Vorel,
Walker of the Wheel

Vestige Level: 5th

Binding DC: 27

Special Requirement: Yes

Legend: Back when the Great Wheel had only finished his creation, Io the Nine-Fold Dragon took it upon himself to create the perfect being. His creation was a beloved young child who exemplified draconic perfection and beauty - a daughter he called Vorel, the Draconic word for "beautiful". However, as Io's focus has been on perfecting her physically, he unfortunately left her mind behind, leaving her with the intellect of a child. Although he loved and cherished Vorel, Io understood that her limited intelligence prevented her from ever becoming the perfect creature he wanted, and instead decided the most successful path would be to create two creatures diametrically opposed to one another and breed them to produce a child - offspring which would embody the perfection Io desired. Thus were Vorel's siblings born - her younger brother, Bahamut, and his twin, Tiamat.

Due to their differing personalities, Tiamat and Bahamut became rivals, competing in everything, but most of all competed for Io's favor. Meanwhile, Vorel remained ever loyal and ever loving, oblivious to the strife and hatred between her brother

and sister. It was that loving, oblivious nature that sealed her doom, as cunning and cruel Tiamat saw in Vorel the very tool she needed to earn her father's respect and defeat her rival brother.

Tiamat tricked Vorel into destroying some of Bahamut's belongings, then lied to Io and told him the Platinum Dragon had been utterly enraged by the innocent little dragon's actions. Then, during the time the other dragons slept, Tiamat murdered Vorel and smeared her blood over Bahamut, his belongings, and his dwellings, expecting that her death would end in Bahamut's banishment or, better, his death. Instead, Io took the time to investigate and discovered the truth behind Tiamat's deception, and banished her instead. Enraged, Tiamat set about creating her own children of evil, and Bahamut - compelled to continue to oppose his evil rival - began to create children of good to oppose her. Left alone with two of his children beginning a neverending war and one brutally slain, Io was forced to wait patiently until Tiamat and Bahamut, somehow, produced the perfect offspring he desired.

Vorel, however, was not all gone. At the moment of her death and her betrayal at the claws of her sister, Vorel's blood and flesh was scattered to the earth below, much like that of the murdered Titan Chronos. A drop of her blood landed in a forest river, and there was born the first Orange Wyrmlings, male and female, the first of Vorel's unbidden children. A single scale was buried in the scorching desert sands, and from them emerged the first Yellow Wyrmlings, male and female, Vorel's second children; and a single claw fell through the sky for almost forever before coming to land on the ground as the first Purple Wyrmlings, male and female, her final children left on this world. Twisted by bitterness at the death of their "mother" and hunted by the chromatic children of Tiamat, Vorel's children turned to darkness and evil to ruthlessly survive, and thus earned equal enmity with their metallic cousins.

As for Vorel herself, the daughter and sister of gods but with a soul of innocence, she could not understand what had just happened. She did not understand the pain her body was going through. She did not understand why Tiamat, her beloved sister, was causing her suffering. She did not understand why the world around her was becoming dark and quiet as the pain grew greater and greater. As her soul departed from her shattered body, her confusion only grew greater. She tried to make her way around the world, following Bahamut and Tiamat silently and unseen as they left Io's presence and began giving life to children of their own. She saw the birth and formation of her own children, never understanding what they were or why they were so angry at their cousins. Confused, dead, and without direction, Vorel's soul wandered the world and the planes looking for an answer, and eventually got lost and strayed beyond known reality.

Manifestation: A large egg, the size of a human, appears within the seal. Strange, interesting patterns of purple, orange, and yellow swirl across its surface, constantly shifting and changing, forming a kaleidoscope of color dancing across the egg's shell. Suddenly the shifting colors freeze in place, and the shell is riddled with cracks from top to bottom. From the top of the egg, black smoke like nighttime clouds begins to seep out of the cracks; from the middle sand begins to pour through them; and from the bottom water leaks out. The smoke rises up into the sky and dissipates, while the water and sand mix in the seal below. Eventually the egg cracks and begins breaking apart as the creature within hatches. Soon it has pulled itself free, revealing a small wyrm-like creature, although unlike any known dragon. Vorel's scales are made from sand, and her wings from black smoke; and flowing beneath the sand, inside her "body", is water, which shows through best in her eyeless sockets and tongueless, toothless mouth. She blinks a few times before giggling softly, and addresses the Binder with the voice of a young girl, brightly and happily introducing herself and requesting their name. Vorel does not seem angry or bitter about becoming a Vestige; on the contrary, she seems quite happy and often remarks of how "it hurt once but now it doesn't hurt anymore".

Special Requirement: The Binder must have an ally who is a Dragon or a creature with the [Dragonblood] subtype. An ally is defined as any PC or NPC with an attitude of Helpful or better toward the Binder. Summoned Creatures do not count, nor do creatures under the effects of Charm, Dominate, or Intimidate. Or, as an alternative, Vorel will answer the call of a Binder learned in historical lore, as long as he has at least 5 ranks in Knowledge (History).

Sign: Parts of your body change color to match the fallen body of Vorel which spawned her children. Your fingernails or claws turn purple, the skin over your temples turns yellow, and your blood becomes orange.

Influence: You greatly value the company of others, particularly of your own race or of Draconic origin. You dislike being alone, and if forced to do so will seek out others.

Granted Abilities: Despite her friendly demeanor and gentle Influence, Vorel's granted powers reflect the strengths she unwillingly granted to her Draconic children. She gives the Binder the powers and strengths of Orange, Purple, and Yellow Dragons.

Vicious Frenzy: The Binder gains the Ferocity ability.

Aerial Superiority: Vorel grants the Binders with the ability to take to the skies in flight improved speed and maneuverability. You gain the feats Improved Flight and Rapid Flight (from Races of Faerun), as well as the feat Wingover (from Monster Manual) for the duration of the time you are bound to her. Vorel does not grant the Binder flight - he or she must find another way to gain the ability to fly.

Precognitive Cunning: Once every five rounds, the Binder may take his normal action for the round at a different time than his Initiative, as per the psionic power Anticipatory Strike (from Complete Psionic). In subsequent rounds, their place in the Initiative order does not change - they change the time you act for the round in which they activate this power only. The Binder can take a standard action and a move action, just as they could if they were taking their action at their normal place in the Initiative order. This power cannot be activated if the Binder is flat-footed.

Explosive Slime: The Binder may conjure a ball of sticky, slimy semiliquid material and throw it at opponents. If the Ranged Touch Attack hits, the target becomes soaked in the sticky compound. Two rounds later, the mixture explodes in a blast of flame, damaging the soaked victim as well as those nearby. The explosion deals 4d10 damage to the soaked victim (no save) and to all creatures within 5 feet of him (Reflex save for Half). For every 3 levels of Binder, this attack deals an extra 1d10 damage and reaches an extra 5 feet with the burst. Once used, this ability cannot be used again for five rounds.

Salt Breath: The Binder may breathe a cone of salt that binds to creatures within its area. A Reflex save allows affected creatures to avoid being covered by the salt. Creatures affected by the breath weapon take 4d6 bludgeoning damage per blast, plus 1d6 for every 3 levels of Binder, plus cumulative penalties based on how many saves they have failed against the breath weapon before. For every failed save, a creature takes a -2 penalty on attacks, AC, Reflex saves, and Strength-, Dexterity-, and Constitution-based skill checks, as well as a -10 penalty on speed; a creature reduced to speed 0 cannot move, and flying creatures at speed 0 fall to the ground. After 10 minutes, the effects wear off as the salt falls from the victim's body; in addition, the salt can be removed by applying a gallon of water (or water-based liquid) per failed save versus the breath weapon to wash the salt off.

Violet Bane: Once every five rounds, the Binder may either summon a deadly blade of energy or create a burst of blinding power. If the blade option is chosen, the Binder releases an energy blade from their dominant hand that glows dark violet and crackles loudly with energy. Any weapons or items the Binder was holding in this hand are dropped when the blade is created. The blade deals 2d10 points of damage, but the Binder may not add their Strength bonus to the damage because the blade is made of energy. The blade ignores all physical barriers, allowing the Binder to make touch attacks to strike its foes. The blade dissipates at the end of the Binder's action. If the burst option is chosen, the Binder chooses a point within Short range (25 ft. + 5 ft./level) from which the burst emanates; from that point a blinding blast of purple energy explodes, damaging all creatures within 10 feet of the origin of the blast. All creatures within range take 4d10 points of damage and must make a Fortitude save or be blinded for 10 rounds. For every 3 levels of Binder, both the blade and the burst deal an extra 1d10 damage, and the range on the burst is increased by 5 feet.

Hell yeah, that was me, like long ago. Awesome job my friend, many thanks for this vestige, i am totally diggin' it. I'll implementing it shortly.

[Post 471]
Author : journeyman777
Date : 12-02-06 04:24 PM
Thread Title : Re: let's make some new vestiges

A note for Baron Sami and Prester John, Vestiges have only one name. A hyphen is fine, but see if you can condense it a bit. Things like "Baron" should be part of the title.

[Post 472]
Author : Bill Lumberg
Date : 12-02-06 04:50 PM
Thread Title : Re: let's make some new vestiges

Dorian Gray, the Portrait of Youth

Level: 5

Binding DC: 25

Special Requirement: Yes

Legend: You should have read this in high school. Shame on you if you did not.

Manifestation: Dorian Gray appears as a gold-framed painting of young aristocrat with a bored expression on his face. The picture comes to life and faces the binder. He seems bored throughout the making of the pact. When the pact finishes the painting frays and crumbles to dust.

Special Requirement: Dorian Gray will only appear to a binder who is clean and richly dressed.

Sign: The binder seems effete and frivolous. His voice is soft and he cannot yell.

Influence: the binder becomes extremely libertine. He must yield to any temptation

that is offered him. He cannot make intimidate checks.

Granted Abilities: Dorian Gray gives binders protection from the ravages of age and weakness. In addition he shows a glimpse of his mispent life to others.

Picture of Health: The binder automatically makes any saving throws against ability damage, ability drain, aging, death, energy drain, petrification or polymorph. If the effect does not normally allow a save the binder gains one at DC 10 + spell level + the appropriate attribute modifier. If the binder fails this save, he suffers the full consequences of the effect.

Noble Features: The binder can use Eagle's Splendor, one every five rounds.

The Dissolute Life: Dorian Gray spent many nights in opium dens. The binder can breathe out a cloud of intoxicating smoke that covers five feet per binder level. All creatures within the cloud must make a Fortitude save or be nauseated for one round per two binder levels. Those that make the save are still dazed for one round. This can be used once every five rounds.

All comments and suggestions are welcome.

[Post 473]
Author : Edge_of_Oblivion
Date : 12-02-06 05:12 PM
Thread Title : Re: let's make some new vestiges

Dorian Grey!! Awesome. Alright, he does need some PEACHing though.

First, he's far too powerful for 3rd level. This guy's closer to a 5th level - you don't get Death Ward until Cleric level 7 at the absolute earliest, later if you're a Druid and even later if you're a Paladin. Other than that, he seems pretty good all around, although you may want to note that effects that normally don't allow a save but Dorian lets you, you aren't automatically immune to, unless you wanted him to, I couldn't quite tell from your wording.

On Disolute Life, is that last sentance a typo and you meant "every five ROUNDS"? Or do you mean "once per every five Binder levels per day"?

[Post 474]
Author : Lord_Yy
Date : 12-02-06 09:02 PM
Thread Title : Re: let's make some new vestiges

Okay, I have edited-ed Aoskar. I've got an interesting idea though. How about a Vestige that deals with Other Vestiges? Like say, giving a bonus to Binding Checks, allowing an extra Pact Augmentation, etc?

[Post 475]
Author : Bill Lumberg
Date : 12-03-06 09:15 AM
Thread Title : Re: let's make some new vestiges

Edge of Oblivion:

I made some changes to Dorian Gray. Let me know if this cleared things up.

Prester John is a real-world legend. He was purported to be a Christian king who would come to the rescue of Europe when it was besieged by Huns, Mongols, Ottomans etc...

I will probably put up a few more today.

[Post 476]
Author : Kaldar_the_Summoner
Date : 12-03-06 09:47 AM
Thread Title : Re: let's make some new vestiges

Yeah...I've been spending some time in the hospital(%^&#ing alligators) and I came home to a trogan'd computer, so my Kool-aid work is gone. Here's one I made based off the coolest wizard who ever graced the dragonlance novels. PEACH please.

Raistlin
Master of Past And Present
Vestige Level: 3
Binding DC: 25
Special Requirement: Yes

Legend: Wikipedia is your friend (<http://en.wikipedia.org/wiki/Raistlin>)

Manifestation: A thin man, clad in robes that shift between black and red, walks into the seal. He carries a staff with a blue diamond on it's head, and his skin is gold. His pupils are shaped like hourglasses, and when he looks at you, he scowls. He opens his mouth to speak, but instead begins to cough up blood. When he stops, he stares intensely at you and asks why you have summoned him.

Special Requirement: You must be able to prepare spells. Additionally, these spells must be arcane or you must have access to the Magic Domain.

Sign: Your skin turns gold, and your pupils become hourglasses.

Influence: You become cynical and sarcastic. You never have anything positive to say. Raistlin requires that whenever an ally of yours fails at a task, attack, or saving throw, you must insult them.

Granted Abilities: Raistlin gives you a sample of the power over magic he once had.

Spellcasting Prodigy: Your primary spellcasting score is treated as being 2 points higher for the purpose of save DCs and bonus spells.

Magic of Hunger: Each day, you may increase the number of spells you can prepare of a given spell level by one at the cost of 1 point of Constitution damage per level of spell. For example, you may prepare one additional 3rd level spell at the cost of 3 Constitution points. This damage is temporary and is recovered by the next day but cannot otherwise be healed or restored. You cannot use this ability to prepare spells of a level that you do not yet have access to. All effects of lower Constitution are in effect until the points are regained (including lower Fortitude saves, fewer hit points, and impaired Concentration checks).

Magic of Betrayal: Once per day for every 2 effective Binder, cast a spell on yourself with a +1 effective caster level in exchange for dealing 1d6 points of damage per spell level to an ally within 30 ft. The ally is allowed a Fortitude save for half damage.

Research: You gain a bonus to Spellcraft checks when attempting to research new spells, copy spells, and identify items equal to 1/2 your binder level.

[Post 477]
Author : Bill Lumberg
Date : 12-03-06 10:35 AM
Thread Title : Re: let's make some new vestiges

This one was inspired by Frank Herbert's Dune series.

Leto, the God-Emperor

Level: 5

Binding DC: 24

Special Requirements: Yes

Legend: Leto was a demi-god who ruled a vast empire from his desert capital. He was said to possess the racial memories of all men.

Leto was born a man and became a great warrior. As a demi-god he was described as an indestructible great worm. These are the only consistencies in the legends about this vestige. Most legends claim he was brought low by a treacherous lieutenant.

Manifestation: Leto appears a young man in strange leather armor holding a dagger in his hand. When he sees the binder he transforms into a colossal worm with the face of a man. He appears to stand or crawl across sand no matter where he is summoned.

Special Requirement: Leto cannot be summoned if the binder is within sight of water.

Sign: All of the binder's hair disappears. His skin appears to be covered indentations that completely ring his body, like the skin of a worm. He does not sweat under any circumstances.

Influence: Leto fears water. He will not allow a binder to enter or even cross water.

Granted Abilities: Leto gives binders some of the fighting skill he had as a man and some of the knowledge and indestructibility he had as a god.

Worm-skin: The binder gains damage reduction 5. This increases to DR 10 at 13th level and DR 15 at 18th level.

Fight Like an Emperor: Leto grants Weapon Focus Weapon Specialization, Weapon Finesse and Improved Critical with daggers. The binder does not need to meet the prerequisites for these feats.

The God-Emperor Remembers The binder has perfect recall of the time he is bound to Leto. He remembers anything he says, hears, reads or sees. He cannot be made to

forget anything he experienced during this time. Nor can anything alter these memories. The binder must rely on his own recall to remember anything from previous times he bound Leto. *

The God-Emperor Knows Leto grants a +5 insight bonus to any knowledge check the binder makes.

* I am not sure how this would come out in play.

P.E.A.C.H.

[Post 478]
Author : Bill Lumberg
Date : 12-03-06 11:21 AM
Thread Title : Re: let's make some new vestiges

From The Lion the Wich and the Wardrobe

Jadis, the White Witch

Level: 6

Binding DC: 26

Special Requirement: No

Legend: Jadis was a sorceress who ruled a land of eternal winter. It is said that she was half giant and half jinn. She is also said to have destroyed an entire world due to her pride and her spiteful nature.

Jadis was killed by a magical lion in a battle for control of her world. However, legends claim that a being such as the White Witch cannot truly be killed.

Manifestation: Jadis appears as a woman with snow-white skin who stands seven feet tall. Her throat is torn open and blood covers her rich clothes. She carries a bloody sword in each of her hands.

The air becomes very cold around her manifestation.

Sign: The binder's skin becomes as white as snow and is cold to the touch.

Influence: Jadis is haughty and proud. Binders who are bound to her become overconfident in their abilities. Jadis requires binders to wear expensive jewelry, especially a crown.

Granted Abilities: Jadis was a sorceress and a woman of great physical strength. The powers she grants reflect this.

Giant's Blood: The binder receives a +2 enhancement bonus to strength. This increases to +3 at 15th level and +4 at 18th level.

Ice Maiden: The binder gains cold resistance 15.

Ice Queen: The binder can cast Control Weather once per day as a druid of the same level as his effective binder level. This can only be used to make the weather colder.

Queen of Swords: Jadis grants binders proficiency with all swords as well as Improved Two Weapon Fighting with swords. The binder does not need to meet the prerequisites for this feat.

Set in Stone: The binder can cast Flesh to Stone once for every five effective binder levels. The binder must wait five rounds to use this power after each use.

[Post 479]
Author : journeyman777
Date : 12-03-06 12:24 PM
Thread Title : Re: let's make some new vestiges

Magic of Betrayal: Once per day for every 2 levels of Binder, cast a spell on yourself with a +1 effective caster level in exchange for dealing 1d6 points of damage per spell level to an ally within 30 ft. The ally is allowed a Fortitude save for half damage. Interesting choice of abilities for Raistlin. One question, is magic of Betrayal based on actual binder levels or just EBL?

For Leto, add weapon specialization to his "Fight like an Emperor". It just seems fitting if he has all the rest. Level 5 seems pretty appropriate.

For Jadis, a little scaling on the cold resist would be nice, but other than that she seems fine.

Picture of Health: The binder automatically makes any saving throws against ability damage, ability drain, aging, death, energy drain, petrification or polymorph. If the effect does not normally allow a save the binder gains one at DC 10 + spell level. If the binder fails this save, he suffers the full consequences of effect. Shouldn't that be 10 + spell level + primary stat mod? As it is, you are practically guaranteed to make the save.

I've got an interesting idea though. How about a Vestige that deals with Other Vestiges? Like say, giving a bonus to Binding Checks, allowing an extra Pact Augmentation, etc? I've been playing around with that myself. I look forward to seeing what you do with it.

[Post 480]
Author : Kaldar_the_Summoner
Date : 12-03-06 01:03 PM
Thread Title : Re: let's make some new vestiges

I just tweaked Raistlin's Magic of Betrayal. I based his abilities off of some variant Wizard of High Sorcery Spell Secrets (Found here (<http://www.dlnexus.com/fan/rules/11083.aspx>)). I thought it would be cool to replicate some of raistlin's Bastardliness with Magic of Betrayal and make his binder's health resemble his with Magic of Hunger, just for a nice twinge of nostalgia. Any suggestions for Level? I'm thinking 4, and I'm gonna make his Binding DC tougher than normal.

[Post 481]
Author : Bill Lumberg
Date : 12-03-06 01:11 PM
Thread Title : Re: let's make some new vestiges

Has anyone worked out a vestige for Kyuss? I am working on one but it makes the binder a Spawn of Kyuss for all intents.

[Post 482]
Author : journeyman777
Date : 12-03-06 04:44 PM
Thread Title : Re: let's make some new vestiges

Since you need some multiclassing to get any use at all from Raistlin, a lower level may be appropriate. I'd guess about lv 3, but I'll admit there really isn't a decent way to compare a vestige that doesn't benefit a pure binder at all. Still, the flavor is great.

What's a spawn of Kyuss? Heck, who is Kyuss?

[Post 483]
Author : Milo HoBo
Date : 12-03-06 06:23 PM
Thread Title : Re: let's make some new vestiges

I think that someone should do Rincewind from the Discworld series (by Terry Prachett).

One of the abilities would be to get a randomly determined 9th (maybe just 7th or 8th) level spell once per day (and only the DM knows what it is until it is cast) as long as it doesn't have an expensive materials or experience required.

Something that gives huge bonuses to saves.

Etc.

Even death doesn't know when to collect his soul, maybe another bonus against Death Affects.

[Post 484]
Author : Edge_of_Oblivion
Date : 12-03-06 06:55 PM
Thread Title : Re: let's make some new vestiges

Kyuss (http://en.wikipedia.org/wiki/Kyuss_%28Greyhawk%29)

[Post 485]
Author : malykoth
Date : 12-04-06 05:30 AM
Thread Title : Re: let's make some new vestiges

Couldn't the Hag Countess of Malbolge be turned into a vestige?

[Post 486]

Author : Bill Lumberg

Date : 12-04-06 09:41 AM

Thread Title : Re: let's make some new vestiges

Ranaq (http://en.wikipedia.org/wiki/Great_Beasts), the Deceiver and Devourer.

Level: 5

Binding DC: 21

Special Requirement: No

Legend: Ranaq was one the Great Beasts, enemies of the Inuit Gods. He possessed many men over the centuries and devoured their souls. He was defeated by a powerful shaman over 100 years ago. The shaman cast his essence out of the world, where it became a vestige.

Manifestation: Ranaq appears as a blob of decayed flesh that floats in the air. His face takes up nearly all of his mass. Ranaq's eyes are red and cat-like, his teeth are yellow and grotesquely large.

Sign: The binder's face becomes inhuman; his eyes become irridescent yellow and his mouth is overly large and filled with huge misshaped teeth.

Influence: Ranaq requires binders to use his devouring ability at least once per day on an intelligent being.

Granted Abilities: Ranaq grants binders the ability to lure victims with illusory gifts. He also gives binders the power to drain the souls of intelligent beings.

Ranaq's Protection: The binder is surrounded by a Minor Globe of Invulnerability at all times. The binder can suppress this as a full-round action. At 12th level this becomes Globe of Invulnerability.

Ranaq Promises: The binder can cast Fool's Gold at will and Minor Image once every five rounds. At 9th level the binder can cast Major Image.

Ranaq Delivers: The binder can cast Minor Creation once every five rounds. At 10th level this becomes Major Creation. The binder is able to make finished goods with this power without having to make skill checks. These goods cannot be complex, or have working parts, though.

Anyone who willingly accepts something made with this power suffers a -1 penalty to all of Ranaq's other powers. Accepting multiple objects does not increase the penalty.

Ranaq Devours: This ability resembles the spell Touch of Idiocy. It can be used as a normal touch attack or it can be conveyed through one of Ranaq's illusions.

If a victim believes one of Ranaq's illusions then that illusion can affect him like the spell Spectral Hand. The illusion conveys the spell as a ranged touch attack.

If any of the victim's attributes is drained below 3 then the victim becomes a slave to the binder. He or she will obey verbal commands from the binder. Unlike Touch of Idiocy, this power can drain a victim's attributes to zero. If that happens the victim becomes comatose.

For every five points of an attribute that the binder drains from a victim he gains a +1 bonus to his own modifier in that attribute. A maximum of five points can be gained this way. The bonus lasts for 10 minutes.

Devouring can be done once every five rounds.

Thoughts?

[Post 487]
Author : Bill Lumberg
Date : 12-04-06 10:04 AM
Thread Title : Re: let's make some new vestiges

Kyuss (http://en.wikipedia.org/wiki/Kyuss_%28Greyhawk%29), the Wormgod

Level: 5

Binding DC: 22

Special Requirement: Yes

Legend: Kyuss (http://en.wikipedia.org/wiki/Kyuss_%28Greyhawk%29) (Wikipedia)

Manifestation: Kyuss appears as a man of middle years wearing archaic heavy armor. As he speaks to the binder he begins to rot and transforms into a skeleton covered by thousands of green worms.

Special Requirement: Kyuss will not appear if there is holy water within 10 feet of his seal.

Sign: The binder appears very thin, his face almost skeletal. If the binder enters an area where worms are present they tend to swarm at his feet.

Influence: Kyuss requires binders to loot any graves or tombs they discover.

Granted Abilities: Kyuss gives binders the powers that his least spawn possess.

Aura of Fear: The binder radiates an effect equal to the wizard spell Fear. This extends two feet per effective binder level. Anyone who fails the save is Panicked. The binder must show Kyuss' sign to use this power. Anyone who saves against this effect cannot be affected by it for 24 hours.

Fast Healing: The binder gains fast healing1 + 1 per five binder levels. This does not heal damage caused by fire or blessed weapons.

Wormfood: Once per five rounds the binder can conjure a sickly green worm. He can throw the worm as a ranged touch attack up to 10 feet away. If it strikes a living being it will burrow into the victim's skin on its next turn. The worm is a fine vermin with AC 10 and 1 hit point. It can be slain by normal damage or the touch of silver. The worm cannot penetrate the skin of anything with a natural AC bonus of +5 or higher.

The worm takes 1d4+1 rounds to reach the victim's brain. It causes 1 point of damage each round it burrows. Remove Curse or Remove Disease can kill the worm. A successful Heal check removes the worm and kills it. Dispel Evil or Neutralize Poison delay the worm for 10d6 minutes.

Once the worm reaches the brain it deals 1d2 points of intelligence damage per round until it is killed or the victim's intelligence reaches zero, at which

point the victim dies. Small, Medium and Large creatures slain by the worm become Spawns of Kyuss in 1d6 +4 rounds; a Tiny or smaller creature putrefies and Huge or larger creatures become normal zombies of the appropriate size.

Only one being can be made into a Spawn of Kyuss at a time. Other beings slain this way become zombies. The binder controls the Spawn of Kyuss and zombies. These undead crumble to dust when the pact with Kyuss ends.

[Post 488]
Author : Kaldar_the_Summoner
Date : 12-04-06 11:08 AM
Thread Title : Re: let's make some new vestiges

Since you need some multiclassing to get any use at all from Raistlin, a lower level may be appropriate. I'd guess about lv 3, but I'll admit there really isn't a decent way to compare a vestige that doesn't benefit a pure binder at all. Still, the flavor is great.

:D Thanks, I took your advice. I gave him the same level and Binding DC as Karsus, since they both have basically the same backstories. :emp:

Couldn't the Hag Countess of Malbolge be turned into a vestige?

Yeah, she could, but that means she have to be *cough* "removed". But, since no one likes the Hag Countess, no one would mind. No one would bind her, either. (unless she makes a really good vestige)

[Post 489]
Author : Ashe
Date : 12-04-06 11:45 AM
Thread Title : Re: let's make some new vestiges

Hi guys I know this thread is for designing new vestiges but I have a question that just can't get answered by anyone that done not know about vestiges and binders. Finding people who have the tome of magic is hard in my hometown.

Heres the question.

How do you guys handle binders that bind the vestige Buer. A vestige that grant binders unlimited healing seems a bit much even if it is every 5 rounds.

The party could just finish a battle and hang out in a dungeon for a few mins till everone is healed. How do you guys handle this problem in your game.

[Post 490]
Author : Milo HoBo
Date : 12-04-06 02:24 PM
Thread Title : Re: let's make some new vestiges

Hi...How do you guys handle binders that bind the vestige Buer. A vestige that grant binders unlimited healing seems a bit much even if it is every 5 rounds.

The party could just finish a battle and hang out in a dungeon for a few mins till everone is healed. How do you guys handle this problem in your game. Though this can

be a problem. It really isn't as bad as you think. This ability cost the Binder alot:

1. The Binder has to bind this vestige instead of a more damaging one.
2. It costs the Binder, and the party, time. If the party is on a timed mission, the ability won't work.
3. A Cleric using a Wand of Cure Light Wounds is more efficient than this. A Binder is far more fun to play and is less disruptive than some Cleric's I've played.

[Post 491]

Author : psychic_infinity

Date : 12-04-06 03:38 PM

Thread Title : Re: let's make some new vestiges

Marluxia

The Graceful Assassin

http://upload.wikimedia.org/wikipedia/en/1/1f/XIII_Order_11_Marluxia.png

Level: 6

Bind DC: 25

Legend: Not much is known about Marluxia before he became number eleven in the Organization XIII. Some scholars speculate that he was a florist that moonlighted as an assassin, while others suggest that he was a druid who fell from grace with nature. At any rate, Marluxia was the most ambitious and ruthless member of the Organization, and even attempted a hostile takeover with Axel and Larxene, but failed after Sora defeated him inside Castle Oblivion to free Naminé. Now he exists outside of the multiverse, perhaps still plotting The Superior's downfall.

Special Requirement: To summon Marluxia, the binder must crush a flower in his hand.

Manifestation: A pool of darkness appears inside Marluxia's seal, and Marluxia rises out with the hood of his cloak pulled over his head. He remains this way until the pact is fully made, and removes his hood and summons his weapon.

Sign: You give off the slight fragrance of flowers. It is not enough to mask your original scent completely, and the smell combines with any other scents (so a troglodyte binder would smell like sour potpourii).

Influence: You become paranoid and see Machiavellian schemes in every form of politics and diplomacy. Any time a stranger that you know to be part of an order, guild, nobility, or the like talks with you, you must constantly make Sense Motive checks.

Granted Abilities: Marluxia grants the binder secrets of the mysterious arts of assassination and horticulture.

Granted Weapon: Marluxia grants the binder his +1 plant bane scythe. The binder is proficient with the weapon automatically, like with all Organization vestige weapons.

Death Blow: Once during the duration of this vestige, the binder can use the assassin's death blow ability. See the Assassin prestige class in Dungeon Master's guide for details.

Razor Sakura: Once every five rounds, the binder can shoot a whirlwind of deadly cherry blossom flowers from his outstretched hand in a 30-foot cone. The cone deals 4d6+1/2EBL of slashing damage to all creatures in the area of effect who fail a Reflex save with a DC of 16+cha modifier.

Transport Via Flowers: Once every five rounds, the binder can use an effect similar to Transport Via Plants at a caster level equal to his EBL, but can only use it on flowers or any plant that currently has flower blossoms growing on it (so the binder could teleport from a rose bush to an orange tree).

Skin of Thorns: Whenever you are struck with a natural attack or unarmed strike, you may make a reflex save against the attack roll. If you succeed, you do not take any damage and instead make a touch attack roll against the attacker's AC. If that

succeeds, sharp thorns protrude from your skin and the assailant takes 1d10 points of piercing damage.

[Post 492]

Author : Bill Lumberg

Date : 12-04-06 04:02 PM

Thread Title : Re: let's make some new vestiges

Here is another real-world legend.

Agnescott, the Black Annis

Level: 3

Binding DC: 19

Special Requirement: Yes

Legend: Black Annis (http://en.wikipedia.org/wiki/Black_Annis) (Wikipedia)

Manifestation: Black Annis appears as a huge one-eyed hag with white hair and blue skin. A large mangy panther appears beside her. The hag eats the offering left on her seal. She shares this with her cat.

Special Requirement: A lamb or similar young animal must be placed over Black Annis's seal. It is consumed when she appears.

Sign: The binder's hair turns white, his face turns blue and one eye appears to be missing.

Influence: A binder under the influence of Black Annis shuns sunlight and crowds. The binder will not go out in bright sunlight. The binder must disguise himself or herself in order to interact with others. At a minimum the binder's face must be covered.

Granted Abilities: The power to turn an area into a marsh and defend it from intruders.

Marshscape: The binder can cast Soften Earth and Stone once every five rounds. At 10th level this becomes Transmute Rock to Stone.

Dig Out a Cave The binder can burrow through earth at half his land speed. The binder does not become fatigued by this.

The Marsh is My Home: Black Annis grants binders the Woodland Stride and Trackless Step Abilities as a Druid.

Black Cat: The binder can cast Summons Nature's Ally III. It summons a large black cat with the statistics of a lion. The cat remains with the binder until it is slain or the pact ends, at which time it departs.

For every three binder levels past fifth, the cat improves its statistics just as druid's animal companion does.

The binder can only have one cat summoned at a time. The binder can use this power once for every five binder levels he possesses.

Mists of the Marsh: Fog Cloud, at will. The binder can see through the cloud as if it were not there.

Vex Trespassers: Once every five rounds the binder can create a Fog Cloud that causes disorientation to those within. Anyone inside the cloud must make a will save or lose all sense of direction for the while they are within. In addition they are considered Dazed for one round after leaving the cloud. Anyone who saves and re-enters the cloud must save again. The binder is not affected by the cloud and can see through it perfectly.

Please P.E.A.C.H.

[Post 493]
Author : psychic_infinity
Date : 12-04-06 04:03 PM
Thread Title : Re: let's make some new vestiges

By the way, I know that nobody probably cares, but I just noticed that Saix has pointed ears. That's one psychotic elf...
Sigh, but next I'll probably say Axel is Reno's Nobody or something crazy like that...

[Post 494]
Author : Lord_Yy
Date : 12-04-06 05:50 PM
Thread Title : Re: let's make some new vestiges

Ladies and Gentlemen, my latest Vestige! P.E.A.C.H away! And do so for Aoskar, too!
<http://boards1.wizards.com/showpost.php?p=10796029&postcount=457>

Dormin: Shadow of the Colossus
Vestige Level: 3
Special Requirement: Yes

Legend: Some legends say that Dormin is the remains of an ancient, long-forgotten deity, others say that it is much like Dantalion in its origin, a conglomeration of souls destined to find no afterlife. While Dormin itself has said that both are true, it refuses to go into any detail on its existence before it became a vestige, saying that the truth still lives in the mortal world, and that it will only say the truth itself when it is the last one who knows.

Special Requirements: Dormin may only be summoned in areas of bright light, and the binder must cast his shadow into the circle.

Manifestation: When the summoning is complete, the shadow cast into the circle seems to separate from the ground, stretching and standing upright, two blue glows where its eyes would normally be. The size of this manifestation changes radically between summonings, ranging between child-sized and so large that only part of it is visible in the seal. When Dormin speaks, it does so with two voices at once, one male and one female. As the binding ritual continues, one of the voices gets fainter and fainter until it is inaudible.

Sign: Your shadow grows bull-like horns on its head. This does not cause any change to your physical body, however the horns on your shadow can be noticed with a DC 12 Spot check.

Shadow Servant: By taking a standard action, you can cause your shadow to separate from the rest of your body and animate. This creates an effect identical to the Unseen Servant spell, except your servant can be seen.

Shadow Step: As a full-round action, you may step into one shadow and emerge from another. The shadows you use as your enter and exit points must be at least large enough to accommodate your entire body. You do not need line of sight between your entry and exit points, but you may only travel 10 feet for every Binder Level you have. Once you use this ability, you may not use it again for another 5 rounds.

Aspect of Dormin: Once per day, you may draw on the power of Dormin to increase your stature. When you use this ability, you instantly assume Large size, as the Enlarge Person spell. You can use this ability to assume Huge size at 10th level, Gargantuan size at 13th level, and Colossal size at 16th level, with your stats changing as is appropriate for your new size.

Armor of the Colossus: while using the Aspect of Dormin ability, you gain DR 2/--. This increases to 4/-- at 10th level, 6/-- at 13th level, and 8/-- at 16th level. A critical hit bypasses this reduction automatically.

[Post 495]
Author : Edge_of_Oblivion
Date : 12-04-06 08:27 PM
Thread Title : Re: let's make some new vestiges

Yeah, she could, but that means she have to be *cough* "removed". But, since no one likes the Hag Countess, no one would mind. No one would bind her, either. (unless she makes a really good vestige)

Check out Fiendish Codex 2: Tyrants of the Hells... there's a new ruler of Malbolge, Glasya. No more Hag Countess.

[Post 496]
Author : Edge_of_Oblivion
Date : 12-04-06 09:41 PM
Thread Title : Re: let's make some new vestiges

Sigh, but next I'll probably say Axel is Reno's Nobody or something crazy like that...

I always thought he was Riku's.

[Post 497]
Author : Ryuu_Tenshi
Date : 12-04-06 09:52 PM
Thread Title : Re: let's make some new vestiges

By the way, I know that nobody probably cares, but I just noticed that Saix has

pointed ears. That's one psychotic elf...
Sigh, but next I'll probably say Axel is Reno's Nobody or something crazy like that...

Clearly, Saix is a shifter (a la Eberron).

(Xigbar also has pointed ears, by the way)

And do not get me started on the Riku != axel thing. Please. for the love of god.
x.x

[Post 498]

Author : Edge_of_Oblivion

Date : 12-04-06 09:54 PM

Thread Title : Re: let's make some new vestiges

Ranaq (http://en.wikipedia.org/wiki/Great_Beasts), the Devourer.

Needs a different title. "The Devourer" is the title for Acererak.

Ranaq's Protection: The binder is surrounded by a Minor Globe of Invulnerability at all times. The binder can suppress this as a full-round action. At 12th level this becomes Globe of Invulnerability.

A bit on the high end... just remember that you can't be buffed while this spell is active.

Ranaq Promises: The binder can cast Fool's Gold at will and Minor Image once every five rounds. At 9th level the binder can cast Major Image.

Hmm, what book is Fool's Gold from? I'm not familiar with it.

Ranaq Delivers: The binder can cast Minor Creation once every five rounds. At 10th level this becomes Major Creation. The binder is able to make finished goods with this power without having to make skill checks.

Anyone who willingly accepts something made with this power suffers a -1 penalty to all of Ranaq's other powers. Accepting multiple objects does not increase the penalty.

This is a bit too powerful - this allows players to make some extremely powerful things. Without having to make a skill check, the player could make anything from silverware to atom bombs.

Ranaq Devours: This ability resembles the spell Touch of Idiocy. It can be used as a normal touch attack or it can be conveyed through one of Ranaq's illusions.

If a victim believes one of Ranaq's illusions then that illusion can affect him like the spell Spectral Hand. The illusion conveys the spell as a ranged touch attack.

Unlike Touch of Idiocy, this power can drain a victim's attributes to zero. If that happens the victim will obey any verbal commands from the binder. The victim cannot cast spells or make use of complex skills like disabling a trap, though.

For every five points of an attribute that the binder drains from a victim he gains a +1 bonus to his own modifier in that attribute. A maximum of five points can be

gained this way. The bonus lasts for 10 minutes.

Devouring can be done once every five rounds.

Thoughts?

Reducing mental stats leaves the victim comatose - INT 0 makes a character a vegetable, and CHA or WIS 0 puts them in a coma until they recover. Without an INT score, a creature that normally has one cannot instruct their body to move, nor can possessive or controlling effects be used on them. A possible alternative would be giving control of the person to the Binder when they've been drained to INT 2 or lower, but not allowing the ability to make them actually hit 0.

I'll PEACH on the others tomorrow.

[Post 499]
Author : journeyman777
Date : 12-04-06 10:22 PM
Thread Title : Re: let's make some new vestiges

The party could just finish a battle and hang out in a dungeon for a few mins till everone is healed.How do you guys handle this problem in your game.There are a number of ways to do this even below the level a binder can access Buer. Really, the binder can't provide nearly enough healing for in-combat purposes, so out-of-combat is where Buer earns her level anyway.

[Post 500]
Author : JiCi
Date : 12-05-06 05:28 PM
Thread Title : Re: let's make some new vestiges

By the way, I know that nobody probably cares, but I just noticed that Saix has pointed ears. That's one psychotic elf...
Sigh, but next I'll probably say Axel is Reno's Nobody or something crazy like that...What do you mean nobody cares !? Of course, we care ! that's one fact that can starts long discutions in game sessions you know.

Oh and good to see you back up and ready to go.

Marluxia
The Graceful Assassin
Death Blow: Once during the duration of this vestige, the binder can use the assassin's death blow ability. See the Assassin prestige class in Dungeon Master's guide for details.How about, once every 24 hours / once per day ? perhaps I misread, but I think you can keep a vestige in you indefinitely, so it's probably to best to give a bit of loose to the binder, with this ability.

What do you think ?

[Post 501]
Author : Ryu_Tenshi
Date : 12-05-06 07:26 PM
Thread Title : Re: let's make some new vestiges

What do you mean nobody cares !? Of course, we care ! that's one fact that can starts long discussions in game sessions you know.

Oh and good to see you back up and ready to go.

How about, once every 24 hours / once per day ? perhaps I misread, but I think you can keep a vestige in you indefinitely, so it's probably to best to give a bit of loose to the binder, with this ability.

What do you think ?

You misread. as far as I recall, they only last a day.

[Post 502]
Author : Edge_of_Oblivion
Date : 12-05-06 09:44 PM
Thread Title : Re: let's make some new vestiges

Yes, Vestiges un-bind themselves exactly 24 hours after the pact is made.

[Post 503]
Author : Bill Lumberg
Date : 12-06-06 01:20 PM
Thread Title : Re: let's make some new vestiges

[QUOTE=Edge_of_Oblivion;10823412]Needs a different title. "The Devourer" is the title for Acererak.

A bit on the high end... just remember that you can't be buffed while this spell is active.

This serves to offset the fact that it can active at all times.

Hmm, what book is Fool's Gold from? I'm not familiar with it.

It is a spell from 1E/2E. It covers copper and less valuable coins with an illusion that they are gold. I just now realized that it is not in any SRD.

This is a bit too powerful - this allows players to make some extremely powerful things. Without having to make a skill check, the player could make anything from silverware to atom bombs.

I changed this to limit it to non-complex goods.

Reducing mental stats leaves the victim comatose - INT 0 makes a character a

vegetable, and CHA or WIS 0 puts them in a coma until they recover. Without an INT score, a creature that normally has one cannot instruct their body to move, nor can possessive or controlling effects be used on them. A possible alternative would be giving control of the person to the Binder when they've been drained to INT 2 or lower, but not allowing the ability to make them actually hit 0.

I made changes to reflect this.

Thanks for the input.

[Post 504]
Author : JiCi
Date : 12-06-06 03:01 PM
Thread Title : Re: let's make some new vestiges

Yes, Vestiges un-bind themselves exactly 24 hours after the pact is made. Woops...

Huh, sorry about this.

[Post 505]
Author : Edge_of_Oblivion
Date : 12-07-06 10:19 PM
Thread Title : Re: let's make some new vestiges

Okay, Massive PEACH post for the past few days. I've been lazy long enough. I'm only going to hit on the things I think need changing; if I ignore it, consider it A-OK.

First up: Kyuss (<http://boards1.wizards.com/showpost.php?p=10816265&postcount=487>) by Bill.

Sign: A bit too much. Binder signs are supposed to be easily hideable or difficult to notice without a bit of searching - note how in ToM all the signs are rather minute things, like a change to the eyes, a small problem with the skin, et cetera... the most visible Sign I can think of in the whole book is Otiax, with the blue smoke around your body. Making the entire body of the Binder look like a skeleton is far, far too much, especially as it makes him Kill On Sight (KoS) in every town in D&D. Like so:

Sign: The sign you create should be a unique expression of the vestige you've created. Be careful that it isn't too obtrusive. PCs should be able to hide the sign of a vestige under clothing or with the use of a disguise kit. This allows for tense situations in which the binder disguises his association with a vestige, whereas an obvious sign makes discovery inevitable. Also, be sure that the sign doesn't cover the same ground as one already in play. For example, if a vestige makes a binder's eyes red, creating a new one that makes a binder's eyes yellow is less interesting and creates a conflict.
<http://www.wizards.com/default.asp?x=dnd/dd/20060324a>

Since another Vestige already has a Sign of a Wormlike creature crawling around under the skin, I would suggest something like a single finger becoming skeletal, or something similar, although I would suggest nothing bigger than a single hand.

Aura of Fear: You say like the spell Fear, do you mean Cause Fear? If so, you may want to note whether or not it affects creatures above 5 HD, as that's the point

where all creatures become immune to Cause Fear. If not, you need to say what happens when a creature of that HD or higher fails the save versus the Aura - Vestiges are supposed to scale up in power as the Binder gains levels, so that a Vestige is never truly useless at higher levels.

Wormfood: Perhaps, to save on dice rolling, reduce the INT damage to simply 1 point a round rather than having to roll each round? Also, would you please post the stats for the Spawn of Kyuss Template? I'd hate to be the DM stuck with a Binder who can create these things and not know the Template.

Level: Let's see. A single persistent ability equivalent of a Level One Wizard spell, Fast Healing that scales up, and a touch attack similar to Touch of Idiocy, a 2nd-level Wizard spell, but with a bonus effect slightly similar to Animate Dead, a 3rd level Cleric or 4th level Wizard spell. I would put him at Vestige Level 3.

Next: Marluxia (<http://boards1.wizards.com/showpost.php?p=10819711&postcount=491>) by Psychic Infinity... welcome back. :D

Granted Weapon: This PEACH applies to the Granted Weapon property of all the Organization Vestiges... I've noticed they're all +1 and (insert appropriate other property here) weapons. Given the Vestiges are all 6th level, meaning the Binder must be 13th level or higher to call them (you -ALWAYS- ignore the Improved Binding feat when calculating a Vestige's level and powers) they would already have access to a +3 equivalent weapon or stronger by then, even if they were simply relying on the party Cleric's Greater Magic Weapon and had no magical equipment. I love the abilities of the weapons, but I don't think it would hurt or make the Vestige too powerful if the weapons were +2 and (insert appropriate other property here).

Death Blow: I'm assuming you mean the Assassin's Death Attack, where you study the target for 3 rounds then attack with a Fort Save vs Death or Paralysis if you hit, right?

Third - Black Annis (<http://boards1.wizards.com/showpost.php?p=10819951&postcount=492>) by Bill.

Name: "The Black Annis" seems more like a Title, so the Vestige needs an actual Name.

Sign: See above... Ipos already grants the Binder claws.

Iron Claws: Again, Ipos already grants the Binder claws and claw attacks. I'll PEACH this again when you change the ability.

Black Cat: This should have some scale to it. Perhaps you could summon a stronger cat at a slightly higher level, then an even stronger cat at a higher level, then perhaps multiple cats at an even higher level?

Up to bat next... Aoskar (<http://boards1.wizards.com/showpost.php?p=10796029&postcount=457>) by Lord Yy... again. :P

Create Portal: Much better. Still going to be a pain for DMs who have to suddenly come up with "Well where the heck does the portal GO?" but now the Binder can determine with Portalsense where the destination is so you can avoid PC instakill. :P Much better than before.

Another one, and this looks like the last of the new bunch.... Dormin
(<http://boards1.wizards.com/showpost.php?p=10821198&postcount=494>) by Lord Yy.

I can't find anything wrong with this guy to PEACH. Well done.

[Post 506]
Author : Lord_Yy
Date : 12-07-06 10:31 PM
Thread Title : Re: let's make some new vestiges

Thanks for your approval on Dormin, but I think you may have misread Aoskar's Create Portal ability. The idea is that the Binder can create a portal to a specific location he specifies, but there is a chance that it goes screwy and leads somewhere else. If a DM can adjudicate Teleport, he can handle Aoskar's portal.

[Post 507]
Author : Edge_of_Oblivion
Date : 12-08-06 12:24 AM
Thread Title : Re: let's make some new vestiges

Yes, I did misread, I'm working on a severe lack of caffiene this evening... I need money so I'm giving plasma tomorrow morning, and to do that I need to be "well hydrated" which means lots of water tonight and no soda. :weep:

In that case, I'm assuming you're using the same "Mishap Table" as Teleport, then. Great work, and well done - even better this time than my misread version.

PS: Don't worry about me, tomorrow night and Saturday night are both session nights (playing Fridays, DMing Saturdays), so I shall be well-caffienated by this time tomorrow. :D

[Post 508]
Author : Bill Lumberg
Date : 12-08-06 09:49 AM
Thread Title : Re: let's make some new vestiges

Edge Of Oblivion,

I made some changes to Kyuss and made "Black Annis" a title.

I can't find an open source for spawn of Kyuss. I am not sure they can be presented with full stats according to the forum rules.

I elaborated on the fear aura. Since it can be made continual I wonder if it should push the vestige up to 4th level.

I left the intelligence damage from wormfood. I figure 1d2 per round is not that much to keep track of.

(says the man who has not DM'd for nearly 10 years)

All the accounts of Black Annis mentioned her claws. I can't see how to replace them and keep her flavor. Most stories mention that she carved a cave with them. Perhaps a Dig spell or some version of Transmute Rock to Mud could do the same. She seems to lose something without the claws.

She was fleshed out in an old issue of Dragon many years ago. She could use Confusion and Lightning Bolt. Confusion is overused and I did not want to make her so close to an arcan caster.

Thanks again for all the input.

And thanks to everyone else for their work. This is a great thread.

[Post 509]
Author : Edge_of_Oblivion
Date : 12-08-06 12:11 PM
Thread Title : Re: let's make some new vestiges

I can't find an open source for spawn of Kyuss. I am not sure they can be presented with full stats according to the forum rules.

Send the Template stats to me in a PM.

I elaborated on the fear aura. Since it can be made continual I wonder if it should push the vestige up to 4th level.

Yeah, a change in level might be appropriate... Fear is a 4th level spell, having it as a constant effect would mean the Vestige should be closer to 4th or 5th level. You might want to change that, and have the other powers scale up to match.

All the accounts of Black Annis mentioned her claws. I can't see how to replace them and keep her flavor. Most stories mention that she carved a cave with them. Perhaps a Dig spell or some version of Transmute Rock to Mud could do the same. She seems to lose something without the claws.

You could grant the Binder a Burrowing speed, and the ability to dig through rock without penalty. In fact, I don't think anyone has an ability like that, come to think of it.

All the PEACH'ed Vestiges have been added to the INDEX (<http://boards1.wizards.com/showpost.php?p=10791757&postcount=452>).

PS: Again requesting PEACH on my and Journeyman's latest creations:
Vorel (<http://boards1.wizards.com/showpost.php?p=10788347&postcount=451>)
Sitri (<http://boards1.wizards.com/showpost.php?p=10795057&postcount=456>)

[Post 510]
Author : Bill Lumberg
Date : 12-08-06 01:58 PM
Thread Title : Re: let's make some new vestiges

Edge of Oblivion,

Re: Sitri

I think the legend and manifestation are very interesting. The level seems to be about right also.

The binder has to stay awake for 24 hours to summon Sitri. Won't the binder be suffering from exhaustion? Does Sitri remove the penalties for this?

Hypnos' Touch can put the binder to sleep as well as those around him. This puts the binder in a very vulnerable position. If the enemies make their saves and he does not he will probably be killed. I think the binder should be able to stay awake here. If the effect has the same duration for everyone how do you determine who wakes first? Would you use initiative?

I don't know what the Dreamtelling feat does so I cannot comment on it.

What is the range of the ability that allows combat with dreamselves? Does the binder know if the foe was awakened by an outside force? What effect does all the non-leathal daamage have when the foes wakes up?

On the whole, I like Sitri. I just think some clarification would be nice.

[Post 511]
Author : Bill Lumberg
Date : 12-08-06 02:07 PM
Thread Title : Re: let's make some new vestiges

Here is my first attempt at a vestige based on the Ars Goetia
(http://en.wikipedia.org/wiki/Ars_Goetia).
Please P.E.A.C.H.

Vepar, Duchess of Waves

Level: 4

DC: 21

Legend: Vepar was a duchess of a seafaring nation and an admiral in its navy. She wielded great personal power on board her ship as well. Vepar was victories for years against her nation's foes.

It was rumored that Vepar dealt with infernal powers to achieve her position. These rumors were her downfall. Her peers grew to fear her and ultimately withheld their support when she faced overwhelming odds.

Manifestation: Vepar appears woman dressed as a ship's captain. She appears in the crash of a wave. As she speaks with the binder her manifestation rocks as if she is standing on a ship's deck.

Special Requirement: Salt or salt water must be poured over Vepar's seal. Any salt disappears when Vepar appears.

Sign: The binder smells of seawater.

Influence: The binder is compelled to seek out large bodies of water. Whenever the

binder is onboard a ship he will question the judgment and ability of the ship's officers.

Granted Abilities: Vepar gives binders some of the power she wielded over water and other powers she used in battle.

Command the Seas: The binder can cast Control Water, once per five rounds.

Command the Wind: The binder can cast Control Winds once per five rounds.

Scurvy: The binder can cast Contagion as a ranged touch (range 25' + 1' per binder level) attack once every five rounds. It can only be used against creatures that are at less than full hit points.

Tend to the Crew: The binder can cast Remove Disease once per five rounds. The binder can use this power once per four binder levels.

Your Enemies are Legion: the binder can cast Mirror Image, at will.

Old Sea Hand: The binder gains 5 ranks in Profession (sailor).

[Post 512]
Author : Edge_of_Oblivion
Date : 12-08-06 02:26 PM
Thread Title : Re: let's make some new vestiges

The binder has to stay awake for 24 hours to summon Sitri. Won't the binder be suffering from exhaustion? Does Sitri remove the penalties for this?

This is actually Journeyman's creation, so I'll ask him and get back to you.

Hypnos' Touch can put the binder to sleep as well as those around him. This puts the binder in a very vulnerable position. If the enemies make their saves and he does not he will probably be killed. I think the binder should be able to stay awake here. If the effect has the same duration for everyone how do you determine who wakes first? Would you use initiative?

The Binder actually needs to be able to put himself to sleep this way, so that he can use his Enter the Dreamscape ability. He can't do that if he's awake.

I don't know what the Dreamtelling feat does so I cannot comment on it.

Dreamtelling: (from Heroes of Horror pg. 122) You can use your Knowledge (the planes) skill to interpret your dreams or the dreams of others, thus gleaning useful information and insights.

What is the range of the ability that allows combat with dreamselves? Does the binder know if the foe was awakened by an outside force? What effect does all the non-leathal daamage have when the foes wakes up?

First question - I believe there is no range, I think it's simply limited to anyone who has been put to sleep by Hypnos's Touch and is still asleep while the Binder is also asleep.

Second question - Yes. Note the line that says if one of the participants in the Dreamscape battle is awakened or dies, their Dreamscape self simply vanishes.

Third question - The non-lethal damage remains. This makes Sitri a great Vestige to use to bring in opponents alive rather than kill them.

[Post 513]
Author : Edge_of_Oblivion
Date : 12-08-06 02:29 PM
Thread Title : Re: let's make some new vestiges

PEACH on Vepar, then!

Here's a Seal for you:

<http://www.rahoorkhuit.net/library/ceremonial/classics/plancy/g47.gif>

Take Charge: The binder gains the Leadership feat. Only the character's binder levels are counted for this feat.

This is the only ability I have a question about. You only have the feat for the duration you're bound to Vepar, so when you lose it you would technically lose your cohort. Perhaps a summoned creature would serve better? (I would lean towards Water Elemental here, personally, if you go that route) Or, if you're trying to lean towards "Captain and Crewman", perhaps a Dominate effect or a bonus to Diplomacy might work.

[Post 514]
Author : Bill Lumberg
Date : 12-08-06 04:36 PM
Thread Title : Re: let's make some new vestiges

PEACH on Vepar, then!

Here's a Seal for you:

<http://www.rahoorkhuit.net/library/ceremonial/classics/plancy/g47.gif>

This is the only ability I have a question about. You only have the feat for the duration you're bound to Vepar, so when you lose it you would technically lose your cohort. Perhaps a summoned creature would serve better? (I would lean towards Water Elemental here, personally, if you go that route) Or, if you're trying to lean towards "Captain and Crewman", perhaps a Dominate effect or a bonus to Diplomacy might work.

Good catch! I missed that completely. Looks like I have some revisions to make.

On the Kyuss spawn, I will probably send a link to a WOTC supplement that has stats for them.

Thanks for the seal!

[Post 515]

Author : Kaldar_the_Summoner
Date : 12-09-06 08:25 AM
Thread Title : Re: let's make some new vestiges

Here's another. Please PEACH.

Lord Soth, The Knight of The Black Rose
Level: 4
Binding DC: 20
Special Requirement: Yes

Legend: Here's his story. (http://en.wikipedia.org/wiki/Lord_Soth) After he died, he wandered into the realm of those that cannot be but are.

Special Requirements: You must place a dead rose in the center of Soth's Seal.

Manifestation: A towering figure clad in heavily scarred ornate armor steps into the seal. His features are hidden by a helm topped with a ragged black feather, but two glowing red eyes glare out of the visor. He has a heavy purple cape and carries a blackened sword, and a burst black rose is all that is recognizable on his breastplate. He picks up the rose you have placed on the seal, and watches it decay rapidly in his grasp. He casts it to the ground, and asks in a bellowing voice why you have called him.

Sign: A charred black rose appears somewhere on the binder's torso, usually in plain view. If it is removed, it crumbles to black dust and a new one appears somewhere else.

Influence: The binder gains a sense of honor. Lord Soth Demands that the binder does not flank his foes, does not attack prone foes, and merely disable foes that serve as worthy opponents (equal to or more than your hit dice).

Granted Abilities: Lord Soth grants his Summoner some of the profane powers he had in unlife.

Dark Steed: The Binder may summon a Nightmare as a special steed, with all the benefits of a Special Mount of a Paladin the Binder's level.

Unholy Blast: Once every 5 rounds, the binder can create a blast of Hellfire that covers a 20 ft. radius spread dealing 1d6 points of special diabolic fire damage (energy resistance does not apply to this) per effective binder level. Those affected can make a reflex save for half damage.

Unholy Power: The binder gains a +4 insight bonus to strength and a +2 insight bonus to wisdom and charisma.

Profane Flesh: The binder gains damage reduction 15/magic.

Fear Aura: The binder is shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD within 15 feet of the binder must succeed at a will save or be affected by as though by a fear spell cast by a sorcerer of the binder's level. Those with 6 HD or above are shaken if affected.

[Post 516]
Author : Bill Lumberg
Date : 12-09-06 03:10 PM

Thread Title : Re: let's make some new vestiges

Here is another from Ars Goetia.

Furtur (<http://en.wikipedia.org/wiki/Furfur>), the Soundrel

Level: 4

DC: 21

Seal:

<http://www.rahoorkhuit.net/library/ceremonial/classics/plancy/g39.gif>

Special Requirement: Yes

Legend: Furtur was the son of an erinyes and an incubus. Demons and devils both claim that their representative seduced the other parent. Since both races are inveterate liars the truth is not likely to be learned.

Furtur grew powerful in the lower planes. He amassed a small army of demons and devils and other fiends as well. He held them together by the force of his personality and used them to carve out a small fief between the Abyss and Hell. He filled his stronghold with the many souls of mortals who he seduced.

Furtur tried to remain uncommitted to either side of the Blood War. Such things are impossible, however. He was unable to maintain control of his troops and rebellion broke out. Furtur stood against many of his former soldier but was ultimately slain by their greater numbers.

Manifestation: Furtur appears as a Peryton, an eagle with the head of large-antlered elk. If the binder makes a good pact, Furtur transforms into an angel.

Special Requirement: The binder must place the heart of a creature killed within 24 hours inside Furtur's seal. Also, Furtur cannot be summoned by anyone who has summoned a creature from the lower planes within 24 hours.

Sign: The binder smells strongly of cologne. He smiles at all times.

Influence: The binder constantly tries to arrange liaisons between people who are not romantically involved. When he encounters couples, however, he tries to create conflict between them. He will always lie to bring about either outcome.

Granted: Furtur gives binders the power to create harmony and to provoke disruptions.

Rules of Attraction: If the binder succeeds on a Diplomacy check to improve the attitude of someone of the opposite sex, the result is always one step better than the roll indicates. On a natural 20 the subject is considered charmed for a number of rounds equal to the binder's charisma modifier (minimum of one). At 12th level the binder can take 10 on Diplomacy checks, with a +4 circumstance bonus against the opposite sex. This can be done once per day. The binder must show Furtur's sign to use this power.

Soothing Words: The binder can cast Calm Emotions once every five rounds.

Angry Words: The binder can bellow at will, with an effect equal to the spell Sound Burst.

Explosive Temper: The binder can apply the feat Explosive Spell to any of his abilities that mimic spells.

Furtur's Scholarship: The binder gains 4 ranks in Knowledge (arcane) and (the planes).

Furtur's Tempest: The binder can cast Gust of Wind every five rounds. For every four full binder levels after 6th this effect lasts for an additional round.

I am having a hard time deciding on a binding level.

I had considered scaling the Sound Burst up to a Shout spell at 12th level but this duplicates Sussurus' power. It would have been useable once every five rounds and caused the Sound Burst to be unuseable during the delay.

I can't think of something to scale Calm Emotions up to.

Originally, Gust of Wind was going to be at will. I wanted to make the powers differ from spells at least a bit though, so I gave it a longer duration. It would be too powerful for a binder to have multi-round gusts available every round. The binder would become a one-man wind-tunnel.

Please P.E.A.C.H.

[Post 517]
Author : Axiomatic Badger
Date : 12-09-06 03:19 PM
Thread Title : Re: let's make some new vestiges

All the accounts of Black Annis mentioned her claws. I can't see how to replace them and keep her flavor. Most stories mention that she carved a cave with them. Perhaps a Dig spell or some version of Transmute Rock to Mud could do the same. She seems to lose something without the claws.

Have you considered improving the binders unarmed abilities? Unarmed strike as a monk, the ability to deal slashing damage instead of blunt, and the ability to overcome hardness could all work well, without stepping on anyone's toes.

Profane Flesh: The binder gains damage reduction 15/ +1.

This should be DR 15/Magic.

Rules of Attraction: If the binder succeeds on a Diplomacy check to improve the attitude of someone of the opposite sex, the result is always one step better than the roll indicates. On a natural 20 the subject is considered charmed for a number of rounds equal to the binder's charisma modifier (minimum of one). At 12th level the binder can automatically improve the subject's attitude simply by looking at her. The binder must show Furtur's sign to use this power.

Not exactly sure how this is supposed to work, especially the level 12 ability. May I suggest the ability to take 10 on diplomacy checks, with a +4 circumstance bonus against the opposite sex. At level 12, you can attempt to improve a subject's attitude as a free action, one use per subject per year.

[Post 518]

Author : JiCi

Date : 12-09-06 06:12 PM

Thread Title : Re: let's make some new vestiges

Here's another contribution: a dragon vestige.

Myrocherakyro, Tiamat's lost creation

Vestige Level: 5

Binding DC: 22

Legend: Myrocherakyro, according to draconic lore, is supposed to be Tiamat's work for perfection. Her evil ways and lust for conquest pushed her not only to create the infamous chromatic dragons, but also to create the perfect draconic conquering machine. Her divine power was put to the test when she spend centuries merging the essences of her metallic brethrens. She took bones, muscles, flesh, fangs, scales, egg shells, scales, wing tissues, eyes, draconis fundamentums and other organic materials to create her new dragon. In her last moments, she breathed with all 5 heads on her creature, and the beast's eyes lit up, its legs stiffened and it stood, its wings opened and from its head came out these words: "The name is Myrocherakyro, the ultimate dragon, and I am ready to serve you, my queen."

Tiamat was very pleased by the resulting creature, a polychromatic Colossal dragon with all of Tiamat's powers. Another battle in the Dragonfall War was approaching, and the Dragon Queen took this opportunity to test her new creature against Bahamut. As the battlefield started to be filled with draconic creatures, both deities sent their troops toward each other. The dragons clawed and bit their way into each other, the spawn of Tiamat were charging through dragonborn ranks. As Bahamut witnessed his weakening, he jumped into the fray and breathed his gaseous breath weapon at Tiamat's troops, reducing them into vapors. Seconds after, he casts a tornado and scatter the vapors aside, utterly destroying Tiamat's front lines. As the tides turned, she challenged the North Wind King to a duel with Myrocherakyro, in front of both armies' eyes.

Myrocherakyro, without hesitation, charged Bahamut with a multi-energized breath weapon, surprising his foe and sink its teeth into the god's flesh. Bahamut retaliated with its tail and wings. Fangs and claws tore through scales, and Myrocherakyro breathed right into the wounds to further injure Bahamut. Then he fell on the ground, exhausted and wracked with pain. "Finish him. Finish him off, my creation ! End this war and make your queen proud !" Tiamat shout.

- As you wish, Myrocherakyro replied.

Myrocherakyro leaned his head back, mouth opened, and sparks of fire, ice, lightning and acid gathered into his throat. But as he released his breath weapon, his heart got pierced by a blue line of energy; Bahamut was able to recover and fire his disintegration line. Myrocherakyro felt stunned and shaken by the blow, yet soon after, he was shot again into his chest, but a different angle that exposed his organs. Tiamat's creation slowly fell in the ground and Bahamut, in a coup de grace, shoot his disintegration line right into Myrocherakyro's head, destroying his brain as well as his spine. The beast crumbled to a bloody pulp of arcane and deific liquid and slowly evaporated into thin air. Tiamat look upon her soldier, speechless.

"You are still a fool, sister. You thought you could create the ultimate dragon just to test my might, yet again you were blinded by your desire of conquest. You deserve to be imprisoned for such a behavior ! This war ends now !" Bahamut shout

at his sister.

- No ! You're going to regret your actions, brother ! You're going to fail as always ! Weak good creatures like you never achieve their goals, and you are going to tell that lesson !" Tiamat bailed out as she charged toward Bahamut.

Suddenly, a flash of light burst forth, stopping both deities in their wake. A large dragon appeared and pushed back the dragons aside, tossing them to the ground. Io had come to stop the conflict. "The battle is over. Retreat from this land and never come back. Your war destroys the lands and its inhabitants more than yourself. Return to your lairs." Io spoke in command. Tiamat menacingly gazed at the Ninefold Dragon and swore to take revenge for this interruption, and she turned around and flew off with her troops. Io turned to Bahamut, which bowed in acknowledgement, and turned around to call his troops. "You have fought quite an opponent today my son. I shall inform you to stop these conflicts as soon as you can." Io spoke softly.

- As long as she exists, we must be ready for anything. How can you tolerate such a creature, Master ? Bahamut asked

- My purpose is not to judge each your actions, but to watch over dragons. You can the same powers as I do, and it is up to you make a righteous use of it.

- Rest assured that I shall never created such a beast.

- For once, I trust you on this statement.

- And this land contains inhabitants under my protection Master. It was my duty to protect this people.

- I have foreseen it, and you did the right thing. Now I order you to go rest and concentrate on your more important duties, such as protecting these lesser creatures.

- Yes, Master.

As Bahamut flew off, Io smiled and disappeared into the air. What remains is the decayed carcass of the beast, which get blown into dust by the wind. Ever since that defeat, Myrocherakyro lives as a forgotten vestige, waiting for Tiamat's to create another beast, so he could take control.

Special Requirements: The binder must draw the sign with a dragon tooth or fang. Myrocherakyro also only accepts binders with knowledge of dragons. (The binder must have at least 5 ranks in Knowledge (arcana)).

Manifestation: A cloud of chromatic vapors erupts from the sign, swiftly forming a large dragon-like creature. The dragon has dark, multihued scales and looks like an amalgam of the chromatic dragons: a horn and ear frills from the blue, a sleek head profile from the white, cheek horns from the black, a s-curved jaw and frill from the green and a beak-like jaw and twisted horns from the red. The dragon's body is sturdy and muscular, yet it bleeds a substance that resembles alchemical liquid. Myrocherakyro look down at his binder and speak at it with a loud, low and raspy voice, demanding its orders.

Sign: Your eyes appear reptilian and your brow is covered with chromatic scales, much like a mask.

Influence: As you bind one of Tiamat's minions, you have strong sense of conquest and greed. You're willing to go to rather extreme measures to get what you desire, such as theft and injuries.

Granted Powers:

Dragon Orb: Once every 5 rounds, as a ranged touch attack, the bonder may shoot a orb of energy at an opponent, dealing 1d6 points of acid, cold, electricity or fire damage per 2 binder levels (chosen at the time of the attack). The orb is shaped into a biting dragon head corresponding the chosen energy.

Dragon Scales: The binder gains resistance to energy equal to 5 plus its binder's level. He may choose between acid, cold, electricity or fire at the time of the pact and may change the resistance once every 5 rounds.

Dragon Flight: The binder sports a pair of draconic wings, grant a fly speed of 60 ft. (average)

So what do you think ?

[Post 519]
Author : Edge_of_Oblivion
Date : 12-10-06 07:38 AM
Thread Title : Re: let's make some new vestiges

More PEACH-age.

Lord Soth:

I was planning to do this guy but never got around to it :D Thanks.

Legend: No link, might want to try again.

Dark Steed: The wording on this is slightly confusing, perhaps it would be better worded as: "The Binder may summon a Nightmare as a special steed, with all the bonuses of a Special Mount of a Paladin the Binder's level."

Fear Aura: What happens to creatures above 5 HD? Binder abilities are supposed to scale with level, this becomes useless as written above level 4-6, and with a 6th-level Vestige that's basically useless.

Level: He doesn't seem all that powerful. I'd suggest knocking him down to 4th or 5th.

Furtur:

Seal: You grabbed the seal for Astaroth, who's already been made into a Vestige... here's the actual seal for Furtur.

<http://www.rahoorkhuit.net/library/ceremonial/classics/plancy/g39.gif>

Rules of Attraction: Agreed with Axiomatic-Badger, except that I'd make it once per Day, once per year is impossible since Vestiges do not remember who they have and have not been bound to before.

Explosive Temper: Again, do remember that all of the Binder's abilities are NOT spells, but rather Supernatural Abilities. You may want to word it as: "All of the Binder's abilities that mimic spells are altered as if cast with the Explosive Spell Metamagic feat applied while bound to Furtur." (Unless of course you're WANTING this ability to only be useful to an Anima Mage or Tenebrous Apostate.)

Myrocherakyro:

Special Requirement: How many ranks?

Otherwise, looks fine.

[Post 520]
Author : Bill Lumberg

Date : 12-10-06 09:45 AM
Thread Title : Re: let's make some new vestiges

I'm feeling silly.

Kang and Kodos, the Twins

Level: Uneven

Binding DC: 27 (regular season) 17 (sweeps week)

Seal: Hermetic

Legend: What, do you live under a rock?

Special Requirement: The binder must cook forty humans as a stew and then pour the stew over the seal.

Sign: The binder turns green and drools by the quart.

Influence: Kang and Kodos will not allow binder to watch baseball under any circumstances.

Granted Abilities: Cool Rigellian ones.

Speak Rigellian: Anyone lucky enough to be bound to Kang and Kodos can speak Rigellian, which, by a staggering coincidence, is exactly the same as English and Common. Rigellian can be used to communicate with beings who do not speak it: you just yell it at them and point a lot.

Impersonate Important People: The binder gains the ability to transform into an exact copy of either Bill Clinton or Bob Dole. Changing from Clinton to Dole is a standard action.

Death Ray: Don't be fooled by other death-ray offers. This is equivalent to Disintegrate, Finger of Death, Power Word: Kill and Wail of the Banshee all put together. It is empowered, maximized, enlarged, widened and heightened to 9th level.

Cross-Species Fertilization: Kang gives binders the ability to impregnate female members of any species as a swift action. This is not to say it is ALWAYS a swift action. Usually it goes on for hours and hours. It was just that one time. With Marge; that; Anyway, don't pretend that it never happened to you.

[Post 521]
Author : Bill Lumberg
Date : 12-10-06 12:22 PM
Thread Title : Re: let's make some new vestiges

Please P.E.A.C.H. (especially the level)

<http://filmbrain.typepad.com/filmbrain/hedora.jpg>

Hedorah, Divine Vengeance
Level: 4
DC: 23

SR: Yes

Legend: All that is known of Hedorah comes from binders who have bound its vestige. Unnamed gods created Hedorah to destroy a great city that had blocked out the sun with its smoke. The gods saw this as an affront to their power.

Hedorah devastated the city and surrounding lands in a matter of days. The gods had no further use for Hedorah and dissolved it. Some bit of divine power remained, though, and binder can call upon it.

Manifestation: Hedorah appears as a cloud of smoke over a cityscape. The cloud grows thicker until it obscures the city. The cloud then coalesces into a rough pillar with two great red eyes near the top. Hedorah does not speak but fills the binder with hatred towards all living things.

Special Requirement: Hedorah will not come to a binder who can cast druid spells.

Sign: The binder is surrounded by a truly awful smell that is detectable 10 feet away. Animals and vermin will not willingly approach the binder unless compelled to.

The binder's skin takes on a disgusting hue of mottled greens, grays and oranges. If Neutralize Poison is cast on the binder his skin will quiver violently and change colors dramatically for one round. This is only a cosmetic effect.

Influence: The binder feels contemptuous of humanity's works. To the binder, they all stem from man's arrogance. The binder must verbally disparage anything that is mentioned as a great work. The binder will also criticize any plan of action as doomed to failure.

Granted Abilities: Hedorah grants binders the power to kill with poison and acid.

Deadly Smog: The binder can cast Stinking Cloud once per five rounds. This becomes Cloudkill at 10th level. At 15th level it becomes Acid Fog. The binder can choose to use a less powerful version of this ability if he wishes. The binder must wait five rounds after using any version of this power.

Lethal Contact: The binder can use the Poison spell, once per five rounds.

A Taste for Poison: The binder is strengthened by poisons; they add to his statistics instead of damaging them. No statistic can be raised by more than four points in this way. These bonuses last for 10 minutes.

Malleable Form: The binder's body becomes slightly malleable. This provides a +1 bonus to Escape Artist checks for every four binder levels.

Caustic Skin: At will, the binder can secrete acid that damages any creature he touches for 1 point of damage per binder level. The binder gains immunity to acid damage.

[Post 522]

Author : Ryuu_Tenshi

Date : 12-10-06 12:54 PM

Thread Title : Re: let's make some new vestiges

Influence: Hedora forces the binder to use its Deadly Smog once per day. Too much of a mechanical requirement. Influences are supposed to be flavor only and

have little to no mechanical bearing on anything.

A Taste for Poison: The binder is healed by poison: he gains 1 hit point for every die of damage that a poison would normally inflict. Except poisons rarely, if ever, deal hit point damage. Rather they do ability damage. This is DnD, not Final Fantasy. Perhaps the binder should gain a temporary enhancement bonus to a given stat, rather than take damage from the poison (+1 bonus per die of damage that the binder would normally take.) Unfortunately this leaves room for Psi Minor Creation/Minor Creation wank with Black Lotus Extract. :\ (that's like what, +4 bonus to con or something ridiculous)

[Post 523]
Author : Edge_of_Oblivion
Date : 12-10-06 01:34 PM
Thread Title : Re: let's make some new vestiges

Woot, Hedorah. Consider this a placemaker on my claim on King Ghidorah. After all, I think he died and came back enough times... :D

Okay, PEACH.

Influence: I like Ryuu's point, although this influence is similar to Dantalion's "Must use Read Thoughts on every person you meet" Influence. I personally have no problem with it, but I think it needs more - in Dantalion's case, on top of demanding you use Read Thoughts a lot, he also made the Binder very very curious. So what I would suggest: leave the requirement to use the cloud at least once, but also add in some change to the personality. Perhaps a dislike for Druids, on par with Balam and Amon's hatred of certain gods?

Deadly Smog: Stinking Cloud is a 4th-level spell. While it scales nicely, I think making Hedorah a 7th-level Vestige puts him far too high - by the time you get 7th-level Vestiges (even with Improved Binding) this would already have scaled up to Cloudkill.

A Taste for Poison: Have to echo Ryuu here, perhaps a short-term Enhancement Bonus to the affected stats rather than simply healing, since Poisons don't do any HP damage.

Caustic Skin: 1d3 is a bit low, especially for a Vestige above 1st level, and it could use a lot more scaling. I personally hate d3s, and would suggest something like 1d6 per Binder Level, that would put him on par with Aym's Fire Shield. Acid Immunity is great, the Binder in my PnP group has been looking for a Vestige that grants that. (Hurray for Dragon-Fall War campaigns, and Vestiges that grant elemental immunities. I laugh in the face of your Dragon, DM! :P)

Overall, I would bump him down to a 4th or 5th-level Vestige.

[Post 524]
Author : JiCi
Date : 12-10-06 05:53 PM
Thread Title : Re: let's make some new vestiges

More PEACH-age.

Myrocherakyro:

Special Requirement: How many ranks?

Otherwise, looks fine. Woops... huh... after checking the book out, 5 ranks is the right number.

Corrected.

[Post 525]
Author : journeyman777
Date : 12-10-06 07:42 PM
Thread Title : Re: let's make some new vestiges

A Taste for Poison: The binder is healed by poison: he gains 1 hit point for every die of damage that a poison would normally inflict. May I suggest "Any time you would be harmed by a poison, you instead heal a number of hit points of damage equal to your constitution bonus."

[Post 526]
Author : journeyman777
Date : 12-10-06 07:58 PM
Thread Title : Re: let's make some new vestiges

The binder has to stay awake for 24 hours to summon Sitri. Won't the binder be suffering from exhaustion? Does Sitri remove the penalties for this? Sitri doesn't prevent you from sleeping once bound, so the binder should simply rest after binding him.

Hypnos' Touch can put the binder to sleep as well as those around him. This puts the binder in a very vulnerable position. If the enemies make their saves and he does not he will probably be killed. I think the binder should be able to stay awake here. If the effect has the same duration for everyone how do you determine who wakes first? Would you use initiative? If the binder uses the AoE version than he takes that chance, he could have stuck with the touch version. Restless slumber will keep him from being helpless even if he does end up asleep. Getting hit wakes up anyone, so at worst he takes a single hit before waking. As for who wakes up when, initiative works fine.

What is the range of the ability that allows combat with dreamselves? Does the binder know if the foe was awakened by an outside force? What effect does all the non-leathal daamge have when the foes wakes up?

On the whole, I like Sitri. I just think some clarification would be nice. Enter the Dreamscape is limited to foes within the aura. Anyone woken disappears from the dreamscape. The non-lethal damage remains.

So, you like?

[Post 527]
Author : bawb44
Date : 12-10-06 08:54 PM
Thread Title : Re: let's make some new vestiges

Ok, lets just get this out of the way, i am really bad at coming up with new stuff, thats why i turn to the wonderful work of the wizard board. I do however have a request for a vestige. The most powerful of the created deities Ted The Flayer. Anything you could come up with would be awesome, as I and my game group are big fans of the flayer. Thanks in advance.

[Post 528]
Author : journeyman777
Date : 12-10-06 08:57 PM
Thread Title : Re: let's make some new vestiges

Link please? I keep seeing this guy referenced, but I don't know where he's from.

[Post 529]
Author : Edge_of_Oblivion
Date : 12-10-06 09:30 PM
Thread Title : Re: let's make some new vestiges

Yeah, I've heard of him - he was referenced in the Pun-Pun Vestige - but I also know nothing about him. JM and I'll take a crack at it if we can find more info.

[Post 530]
Author : Bill Lumberg
Date : 12-11-06 09:20 AM
Thread Title : Re: let's make some new vestiges

Journeyman:
I think Sitri is a good vestige, overall. He could serve as a "sleep-bomb" against enemies in tight formation. The binder's friends could carry him away then play Coup-de-Grace golf with the enemies.

If they want to be stealthy, the rest of the party could wait some distance away while the binder invokes the slumber party. Then they could do their dirty work and leave him there. He could honestly say that he was asleep at the time. Divination spells would show him telling the truth.

Edge:
I can't wait to see King Ghidorah!

[Post 531]
Author : Edge_of_Oblivion
Date : 12-11-06 10:05 AM
Thread Title : Re: let's make some new vestiges

Journeyman:
I think Sitri is a good vestige, overall. He could serve as a "sleep-bomb" against enemies in tight formation. The binder's friends could carry him away then play Coup-de-Grace golf with the enemies.

They don't have to... Restless Slumber allows the Binder to walk away on his

own. :D

Edge:

I can't wait to see King Ghidorah!

Thanks, I'll get onto that ASAP. ;)

[Post 532]

Author : Milo HoBo

Date : 12-11-06 10:29 AM

Thread Title : Re: let's make some new vestiges

...

Deadly Smog: The binder can cast Stinking Cloud once per five rounds. This becomes Cloudkill ...

From the wording it appears as though he not only can cast his deadly smog several times in a row, but can also have multiple deadly smogs up at the same time. If this was not the intent then I would suggest changing the wording so that it says, "The Binder can cast Deadly Smog again five rounds after the last Deadly Smog ended."

I really do like it. Some of the other vestiges in the book talked about poisons, but this one actually delivers.

[Post 533]

Author : Bill Lumberg

Date : 12-11-06 01:06 PM

Thread Title : Re: let's make some new vestiges

Milo Hobo:

I changed the wording on Deadly Smog. Please let me know if this cleared it up.

[Post 534]

Author : journeyman777

Date : 12-11-06 06:51 PM

Thread Title : Re: let's make some new vestiges

Lord Soth, The Knight of The Black Rose

Level: 4I'm going to have to disagree with Edge on this one. Lord Soth is far too powerful to be a lv 4 vestige. Compare his unholy blast to a corrupt spell fireball, that would take a fourth level spell slot with a lowered DC just to have half the damage be irresistable. So you're looking at the rough equivalent of a 5th lv spell. That alone puts him above 4th lv. As for his unholy power, the +2 charisma alone puts him in Ipos's range (6th), while the +4 str leaves him in competition with Eliagor (7th). Given his power and versatility, you're looking at lv 6 or 7 easy. If you want him lower, I suggest removing the cha bonus, lowering the str bonus, and making only half the blast damage irresistable.

[Post 535]

Author : Edge_of_Oblivion

Date : 12-11-06 07:00 PM
Thread Title : Re: let's make some new vestiges

I missed all that... probably why I shouldn't post so late/early...

[Post 536]
Author : Ryuu_Tenshi
Date : 12-11-06 09:52 PM
Thread Title : Re: let's make some new vestiges

Been playing Planescape: Torment lately, and I've wondered about the Nameless as a vestige. Or, possibly, his Death as a Vestige. One or the other. Problem is that I suck at mechanics...

The main thing would be massive, massive regenerative capacities, some ability to adapt between one of three classes (fighter, wizard, thief) or some other way of expressing his extreme versatility, and perhaps something to do with the grosser aspects of the game (ie, cutting out his current eyeball and putting a new one back in >>;)
sorry if this ain't coherent, I'm NOT awake AT ALL.

[Post 537]
Author : Edge_of_Oblivion
Date : 12-11-06 10:38 PM
Thread Title : Re: let's make some new vestiges

I should probably get around to playing that one of these days. I could help out if I knew more about him.

[Post 538]
Author : Cam S.
Date : 12-11-06 10:55 PM
Thread Title : Re: let's make some new vestiges

For Nameless, off the top of my head...Regeneration at some fraction of the Binder Level, the ability to make a random person take damage for you if you're under a certain level of HP (force someone else to accept the burden of casting "Shield Other", or somesuch), and possibly something that would imitate the Chameleon Class from Races of Destiny.

Sign--Heavy Scarring. Not sure about influence, though. Probably a somewhat high-level Vestige.

[Post 539]
Author : Edge_of_Oblivion
Date : 12-11-06 11:42 PM
Thread Title : Re: let's make some new vestiges

the ability to make a random person take damage for you if you're under a certain level of HP (force someone else to accept the burden of casting "Shield Other", or somesuch)

Dahlver-Nar grants this.

[Post 540]

Author : Axiomatic_Badger

Date : 12-12-06 01:17 PM

Thread Title : Re: let's make some new vestiges

Ok, let's give this a try. Behold!

Tharizdun, He of Eternal Darkness

(http://www.geocities.com/gemini_thirteen2002/Tharizdun.jpg)

Seal: Lower left symbol (http://wizards.com/dnd/images/lom_gallery/88160.jpg)

Level: 8

Binding DC: 35

Legend: Sages know Tharizdun as one of the Elder Evils, a primordial god of Insanity and Entropy. At his peak, he roamed the universe seeking a way to destroy both it and himself. He was eventually imprisoned by a coalition of good and neutral dieties, who bound his essence as a vestige where it could cause no harm. However, such was his might, that it was impossible to completely seal him away. It is known that a part of him remains entwined in the workings of the planes, granting power to his deranged cultists, and the magic of Binders can pierce the wall of Tharizdun's prison, allowing them to tap his powers of death and destruction.

It is rumored that the ability to call upon Tharizdun's power is one of the reasons Binders are so reveiled by the churches, and, worse still, that the act of binding Tharizdun slowly weakens the walls keeping him away from the reality he so despises.

Special Requirement: You must allow a drop of your blood and one of your tears to touch the seal.

Manifestation: A three meter high pillar of Blackest obsidian rises from the seal. Tharizdun says nothing, but binders can still communicate with him, somehow able to receive meaning without stimulus.

Sign: Your eyes seem to reflect less light than normal, like the eyes of a corpse. Also, your fingertips seem to turn to obsidian up to the first joint.

Influence: You cannot abide to see a creature constrained or imprisoned. If you see such a creature, then you must act to free it.

Granted Abilities:

Marked by Entropy: You gain regeneration 0/Slashing and Good or Untyped. You cannot regain hit points in any way other than your Carrion Shadow ability. If you are normally immune to non-lethal damage, you do not benefit from your immunity in regards to non-lethal damage gained via regeneration.

Scion of Darkness: You can see perfectly in natural darkness, as though the environment were brightly lit. You can ignore the effects of any spell with the darkness descriptor.

Caress of the Void: You can only use this ability if you are showing Tharizdun's

sign. Once a turn you can make a touch attack that deals 1d6 per two binder levels of untyped damage, which ignores an object's hardness. If you kill an opponant with this ability, his corpse is destroyed as the spell Disintegrate.

Carrion Shadow: Any time a creature dies within 30ft, you regain hit points equal to it's Hit Dice.

Despondent Blade: You can apply the Vicious ability to your natural and melee attacks. Applying or removing this effect is a free action.

[Post 541]
Author : Edge_of_Oblivion
Date : 12-12-06 02:54 PM
Thread Title : Re: let's make some new vestiges

Tharizdun looks pretty good for an 8th level. But!:

Problem - if you get beaten into unconciousness, how do you get back up? You're unconcious until Tharizdun leaves. The cleric can't heal you, potions can't heal you, and you can't use the Grasp.

Secondly - What bypasses the Regen? If nothing does, then the Binder is immortal for the time he's bound to Tharizdun, since ALL damage is converted to Non-lethal. You'd need Suffocation, Drowning, or Death Effect to finish him off, just wondering if that is what you intended. (Although, combine Tharizdun with another Vestige that grants Death Ward, and pick a race like Air Genasi that doesn't breathe, and the Binder IS invincible. :P)

Also:

Special Requirement: BIG problem here - what the hell is healing you? The Binding process takes a full minute, in which the Special Requirement is to be fulfilled. You'd be nearly dead before you could finish it, and it still doesn't answer the question of what is healing you. Also, what about creatures who CAN'T stab themselves with a dagger? The Binder in my party, for example, has a lot of Abyssal Heritor feats, so he has enough DR that he can't harm himself with a dagger. :P I suggest changing this for all these reasons.

Lastly - he feels lacking. For an 8th level Vestige, the Darkness immunity is weak and the Grasp isn't much better given how little it heals and how few times it will work - especially if the Binder is competing with a tank for the kill.

[Post 542]
Author : Ariath Ska'Vhor
Date : 12-12-06 05:24 PM
Thread Title : Re: let's make some new vestiges

Naphia, the forlorn Lady
Level: 6
Bind DC: 27

Before the lovely goddess of an ancient world, but her like her great civilization are nothing more than shadows of thier former selves.

Legend: Once in an ancient place before time and form a magnificent world existed.

This is where the first gods existed, known as the ancients and where they each were set to create thier own aspects of the universe. Naphia lived here with her lover, a half demon god named Levakross. This was a love more powerful than any other but an ancient evil lord named Kroanos was spiteful and jealous, so he and his minion known only in any ancient text as the Princess of Darkness plotted against the lovers. Kroanos' minion took the guise of Naphia and made love to Kroanos, allowing themselves to be found by Levakross. Levakross' demonic blood boiled in rage and fury. He quickly sought out Naphia, finding her in the deserts between existance and pre-creation where he drew his sword and slew her, piercing his sword strait through her heart. As she bled, the surrounding desert began to form grass, and trees and lush forestry and thick roots began to grow beneath her, not allowing her to fall. But the ancient gods could only be killed by other gods, so Levakross being only half a god only half killed her, sending her soul to where the vestiges reside.

Special requirements: Naphia requires that you draw her seal in a lush forest.

Manifestation: When the binder draws Naphia's seal it begins to glow with an emerald light, until the seal bursts into a green flame about a foot high, then blackened roots start to rise from the fire and a humanoid shape of green fire and silver light appears bound within the roots. The fire and light take the shape of a beautiful woman with her hands over her heart and with glowing emerald eyes until a sword flies over the binders head and pierces her hands to her chest as her face has the look of terror and despair. She then asks the binder what he'd like in a sad nearly silent whisper.

Sign: Your hair turns silver and your eyes turn emerald green.

Influence: When influenced by Naphia you are in a constant state of despair and heartbreak, death always seems the easiest way out of a tough situation even if the thought of it is too horrible to imagine. If in the presence of any demon or half-fiend you are forced to not attack them or go anywhere within 20 feet of them. If they wield a sword of any kind you must flee as far away as you can to hide.

Granted Abilities: Naphia allows you to use her powerful shield and her emerald flames. Aswell as the ability to resist blows and aid others in combat.

Naphia's Shield: As a standard action you can activate a transparent green shield of force around you or your allies. This works just as a globe of invulnerability within a dome of force which protects from all outside attacks. Creatures outside can attempt to tear open the dome by inflicting 50 points of slashing damage to it (the dome has hardness 10) or performing a DC 30 Str check. Creatures inside have no means of getting out or moving anywhere but inside the shield. This dome works for as long as the binder concentrates. Once the shield is deactivated it takes another 5 rounds to reactivate it again.

Green Flames: As a standard action, the binder can ignite his hands in brilliant emerald flames. The binders hands are now treated as natural weapons that do 2d6+binder level (max +15) fire damage. These flames can be used as many rounds as half thier binder level but can be reactivated 5 rounds afterward.

Resist to blows: Naphia grants you DR; your binder level/slashing.

Help those you love: All allies within 20 feet of you are inspired by the influence of naphia you possess and are granted a +2 bonus on all attack rolls, damage rolls and initiative checks. You must show Naphia's sign to use this.

[Post 543]

Author : JiCi

Date : 12-12-06 05:34 PM

Thread Title : Re: let's make some new vestiges

Geez, I can't believe this thread is still going.

Has anyone made a demand to stick up this thread ? This one is very useful.

[Post 544]
Author : Ariath Ska'Vhor
Date : 12-12-06 10:23 PM
Thread Title : Re: let's make some new vestiges

Geez, I can't believe this thread is still going.

Has anyone made a demand to stick up this thread ? This one is very useful.

I'd certainly sign a petition for a Sticky.

[Post 545]
Author : Edge_of_Oblivion
Date : 12-13-06 01:02 AM
Thread Title : Re: let's make some new vestiges

It's been requested time and time again, but no response from the WizO's.

PEACH:

Level: This girl beats Level-8 Halphax's Iron Wall with her hands tied behind her back. This should be bumped up to an 8th-level. There's no way to counter this other than removing or seriously nerfing all the abilities.

Influence: Alright, I have a LOT of critiques about this one, so we'll split it into multiple paragraphs.

First: Complete despair, pessimism, and nihilism as an Influence is already done by the Vestige Chupoclops in ToM. Naphia's influence simply duplicates Chupoclops's, which should be avoided.

Second: Unless the Binder got into something like Anima Mage or Tenebrous Apostate at the lowest level possible, they've been Immune to Fear as long as they have a Vestige bound for a long, long time by the time they can bind Naphia. Furthermore, if you make them follow the Suffocation rules and the Binder fails the saving throws, THEY DIE 3 rounds later. Lastly, Influences do not add penalties, they are STRICTLY ROLEPLAY - there are no checks, saves, or bonuses/penalties regarding the Influence. The ONLY mechanical penalty related to them is the -1 to various stats from violating the influence after failing the Binding check. Requiring someone to flee from said demon would be okay, but causing them to begin suffocating is not. Between these two problems, you're probably best removing or rewriting the last two sentences completely.

In short, the whole Influence needs to be reworked for one reason or another.

Naphia's Shield: TUNE DOWN the Hardness! Adamantine is the strongest material in the game, and it's only Hardness 20. There is no creature short of the Epic Hecca(something) that can ever hope to even put a dent in this thing.

Secondly, on the STR DC to break the thing, the wording is wrong - you can't say

"deal X amount of damage to destroy it and a STR check to break", it's either one of the other. The word "and" should be "or". I realize this might be a typo, but I'm not sure.

Lastly, something like Disintegrate can still blow through this, right? What about Teleport or similar effects?

Otherwise, she looks fine, just make some changes to the noted things and you should be set.

[Post 546]
Author : Edge_of_Oblivion
Date : 12-13-06 12:09 PM
Thread Title : Re: let's make some new vestiges

PS: I found Ted (<http://boards1.wizards.com/showthread.php?t=563477&page=1&pp=30>)... give us a few days to put something together for him. :D

[Post 547]
Author : Bill Lumberg
Date : 12-13-06 01:49 PM
Thread Title : Amon and Aym

I have read here that Aym's Halo of Fire increases one die per level but I did not see this in Tome of Magic. Was this in an errata?

Does anyone else think that Amon is very weak? He seems to only be useful as a second or third vestige to be bound. What are your thoughts?

Edge:

Did you get the e-mail about the Spawn of Kyuss?

[Post 548]
Author : bawb44
Date : 12-13-06 03:39 PM
Thread Title : Re: let's make some new vestiges

Sorry about not getting the link for you guys, my internet went out and i just got it back. Sorry about that.

[Post 549]
Author : Edge_of_Oblivion
Date : 12-13-06 09:25 PM
Thread Title : Re: let's make some new vestiges

I'll doublecheck Aym and Amon and get back to you.

I might have gotten the email, let me check my Spam folder....

EDIT: No, not seeing it. :/

[Post 550]
Author : Axiomatic_Badger
Date : 12-14-06 01:08 AM
Thread Title : Re: let's make some new vestiges

Ok, Tharizdun is updated.
Apparently I understood regeneration wrong as well; I thought that when you receive enough nonlethal damage, it converts to lethal. Meaning the binder could be killed, you just needed to take the time to beat him to death.
I've put in two vulnerabilities. Slashing and Good, to represent having to hack of limbs and such to get him to stop coming, and Untyped.

Also, the self-heal has been improved to an aura ("How to we wake up the Binder? Sacrifice our Prisoners!"), and Tharizdun can now make your weapons vicious, giving him that suicidal touch we all love.

Oh, and the requirement has been reduced to something more reasonable.
The "stab through the heart" thing was simply supposed to represent a willingness to destroy yourself in the name of power. The healing was supposed to happen the instant the knife would be removed, as Tharizdun devours your death.

[Post 551]
Author : journeyman777
Date : 12-14-06 05:25 AM
Thread Title : Re: let's make some new vestiges

Tharizdun is quite cool now, I approve. Your ability to see through darkness upgrades at 14? Aren't you already at least lv 14 when you can bind him anyway?

[Post 552]
Author : Axiomatic_Badger
Date : 12-14-06 09:38 AM
Thread Title : Re: let's make some new vestiges

Tharizdun is quite cool now, I approve. Your ability to see through darkness upgrades at 14? Aren't you already at least lv 14 when you can bind him anyway?

I... Uhh... Don't know what you're talking about. :shifty:

[Post 553]
Author : Ashe
Date : 12-14-06 04:13 PM
Thread Title : Re: let's make some new vestiges

Scion of Darkness: You can see perfectly in natural darkness, as though the environment were brightly lit. You can ignore the effects of any darkness spell up to 4th level if you wish. At 14th level, you can ignore the effects of any spell with the darkness descriptor.

He's talking about this power what is the point of upgrading it if you allready

start at level 14 or higher to bind it.

[Post 554]
Author : Axiomatic_Badger
Date : 12-14-06 10:55 PM
Thread Title : Re: let's make some new vestiges

Damn, I thought I edited that out before I posted.

I mean... ah fruitloops :(
Yeah, I messed up. I've edited him to reflect this.
Also, Scion is supposed to make the binder immune to effects other than limited visibility created via darkness spells. Not sure that comes across as written.

[Post 555]
Author : psychic_infinity
Date : 12-15-06 04:45 PM
Thread Title : Re: let's make some new vestiges

I apologize for my absence; I've been busy. And ill. And millions of other little things. Oh, the tentacles, the horrible tentacles...:weep:

[Post 556]
Author : Edge_of_Oblivion
Date : 12-15-06 07:12 PM
Thread Title : Re: let's make some new vestiges

Current projects of mine, in the order theyll most likely be done:

- * Ted the Flayer
- * King Ghidorah
- * Hag Countess
- * Rest of stuff

[Post 557]
Author : Ryuu_Tenshi
Date : 12-16-06 08:54 AM
Thread Title : Re: let's make some new vestiges

Note about the KH vestiges: due to recent scans from V-Jump (<http://www.kh2.co.uk/image.php?view=newfm2.jpg>), we may soon have to revise Zexion. Check out the Mirror Image work there, kids o.O

[Post 558]
Author : JiCi
Date : 12-16-06 10:20 AM
Thread Title : Re: let's make some new vestiges

Note about the KH vestiges: due to recent scans from V-Jump

(<http://www.kh2.co.uk/image.php?view=newfm2.jpg>), we may soon have to revise Zexion. Check out the Mirror Image work there, kids o.OIs he holding a knife by any chance ? If so, you got yourself this vestige's granted weapon.

Hey Edge, how about these little tips for King Ghidorah ?

- Telekinesis (sustained force only)
- Moonbow (Spell Compendium)
- bonus to Spot, as Multiheaded creatures/template
- Fly speed

[Post 559]

Author : Edge_of_Oblivion

Date : 12-16-06 11:08 AM

Thread Title : Re: let's make some new vestiges

I LIKE Moonbow!! However, I'd probably remove the limitation to max out at 10d6, so that it scales better with Binder. I'll look over the rest of it, and possibly add a few other abilities.

[Post 560]

Author : JiCi

Date : 12-16-06 12:44 PM

Thread Title : Re: let's make some new vestiges

I LIKE Moonbow!! However, I'd probably remove the limitation to max out at 10d6, so that it scales better with Binder. I'll look over the rest of it, and possibly add a few other abilities. Well, the Moonbow spell has a damage increment of 1d6/2 levels (max 10d6), but don't forget that you conjure 3 sparks (or 1d4 sparks; the description is contradictory), so dealing a total of 30d6 (or 40d6) in a single round is painful. You still need a ranged touch attack, and only one can threaten a critical hit if you fire all three sparks at the same time. You could just remove the limitation so that epic binders can benefit of this vestige.

Here's how I got these ideas:

- Telekinesis (sustained force only)

Ghidorah breathes a lightning bolt that allows it to move objects. To an extend, you could have the complete spell as an ability.

- Moonbow (Spell Compendium)

Ghidorah shoots six bolts of lightning from each of his wings.

- bonus to Spot, as Multiheaded creatures/template

Three heads are better than one.

- Fly speed

It has wings.

You could also add:

- Fire breath

Its middle head breathes fire.

- Gust of wind

It can fan its winds to create a windstorm.

- Levitate
Its evolved version could levitate.

[Post 561]
Author : Edge_of_Oblivion
Date : 12-16-06 04:52 PM
Thread Title : Re: let's make some new vestiges

nod nod I'm also thinking of adding one final ability to mirror something of MechaGhidorah, just as a reflection of the event of the Vestige's death. Any suggestions?

(EDIT: Nix that last question, answered by a friend - Dragon Tail or a similar Incarnum meld.)

[Post 562]
Author : psychic_infinity
Date : 12-17-06 10:05 AM
Thread Title : Re: let's make some new vestiges

Note about the KH vestiges: due to recent scans from V-Jump (<http://www.kh2.co.uk/image.php?view=newfm2.jpg>), we may soon have to revise Zexion. Check out the Mirror Image work there, kids o.O
I can't see the pic very well; what's he doing?

[Post 563]
Author : Edge_of_Oblivion
Date : 12-17-06 02:09 PM
Thread Title : Re: let's make some new vestiges

From what little I can see, it looks like there's five Zexions attacking one Dark Riku.

[Post 564]
Author : psychic_infinity
Date : 12-18-06 02:04 PM
Thread Title : Re: let's make some new vestiges

Neat

[Post 565]
Author : Jersey Cowboy
Date : 12-18-06 05:57 PM
Thread Title : Re: let's make some new vestiges

Okay, I de-munchkinized Cthulhu some more.

What else did you edit? Or did I miss a re-post?

[Post 566]
Author : Jersey Cowboy
Date : 12-18-06 06:17 PM
Thread Title : Re: let's make some new vestiges

[B][SIZE="4"]Resist to blows: Naphia grants you DR; your binder level/slashing.
That seems like some extreme DR; perhaps DR 1/2 binder level/slashing?

[Post 567]
Author : Ryuu Tenshi
Date : 12-18-06 06:26 PM
Thread Title : Re: let's make some new vestiges

Ok, Zexion is holding the Souleater (Riku's weapon) but most fans agree that he's probably using an illusion/whatever he used to duplicate Sora's keyblade to use it. Most people agree that he's either doing the Art of the Doppleganger type thing (*shot for referencing Naruto*) or something like Mirror Image.

[Post 568]
Author : Edge_of_Oblivion
Date : 12-18-06 10:01 PM
Thread Title : Re: let's make some new vestiges

That seems like some extreme DR; perhaps DR 1/2 binder level/slashing?

Really, it's not. At the earliest possible level you can summon Naphia, you're level 10 - that gives you DR equivalent to Stoneskin, except that Naphia's can be bypassed by Slashing damage while Stoneskin can't. Slashing weapons are very common at those levels - especially with Natural Weapons on creatures - and at those levels, DR 10-12/Slashing isn't going to do much more than delay. Sure, it may look powerful just on the paper, but in practice it really isn't.

[Post 569]
Author : Edge_of_Oblivion
Date : 12-19-06 09:28 PM
Thread Title : Re: let's make some new vestiges

Alright, this thread seems to be dying off a bit... about time I posted again. Bonus points to whoever can ID the source of the Vestige's title.

Ghidorah,
The Zero King

Vestige Level: 6th

Binding DC: 28

Special Requirement: Yes

Legend: The monstrous Ghidorah is an enigma to much of the Binder community. A

relatively newly-discovered Vestige, Ghidorah's motives seemed to lean towards chaos and destruction in whatever life it had before passing into the ether. Through research and questioning of the Vestige itself, a few hints have been discovered, however.

In life, Ghidorah was some sort of draconic creature blessed (or cursed) by having three heads. While as with many multiheaded monstrosities the various personalities of each head differend and often bickered amongst themselves, all three shared a love of destruction and a dislike of all living things about them. However, their most potent hatred was reserved for a single creature, a dragon of unknown color. Ghidorah and this dragon fought multiple battles, each one eventually ending in the three-headed titan's defeat, and each of which he barely managed to escape alive. The opposing dragon gained some fame from the other creatures living in the lands Ghidorah considered its territory, and was hailed as their protector against the three-headed menace.

The specific events of their battles Ghidorah refuses to recant, nor will it give a greater description or name to the dragon it named as its foe. Eventually one of their battles ended in such a devastating blow to Ghidorah that its body was shattered and one of its heads severed. Its three souls, fueled by rage unending, fled to attempt to regain strength and attack again as an undead, but before their body could heal itself it was taken by mortal wizards and used to make a colossal three-headed golem. Cut off from the world of the living but too vengeful and enraged to cross over, Ghidorah was cast from the world into the darkness, doomed to forever be the king of nothing.

Manifestation: Black smoke billows over the seal, like a storm cloud rolling in on a weather front. This view is further reinforced by the bolts of golden lightning that crackle within the building cloud. One by one, six eyes open within the cloud, as if hidden before by eyelids made of cloud smoke. The red, reptilian orbs swivel about, observing their surroundings, then focus one by one on the Binder before them. Ghidorah speaks with three hollow, hissing voices talking in unison, and the louder he becomes the more lightning crackles and thunder claps within the cloud.

Special Requirement: Ghidorah's hatred for his rival continues unabated after his death. He will not answer the call of a Binder who possesses dragon blood. This includes one or more levels in Sorcerer, Bard, or any class with the words "Dragon", "Draco", or "Draconic" in its title. He will also not answer a Binder whose racial type is Dragon (such as a Half-Dragon or Draconic creature) or who has the [Dragonblooded] subtype (such as a Kobold, Spellscale, or Dragonborn).

Sign: You grow a pair of golden dragon tails, both similar in shape to that of a Gold Dragon but sized appropriately to whatever creature you are. You can control the tails as if you had always had them, and you may control them separately.

Influence: Binders under Ghidorah's influence share his hatred of his draconic rival and its kind. The Binder must show disdain for any creature that would not have qualified for Ghidorah's Special Requirement, and refuse any aid such a creature attempted to give. You must attempt a saving throw against beneficial spells and spell-like abilities cast by such creatures, gaining the benefit of the spell if you fail the save.

Granted Abilities: Ghidorah grants abilities similar to what he possessed in life - his devastating breath, powerful tails and wings, and the enhanced senses of a three-headed creature.

Tri Thunder Breath: Once every 5 rounds, the Binder can create three small sparks of electricity that function as per the spell Moonbow. The sparks hover near his head and hands on a humanoid-shaped Binder, or in a row of three at eye level for a

non-humanoid-shaped Binder (such as a Naga Binder, which would have no arms). Any sparks not used at the end of the 5-round wait wither into smoke and must be recreated.

Airwalk: The Binder may use Levitate at will, with a duration of one round per Binder level. In addition, the Binder may use Air Walk to travel horizontally as well as vertically. The rules for Air Walk in windy conditions apply. If the effect ends while the Binder is in the air, the Binder drifts to the ground as per Air Walk.

Iron Tails: The Binder may use his tails to add two natural attacks to his attack routine, both at a -4 penalty. The tails deal 1d6+STR damage each for a Medium Binder and 1d4+STR damage each for a Small Binder, and are subject to the use of Weapon Finesse. At level 15, the tails deal 1d8+STR damage each (Medium)/1d6+STR damage each (Small), and at level 18 they deal 1d10+STR damage each (Medium)/1d8+STR damage each (Small). At level 15, the tails may both attack at a -2 penalty instead of a -4. At all times, one of the tails may make Attacks of Opportunity at the Binder's full Attack Bonus. If the Binder has Combat Reflexes, only two of the Attacks of Opportunity he makes per round may use the tails. A creature that already has a tail attack gains two extra tail attacks per round. You must show Ghidorah's sign to use this ability.

Storm of Wings: The Binder may use Gust of Wind once per round. When using this effect, a pair of large incorporeal wings made of golden electricity appear from the Binder's back and create the Gust of Wind effect, then vanish when the effect ends.

Three Heads are Better than One: Ghidorah's three heads allowed him exceptional senses in life, and part of this ability is passed on to the Binder. While bound to him, the Binder gains a +6 insight bonus to Listen, Search, and Spot checks. He also gains an elf's Keen Sense ability for locating secret doors, and a dwarf's Stonecunning ability for noticing oddities in stonework.

Annihilation: Once per day per 5 Binder levels (to a maximum of 4 at level 20), the Binder may use a special breath weapon granted by Ghidorah. The Binder breathes a surging beam of blue energy in a 120-foot Line. All creatures caught in the line must make a Fortitude save or take 2d6 points of damage per Binder level; those reduced to 0 or fewer hit points in this manner are obliterated as per Disintegrate. Those who succeed on the save instead take 1d6 points of damage plus 1d6 for every 5 Binder levels (for a maximum of 5d6 at level 20); if this damage reduces a creature to 0 or fewer hit points it is entirely disintegrated.

Objects struck by the line have a 10'x10' tunnel of their area destroyed, centered on the path of the line attack. If the line attack ends inside of an object, the disintegration creates a final 10'x10'x10' cube at the end of the line before stopping. This attack can affect objects made of Force effects, such as a Bigby's Hand or Wall of Force as per normal Disintegrate, but not magical effects such as Globe of Invulnerability or Antimagic Field.

[Post 570]
Author : Nairalimis
Date : 12-19-06 10:27 PM
Thread Title : Re: let's make some new vestiges

From the vestige, I see some of mine need levels. I should go off and fix that, but here's a new vestige inspired by China Mieville's the Scar.

The Scarred Lovers

Level: 4

Binding DC: 22

Legends: Who the Lovers were before they were the lovers is unknown to modern Binders and sages, they are only known as the Lovers. In ages past, they ruled a pirate city whose control of the seas was as great as the seas were deep. Under their rule, the city's power and reach grew, until they had found what they wanted. A ancient scholar-sorcerer brought them tales of a place where the greatest magical power of the first-born of the gods resided. A well of power that could reshape the world if it could be tapped. With their determination, the Lovers turned their entire city to the task of finding how to safely approach and tap the power in this place, so that they could rule as gods. At the end of their quest, something happened. Myths fragment, some say that they turned on each other, some say that they were betrayed by their right hand man, and some say the gods themselves stopped them before they could reach the well of all things.

Special Requirements: The binder must make a slash with a knife along his left shoulder when calling the Lovers.

Manifestation: Appearing as a man and woman's head on the body of conjoined twins of opposite genders, scarred in mirror image to one another. When speaking, they take the role of the other randomly. Occasionally, binders have seen the two turn to insane rantings at one another, in a language long dead. The meaning of these shifts in personality are unknown.

Influence: Those under the influence of the Scarred Lovers are driven to great heights, and may not let fear or opposition stand between them and their dreams.

Sign: The Binder's body is covered in scars from head to toe, which trace out patterns familiar to those versed in the lore of Scarred Lovers.

Granted Abilities:

Disturbing Body: The scars of a binder joined to the Lover are distracting, those who oppose the binder must make a Will save or be shaken in fear for 1 round. Only those who can see the Binder, and are within 40 feet are affected. This is a fear and mind affecting ability, and the Binder must show the Lovers sign for this ability to function. If a target successfully saves, this ability may no longer affect them for the duration of the encounter.

Iron Determination: While under the influence of the Lovers, the Binder is granted a supernaturally strong will. Once a round any will save may be rerolled, and the binder may pick the best of the two.

Speak to the Masses: The Binder gains a nigh-inhuman persuasive ability to those who listen with an unwary heart, granting them a +10 bonus to diplomacy checks. This ability does not function with those who are enemies of the binder, only those who are allies or neutral.

Plumb the All Thing Well: Controlling the potential of all things, the Binder may force a roll to be re-rolled, and choose which one is taken. On an unwilling subject, this allows a Will Save. Once used, this ability may not be used for 5 rounds.

PEACH of course.

[Post 571]

Author : Nairalimis

Date : 12-19-06 10:40 PM

Thread Title : Re: let's make some new vestiges

A godzilla vestige, fun. Though I can't offer a detailed critique on it (for one, I

lack the Spell Compendium), but it seems a tad potent for the level, with Moonbow, who I do recall generally, the breath weapon, limited air mobility, spot bonuses, and so on. Perhaps making some of the abilities rarer, or the Annihilation Breath Weapon once a bind would help.

[Post 572]
Author : Edge_of_Oblivion
Date : 12-20-06 05:42 AM
Thread Title : Re: let's make some new vestiges

Moonbow is a 5th-level spell, Levitate 2nd and Air Walk 4th, and Disintegrate 6th. Without the Disintegrate, he would have been a solid 5th-level Vestige, with all of his abilities attainable by 10th level as a Wizard/Sorcerer. The Disintegrate alone bumped him up to 6th level, and it'll only be 2 times a day when you first get it. By the time you get to 20th, a Wizard could memorize 4 or 5 Disintegrates per day, and a Sorc who knows it could spont-cast it 6 or 7 times. Just my reasoning behind multiple uses - Binders very rarely ever have any "1 per day" abilities, so I try to avoid them.

[Post 573]
Author : JiCi
Date : 12-20-06 05:46 AM
Thread Title : Re: let's make some new vestiges

A godzilla vestige, fun. Though I can't offer a detailed critique on it (for one, I lack the Spell Compendium), but it seems a tad potent for the level, with Moonbow, who I do recall generally, the breath weapon, limited air mobility, spot bonuses, and so on. Perhaps making some of the abilities rarer, or the Annihilation Breath Weapon once a bind would help. Well, a bind lasts for 24 hours, so the "once per day" rule is still legal.

Edge, where did you find the Dragon Tail spell ? The only thing close enough I could get was Tail Slap from Races of the Dragon, and 10d6 x 2 per round seems a bit harsh. Why not add, as a sign, that the binder sports 2 tails, and may make 2 attacks per rounds, each dealing 1d6+str mod ? This thing would work like Amon's ram attack and the ram horns as a sign.

Aside from that, ouch... pretty painful and pretty good.

[Post 574]
Author : Edge_of_Oblivion
Date : 12-20-06 05:53 AM
Thread Title : Re: let's make some new vestiges

I'll look it up and revise it - just doing a quick forum read before heading off to work so I don't have time to dig out the books - but I thought the damage was lower than that. I'll consider rewriting the ability.

Heh, that would be a cool sign... though how would you hide it? :P

I'll be back home around 5:30 Pacific/8:30 Eastern, so expect the rewrite around that time.

[Post 575]
Author : Edge_of_Oblivion
Date : 12-20-06 05:51 PM
Thread Title : Re: let's make some new vestiges

Rewrote Ghidorah's Sign and Iron Tails ability. Please PEACH.

Sign: You grow a pair of golden dragon tails, both similar in shape to that of a Gold Dragon but sized appropriately to whatever creature you are. You can control the tails as if you had always had them, and you may control them separately.

<snip>

Iron Tails: The Binder may use his tails to add two natural attacks to his attack routine, both at a -4 penalty. The tails deal 1d6+STR damage each for a Medium Binder and 1d4+STR damage each for a Small Binder, and are subject to the use of Weapon Finesse. At level 15, the tails deal 1d8+STR damage each (Medium)/1d6+STR damage each (Small), and at level 18 they deal 1d10+STR damage each (Medium)/1d8+STR damage each (Small). At level 15, the tails may both attack at a -2 penalty instead of a -4. At all times, one of the tails may make Attacks of Opportunity at the Binder's full Attack Bonus. If the Binder has Combat Reflexes, only two of the Attacks of Opportunity he makes per round may use the tails. A creature that already has a tail attack gains two extra tail attacks per round. You must show Ghidorah's sign to use this ability.

[Post 576]
Author : JiCi
Date : 12-20-06 06:21 PM
Thread Title : Re: let's make some new vestiges

That's more like it. Good work Edge !

And if you're worried about how to hide the tails, all you need is to suppress the vestige's presence. Though you lose all the of vestige's abilities, now you don't show your tails.

[Post 577]
Author : Edge_of_Oblivion
Date : 12-20-06 06:29 PM
Thread Title : Re: let's make some new vestiges

Actually, I think the only abilities you lose are abilities that specifically say "You cannot use this ability if you do not show XXX's sign." Hence why I set it that, if you aren't showing the tails, you can't use them.

[Post 578]
Author : Nairalimis
Date : 12-20-06 06:36 PM
Thread Title : Re: let's make some new vestiges

The tail trick looks pretty slick, and the scaling damage is nice. Looking over your reasoning for the powers Edge, I suppose the level of the vestige is fair enough for the powers. I think it's on the high end of 6, but your points are well taken. Given the more potent (and potentially socially disruptive sign) it might balance out most of the time.

[Post 579]
Author : Edge_of_Oblivion
Date : 12-20-06 06:38 PM
Thread Title : Re: let's make some new vestiges

Thanks :)

Maybe it's bad that my playtester for most of the Vestiges I create is so nuts on his own... CN human Binder with loads of Abyssal Heritor feats. He already looks freaky, the Binder signs only add to the oddity. :P

[Post 580]
Author : JiCi
Date : 12-21-06 04:48 AM
Thread Title : Re: let's make some new vestiges

Given the more potent (and potentially socially disruptive sign) it might balance out most of the time. eh eh... just about every sign is disrupting; just imagine how freakish you are if you have 4 or 5 bound vestiges.

[Post 581]
Author : Edge_of_Oblivion
Date : 12-21-06 05:42 AM
Thread Title : Re: let's make some new vestiges

I think the standard example for "how freakish can you get" is a level-20 Binder bound to Chupoclops (large fangs growing from your lower jaw), Ipos (cold iron claws), Otiax (blue mist hovering all around your body), and Geryon (eyes in the back of your head, all four eyes turn yellow and bloodshot). There are some other freaky combinations too, if you take the time to sit down and put them together, or use the Signs from the Vestiges on this thread as well - I was sticking straight to the book on this example. :)

[Post 582]
Author : journeyman777
Date : 12-21-06 06:24 AM
Thread Title : Re: let's make some new vestiges

The Scarred lovers are interesting. Disturbing Body needs some kind of range/frequency limitation though. Something like "enemies within 60 feet" and "foes who make the saving throw are unaffected by this ability for the remainder of the encounter". That would still leave the enemies saving against it every round until they succeed. I'm not sure if that's what you wanted or not.

[Post 583]
Author : Nairalimis
Date : 12-21-06 11:38 AM
Thread Title : Re: let's make some new vestiges

Thanks journeyman777, a range added as well as limit of how often it affects a target. Hopefully that should balance it out.

eh eh... just about every sign is disrupting; just imagine how freakish you are if you have 4 or 5 bound vestiges.

True enough. A big ol' pair of dragon tails is nicely up there on the list though. You can hide iron fingernails with gloves at least. :)

[Post 584]
Author : journeyman777
Date : 12-21-06 11:55 AM
Thread Title : Re: let's make some new vestiges

Yep, that fixed it nicely. Out of curiosity, is the Scarred Lovers a book, movie, what? The story sounds intriguing.

[Post 585]
Author : Nairalimis
Date : 12-21-06 12:33 PM
Thread Title : Re: let's make some new vestiges

They are taken (with a decent number of changes made to avoid spoilers for those who may read the book) from China Meiville's The Scar, which is an excellent book. The Lovers aren't viewpoint characters, but show up quite a bit. It's a very good book, and well worth a read.

[Post 586]
Author : Bill Lumberg
Date : 12-22-06 08:41 AM
Thread Title : Initial number of vetiges

How many vestiges should a first level binder know of? Does the Tome of Magic state this anywhere?

I figure that a binder would know of a several vestiges to start off with, even ones that he cannot bind for several levels to come.

How do all of you handle this?

[Post 587]
Author : Nairalimis
Date : 12-22-06 10:20 AM

Thread Title : Re: let's make some new vestiges

According to the book, a Binder knows how to call all vestiges of the levels which he can call, much like the cleric and spells. I presume this is because of the extreme simplicity of most summoning rituals for vestiges. He probably also knows many details about others, and potentially how to call them even though he can't.

If you want to add a degree of mystery for the binder, consider making some small selection of vestiges unknown. These vestiges have been lost to history, or kept deliberately secret for some reason. To learn how to summon them, a Binder has to either find someone who knows how to summon it, or search through historical records and ancient lands/

[Post 588]

Author : Bill Lumberg

Date : 12-22-06 10:54 AM

Thread Title : Re: let's make some new vestiges

Thanks for the reply. I think your suggestion makes sense.

Now for something completely familiar:

Hyde, the Alter Ego

Level:3

DC:21

Legend: This should be obvious.

Manifestation: The vestige appears as a handsome man of middle years in strange clothing. He speaks as if in a daze for a few seconds then he transforms into a monstrous looking man with brutish features.

Special Requirements:The binder must pour a drop of a magic potion into the seal or sprinkle a pinch of some magic powder on it.

Sign:The binder's face becomes almost bestial. His posture becomes hunched and his voice becomes gravely.

Influence: The binder becomes hostile and secretive. He will try to act on his own, away from companions whenever possible. He will react violently if his wishes are denied.

Granted Abilities: Hydes grants binders the abilities to move about under a new identity and to vent their fury at others.

Alter Ego: The binder's physical appearance is completely unlike his real appearance. He looks like an extremely ugly member of his own race with a hunched posture and an uneven walk. This is a physical change like the spell Alter Self. If True Seeing is used to view the binder it does not reveal his true appearance if he makes a Will save (DC 10 +spell level + caster's ability modifier). He has a constant Nondetection aura in effect. At 13th level the binder gains greater resistance to divinations. He can make a Will save against divinations (DC 10 + spell level + caster's ability modifier). If this save succeeds the binder is immune to all divinations from that caster for the next 24 hours.

The binder must show Hyde's sign to use these powers.

Hyde's Fury: The binder can rage like a barbarian of the same level. However, he can still use any skills or feats without penalty. The binder must wait five rounds after his rage ends to use this ability again. The binder can rage once per day for every five binder levels.

Brutal Assault: The binder gains the Power Attack feat.

Cold and Callous: The binder is immune to compulsions and emotion-affecting spells.

P.E.A.C.H.

[Post 589]

Author : journeyman777

Date : 12-22-06 03:30 PM

Thread Title : Re: let's make some new vestiges

Vestiges known? So far I've been allowed access to anything I'm strong enough to summon (including the peached vestiges from this thread) as well as having a decent working knowledge of higher lv vestiges.

[Post 590]

Author : Ashe

Date : 12-22-06 04:53 PM

Thread Title : Re: let's make some new vestiges

According to the book, a Binder knows how to call all vestiges of the levels which he can call, much like the cleric and spells. I presume this is because of the extreme simplicity of most summoning rituals for vestiges. He probably also knows many details about others, and potentially how to call them even though he can't.

If you want to add a degree of mystery for the binder, consider making some small selection of vestiges unknown. These vestiges have been lost to history, or kept deliberately secret for some reason. To learn how to summon them, a Binder has to either find someone who knows how to summon it, or search through historical records and ancient lands/

In our campaign for the binder we treat all the ones in the book as known vestiges for other vestiges like the ones in this tread the binder can find old texts or scrolls which tell the legend and ritual in how to bind them.

I like this idea cause it makes some cool gear for the binder alone and has all the fun of being a wizard and finding that special scroll with the spell you want on it.

[Post 591]

Author : Edge_of_Oblivion

Date : 12-22-06 05:23 PM

Thread Title : Re: let's make some new vestiges

I've been kind of doing a little of both... introducing some of the custom Vestiges through RP and letting the Binder already know about some of the others.

[Post 592]

Author : Ryuu_Tenshi

Date : 12-22-06 06:47 PM

Thread Title : Re: let's make some new vestiges

Hey, guys, not a custom vestige by a user, but check this out.
(<http://boards1.wizards.com/showpost.php?p=10985152&postcount=46>)

most notably...

First of the Mind's Eye new articles will be on Psionic Vestiges and include 3 new vestiges.

It must be Christmas. :D :D :D

[Post 593]

Author : Callae

Date : 12-23-06 09:38 AM

Thread Title : Re: let's make some new vestiges

Wow, been a while since I last posted here, and lots of nice stuff since. Anyway, new vestige. Couldn't for the life of me think of powers for it though, so any suggestions are appreciated.

_____, the Unnamed Efreet
Vestige Level: 3rd
Binding DC:

All have a truename. Those whose truename is removed cease to exist. All except one. The Unnamed Efreeti is what happens when one holds on to existence beyond unnamming, through force of will.

Legend: It is difficult to pinpoint the legend of one who, according to Truenaming logic, never existed. It has been assumed that The Unnamed was the lord of a great empire of Efreet. We assume this because of the surviving tales that there was a Great Empire of Fire, one well internally documented, but with no mention of its emperor.

Since the discovery of the vestige known as _____ (How does one say that, you might ask? One just does.), many tales have come about surrounding its origin. It is likely that none are true, but this one is my favourite.

_____ was one of the first Efreet, one of those who forged the rest out of fire and brass. Unlike the others of the first brethren, who created the rest of their species with true will of self, those s/he forged were forcibly bent to The Unnamed's will. With an army of brass and flames, The Unnamed forced a yoke of servitude on the rest of the first brethren, and with them under hir control brought almost all of the created into the fold. Thus the Great Empire of Fire came to be.

The Unnamed's rule lasted ten thousand years, with the only challenges being small attacks on hir Great Basalt Throne by the few rebel Efreeti that yet remained. Eventually an Efreet known only as He-Who-Names rose to power among the rebels, but instead of directly assaulting the throne directly chose to uncreate the ruler in

the same way that s/he was created: through the power of hir True Name. He-Who-Names, along with a cabal of apprentice Namers, initiated a great ritual, one that took many days of tireless work. The Efreet that would be The Unnamed sensed hirsself unbecoming, falling apart, and had hir most powerful servants attempt a counter ritual, and hir most powerful forces perform an assault on the rebels who would dare to attack hir in this way.

Well, the ritual succeeded, for the most part, and the Great Empire of Fire came to an end, at least in the form it had held. However, the counter ritual succeeded in part as well. The great Efreet Emperor was indeed unnamed, but instead of being completely uncreated as was expected, the last vestiges of hir went outside the world, free to be discovered by pact forgers. Ironic that s/he who held so many against their will would in turn become a vestige, bound to the will of others.

Is that the true legend? Well, how could one know, to be honest? With one who is unnamed, and doesn't really exist, it's hard to tell. Like I said, this is the tale I prefer, but I doubt anyone can truly know.

Manifestation: Upon calling The Unnamed Efreet, waves of heat rise from hir sign, and small embers spark up from the lines of the symbol. Two larger embers rise and take place around ten feet above the sign (appearing to bend space if there is not enough room). These embers begin to take on the appearance of eyes made of flame, and skin of tarnished brass and copper forms from them, taking the appearance of a large Efreet. Finally a mane of fire bursts from The Unnamed's skull, and s/he begins to address the binder in a voice reminiscent of crackling flames.

Sign: Your hair changes to a bright red and appears to wave in the wind, regardless of weather conditions.

Influence: When under the influence of The Unnamed, you become very calculating, thinking every move over carefully. Also you do not respond to a calling of your name or nickname or call others by name, but any titles continue as terms of reference.

Granted Abilities: (Still working out the specifics. And the generals. And, well, everything.)

~C

[Post 594]
Author : Fullmetal_Alchemist
Date : 12-23-06 10:07 AM
Thread Title : Re: let's make some new vestiges

This is an idea I had locked within me and now I felt like making it into a vestige. Overall, binder is my favorite class within D&D. It has alot of flavor, it is strong, and it is actully based on real demonology.
NOTE: I'm still working on this. Ideas would be helpful. I'm not sure on the vestige level yet. I think 6th might do that trick.

Ilthyeo, Child of the Flower
Once a great hero among the light, now swimming in a world untold by the gods. Iithyeo grants binders the ability to speed your actions, spot the bleeding, and

take other's breath away.

<http://www.deliriumsrealm.com/delirium/images/seals/phenex.gif>

Vestige Level: 6th

Binding DC: 30

Speical Requirments: Yes

Legend:

As far as a fable goes, Iithyeo is only a myth to people other then binders, bards, and some scholars. When Iithyeo was still young, his human mind was still thinking about the world around. As he grew older, he looked at the world like hell itself. He said everyone, everything was a pointless sorce. He looked at life in the bad views, not the good views.

When the world was still young, evil brought greed, envy, and sorrow into the lands. No one would stand up againts this dark force, but a young human child named Iithyeo. With his sword againts the dark, the shield blocking the flames, he did anything his heart could. He was young, but his soul never gave in. The heart within his body was always burning, never to go out.

As the years went by, darkness stil was growing across the world and Iithyeo still fought it al off. He had no help from the gods, the common people, or even his close friends. He started to feel pointless, a lost soul. He felt like everyone was using him for their own games. The soul, his speech of light, it all grew weak. He brought his soul the envy, greed, and sorrow that flew across the land. War was started, land was taken, gods were fooled, and souls disappered.

It is said that Iithyeo killed himself, letting the gods punish him for his feelings. But overall, binders know that he only killed himself because everyone used him. Nobody really cared about him; They just cared if he brought peace or not.

Speical Requirments:

Iithyeo only appers if you place an hourglass of any kind in the middle of his seal after it is made. Also, he does not want to be summoned near anything that looks like or is a plant. Nobody knows why he hates plants. Binders say he thinks plants remind him of how his life was worthless.

Manifestation:

Iithyeo appers on his seal while stepping out of an Coutai's mouth unseen by the binder himself. He takes the form of a young human juvenile, his armor glowing like candles, his hair as rich as platiumun, and mouth holding no lies. He smiles and bows to his summoner, but as he risies, his personilty, his body itself changes. Demonic eyes poor from his face, his smile swirling into a greedy grin, and tail of a blue dragon (Large Size) appers from his own spine. Blood slowly poors to the ground from an unknown sorce. He grins at is summoner, waiting for orders.

Sign:

When the binder makes the pact with Iithyeo, you grow two horns just like a black dragon's. Also, everywhere you step, everytime you walk, you always leave a small print of blood behide you. Wearing a magical helmat or hat over your head can hide the horns of Iithyeo's sign.

Influence:

While under the influence of Iithyeo, you say things you usually don't mean while not caring for the ones you love. You start to think, feel, and act as though everyone hates you and your unwilling soul againts the gods. When someone dies, you just make a quick shrug and move on with your life. After the pact his over, you gain all your feelings back.

Granted Abilites:

As long as you are bonded to Iithyeo, you gain the following abilities below.

Steal Breath

You turn your own emotions into an aura, making others feel your pain. Enemies that you are aware of coming within 10-feet of you must make a Fort Saving throw (DC = 10 + 1/2 Binder's Level + Cha Mod). Those who fail their saving throws become exhausted for a number of rounds equal to the half the binder's level. A creature that does make his save however doesn't need make any saves against this aura for the next 24 hours. This is a mind-affecting ability.

Forbidden Touriquet

You can make those you hate bleed without healing the wounds from divine or natural healing. When you make any type of attack that deals lethal damage, you can make your foe bleed without control. You deal your normal damage along with your foe taking 1 damage + one half-the binder's level. Also, anyone that attacks someone with this effect gains +1 attack and damage bonus. The binder can use this supernatural ability once every 5 rounds. You can't use this ability if you don't have Iithyeo's sign.

Waves of Sorrow

You unleash the anger in Iithyeo's soul, hitting over those you hate the most. For a standard action, you can make a shock wave that knocks over everyone in a 30-foot radius prone, also taking 2d6 points of damage. Those who make a Reflex saving throw (DC = 10 + 1/2 binder's level + Cha Mod) can stay on the ground and take no damage. You can use this ability once every 5 rounds.

Iithyeo's Essences

You carry the common sense and feelings of Iithyeo within your heart. You gain a +4 bonus on Sense Motive checks. This bonus increases to +8 if you are making the check against any good alignment creature.

[Post 595]

Author : Edge_of_Oblivion

Date : 12-23-06 11:08 PM

Thread Title : Re: let's make some new vestiges

Hey, guys, not a custom vestige by a user, but check this out.
(<http://boards1.wizards.com/showpost.php?p=10985152&postcount=46>)

OH FOR THE LOVE OF GOD YES.

PEACH-age.

Nameless:

What you've got so far looks good, post again when you have some abilities for me to look over. :)

Iithyeo:

Story and such look great. You may want to change the Seal though. That's the Seal of Astaroth, who's already been made into a Vestige.

The only ability that looks problematic is the Tourniquet. Why the phrase "for one round" on the extra damage? From how I'm reading it, it's basically "Add 1+(Binder level/2) damage to any lethal damage attack once every 5 rounds", but the "for one round" phrase in there makes it confusing. It may be a problem of unnecessary wording, or it may mean something different than I'm thinking. Please clarify.

[Post 596]
Author : psychic_infinity
Date : 12-24-06 01:55 PM
Thread Title : Re: let's make some new vestiges

Hey, guys, not a custom vestige by a user, but check this out.
(<http://boards1.wizards.com/showpost.php?p=10985152&postcount=46>)

most notably...

It must be Christmas. :D :D :D

It's exactly what I wanted!

[Post 597]
Author : SpellFiltcher
Date : 12-24-06 10:38 PM
Thread Title : Re: let's make some new vestiges

I would like to ask for a little help here, as I am working on two vestiges, but its taking me a while as I'm trying to get it right. So, if someone would be willing to post their ideas about abilities, level, etc. for these two concepts, please do so.

Both are Naruto based. One being the Nine-Tailed Fox and the other Shukaku, the sand demon within Gaara.

The only issue I'm really having with vestiges is that they do not seem to scale with level, so if you find a really cool one early on that you grow attached to, it kinda ends up sucking at higher levels. Any thoughts as to how to make the vestige power scale with the binder level?

Thanks

[Post 598]
Author : Edge_of_Oblivion
Date : 12-24-06 11:31 PM
Thread Title : Re: let's make some new vestiges

Actually Filcher, most Vestiges DO scale well level-wise. Almost all of their abilities offer saves - which increase as the Binder's stats change - and/or are "XdZ per Binder level" or something similar. Which Vestiges are you having a problem with not scaling? Most of the ones on this thread and nearly all of the ones in the book (with a few exceptions) are designed to scale pretty well.

It's Christmas Eve, and I'd like to give my fellow Binder fans a nice warm gift. Behold!

A few decades ago, Binder scholars discovered yet another new Vestige. While the abilities of this spirit in combat situations and adventuring leave much to be desired, there is no denying its usefulness outside of combat. The unique properties of this Vestige have caused it to gain a large amount of popularity among Good-aligned Binders. Once per year, as part of a massive ritual of good faith, these goodly Binders - scattered to all corners of the realms - summon the same Vestige in unison and deliberately fail their attempts to resist its Influence. Then, obscured by disguises and the Vestige's sign, they proceed forth into the world to spread good deeds and warm wishes in the name of....

Nicholas,
Saint of Generosity

Vestige Level: 4th

Binding DC: 22

Special Requirement: Yes

Legend: Like Amon, Balam, and other Vestiges, Nicholas was once a being of great power, possibly even a god in his own right. He was known, loved, and worshipped as a patron of generosity, often depicted as a beloved elderly man who presented wondrous gifts to loving children. Always a peaceful being, he was worshipped and beloved by many goodly folk. Legends spread across the planes of supposed appearances of Nicholas's Avatar, spreading good deeds and prosperity in its wake.

Alas, as is prone to happen, Nicholas was doomed to the same fate as Amon. As time passed his existence passed into the realms of myth and legend. Greed replaced generosity as the driving force of many a man, leaving the loving Nicholas with an ever-dwindling following. At last the weakened god withered into nothing, consumed by the forgetfulness of his once-faithful.

However, to fall forgotten into the wisps of the Ethereal was not to be the fate of this beloved being. In the minds of the purest children still lived a loving and fond cherishment of the spirit of the crimson saint. While not enough to retain his deityhood, the pure and innocent beliefs of children around the world were just enough to pull Nicholas's essence out of the oblivion of planar absorption. On the wings of their dreams he drifted for some time before falling beyond reality into the neverending sleep of the Vestiges.

Manifestation: Snow swirls around within the seal as if gathered by a small whirlwind, then slowly forms from the ground up into a snow statue of an elderly male member of the Binder's race; regardless of the race, the statue always possesses a rotund belly and a full beard. After a few moments his eyes open, revealing orbs of crystalline sapphire, followed by the snow lips parting in a hearty grin. Nicholas gives a hearty belly-laugh before greeting the Binder in a jovial tone. He is happy and laughing throughout the Binding process, and at the last departs with a wink in a puff of snow and a burst of wind as the Pact is made.

Special Requirement: A piece of coal or other inexpensive stone used to hold warmth must be placed within the seal before calling upon Nicholas.

Sign: Nicholas provides two different signs, based on the Binder's gender. If the Binder is male, he will always develop a round belly as if he is somewhat overweight, and will grow a full, bushy white beard. His hair will also turn white. If the Binder is female, her ears will develop an elven point; if the Binder is already an elf or half-elf, her ears grow about an inch longer. In either case, the Binder's irises become a pure sapphire blue and their cheeks develop a rosy red blush at all times.

Influence: Binders bound to Nicholas develop his jovial personality. They are given to hearty laughs, friendly attitudes, and an overall sense of generosity. Whenever the Binder encounters a child of any race, he must present the child with some small gift of at least 1 GP value or greater within a minute of learning the child's name.

Granted Abilities:

Jack Frost: The Binder may use Control Weather once per hour, but may only use it to create Snow.

Sleigh Ride: Any vehicle or mount the Binder uses while bound to Nicholas is automatically conferred Air Walk until the Binder dismounts. Any mounts the Binder rides are also granted a Continual Flame that floats above their heads until the Binder dismounts; the Flame manifests as a bright glowing red orb.

Yuletide Gift: The Binder may use Major Creation once every five rounds, BUT the object he creates must be of 25 GP value or less and no bigger than a 1-foot cube. Items created in this way are permanent, and qualify as appropriate gifts for use in Nicholas's Influence.

Holiday Carols: The Binder gains the Bardic Music: Inspire Courage and Inspire Competence abilities, usable a number of times per day equal to his Binder level. At level 11, he may also use Inspire Greatness, and at level 16 may add Inspire Heroics. He also gains a number of ranks in Perform (Sing) equal to his Binder level.

[Post 599]
Author : Ryuu_Tenshi
Date : 12-25-06 08:48 AM
Thread Title : Re: let's make some new vestiges

What about naughty children? I'd think if you encountered evil-aligned children you're not required to give them gifts...

And maybe a Black Pete vestige is in order.

But other than that, I adore this. Were I playing a binder, I'd so take this one.

[Post 600]
Author : Edge_of_Oblivion
Date : 12-25-06 09:01 AM
Thread Title : Re: let's make some new vestiges

In my campaigns, all children are born True Neutral, and all children of races that aren't labeled "always (L/N/C) Evil" stay that way until adulthood. Besides, the

Binder doesn't have Detect Evil, so how would he know?

[Post 601]

Author : Fullmetal_Alchemist

Date : 12-25-06 10:22 AM

Thread Title : Re: let's make some new vestiges

Still working on the "Granted Abilites." But this is what I have so far on a idea I had last night, or a dream :D

Eorikc, The Deadly Sin

Known for the sins are acted againts the gods, Eorikc grants a binder over the divine, to replace your limbs, and gain knowledge of death itself.

<http://www.deliriumsrealm.com/delirium/images/seals/bael.gif>

Vestige Level: 2nd

Binding DC: 20

Speical Requirments: Yes

Legend

Eorikc, the half-elf is known to be one of the greatest pirates the seas have ever heard of. He torn ships one by one and stole from those rich. Some bards and scholars say he was born in hell, but all binders know he wasn't born there. For a fact, no one doesn't really know where he had come from. The only thing people known about him was his rage for greed and power.

Eorikc also had the power over the dead, which was his pirate crew just to say. He was the captain of his undead crew, but only caring about himself and only loving his own soul. He thought his life was only to kill people and make them suffer in their own sins. In his fact of theroy, he thinks he needs to kill everyone, everything, and even every god known to man-kind.

Soon becoming wealthy in power and glory, he thought he could take on the gods and destory their holy grace. Everybody feared his power againts the gods, fearing the gods themselves might fall. Eorikc first faced Pelor, but failed to to even make a scar on the Pelor's armor. He died that day and was punish by the gods to never feel life again. Eorikc know lives in an alien world, confused about his own life. He know grants binders his undead powers and knowledge of the world.

Speical Requirments

If you try to summon Eorikc near water, even a glass of water, he shrugs and fades away. Binders will say water makes him dream about his ship. Eorikc misses the deep blue, starting riots, and making others suffer. If you do summon Eorikc within any sorce of water, you can not summon him for the next three days.

Manifestation

When the ritual is complete, a sea gull appers in the middle of the seal. The bird slowly glares into the binder's eyes, but when the binder finally blinks, the sea gull disappers in a flash to have Eorikc in its place. Eorikc only gives off a cold glare giving the binder a quick chill raging up and down his spine. Again, when the binder blinks, Eorikc's form changes. This time, his own flesh is washed away, eyes replaced by bugs and other critters, and head of a demon. He now grins at the binder, flesh still sliding off his body.

Sign

When ever you take damage, your skin turns into ash back into normal flesh in

a flash. Although you seem to have no wounds and scars on your body, you still take damage as normal. You also seem to have your whole body stitched together like a borken doll.

Influence

When you want something, you try to get it at all cost. You don't really care who gets hurt, dies, or fails in the mission as long as you want something. When you are happy, you want people to join you in a cheer. You can't help yourself, but cheer after something you like happens.

[Post 602]
Author : Edge_of_Oblivion
Date : 12-25-06 08:41 PM
Thread Title : Re: let's make some new vestiges

A minor suggestion - since the abilities of a Vestige are the part that needs the most review, I would advice waiting until the entire Vestige is complete before posting (with the possible exception of Level and DC, if you need advice on setting those).

[Post 603]
Author : journeyman777
Date : 12-25-06 08:56 PM
Thread Title : Re: let's make some new vestiges

Waves of Sorrow

You unleash the anger in Iithyeo's soul, hitting over those you hate the most. For a standard action, you can make a shock wave that knocks over everyone in a 30-foot radius prone, also taking 2d6 points of damage. Those who make a Reflex saving throw (DC = 10 + 1/2 binder's level + Cha Mod) can stay on the ground and take no damage. You can use this ability once every 5 rounds. Aside from the damage, this is rather similar to one of Agares' abilities. BTW: All Binder abilities are 10+1/2EBL+Cha mod. There is no need to repeat it.

On other vestiges, I've been puzzling over a lv for Hyde. If you added a uses limit to rage, he could be a lv 1 vestige. BTW: Why Seeming? I don't have my books with me, but I'm pretty sure it is basically a Mass Disguise Self. Since the effect is limited to the binder, wouldn't that just make it Disguise Self?

On my own efforts: I'm currently working on a Nightmare Spinner vestige. What phantasm or fear effects do you guys think would be fun and balanced? (No phantasmal killer, that one's taken already)) Any other rarely used mechanics or PrCs you guys would like to see converted to a vestige? Suggestions are welcome.

[Post 604]
Author : Ashe
Date : 12-28-06 08:17 AM
Thread Title : Re: let's make some new vestiges

One of my favorite vestiges is leraje but unlike other vestiges who kinda level up. Once people start getting their second attack she loses her value has anyone thought of a way to fix this problem.

I thinks shes great cause of the great story.

[Post 605]
Author : Milo HoBo
Date : 12-28-06 08:47 AM
Thread Title : Re: let's make some new vestiges

I have an idea for an ability, but not a vestige to go with it.

Take the stage: You gain the ability to silence every one within x ft. for y number of rounds. This only effects other people, so you are able to speak just fine.

Sign: You chin and mouth grow slightly larger.

Influence: You feel the urge to let everyone know too much information. If you have a diabolical plan, you spill the beans like a bad guy in the Bond movies. If you go to the bathroom, you inform everyone.

[Post 606]
Author : Bill Lumberg
Date : 12-28-06 09:53 AM
Thread Title : Re: let's make some new vestiges

Journeyman77:

Seeming lets you determine what someone sees if a divination is cast on you. I wanted something to make Hyde useful as an alter ego. This would let you go out and do X without worrying about being discovered by some caster. I think I will go back and work on it again.

I did not want to limit the rages because I want it to have some usefulness in combat. It also reflects the character in the book.

[Post 607]
Author : journeyman777
Date : 12-28-06 09:59 AM
Thread Title : Re: let's make some new vestiges

Ah, ok.

As is, I'd put him around lv 3, but let me know when you are done revising and I'll check again.

As for hiding an alter ego, you may be better off with a version of alter self (limited to the binder's own race). That way it is an actual physical change.

[Post 608]
Author : Bill Lumberg
Date : 12-28-06 10:03 AM
Thread Title : Re: let's make some new vestiges

I just made some changes. I decided to limit the number of rages because don't want to overshadow the barbarian class. I reworked the defense against divinations.

I decided on level 2 because of the Nondetection effect and the immunity to compulsions and emotion-effects.

Please let me know what you think.

[Post 609]
Author : journeyman777
Date : 12-28-06 10:05 AM
Thread Title : Re: let's make some new vestiges

Alter Ego: The binder's physical appearance is completely unlike his real appearance. If True Seeing is cast on the binder it does not reveal his true appearance if he makes a Will save. He has a constant Nondetection aura in effect. At 13th level the binder gains greater resistance to divinations. If the binder makes a Will save he is immune to any divinations from that caster for 24 hours. Ok, a little clarification is called for.

1. HOW is the binder's appearance unlike his true appearance?
2. True Seeing cast on the binder would actually be granting him true seeing. You want something more like "if the binder is viewed by someone with true seeing".
3. No DC for the will save is listed. You need to note if it is at the caster's normal DC for a spell of that lv.
4. For the improved version, you haven't mentioned when he makes the will save or the DC.

I'm seeing non-detection, mechanis mind, and a stacking equivalent to a bull's strength and bear's endurance. That actually puts him close to lv 4. The requirement to show the sign to use any abilities brings him down to a 3 (IMHO). I don't have ToM on hand to do any direct comparisons to similar lv vestiges, so that will have to do for now.

[Post 610]
Author : Bill Lumberg
Date : 12-28-06 03:33 PM
Thread Title : Re: let's make some new vestiges

Journeyman77

I made some changes. I think third level seems about right.

Let me know if the wording is clearer now.

Thanks

[Post 611]
Author : journeyman777
Date : 12-28-06 04:08 PM
Thread Title : Re: let's make some new vestiges

I like. :cookie:

[Post 612]

Author : Bill Lumberg

Date : 12-28-06 05:19 PM

Thread Title : Re: let's make some new vestiges

Yum, a cookie!

Here is my last effort for now. I really should be doing some real work.

This is from the Age of Worms storyline that ran in Dungeon recently.

I will probably make some changes to it soon.

Please P.E.A.C.H.

Ebon-Aspect, Misplaced Faith

Level:3

DC:19

Legend: The Ebon-Aspect was created by the cult of the Ebon Triad. The cultists were heretical followers of Erythnul, Hextor and Vecna. They believed that the three gods would merge into one deity who would slay the other gods and reign supreme.

The vestige of the Ebon-Aspect was formed from the blood of the cult's sacrifices and the faith of the cult members. The Aspect was destroyed when the cult fell. But the power of the blood and faith continues to exist as a vestige.

Manifestation: A humanoid shape forms out of a dark pool. The form grows to roughly eight feet in height and has a grotesque, monstrous face with one eye missing.

Special Requirements: Blood and an eye from an intelligent being must be poured over the seal. Both the eye and the blood disappear when the vestige appears. The Ebon-Aspect will not appear within sight of ground that is consecrated to Heironeous.

Sign: One of the binder's eyes appears to be missing, his skin takes on an ebon hue and his face is twisted in a perpetual scowl.

Influence: The binder is determined to destroy his enemies. He cannot take foes alive. The binder sees violence as the answer to every conflict.

Granted Abilities: The Ebon-Aspect grants powers of the gods it represented.

Erythnul's Countenance: The binder's face twists into a horrid visage. The binder gains a +4 bonus to Intimidate checks. At 8th level the binder can Intimidate as a swift action. At 14th level the binder gains the benefit of the Frightful Presence feat. The binder must show the visage's sign to use this power.

Vecna's Blessing: The binder gains spell resistance equal to five plus the binder's level. If a spell fails to breach the resistance the binder gains one hit point per spell level. These bonus hit points last 10 minutes. The spell resistance

lasts one round per binder level. The binder must wait five rounds after this power ends before using it again.

Hextor's Skill at Arms: The binder can wield the following weapons as a fighter equal to his binder level: flail, battle axe, pick, longsword, mace, and falchion. The binder is proficient with these weapons and his BAB with them is equal to a fighter of his effective binder level.

[Post 613]
Author : journeyman777
Date : 12-28-06 05:26 PM
Thread Title : Re: let's make some new vestiges

Hextor's Skill at Arms: The binder can wield the following weapons as a fighter equal to his binder level: flail, battle axe, pick, longsword, mace, and falchion. I assume this means the binder is proficient with the weapons and is considered to have a BAB equal to their EBL. Correct?

[Post 614]
Author : Bill Lumberg
Date : 12-29-06 04:20 PM
Thread Title : Re: let's make some new vestiges

I assume this means the binder is proficient with the weapons and is considered to have a BAB equal to their EBL. Correct?

Exactly.

[Post 615]
Author : Nephrite
Date : 12-30-06 12:28 PM
Thread Title : Re: let's make some new vestiges

I created two FF style Vestiges.
The first from FF 12.

The second from FF 4. A cookie for whoever can guess the three member party that defeated him.

1) Belias, the Gigas: Made by the Gods in opposition to Loghril, a dark minion. He strengthens, affinity to fire, and can blast foes.

Level: 1st

DC: 16

Special: None

Legend: Called Gigas for his appearance: man and monster fused as one. Created by the gods to create a guardian. Considered a mistake upon his making, and receiving not his intended role, the Gigas challenged the gods and lost. Scorned by his masters, he remains in the void looking for some reason to exist.

Manifestation: He looks like a man and a minotaur fused. He speaks with a grunty tone.

Sign: Body gets more hairy.

Influence: You become deeply concerned about fitting in. Due to his own fate as 1/2 before becoming a vestige, he requires you not attack 1/2 creatures such as 1/2

dragon, 1/2 fiend, or even 1/2 orc.

Granted abilities: You gain supernatural abilities related to Gigas might and power.

1. Giga's Body: Fire resistance 2 level (2 at level 1, 40 resist level 20). Upon reaching EBL 10, you heal 1 damage for every 3 damage a fire spell or effect would deal before applying resistance.
2. Gigas Strength: Due to Gigas massive strength you gain the feat without the prerequisites Power Attack: . +2 enhancement bonus to Strength; this increases by +1 ever 5 levels (+3 at level 5 and +6 at level 18).
3. Flaming Blow: You can deal an extra +1d6 fire damage just like a flaming weapon with every attack. At level 10 EBL, it becomes flaming burst (this stacks with any current flaming or flaming burst weapon ability you have). Your own flame does not harm you, nor does it harm objects unless you will it to do so.

2) Octopi, the cocky: An octopus who became a grew to enormous size and aspired to godhood, but was killed by a dark knight, an arcane summoner, and a mystic theurge.
Level: 2

DC: 17

Special: Can only bind in a source of water of any size.

Legend: Octopi was an ordinary octopus till saw from the water an arcanist summoned an octopus to fight something.

He remembered the power he saw and made it his quest to get it. He found an arcanist sleeping and grappled the mage till he was no more than drunk in his magic. He grew to an larger size and the octopus was pleased. He continued doing this till he was huge. But before he could continue he decided to sleep in a cave by a waterfall. This proved be his downfall with three people took him down namely, the dark knight, the arcane summoner, and a mystic theurge.

Manifestation: A huge octopus appears with a grin but missing all his tentacles.

Sign: Two tentacles grow out of your side.

Influence: He makes you bold and cocky. You act rashly when an opportunity presents itself.

He requires that you not wield slashing weapons as they remind him of losing his tentacles.

Granted abilities: Octopi gives you his tentacles, camouflage, abd allows you to create tentacles to grasp your foes.

1. Octopi's Arms: Two tentacles pop out of your sides. They deal 1d4 if small, 1d6 if medium, and 1d8 if large (1x strength when used as secondary in addition to other attacks with -5 attack penalty). Both can be used together as secondary in addition.. They get a +2 bonus to grapple checks. This only is given if you don't hide the sign.

2. Octopi's Camouflage: +4 bonus Hide checks and +4 bonus on Disguise checks.

3. Octopi's Grasp: Supernatural ability to create a tentacle out of ground to grapple foe. This is similar to earthen grasp, but can be used on liquid surfaces as well. This is useable once every 5 rounds.

[Post 616]

Author : bawb44

Date : 12-31-06 06:27 AM

Thread Title : Re: let's make some new vestiges

the octopi was killed in final fantasy 4 by cecil (dark night at the time), a very young caller named rydia, and a red wizard/sage named tellah on the way to damcyan... i think i nailed that one.

[Post 617]

Author : BenSan
Date : 12-31-06 02:03 PM
Thread Title : Re: let's make some new vestiges

I saw it asked early on but not answered in the first several pages of the thread (after that I mostly skimmed): most of the vestiges are adapted from the descriptions of demons in the Ars Goetia, a medieval book on demon-summoning. In most cases, their physical descriptions and abilities are roughly based on the information given in the Ars Goetia, which is admittedly pretty sparse (Aym's abilities, for example, are "setting great castles on fire and bringing them to ruin"), and the backstories are homemade WotC originals.

As an aside, there are 72 demons in the Ars Goetia; I'd love to see vestiges for some of the ones they missed but am not in position to stat them out at the moment.

[Post 618]
Author : Milo HoBo
Date : 12-31-06 03:50 PM
Thread Title : Re: let's make some new vestiges

Is there one for Pun-Pun? I would consider him too powerful for the multiverse to hold.

[Post 619]
Author : journeyman777
Date : 12-31-06 04:05 PM
Thread Title : Re: let's make some new vestiges

The index on pg 16 has links to all but the newest vestiges. (including Pun-pun)

[Post 620]
Author : JiCi
Date : 01-01-07 04:28 PM
Thread Title : Re: let's make some new vestiges

Hey guys, how about creating vestiges from abominations ?

an anaxim vestige or xixecal vestige could be fun to use.

ideas for Anaxim:

- metal fist: gains 2 slams, each dealing 1d6
- shock: deals 1d6 electricity on unarmed strike, slam attack or weapon attack
- sound blast: 60-foot cone dealing 1d4/level sonic damage
- plating: 25% fortification

[Post 621]
Author : Siberys
Date : 01-01-07 07:41 PM
Thread Title : Re: let's make some new vestiges

Do you all take requests? I've been working on a concept literally -ALL DAY-

I am not particularly fond of the flavor, so I wanted to go for a complete re-flavoring. My idea - Where the Truenaming presented in the book is the verbs of truespeech, Binding is the adjectives - you apply the adjective to your own truename, changing yourself.

If someone could help me with this, I'd really appreciate it. Basically, I want to make Vestiges for about twenty different adjectives, and "Reverse" versions you could force on someone else. Only problem is, I can't figure out Vestige balance (Yes, I have a printout copy of the web article), or come up with ideas for abilities for some of the vestige-adjective Ideas I did make. For this, I'd just want crunch; level, DC, Influence, and granted abilities.

Failing that admittedly involved project, could someone help me at least re-flavor the vestiges in the book? I did it today, but the abilities were inconsistent with the ideas I tried using, and were generally lamer than a paraplegic leper.

Any help on this would be appreciated...

[Post 622]
Author : journeyman777
Date : 01-01-07 08:57 PM
Thread Title : Re: let's make some new vestiges

If you can be a little more specific, I'd be happy to help with this. I'm not exactly clear on how you are looking to combine truenaming and vestiges though. As for re-flavoring the vestiges from the book, did you have any particular vestige or theme in mind?

[Post 623]
Author : Siberys
Date : 01-01-07 10:00 PM
Thread Title : Re: let's make some new vestiges

Basically just a re-flavoring. The only mechanic I'd want is Truespeak somehow involved in the binding process.

As for the re-flavoring, my idea was to boil the vestige down to it's basic concept - for example, Ipos' basic concept is Obsession. Instead of binding the Vestige Ipos, you'd bind the Primal Concept of Obsession - Primal Concepts being Ideas brought to form after the first truespeaking.

I must be weird, after I posted the above post, I sat down and had an epiphany; figured it all out. I must be lucid late at night... :D

Most of my problem was that I was having difficulty coming up with the basic concept of some of the vestiges. When I decided I didn't need them all... it fixed itself.

I'll post it in a different thread when I get it typed up; don't want to hijack the thread

Thanks!

[Post 624]

Author : Kaldar_the_Summoner

Date : 01-02-07 05:31 PM

Thread Title : Re: let's make some new vestiges

I had to do this. Please peach, and I could use a power level. Also, I'm sorry if he seems overpowered.

Alhazred, the Mad Arab

Vestige Level: 7

Binding DC: 30

Special Requirements: Yes

Legend: Alhazred was once a beautiful and kind youth, but after a long-forgotten slight, he was exiled into the "Empty Space" desert. What he saw in the desert drove him irretrievably mad, but he gained phenomenal and dark eldritch secrets. He became well-learned in the arts of necromancy, and was inducted into several different cults of Great Old Ones. He scribed his experience in the desert and all the secrets he knew in a massive tome, entitled Al-Azif, or the Chittering of Vermin. But by writing that, he had violated several pacts he had made before, and was gruesomely murdered above a crowded bazaar in full view by an unseen horror. Later on, his work was translated by an Archivist called Wormius, and was re-titled The Necronomicion, or the book of dead names.

Manifestation: A handsome, fair-haired, bright eyed young man walks into the seal, but as you make the pact, his once-beautiful appearance slowly grows viler. First, floating scimitars appear, and sever his nose, ears, and phallus, and scar his cheeks. The wounds heal (as well as severed extremities can), and he ages, growing haggard and feral-looking, and his eyes shine with growing madness. His flesh becomes tattooed with bizarre symbols, and he becomes garbed in dark wizard's robes and a turban. He speaks with an amazing voice that captivates the binder with it's beauty. When the pact is finished, he pulled into the air by invisible hands and is gruesomely torn apart and devoured by invisible claws and maws.

Special Requirement: Either you must be able to understand the speech of the Old Ones, be a cultist of any Elder God, or have had peaceful interactions with any creature hailing from the far plane.

Sign: Your nose and ears vanish, and your cheeks are scarred.

Influence: You are dedicated to spreading the word of the great old ones. You must make liberal use of your madness-inducing powers.

Granted Abilities: Alhazred grants his summoner the horrific powers of the great old ones.

Visage of Cthulhu: Once per day for every 5 binder levels, you can impose the appearance of mighty Cthulhu upon yourself. Everyone who looks at you must make a will save or lose their minds, as per insanity. Those who make their saves are confused. This image lasts for 1 round.

Embrace of Hastur: You speak the dread name of Hastur 3 times, and a shadowy tentacles rip forth from the ground, replicating Evard's Black tentacles effect equal to a sorcerer of your binder level, except the damage is half cold and half unholy damage. You are not exempt from this damage. This power takes a full-round action to use as well as actual speech, and draws attacks of opportunity. You can use this ability any number of times per day, except only when the effect

ends (you cannot dismiss this effect).

Love of Shub-Niggurath: With a successful touch attack, the target must make a fortitude save or be nauseated for 1 round per binder level. This ability has no recharge time.

Fires of Tuzcha: You can use Enervation once per five rounds.

Lies of Nyarlathotep: You can use Alter Self at will, except that people who view get a will save, and if they succeed, they see you as you truly are, and you interact with them with your true stats.

Jibberings of Azathoth: You speak a prophecy granted by the Demon Sultan Himself, which is essentially Power Word Stun except the result is identical to either a confusion or fear spell, chosen upon speaking. You can use this a number of times per day equal to your EBL.

[Post 625]
Author : JiCi
Date : 01-02-07 07:17 PM
Thread Title : Re: let's make some new vestiges

Here's another... er... some others vestiges... (whatever, it's a vestige made of two entities)

Alinys and Gracediana, ashes of magic
Vestige Level: 5
Binding DC: 18

Legend: Alinys and Gracediana were both best friends who lived together in a human settlement, and they always were amazed by magic. They could discuss for hours about spells, the origins of these powers, components and formulas. Unfortunately, their village strictly forbids magic, as the villagers were actually survivors of a mad wizard attack years ago; their souls were hardened by such a hatred.

One day, a group of adventurers passed by their village for a halt. Two of them were spellcasters, a wizard and a cleric, but as soon as they showed their spells, they were expelled at pitchfork points and thrown rocks. Yet in their escape, both of them dropped a book, a wizard's spellbook and a prayer book. Alinys and Gracediana witnessed the entire scene, and they stole the books before the rest of the village noticed the items.

Back at their home, they cracked the books open and perused through them, with both amazement and fear. They knew they had broken the rule. Alinys and Gracediana made a pact: to learn the books' magic under everyone's noses. During 5 years they read, practiced and mastered these forbidden arts. Alinys learned to be a necromancer, as the book actually belonged to a master of the dark arts; Gracediana took the path of the healer, as her chosen tome was a filled with healing and conjuration divine spells.

They left their home village for 5 long years in order to pursue their work. Regardless of their chosen paths, both girls remained close to each other, and many had noticed this forged friendship of theirs. Their return was quite acclaimed and celebrated by the villagers, as they missed their company, yet one villager remained sceptical: the settlement mayor's son.

On one night, the boy went to the girls' home and peeked through the

basement's windows. To his surprise, he found the girls drawing signs and reciting arcane formulas, along with some foreign spell components, such as skulls and crosses. The next night, the mayor's son brought his friends to witness the truth. They blocked every door with debris and threw through the windows blazing torches and barrels. The girls' house burned up in smoke in minutes, and the criminals fled the scenes before the rest of the villagers came to investigate to put out the brazier.

Alinys and Gracediana were trapped inside the inferno and unfortunately, none of their powers could help them. In their last moments, they locked themselves in each other's arms and recited a special incantation before losing consciousness and falling on the floor, lifeless.

What remained of the house were ashes and charred wood beams, with no sign of Alinys and Gracediana. The villagers found also bits of scrolls and books. As he discovered the truth with its comrades, the mayor was shocked by the infraction the girls made, but shed tears as he didn't want this to happen. A proper funeral was made in their memories, and the magic restriction was lifted and the mayor even encouraged the villagers to follow the path of the spellcaster, in their honor.

Since that day, Alinys and Gracediana were reborn as a single vestige, as their friendship continued to shine.

Manifestation: As you finish to draw the sign, fire erupts from the markings. Suddenly, a large black and white flame bursts and flickers from the center. Slowly, the flame wears down and reveals two comely human women, embraced in each other arms, eyes closed and facing each other. Alinys appears as a maiden with long dark brown hairs and dark azure eyes. She wears a tight black shirt, a knee-high skirt, a flowing cloak and half-calf leather boots. Gracediana appears as a lady with shoulder-length blond hairs and deep emerald-colored eyes. She's dressed with a white robe, a surcoat tied with a silk rope belt and white leather boots. They turn their heads toward you and gently ask your commands. They speak with a soft voice, and they take turn telling you what you need.

Sign: Your eyes change colors. The sclera of one of your eye turns clear white and the pupil becomes pitch black, while the sclera of your other eye turns jet black and the pupil becomes pure white. Your vision, as well as darkvision and low-light vision, is unaltered.

Influence: Under the girls' influence, you share a strong curiosity for magic. You peek into spellbooks, scrolls, alchemy labs, as well as magic items. You also feel a kinship for spellcasters; you do everything to protect them, and you retain yourself from hurting one. In combat, you must always attack a non-spellcasting opponent before attacking a spellcasting one.

Granted Powers:

Ray of healing: The binder can shoot a black or white ray at any target within 60 feet as a ranged touch attack. The black ray deals negative energy damage and the white ray deals positive energy damage, and both rays deal 1d8 points of damage per 2 binder levels. Negative energy heals undead creatures and hurts living creatures, while positive energy heals living creatures and hurts undead creatures. The binder chooses which ray to use, and must wait 5 rounds until he can shoot again.

Knowledge of witchcraft: You gain a special bonus to Heal, Knowledge (arcana), Knowledge (religion) and Spellcraft checks equal to half your binder level.

Hurt to heal: The binder can be healed by negative energy in response of a spell or similar effect, like a undead creature. He may activate this ability as an immediate action, but must wait 5 rounds until he can do so again.

Share the pain: The binder may physically or spiritually interpose himself between an ally and a source of danger. As an immediate action, he may choose to take half the damage received for an allied creature. Once per day, he may choose to take full damage, thus negating an ally's damage.

What do you think ? feel free to post your comments.

[Post 626]
Author : journeyman777
Date : 01-03-07 12:44 AM
Thread Title : Re: let's make some new vestiges

:eek: For the love of readability, please use a line break between paragraphs. Maybe consider a spoiler block for the legend. (irritable from lack of sleep, please don't be offended)

[Post 627]
Author : JiCi
Date : 01-03-07 05:35 AM
Thread Title : Re: let's make some new vestiges

:eek: For the love of readability, please use a line break between paragraphs. Maybe consider a spoiler block for the legend. (irritable from lack of sleep, please don't be offended) Fixed the paragraph. Now that it's done, what do you think of my vestige ?

[Post 628]
Author : Bill Lumberg
Date : 01-03-07 07:20 AM
Thread Title : Re: let's make some new vestiges

Kaldar:

I like the vestige overall. I would say he should be 6th or 7th level. Perhaps you should use just "Alhazrad" for his name. I made some vestiges with two names and this was suggested to me. I also think it makes him sound more sinister.

Love of Shub-Niggurath has a very long duration. I suggest reducing the sickened part of it or leaving it out entirely.

How often can the binder use Embrace of Hastur and Words of the Old Ones? The limitations on Embrace of Hastur are great.

[Post 629]
Author : journeyman777
Date : 01-03-07 12:22 PM
Thread Title : Re: let's make some new vestiges

I'm AFB, so direct power comparisons will need to wait for edge.

Healing ray far surpasses Buer's healing gift.)

Hurt to harm is weaker than the protection offered by Acerak.

Knowledge of Witchcraft is weaker and more specialized than Dantalion knows.

Share the pain is roughly equivalent to the spell "shield other". (incidentally, it needs a range limit)

So, they look to be somewhere around lv 5.
Flavor-wise = cool!

[Post 630]
Author : Kaldar_the_Summoner
Date : 01-03-07 01:09 PM
Thread Title : Re: let's make some new vestiges

Thanks, I had a feeling it was 7th. Plus, I changed Word of the Old Ones to Jibberings of Azathoth, trying to stick with the theme of individual Elder Gods. I was considering adding Travel of Yog-Sothoth, which is identical to greater teleport or plane shift, and usable once a day/4 binder levels. Would that bump up the level?

On a different note, I've got three new vestiges planned and I will post them as soon as I finish editing them. One is a character from a book I wrote, who gives binders cunning and the power of betrayal. The second is a character I had, who give a number of mystical abilities for multiclassed binders. The last one I think is unique, because it's the vestige of a book.

[Post 631]
Author : JiCi
Date : 01-03-07 02:36 PM
Thread Title : Re: let's make some new vestiges

I'm AFB, so direct power comparisons will need to wait for edge.

Healing ray far surpasses Buer's healing gift.)

Hurt to harm is weaker than the protection offered by Acerak.

Knowledge of Witchcraft is weaker and more specialized than Dantalion knows.

Share the pain is roughly equivalent to the spell "shield other". (incidentally, it needs a range limit)

So, they look to be somewhere around lv 5.
Flavor-wise = cool!Ok, let me get it straight:
- Good story
- Good abilities
- level too low

Is it correct ?

[Post 632]

Author : Kaldar_the_Summoner

Date : 01-03-07 04:03 PM

Thread Title : Re: let's make some new vestiges

And now, as a gift to bookish characters and Lovecraftian fanboys much like myself, the Vestige of a Book. Please PEACH.

Necronomicon, The Book of Dead Names

Vestige Level:

Binding DC:Probably high. few can resist the lure of the Necronomicon

Special Requirements: Yes

Legend: The mad wizard Abdul Alhazred, in his travels in the "Empty Space", witnessed horrors unspeakable and learned secrets unimaginable. He penned all his knowledge into a great and terrible tome, entitled Al-Azif. Unfortunately(or fortunately), he had broken some unthinkable pact with his Otherworldly masters, the Great Old Ones, and he was torn to bloody bits and devoured by invisible monsters above a crowded marketplace. Later, his book was picked up by an Archivist named Wormius and Translated into common, and was entitled The Necronomicon. Several copies were known to exist. This book was infamous for the lore is held and the power it promised, but such knowledge has a tendency to drive mortals irretrievably mad. Many greedy wizards and curious readers suffered horrible fates. Most believe the last copy of The Necronomicon was destroyed in the burning theatre by a bard named Pickman, who had felt the same effect so many others have. But somehow, the book was far too infamous to simply die, and it exists today as a vestige.

Manifestation: A large, thick tome drops out of nowhere onto the seal. It is still for a moment, but then floats in the air and opens before the binder. Its yellowed pages flip themselves, display dread diagrams, eldritch symbols, and terrible illustrations. It does not speak. When the pact is finished, it snaps closed and floats into the opened hand of the binder.

Special Requirement: The summoner must have at least 3 ranks in knowledge (the planes) or knowledge (arcana).

Sign: A palpable copy The Necronomicon is present on your person at all times, and every time you read it, there seems to have more added to it. If its not open in front of you, it is held in your off hand, tucked neatly in your bag, or sitting on the ground, whichever you prefer. If it can do none of the above, it floats near you. If someone else tries to grab the book, their fingers (or other extremities) harmlessly pass through it, as if it were an illusion. If someone else tries to read it, the letters are in a bizzare language they cannot read(no magic sees past this). The book cannot be destroyed.

Influence: The binder is obsessed with reading the massive Necronomicon from cover to cover, and he gets angry at people who keep him from doing so. The Necronomicon requires that the binder must spend his free time reading it intensely.

Granted Abilities: The Necronomicon gives the binder the benefits of reading and utilizing the knowledge inside it without losing his mind. None of the powers work if you're suppressing th sign, obviously.

Dark Knowledge: The dark wisdom of the necronomicon flows into you, granting you a portion of Alhazred's Knowledge of certain monsters. This power works only for abberations, elementals, magical beasts, outsiders, and undead. By making an appropriate knowledge check(arcana for magical beasts, dungeoneering for abberations, religion for undead(or deathless), and Planes for Elementals and

Outsiders) when encountering a creature. The standard DC is 15+Monster hd. You can employ it in two types: Offensive Tactics and Defensive Maneuvers. The benefits apply only to the creature you mad the roll against. You must choose which one before you make the attempt. DEFENSIVE MANEUVERS: You and Allies you warn gain an +1 insight bonus on both AC and saving throws(both of which increase by +1 for every 10 points higher than the initial DC your roll scores). OFFENSIVE TACTICS: You and Allies you warn gain a +1 insight bonus on attack rolls against the creature, as well as deal an extra 1d6 damage(the attack bonus increases by +1 and the damage bonus by +1d6 for every 10 points higher than the initial DC your roll scores). You can use this power 3/day at first level, and an additional time per day for every 3 binder levels you possess.

Forbidden Lore: You gain a circumstance bonus on Knowledge(arcana), Spellcraft(only spells from the schools of necromancy and conjuration or any spell with the evil descriptor), Knowledge(the planes), and Knowledge(psionics) checks equal to one-half your binder level(rounded down), and are considered trained. For subjects Considered Forbidden(Dm’s Discretion), your bonus increases to your binder level.

Hidden Secrets: If you or your one of your allies fails any check that falls under the categories of your Forbidden Lore power, you can peruse the index located in the back (a full-round action, or a move acting if your intelligence is 15 or higher) and make the check a second time, with a +8 circumstance bonus(stacks with forbidden knowledge). If this check fails, the subject is not in the book(for now...) And you may not make the check again for the remainder of the bind.

Eldritch Wards: The necronomicon bestows defence against otherworldly horrors. You are constantly under the effects of a Protection from Alignment spell, except it defends against all alignments. Also, by using diagrams found in the Necromicon, you can trace complex designs on the ground(takes 5 minutes), creating a Magic Circle effect (choose alignment upon creating). This lasts for 30 minutes per binder level. You can only have one Magic Circle at a time.

Blasphemous Entities: When dealing with vestiges that have sinsister backgrounds or powers (base vestiges are acererack, malphas, tenebrous, amon, balam, geryon, chupoclops, marchosias, and zagan; new vestiges need DM approval), you gain a +4 circumsatnce bonus on binding them when already bound to the Necronomicon.

[Post 633]
Author : Nephelite
Date : 01-03-07 04:07 PM
Thread Title : Re: let's make some new vestiges

the octopi was killed in final fantasy 4 by cecil (dark night at the time), a very young caller named rydia, and a red wizard/sage named tellah on the way to damcyan... i think i nailed that one.

Good job. :cookie:
I wonder if WoTC will ever add any more vestiges. Though this thread is pretty cool.

[Post 634]
Author : journeyman777
Date : 01-03-07 04:36 PM
Thread Title : Re: let's make some new vestiges

Ok, let me get it straight:

- Good story
- Good abilities
- level too low

Pretty much. Wait til Edge chimes in on the proper lv, but you've done good.

wonder if WoTC will ever add any more vestiges. Though this thread is pretty cool. There was a rumor about them putting up some psionic vestiges in a web enhancement this month.

[Post 635]

Author : Kaldar_the_Summoner

Date : 01-03-07 04:50 PM

Thread Title : Re: let's make some new vestiges

Here's a recurring character from some of my stories. He was mean.

Hacim, The King of Backstabbers

Vestige Level: 3

Binding DC: 25

Special Requirements: Yes

Legend: Hacim was a mortal man with a tongue of sharpened silver and a heart of black stone. He was a master of deception and unnaturally cunning. He attributed his mental prowess to his parents, the only people he tried unflinchingly to please. Hacim's mother died when he was a child, severely scarring him. His father's death is not known, and if asked, the vestige screeches extremely searing insults at the binder. He was wicked to the bone, proud of his intelligence, and had a fondness of betraying the poor fools that believed him to be their friend. His weakness was that he craved recognition for his intelligence. It wasn't enough to outsmart and humiliate an enemy. He wanted the deed published. This arrogance got him in trouble, though, as he published a mocking essay about a warlord he disliked (ironically, the warlord that appointed him as the vizier) and was subsequently threatened with torture and imprisonment unless he destroyed every last copy of his essay and publically apologized (this was an amazing blow to his ego). Somehow, after betraying his best friend (a half-fiend sorcerer which was convinced Hacim was his secret half-brother, so alike were they), he had a moment of clarity, and realized the wickedness of his actions and the error of his ways. He died of despair. But no plane took his soul, the lords fearing his cunning and guile would leave them dead and him the new lord, and he drifted off into nowhere.

Manifestation: A very tall, unnaturally gaunt man with sharp, cruel features, dark hair, and pale skin walks into the seal. He wears unremarkable black clothes and carries a wicked dagger. He looks at the dagger with a pained, guilty expression, but then gleefully thrusts it deep into his own lower back, and uses it to make a huge gash in his back. This sickening sight is made more horrible by his cackling, sadistic laughter. He stops, his face contorted by wicked amusement. He turns around with his back facing the binder, presenting the hideous wound he made by literally backstabbing himself. Then, great black claws emerge from the gash, and begin to pull it open. A monstrous, 13-foot tall undead horror forces itself out of the wound, tearing the man in half. Its body is black with rot, and worms and maggots visibly squirm through its flesh. It has long, sharp, ivory-colored teeth, and its tongue is a black adder that hisses and occasionally picks old meat from it between the yellowed fangs and tosses it down the beast's throat. Weeping human eyes, unaffected by decay, stare out from

the skull. The creature's hands are soaked with blood that constantly drips into puddles on the ground, never running dry. Hacim speaks with a scratchy voice but in a pleasant tone, filling the binder with a warm sense of friendship and security. When the pact is over, Hacim leans over and whispers the deepest, darkest secret of the binder into his summoner's ear, and then vanishes. The blood remains, and can only be removed by a good-aligned creature (even then, it takes a tremendous amount of effort to remove).

Special Requirement: Hacim will properly deal with the stupid or the ignorant, seeing them as pawns for his personal amusement. The summoner must have a positive intelligence modifier (unbuffered) and maximum ranks in at least two knowledge skills.

Sign: The binder's hand's are covered in cold blood that constantly drips and flows, but leaves no puddles and never runs dry. The blood leaves an unpleasant chilling affect on those it touches but otherwise does not change the binder's abilities whatsoever.

Influence: The binder becomes sly and subtle, preferring to use his brains rather than his brawn. Hacim is still as cold, ruthless, and sadistic as he was in life, and still takes pleasure in the pain of others. He demands that you use your Befriend and Betray power whenever you have the chance, or when you can get away with it.

Granted Abilities: Hacim grants the binder a fraction of the brilliance he had in life and, of course, the power of betrayal.

Web of Lies: You gain a competence bonus on bluff checks equal to one half your binder level.

My Father was a Scholar: Choose a number of Knowledge skills equal to your charisma Modifier. You can use those skills as if you were trained in them.

My Mother was a Prodigy: You gain a +4 insight bonus on wisdom and intelligence based skills.

Befriend and Betray: The binder can use a special form of Charm Person at will, although he can only charm one person at a time. It requires a touch attack, and only lasts for one round per binder level plus his charisma modifier. But the truly unique difference is that when it ends (the duration is over, the binder dismisses it, or it is dispelled), the feeling of betrayal is physically painful and emotionally staggering. The target takes 1d6 points of profane damage per binder level and is stunned for 1d4 rounds (will save half damage, negates stunning). The binder can't use this on the same person twice. You must show Hacim's Sign to use this power.

Humiliating Secret: Once every five rounds you can open your mouth and channel the voice of Hacim. You choose a single target in your line of sight who can hear you, and as a standard action, the scratchy voice of Hacim Leaks out, ridiculing the target about a painful secret or unpleasant memory. The target must make a will save or be stunned for a number of rounds equal to your charisma modifier, and shaken whenever it can hear or see you and you are bound to Hacim.

[Post 636]
Author : journeyman777
Date : 01-03-07 05:14 PM
Thread Title : Re: let's make some new vestiges

Necronomicon, The Book of Dead NamesK, a few problems:

1. Does Forbidden knowledge and hidden knowledge stack on the recheck?
2. Alhazred's Spellbook: This power is useless to a pure binder (I consider this a very bad thing). Aside from that, this should certainly be on the traditional 5 round cooldown.
3. Horrors from Beyond: This is almost identical to one of the first lv vestige's main ability. (Xaxox)

The idea has merit, but consider this; the binder is already more of an occult character than most wizards, the necronomicon should be of great use to him (and right now it is of rather limited use to a pure binder).

Hacim, The King of Backstabbers

My Father was a Scholar: All knowledge skills are already usable untrained, however that only covers DC 10 information. You're going to want a wording more like "you are considered trained in those skills".

My Mother was a Prodigy: This will not do. Look through some of the earlier vestiges, we've gone over this before. A direct boost to a casting stat is inappropriate for a low lv vestige.

Humiliating Secret: Needs a range.

Your designs seem intended more for anima mages than a pure binder, is this deliberate?

[Post 637]
Author : JiCi
Date : 01-03-07 06:22 PM
Thread Title : Re: let's make some new vestiges

Say, what happen if you cast true resurrection on a vestige's physical remains, such as ashes or bones, and bring that vestige to life ? Does the binder automatically lose the vestige's powers, but gains that vestige's full hatred for being used ?

So true resurrection has a limit of 10 years per caster level, but not all vestiges are millenia-old.

So you can't resurrect a god, but you can resurrect a mortal being.

[Post 638]
Author : Kaldar_the_Summoner
Date : 01-03-07 06:34 PM
Thread Title : Re: let's make some new vestiges

Alright, I tidied up the Necronomicon a bit, and fixed the wording problems in Hacim, as well as changed the My Mother was a Prodigy ability. I wanted to make a homage to the book, and I thought it'd be useful for occult characters who use knowledge checks often(i know, a little mundane, but SOMEONE out there may like it). Oh well.

Your designs seem intended more for anima mages than a pure binder, is this deliberate?

My campaign is featuring a large coven of black-hearted Anima Mages known as "The Chained Seal". I'd like to add a couple new vestiges to the mix, and I'd like the Anima Mages a little extra oomph, I just need to see if they're balanced (if a player follows the road of the binder). So, yes, I suppose, they are. I'll focus on other things from now on, if so desired. How does an incarnum vestige sound(note to incarnum haters: Ignore this one.)?

[Post 639]
Author : journeyman777
Date : 01-03-07 10:33 PM
Thread Title : Re: let's make some new vestiges

You can only have one Magic Circle.Per binding, or at a time?

Unholy words of tempting power, batman! Much improved, I particularly like the archivist style power. My binder at least will call on the necronomicon in an upcoming fight (assuming we get the lv set and Edge approves it for use).

Hacim is quite playable now. I'd put him around the middle of lv 3 off the top of my head.

Say, what happen if you cast true resurrection on a vestige's physical remains, such as ashes or bones, and bring that vestige to life ? Does the binder automatically lose the vestige's powers, but gains that vestige's full hatred for being used ?Aside from Chupoclops, most vestiges perished in such a way that there is no physical remains. As for True Res, vestiges are by description beyond the reach of even the gods. Even if you did find a way to Res one, it would be not be angry with binders (except anima mages). Much the opposite in fact, vestiges long for contact with reality and binders are the only ones who give it to them.

An incarnum vestige would be quite interesting, I'm working on one myself. (it will need to wait until I can borrow the book again)

[Post 640]
Author : Quandi
Date : 01-03-07 11:15 PM
Thread Title : Re: let's make some new vestiges

Wymitanuk
The Beast in the Wind
Level:5
Binding DC: 26

Legend: Centuries ago in a small village whose name is lost to history now sat on the fringes of territory infesested with creatures both foul and evil as ever one could ever imagine. When it looked as though they would be faced with being annilhalated by these vile hordes a champion appeared on the horizon and pushed back the creatures to their resting place and without question took up the mantle of protector of this village. For years he protected the people of this small community until one day he fell victim to a terrible curse, the Wendigo Hunger. He

slowly transformed into this horrible beast and soon began to stalk the townsfolk, hunting those he swore to protect and eventually receiving the name Wymitanuk. Evidently with their protector gone the creatures began to amass and after some time swarmed the village in a bloodlust fury. When they thought all was lost the wendigo appeared in the path of the horde and to everyone's surprise began to fight them back, ultimately being futile. But in the last second the creature exploded into waves of retributive energy killing the monsters. And in the first second that followed the form of the champion was said to have been seen and then vanished.

Special Requirement: None

Manifestation: You hear a variety of whispers, male and female, old and young which build up in a rising crescendo, then as soon as it begins it stops. Then a form darts past the interior of the seal, too fast to be recognized but eventually settles into view. A man about 6ft tall hovers a half foot off the ground, where his feet would be are now charred husks. The man's features have been retrograded, more primal (exactly as the wendigo pic in the Fiend Folio). As he moves his form blurs and distorts and its voice is disembodied (sounds like the Protoss overview voice, the one that says things like "insufficient vespene gas" and so on). As the pact comes to a close the form starts weezing and rays of light shine from cracks on its body at which point it explodes.

Sign: When you move more than 10 ft in a round your feet are temporarily set a blaze (think of an evil character from Fable, the way his feet burn when he stands still) this fire doesn't actually burn and disappears when you stop moving.

Influence: You become quite and observant and almost predatory. You prefer to hide in the shadows and sneak around (invisibility spell and the hide skill are used heavily) rather than overt confrontation. There's a 50% you will actually start to stalk a PC or NPC then follow through with any other action.

Granted Abilities: All these abilities granted let you confuse and disorientate your opponents, like the tactics of the wendigo.

Wilderness Adaptability:

- You gain resistance 10 cold
- You are not required to make Fort saves for forced march
- You receive a +2 to survival checks.

Wind Whisper: You gain a +4 bonus to both Move Silently, and Hide checks. The wind stirs and covers the sound of your movement and the shadows obscure your form.

Corner of the Eye:

- As the wendigo ability, when you are stalking an opponent, applying to any state in which you are not seen, being concealed (invisibility and blur spells and the hide skill) and actively following, tracking qualifies as well. During this time you take a -2 penalty to all Wis based skills and checks as they succumb to paranoia.
- You also gain the use of Ventriloquism 5/day.

Wind Walker: As a move action that does not provoke attacks of opportunity you become wispy and foglike and thus being easily mistaken for a natural phenomenon requiring a Spot check opposed by your Hide check, gaining the incorporeal subtype, a deflection bonus to AC equal to your Cha modifier and an incorporeal touch attack that deals 1d3 Wis dmg. While useable at will you can only remain in this state for a number of rounds equal to 1/4 your binder lvl. At lvl 13 you can change as a swift action. You must wait 5 rounds to change back into the incorporeal state after you leave it.

Surge of Redemption: As the champion had made his final action he overcame his darkside and saved the villagers, you too can make a final stand. 1/day you can create a burst of retributive energy that dmgs all things in a 30ft across/high burst centered on you. This attack deals 1d4/ binder lvl to all creatures in the area, if you are at half health it deals 1d6, 1/4 health does 1d8, if at exactly 0 Hp you deal 1d10, if you have the diehard feat or similar ability and are thus in the negatives it deals 1d12, the last situations knock you uncousious but you are stabalized.

comments, questions improvements?

[Post 641]
Author : journeyman777
Date : 01-04-07 12:37 AM
Thread Title : Re: let's make some new vestiges

Corner of the Eye: As the wendigo ability, applying to any state in which you are being concealed (invisibility and blur spells and the hide skill), you also gain the use of Ventriloquism 5/day. Many of us don't have access to FF. Could you provide the relevent info?

BTW: You seem to have clustered multiple abilities under a single title. Try to clean up the wording with short, clear sentences.

Looks pretty good, but you do have a partial overlap with the King of Assassins. (that may be somewhat unavoidable given the concept)

[Post 642]
Author : Quandi
Date : 01-04-07 02:05 AM
Thread Title : Re: let's make some new vestiges

Where do i find the king of assassins? is he a base vestige or a custom one on this board?

[Post 643]
Author : JiCi
Date : 01-04-07 08:00 AM
Thread Title : Re: let's make some new vestiges

It's in the book, page 40 as "Marchosias, King of Killers"

[Post 644]
Author : Quandi
Date : 01-04-07 11:42 AM
Thread Title : Re: let's make some new vestiges

Vast Ra'Hul
Progenitor of a Warrior Race
Level: 4

Binding DC: 21

Legend: Long Ago a race of mortal warriors known as the Reth Dekala who in exchange for their souls they would receive the infernal powers of an Archdevil and thus had the necessary means for destroying all that opposed them. For a period they ruled almost undisputed on their world, master of all they had conquered. But no one escapes a pact made with an Archdevil, especially not Vast Ra'Hul, and when they had exhausted their lives, their souls now belonged to the very one they had made the pact with. They became the Archdevil's private fighting force, his own army, fighting in the never ending battle in the lower planes. But one day the Archdevil made the Reth Dekala turn on their own descendants, and in that instance they rebelled and slew their master. This act was unheard of and in his last moments, consumed in a fit of rage he cursed the Reth Dekala with his corrupt flame. The specific parameters for this event did not destroy Vast Ra'Hul soul, rather transformed him into a Vestige.

Special Requirement: You cannot be a Reth Dekala and bind Vast Ra'Hul

Manifestation: Rumbling can be heard as a thick black smoke begins to collect in the base of the seal. The smoke begins to swirl upwards then it seems to ignite like combustible gas and a bright green flame engulfs the interior of the seal. A small concentration of the gas remains at the bottom of the seal and a muscular humanoid form extends from the middle of the smoke. Its jet black skin is only offset by the fact that there seems to be little skin on its torso and head, and a green flame burns inside its ribcage and skull, shining through its teeth, mouth and eye sockets. This in addition to the pair of horns on its head leave little doubt as to what its origin is. His left hand is raised in the air and a scroll of parchment is held, which unfurls and spins around him and downwards until it disappears in the smoke. When you complete your pact he extends his right hand to shake yours, the bottom of the scroll then rises in front of you and he asks you to sign. Once done he laughs maniacally and bursts into green flames and is gone, leaving the binder a tad nervous

Sign: The skin around the ribcage becomes sunken and emaciated at the same time gaining a texture like charred embers and obsidian in color. A noticeable green light glows through the skin and seems to pulsate with the binder's heart beats, thick clothing or armor covers the blackened skin and hides the glow

Influence: You become scheming and manipulative, but this comes off as charitability. The reason for this is that you attempt to offer people a service in return for something grossly overpriced. Whenever given the chance to make a deal you are required to follow through and to attempt a bluff check to convince what you are giving in return is worth their attention.

Granted Abilities:

Air Walk: The binder gains the ability to cast Air Walk, as per the spell, on himself and only himself. The exception to the spell is its duration; he can only remain aloof for a number of rounds equal to his binder level. After which point he returns to normal and must then wait 5 rounds to use it again.

Gift of Martial Prowess: You are given the awesome fighting powers that the Reth Dekala were given. You know one maneuver from any discipline of sword magic (Tome of Battle). To determine which level you know your effective binder level is also your effective initiator level, you don't also have to meet the pre-reqs for higher level maneuvers. At character level 10 you may choose another maneuver but it must be 3 levels lower than the highest known to you. At character level 14 you may choose a third maneuver, this time 6 levels lower than the highest maneuver known to you. After you use a maneuver you must wait 5 rounds to use that particular one again.

Gift of Martial Form: As like above your a given another ability in the martial ways. This time you can chose a stance form any disicpline, again using your effective binder lvl to determine which lvl stance you can use. Besides disregarding the pre-req for knowing higher lvl manuvvers this stance follows the normal rules for stances.

Heart of Vilefire: Like the Reth Dekala and their previous master you are infuised with Vilefire. Once per round, as a standard action you may exhale a bolt of Vilefire targeting anything withing 10ft per effective binder lvl, maxiumium 60ft, which does 2d8, half of the dmg being fire the other acid, plus an additional 1d8 for every three effective binder lvls above 5th, the can then make a reflex save for half. When you reach lvl 11 the target hit with the blast and faisl their Reflex save they must make a Fort save or become sickened for 1 round. You cannot use this power if you do not show Vast Ra'Hul's sign.

Comments, questions, improvments?

I was also thinking of a stronger version that wold give mayeb another stance, ability to summon a Reth Dekala to fight for you, and maybe some ofthe immunities and resistance of the Reth Dekala, like Resitance 5/10 to acid and fire and the light fortification ability.

[Post 645]
Author : journeyman777
Date : 01-04-07 01:30 PM
Thread Title : Re: let's make some new vestiges

Quite interesting. The sign needs to be toned down a bit and the lv seems a bit low. At first glance, I'd put him around lv 4. Hopefully Edge will find the time to do the direct power comparisons soon. (Being AFB is really starting to inconvenience me)

[Post 646]
Author : Quandi
Date : 01-04-07 01:41 PM
Thread Title : Re: let's make some new vestiges

I've had that feeling also but the justification is that at the time you gain access to this vestige, ie lvl 3, its seems no more powerful then say Focalor, but the exception to that is that this vestige scales better, that only really becomes appearent 5 lvls after you gain access to him, at which time you have higher lvl vestiges to contend with. Secondly if dont fin the sign needs to be toned down, but i could remove the last line in the Sign description, the sickening aspect

[Post 647]
Author : journeyman777
Date : 01-04-07 06:00 PM
Thread Title : Re: let's make some new vestiges

Focalor is actually the same vestige I was thinking of and Vast comes across to me as being somewhat more powerful than Focalor. I tend to consider Focalor one of the best all around vestiges at lv 3, so anything that beats him qualifies for at least

lv 4 in my book. Particularly since the ToB manuevers make him incredibly versatile. Clever selection of manuevers could push him into 5th, but I prefer that players be rewarded for optimizing well rather than punished for optimizing badly.

As for the sign, having someone's internal organs replaced by fire seems like it has some mechanical effects. Blackened skin and raised temperature are fine, but as is you have rather odd side effects. A binder who made a good pact can suppress the sign, so what happens, for example, if the binder pokes something through his exposed ribcage and then suppresses the sign?

[Post 648]
Author : Bill Lumberg
Date : 01-05-07 01:10 PM
Thread Title : Re: let's make some new vestiges

Rimpit, the Frog
Level: 2

Binding DC: 15

Legend: Rimpit was a frog-like being that existed before humanoids arose. He might have been a contemporary of Charn and Chinua. The vesige says little about its origin.

Special Requirement: Rimpit will only appear if a handful of dead insects is placed within his seal. The insects must be freshly killed.

Manifestation: Rimpit appears as a large frog that sits in his seal. Rimpit speaks in a croaking voice and only gives curt answers if the binder questions him.

Sign: The binder's eyes become large and protruding like those of a frog. His skin always seems wet and his voice takes on a croaking quality.

Influence: Rimpit makes the binder seem distant, almost taciturn. The binder never initiates conversation and ignores anyone around him, unless it would be dangerous to do so. Rimpit's influence forces the binder to go about barefoot and barehanded at all times.

Granted Abilities: Rimpit grants binders the attributes that frogs use to hunt and survive.

Wide-angle Vision: The binder's vision encompasses a much greater area. He cannot be flanked unless his enemy is a rogue four levels higher than the binder's level. He also gains a +4 bonus to Spot checks.

If he has the Uncanny Dodge feature from another class those levels stack with his binder levels.

The binder must show Rimpit's sign to use this power.

Frog Legs: The binder can leap triple the normal distance for his race. He makes jump checks at +10. At 7th level the binder can make an attack following a leap, if it is made in the same round.

Sticky Pads: The binder can move along surfaces as if under the influence of a Spider Climb spell with unlimited duration. The binder must have bare hands and feet to use this power. The binder must use all four limbs to move across a

surface. he can remain stationary with only two limbs, though. This allows him to manipulate objects while sticking with his feet.

Slippery Skin: The binder's wet skin makes him hard to grasp. He gains a +4 bonus to Escape Artist checks.

[Please P.E.A.C.H.

=====

[Post 649]
Author : journeyman777
Date : 01-05-07 01:24 PM
Thread Title : Re: let's make some new vestiges

Wide-angle Vision: The binder's vision encompasses a much greater area. He cannot be flanked unless his enemy is directly behind him or is a rogue four levels higher than the binder's level. He also gains a +4 bonus to Spot checks. Facing no longer exists in 3.5.

Frog Legs: The binder can leap triple the normal distance for his race. He makes jump checks at +10 and can still make all of his attacks at the end of a leap. At 5th level the binder gains a +2 bonus to hit on his first attack following a leap, if it is made in the same round. This bonus increases to +3 at 9th level and +4 at 13th and beyond. This basically grants the pounce ability, given that the only other vestige with that ability is Chupoclops....

Sticky Pads: The binder can move along surfaces as if under the influence of a Spider Climb spell with unlimited duration. The binder must have bare hands and feet to use this power. While this is technically available to a warlock of similar lv, it is beyond what a wizard of the same lv could do. This ability alone would make the vestige lv 2 or higher.

Poison Skin: The binder can secrete poison from his skin once every five rounds. The poison causes 1d3 Strength damage to anyone touching him with bare flesh. The save DC is 10 + the binder's level + the binder's Con modifier. A creature that bites the binder suffers a -2 penalty to the save. A few things.

1. Can the binder deliver this with an unarmed strike?
2. Can the binder deliver this with a grapple?
3. How long does the poison last?

Overall, he is much more potent than a lv 1. He's lv 2-3 easy. Depending on the abuse potential of his poison skin, he might even be lv 4.

=====

[Post 650]
Author : Quandi
Date : 01-05-07 02:17 PM
Thread Title : Re: let's make some new vestiges

Maybe if the pounce like ability was changed for just a normal bonus to jump checks and maybe a clean up of the poison ability and anti-flank ability and it might be salvagable as a 2 lvl, maybe, MAYBE 1st lvl

=====

[Post 651]
Author : Bill Lumberg

Date : 01-05-07 04:02 PM
Thread Title : Re: let's make some new vestiges

Thanks for the feedback.

I came back because I had second thoughts about the poison skin. I see the problems with the leap ability becoming a pounce.

I want to keep this first level. Hopefully this will do.

[Post 652]
Author : Siberys
Date : 01-05-07 07:04 PM
Thread Title : Re: let's make some new vestiges

This (<http://boards1.wizards.com/showpost.php?p=11097489&postcount=5>) is the re-flavoring I've decided to use. (thanks journeyman, too bad I didn't need your help... I'm sure I could've used it!)

I didn't like the current flavor - It pigeon-holed the RPing aspect of the game a bit overmuch, IMO. This relates to a less... conscious force being drawn upon. In my games, I've changed it into an aspect of truenaming. Where Truenamers from the ToM use the "Verbs" of truespeech, Binders alter their own truenames with the adjectives of the primal language.

If you are really fond of the current flavor, you won't like my change, as it de-anthropomorphizes all the vestiges.

Also, it makes use of a lot of Vestiges from the thread. They're great additions to the game!

Thanks for your time!

And sorry for the minor thread-jack... :embarrass

[Post 653]
Author : Edge_of_Oblivion
Date : 01-06-07 06:43 PM
Thread Title : Re: let's make some new vestiges

Whoo!! I am returned! With ToM!

Thus, you have been warned - long PEACHage forthcoming. Here goes nothing!

EBON-ASPECT:

Special Requirement: Define "intelligent being" - how high does its INT need to be?

BELIAS:

Sign: Err.... just how hairy are we talking...?

OCTOPI:

The entire Vestige could use some scaling power. Perhaps let Octopi's Camoflage get better as you gain levels? And perhaps increase the Grapple bonus on Octopi's Arms over time?

ALHAZRED:

FINALLY!!

Love of Shub-Niggurath: At this level, nauseated isn't really worth the 5-round reload...

ALINYS AND GRACEDIANA:

Influence: I like it, but to avoid confusion perhaps you should add "In combat, you must always attack a non-spellcasting opponent before attacking a spellcasting one." Also, how far do you consider "spellcasting"? Some people would only include actual caster classes - wizard, sorc, bard, cleric, druid, and the various spinoffs - while others would count semi-casters, such as Warlocks, Dragonfire Adepts, Shadowcasters, and fellow Binders.

Journeyman's gvestmention was pretty good - level 5 looks fine.

NECRONOMICON:

Sweet!!

Sign: Oh that's funny. I love that. Not really a PEACH, just felt like saying that.

HACIM:

Influence: How often would you consider "as much as possible"? The wording's a bit vague.

WYMITANUK:

Influence: ... Turret's Syndrome?

Corner of the Eye: Which book is the Wendigo in? I don't think I have him in any of my books. Is there anything more to the ability than what you've listed?

Wind Walker: The touch attack is OUCH, but as far as I can tell it's balanced....

Surge of Redemption: Does this harm allies? As written it does ("all creatures"), but I don't know if you intended that.

RA'HUL:

If you're wanting to add the other abilities, I think it would be okay to add extra powers to Ra'Hul and say "You may not use this ability if your Binder Level is below X".

Level: Let's see... ToB stuff is level based, Vilefire is a bit higher damage than Fireball, Air Walk is a 4th-level spell... so yeah, 4th level should do it.

RIMPIT:

Wide Angle Vision: Just say "Cannot be Flanked". There is no more facing, and there is no more "Directly Behind".

Sticky Pads: This is a tricky one. Perhaps limit it to a duration if you're trying to stick with a 1st-level Vestige? As is he should be 2nd thanks to this....

Extra -

Siberys: I like what you've done with the Primal Concepts thing there, that's pretty interesting! There's a few in my sig that you could use if you wanted, under the "Vestiges" spoiler block:

- Zeromus: Primal Spirit of Hatred
- Valefor: Primal Spirit of Speech
- Aribeth: Primal Spirit of Loyalty
- Sitri: Primal Spirit of Sleep

:D

[Post 654]
Author : JiCi
Date : 01-07-07 04:54 AM
Thread Title : Re: let's make some new vestiges

Whoo!! I am returned! With ToM!

Thus, you have been warned - long PEACHage forthcoming. Here goes nothing!

ALINYS AND GRACEDIANA:

Influence: I like it, but to avoid confusion perhaps you should add "In combat, you must always attack a non-spellcasting opponent before attacking a spellcasting one." Also, how far do you consider "spellcasting"? Some people would only include actual caster classes - wizard, sorc, bard, cleric, druid, and the various spinoffs - while others would count semi-casters, such as Warlocks, Dragonfire Adepts, Shadowcasters, and fellow Binders.

Journeyman's guesstimation was pretty good - level 5 looks fine. Well, a spellcaster typically includes any creature with either the ability to cast arcane or divine spells or with spell-like abilities.

My vestige has been corrected, thanks for the feedback.

[Post 655]
Author : Quandi
Date : 01-07-07 09:48 AM
Thread Title : Re: let's make some new vestiges

Wendigo is a template from the Fiend Folio and pretty much the abilities description is that of a Wendigo is following someone they get -2 to Wis Checks. Oh and ya im going to change its influence. I'm leaving the Surge of Redemption ability as is, id be too strong that way, and personally im considering making Wymitanuk a lvl 6 vestige

[Post 656]
Author : Edge_of_Oblivion
Date : 01-07-07 04:11 PM
Thread Title : Re: let's make some new vestiges

Well, a spellcaster typically includes any creature with either the ability to cast arcane or divine spells or with spell-like abilities.

Okay, so Warlock and DF Adept would count (their abilities are Spell-Like), but not Shadowcaster and Binder (Supernatural). Got it.

Quandi: I don't think there's anything wrong with the Influence, personally. I was just asking if that was what you were going for. I think it's kind of funny....

tries to imagine Journeyman's Binder with Turret's

headexplodes!!

[Post 657]
Author : Bill Lumberg
Date : 01-07-07 05:11 PM
Thread Title : Re: let's make some new vestiges

EBON-ASPECT:

Special Requirement: Define "intelligent being" - how high does its INT need to be?
Intelligence 3 or higher.

RIMPIT:

Wide Angle Vision: Just say "Cannot be Flanked". There is no more facing, and there is no more "Directly Behind".

Changed

Sticky Pads: This is a tricky one. Perhaps limit it to a duration if you're trying to stick with a 1st-level Vestige? As is he should be 2nd thanks to this....

I changed it to second level. I figures that evasion at first level would overshadow rouges and that is a no-no.

:D

Hopefully, this balances them out

[Post 658]
Author : JiCi
Date : 01-07-07 05:42 PM
Thread Title : Re: let's make some new vestiges

Okay, so Warlock and DF Adept would count (their abilities are Spell-Like), but not Shadowcaster and Binder (Supernatural). Got it. This is correct, though Shadowcasters do use spell-like abilities like 3/day, 1/day and at will.

[Post 659]
Author : Edge_of_Oblivion
Date : 01-07-07 08:03 PM
Thread Title : Re: let's make some new vestiges

Ah, forgot about that. Complicated that :P

Bill: Perfect.

[Post 660]
Author : journeyman777
Date : 01-07-07 08:23 PM
Thread Title : Re: let's make some new vestiges

Frog Legs: The binder can leap triple the normal distance for his race. He makes jump checks at +10. At 7th level the binder can make an attack following a leap, if it is made in the same round. I just got the mental image of my binder making a full attack and then jumping as part of his 5ft step to make an extra attack. I'm not sure if that was intentional. (that actually makes for a pretty funny mental image)

[Post 661]
Author : Edge_of_Oblivion
Date : 01-07-07 08:32 PM
Thread Title : Re: let's make some new vestiges

I just got the mental image of my binder making a full attack and then jumping as part of his 5ft step to make an extra attack. I'm not sure if that was intentional. (that actually makes for a pretty funny mental image)

CHRONO TRIGGER LEAP SLASH!!!

Ribbit!!

[Post 662]
Author : journeyman777
Date : 01-07-07 08:47 PM
Thread Title : Re: let's make some new vestiges

You laugh now, but you know I'm going to bind him and Masamune at the same time just to do that. I'll probably even try to set up a double tek with one of the others. :angel::angelhide :schemes: :devil:

Remember the hobgoblin temple? :plotting::lightbulb :evillaugh :dancin:

BTW: Has anyone found the "Jack O' the Lantern" vestige yet?

[Post 663]
Author : Bill Lumberg
Date : 01-09-07 07:54 AM
Thread Title : Re: let's make some new vestiges

Junlee, the Champion

Level:1

Binding DC:15

Legend: Junlee was a champion of unarmed combat who traveled the world facing anyone who challenged him. He was said to have mastered every form of hand-to-hand fighting a man could learn.

There is much dispute about how Junlee became a vestige. Some say he was poisoned by a rival. Others say he died in a riot that erupted after he defeated the champion of a large city. A few hold that he was murdered through sorcery. The vestige has never confirmed any of these accounts. It speaks only of its triumphs.

Special requirements: Junlee will only appear to a binder who has either Improved Unarmed Strike or Improved Grapple. These can be normal feats or gained through other vestiges.

Manifestation: Junlee appears as a young man wearing shorts. His hands are wrapped from knuckles to wrists with bloody cloth.

Sign: The binder's nose appears crooked, he has cauliflower ears and his knuckles are flat.

Influence: Junlee makes the binder disdain armor and weapons. This only applies when facing humanoid opponents. Junlee has no objection to weapons against other foes. The binder will try to resolve any disagreement with fisticuffs.

Granted Abilities: Junlee gives binders the ability to excel at unarmed fighting.

No Need for Weapons: The binder gains the Stunning Fist feat, if he had Improved Unarmed Strike, or Improved Grab, if he had Improved Grapple. The binder can gain both feats if he had both prerequisites.

The binder can use Stunning Feat once for every effective binder level.

Fast Hands and Feet: The binder gains the Improved Initiative feat.

Iron Chin: The binder gains Damage Reduction 2 against non-lethal damage. This improves to DR3 at 7th level, DR 4 at 11th level and DR 5 at 15th level. At 10th level this applies to all blunt weapon damage also.

Champion's Heart: The binder gains the Diehard feat. The binder can not be demoralized by the Intimidate skill.

Please P.E.A.C.H.

I am not sure of the level. I think third might be about right.

[Post 664]

Author : journeyman777

Date : 01-09-07 11:35 AM

Thread Title : Re: let's make some new vestiges

Intimidate isn't a feat, it's a skill.

[Post 665]

Author : Bill Lumberg

Date : 01-09-07 12:03 PM

Thread Title : Re: let's make some new vestiges

Intimidate isn't a feat, it's a skill.

Damn, I let the big 4th Edition secret out of the bag.

[Post 666]

Author : Edge_of_Oblivion

Date : 01-09-07 05:43 PM

Thread Title : Re: let's make some new vestiges

Alright...

Do remember that a Binder with Ignore Special Requirements can get around the need

for one of those feats... does the No Need For Weapons ability simply do nothing if they do that?

All in all, there isn't much to him, I think he's a solid Level 1. A Human Fighter could have a lot of those feats at level 1 and (I think) all of them by 3 or 4. Level 2 would be about the highest I'd put him.

You laugh now, but you know I'm going to bind him and Masamune at the same time just to do that. I'll probably even try to set up a double tek with one of the others. :angel::angelhide :schemes: :devil:

Remember the hobgoblin temple? :plotting::lightbulb :evillaugh :dancin:

I remember the Hitler Stomp part.... :D

[Post 667]
Author : Edge_of_Oblivion
Date : 01-09-07 06:15 PM
Thread Title : Re: let's make some new vestiges

THE INDEX (<http://boards1.wizards.com/showpost.php?p=10791757&postcount=452>) has been updated with all Vestiges up to this point. I still need levels on Necronomicon and Junlee, then they'll be appropriately archived.

[Not to mention all the others that don't have levels currently... *BRICKED*]

[Post 668]
Author : Aranoth
Date : 01-09-07 09:45 PM
Thread Title : Re: let's make some new vestiges

Go ahead, peach-ah-tize me
Enigma

Vestige level: 9
Binding DC: 40

Legend:
Until recently, this vestige was unknown, the initial summoning a accident. As such, both rumor of his powers and reports of their costs have echoed through the magical community.

Seal: A blank, empty circle.

Special requirement: Yes: Offering of lifesblood (-2 con) for duration of binding. Upon summoing, roll 1d5 if DC <49. Failure results in the binder's head exploding. If DC was <39 failure <3, 40-45 failure if <2, if 46-49 failure if <1. These rolls cannot be altered, although, if appliciabile, can be rerolled. (This will be referred as a life check hereafter.)

Manifestation: The seal darkens to a lifeless gray, and a human figure rises from the seal, on with pale ice eyes of piercing stare, and dressed in either gray or black, attire varies.

Signs:The binders face loses all emotion, and loses all ability to express emotion

verbally and physically. All gain a feeling of uneasiness in the binder's presence.

Influence: Enigma is secretive, untrusting, yet inquisitive. Binders will find themselves forced to make Sense motive, listen, detect magic etc. checks whenever applicable, and unwilling to divulge information. Failure to comply 3 individual times results in a life check+1 after 1st LC.

Granted Abilities:

Mine and mine alone All attempts to read the binder (i.e sense motive, listen, etc.) fail automaticly.

Bad move All psionics attempts on binder fail, then roll 1d3, on 1, roll 2d8 for damage (Against the character that made attempt.) that cannot be diverted or lessened.

The Unknowable Revealed Instant, psionic, can only be used once per summoning, roll d20, then destroy that many characters, binder's choice, or all within 100ft from binder, excluding binder. This effect can not be countered.

Foresight This ability is active the moment pact is complete.
Binder gains -3 AC +2 DEX +10 INIT

All-seeing All attempts by binder to read (i.e. Sense motive, listen, detect magic etc.) pass.

Exacting gifts Once per campaign, may lose (permanent) -3 hp and forget (permanent) one vestige in exchange for (permanent) +3 WIS

Comments?

[Post 669]
Author : Edge_of_Oblivion
Date : 01-09-07 10:04 PM
Thread Title : Re: let's make some new vestiges

First: A present for all you Cthulhu Mythos fans... [CLICK HERE](http://www.macguff.fr/goomi/unspeakable/home.html)
(<http://www.macguff.fr/goomi/unspeakable/home.html>) :D

Second: Alright.

A LOT of problems with Enigma. A LOT. Let's start from square one.

Level: There is no Level 9 for Vestiges. The highest level Vestiges - Orthos and Halphax - are Level 8 Vestiges.

DC: Wow high. Since he'll probably be a Level 8 Vestige, I'd suggest 35/36.

Special Requirement: HELL NO. A Binder cannot DIE from a failed Binding. NO NO NO NO NO HELL NO. I'm going to ignore the rest of this until it's fixed. The minus to CON is probably out of place too. Special Requirements are something the Binder has to DO, not something done to him.

Sign: The sign affects only the Binder, not others. Whether or not they feel uneasy

around him is up to the DM (if an NPC) or the player (if a PC).

Influence: Again, HELL NO. Get rid of the *^%\$#@#\$ Life Check. The Binder's Influence CANNOT kill him. No no no no no. Furthermore, there is ALREADY a penalty for ignoring the Influence of a Vestige you fail the check against - a -1 to most in-combat effects (attack rolls, damage, saving throws, etc.). There is no need for something else.

Abilities: I'm in shock. Please tell me this is a joke Vestige. Please. You cannot be serious with this stuff. All of it. All six abilities.

[Post 670]
Author : journeyman777
Date : 01-10-07 01:47 AM
Thread Title : Re: let's make some new vestiges

Junlee, the Champion

No Need for Weapons: The binder gains the Stunning Fist feat, if he had Improved Unarmed Strike, or Improved Grab, if he had Improved Grapple. If the binder can gain both feats if he had both prerequisites. As is, the binder will only be able to use stunning fist 1/day for every four levels he has. You may wish to modify that to work off the standard 5 round instead.

Iron Chin: The binder gains Damage Reduction 2 against non-lethal damage. At 10th level this applies to all blunt weapon damage. Some more scaling here would be nice, also I assume you meant "this also applies to all blunt weapon damage."

[Post 671]
Author : journeyman777
Date : 01-10-07 12:00 PM
Thread Title : Re: let's make some new vestiges

Go ahead, peach-ah-tize me
Enigma

Vestige level: 9
Binding DC: 40

Legend:
Until recently, this vestige was unknown, the initial summoning a accident. As such, both rumor of his powers and reports of their costs have echoed through the magical community.

Seal: A blank, empty circle.

Special requirement: Yes: Offering of lifesblood (-2 con) for duration of binding. Upon summoing, roll 1d5 if DC <49. Failure results in the binder's head exploding. If DC was <39 failure <3, 40-45 failure if <2, if 46-49 failure if <1. These rolls cannot be altered, although, if appliciabile, can be rerolled. (This will be referred as a life check hereafter.)

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Signs: The binders face loses all emotion, and loses all ability to express emotion verbally and physically. All gain a feeling of uneasiness in the binder's presence.

Influence: Enigma is secretive, untrusting, yet inquisitive. Binders will find themselves forced to make Sense motive, listen, detect magic etc. checks whenever applicable, and unwilling to divulge information. Failure to comply 3 individual times results in a life check+1 after 1st LC.

Granted Abilities:

Mine and mine alone All attempts to read the binder (i.e sense motive, listen, etc.) fail automatically.

Bad move All psionics attempts on binder fail, then roll 1d3, on 1, roll 2d8 for damage (Against the character that made attempt.) that cannot be diverted or lessened.

The Unknowable Revealed Instant, psionic, can only be used once per summoning, roll d20, then destroy that many characters, binder's choice, or all within 100ft from binder, excluding binder. This effect can not be countered.

Foresight This ability is active the moment pact is complete.
Binder gains -3 AC +2 DEX +10 INIT

All-seeing All attempts by binder to read (i.e. Sense motive, listen, detect magic etc.) pass.

Exacting gifts Once per campaign, may lose (permanent) -3 hp and forget (permanent) one vestige in exchange for (permanent) +3 WIS

Comments? This is a major example of some design errors that might as well be addressed now.

A few things to remember when designing a vestige.

1. Special Requirements: The special requirement represents something the binder is/has/does or isn't/hasn't/didn't. It is by definition something that was taken care of before the vestige can manifest. This means that regardless of the nature of the vestige, there is no supernatural effects associated with the special requirement itself. Also, the "Ignore Special Requirements" feat specifically allows the binder to ignore this entire paragraph, so remember that the binder may not have to do any of this, and there is no way to "punish" him for doing so.

2. The Manifestation: The manifestation is a figment. It has no real substance or power. In fact, anyone who makes any attempt to examine it automatically perceives its illusory nature. It is incapable of having any mechanical effect beyond ordinary sound and appearance.

3. The Sign: The sign is a real transmutation type effect altering the binder's appearance or immediate surroundings in some way. This has no mechanical effect on its own, but may be necessary to use some of the vestige's granted abilities (primarily those associated with a specific body part such as natural weapons or a gaze attack). Always remember that a binder (> lv 3) who makes a good pact will be able to suppress the sign at will.

4. The Influence: The vestige's influence is a particular liking/mannerism/mental state that the binder will take on if he makes a bad pact. This has no direct

effect on anyone other than the binder himself. Even then, he may ignore it at the cost of a -1 to certain rolls for the remainder of the binding.

5. The abilities: This is where all the things that the vestige was/controlled/died because of/ect actually do something. However, these effects are completely under the control of the binder.

Remember, a vestige has no access to the world except by being bound. It cannot sense anything in the real world except when it is called, and even then it has no power beyond manifesting the figment it uses to communicate with the binder. The figment of the vestige has no power at all. Once bound, the vestige experiences everything the binder does, reveling in the senses. The vestige still has no power of its own beyond inflicting its sign and influence on those who made bad pacts. Even at this point, the vestige's ability to punish those who ignore its influence is still limited to a minor penalty on certain rolls. It can do nothing more. In short, the vestige cannot take even a single action, nor actually force the binder to take an action, much less physically harm the binder.

At every point, the binder is in full control. Dealing with vestiges isn't the slightest bit dangerous in and of itself, there are just a lot of poeple who will try to burn you at the stake for doing so.

[Post 672]
Author : Kaldar_the_Summoner
Date : 01-10-07 12:42 PM
Thread Title : Re: let's make some new vestiges

Edge, I finished altering the vestiges. Thanks for pointing those out.

[Post 673]
Author : JiCi
Date : 01-12-07 12:16 PM
Thread Title : Re: let's make some new vestiges

Enigma: What's the use of binding a vestige that can kill you or cripple you ?
Nobody is going to use such a vestige.

[Post 674]
Author : Kaldar_the_Summoner
Date : 01-13-07 06:05 AM
Thread Title : Re: let's make some new vestiges

I could use some help with the level of my Necronomicon Vestige. I'm thinking 4 or 5.

[Post 675]
Author : DarkRhystar
Date : 01-13-07 01:24 PM
Thread Title : Re: let's make some new vestiges

Lina Inverse,
Dragon Spooker

Head me thou that are darker than dusk
Head me thou that are more red than blood
In the name of thou buried in the passing of the time
I make this vow to the abyss
Mark all ye fools who standeth in our way
Let thine strength merge with mine
So that we may deliver doom to all alike
Dragon Slave!

http://slayersfan.com/php/gallery/albums/userpics/slayers/slayers02_lina24.jpg

Vestige Level: 7th

Binding DC: The DC to bind Lina Inverse is 30.

Legend: Long ago, in another time and place, a sorceress unlike any other walked the lands. Her power was far beyond compare and the very mention of her name terrified many although none more so than dragons. Through her efforts, the world was saved many many times. Some would call her a hero while others would label her a monster who brought destruction with her passing. To her friends though, she was just Lina Inverse.

Some binder scholars believe that the vestige known as Lina Inverse isn't the original one but merely a shard of power left in existence by the original.

Special Requirements: Lina Inverse is among the most picky vestiges known and will resist binding far more heavily than most other vestiges. She will not respond to binders of the dragon type or with the dragonblood subtype nor evil binders or those with the evil subtype. Furthermore, the binding DC increase by 5 if a male binder attempts to call her.

Manifestation: Upon attempting to manifest Lina Inverse a horrific monster appears directly in front of you. Within seconds it is blasted away in a bright flash of light. A bit further back, a woman casually leaning against the skull of a dead gargantuan dragon can be seen. She has orange hair and appears to be wearing a longsword, light armor, a black cape with a matching bandanna, and large yellow earrings. Despite being only a manifestation, Lina Inverse's power over dragons is very real. Those of any kind of draconic heritage must make a DC 30 will save upon manifesting Lina Inverse or become panicked and unable to complete the pact.

Sign: You shrink in height to become just a bit under what would be considered average height for your race. If you are female, you also notice some shrinkage of your bust.

Influence: In life, Lina Inverse was reknowned as both a hero and as a treasure hunter. While influenced by Lina you react much more strongly to the mention of treasure and are more inclined to embrace any plan or idea that involves acquisition of treasure.

Granted Powers:

Keen Eye: You gain a bonus to your Appraise skill equal to your effective binder level and are considered trained when making Appraise checks for as long as you are bound to Lina Inverse.

Ray Wing, Lesser: You may take a standard action to gain the ability to fly as

though you had cast the fly spell upon yourself (caster level equals effective binder level).

Gifted Spellcaster: Upon binding with Lina Inverse, you may select one spellcasting class which you have levels in. You may add your binder levels to levels in the selected class for the purpose of determining your caster level in the selected class.

Dragon Spooker, Lesser: Dragons and beings of draconic heritage must make a will save upon seeing you or become panicked. Those who save may not be subject to this ability's effect again for 24 hours. This ability functions only when displaying the Sign of Lina Inverse.

Dragon Slave, Lesser: As a 1 round action, you may project a beam of intense energy which functions as per the Dragon Slave, Lesser spell. Once used, you cannot use this ability again for 5 rounds.

Dragon Slave, Lesser

Evocation

Level: Special 7

Components: V, S

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Target: One creature or object

Area: Line from the caster to the target

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

A massive blast of pure energy travels from you to strike the target which deals 2d6 damage per caster level to each creature or object in its path and an additional 1d6 damage per caster level to the target creature or last object struck. If the damage caused to an interposing barrier shatters or breaks through it, the blast may continue beyond the barrier; otherwise, it stops at the barrier just as any other spell effect does.

[Post 676]

Author : JiCi

Date : 01-13-07 02:20 PM

Thread Title : Re: let's make some new vestiges

What in the world ??? :rofl:

That's the most hilarious vestige I've seen so far.

On with the review:

Level: OK

Binding DC: Ok, but the other modifiers should go in the special requirement entry

Legend: OK

Special Requirements: As I said for the Binding DC, you could make this vestige inaccessible to dragons and creatures with the dragonblood subtype, along for those with an evil alignment or the evil subtype. As for gender, You could allow a male binder to make a saving throw in order to bind this vestige.

Manifestation: OK, yet just delete the Will save.

Sign: LOL, nice one man.

Influence: OK

Granted Powers: (just delete the "lesser" parts, it's a bit useless here)

Keen Eye: OK

Ray Wing, Lesser: OK

Spellcasting: I heavily disagree with this ability. It's like free multiclassing and that is overpowered. What you can do is make a table of spell-like abilities like the ones for the half-celestial or half-fiend template. Furthermore, you could apply the shadowcaster rule: the higher is your level, the more frequent you may you use your abilities (1/day -> 3/day -> at will).

Dragon Spooker, Lesser: OK

Dragon Slave, Lesser: Ok, you went a bit overboard with this ability: at 15th level, 30d6 plus 15d6 on a single target is overkill, especially since it a non-energy attack. What I suggest is this:

- change to a ray attack that deals 1d8/level
- anything between you can your target take 1d8/2 levels (Reflex half)
- once every 5 rounds.

See you got a balance direct and collateral damage. It might not reflect the REAL spell for Slayers, but at least you get a decent attack.

Hope that helps.

[Post 677]

Author : Unelemental

Date : 01-13-07 02:27 PM

Thread Title : Re: let's make some new vestiges

Male	+2 DC	
Draconic Heritage	+10 DC	
Evil aligned	+20 DC*	
Offering (at least 50 gp value)	-2 DC	

*Evil aligned characters who fail their binding check by more than 5 points do not gain the powers of Lina Inverse and may not make another attempt to bind Lina Inverse for 24 hours.

I think you misunderstood what vestiges actually are. Vestiges literally are power. It doesn't matter whether a vestige was a saint or a murderer, only power remains after the transgression into the vestige realm(whatever that is :)). They couldn't care less about alignments, races, offerings, or genders for all they crave for is a bit of your perception of the world.

Just think about it, they aren't part of the usual D&D rebirth cycle anymore! They spend an eternity in a space with not much to do, otherwise they wouldn't give power away like that. They aren't what they have been once anymore, and all they can do is savor the rare perceptions and experiences of binders. In your case, it doesn't matter that this Lina Inverse was a dragon-hunting hero.

She is a vestige now and she doesn't care whether the binder is an evil-aligned male dragon without any offerings. All she cares about is a bit time in his "hide". Special requirements are an entirely different matter and can always be ignored with a feat. ALWAYS. Believe me, it's for the better. If a vestige is stringent about it's requirements, it loses an entire contingent of potential binders. A clear no-no for a vestige.

Manifestation: Upon attempting to manifest Lina Inverse a horrific monster appears directly in front of you. Within seconds it is blasted away in a bright flash of light. A bit further back, a woman casually leaning against the skull of a dead gargantuan dragon can be seen. She has orange hair and appears to be wearing a longsword, light armor, a black cape with a matching bandanna, and large yellow earrings. Despite being only a manifestation, Lina Inverse's power over dragons is very real. Those of any kind of draconic heritage must make a DC 30 will save upon manifesting Lina Inverse or become panicked and unable to complete the pact.

Likewise, vestiges must abide special rules. Although this case is difficult (maybe dragons are frightened by the mere illusion of Lina), a manifestation of a vestige is ALWAYS AN ILLUSION. No exceptions. They can't affect the real world except through binders, otherwise why bother with binders? :D
Btw, anyone can discern such an illusion easily, thus any effects are doubtful.

The sign and the influence look quite good to me.
You are right about the level being not quite adequate. These are a bunch of powerful abilities. And if this Dragon Slave is lesser, then what is greater? :eek:

As a last thing, I want to comment on the legend. Not all vestiges require careful legend-crafting and sometimes there is just a lack of time that prevents one from finishing a legend, but not everyone becomes a vestige. You don't see Joe the Commoner among the vestige panteon unless I missed one among the joke vestiges. Most vestiges are usually very dramatic characters. Their former personalities often revolve around tragedy and loss.
If every powerful thingy became a vestige, the vestige world would be quite crowded. Very crowded indeed, since there are lots of powerful humans/mindflayers/dragons/tarrasques/unicorns. A potential vestige must be ready to spend an eternity doing a vestige's job, which normally comes from the lack of a desire to be reborn (this quickly changes when they realize what they've lost, tho).

PS: OK, this is last :embarrass. There are different systems in the making on the boards. Similar mechanics, very different flavor. Their vestiges are primal concepts or somesuch. Maybe this is more interesting and presents less restrictions than the current system.

[Post 678]
Author : DarkRhystar
Date : 01-13-07 02:36 PM
Thread Title : Re: let's make some new vestiges

I think you misunderstood what vestiges actually are.

Perhaps, perhaps not. Tome of Magic even specifically talks about re-flavoring vestiges to fit campaigns so I'm not too worried about fluff and flavor.

Likewise, vestiges must abide special rules. Although this case is difficult (maybe

dragons are frightened by the mere illusion of Lina), a manifestation of a vestige is ALWAYS AN ILLUSION. No exceptions. They can't affect the real world except through binders, otherwise why bother with binders? :D
Btw, anyone can discern such an illusion easily, thus any effects are doubtful.

Read the designer notes. Phantasmal Killer is an illusion that kills people. D&D has illusions that deal damage too. Having one just frighten someone isn't unrealistic.

And if this Dragon Slave is lesser, then what is greater? :eek:

The regular one can wipe out entire towns and villages in a single shot. It's probably epic or close to it. ;)

As a last thing, I want to comment on the legend. Not all vestiges require careful legend-crafting and sometimes there is just a lack of time that prevents one from finishing a legend, but not everyone becomes a vestige. You don't see Joe the Commoner among the vestige panteon unless I missed one among the joke vestiges. Most vestiges are usually very dramatic characters. Their former personalities often revolve around tragedy and loss.

If every powerful thingy became a vestige, the vestige world would be quite crowded. Very crowded indeed, since there are lots of powerful humans/mindflayers/dragons/tarrasques/unicorns. A potential vestige must be ready to spend an eternity doing a vestige's job, which normally comes from the lack of a desire to be reborn (this quickly changes when they realize what they've lost, tho).

Flavor stuff. I saw that coming too, hence why I added the part about the shard. Even so, I figure Karsus could use some company out there. ;)

PS: OK, this is last :embarrass. There are different systems in the making on the boards. Similar mechanics, very different flavor. Their vestiges are primal concepts or somesuch. Maybe this is more interesting and presents less restrictions than the current system.

Flavor can always be changed and often is to reflect the setting a campaign takes place in. The mechanics are what I like about the Binder class. The flavor I could take or leave. :)

Edit: Just noticed JiCi's edited comments, I'll respond here in a bit.

Binding DC: Ok, but the other modifiers should go in the special requirement entry

Special Requirements: As I said for the Binding DC, you could make this vestige inaccessible to dragons and creatures with the dragonblood subtype, along for those with an evil alignment or the evil subtype. As for gender, You could allow a male binder to make a saving throw in order to bind this vestige.

They originally were. I moved them because I didn't want them subject to the Ignore Special Requirements feat and they're different from most existing vestige special requirements anyway. Still, if other people agree I'll move them back...

Manifestation: OK, yet just delete the Will save.

To me that kills part of the spirit of the vestige... :P

Originally that was in the special requirements too though...

Granted Powers: (just delete the "lesser" parts, it's a bit useless here)

I tossed in Lesser to stop criticism from people along the lines of "Well that's not how it works in..."

Spellcasting: I heavily disagree with this ability. It's like free multiclassing and that is overpowered. What you can do is make a table of spell-like abilities like the ones for the half-celestial or half-fiend template. Furthermore, you could apply the shadowcaster rule: the higher is your level, the more frequent you may you use your abilities (1/day -> 3/day -> at will).

Yeah, I know. The only thing is that if a Binder really wants magic, Anima Mage is right there and you can get better spellcasting with only a minor hit to Binder progression. This is no where near as good (and has a lot of limitations).

Conceptually it's fuzzy, but mechanically it's not unbalanced. If you can show me how this ability would become mechanically unbalanced, I will definitely remove/replace it.

Dragon Slave, Lesser: Ok, you went a bit overboard with this ability: at 15th level, 30d6 plus 15d6 on a single target is overkill, especially since it a non-energy attack. What I suggest is this:

- change to a ray attack that deals 1d8/level
- anything between you can your target take 1d8/2 levels (Reflex half)
- once every 5 rounds.

See you got a balance direct and collateral damage. It might not reflect the REAL spell for Slayers, but at least you get a decent attack.

I hear you on this but there's that nagging thought of "If I were a Wizard, I could do a LOT more without a 5 round cool-down time." Maybe balancing against a Wizard's capability isn't the best idea since the view that casters are superior to most classes is a prevalent view (which I do not disagree with).

I really wanted to get that "big bang" feeling in the ability, but I'll think about your suggestion.

Hope that helps.

It does. I'm on the fence with quite a few things now, but that's good I think. I'd rather iron out problems now than later. :)

[Post 679]

Author : Unelemental

Date : 01-13-07 02:50 PM

Thread Title : Re: let's make some new vestiges

Read the designer notes. Phantasmal Killer is an illusion that kills people. D&D has illusions that deal damage too. Having one just frighten someone isn't

unrealistic.

I've read them while writing my last post. :cool:

What you've mentioned is the only reason I'm unsure about it frightening. I mean, sure, stuff popping out of a seal is frightening, but the fact remains that standard vestiges use the influence and the manifestation for little more than flavor.

Flavor stuff. I saw that coming too, hence why I added the part about the shard. Even so, I figure Karsus could use some company out there. ;)

Right, I should have been specific and mentioned Joe the Commoner granting irrigating-related powers, not focused on vengeance at all. Karsus is tragic. Joe the Commoner is not.

[Post 680]

Author : DarkRhystar

Date : 01-13-07 03:18 PM

Thread Title : Re: let's make some new vestiges

I've read them while writing my last post. :cool:

What you've mentioned is the only reason I'm unsure about it frightening. I mean, sure, stuff popping out of a seal is frightening, but the fact remains that standard vestiges use the influence and the manifestation for little more than flavor.

I agree, but is it a bad idea to expand on those and have them become a little more than "just flavor" though?

Right, I should have been specific and mentioned Joe the Commoner granting irrigating-related powers, not focused on vengeance at all. Karsus is tragic. Joe the Commoner is not.

Joe the Commoner also didn't face gods in battle. The concept of how one becomes a vestige or even what a vestige really is subject to speculation. Page 16 says a lot of nothing which mostly amounts to "we don't know how vestiges become vestiges."

[Post 681]

Author : Edge_of_Oblivion

Date : 01-13-07 04:28 PM

Thread Title : Re: let's make some new vestiges

I agree, but is it a bad idea to expand on those and have them become a little more than "just flavor" though?

Yes.

Okay, into the fray I go.

Level: Fine, with the exception of the sorc. part, which I'll get to when I get there.

DC: The DCs are always a single set value... there aren't "variables" placed on it, ever.

Manifestation: Remove the will save. The Vestige's Manifestation can never interact with the world through anything more than speech and sight... this includes forcing saves. REMEMBER - the Vestiges Binding DC is the Vestige's BEST EFFORT to attempt to effect the world beyond the body it is stored in. It CANNOT affect the world in any other way except by granting power to the Binder, End of Line.

Sign & Influence: Fine.

Powers:

Keen Eye: Fine.

Ray Wing: Fine.

Spellcasting: Remove it completely, JiCi hit this one on the nose... brokenated beyond belief. And it IS mechanically broken - it's basically granting a character equal levels in a whole new class, effectively doubling their challenge rating.

Dragon Spooker: Fine.

Dragon Slave: Which book has this spell? I've never heard of a "Lesser Dragon Slave" spell. Please advise.

[Post 682]
Author : DarkRhystar
Date : 01-13-07 04:48 PM
Thread Title : Re: let's make some new vestiges

Yes.

More than a simple yes please. :)

DC: The DCs are always a single set value... there aren't "variables" placed on it, ever.

Why not? Keep in mind, I'm not asking if ToM did it; I'm asking why not. In a thread about supplementing ToM with custom material, why is the idea of making Vestiges more personal or interactive so easily dismissed?

Manifestation: Remove the will save. The Vestige's Manifestation can never interact with the world through anything more than speech and sight... this includes forcing saves. REMEMBER - the Vestiges Binding DC is the Vestige's BEST EFFORT to attempt to effect the world beyond the body it is stored in. It CANNOT affect the world in any other way except by granting power to the Binder, End of Line.

This would be true if it were a normal fear effect. The difference is that the fear effect isn't a part of the manifestation of Lina itself. It comes from the knowledge of her power. The Dragon Slave spell wasn't always such; it was originally Dragon Slayer. It is because she wields that power that fear is inspired. Basically a conditioned reaction. (I would posit that in any universe which this vestige could exist that this condition would also exist.)

Also, please quote me the line from ToM that says "best effort." Page 17 simply says the DC necessary for a Pact.

Spellcasting: Remove it completely, JiCi hit this one on the nose... brokenated beyond belief. And it IS mechanically broken - it's basically granting a character equal levels in a whole new class, effectively doubling their challenge rating.

Reread it. It's half the effective Binder level. (15->7th, 20->10th)

I also present to you the same challenge to JiCi: Prove that it's mechanically broken and unbalanced. Show me a situation where the magnificent power of a couple 3rd level spells (which could be duplicated with wands or scrolls...) will prove to be an overwhelming advantage to a 15th level character or encounter.

I don't want knee-jerk "OMGWTFZORS IT'S BROKEN!!!1" reactions, I want to see a logical situation where the powers will become imbalanced.

Dragon Slave: Which book has this spell? I've never heard of a "Lesser Dragon Slave" spell. Please advise.

It's a custom spell specifically made for this vestige. :)

[Post 683]
Author : JiCi
Date : 01-13-07 04:55 PM
Thread Title : Re: let's make some new vestiges

Reread it. It's half the effective Binder level. (15->7th, 20->10th)

I also present to you the same challenge to JiCi: Prove that it's mechanically broken and unbalanced. Show me a situation where the magnificent power of a couple 3rd level spells (which could be duplicated with wands...) will prove to be an overwhelming advantage to a 15th level character or encounter.

I don't want knee-jerk "OMGWTFZORS IT'S BROKEN!!!1" reactions, I want to see a logical situation where the powers will become imbalanced. Quite easy: the PC becomes the equivalent of a Binder 20/Sorcerer 10 = CR 30. It's like gaining free levels of sorcerer in a flash, without any experience point and no mutliclassing penalty nor gestalt attributes. It's like stacking up to 10 sorcerer levels without increasing the CR accordingly.

This is why we say it's broken, because the ability overpowers the rest.

[Post 684]
Author : DarkRhystar
Date : 01-13-07 05:00 PM
Thread Title : Re: let's make some new vestiges

Quite easy: the PC becomes the equivalent of a Binder 20/Sorcerer 10 = CR 30.

Would you really consider that CR 30 or as a valid CR 30 encounter for a group of level 30 PCs?

I think you overestimate the value of the spellcasting attribute.

[Post 685]

Author : JiCi

Date : 01-13-07 05:08 PM

Thread Title : Re: let's make some new vestiges

Would you really consider that CR 30 or as a valid CR 30 encounter for a group of level 30 PCs? As odd as it sounds, yes I would, because that NPC has 20 levels of Binder and 10 levels of Sorcerer, or the equivalent.

The Binder has lots of powerful abilities, mainly from the vestiges it binds. If you add sorcerer levels to the mix, you gain a real powerhouse.

What if you have a Binder 40 with the equivalent of 20 sorcerer levels ?

1st round: Dragon Slave

2nd round: Meteor Swarm

3rd round: Burst of Glacial Wrath (Dragon Magic)

4th round: Power Word Kill

5th round: Polar Ray

6th round: Dragon Slave

etc, etc, etc

Technically speaking, Dragon Slave overpowers spellcasting alone. You'll end up using more that ability than your spells, don't you think ?

Don't take it bad, we're only trying to help you here. If you really want a spell-related ability, you could go with something like this:

Practiced Caster: When determining your caster level for spells, your Binder levels stack with the levels in your spellcasting class. If you have more than more spellcasting classes, you must choose one.

[Post 686]

Author : Edge_of_Oblivion

Date : 01-13-07 05:09 PM

Thread Title : Re: let's make some new vestiges

I also present to you the same challenge to JiCi: Prove that it's mechanically broken and unbalanced. Show me a situation where the magnificent power of a couple 3rd level spells (which could be duplicated with wands or scrolls...) will prove to be an overwhelming advantage to a 15th level character or encounter.

I don't want knee-jerk "OMGWTFZORS IT'S BROKEN!!!!" reactions, I want to see a logical situation where the powers will become imbalanced.

I think you underestimate it. The ability to cast up to 5th level arcane spells, at caster level 10, PLUS your 20 levels of Binder, gives you the abilities of a 30th level character. Sure, your HP is lower, but otherwise your ability to do damage, buff yourself, and do various other things is VASTLY increased. This is an AMAZING boost in power, ESPECIALLY since you used Sorcerer instead of Wizard, and thus gave them spont-casting. No other Vestige grants this kind of power, not even the highest-level ones like Orthos.

Now, for your comments:

More than a simple yes please.

Why not? Keep in mind, I'm not asking if ToM did it; I'm asking why not. In a thread about supplementing ToM with custom material, why is the idea of making Vestiges more personal or interactive so easily dismissed?

You will notice that EVERY Vestige on this thread has followed the format given in ToM. That was the intent of the original posters and we'd like to keep it that way. The purpose of this thread is not to change the way ToM works, it's to add new options within the existing system. If you want to go into making a new system for Binder, I suggest you make your own thread - that's not what this one is about.

This would be true if it were a normal fear effect. The difference is that the fear effect isn't a part of the manifestation of Lina itself. It comes from the knowledge of her power. The Dragon Slave spell wasn't always such; it was originally Dragon Slayer. It is because she wields that power that fear is inspired. Basically a conditioned reaction. (I would posit that in any universe which this vestige could exist that this condition would also exist.)

Also, please quote me the line from ToM that says "best effort." Page 17 simply says the DC necessary for a Pact.

I'll get to this tomorrow, I don't have ToM with me at the moment as I'm not at home.

It's a custom spell specifically made for this vestige.

In that case, I think it should just be listed as an ability granted by the Vestige... no point in giving them "cast this spell" if they're the only class that can use the ability. A few of the ToM Vestiges have abilities like this, which are sort of like spells but not like any spell currently written, I'll look up which ones when I have the book again.

[Post 687]
Author : DarkRhystar
Date : 01-13-07 05:47 PM
Thread Title : Re: let's make some new vestiges

I think you underestimate it. The ability to cast up to 5th level arcane spells, at caster level 10, PLUS your 20 levels of Binder, gives you the abilities of a 30th level character. Sure, your HP is lower, but otherwise your ability to do damage, buff yourself, and do various other things is VASTLY increased. This is an AMAZING boost in power, ESPECIALLY since you used Sorcerer instead of Wizard, and thus gave them spont-casting. No other Vestige grants this kind of power, not even the highest-level ones like Orthos.

I'll cross it out for now. I really think you overestimate it.

In every combat, you have a limited amount of actions. You only have X rounds until the battle is won or lost and X is subject to change depending on your actions.

At 15th level, using the same actions you used at 7th level is a waste of actions. Wizards and Sorcerers aren't casting 3rd level spells in combat anymore because they're not smart moves, they're casting 7th and 8th level spells. By 15th level,

3rd level spells stopped being your best choice a LONG time ago.

Anyhow, any ideas of what to replace Spellcasting with? :)

You will notice that EVERY Vestige on this thread has followed the format given in ToM. That was the intent of the original posters and we'd like to keep it that way. The purpose of this thread is not to change the way ToM works, it's to add new options within the existing system. If you want to go into making a new system for Binder, I suggest you make your own thread - that's not what this one is about.

And how does having a variable Bind DC on this one vestige somehow invalidate all the other vestiges? In fact, since nothing in the system forbids a variable DC... it is a new option within the existing system. ;)

In that case, I think it should just be listed as an ability granted by the Vestige... no point in giving them "cast this spell" if they're the only class that can use the ability. A few of the ToM Vestiges have abilities like this, which are sort of like spells but not like any spell currently written, I'll look up which ones when I have the book again.

The big difference is that spell-like abilities are standard actions and this spell is a full-round action. I consider that one of the major balancing factors and the way I wrote was to preserve that.

[Post 688]
Author : JiCi
Date : 01-13-07 06:02 PM
Thread Title : Re: let's make some new vestiges

Anyhow, any ideas of what to replace Spellcasting with? :)This could do:
Practiced Caster: When determining your caster level for spells, your Binder levels stack with the levels in your spellcasting class. If you have more than more spellcasting classes, you must choose one.

The big difference is that spell-like abilities are standard actions and this spell is a full-round action. I consider that one of the major balancing factors and the way I wrote was to preserve that.May I suggest this text instead ?

Dragon Slave: Once every 5 rounds, as a full-round action, you may cast a devastating beam that affects everything in 120-foot line. Everthing within the area takes 1d8 points of damage per binder level. Everything within 5 to 15 feet of the area take 1d6 per 2 binder levels. In both cases, creatures can make a reflex save to halve the damage. The damage is pure magic, so it is not subject to resistance or immunity.

Ok, ok, so I changed the damage... I only wrote my vision of this ability. Feel free to do what you like with this idea.

[Post 689]
Author : Edge_of_Oblivion
Date : 01-13-07 06:08 PM
Thread Title : Re: let's make some new vestiges

The big difference is that spell-like abilities are standard actions and this spell is a full-round action. I consider that one of the major balancing factors and the way I wrote was to preserve that.

All Binder abilities, even those that directly mimic spells, are Supernatural abilities. It's a specific description of the class.

And how does having a variable Bind DC on this one vestige somehow invalidate all the other vestiges? In fact, since nothing in the system forbids a variable DC... it is a new option within the existing system.

facepalm You missed my point entirely. No, this is not a new option within the existing system, since the existing system uses a set number without variable in all of the provided examples. Note the given Vestiges throughout the thread as they've followed the style of the book. Note also that Vestiges posted before with variable DCs based on different attributes have been requested to change, there should be no reason this Vestige should be different.

At 15th level, using the same actions you used at 7th level is a waste of actions. Wizards and Sorcerers aren't casting 3rd level spells in combat anymore because they're not smart moves, they're casting 7th and 8th level spells. By 15th level, 3rd level spells stopped being your best choice a LONG time ago.

That may be your play style, my sorcerers tend to use all of their spell levels for at least SOMETHING in combat.

[Post 690]
Author : DarkRhystar
Date : 01-13-07 06:20 PM
Thread Title : Re: let's make some new vestiges

This could do:
Practiced Caster: When determining your caster level for spells, your Binder levels stack with the levels in your spellcasting class. If you have more than more spellcasting classes, you must choose one.

May I suggest this text instead ?

Dragon Slave: Once every 5 rounds, as a full-round action, you may cast a devastating beam that affects everything in 120-foot line. Everthing within the area takes 1d8 points of damage per binder level. Everything within 5 to 15 feet of the area take 1d6 per 2 binder levels. In both cases, creatures can make a reflex save to halve the damage. The damage is pure magic, so it is not subject to resistance or immunity.

Ok, ok, so I changed the damage... I only wrote my vision of this ability. Feel free to do what you like with this idea.

I like both these ideas! I shall steal them immediately. :)

All Binder abilities, even those that directly mimic spells, are Supernatural abilities. It's a specific description of the class.

Yep. Tome of Magic even has a section devoted to talking about that I think.

facepalm You missed my point entirely. No, this is not a new option within the existing system, since the existing system uses a set number without variable in all of the provided examples. Note the given Vestiges throughout the thread as they've followed the style of the book. Note also that Vestiges posted before with variable DCs based on different attributes have been requested to change, there should be no reason this Vestige should be different.

I must have missed those examples (this is a pretty big thread after all :)).

That may be your play style, my sorcerers tend to use all of their spell levels for at least SOMETHING in combat.

I usually see a lot of low level Sorcerer spells used for utility spells versus combat spells with metamagic filling in gaps. For example, Magic Weapon Greater is a more often used 3rd level spell at higher levels than Fireball.

Don't take it bad, we're only trying to help you here.

I know. If I'm coming off that way I apologize. I posted to get help from the folks here, but I'm just naturally stubborn. :)

[Post 691]

Author : Edge_of_Oblivion

Date : 01-13-07 06:43 PM

Thread Title : Re: let's make some new vestiges

The regular posters on this thread (myself, JiCi, RyuuTenshi, Journeyman, Mysticaloctopus, a few others) are generally equally stubborn... butting heads is to be expected. :D

As for the examples, I'll try to go back and find some, but most of them were edited out after the review asked for them to be changed so they're not there now... I might be able to find the replies asking for the change though.

As for the sorc thing, I think it comes down more to a matter of limiting a single character's versatility. In 3.0 and 3.5, it is TECHNICALLY possible to have a character that can do anything, but you normally sacrifice something for it... in most cases, you sacrifice the higher-level abilities of a class because your levels in your multiclass prevent you from getting to those higher levels. In this example, under normal circumstances a Binder must sacrifice the ability to reach the highest levels of Binder (pre-epic, anyway) in exchange for obtaining power in arcane magic (represented by taking levels in Wiz/Sorc and Anima Mage). So now he's versatile - he can do a lot of different things - but his arcane power is beaten by a straight Wiz/Sorc and his Pact Magic power is beaten by a straight Binder. The only place he shines is in the fact that, while he isn't the BEST, he is ADEPT in both, while the other two only shine in one category.

At best, an individual Vestige ability grants one, MAYBE two new "spells" to a Binder. As most Vestiges have anywhere between three and six abilities, that's something like four (average) new "spells" for the Binder per Vestige he binds. The thing is, that's ALL a Binder does - that is the entirety of his class. Everything else he can do - Pact Augmentation, Vestiges per day, Immunities - is directly based off these powers. Adding progressive spellcasting a la Sorcerer in the way you've done introduces a new and extra class mechanic beyond the power granted by any other Vestige (even those higher level than Lina) and effectively ups the CR of

the Binder in question by granting them the entire class ability of taking 10 levels in another class (as spellcasting is practically the only thing the sorcerer class grants a character), minus only HP and skill points. That's why it's far, far, far overpowered.

[Post 692]
Author : JiCi
Date : 01-13-07 06:49 PM
Thread Title : Re: let's make some new vestiges

And how does having a variable Bind DC on this one vestige somehow invalidate all the other vestiges? In fact, since nothing in the system forbids a variable DC... it is a new option within the existing system. ;) About that, you might think I'm bugging you, but I stumbled in this in this link (<http://www.wizards.com/default.asp?x=dnd/dd/20060324a>):

Special Requirement: Your vestige doesn't require a special requirement. This optional feature of vestiges exists to add more flavor to a vestige and to control access to it. For example, if you know you don't want the powers of two vestiges to be used in conjunction, you can create a special requirement that prevents them from both being bound to a binder at the same time.

Special requirements should not be game balance factors. They shouldn't cost a significant amount of gp or any XP. Such requirements will swiftly relegate your vestige to use only by NPCs.

Gender, race, having ranks in specific skills, having a specific class feature, feats, etc, etc, etc...

Those are all good special requirements. You could add that to your vestige.

Special Requirements: Lina Inverse will not respond to binders of the dragon type or with the dragonblood subtype nor evil binders or those with the evil subtype. Furthermore, the binding DC increase by 5 if a male binder attempts to call Lina.

See ? no Binding DC of 40 (draconic), 50 (evil) or 60 (evil draconic). Sure some vile vestiges answer the call of good binders and vice versa, but it may not always be the case. Vestiges are still aware and sentient, like souls, so they have the choice of answering the calls of certain binders. Some accept as you are, others do not, like Amon.

[Post 693]
Author : Edge_of_Oblivion
Date : 01-13-07 06:57 PM
Thread Title : Re: let's make some new vestiges

Thanks JiCi, I'd lost that link.

[Post 694]
Author : DarkRhystar
Date : 01-13-07 08:44 PM
Thread Title : Re: let's make some new vestiges

As for the sorc thing, I think it comes down more to a matter of limiting a single character's versatility. In 3.0 and 3.5, it is TECHNICALLY possible to have a character that can do anything, but you normally sacrifice something for it... in most cases, you sacrifice the higher-level abilities of a class because your levels in your multiclass prevent you from getting to those higher levels. In this example, under normal circumstances a Binder must sacrifice the ability to reach the highest levels of Binder (pre-epic, anyway) in exchange for obtaining power in arcane magic (represented by taking levels in Wiz/Sorc and Anima Mage). So now he's versatile - he can do a lot of different things - but his arcane power is beaten by a straight Wiz/Sorc and his Pact Magic power is beaten by a straight Binder. The only place he shines is in the fact that, while he isn't the BEST, he is ADEPT in both, while the other two only shine in one category.

Binders are somewhat special though because the Anima Mage is so easy to qualify for. Take a level in Binder along with Improved Binding and you have half the bundle. You can be a 19th level caster and a 11th level Binder (more or less) with a ton of class features too (with very little sacrifice).

Also, if you went with Wizard 7/Binder 3/Anima Mage 10, you can bind level 7 vestiges and cast 9th level spells. Definitely better than binding level 8 vestiges and casting level 5 spells.

Finally if you went with Wizard 5/Binder 5/Anima Mage 10, you get level 8 vestiges and level 8 spells.

All of these options more powerful than a straight Binder taking Lina for Spellcasting. Spellcasting just yielded a lesser versatility of the above and didn't require multiclassing (diversity without multiclassing *gasp*). ;)

At best, an individual Vestige ability grants one, MAYBE two new "spells" to a Binder. As most Vestiges have anywhere between three and six abilities, that's something like four (average) new "spells" for the Binder per Vestige he binds. The thing is, that's ALL a Binder does - that is the entirety of his class. Everything else he can do - Pact Augmentation, Vestiges per day, Immunities - is directly based off these powers. Adding progressive spellcasting a la Sorcerer in the way you've done introduces a new and extra class mechanic beyond the power granted by any other Vestige (even those higher level than Lina) and effectively ups the CR of the Binder in question by granting them the entire class ability of taking 10 levels in another class (as spellcasting is practically the only thing the sorcerer class grants a character), minus only HP and skill points. That's why it's far, far, far overpowered.

What I feel is that it's conceptually overpowered without being mechanically overpowered. Basically, the effect of adding spellcasting is much smaller than it seems. Combine this with the fact that there are much more powerful alternatives thanks to Anima Mage. I'm a big fan of following classes till the end and not prestiging out though.

About that, you might think I'm bugging you, but I stumbled in this in this link (<http://www.wizards.com/default.asp?x=dnd/dd/20060324a>):

Nice link.

Special Requirements: Lina Inverse will not respond to binders of the dragon type or with the dragonblood subtype nor evil binders or those with the evil subtype. Furthermore, the binding DC increase by 5 if a male binder attempts to call Lina.

See ? no Binding DC of 40 (draconic), 50 (evil) or 60 (evil draconic). Sure some vile vestiges answer the call of good binders and vice versa, but it may not always be the case. Vestiges are still aware and sentient, like souls, so they have the choice of answering the calls of certain binders. Some accept as you are, others do not, like Amon.

Ironically, the first draft of this vestige (this is the second) actually had that in the Special Requirements. I didn't (and still don't) like the idea that it can be completely bypassed with a feat. The other part of it was that all the special requirements deal with either A) Where/how the seal must be drawn or B) Whether or not the vestige appears. I'd personally rather see a higher DC than no summon at all.

Still, I'm leaning toward making the above change. Variable Bind DCs seem like an improvement to Pact Magic, but I'll respect that you'd rather not deal with that here. :)

[Post 695]
Author : Edge_of_Oblivion
Date : 01-13-07 08:49 PM
Thread Title : Re: let's make some new vestiges

That was only one of the many, many reasons giving this Vestige the spellcasting is brokenated... unfortunately I can't add further as I don't have access to my books.

I didn't (and still don't) like the idea that it can be completely bypassed with a feat.

A lot of people apparently share your view, as you'll see if you go back into some of the earlier parts of the thread. There are a lot of Vestiges that originally said in their Special Requirements or in their DCs that "If you have the Ignore Special Requirements feat, the Vestige hates your guts and the DC goes up by X." They, in turn, were PEACHED and had this pointed out, and the Vestiges were fixed/edited. As stated, it's against the style of the Binder class as given. Sorry, but that's the breaks; otherwise "Ignore Special Requirements" is useless.

The other part of it was that all the special requirements deal with either A) Where/how the seal must be drawn or B) Whether or not the vestige appears. I'd personally rather see a higher DC than no summon at all.

Unfortunately, that's not the way Binder works... either the Vestige shows or it doesn't. Anything beyond that is a change to the entire system.

Still, I'm leaning toward making the above change. Variable Bind DCs seem like an improvement to Pact Magic, but I'll respect that you'd rather not deal with that here. :)

Much appreciated. :)

[Post 696]
Author : DarkRhystar
Date : 01-13-07 10:07 PM
Thread Title : Re: let's make some new vestiges

That was only one of the many, many reasons giving this Vestige the spellcasting is brokenated...

Except the spellcasting granted by the vestige didn't stack with the normal kind. It either replaced lower level spellcasting or simply didn't activate if their was higher level spellcasting present.

Ironically, the more I look at it... multiclassing Anima Mage gets you more spellcasting at a higher level.

Anyway, I'll change the requirements tomorrow. :)

[Post 697]
Author : JiCi
Date : 01-14-07 05:21 PM
Thread Title : Re: let's make some new vestiges

Here's another vestige:

Eltharud, the avenging familiar
Vestige Level: 2
Binding DC: 16

Legend: Eltharud used to be a Tiny spider familiar of a mighty outlaw drow sorcerer, until its master got captured by the local authorities. Since its master wasn't killed, Elthalud remained sentient, and went looking for him, passing a regular spider.

When it arrived at the prison, he found its master severely injured and crippled, as the guards battered him up in order to imprison the drow. Unable to move or cast spells, he ordered Elthalud to search of the keys, and on the spider went. Upon looking from the ceiling, he spotted a group of guards and their leader talking. It heard things like how they were pleased to arrest such a criminal and that drows are only good to kill. Hearing those words, Elthalud fell from the ceiling and grabbed into the leader's neck, biting and lashing viciously. The other guards rolled into the leader to grab the spider, but Elthalud jumped into a nearby table, snatched one of the keys and climb up onto the walls and ceiling.

The guards, however, were aware of the spider's doing. While arresting the drow, one of them noticed it hidden in its web and no spider of this size is frequent locally. The guards rushed to the drow's cell, opened the door and executed the sorcerer as Elthalud was reaching for the lock. Elthalud slowly began to change, as its mind began to regress. Moments later, Elthalud was killed by a blade, thus ending the whole alibi for both its sorcerer and its familiar.

Since then, Elthalud wanders the afterlife as a vestige, full of anger and with a thirst for revenge.

Manifestation: A thin web string slowly descends to the center of the sign. Afterward, multiple strings burst for the central string, forming a large spider web. A cocoon protrudes from the center of the web, and then 8 long legs, a large abdomen, sharp fangs and 6 glowing yellow eyes grow from the cocoon, all made of a silk-like material. Elthalud is hanging vertically, head down, and it lifts its head and asks to its binder the reason of the calling.

Sign: You have web-like silk in your hair, hands and clothes, though it does not hamper your movement.

Influence: You have a strong sense of revenge and are defending loyally any allied arcane spellcasting creature. If one gets captured or killed, you go for great length to punish the kidnapper or the killer.

Granted Powers:

Sticky Hands: Your hands are slightly sticky, granting you a +4 bonus to disarm, grapple and Climb checks.

Spider Climb: You are under the constant effect of the spider climb spell.

Web Strings: Once every 5 rounds, the binder can shoot a web string at its opponent as a ranged touch attack. The string has a range of 50 feet and may shoot 1 string per 3 binder levels at the same time. The strings sprout from your wrist and you may hold them firmly or let go of them as a free action, as the web snaps from your wrist.

Disarm: You may disarm an opponent with a successful ranged touch attack. You gain a +2 competence bonus per string shot to both checks, for disarming and from being disarmed. If you fail the second check, the strings just snap.

Trip: You may trip an opponent with a successful ranged touch attack. You gain a +2 competence bonus per string shot to both checks, for tripping and from being tripped. You may let go of the strings to avoid falling prone.

Entangle: You may entangle a target with the web, as the entangle spell. If your ranged touch attack hits, the target is entangled. The creature can break free and move half its normal speed by using a full-round action to make a DC 20 Strength check or a DC 20 Escape Artist check. However, every additional strand you used beyond the first adds a +2 bonus to both DCs. Regardless of results, the strands snap from your hand at the end of the action.

Rope: You may shoot the strings as a single stronger rope at any point within 50 feet. You may even climb the rope and even swing from place to place. The rope can hold 200 lbs per string.

You may choose different actions with the strings or choose the same action. For example, with 3 strings, you may disarm, trip and entangle the same target in the same round. However, you must decide those actions before declaring the attacks.

So what do you think ?

[Post 698]

Author : DarkRhystar

Date : 01-14-07 06:01 PM

Thread Title : Re: let's make some new vestiges

Grapple: You may grapple an opponent with a successful ranged touch attack. You gain a +2 competence bonus per string shot to the grapple check and you do not provoke attacks of opportunity. If you maintain the grapple, you deals no damage, but you may make an opposed Strength check to pull the grapple opponent toward you. The target moves at half speed and takes a -2 penalty on attack rolls and a -4 penalty to Dexterity. The target doesn't threaten any squares and loses its Dexterity bonus to Armor Class entirely. Each round, the target can attempt to escape the strings by making a successful grapple check or Escape Artist check against each string's special grapple check. You are not considered grappling yourself while using this ability.

Grapple is a different mechanic than the one I think you want. If you look at the monstrous spiders, their webs don't grapple targets... they entangle them as per

the PhB net weapon. That would make more sense since most of the grapple mechanics don't fit this ability yet entangle's would.

I'm also confused about what happens when you shoot multiple strings at an enemy. If you shoot 3 strings at an enemy and make them all "disarm" do they all fire simultaneously and get a +6 bonus? Or do they get a +2, +4, and +6 bonus respectively as each one is fired? Would there be one check or three?

Either way, by level 9 combined with the first ability, that's a +10 disarm/grapple bonus... at range.

Also, the Web Strings entry mentions dropping it yet only the disarm part indicates dropping it having any effect. Can you fire it at someone, grapple them, and drop it with no effect?

[Post 699]
Author : Unelemental
Date : 01-14-07 11:59 PM
Thread Title : Re: let's make some new vestiges

Here's another vestige:

Eltharud, the avenging familiar
So what do you think ?

Go Spiderman! :cheer: :cheer: :cheer:
Overall quite well done and AFAICT there is little overlap with other vestiges. :clap:

[Post 700]
Author : JiCi
Date : 01-15-07 12:36 PM
Thread Title : Re: let's make some new vestiges

1-Grapple is a different mechanic than the one I think you want. If you look at the monstrous spiders, their webs don't grapple targets... they entangle them as per the PhB net weapon. That would make more sense since most of the grapple mechanics don't fit this ability yet entangle's would.

2-I'm also confused about what happens when you shoot multiple strings at an enemy. If you shoot 3 strings at an enemy and make them all "disarm" do they all fire simultaneously and get a +6 bonus? Or do they get a +2, +4, and +6 bonus respectively as each one is fired? Would there be one check or three?

Either way, by level 9 combined with the first ability, that's a +10 disarm/grapple bonus... at range.

3-Also, the Web Strings entry mentions dropping it yet only the disarm part indicates dropping it having any effect. Can you fire it at someone, grapple them, and drop it with no effect?1-hmmm... I'll recheck this out, but I believe that entangle would be better.

2-It's more like this: if you shoot 3 strands, you get a +6 to the check. It's a +2 per strand shot.

3-Yes either that or pull the target closer.

[Post 701]
Author : DarkRhystar
Date : 01-15-07 05:11 PM
Thread Title : Re: let's make some new vestiges

2-It's more like this: if you shoot 3 strands, you get a +6 to the check. It's a +2 per strand shot.

So it's one check per type regardless of how many strings of that type are shot?

If someone fires three disarm strings and two trip strings at a single target, there's only one disarm check (at +6) and only one trip check (at +4)?

[Post 702]
Author : JiCi
Date : 01-16-07 04:48 AM
Thread Title : Re: let's make some new vestiges

So it's one check per type regardless of how many strings of that type are shot?

If someone fires three disarm strings and two trip strings at a single target, there's only one disarm check (at +6) and only one trip check (at +4)?Ok, let me rephrase that:

If you successfully hit a target with 3 strands, you choose what action to do per string, such as 2 disarm/1 trip, 1 trip/2 entangle, 3 disarm, etc...

Depending on how many strands you decide to use to perform an action you gain a +2 competence bonus per string. For example, 2 disarm/1 trip grant you a +4 to disarm and a +2 to trip.

See what I mean ?

[Post 703]
Author : DarkRhystar
Date : 01-16-07 03:35 PM
Thread Title : Re: let's make some new vestiges

See what I mean ?

Alright so one check per type of string sent.

Next question comes from this:

If you successfully hit a target with 3 strands, you choose what action to do per string, such as 2 disarm/1 trip, 1 trip/2 entangle, 3 disarm, etc...

Shouldn't you be choosing the action per string before you fire them? It seems to me that you wouldn't fire a string to trip someone in the same way you'd fire one to entangle them. In fact, it seems like they'd be radically different aim-wise and appearance-wise (trip versus entangle for instance). Choosing how they affect

the target after you've fired them seems counterintuitive.

[Post 704]

Author : journeyman777

Date : 01-16-07 11:08 PM

Thread Title : Re: let's make some new vestiges

Influence: You have a strong sense of revenge and are defending loyally any arcane spellcasting creature. What about the ones who are my enemies? Going FB on a party member who stopped the enemy wizard from killing me seems a bit out of line.

If one gets captured or killed, you go for great length to kill the killer. If he only got captured, then there is no killer.

[Post 705]

Author : journeyman777

Date : 01-16-07 11:49 PM

Thread Title : Re: let's make some new vestiges

Lina Inverse,
Dragon Spooker

Special Requirements: Lose the DC increase. Special requirements are self contained and completely binary. The vestige shows up based on the listed requirement or it doesn't. This has no effect on the Binding check.

Those of any kind of draconic heritage must make a DC 30 will save upon manifesting Lina Inverse or become panicked and unable to complete the pact. No. You need to recheck your illusion descriptors. To affect creatures an illusion needs to have the [phantasm] (is only in your head), [pattern] (messes with the mind of those who see it), or [shadow] (is partly real by being infused with matter or energy from the plane of shadow). The manifestation on the other hand, is a figment (which are limited to making something that is not there appear to be so) and a lousy figment at that (anyone who examines it automatically perceives its illusionary nature). A creature that hasn't examined the figment wouldn't recognize it as Leena and one who did would know that it isn't actually her. So, lose the will save.

Sign: So, what happens if you are already under average height?

Keen Eye: Fine, you may want to also have the binder be treated as if they are trained (otherwise they can only appraise everyday stuff, which really doesn't suit the kind of treasure Leena was so fond of).

Ray Wing, Lesser: Unless noted otherwise, all binder abilities take a standard action to activate. So, that part of the description is redundant.

Gifted Spellcaster: I can think of some fun things to do with that, but nothing broken. Still, it is poor form for the ability to offer absolutely nothing to a pure binder. Reworking it to offer some benefit would be nice. (maybe let it apply on UMD for staves or something)

Dragon Spooker, Lesser: Again, since you are using the standard Binder DC formula, there is no need to restate it.

Dragon Slave, Lesser: The damage listed for the spell seems way out of line. Can

anyone find a wizard spell of appropriate lv to compare this against? It definitely doesn't look balanced against Orthos' AoE. BTW: Casting time for people to see this coming and try to evade would be 1 round; full-round actions still go off before anyone else gets to go (I just won't be able to do much else this round).

Overall, Leena's pretty cool. Try not to mess around with the mechanics though, binding is meant to be simple.

[Post 706]
Author : Lord_Yy
Date : 01-17-07 06:35 PM
Thread Title : Re: let's make some new vestiges

Ladies and gentlemen, another vestige out of the Ars Goetia. P.E.A.C.H.

<http://www.rahoorkhuit.net/library/ceremonial/classics/plancy/g8.gif>
Barbatos: Nascent Nobility
Vestige Level: 7
Binding DC: 30
Special Requirement: No

Legend: The Vestige known as Barbatos has a fiendish origin, claiming to be an ancient native of the Nine Hells, and one of the original corruptors of the mortal races. If what he says is true, the original concepts of royalty and nobility, that an individual is intrinsically better than another by circumstances of genetics, were his idea to begin with. The circumstances regarding his transformation into a vestige involve some form of war within hell itself between creatures formed of the planar mass and those created from mortal souls, ending with a former mortal wresting control of the plane from its previous master and becoming the entity now known as Asmodeus. In the aftermath, Barbatos and numerous lesser entities were ejected from the reordered hells, left to drift in the spaces between space.

Manifestation: Upon summoning, the ground beneath the seal seems to sprout short hairs. These hairs grow rapidly, twisting and weaving into the form of Barbatos. Barbatos appears as a long-haired, bearded nobleman, made entirely out of hair. His robes are comprised of luridly-colored living hair woven into fabric, his skin is made of bunched, flesh-colored living hair, and even his staff is made of hair, compressed into a bonelike substance like rhino horn. Any facial features Barbatos has are obscured by the hair that hangs down over them, making him look as if he has no face at all.

Sign: The hair on your face and head grows long and unruly, tangling within the space of an hour if groomed. Binders without hair on their either their head or their face (e.g Female humans, lizardfolk, duergar) still grow hair in the appropriate places.

Influence: When bound to Barbatos, you become haughty and discriminating. Only the best will do for you, be it in food, lodging, or equipment.

Granted Powers: Barbatos gives understanding of the voices of animals, says past and future, conciliates friends and rulers and can lead men to treasure hidden by magics.

Pierce Illusion: You instantly identify any illusion effect that you can see, and may choose to disbelieve it with no need for a will save. This does not apply to Patterns, Phantasms, and other Illusion effects that lack a "Disbelieve" option, but you do gain a +5 on saving throws against these effects.

Speak with Animals: You are affected by a Speak with Animals spell for as long as you are bound to Barbatos.

Past and Future Sight: Once per day, you may use Legend Lore. You may use this ability only to find out about objects, people or places in your immediate vicinity. Like the spell, this ability takes 1d4x10 minutes to use. You may also use this ability to see into the near future, however this is not a reliable use of the ability, and the farther you try to see into the future, the less reliable it is. This ability works on a roll of 70-100 on a d%, with a cumulative -5 penalty applied to the roll for every day farther into the future you try to see. (2 days gives a -10 penalty, 5 days gives a -25, etc). Failure means that you gain no information whatsoever. Additionally, the information given by Barbatos may or may not be accurate. On a roll of 49 or less on a d100, the information is perfectly accurate and reliable. Failure means that Barbatos simply makes something up.

Devilish Diplomacy: You may use Charm Animal, Charm Person or Charm Monster on any creature which you engage in discussion for at least 10 rounds. If you engage a creature in conversation for at least 10 minutes, you may use Dominate Person or Dominate Animal on it instead.

[Post 707]
Author : Aranoth
Date : 01-17-07 08:02 PM
Thread Title : Re: let's make some new vestiges

...Please tell me this is a joke Vestige. Please. You cannot be serious with this stuff. All of it...

Well, I have to be honest.

I wasn't.

On a side note, though, I saw the life check as a great way to balance a potential 20 kill spell, wicked speed, etc. etc. etc.

But I digress, I'll give you a serious Engima, as I originally imagined it, as a token of good will.

Enigma

Vestige lvl 8
Binding DC: 38

Legend:

Past, Present, Future, the essence of the Engima. The Engima gives nothing for speculation in it's chosen appearance, it's speech befuddled by every word it has ever spoken or will speak, requiring advanced wisdom or intellegence to be understood.

Rumored to be a temporal experiment gone ary, a forgotten god of time, or even a chronological hiccup, the only truth that can be ascertained, with any certainty, is the passing of the Engima is the passing of stable temporal reality itself.

Seal:

Three hollow circles in a triangle pointing north.

Special requirement
Wisdom OR Intelligence 17<

Manifestation:

The seal drowns in a sea of black, a razor-thin shade of vague humnoid form rises from the seal. A disembodied voice, unable to maintain the same tone or pitch, speaks with the binder. The Enigma offers, in exchange for automatically failing the influence check, the Enigma gives a hint/clue/information valuable for the current quest. (Decided by the DM)

Sign

The images of the binder both one and two seconds from the present are interposed on the binder (i.e. rooftop scene from the Matrix.) Also, the binder's speech is befuddled by the interposition of their words upon one and another.

Influence

The binder becomes cold and composed. Unwilling to speak unnecessarily and is driven to physically touch objects, persons, etc.

Granted abilities

Forewarned -3AC,+3 Ref&Init only if the Sign is unsurpressed.

Sands of time Useable 1 time a day per EBC lvl. Any target within 20ft of the binder has it's age altered (+/-) up to 5 years per EBC lvl. This effect ends whenever the target leaves the area, and does not resume, this ability must be recast. Only if sign is unsurpressed.

Chronostrike Useable once per day, instant, the binder, as a free move, gains an additional 1/2 EBL actions in on turn. Only if sign is unsurpressed.

As I finish this Vestige, I reconize the daughting task set before me, as my vision of the Enigma is of one that manipulates time.

This leaves a problem, as I'm really struggling to avoid overpowering the damnable thing, thus the really, really high DC. I know Chronostrike is broke, but then again, it makes perfect sense for a vestige that grants the power to manipulate time.

I'm trying to work with the flavor. Ugh.

Suggestions?

[Post 708]

Author : DarkRhystar

Date : 01-17-07 08:03 PM

Thread Title : Re: let's make some new vestiges

Sign: So, what happens if you are already under average height?

The same thing that happens if you manifest Ipos and already have long, black, claw-like nails or Balam and your voice is already hollow and guttural.

The manifestation on the other hand, is a figment (which are limited to making something that is not there appear to be so) and a lousy figment at that (anyone who examines it automatically percieves its illusionary nature).

I could have sworn there was a DC check involved to notice it is indeed a figment, but regardless, this is by far and away the best argument I've see against the fear effect.

Keen Eye: Fine, you may want to also have the binder be treated as if they are trained (otherwise they can only appraise everyday stuff, which really doesn't suit the kind of treasure Leena was so fond of).

Good idea.

Ray Wing, Lesser: Unless noted otherwise, all binder abilities take a standard action to activate. So, that part of the description is redundant.

Dragon Spooker, Lesser: Again, since you are using the standard Binder DC formula, there is no need to restate it.

Fair enough, but I don't mind redundancy. I think there are too many places in WotC material where a little redundancy would have done more good than harm. At worst you tell the reader something he/she already knows, but at best you've helped the reader or saved him/her the time of looking something up. Also, unlike WotC books, redundancy doesn't cost anything here.

Besides, many vestige abilities specific the action times, even if they are standard actions.

Gifted Spellcaster: I can think of some fun things to do with that, but nothing broken. Still, it is poor form for the ability to offer absolutely nothing to a pure binder. Reworking it to offer some benefit would be nice. (maybe let it apply on UMD for staves or something)

I still prefer Spellcasting myself. After consider Gifted Spellcaster, I concluded that Binders going into magic are probably all taking Anima Mage anyway (no reason not to) which means Gifted Spellcasting does even less than Practiced Spellcaster.

I'm open to other solid suggestions though.

Dragon Slave, Lesser: The damage listed for the spell seems way out of line. Can anyone find a wizard spell of appropriate lv to compare this against? It definitely doesn't look balanced against Orthos' AoE. BTW: Casting time for people to see this coming and try to evade would be 1 round; full-round actions still go off before anyone else gets to go (I just won't be able to do much else this round).

I balanced it as a spell of the aforementioned level.

First consider the fortitude save for half. If an enemy is going to fail the fort save and take the full damage, we can compare this spell to Finger of Death (level 6). DSL isn't guaranteed death like Finger of Death, however it isn't constrained to a single target or negated by death immunity. Next we can compare it to an Empowered Disintegrate (level 8) which comes out to be ~3d6 damage against one enemy with many other side effects. DSL trades all the other affects to objects for a 2d6 line effect. I increased the casting time to a Full-Round action (was meant to be one full round...) to help balance this. A line is still useful, but less useful if enemies are allowed time to move (besides it fits with the flavor perfectly...). Finally, we can compare it to a metamagicked Scorching Ray (level 7) which can deal significantly more damage (and be spread among opponents) than this ability could come close to.

The gist of it is that this spell is comparable to effects provided by similar spells of neighboring levels and inferior to what a Wizard specializing in damage can do. A Binder using this power isn't going to be replacing the Wizard as the main damage/death dealer any time soon (especially with a 5 round cool-down time).

Overall, Leena's pretty cool.

Thanks. I appreciate the feedback a lot and will make changes by tomorrow. :)

Try not to mess around with the mechanics though, binding is meant to be simple.

That's the feeling I'm getting. As I said before though, it might make an interesting variant system.

[Post 709]
Author : JiCi
Date : 01-19-07 04:43 AM
Thread Title : Re: let's make some new vestiges

Guys, check it out !

Three new psionic vestiges (<http://www.wizards.com/default.asp?x=dnd/psm/20070119a>)

Dude, is it just me, or The Triad is too powerful for a 6th-level vestige ?

[Post 710]
Author : Lord_Yy
Date : 01-19-07 10:33 PM
Thread Title : Re: let's make some new vestiges

Okay, regarding the Psionic Vestiges. For starters, the Seals... They just look AWFUL. I realize that it must not be easy to do art professionally, but they could've just swiped a few of the unused Goetia seals... As for the Triad, I'm guessing that the abilities you can use switch from hour to hour, much like the Influence and Sign. Otherwise the vestige is not very good for the simple fact that its granted abilities are simply too much to keep track of. Anyway, onto my latest vestige. Please go ahead and P.E.A.C.H.

Goetia, The Vestige's Seal
Vestige level: 4
Binding DC: 26
Special requirement: Yes

Legend: Binding was not always as easy as it is today. Binding vestiges once required complicated rituals that took hours and used many rare and expensive materials, a far cry from the quick and easy bindings of the modern day. Goetia was once a mortal binder who studied the many rituals designed to summon the vestiges, seeking a better, more efficient way to call them. Success did come eventually, however not without a price. Back then, as now, followers of various gods banded together to counter what they perceived as a threat to divinity itself, while Goetia prepared for a ritual that would, if successful, simplify and standardize binding. Unfortunately for them, and fortunately for binders everywhere, they were unable to halt the ritual, instead finding that Goetia's inner sanctum had been covered in strange symbols which we now know as the seals used to summon vestiges. The only evidence that Goetia had been there at all were a pair of footprints inside an empty circle...

Special Requirements: Goetia has no seal of its own, so the binder must draw an appropriate seal for the vestige. This requires 10 ranks in either Craft (Drawing),

Craft (Painting) or Craft (Writing)

Manifestation: The seal that the binder has drawn warps and reshapes, lines twisting into a facelike configuration. The seal then speaks directly to the binder in a female voice, introducing herself as Goetia. Upon completion of the binding, the face fades into nothing, leaving the summoning circle empty.

Sign: While bearing host to Goetia, you bear a version of the seal you used to summon her. The seal appears on your back, one foot in diameter, much like a tattoo.

Influence: Goetia held reverence for the vestiges in life, and was rewarded by them by being hid from the gods which wished her silenced. As a result, Goetia frowns on those who hide their bond with the vestiges from the outside world. As long as you are bound to Goetia, you must show the sign of at least one Vestige.

Granted Powers: Goetia grants those who bind her a deeper connection to the Vestiges, strengthening the abilities they provide to the binder.

Magesty of Goetia: While bound to Goetia, you gain a +4 bonus on Binding checks. This stacks with the bonus provided by the Skilled Pact Making feat.

Goetian Strength: Goetian Strength: While bound to Goetia, any supernatural ability given by a vestige have their damage dice increased by one step (d4 to d6, d6 to d8, d8 to d10, etc).

Fast Recharge: Choose one other vestige you are bound to. Any abilities provided by that vestige that normally take 5 rounds to recharge instead recharge in only 1d4+1 rounds. This increases to 2 vestiges at 14th level and 3 vestiges at 20th level.

Goetia's Skill: While bound to Goetia, you gain the benefit of either the Widen, Extend, or Enlarge Supernatural Ability feat. You choose this feat at the time of the Binding.

[Post 711]
Author : Edge_of_Oblivion
Date : 01-20-07 02:50 PM
Thread Title : Re: let's make some new vestiges

I'm a bit disappointed in the Psionic Vestiges... they all look ilke they were just... I dunno, thrown together. Didn't put much work into it at all. Definately agree on the seals thing, I'm looking at them and going "WTF?? Letters? Cracklines? What gives? Where's a real Seal?" There's something like 80 Goetia to work with, there's plently left....

Okay, PEACH on Goetia.

GREAT IDEA. I love the story and I love the concept. You beat me to it. Congrats.

Sign and Influence: Just fine.

Magesty: This is okay.

Strength: This is an exact duplicate of the Ipos's Influence ability. May want to change it somehow.

Recharge: No problem here, although you may want to allow a 2nd or 3rd Vestige to

be added to this roll as the Binder gains levels, to give Goetia some scaling power.

It probably wouldn't hurt to give her one more ability, as well.

[Post 712]
Author : Edge_of_Oblivion
Date : 01-20-07 03:55 PM
Thread Title : Re: let's make some new vestiges

Well folks! I promised, and I deliver!

<http://www.rahoorkhuit.net/library/ceremonial/classics/plancy/g29.gif>

Malagarde,
The Hag Countess

Vestige Level: 6th

Binding DC: 29

Legend: Until recently, Malagarde - known better even in life by her title, the Hag Countess - was the ruler of Malbolge, the sixth layer of Baator. She stole the rulership of the realm from Moloch, its former Archdevil, to whom she was consort and advisor; with the approval and aid of Asmodeus himself, the Countess dethroned and imprisoned Moloch deep within her fortress at the center of a massive boulder that rolled down the endless slope of her realm. And from there she reigned supreme in her home realm, thinking herself blessed and untouchable with Asmodeus's approval, while outside her home and even beyond her realm the whispers of demands for explanation began to gather. Devils everywhere wanted to know why Asmodeus had Moloch - a TRUE Archdevil - removed in exchange for an immigrant from Hades.

It was only recently that the true explanation for Asmodeus's actions came to light: Malagarde was simply a placeholder. When the time was right, Asmodeus had her removed and set his own daughter, Glasya, in the Countess's place, using her very body and bones to remake the layer to his child's satisfaction. And while her physical form stretched and bloated and swelled to make new land where once had been nothing but an endless mountainside, her fiendish soul was cast beyond the ether.

Manifestation: The surface on which the seal is drawn begins to bulge and swell, like an inflating pocket of disease-ridden skin. It bubbles up, filling the air with a putrid stench, which only increases as a mouthlike slit opens in the top of the bubble. Slowly the silent stench becomes accompanied by a horrible moan as two more slits open in the top of the bubble, revealing eyes floating in a mass of green slime. The eyes roll around in place for a few moments before focusing on the Binder, while the bubble of earth-flesh begins to take on the warty texture and reddish coloring of a Night Hag. The Countess speaks in slow, quiet tones, often moaning and groaning as if in pain as the bubble continues to expand slowly throughout the binding process. When the Pact is complete, the face vanishes and the swollen earth returns to its place, as if nothing had ever occurred.

Special Requirement: The Countess's wrath is unending for those who tricked her into serving as Glasya's "placeholder" by promising her rulership in Baator. She will not answer the call of a Binder who worships any Archdevil, nor the call of

Binders with Baatorian heritage, be it by race or other means (Devil-Touched or Brand of the Hells feats, etc). Tieflings and Half-Fiends who wish her aid must be descended from Tanar'ri bloodline.

Sign: A part of the Binder's body - hand, foot, thigh, or bicep, the choice is the Binder's - swells up as if infected with some strange disease, and becomes reddish and pocked with warts and sores like the skin of a Night Hag. Nonmagical equipment no longer fits on the afflicted limb or appendage, but magical equipment expands as necessary. This has no effect on the Binder's ability to walk or run (although if a thigh or foot is swollen, they look very clumsy doing it), wield weapons, or carry objects.

Influence: Malagarde's presence makes the Binder withdrawn and bitter. He is especially distrustful of females of any race who are (or appear) younger than himself. He rarely speaks unless spoken to, and dislikes brightly-lit places.

Granted Abilities: The Hag Countess passes along abilities she had in life, albeit greatly diminished, as well as a few traces of Glasya's newly-gained power that her soul managed to snatch as it fled reality.

Fiendish Fang: The Binder gains a Bite attack that deals damage appropriate to their size. At level 8 this attack is counted as a Lawful-aligned attack, and at level 13 it becomes an Evil-aligned attack. At level 10, this attack also inflicts Disease (Fortitude negates completely), dealing 1d6 points of Constitution damage on the first strike with an incubation period of one minute; and 1d4 point every day thereafter until healed. A Fortitude save at any point of damage negates the effect for that day.

Mind Sap: The Binder gains a touch attack, useable as a standard action, that forces the victim to take 1 point of Wisdom drain. If the attack is succesful, the Binder gains 5 temporary hit points that last for 10 minutes per Binder level.

Hag Magic: The Binder may use any Detect Alignment spells at will. Once every five rounds, he may also use Evil Eye, forcing a target to make a Will save or suffer -4 luck penalty to all attack rolls, saving throws, and checks; this effect lasts until Remove Curse is cast on the victim, until the next sunrise, or until the victim causes at least 1 point of damage to the Binder. All effects treat the Binder's level as the Caster level.

Infernal Immunity: The Binder gains Energy Resistance 5 per 5 levels against Fire and Cold.

Malbolge Battle Training: The Binder becomes proficient with the Greatsword and the Scourge.

[Post 713]
Author : Allthegoodnamesweretaken
Date : 01-21-07 08:24 PM
Thread Title : Re: let's make some new vestiges

Helios,
The Grand Star(Comment:perhaps a different name? Helios seemed fitting though as it was the name of the Greek god of the sun, which is a star.)

Vestige Level:8th

Binding DC:34

Legend: There was once a prime world (Comment: a world in the prime material plane, to clarify) whose level of magic was very advanced, however, their world was plagued by an affliction. The plane of shadow was slowly consuming the world, a creeping darkness that consumed all that it encompassed. As a desperate last ditch effort the most powerful users of magic on the world gathered together and devised a plan to defeat the encroaching shadow: They would use an awaken spell on the sun itself.

The spell succeeded and the new being whom they dubbed "Helios" began to focus it's light upon the shadowed parts of the world. However, the battle was a difficult one and the disease of shadow that had infected the world transferred to something else right before the last remnants of it were burned away from the world... the shadow afflicted Helios. Rather than let itself be consumed, Helios burned brighter than it ever had before. In it's last moments of existence, Helios went supernova.

The world had been saved, but at terrible cost, for they had lost their sun. However, though Helios' physical form had been annihilated when it went supernova it's consciousness was not, it was drawn into the black hole created by it's collapsing body and has ended up in the realm of Vestiges.

Special Requirement: Helios will only appear if there is enough light around the binding circle to qualify as a sunny day.

(Comment: It's a star and it died via shadow, it likes light. Perhaps the wording can be cleared up a bit?)

Manifestation: All the light within a ten foot radius of the binding circle is drawn into the circle. The light then condenses down to an incredible small point hovering roughly 5 feet above the circle. A moment later the small point of light bursts into a radiant display of blinding light and a disembodied voice issues forth from the light. When the pact is complete the light dissipates.

Sign: The binder glows with an inner light that intensifies when the binder gets angry or puts a lot of effort into an action.

Influence: The binder does not like dark places and must attempt to remove any shadows in a room they spend a period of time in greater than 10 minutes. The binder must also commit themselves fully to any action they take, if they do something, they must go all out and hold nothing back.

Granted Abilities: Helios gives incredible power but at a high price, the binder must burn away at himself in order to use it.

Super nova: Upon activation of this ability the binder is consumed in intense energy and light and begins to take a cumulative 1d6 fire damage per round (Comment: For example, 1D6 the first round, 2D6 the second, 3D6 the third, etc.). The binder may make a touch attack to deal quadruple the damage dice they took that round, this damage is also fire. (Comment: For example, if they use it in the first round the ability is active they will deal 4D6, 8D6 in the second, etc.). If the binder dies while under the effect of this ability they explode in a massive burst of energy that deals 20D6 fire damage.

Overall Comments: Can't think of any other abilities at the moment, any suggestions? Also, not sure if damage the binder can deal via supernova scales too fast at quadruple, should it be toned down to triple or double? Also, should all the damage be fire or should it perhaps be half fire, half divine, like flamestrike?

[Post 714]

Author : BenSan

Date : 01-21-07 10:42 PM

Thread Title : Re: let's make some new vestiges

I like seeing Ars Goetia vestiges. Why is Glasya-Labolos's seal on this Malagarde person, though?

Anyhow, a Goetic vestige of my own. Haven't decided on a suitable vestige level and DC, so suggestions are appreciated.

<http://www.rahoorkhuit.net/library/ceremonial/classics/plancy/g67.gif>

Vapula, the All-Competent Duke

Vestige Level: 4th

Binding DC: 21

Legend: Vapula was a brilliant nobleman fiercely prone to brief but ardent obsession. He was exposed from an early age to the finest artists, scholars, and experts in any field he chose. When he saw excellence, he could not help but wish to overtake it in his own abilities - but pulling in so many directions, he ended up gifted in all but short of his ambition. Unable to settle for being less than a master of anything, his lack of focus left him a master of nothing. As he reached his utmost limit in each field, he uttered a curse upon it, disavowing any desire for that aspect of human endeavour. Eventually, he reached the limit of his life and spoke a curse splitting himself from all existence, becoming a vestige.

Manifestation: Vapula appears as a lion with the wings of a great eagle, stalking into the circle of his seal. However, the wings' bulk makes his balance awkward, while his leonine body is too heavy to fly. He covers his awkwardness as best he can, and if it is mentioned he is badly offended. His words dissolve visibly from his mouth as he speaks, like breath-mist on a chilly day.

Sign: The Binder's words become visible as a fine white mist that quickly dissolves, as with Vapula's manifestation.

Influence: Vapula's influence makes his Binder a perfectionist who cannot be satisfied with less than excellence in all things, and who becomes frustrated if his performance is poor or mediocre. Vapula requires that his Binder never take 10 on any check with results visible to others.

Granted Abilities: Vapula's Binder may draw on his broad learning in many subjects. Additionally, his voice drips with the power of the curses Vapula spoke throughout his life.

Omnicompetent: The Binder receives a +4 on all Craft, Knowledge, and Profession checks. Additionally, he may apply his highest ranks in any Craft, Knowledge, or Profession subskill to any check made with that skill, and may make all Knowledge checks as if trained. However, when substituting ranks in this manner, the +4 bonus is lost. (For example, if the Binder has four ranks of Craft: Woodcarving and twelve ranks of Craft: Blacksmith, he may use the twelve Blacksmith ranks in place of his four Woodcarving ranks on checks to carve wood, but cannot apply Omnicompetence's +4 bonus to the check.)

Dilettante Curse: The Binder may speak a curse upon any target within sight. This acts as the spell Bestow Curse, except that the duration is 1 hour per level or until the Binder uses this ability on another target, whichever comes first. Once this ability has been used, it may not be used again for five rounds.

Excellence Or Nothing: The Binder may choose to halve his critical threat range on any attack, rounding favorably (so that a threat range of 20 remains 20, a 19-20 threat range becomes 20, and a threat range of 18-20 becomes 19-20). In exchange, if the attack threatens a critical hit, it is automatically confirmed.

[Post 715]
Author : Kassil
Date : 01-21-07 11:46 PM
Thread Title : Re: let's make some new vestiges

The reason for Glasya's seal on Malagarde is that Malagarde used to rule the layer of the Nine Hells now controlled by Glasya, I'd say. Malagarde was merely a placeholder until Asmodeus could bring his daughter to heel.

[Post 716]
Author : journeyman777
Date : 01-21-07 11:48 PM
Thread Title : Re: let's make some new vestiges

I finally got home. Now if I can just find my ToM.....

[Post 717]
Author : BenSan
Date : 01-21-07 11:52 PM
Thread Title : Re: let's make some new vestiges

The reason for Glasya's seal on Malagarde is that Malagarde used to rule the layer of the Nine Hells now controlled by Glasya, I'd say. Malagarde was merely a placeholder until Asmodeus could bring his daughter to heel.

I understand that that's the in-character justification. It just rubs me the wrong way to use Goetia seals for non-Goetia vestiges. Even though Wizards did it themselves, it bugs me. The main exception would be if Glasya was already an existing D&D figure with that backstory - I don't know enough Planescape whatever to spot if this is an Acererak/Geryon-type callback.

[Post 718]
Author : Edge_of_Oblivion
Date : 01-22-07 05:06 PM
Thread Title : Re: let's make some new vestiges

Glasya IS an already-existing D&D character - she's Asmodeus's daughter, who took Malagarde's place as ruler of the 6th level of Hell. The full story behind it is explained in Fiendish Codex II. I used her seal because - due to Glasya being used as the name for Asmodeus's daughter - there is no way there will be a Vestige named Glasya at any time unless someone manages to yet again kill or displace another

Archdevil.

Hence, using her seal for the Vestige of the ruler she replaced.

I've edited her based on some critiques by Journeyman, please refresh if necessary.

[Post 719]
Author : BenSan
Date : 01-22-07 05:20 PM
Thread Title : Re: let's make some new vestiges

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Hence, using her seal for the Vestige of the ruler she replaced.

Ah! Okay, not having Fiendish Codex II, I was not aware of that. That's why I asked - knowing that there's a good reason and connection, I have no objection. (Not that it would matter to anyone but me if I did.)

Anyone have a suggestion for Vapula's level/DC? He seems low-level to me but I can't pin it down.

[Post 720]
Author : journeyman777
Date : 01-22-07 05:36 PM
Thread Title : Re: let's make some new vestiges

Helios,
The Grand Star(Comment:perhaps a different name? Helios seemed fitting though as it was the name of the Greek god of the sun, which is a star.)

Vestige Level:8th

Binding DC:34

Legend:There was once a prime world (Comment:a world in the prime material plane, to clarify) whose level of magic was very advanced, however, their world was plagued by an affliction. The plane of shadow was slowly consuming the world, a creeping darkness that consumed all that it encompassed. As a desperate last ditch effort the most powerful users of magic on the world gathered together and devised a plan to defeat the encroaching shadow: They would use an awaken spell on the sun itself.

The spell succeeded and the new being whom they dubbed "Helios" began to focus it's light upon the shadowed parts of the world. However, the battle was a difficult one and the disease of shadow that had infected the world transferred to something else right before the last remnants of it were burned away from the world... the shadow afflicted Helios. Rather than let itself be consumed, Helios burned brighter than it ever had before. In it's last moments of existence, Helios went supernova.

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(Comment: It's a star and it died via shadow, it likes light. Perhaps the wording can be cleared up a bit?)

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Overall Comments: Can't think of any other abilities at the moment, any suggestions? Also, not sure if damage the binder can deal via supernova scales too fast at quadruple, should it be toned down to triple or double? Also, should all the damage be fire or should it perhaps be half fire, half divine, like flamestrike?

On supernova,

What happens if the binder has fire resistance or immunity?
Can the reaction be stopped?

Other abilities that suggest themselves,

Daylight?
Searing light?
Sunburst?

I like seeing Ars Goetia vestiges. Why is Glasya-Labolos's seal on this Malagarde person, though?

Anyhow, a Goetic vestige of my own. Haven't decided on a suitable vestige level and

DC, so suggestions are appreciated.

<http://www.rahoorkhuit.net/library/ceremonial/classics/plancy/g67.gif>

Vapula, the All-Competent Duke

Legend: Vapula was a brilliant nobleman fiercely prone to brief but ardent obsession. He was exposed from an early age to the finest artists, scholars, and experts in any field he chose. When he saw excellence, he could not help but wish to overtake it in his own abilities - but pulling in so many directions, he ended up gifted in all but short of his ambition. Unable to settle for being less than a master of anything, his lack of focus left him a master of nothing. As he reached his utmost limit in each field, he uttered a curse upon it, disavowing any desire for that aspect of human endeavour. Eventually, he reached the limit of his life and spoke a curse splitting himself from all existence, becoming a vestige.

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Omnicompetent: The Binder receives a +4 on all Craft, Knowledge, and Profession checks. Additionally, he may apply his highest ranks in any Craft, Knowledge, or Profession subskill to any check made with that skill, and may make all Knowledge checks as if trained. (For example, if the Binder had four ranks of Craft: Woodcarving and twelve ranks of Craft: Blacksmith, he may use the twelve Blacksmith ranks in place of his four Woodcarving ranks on checks to carve wood.)

Dilettante Curse: The Binder may speak a curse upon any target within sight. This acts as the spell Bestow Curse, except that the duration is 1 hour per level or until the Binder uses this ability on another target, whichever comes first. Once this ability has been used, it may not be used again for five rounds.

Excellence Or Nothing: The Binder may choose to halve his critical threat range on any attack, although a 20 will always threaten. In exchange, if the attack threatens a critical hit, it is automatically confirmed.

Omnicompetent: Assuming the binder has even a single knowledge skill at max ranks, this is quite powerful. The closest comparison would be Dantalion Knows. So, maybe a 5th lv ability.

Dilettante Curse: Given the way you've weakened it, I'd call this the equivalent of a 3rd lv.

Excellence Or Nothing: Quite nasty when used with an axe or scythe, but I can't see anyone actually using this with a weapon that crits on more than just 20.

Right now he seems on the low end of lv three for the most part. I'd tone down Omnicompetent slightly (a -7 when using ranks from a different skill should do the trick). He could use a curse effect that can be thrown around a bit more often; something like the hexblade's curse might be appropriate.

A DC 20-22 should be fine.

[Post 721]
Author : BenSan
Date : 01-22-07 06:29 PM
Thread Title : Re: let's make some new vestiges

Excellence Or Nothing: Quite nasty when used with an axe or scythe, but I can't see anyone actually using this with a weapon that crits on more than just 20.

Statistically, Excellence Or Nothing is an improvement on any attack for which you have a less than 50% chance of hitting, as well as for any attack with a 20-only weapon. (Also, it occurs to me I didn't establish which way to round on an 18-20 weapon.)

Omnicompetent is intended to be his "standout ability". You're right that it could perhaps stand to be weakened, but -7 sounds like a lot (as a gut reaction). I'll have to think about it.

Thanks for the input!

[Post 722]
Author : journeyman777
Date : 01-22-07 09:00 PM
Thread Title : Re: let's make some new vestiges

(Also, it occurs to me I didn't establish which way to round on an 18-20 weapon.) Actually, you did. The only reason to note that the 20 always threatens, would be if you round down. I'd be interested to see your statistics on this though. I simply assume that a character with less than a 50% chance of hitting will find something else to do (I tend to use aid another or pull out alchemic substances in those situations, but I may be the exception).

Omnicompetent is intended to be his "standout ability". You're right that it could perhaps stand to be weakened, but -7 sounds like a lot (as a gut reaction). My intent was to imply the reverse of having skill focus (since you are extapolating from another skill), after overcoming the +4 bonus you gave to all the skills.

You're quite welcome. I'll be trying to post some of my vestiges tomorrow, so please do the same for me.

[Post 723]
Author : BenSan
Date : 01-22-07 10:11 PM
Thread Title : Re: let's make some new vestiges

Actually, you did. The only reason to note that the 20 always threatens, would be if you round down. I'd be interested to see your statistics on this though. I simply assume that a character with less than a 50% chance of hitting will find something else to do (I tend to use aid another or pull out alchemic substances in those situations, but I may be the exception).

Ah, good point on the math with the 20. Regarding the "improvement on a 50% chance of hit", the logic is straightforward, at least for 19-20 weapons or characters with Keen/Improved Critical/etc: a 50% chance to hit is also a 50% chance to confirm a critical. If you have less than 50% chance of confirming, trading half the threat rate for 100% critical is on the average an increase in number of critical hits, which is the only variable Excellence Or Nothing affects.

It may still be desirable to change EoN to round favorably, which would make it more useful with 18-20 crit weapons (as it stands, the unfavorable rounding gives them a narrower spread in which it's useful; favorable rounding would give them a wider spread than 19-20 weapons, which is a little bit weird when you graph it out but not unreasonable.)

My intent was to imply the reverse of having skill focus (since you are extrapolating from another skill), after overcoming the +4 bonus you gave to all the skills.

This is reasonable taken on its own. The main thing is that Vapula's primary trait in the Ars Goetia is that he "makes men knowing in all handicrafts and professions, also in philosophy, and other sciences". To me, this means that his benefit to Craft/Profession/Knowledge should be significant enough to make it a primary draw for using him. How would it sound to simply remove the +4 bonus when using the substitution ability?

[Post 724]
Author : Lord_Yy
Date : 01-22-07 11:32 PM
Thread Title : Re: let's make some new vestiges

Okay, PEACH on Goetia.

GREAT IDEA. I love the story and I love the concept. You beat me to it. Congrats.

Sign and Influence: Just fine.

Magesty: This is okay.

Strength: This is an exact duplicate of the Ipos's Influence ability. May want to change it somehow.

Recharge: No problem here, although you may want to allow a 2nd or 3rd Vestige to be added to this roll as the Binder gains levels, to give Goetia some scaling power.

It probably wouldn't hurt to give her one more ability, as well.

First off, thanks. Secondly, Goetia's been changed as you have specified. Mind taking a look at Barbatos now?

[Post 725]
Author : journeyman777
Date : 01-23-07 11:31 AM
Thread Title : Re: let's make some new vestiges

It may still be desirable to change EoN to round favorably, which would make it more useful with 18-20 crit weapons (as it stands, the unfavorable rounding gives them a narrower spread in which it's useful; favorable rounding would give them a wider spread than 19-20 weapons, which is a little bit weird when you graph it out but not unreasonable.) My binder uses a rapier, so I'm a bit biased on this one. Given the lv of power you are aiming for with his omnicompetence, it may be better to simply remove the halving and up his lv.

How would it sound to simply remove the +4 bonus when using the substitution ability? Just fine. I'd put him in lv 4 now.

Will you be adding another curse ability?

[Post 726]
Author : Bill Lumberg
Date : 01-23-07 04:48 PM
Thread Title : Re: let's make some new vestiges

Here is another one from Ars Goetia:

Decarabia, Rapacious Spy

<http://www.rahoorkhuit.net/library/ceremonial/classics/plancy/g76.gif>

Level: 3

DC: 19

Legend: Decarabia was a powerful Kenku in the service of Pazzuzu. He served as an entertainer and herald of the demon lord. On one of his missions he spied on the demon lord Fraz urb Luu. Decarabia did not return from this mission.

Manifestation: Decarabia appears as a normal crow. He flies into the seal and pecks at it. Moments later, he transforms into a kenku.

Special Requirement: The seal cannot be drawn in a completely enclosed space; there must be an opening into another area.

Sign: A rotten egg appears in the binder's armpit. If it is removed it crumbles and another one appears 1-4 rounds later. If the egg is left there it will drop out of the binder's sleeve during vigorous movement like running or combat.

Influence: The binder always wants to look down on others. He must find the highest place to sit or stand whenever possible.

Granted Abilities:

A Murder of Crows*: This resembles the spell Summon Swarm as a caster equal to his binder level. The swarm is made of crows. Use the statistics for a murder of crows in the Tome of Magic. Only one swarm may be in existence at a time. The binder must wait five rounds after the first swarm disperses or is destroyed to summon another one.

Mimicry: The binder can mimic the voice or sound of any humanoid creature by making a Bluff check. The binder gain +10 on this check. The opposed roll is Sense Motive.

Birdsong: The binder can use Speak With Animals at will to communicate with birds or bird-like creatures.

Birdform: The binder can wildshape like a druid of equal level. The binder can only assume to form of birds, however. The duration and number of times he can transform is equal to a druid of equal level using wildshape.

Gemsense: The binder can detect gems within two feet per binder level. This requires him to concentrate for one round. The binder also receives a +5 bonus to Appraise checks regarding gems. The binder can use Detect Magic on gems but must hold them to do so.

Please P.E.A.C.H.

[Post 727]
Author : BenSan
Date : 01-23-07 05:17 PM
Thread Title : Re: let's make some new vestiges

The halving on Excellence Or Nothing is actually for two purposes: first, to give it a feel of "all or nothing" (to suit the flavor of Vapula's personality) and second to prevent it from becoming much too powerful when combined with keen or improved critical - if there are other "automatically confirm" effects out there, I don't know about them (which as we've seen doesn't mean they aren't there) and I can see potential for abuse there.

The restriction on the curse is pretty much to reflect his short attention span. I couldn't think of another restriction that would flavorfully convey that. To compensate, I might make it a swift action to use the curse, since it can still only be on one target at a time. Other than that I intend to remove the +4 from "shuffled" skills, have Excellence Or Nothing round favorably and put him at level 4.

Regarding Decarabia, my only useful input is that I'd like to see his Goetic appearance as a star in a circle and/or his ability regarding precious stones reflected. But that's just my bias there. ;)

[Post 728]
Author : Edge_of_Oblivion
Date : 01-23-07 05:22 PM
Thread Title : Re: let's make some new vestiges

Decarabia:

WOOT!! :w00t: A Murder of Crows is AWESOME!! Expect Journeyman's Binder to use this one ASAP. Here's the official PEACH though.

Title: He needs one.

Sign: EWWWWWWW. Suppress Sign, STAT! And for clarification, how quickly does the egg return (in rounds, perhaps)? And what exactly constitutes "vigorous movement"? If this is once per round and something as simple as "swinging my arm in combat", the battlefield will REEK by the end of a few rounds of killing orcs or something.

A Murder of Crows: There are already stats for a murder of crows in the "Monsters" section of ToM, along with things like the Roving Mauler, Deadly Dancer, and Tooth Beast. Perhaps you should use the stats for them instead of modified bats?

Mimicry: How is the DC calculated on this? And what is the check to oppose - Sense Motive (as normal for Bluff), or Listen (since it is mimicking the sound of another's voice) or a combination of both?

Birdform: Is there a limit on how many times the Binder can use this per day? As worded, it's unclear.

Barbatos:

Pierce Illusion: A +10 bonus is a bit much, given that the Binder has a high Will save to begin with and (without the aid of Improved Binding) must be around level 15 to bind this Vestige to begin with. At this point, the bonus either needs to be smaller (enough to the point where, while his chances have been improved slightly, the Binder can still fail on something greater than a roll of 1) or simply make him immune to harmful effects from all illusions that allow a disbelieve effect.

Past and Future Sight: We suggest making the penalty per day higher. Very few DMs (myself included) can accurately estimate what will happen in the course of a campaign further than a few days in the future. I don't even know what will occur within one week in my own campaign, much less being able to tell a player using an effect like this with the detail required by something like Legend Lore. Also, there should be a chance for mistaken or erroneous information (at least for the Future part)... even Legend Lore isn't perfect.

Demonic Diplomacy: First, I suggest renaming this Devilish Diplomacy, since we're not dealing with Demons here. :P Secondly, this entire ability has a lot of overlap with the level-1 Vestige Naberious - the ability to take 10 duplicates his Silver Tongue ability, and the bonus to Diplomacy is possibly a bit high, given how easy it is to increase your Diplomacy check with other Vestiges like Naberious. You may want to reduce the bonus, alter the granted ability, or simply remove that part of it. The Charm Person part is fine. (To be fair, by level 7 Vestige, you could change this to Charm Monster instead without any trouble.)

[Post 729]
Author : JiCi
Date : 01-23-07 06:25 PM
Thread Title : Re: let's make some new vestiges

Ok, I updated Eltharud... it should be better now.

[Post 730]
Author : JiCi
Date : 01-23-07 07:14 PM

Thread Title : Re: let's make some new vestiges

And here's another vestige (boy, I love this job):

Battleplate, remains of construct

Vestige Level: 5

Binding DC: 25

Legend: There was once a wizard, whose name was forgotten in history, who was obsessed with artificial life and had a knack of building golems. This was due to a lonely life and the only thing that could understand his feelings were its mindless creations. The wizard though didn't have any grudge against the local citizens; he just wanted to get his head inside his work.

Throughout the years, he has built over 1,000 creatures. Golems, guardians and effigies were roaming freely into the town, overwhelming the citizens. The mayor, however, saw the potential of these creatures. He asked the wizard to lend some of his creations to take of a nemesis who was threatening the town with a war. The wizard gently accepted the offer and sent his guardians to war.

While the golems were fighting, the wizard stayed at his tower working on a way to transfer his brain into a construct. He wanted a new body, as his own was old and crippled. Using his powerful magic, he succeeded at transferring his mind into a shield guardian. Unfortunately, the war was waging just outside the town. The wizard took the identity of Battleplate, one of the names he gave to the guardian, and went outside to investigate.

The villagers were afraid of this mechanical beast, but unlike the other constructs, Battleplate could speak, and managed to rally the villagers to his cause and fight to defend their homes. Battleplate commanded his artificial soldiers to strike and launched his spells at the invaders, which started to withdraw. The general, however, was a spellcaster itself and warned one last time to surrender or have the village destroyed. Battleplate, on behalf of the citizens, refused to surrender and started charging the general. The commander shot a thin grey beam at Battleplate, and the wizard felt pain at over his body as it was crumbling to dust; he has been disintegrated, along with his mind.

The villagers fled their homes and the opposing army conquered and destroyed the wizard's hometown and tower. However, each and every mechanical creature Battleplate had built continued to fight and surprisingly manage to push back the enemy. Sadly, all the machines shut down after the battle.

Battleplate's soul couldn't be set free and it wanders as a vestige since that day, proud to have conquer his loneliness by helping the citizens and proud of the loyalty of his creations.

Manifestation: A massive pile of metal, stone, wood and other debris falls from the sky to fill the sign completely. Moments later, some of the pieces swirl like a tornado and slowly form cling together to form a creature similar to a shield guardian. Then two humanoid brown eyes open through the helmet, and Battleplate greets the binder with a hollow voice.

Sign: You skin has a metallic sheen, just like you would have poured wax on yourself.

Influence: You become obsessed with constructs, as you become fascinated by them.

Granted Powers:

Metallic Skin: As a standard action, at will, you can create small steel plates

that cover your body from head to toe. These plates grants you an armor bonus equal +1 per 2 binder levels. However, the plates are restrictive; you suffer an armor check penalty equal to half the armor bonus, minimum -1, and a maximum dexterity bonus equal to 10 minus the armor bonus, minimum 0. At your option, you may lower the armor bonus as you wish.

Scrap Bolt: Once every 5 rounds, as a standard action, you may launch a chunk of scrap metal that travels in a 60-foot line. Anyone caught in the path takes 1d6 points of damage per binder level, and a Reflex save halves the damage. The attack deals piercing, bludgeoning and slashing damage.

Fast Healing: Like the shield guardian you have bound, you heal damage at a rate of 1 hit point per 4 binder levels per round, as the Fast Healing ability.

Spell Storing: You can store one spell that is cast on you by another creature. You can then “cast” this spell when you wish. Once this spell is used, you cannot store another spell (or the same spell again) until 5 rounds have passed. The spell level can up to one per 4 binder levels or lower. For example, a 12th-level binder can store a 3rd-level spell or lower.

So what do you think ?

EDIT: fixed a few things

[Post 731]

Author : journeyman777

Date : 01-23-07 08:52 PM

Thread Title : Re: let's make some new vestiges

Special Requirements: The guy worked in a tower, why the large seal and outdoor requirement?

Influence: This is a bit much. The influence may lend a preference or interest, but spending hours on such is problematic for adventuring.

Metallic Skin: The binder needs the option of using this at less than his full EBL or high dex characters will actually be punished at higher levels. Can the plates be sundered? Is it an ongoing effect or a calling effect like Savnok's?

Scrap Bolt: This seems a bit off. If it is a single piece of scrap, it should strike like a weapon and use attack rolls instead of a save (like the spell whirling blade). If it is actually multiple chunks of scrap, than you don't need to note the damage types because magical attacks bypass DR anyway.

Fast Healing: Overlaps a bit with Baur, but otherwise fine.

Spell Storing: You still use the original caster's CL and save DC, correct? You can only store one spell at a time, correct? This probably doesn't need to be on the 5 round cooldown.

A bit of a cross between Savnok and Baur, but still kinda cool.

[Post 732]

Author : BenSan

Date : 01-23-07 09:31 PM

Thread Title : Re: let's make some new vestiges

Spell Storing says it is used on spells "cast on you". Do these have to be deliberately cast as spells to be stored, or can you "catch", say, a Hold Person someone throws at you?

[Post 733]
Author : Lord_Yy
Date : 01-23-07 09:32 PM
Thread Title : Re: let's make some new vestiges

Edge: Barbatos is updated. Take a look.

[Post 734]
Author : Edge_of_Oblivion
Date : 01-23-07 09:53 PM
Thread Title : Re: let's make some new vestiges

Better, but you may want to edit the Illusions thing to note that the Binder is still vulnerable to Illusion Patterns and Phantasms, and still take some damage (albeit reduced) from Shadows. Patterns and Phantasms don't have a "disbelieve" option.

[Post 735]
Author : journeyman777
Date : 01-23-07 10:11 PM
Thread Title : Re: let's make some new vestiges

Well, I have to be honest.

I wasn't.

On a side note, though, I saw the life check as a great way to balance a potential 20 kill spell, wicked speed, etc. etc. etc.

But I digress, I'll give you a serious Engima, as I originally imagined it, as a token of good will.

Engima

Vestige lvl 8
Binding DC: 38
Legend:

Past, Present, Future, the essence of the Engima. The Engima gives nothing for speculation in it's chosen appearance, it's speech befuddled by every word it has ever spoken or will speak, requiring advanced wisdom or intellegence to be understood.

Rumored to be a temporal experiment gone ary, a forgotten god of time, or even a chronological hiccup, the only truth that can be ascertained, with any certainty, is the passing of the Engima is the passing of stable temporal reality itself.

Seal:

Three hollow circles in a triangle pointing north.

Special requirement
Wisdom OR Intelligence 17<

Manifestation:

The seal drowns in a sea of black, a razor-thin shade of vague humnoid form rises from the seal. A disembodied voice, unable to maintain the same tone or pitch, speaks with the binder. The Enigma offers, in exchange for automatically failing the influence check, the Enigma gives a hint/clue/information valuable for the current quest. (Decided by the DM)

Sign

The images of the binder both one and two seconds from the present are interposed on the binder (i.e. rooftop scene from the Matrix.) Also, the binder's speech is befuddled by the interposition of their words upon one and another.

Influence

The binder becomes cold and composed. Unwilling to speak unnecessarily and is driven to physically touch objects, persons, etc.

Granted abilities

Forewarned -3AC,+3 Ref&Init only if the Sign is unsurpressed.

Sands of time Useable 1 time a day per EBC lvl. Any target within 20ft of the binder has it's age altered (+/-) up to 5 years per EBC lvl. This effect ends whenever the target leaves the area, and does not resume, this ability must be recast. Only if sign is unsurpressed.

Chronostrike Useable once per day, instant, the binder, as a free move, gains an additional 1/2 EBL actions in on turn. Only if sign is unsurpressed.

As I finish this Vestige, I reconize the daughting task set before me, as my vision of the Enigma is of one that manipulates time.

This leaves a problem, as I'm really struggling to avoid overpowering the damnable thing, thus the really, really high DC. I know Chronostrike is broke, but then again, it makes perfect sense for a vestige that grants the power to manipulate time.

I'm trying to work with the flavor. Ugh.

Suggestions?

Binding DC: Binding DCs are never a balancing factor, because influence isn't a balancing factor. It is simply flavor reflecting how forceful the vestige is.

Forewarned: Why does this ability reduce AC? The reflex and init bonus should be typed (insight).

Sands of time: This is currently very hard to adjudicate. Most creatures lack a table of age categories to make the appropriate adjustments for becoming younger or older. Also, this is something of a no-save kill effect against most humans and other shorter lived races as you can reduce their age to 0.

Chronostrike I'd suggest replacing this with timestop or one of the celerity spells.

As for suggestions:

You might want to give him haste and slow.

BTW: Are there any other vestiges up that haven't been peached yet?

[Post 736]
Author : Lord_Yy
Date : 01-23-07 10:53 PM
Thread Title : Re: let's make some new vestiges

Better, but you may want to edit the Illusions thing to note that the Binder is still vulnerable to Illusion Patterns and Phantasms, and still take some damage (albeit reduced) from Shadows. Patterns and Phantasms don't have a "disbelieve" option.
Done.

[Post 737]
Author : Kassil
Date : 01-23-07 11:15 PM
Thread Title : Re: let's make some new vestiges

So, after reading the thread, I wanted to contribute, although to be honest I'm not particularly sure about the balancing on this.

Khellias, the Painbound

Level: 3
DC: 25

Legend: Tales speak of a warrior mage of a lost era; a master of both the blade and of fire magic, he was said to be a champion to the downtrodden and a fierce hunter of those who sought to abuse those weaker than themselves. Beginning as a simple soldier whose first act of bravery was to undo a curse besieging an entire settlement with the walking dead, and soon leading a band of other heroes in assaults on whatever villainy threatened, he seemed to be bound for glory and fame throughout the ages. Alas, his courage outstripped his abilities, and he sought to strike at the very heart of evil itself, heading into the depths of the planes themselves to confront the greatest fiends and the vilest of the evil gods. There, his companions were slain and Khellias himself was captured and tortured to death; the tales say that his suffering was a thing that lasted far beyond even an elf's lifetime before he finally perished. Even in this state, however, he could not be broken to be a thrall of the darkness he fought against; yet after his failure led to the bloody deaths of his companions he could not bear to accept a place in the afterlife as a hero. Released from his prison, bearing the marks of his tortures, Khellias's soul withdrew from the worlds to the place where vestiges dwell.

Special Requirements: The summoning binder must spill a few drops of his own blood in the circle to draw Khellias forth.

Manifestation: The spilled drops of blood spread to cover the seal, boiling violently as they do so. From amid this pool of boiling blood Khellias arises, taking the appearance of a young-looking male of the binder's race, clad in bloody rags and covered with bleeding wounds. He stands in the boiling pool, his own blood flowing freely from his wounds to mingle with it, and his entire body continually

shivers from an incredible agony. Despite this, his voice is always level and calm, and his gaze is steady on the binder. At the completion of the pact, the pool explodes skyward and fades away, taking Khellias with it.

Sign: The binder's skin splits open along an arm or leg, continually weeping blood. While this has no significant effect on the binder, if care isn't taken to keep the wound wrapped it may leave an easy trail.

Influence: Khellias was a champion of the weak in life, and chose to abandon the worlds entirely rather than turn his strength to harm those he protected. As such, he drives those who bind him to protect those too weak to protect themselves.

Granted Abilities

Stoic: The binder may choose to substitute a Fortitude check for any Reflex check they are required to make; if they choose to do this, any special abilities such as Evasion do not apply, as the binder simply weathers the damage rather than avoiding it.

Enduring Heart: As a standard action once per five rounds, the binder may cast the calm emotions spell on a single target.

Burning Blood: The fire magic the Khellias mastered in life settles into a binder's blood, causing any foes who hit with a slashing or piercing attack to take 1D4 fire damage as the binder's blood sprays out in a flash of blazing fire. The damage increases by one die (to 2D4, then 3D4, and so on) for every four effective binder levels.

Unquenchable Spirit: The binder gains the effects of the Diehard feat.

[Post 738]

Author : JiCi

Date : 01-24-07 04:46 AM

Thread Title : Re: let's make some new vestiges

Special Requirements: The guy worked in a tower, why the large seal and outdoor requirement? Well, since the scrap metal falls from the sky and that a Shield Guardian is a Large creature, I thought it would be logical to require a large sign, instead of a sign of 1 foot in diameter.

Influence: This is a bit much. The influence may lend a preference or interest, but spending hours on such is problematic for adventuring. Hmmm... you're right. I'll just fix that.

Metallic Skin: The binder needs the option of using this at less than his full EBL or high dex characters will actually be punished at higher levels. Can the plates be sundered? Is it an ongoing effect or a calling effect like Savnok's? D'oh !

I knew I forgot something. Yeah you can choose the bonus, but no, you cannot sunder, like an armor, and you can compare this ability to the metal skin spell.

Scrap Bolt: This seems a bit off. If it is a single piece of scrap, it should strike like a weapon and use attack rolls instead of a save (like the spell whirling blade). If it is actually multiple chunks of scrap, then you don't need to note the damage types because magical attacks bypass DR anyway. There's a spell called hurling stone in Heroes of Battle that lets you shoot a boulder that travels in a line, hitting everything in its path. So that ability is more like that. As for damage, I think some creatures are immune to some damage types, so this

ability counters it.

Fast Healing: Overlaps a bit with Baur, but otherwise fine.

Spell Storing: You still use the original caster's CL and save DC, correct? You can only store one spell at a time, correct? This probably doesn't need to be on the 5 round cooldown. Well, these two are based on the shield guardian's abilities. Beside, I don't think that only one vestige can be tied to a single ability.

A bit of a cross between Savnok and Baur, but still kinda cool. Thanks, I'll fix it right away.

[Post 739]
Author : Bill Lumberg
Date : 01-24-07 08:09 AM
Thread Title : Re: let's make some new vestiges

Thanks for the criticisms of Decarabia. I changed a few things. Let me know if they clear things up.

I am not sure about a title. Suggestions are welcome.

I might change his appearance during manifestation. I am not sure what to do about his knowledge of precious stones. I considered giving bonuses to Appraise and Spot/Search regarding them. Again, suggestions are welcome.

[Post 740]
Author : journeyman777
Date : 01-24-07 12:06 PM
Thread Title : Re: let's make some new vestiges

Well, since the scrap metal falls from the sky and that a Shield Guardian is a Large creature, I thought it would be logical to require a large sign, instead of a sign of 1 foot in diameter. Actually, a standard seal is 5ft in diameter and the manifestation can extend up to 10ft from the seal.

So that ability is more like that. As for damage, I think some creatures are immune to some damage types, so this ability counters it. I can't think of any besides oozes, but you make a good point.

Beside, I don't think that only one vestige can be tied to a single ability. True, but it should be kept to a minimum. You have a good reason for it though, so I don't see a problem.

I considered giving bonuses to Appraise and Spot/Search regarding them. Again, suggestions are welcome. Gold Dragons have a Detect Gems ability that might do the trick.

[Post 741]
Author : JiCi
Date : 01-24-07 12:19 PM
Thread Title : Re: let's make some new vestiges

Actually, a standard seal is 5ft in diameter and the manifestation can extend up to 10ft from the seal.Oh... ok, well in that case, I suppose I don't need a special requirement anymore. :)

True, but it should be kept to a minimum. You have a good reason for it though, so I don't see a problem.Totally agree on this one; I believe that's what's vestige creation is all about: creating new abilities.

[Post 742]
Author : journeyman777
Date : 01-24-07 04:22 PM
Thread Title : Re: let's make some new vestiges

Ixashyz, Chaos Unbound

Level: 5

Binding DC:

Special Requirement: Yes

Sign: Your minor physical traits (hair/eye color, hairstyle/length, ect) change whenever you use Ixashyz's granted abilities. The result is generally uncommon or impossible for your race, but does not override the sign of other vestiges.

Legend: Ixashyz was a grey slaad of great power and one of the first of his kind. However, Dk'hone, one of his peers, grew frightened and jealous of his might, and so developed a ritual to try and increase his own power. Tainted by fear, jealousy, and ambition, the ritual transformed Dk'hone into a death slaad. Ixashyz was nearly killed when Dk'hone came after him. In desperation, Ixashyz animated a portion of the plane itself and escaped in the confusion. Severely wounded and hoping to acheive a similar transformation, Ixashyz used ritual magic to shape a new, more powerful body for himself from the primal chaos. Ixashyz now had the power he required and Dk'hone fled from him once more, but primal chaos cannot be held to any form or function for long. Soon, the chaos became too much for Ixashyz's will to maintain and his body shattered. Too powerful to be absorbed by Limbo, but lacking the followers to become a deity, Ixashyz became a vestige.

Special Requirements: Ixashyz's seal must be drawn with primal chaos or anarchic water.

Manifestation: The ground ripples and churns like liquid. A grey slaad of great size (large) rises from the seal to face the binder. His form shifts and changes constantly as wounds open all over his body only to be filled with liquid rising from the seal. He challenges the binder with a nonsense question ("What does green weigh?" or something similar) and simply asks another if the binder responds with anything less nonsensical. If asked questions in return, he responds to nonsense with sense and sense with nonsense. When the binding is complete, the liquid envelops him and then bursts like a bubble, leaving nothing behind.

Influence: You must ask a nonsense question of any person who initiates a conversation with you. Additionally, you are willing to take great risks to accomplish your goals.

Granted Abilities:

Native of Limbo: You are considered chaotic any time that would be beneficial to

you. You are also treated as native to all chaotic planes.

Nature of the Slaad: You gain resistance to sonic 20. At lv 11 you become immune to sonic and gain resistance 5 to fire, cold, acid, and electrical.

Power of Chaos: You may use shatter at will. If the shattered object was attended, that person must make a fort save or be stunned for 1 round. At lv 7 you may also use chaos hammer or dispel law once every 5 rounds. At lv 13 you may use word of chaos and animate objects once per binding.

Primal Chaos: Once every 5 rounds you may call forth primal chaos (as per the alchemic substance chaos flask in the planar handbook). You get a number of flask's worth equal to your con mod. Each flask used for a single purpose increases its size category by one. Creatures you create in this fashion are not under your control. Primal chaos gained from this ability doesn't appear in an actual flask, it is considered "in use" from the moment you create it.

Well, I was bored yesterday and asked Edge to challenge me with an idea for a vestige. He told me to make a slaad vestige so here it is. PEACH away.

BTW: If anyone else has a concept or mechanic they would like to see a vestige for, go ahead and give me a challenge. I'll try to have it up by the next day.

EDIT: Fixed some things based on DarkRhystar's peach.

[Post 743]
Author : journeyman777
Date : 01-24-07 07:26 PM
Thread Title : Re: let's make some new vestiges

Spell Storing: You can store one spell that is cast on you by another creature. You can then cast this spell when you wish. Once this spell is used, you cannot store another spell (or the same spell again) until 5 rounds have passed. The spell level can up to one per 4 binder levels or lower. For example, a 12th-level binder can store a 3rd-level spell or lower. It is still written in such a way as to store offensive spells used against the binder. Is this intentional?

Khellias, the Painbound

Stoic: The binder may choose to substitute a Fortitude check for any Reflex check they are required to make; if they choose to do this, any special abilities such as Evasion do not apply, as the binder simply weathers the damage rather than avoiding it. Additionally, the binder receives a +4 bonus to their Fortitude save every four binder levels. This is an exceptionally potent ability to begin with, it actually needs less scaling. If you want to keep this vestige low, I'd remove the fort bonus or at least restrict it to higher lvs.

Enduring Heart: As a standard action once per five rounds, the binder may cast the calm emotions spell on a single target. Solid.

Burning Blood: The fire magic the Khellias mastered in life settles into a binder's blood, causing any foes who hit with a slashing or piercing attack to take 1D4 fire damage as the binder's blood sprays out in a flash of blazing fire. The damage increases by one die (to 2D4, then 3D4, and so on) for every four effective binder levels. Also pretty solid.

Unquenchable Spirit: The binder is unaffected by being reduced to below 0 HP; from

-1 to -9 HP, he may continue to move and fight as if uninjured, although doing this will prevent him from being able to stabilize. This is a feat called "Diehard". Another good one.

Fix stoic and you've got it nailed. Way to go.

[Post 744]
Author : Edge_of_Oblivion
Date : 01-24-07 11:21 PM
Thread Title : Re: let's make some new vestiges

Just because I think they got lost in the shuffle of new Vestiges and Journey's and my PEACH'es, both he and I are requesting someone PEACH our own work - Ixashyz and Malagarde, respectively.

[Post 745]
Author : Kassil
Date : 01-25-07 12:12 AM
Thread Title : Re: let's make some new vestiges

Fix stoic and you've got it nailed. Way to go.

Thanks.

I pulled the Fort bonus from Stoic and simplified the text for Unquenchable Spirit.

[Post 746]
Author : JiCi
Date : 01-25-07 06:33 AM
Thread Title : Re: let's make some new vestiges

It is still written in such a way as to store offensive spells used against the binder. Is this intentional? All I did was to take the shield guardian's ability description. It doesn't say anything about the spell, yet I could add that the spell must be placed by an allied creature. It still can take an offensive spell, but you can choose a defensive spell.

[Post 747]
Author : DarkRhystar
Date : 01-25-07 07:52 AM
Thread Title : Re: let's make some new vestiges

Malagarde

Influence: Malagarde's presence makes the Binder withdrawn and bitter. He is especially distrustful of females of any race who are (or appear) younger than himself. He rarely speaks unless spoken to, and dislikes brightly-lit places.

He? What about "she?" If the Binder is female, does is the aversion still of females or is it reversed?

Fiendish Fang: The Binder gains a Bite attack that deals damage appropriate to their size. At level 8 this attack is counted as a Lawful-aligned attack, and at level 13 it becomes an Evil-aligned attack. At level 10, this attack also inflicts Disease (Fortitude negates completely), dealing 1d6 points of Constitution damage on the first strike with an incubation period of one minute; and 1d4 point every day thereafter until healed. A Fortitude save at any point of damage negates the effect for that day.

Not too useful, but a secondary attack never hurts.

Mind Sap: The Binder gains a touch attack, useable as a standard action, that forces the victim to take 1 point of Wisdom drain. If the attack is succesful, the Binder gains 5 temporary hit points that last for 10 minutes per Binder level.

Again, not too useful. By the time you get this ability, 5 temporary HP in battle are pretty much meaningless and there are a lot nastier things you can do with a standard action.

A point journeyman777 made while peach'ing Lina was that Binder abilities usually are Standard actions unless noted otherwise. I don't mind redundancy myself, but it's something to think about.

Hag Magic: The Binder may use any Detect Alignment spells at will. Once every five rounds, he may also use Evil Eye, forcing a target to make a Will save or suffer -4 luck penalty to all attack rolls, saving throws, and checks; this effect lasts until Remove Curse is cast on the victim, until the next sunrise, or until the victim causes at least 1 point of damage to the Binder. All effects treat the Binder's level as the Caster level.

I suggest breaking the Detect Alignment and Evil Eye parts of this apart.

I would also consider replacing Evil Eye with Cruel Disappointment (both in the same book). Same spell level with similar effects after the initial round coupled with a decent range (medium versus close).

Infernal Immunity: The Binder gains Energy Resistance 5 per 5 levels against Fire and Cold.

Pretty useful.

Malbolge Battle Training: The Binder becomes proficient with the Greatsword and the Scourge.

Proficiencies are always nice, though the scourge isn't that great...

[Post 748]
Author : Kassil
Date : 01-25-07 08:49 AM
Thread Title : Re: let's make some new vestiges

He? What about "she?" If the Binder is female, does is the aversion still of

females or is it reversed?

He, regardless of what you might hear from frothing-at-the-mouth-militant feminists and people obsessing over political correctness, is actually the gender-neutral pronoun in English. So, given that Glasya, the one who deposed Malagarde, is female.., I would say the aversion stays the same.

[Post 749]

Author : DarkRhystar

Date : 01-25-07 09:03 AM

Thread Title : Re: let's make some new vestiges

He, regardless of what you might hear from frothing-at-the-mouth-militant feminists and people obsessing over political correctness, is actually the gender-neutral pronoun in English. So, given that Glasya, the one who deposed Malagarde, is female.., I would say the aversion stays the same.

It used to be gender neutral. I think it was some time between 1998 and 2001 (not sure of the exact time), I noticed that a majority of English textbook authors abandoned the male-based neutral version for more "politically correct" versions.

I don't particularly care about any of it, but the way the influence is written one could assume it to be the opposite gender or solely females. Having that clarified would be helpful.

[Post 750]

Author : Ryuu Tenshi

Date : 01-25-07 10:06 AM

Thread Title : Re: let's make some new vestiges

Perhaps you could simply say, "The binder gains an aversion to females (if the binder is female, this aversion does not apply to herself).

Also, in DnD books the gender pronouns tend to alternate. So a monk may be described as "she" whilst a sorcerer as a "he", and this changes in different places.

[Post 751]

Author : journeyman777

Date : 01-25-07 10:57 AM

Thread Title : Re: let's make some new vestiges

Edge won't be back until 6pm or so, but I can answer most of these since he thinks out loud.

He? What about "she?" If the Binder is female, does is the aversion still of females or is it reversed?It's still of females because it reflects her hatred of Glasya. Note that it only applies to females that look younger than the binder, so a female binder isn't going to dislike herself because of this.

Not too useful, but a secondary attack never hurts. We figured the Con disease would make this quite dangerous enough.

Again, not too useful. By the time you get this ability, 5 temporary HP in battle are pretty much meaningless and there are a lot nastier things you can do with a standard action. The other version of this ability would have dealt 1d6 wis and given you 5 temp hp per point of damage (on the 5 round cooldown). He repeated the "Standard action" part to make it clear that you couldn't make iterative touch attacks with it based on your BAB.

I would also consider replacing Evil Eye with Cruel Disappointment (both in the same book). Same spell level with similar effects after the initial round coupled with a decent range (medium versus close). Meh, not much to say about this. He said it was one of the only spell-like her entry had that he liked.

Proficiencies are always nice, though the scourge isn't that great... Scourge is her favored weapon, isn't it?

So, any comments on Ixashyz? Suggested lv? I'll put up another vestige once he gets peached.

[Post 752]
Author : DarkRhystar
Date : 01-25-07 01:44 PM
Thread Title : Re: let's make some new vestiges

We figured the Con disease would make this quite dangerous enough.

It's like the difference between a CR increase and a LA increase.

Constitution disease would be very nasty against PCs since they have to deal with it over and over. Against enemies, many of which will die in the encounter they appear, it's not so powerful.

The other version of this ability would have dealt 1d6 wis and given you 5 temp hp per point of damage (on the 5 round cooldown). He repeated the "Standard action" part to make it clear that you couldn't make iterative touch attacks with it based on your BAB.

The problem with ability damage/drain is that it's either going to be almost useless or extremely powerful. In the case of a d6 of it, low Wisdom enemies will "die" in a couple rounds as they will be out of the fight. In the case of 1 point of it, the best you could hope for is to lower that enemy Cleric/Druid's wisdom enough for it to lose spells.

Now, as for a d6 with a 5 round cool time versus a 1 per round, I'd rather have the d6 with a cool down time. I probably wouldn't rely on it to kill people, but if I'm going up against a Cleric/Druid (and can survive getting close), I could potentially destroy their spellcasting ability with one shot. (Level 11 Druid with 18 Wisdom goes down to level 2 spells after 6 drain/damage)

Meh, not much to say about this. He said it was one of the only spell-like her entry had that he liked.

Scourge is her favored weapon, isn't it?

Ah okay. Those are more flavor-based. I'm not familiar with her as a monster so I can't really comment on those. :)

Ixashyz

Level:

I want to say 4 or 5.

Special Requirements: Ixashyz's seal must be drawn with primal chaos or anarchic water.

What are the odds of actually getting a hold of these? Especially for an adventurer?

Native of Limbo: You are considered chaotic any time that would be beneficial to you. You are also treated as native to all chaotic planes.

Not too useful, but neat.

Nature of the Slaad: You gain resistance to sonic 20. At lv 11 you become immune to sonic and gain resistance 5 to fire, cold, acid, and lightning.

Very powerful. Resistance to everything and immunity to one thing. By the way, D&D has electricity resistance not lightning resistance. :)

Power of Chaos: You may use shatter at will. If the shattered object was attended, that person must make a fort save or be stunned for 1 round. At lv 7 you may also use chaos hammer or dispel law once every 5 rounds. At lv 13 you may use word of chaos and animate objects once per binding.

I shatter your belt buckle. Woups, you're stunned.
I shatter your pants. Woups, you're stunned.
I shatter your shirt. Woups, you're stunned.
I shatter your spell component pouch. Woups, you're stunned.
I shatter your divine focus. Woups, you're stunned.
I shatter your shoes. Woups, you're stunned.
I shatter your socks. Woups, you're stunned.

...
You now have naked opponent... minus magic items of course.

I love the Shatter spell; it just never stops being awesome. It's a wonderful spell that does so very much, but stun/shatter is crazy. And then you toss on 3 more spells... This is a bit much for one ability.

Primal Chaos: Once every 5 rounds you may call forth primal chaos (as per the alchemic substance chaos bottle in the planar handbook). You get a number of bottle's worth equal to your con mod. Each bottle used for a single purpose increases its size category by one. Creatures you create in this fashion are not under your control.

Nifty. Please refer to them as Chaos Flasks though. They're very very powerful, but the balancing factor here is that Wisdom and Constitution aren't major abilities for the Binder.

[Post 753]
Author : journeyman777
Date : 01-25-07 02:22 PM
Thread Title : Re: let's make some new vestiges

What are the odds of actually getting a hold of these? Especially for an

adventurer?At the listed cost of 50gp, you can buy these pretty much anywhere.

Very powerful. Resistance to everything and immunity to one thing. By the way, D&D has electricity resistance not lightning resistance.;) My bad, I have to look at the keys when I type and I tend to paraphrase a bit. Nice catch though. I gave it because it's the only trait all slaadi have in common.

It's a wonderful spell that does so very much, but stun/shatter is crazy.Well, I wanted a slightly stronger version of the warlock least invocation Baleful Utterance, which does shatter+daze. Remember that shatter already gives a will save for attended objects, so you need to fail a will save and a fort save to be stunned for 1 round.

And then you toss on 3 more spells... This is a bit much for one ability.I just put them together for convenience. Once I've got the lv set, I'll probably separate shatter from the others.

Nifty. Please refer to them as Chaos Flasks though.Again, my bad. That's the problem with not having the book in hard copy.

They're very very powerful, but the balancing factor here is that Wisdom and Constitution aren't major abilities for the Binder.Exactly what I was aiming for.

Thank you, I'm still hoping for more peaching on him, but I'll go ahead and start typing up my next vestige as a reward.

[Post 754]
Author : DarkRhystar
Date : 01-25-07 03:29 PM
Thread Title : Re: let's make some new vestiges

At the listed cost of 50gp, you can buy these pretty much anywhere.

50 gp cost... becomes pretty costly quickly...

Well, I wanted a slightly stronger version of the warlock least invocation Baleful Utterance, which does shatter+daze. Remember that shatter already gives a will save for attended objects, so you need to fail a will save and a fort save to be stunned for 1 round.

Wouldn't you know... I figured you were comparing this to the Warlock but I completely forgot that Baleful Utterance had a daze and deafen part.

[Post 755]
Author : journeyman777
Date : 01-25-07 03:49 PM
Thread Title : Re: let's make some new vestiges

Nexnemus, The Warped Nature

Level: 4

Binding DC: low

Special Requirement: None

Sign: Vines extend along your legs and arms. (this has no effect on your ability to use magical boots, bracers, or gloves)

Legend: There are competing theories on the origin of Nexnemus. That a verdant lord by that name once headed a circle of druids in defence of the wilds is indisputable, but very little is known about him. Some say he was an elf, others claim he was a treant, a few even argue that he was a type of fey. Regardless, he is known to have animated an entire forest to stop an army of humanoids from claiming the land he guarded. That is where reliable facts end. Some say that after causing so much death, he grew tired of the world and became a normal plant to escape his own sense of guilt. Other accounts claim he became embittered by the casualties to his woods and sought to breed deadly hybrid plants to defend the land after he was gone. These accounts suggest that he was murdered by his hybrid Assassin Tree and that the gods of nature punished the sentient plant by banishing it from reality.

Special Requirements: N/A

Manifestation: A weeping willow grows up through the seal. A face appears in the bark with an angry look. Branches begin to move on their own and then wither and fall. The face gazes sorrowfully downward and the trunk becomes warped. The withered branches become vines and twist their way up the trunk as if to strangle it as the face turns upward and closes its eyes.

Influence: You avoid harming plants and will not use fire in forests, jungles, or swamps.

Granted Abilities:

The roots are strong: As a move action you may "root" yourself to a surface of earth, stone, or wood. While rooted you may not move or be moved from your square except by teleportation effects. Additionally, you may not be knocked prone and automatically stabilize if reduced to <0 hp. You may unroot yourself as a move action. You must show Nexnemus's sign to use this ability.

The bark is tough: You are immune to poison, sleep, paralysis, and stunning.

Hybrid Nature: You gain immunity to electrical damage, but become vulnerable to fire.

Grasp of the Assassin Vine: A vine extends from each arm to strike at your foes. This functions like a constant Evard's Menacing Tentacles. You must show Nexnemus's sign to use this ability.

Call to the Green: You may use entangle once every 5 rounds. At 9th lv you may instead use blood creepers. At 13th lv you may use animate plants once an hour. You must show Nexnemus's sign to use this ability.

Nature reclaims it's own: Unattended items and structures within your entangle effect take damage equal to your charisma mod each round. This damage ignores hardness less than your binder lv.

Design Notes: This time Edge challenged me to make a plant vestige. I combined some of the traits from the assassin vine and treant for the basic concept. I contemplated tying the active abilities to being rooted as a way to enforce a plant creature fighting style, but it would have limited the vestiges abilities more than seemed reasonable. I didn't have access to complete divine or spell compendium, so the spell selection may change a little. Right now the spells are all from PHB and

PHBII.

Edge is running out of ideas to challenge me with, so do any of you have a challenge for me?

[Post 756]
Author : journeyman777
Date : 01-25-07 03:53 PM
Thread Title : Re: let's make some new vestiges

50 gp cost... becomes pretty costly quickly...Yeah, but if you plan on binding him more than once in a row you can use his own primal chaos ability to make the new seal. Anyone that plans on binding him regularly should consider getting a portable seal for him. Still, I'm open to any lower cost suggestions.

[Post 757]
Author : Edge_of_Oblivion
Date : 01-25-07 05:08 PM
Thread Title : Re: let's make some new vestiges

I'll consider changing the Evil Eye. As for the Influence, yes it is gender neutral - no matter the Binder's gender, the Influence only affects his/her perception of females. As Journeyman said, this is due to Malagarde's hatred of younger-looking Glasya for stealing her place.

I'm working on two more as we speak - one tentatively titled "Isaac, Lord of Force" and another based on the Final Fantasy class Dragoon.

[Post 758]
Author : DarkRhystar
Date : 01-26-07 10:15 AM
Thread Title : Re: let's make some new vestiges

Nexnemus, The Warped Nature

Level: 3-5?

I'd say 4. 3 without the permanent EMT.

Edge is running out of ideas to challenge me with, so do any of you have a challenge for me?

Looking up EMT got me thinking that there are lots of tentacle spells and effects floating around (Crawling Darkness, EMT, Fearsome Grapple...etc). I think this is the second vestige to use them (Octopi or something like that in this thread was the first I saw). How about a vestige completely devoted to them. You could base the vestige off the Dark Tentacles monster (MM2) or maybe a spellcaster who shapechanged into one a lot.

A Frostfell/Frostburn vestige would be nice to see as well. Ice Weird or Ice Beast-based would be interesting or even just one based on the setting.

Some more undead-themed or fey-themed ones wouldn't be bad either.

Yeah, but if you plan on binding him more than once in a row you can use his own primal chaos ability to make the new seal. Anyone that plans on binding him regularly should consider getting a portable seal for him. Still, I'm open to any lower cost suggestions.

You mean they stick around after the binding ends?

Let's see, 16 CON base... with a +4 item. That's 5 bottles per 5 rounds or 1 bottle per round. 10 per minute... 600 per hour... 4800 in an 8 hour day... Figure their cost per bottle is 50 gp so you could sell them at 25 gp. That's 120,000 gp in one day's work. Ignoring a DM fiat (can't find a buyer...etc), that's a pretty nice lucrative career.

[Post 759]

Author : Bill Lumberg

Date : 01-26-07 04:35 PM

Thread Title : Re: let's make some new vestiges

I want to try my hand at making an eighth level vestige. This one is based on a comic book character named Maelstrom.

Torvec, the Force that Moves

Level: 8

Binding DC: 32

Legend: Torvec tells binders that he was a great being from another reality. He boasts of his great power over the physical world as well as his vast knowledge and matchless intellect. He states that all things that move did so at his whim. Torvec states that he conquered worlds as men crush insects. If he is asked how he came to be a vestige he condescendingly says that the binder would not understand.

There are some who say that Torvec tells the truth regarding his conquest of worlds. They also say that he met his end at the hand of a being that devoured entire worlds. Torvec challenged this being and was laid low. The enemy reduced Torvec to such an extent that he fell into the empty spaces within the fabric of reality. Torvec scoffs at such assertions but offers no explanation of his own.

Manifestation: The seal itself start to rotate, becoming a blur or motion. A translucent image of a man as small as a mouse appears in the seal. The image rapidly grows as the pact is made. In seconds Torvec is the size of a human, then of an ogre and moments later a titan.

When the pact is completed, Torvec has grown so large that his form appears to fill the sky. He then expands out of sight. If the binder is inside when the pact is made Torvec's transparent form can be seen even when the structure is too small to hold him.

Special Requirement: Torvec will not be bound along with Chupoclops, Orthos or Otiax. He will only respond to a binder who has eight or more ranks in Knowledge (the Planes)

Sign: An iridescent purple trail of light writhes around the binder, moving of its own volition. It ruffles loose clothing and sometimes knocks over small, unattended objects near the binder.

Influence: The binder becomes overconfident in his abilities. He will boast of his ability to defeat anyone who opposes him. He will sometimes announce his plan of action to those who oppose him, convinced that they can do nothing to stymie him.

Granted Abilities: Torvec grants binders power over motion and force.

Inertia*: The binder can telekinetically hold enemies still. This resembles the spell Resilient Sphere but its area of effect is two feet in diameter per binder level. The effect does not take the shape of a sphere; it molds to the creature. The saving throw is Reflex based. Even if a creature saves, it is Slowed (as the spell) for one round. The binder can use this power once every five rounds.

Telekinetic Lash: This is a ranged touch attack that causes 1d6 force damage per 2 binder levels. It has a range of five feet per binder level. Targets that are size Large or smaller must make a Fortitude save or be knocked prone. This power ignores any deflection bonuses a target may have and affects incorporeal creatures as if it had the Transdimensional Magic feat applied to it. The binder must show Torvec's sign to use this power.

Untouchable: The binder is surrounded by a slightly luminescent force field that protects him from moving objects. It provides a +4 deflection bonus to his armor class. It provided an additional +4 bonus against missile weapons. The binder can dismiss this power at will. The binder can reestablish this power as a swift action.

Mind Over Motion: The binder can use Telekinesis, at will as a wizard of equal level.

Please P.E.A.C.H.

[Post 760]
Author : journeyman777
Date : 01-26-07 05:32 PM
Thread Title : Re: let's make some new vestiges

You mean they stick around after the binding ends?They stick around for a number of rounds equal to your wisdom score, so you just need to have wis > 10 and use it right before the binding wears off.

Telekinetic Lash: needs a range.

[Post 761]
Author : journeyman777
Date : 01-26-07 06:41 PM
Thread Title : Re: let's make some new vestiges

A Frostfell/Frostburn vestige would be nice to see as well. Ice Weird or Ice Beast-based would be interesting or even just one based on the setting.Mwahaha....I love Frostburn. I may take more than a day on this one just because I like it so much. Expect it up by Monday.

[Post 762]

Author : Bill Lumberg
Date : 01-27-07 08:19 AM
Thread Title : Re: let's make some new vestiges

I have a question about anima mages.

Suppose that an anima mage binds Amon. He then uses exploit vestige and chooses to sacrifice the power of Amon's horns. This anima mage does not have the suppress sign ability. Would the horns remain but not be useable in combat?

I would rule that this is the case. I would like to see how others would handle this.

Thanks

[Post 763]
Author : Edge_of_Oblivion
Date : 01-27-07 10:25 AM
Thread Title : Re: let's make some new vestiges

Yes, exactly.

[Post 764]
Author : DarkRhystar
Date : 01-27-07 11:01 AM
Thread Title : Re: let's make some new vestiges

They stick around for a number of rounds equal to your wisdom score, so you just need to have wis > 10 and use it right before the binding wears off.

Read the Chaos Flask item description again. The material only begins to dissipate after being used.

Besides, just think about what you're saying for a moment. A vendor of Chaos Flasks would have <wisdom> rounds to get the chaos and sell it... PCs would have <wisdom> rounds to use it right after buying it.

If you're saying that these bottles act differently than the standard Chaos Flasks you need to specify such.

Mwahaha....I love Frostburn. I may take more than a day on this one just because I like it so much. Expect it up by Monday.

It is an awesome setting. I'll look forward to Monday then.

[Post 765]
Author : journeyman777
Date : 01-27-07 03:21 PM
Thread Title : Re: let's make some new vestiges

If you're saying that these bottles act differently than the standard Chaos Flasks you need to specify such. The difference is that primal chaos gained from his

ability doesn't appear in an actual flask, it is exposed to air and is considered "in use" from the moment you create it. I simply listed the number of flasks as a measure of the amount of primal chaos you get. I'll edit the post to make it clearer though.

It is an awesome setting. I'll look forward to Monday then. I actually wasn't sure if you wanted a single Frostburn vestige or a frostburn undead vestige, a frostburn fey vestige, and an ice beast vestige, so I'm making all of them. I'll have a Rimefire Eidelon vestige up later today and two ice beast vestiges by tomorrow. Was there a particular undead you wanted to base it on?

[Post 766]
Author : Edge_of_Oblivion
Date : 01-27-07 03:26 PM
Thread Title : Re: let's make some new vestiges

Was there a particular undead you wanted to base it on?

CoughEntombedCough

[Post 767]
Author : journeyman777
Date : 01-27-07 11:17 PM
Thread Title : Re: let's make some new vestiges

Update: The Rimefire Eidelon's abilities are done, but I'm not satisfied with the legend. I'm going to sleep on it and see what I come up with. I'm going to try using spoiler blocks to organize all four in one post. Look forward to them, I think you'll agree they are worth the wait.

[Post 768]
Author : DarkRhystar
Date : 01-27-07 11:39 PM
Thread Title : Re: let's make some new vestiges

The difference is that primal chaos gained from his ability doesn't appear in an actual flask, it is exposed to air and is considered "in use" from the moment you create it. I simply listed the number of flasks as a measure of the amount of primal chaos you get. I'll edit the post to make it clearer though.

Okay.

I actually wasn't sure if you wanted a single Frostburn vestige or a frostburn undead vestige, a frostburn fey vestige, and an ice beast vestige, so I'm making all of them. I'll have a Rimefire Eidelon vestige up later today and two ice beast vestiges by tomorrow. Was there a particular undead you wanted to base it on?

I was just looking for a vestige or two based on the setting. I tossed out the Ice Beast and Ice Weird as ideas.

For Fey though, an interesting one would be one based on the Grey Jester (Heroes of Horror). For Undead, an interesting monster base would be the Deathshrieker (MM3).

Update: The Rimefire Eidolon's abilities are done, but I'm not satisfied with the legend.

The Rimefire have a peculiar background, so I'm curious to see just how the legend comes out.

[Post 769]
Author : Edge_of_Oblivion
Date : 01-28-07 07:29 AM
Thread Title : Re: let's make some new vestiges

Grey Jesters are awesome. Hadn't even thought of that... I may have to snatch that one from Journey and do it myself.

As for the Eidolons, we're familiar with them and their story, having played through a Frostburn campaign with Evil characters. I think you'll like what he's done with it. :D

[Post 770]
Author : Fiendishfiend
Date : 01-28-07 04:11 PM
Thread Title : Re: let's make some new vestiges

Hello everyone, this is my first time creating a Vestige. I can't decide on the level for him. I am thinking if I make him 7th level it would be too powerful. Please PEACH.

Phistalamis, The Aerial Battlemaster
Vestige Level: 8th
Binding DC: 32
Special Requirement: No

Legend: Phistalamis was a solar with immense combat abilities in one of the vast armies on the battle plane Acheron. He was a general of a flying squadron that fought and won many battles for the side of good. In one of these many fights Phistalamis fought against one of Gruumish's generals, a lesser deity, whose name is lost in the passage of time. Phistalamis triumphed over this lesser god, but not before the god destroyed Phistalamis's wings with his corrupt magic. Phistalamis was in agony. He lived for flying in the air and slicing his sword through foes. He would make any sort of deal, just as long as he could fly again. Hextor saw this opportunity and sent his avatar to make a deal with him. The deal was simple. Phistalamis could fly again, but he would fly for Hextor's army. Phistalamis agreed immediately and felt sharp pain at where his wings once were. Gleaming metal wings made of adamantite shoot out from his back. Phistalamis was rejoiced that he could fly again. Having turned his back to the side of good, Phistalamis lead the armies of Hextor proudly. Phistalamis won many battles, and Hextor grew to expect a victory from him in every battle. When Phistalamis eventually lost, Hextor was enraged. He hurled Phistalamis into a nearby collision between two of Acheron's many cubes. Normally when cubes collide every thing caught in the middle is erased from existence, but instead of destroying Phistalamis the collision threw him into the plane of vestiges.

Manifestation: Metal feathers fall from above Phistalamis's sign. They fall

into a cocoon shape. This cocoon breaks apart and as it does, the cocoon forms wings. (Think of it as a reverse song of soaring from Legend of Zelda: Majora Mask) The wings connect to a body made of metal. Where the wings meet the body the metal is dark and rusted with holes in places.

Sign: You gain 2 metal feathers on your back. If these feathers are removed they turn into flesh, and two more grow back.

Influence: In life Phistalamis loved to fly and hated to be in places where he couldn't fly. You become somewhat claustrophobic. You can't stand to be in a room smaller than 10'x10'x10'. You can stay in a smaller room for a number of rounds equal to your EBL. After which you get uncomfortable and have to get in a bigger area, by any means necessary (This includes using diplomacy to leave in the king's presence, fighting your way out of a room, screaming your head off to get the guards to move you elsewhere, etc).

Granted Abilities:

Phistalamis's wings: You can use the spell Adamantine wings (Complete mage page 95) at will with the following changes. The wings grow from your back (if you have wings, they become metal). This growth doesn't damage magical clothes as they alter to fit your new form. The cone burst deals damage equal your EBL in d6s. Once you use the burst your wings grow back in 5 rounds. You can't fly while your wings are growing. This ability can't be used if Phistalamis's sign is suppressed. If you chose to suppress the sign while the wings are active, they fall apart into a mass of metal feathers that dissolve as they hit the ground.

Phistalamis's grace in the sky: You gain the feats: Improved Flight, Aerial superiority, and Aerial reflexes. All these feats are located in Races of the Wild.

Phistalamis's Presence: You gain the auras of a Marshall equal to your EBL. However, you only gain a single minor and major aura. Once you choose your auras you can't change your choices until the end of the pact.

--
Basic bonuses of feats for those who don't have races of the Wild when used with this vestige:

Improved flight: your maneuverability becomes Perfect

Aerial Superiority: +1 on Dodge to AC against foes with a lower flying maneuverability.

Aerial reflexes: +4 to reflex saves while flying

EDIT: Fixed aura ability and vestige level.

[Post 771]

Author : JiCi

Date : 01-28-07 04:29 PM

Thread Title : Re: let's make some new vestiges

Phistalamis's Presence: You gain the auras of a Marshall equal to 1/2 your EBL. Once you choose your auras you can't change your choices until the end of the pact. Hmmm.... I would limit the binder to a single aura, but he could use it

as a marshal of his level.

Otherwise, this vestige rocks !

[Post 772]

Author : Edge_of_Oblivion

Date : 01-28-07 08:48 PM

Thread Title : Re: let's make some new vestiges

Nice stuff! PEACH time.

Wings: Nice choice, I like. Well done.

Grace: Also good choices, this guy makes a nasty aerial combatant.

Presence: I second Jici on this.

Overall, set him at 8th... for a nearly-constant 7th-level spell effect, you need him to be on the upper eschelons of the Vestiges. Great flavor, good story, nice influence, overall well done.

[Post 773]

Author : Bill Lumberg

Date : 01-29-07 10:10 AM

Thread Title : Re: let's make some new vestiges

One more. Please P.E.A.C.H.

Czernobog, the Tide of Woe

Level: 5

Binding DC:24

Legend: Czernobog was a deity of darkness and woe whose followers abandoned him for another pantheon. He tried in vain to win back his faithful but after centuries without sufficient worshippers he felt himself fading from existence. Czernobog attempted to travel to another world in order to establish himself again. His power had waned so much that he could not complete the journey to another reality. A portion of Czernobog was caught between dimensions and can now be called upon by binders.

Manifestation: When Czernobog's vestige appears it suppresses all light sources within 10 feet. Czernobog is visible as a cloud of deeper darkness in the rough shape of a man. The binder perceives a face in the darkness when Czernobog speaks. When the pact is completed the vestige disappears.

Special Requirements: Czernobog resents clerics and cannot be bound by a binder with levels in a divine spellcasting class. Czernobog cannot be bound along with Amon, Chupoclops, Orthos or Otiac.

Sign: The binder's shadow is much larger than it should be. It shifts slightly and does not always fall where it should considering the present light sources.

Influence: Czernobog distrusts magical portals and extradimensional spaces; he will not allow the binder to enter either. Nor will he allow the binder to undergo teleportation-effects. The binder also dislikes bright light and will never be outside at sunrise.

Granted Abilities: Czernobog grants binders power over misfortune and darkness.

Woe Betide You: The binder can curse someone within 60 feet with bad luck. The victim must make a second roll when attacking, using a skill, making a save or the like. The lower of the two rolls applies. This power can be used once every five rounds.

Unintended Consequences: This is a defense against spells. If a binder is targeted by a reversible spell he receives the reverse effect if that would be beneficial to him. For example, if the binder were targeted by a Cause Critical Wounds spell the effect would be as if he received Cure Critical Wounds. The spell must allow a save and the binder must succeed at it. This power lays dormant until it is triggered. This is an immediate action. After this power is triggered the binder must wait five rounds to trigger it again.

Shadow Sanctuary: The binder can wrap his own shadow around himself to gain the benefit of the spell Armor of Darkness. The binder cannot grant this power to others. After it ends, the binder must wait five rounds to use this power again. This power can only be used if Czernobog's sign is shown.

Creature of Darkness: The binder gains a +1 bonus to his constitution score while he is in normal or magical darkness. This bonus is negated if the prevailing illumination is brighter than shadowy. He is also able to see perfectly in either normal or magical darkness.

An Ill Wind: The binder can use his shadow to steal another creature's good fortune. The binder can make a ranged touch attack against a foe within 5 feet per binder level. The victim suffers a penalty equal to the binder's charisma score (maximum of 4) to all rolls for one round. The binder gains an equal bonus to all rolls for the same round. A Will save negates this effect.

The binder must show Czernobog's sign to use this power. Using this power does not interfere with the protection the binder gets from Creature of Darkness

[Post 774]
Author : Nephelim
Date : 01-29-07 01:40 PM
Thread Title : Re: let's make some new vestiges

I'm not certain where else to ask this, but WHY are there only 8 levels of Vestiges?

Besides the Lady of Pain, which (as cool as it is) doesn't really follow the design specs for Vestiges, has anyone written any L9 vestiges? They would, by definition, be epic, true, but the process of creating and scaling Vestiges seems like it would loan itself rather well to Epic scale stuff...

Also, is there a thread that has been collecting all these vestiges in one place? Seems like there are enough of them to warrant a Netbook.

[Post 775]
Author : Milo HoBo
Date : 01-29-07 05:39 PM
Thread Title : Re: let's make some new vestiges

I'm not certain where else to ask this, but WHY are there only 8 levels of Vestiges?

Besides the Lady of Pain, which (as cool as it is) doesn't really follow the design specs for Vestiges, has anyone written any L9 vestiges? They would, by definition, be epic, true, but the process of creating and scaling Vestiges seems like it would loan itself rather well to Epic scale stuff...

Also, is there a thread that has been collecting all these vestiges in one place? Seems like there are enough of them to warrant a Netbook. I saw one on here called Greyhawk the something. It was awesome and well done.

[Post 776]
Author : Edge_of_Oblivion
Date : 01-29-07 06:27 PM
Thread Title : Re: let's make some new vestiges

I'm not certain where else to ask this, but WHY are there only 8 levels of Vestiges?

Besides the Lady of Pain, which (as cool as it is) doesn't really follow the design specs for Vestiges, has anyone written any L9 vestiges? They would, by definition, be epic, true, but the process of creating and scaling Vestiges seems like it would loan itself rather well to Epic scale stuff...

This has actually been discussed. There is no Epic scaling system for Binder as of yet released by Wizards, and although a few suggestions for Epic Binders have popped up at various points on this thread, none of them were considered satisfactory enough by enough of the participants in this thread. If a system for Epic Binder could be agreed upon, then perhaps this could be feasible.

However, having Vestiges above level 8 really doesn't make sense. Orthos, the original Vestige, is only level 8. I can't think of how something could be more powerful than him and still succumb to being trapped in the realm of the Vestiges. Even deities who become Vestiges (Amon, Tenebrous; and even Acererak and Zagan, who were trying to become deities) end up 8th level or lower; and even Chupoclops, the creature which was to destroy reality, only ended up as a 6th level Vestige. I shudder to think what kind of chaos Azatho... I mean Orthos would have unleashed upon the planes before he became a Vestige. :D

Also, is there a thread that has been collecting all these vestiges in one place? Seems like there are enough of them to warrant a Netbook.

You're looking at it. ;) That said, there is a link in my signature to a single post on this thread that indexes every Vestige made here. However, I need to update it since about page 23 or so.

[Post 777]
Author : Fiendishfiend
Date : 01-29-07 09:07 PM

Thread Title : Re: let's make some new vestiges

These vestiges are the bosses to Legend of Zelda: Majora's mask. I haven't played the game since forever so my legends are probably off from the game story line. Eventually I will look into vestiges for the bosses of Legend of zelda: Ocarina of time. Please PEACH these, as I hope that these can be used in actual games. I'm sorry that this post is so long. I thought that it would have been automatically posted on a new page. There is a epic vestige (lvl 9) at the end.

Odlowa, Masked Jungle Warrior
lvl: 4
Dc: 25

Legend: In a land in a place far from this reality, 4 temples were made, each honoring a single giant that protected the land and its people. 4 immortal guardians were assigned to protect each one from anything that may have tried to cause the temples harm. Eventually the temple, along with the giants, were forgotten. Centuries passed with no one attempting to cause harm to the temples. Certain problems arose over the years. For Odlowa, he remained steadfast in his duty, but he had become somewhat insane after centuries of nothing to do but wait. When a hero of justice finally came, Odlowa was beyond any sort of diplomacy. He instantly thought that the hero was an intruder and jumped at the chance for combat. Odlowa was slain in the end. His unwavering loyalty to the giants, kept his soul on a search for the giants domain, but it got lost and drifted to the plane of vestiges.

Manifestation: Tribal chanting can be heard as you finish calling him. A figure come comes crashing down from above and starts doing this tribal dance. The chanting seems to be coming from him. He wears a giant tribal mask with strange ribbons coming off it and is covered with war paint. He wields a sword and shield.

Sign: You gain Odlowa's mask. This mask covers your face entirely. If you are wearing any magic item that takes up the face slot, the item still works, it is merely covered up by the mask. The mask must be worn to use Odlowa's abilities. You can only take his mask off if you made a good pact with him and can suppress the sign. Otherwise it is stuck to your face. Other vestiges that have a mask as a sign are also worn at the same time, they just aren't shown. The order shown goes 1st--> last bad pact made --> next to last bad pact made-->last good pact made-->first good pact made.
Remember this is ONLY for pacts whose signs are masks.

Influence: In life, in his final hour of glory he moved around a lot in that final fight. As a result he wants the binder to take a move action every 1d4+1 rounds.

Granted Abilities:

Odlowa's agility: The binder can use tumble checks untrained, and gains a bonus equal to his EBL.

Odlowa's tribal dance: The binder can use the Dervish dance ability of a dervish in the Complete warrior book 1/day.

Tribal Warrior: Gain proficiency with scimitar and base attack while using the weapon is equal to EBL, but only when using scimitars.

For those with out access to Complete warrior, the dervish dance allows you to full attack and move up to your speed. You still have to make tumble checks to avoid attacks of opportunities.

Goht, Masked Mechanical Monster
Lvl:4
Dc: 26

Legend: Like Odlowa, Goht was also a guardian of one of the temples to the giants. His temple, however was located in the mountains. A mysteriously long winter came, Ice came and froze Goht to wear he was standing. In this long cold he fell asleep and awoke to a sharp pain in this body. Someone was attacking him! He charged forth, hoping to trample the foe beneath his feet. In the end his fate was the same as that of Odlowa's.

Manifestation: A large bull shaped machine charges out of now where and stops before hitting the binder. He then stands there and scratches at the ground every so often. His mask looks a humanoid face with horns on the side.

Sign: Same as with Odlowa's except this mask is a humanoid face with horns.

Influence: Having been frozen for a very long time Goht hate cold places and demands that you not go into such places.

Granted abilities:

Goht's Rampage: You gain the benefits of the feats powerful charge and later gains grt powerful charge at 9th level.

Ramming Speed: Gain speed bonus of 10 ft. This bonus only affects your base land speed. At 9th level the bonus becomes 20 ft and at 16th 30 ft.

Goht's body: The binder gains light fortification.

Gyorg, Gargantuan Masked Fish
lvl:4
DC: 26

Legend: One of the guardians of the temples to the giants. His temple was located in the far reaches of the ocean. He got caught in a smaller pit and was soon trapped in there. Swimming in that pit over and over drove him crazy. He also had nothing to eat. He was immortal so he didn't die from starvation, but being hungry all the time didn't help to his state of mind. When the hero came all he could think of was "food foOD FOOD!!!"; His fate soon joined the other guardians.

Manifestation: Water slowly pours from a unseen pitcher filling the sign. A purple fish with sharp teeth and a big horn swims into view. He swims around and around within the seal.

Sign: Same as with Odlowa's except this mask is a fish face with sharp teeth and tusks. A large horn protrudes from the forehead.

Influence: You must take a swim at least once a day.

Granted Abilities:

Gyorg's breath: You gain a constant water breathing spell.

Born Swimmer: You gain a swim speed equal to your base land speed. Increases to your base land speed does not increase your swim speed.

Gyorg's brood: When in water you can summon a swarm of piranhas. These fish can only be summoned in a pool of water at least 2 feet. The fish are mini versions of the manifested version of Gyorg. Piranha Swarms are from Stormwrack. Once used this ability can't be used for another 5 rounds.

For those without stormwrack, here are the basic stats of a Piranha Swarm
HD:8d8+11(47 hp), AC:15, Initiative: +6, Speed: swim 40 ft, atk: 3d6, special
qualities: 1/2 damage from slashing and piercing weapons, scent, swarm traits,
Saves: F+7,R+8,W+3

Twinmold, Giant Masked Insect

lvl: 4

DC: 28

Legend: Twinmold was not just a guardian of a temple, but he was actually a they. Twinmold was two large insects controlled by one mind. They grew to colossal size and when the hero came, they were so large they didn't notice him. It was only until he used a mask to grow to Twinmold's size did Twinmold consider him a threat. He too joined the other guardians in the land of the vestiges.

Manifestation: Sand fills the seal. Two large wormlike insects (one red, one blue) burrow out of the sand and fly around above the sand. They fly as if they were digging through the air.

Sign: Same as before except this mask is a half red, half blue insect. The mask has three eyes (the third is not functional) and large pincers near the mouth.

Influence: Twinmold was two creatures, so they require that when you enter combat it must be with an ally.

Granted Abilities:

Twinmold's Armor: You gain a natural armor bonus equal to half your EBL. This NA bonus doesn't stack with other vestiges' NA bonuses and overlaps your na bonus. Enchantment bonuses to NA still stack with this.

Twinmold's body: You gain dr/- equal to 1 per 4 binder levels. This ability only stacks with pact augmentation, not other vestige effects.

Earth's grace: You gain a burrow speed of 10 ft. You can only burrow through dirt, sand and other loose material. Hard material such as rock can't be dug through.

And finally the vestige we have all been waiting for

Majora, the Mischief Mask

lvl: 9
DC: 48
Special Requirement: Yes

Legend: This mask is famous for causing a lot of trouble. It was kept safe by the mysterious Happy mask salesman. A skull kid stole it from him and attempted to wear it. It had a mind of its own and took over the skull kid's body. It then used his body to cause chaos. It even threatened the world by bringing down the moon to crush it. A hero of justice stopped this horrific event from happening in just three days. The mask trader took the mask and once again kept it safe. It however managed to escape to the plane of vestiges. When it tried to return to reality, it found that it was trapped. There was a barrier keeping him in. The barrier is like a cage rather than a wall. Majora can reach through the barrier to influence the world, but he can't pass completely through.

Manifestation: A eerie music begins playing. From the darkness a heart shaped mask with large yellow eyes emerges. It is a symmetrical mask with spikes along the rim.

Special Requirement: You can only bind to Majora if you are currently bound to Odlowa, Goht, Gyorg, and Twinmold, and have the feat Majora's puppet. They are needed to allow Majora to answer the binders call. He could care less about who is trying to bind to him but the guardians keep him in the world of the vestiges. So you must bind them to your will to call Majora. They also contain his power. Otherwise he would completely dominate the binder and cause chaos once again. Well more chaos than the binder would allow. Evil binders still have yet to find away around the 4 guardians shielding the world from Majora. This can not be ignored.

Sign: The mask binds to your face. Unlike the other vestiges with masks for signs, this one overrides the others and can't be suppressed. So even if you made a good pact, it is still shown.

Influence: Majora enjoys causing chaos where ever he goes. He wants you to also cause trouble in others lives.

Granted abilities:

Majora's curse: You can use the spell bestow curse, greater at will. Once used this ability can't be used for another 5 rounds.

Majora's shapeshift : You can use the spell Baleful Polymorph at will. Once used this ability can't be used for another 5 rounds.

Majora's Transformation: You can use the spell Polymorph any object at will.

To bind to Majora you must take this feat at level 21.

Majora's Puppet
requirements: cha 21, able to bind to 4 vestiges

You can bind to Majora's mask.

EDIT: Fixed some typos, but I have a feeling I missed something....

[Post 778]
Author : Allthegoodnamesweretaken
Date : 01-30-07 12:10 PM
Thread Title : Re: let's make some new vestiges

Epic vestiges should not be actual vestiges per-say. At this point the binder should have progressed in power so much that they can form pacts with still-living entities of immense power and even entire planes! An entire plane would grant quite a bit of power indeed.

[Post 779]
Author : journeyman777
Date : 01-30-07 12:13 PM
Thread Title : Re: let's make some new vestiges

A nice idea, but what still living entity is more powerful than gods? Even the planes are subject to the will of the gods (though harnessing the full power of a plane would be pretty interesting).

[Post 780]
Author : journeyman777
Date : 01-31-07 09:49 PM
Thread Title : Re: let's make some new vestiges

I'm really sorry about how late this is, but my DirectX class has seriously been killing my creativity.

Eid, Winter's Life

Level: 4

Binding DC: 20

Special Requirement: Yes

Sign: A ragged white triangle appears around your right eye.

Legend: The deity Hleid was struck down by her half brother Iborighu many centuries ago when he stole from her the secrets of cold magic. Another deity would have died and been absorbed by the planes, but Hleid was more than a deity of nature, she was a true fey. Like all fey, she was bound to the land and its life in a way beyond mere mortality. Though Iborighu broke her body and cast her into the sea, the sea itself preserved her remnants. Within the icebergs formed by the intense cold of Hleid's power, life arose once more. Remade by the natural cycle, the remaining fragments of Hleid became a new type of fey. These Rimefire Eidolons continue to anchor Hleid's soul to the world. To gain the mortal worship necessary to maintain Hleid's power as a god, the Eidolons form pacts with certain mortals. These mortals are the Rimefire Witches, and they form the final link that sustains Hleid and keeps her among the divinity. However, no soul may be both dead and alive at the same time. The Eidolons are mere fragments of a divine soul and thus may neither pass into the planes upon death, nor after their separate existence can they again become one with Hleid. All that is left to them is their ability to call to mortals and offer the power of Hleid. Even from beyond the planes they call, awaiting they

day when Hleid will have the power to bring them back from the void into which they fall upon death.

Special Requirements: Eid will answer only those who have some connection to nature or the frostfell. The binder must have at least 4 ranks in knowledge nature, be a fey, or possess ice from a frostfell. Under no circumstances will Eid answer the call of any who follow Iborighu.

Manifestation: A chunk of flaming blue ice falls into the seal with great force and shatters. The pieces melt until only one is left. A chill mist fills the air as the remaining piece grows to become a 4ft sphere, surrounded by light blue flames, and supported by long tentacles of flexible ice. The mist swirls and condenses onto the sphere as its shape slowly changes to become a perfect ice replica of the binder.

Influence: The binder shows kindness to strangers and animals, but is swift to retaliate against those who harm her.

Granted Abilities:

Servant of Hleid: You take no damage from contact with rimefire. You also gain proficiency with the trident.

Uldra's Touch: All your melee attacks deal 1 extra point of cold damage. At lv 11 this increases to 2 points.

Eidolon assault: You may fire a bolt of burning radiance. The rimefire bolt has a range of 5ft per binder lv, and attacks as a ranged touch attack. The bolt deals damage equal to 3d6. Half this damage is cold damage, the other half is fire damage (cold deals more if the number is odd). You may use the full attack action to make multiple attacks with rimefire bolts. At lv 11 the binder adds her charisma bonus to this damage. This ability provokes attacks of opportunity as normal for ranged attacks and does not threaten an area.

Traverse the Tundra: You can glide through ice, snow, and slush as easily as a fish swims through water. Your burrowing in this manner leaves no tunnel or hole, and your passage leaves no ripples or other sign of your presence.

One with the Glacier: You gain tremorsense out to 60ft on snow, slush, or ice.

Winter's Child: You gain cold resistance five. This resistance stacks. While in a frostfell region you gain the cold subtype and your type is considered fey.

Notes: While the Rimefire Witches themselves are wary of binders missusing the eidolon's gifts, the lay followers welcome them with open arms. Some believe that when the binding with Eid ends, the one of the destroyed eidolons rejoins with Hleid instead of returning to the void. Binder researchers have yet to determine whether this is true, but most enjoy the hospitality of the church too much to express their doubts on the matter.

So, was it worth the wait?

[Post 781]

Author : DarkRhystar

Date : 01-31-07 11:05 PM

Thread Title : Re: let's make some new vestiges

I'm really sorry about how late this is, but my DirectX class has seriously been

killing my creativity.

No worries.

Eid, Winter's Life

Level: 4

Binding DC: 20

Special Requirement: Yes

Sign: A ragged white triangle appears around your right eye.

The level seems a little high considering the limitations on several abilities, but if you're in Frostfell (which you most likely will be if you're even binding this vestige) it's perfect.

Legend: The diety deity Hleid was struck down by her half brother Iborighu many centuries ago when he stole from her the secrets of cold magic. Another deity would have died and been absorbed by the planes, but Hleid was more than a diety deity of nature, she was a true fey. Like all fey, she was bound to the land and its life in a way beyond mere mortality. Though Iborighu broke her body and cast her into the sea, the sea itself preserved her remnants. Within the iceburgs icebergs formed by the intense cold of Hleid's power, life arose once more. Remade by the natural cycle, the remaining fragments of Hleid became a new type of fey. These Rimefire Eidolons continue to anchor Hleid's soul to the world. To gain the mortal worship necessary to maintain Hleid's power as a god, the Eidolons form pacts with certain mortals. These mortals are the Rimefire Witches, and they form the final link that sustains Hleid and keeps her among the divinity. However, no soul may be both dead and alive at the same time. The Eidolons are mere fragments of a divine soul and thus may neither pass into the planes upon death, nor after their separate existance existence can they again become one with Hleid. All that is left to them is their ability to call to mortals and offer the power of Hleid. Even from beyond the planes they call, awaiting they day when Hleid will have the power to bring them back from the void into which they fall upon death.

I like it a lot. I've noted a few spelling errors, but otherwise it's great.

Special Requirements: Eid will answer only those who have some connection to nature or the frostfell. The binder must have at least 4 ranks in knowledge nature, be a fey, or possess ice from a frostfell. Under no circumstances will Eid answer the call of any who follow Iborighu.

Nifty. Always wondered what I'd do with all my Frostfell ice. :)

Manifestation: A chunk of flaming blue ice falls into the seal with great force and shatters. The pieces melt until only one is left. A chill mist fills the air as the remaining piece grows to become a 4ft sphere, surrounded surrounded by light blue flames, and supported by long tentacles of flexible ice. The mist swirls and condenses onto the sphere as its shape slowly changes to become a perfect ice replica of the binder.

Very dramatic.

Influence: The binder shows kindness to strangers and animals, but is swift to retaliate against those who harm her.

"I'll attack those who attack me" isn't really an effective influence.

Granted Abilities:

Servant of Hleid: You take no damage from contact with rimefire. You also gain proficiency with the trident.

Good flavor ability. I'm not really a fan of the trident, but that's okay.

Uldra's Touch: Your melee attacks deal 1 extra point of cold damage. At lv level 11 this increases to 2 points.

Maybe it's just me, but this really doesn't seem that amazing. How often do you see Binders touching people?

I'd propose something a little different that fits the theme almost as well:

Uldra's Icy Clutch: A thin layer of Rimefire Ice forms over any weapons wielded by the binder. As a result, such weapons deal one point of cold damage to any creature they come into contact with and shed a soft blue glow providing illumination equal to that of a torch. Cold damage from this ability stacks with similar effects.

Essentially it's the Rimefire Ice effect which synergizes nicely with Servant of Hleid since you don't take damage from touching Rimefire Ice.

Eidolon assault: You may fire a bolt of burning radiance. The rimefire bolt has a range of 5ft per binder lv, and attacks as a ranged touch attack. The bolt deals damage equal to 3d6. Half this damage is cold damage, the other half is fire damage (cold deals more if the number is odd). You may use the full attack action to make multiple attacks with rimefire bolts. At lv level 11 the binder adds her charisma mod bonus to this damage.

Very nifty. The only question that isn't quite answered is whether or not a Binder can threaten any area (5' or otherwise) with this ability. I'd say a 5'/10' threat area at maximum; not that 3d6+CHA is that much damage, but threatening a huge area is massively powerful.

A different idea might be to add threatening as a level progression to this ability so that it remains useful at higher levels. (5' at 13 and 10' at 17 or something like that.)

And I suggest changing modifier to bonus. If you use modifier, a character with 8 Charisma takes a -1 to damage whereas bonus only affects damage if the modifier is positive. Not that I imagine Binders with low Charisma to be all that common...

Traverse the Tundra: You can glide through ice, snow, and slush as easily as a fish swims through water. Your burrowing in this manner leaves no tunnel or hole, and your passage leaves no ripples or other sign of your presence.

That is really neat. :)

One with the Glacier: You gain tremorsense out to 60ft on snow, slush, or ice.

Very very powerful... but since it's only snow/slush/ice, not quite as powerful as it could be.

Winter's Child: You gain cold resistance five. This resistance stacks. While in a

frostfell region you gain the cold subtype and your type is considered fey.

I was thinking "Whoa" when I saw Fey type. Then I realized all that means is you get Low-Light Vision and protection from a couple spells. Plus in Frostfell where you really should consider packing some fire spells, 50% fire vulnerability from the Cold Subtype goes a long way toward balancing this vestige's abilities.

So, was it worth the wait?

I like it a lot.

[Post 782]
Author : journeyman777
Date : 01-31-07 11:29 PM
Thread Title : Re: let's make some new vestiges

I was under a bit of a time limitation when I typed it up, so it wasn't up to my best. Your corrections are appreciated.

"I'll attack those who attack me" isn't really an effective influence. Perhaps not, but kindness to strangers can actually be quite odd since binders don't tend to be good aligned. That and you would be amazed how much trouble kindness to animals can get you in.

Maybe it's just me, but this really doesn't seem that amazing. How often do you see Binders touching people? This applies to all melee attacks. That includes weapon and natural attacks. Since pure blasting isn't very viable for a binder at this point, I figure it will come in handy.

Very nifty. The only question that isn't quite answered is whether or not a Binder can threaten any area (5' or otherwise) with this ability. It's a ranged attack, so it can't threaten.

And I suggest changing modifier to bonus. Done.

That is really neat. :)

Very very powerful... but since it's only snow/slush/ice, not quite as powerful as it could be.:confused: Somehow I really thought it would be the other way around.

I like it a lot.:w00t: Assuming the quiz tomorrow doesn't totally murder my brain, I'll get the rest up by this time.

[Post 783]
Author : DarkRhystar
Date : 01-31-07 11:41 PM
Thread Title : Re: let's make some new vestiges

Perhaps not, but kindness to strangers can actually be quite odd since binders don't tend to be good aligned. That and you would be amazed how much trouble kindness to animals can get you in.

Fair enough.

This applies to all melee attacks. That includes weapon and natural attacks. Since

pure blasting isn't very viable for a binder at this point, I figure it will come in handy.

Okay, I read that as natural/unarmed attacks at first. Still, I think the Rimefire Ice effect is neater. :P

It's a ranged attack, so it can't threaten.

Read Otiax's Air Blast (page 43). His Air Blast is ranged and it threatens a 10' area. Since there is a precedent for it, it'd be nice to have it specified.

:confused: Somehow I really thought it would be the other way around.

I'm a huge fan of Tremorsense. It's awesome on a great many levels... especially in dungeons. Knowing there's something behind a wall or around a corner is huge. The whole "You must be touching the ground" part hinders it a little though.

[Post 784]
Author : journeyman777
Date : 01-31-07 11:47 PM
Thread Title : Re: let's make some new vestiges

Read Otiax's Air Blast (page 43). His Air Blast is ranged and it threatens a 10' area. Since there is a precedent for it, it'd be nice to have it specified. Air Blast specifies that it threatens because that is an exception to the rule. Still, I'm not a WotC Writer, so an extra line for clarity won't make me lose my class features.

[Post 785]
Author : Kassil
Date : 01-31-07 11:47 PM
Thread Title : Re: let's make some new vestiges

Perhaps not, but kindness to strangers can actually be quite odd since binders don't tend to be good aligned. That and you would be amazed how much trouble kindness to animals can get you in.

All too true. One beartrap later...

This applies to all melee attacks. That includes weapon and natural attacks. Since pure blasting isn't very viable for a binder at this point, I figure it will come in handy.

I think the name was what caused the conclusion that it was a touch attack.

:confused: Somehow I really thought it would be the other way around.

As opposed to it granting tremorsense everywhere, I think. Icy or not.

After those comments, I have to say that I like the notion, and the concept of a faith that actually welcomes binders because of that belief.

[Post 786]

Author : DarkRhystar
Date : 01-31-07 11:50 PM
Thread Title : Re: let's make some new vestiges

Still, I'm not a WotC Writer, so an extra line for clarity won't make me lose my class features.

Oh snap. ;)

[Post 787]
Author : journeyman777
Date : 02-01-07 12:03 AM
Thread Title : Re: let's make some new vestiges

BTW: I took a look at the Death Shrieker and I don't think I can pull that one off yet (I avoid making vestiges of a lv higher than my binder has used before). Are there any < CR 10 undead you'd like to see? I was think of doing some sandstorm vestiges after I finish up frostburn (maybe a mummy vestige?), but I'm open to ideas.

After those comments, I have to say that I like the notion, and the concept of a faith that actually welcomes binders because of that belief. I'll admit I've been delaying for days until I came up with the right way to approach the Rimefire Eidolon. Somehow, that idea just made it all click. I'm glad you liked the idea. I'll try to include notes like that on all my vestiges from now on.

BTW Kassil, got any ideas you'd like to see me take a shot at? I don't mind working on multiple vestiges at a time and I've got time to kill once the weekend gets here.

[Post 788]
Author : Kassil
Date : 02-01-07 12:14 AM
Thread Title : Re: let's make some new vestiges

I do believe you agreed to try your hand at the Ghost of the English Language... ;)

More seriously, and yet not... Is there a writing-based vestige? Maybe a vestige who was an Illumian , ro whatever they're called, or maybe the 'mortal' part of the first one? OR there are languages filled with Power - maybe the remnant essence of the Words of Creation can't rest in what they were used to forge.

And now I've got a few ideas along those lines swarming in my head. Gah.

Like the First Word, which passed into the land of the vestiges once Creation was finished (by which time the first Vestige had already emplaced itself...) because it couldn't be contained within a resting place; the Last Word, which would be a Vestige Unborn - something which cannot exist until the closing of the whole multiverse, at which point it'll reverse the path taken by most vestiges and come into being; the Thief of Knowledge, who stole the knowledge of his very existence from the universe along with all the lore he snatched, and thus locked himself away as a Vestige; the mortal remnants of the first Illumian, cast aside in much the same way that Tenebrous was cast off when Orcus resumed his life as a demon prince; and one or two others.

[Post 789]
Author : journeyman777
Date : 02-01-07 12:29 AM
Thread Title : Re: let's make some new vestiges

Edge already covered spoken language from the illumian perspective with Valefor, the Unwritten Word (<http://boards1.wizards.com/showpost.php?p=10645059&postcount=408>).

I am hideously behind schedule on the vestige of the english language. Mostly this is because I want to use truespeak for it, but the campaign I was going to play a truespeaker in got canceled. We start a scoundrel campaign this weekend and the arcanist spot is open, so I may give it another shot. If you want it in a hurry I can probably make one using bard song (oratory) and some language dependant effects and just add the truespeak version later. I can also come at language from the other side and make a vestige based on mathematics and arcane geometry. I'd rather have too many ideas to work with than too few, so go ahead and give me any anything else you'd like to see. Heck, what's the most difficult idea you can come up with? :plotting:

EDIT: Wow, you work fast. Which of those do you want me to tackle, and which ones would you prefer to save for yourself?

[Post 790]
Author : Kassil
Date : 02-01-07 12:42 AM
Thread Title : Re: let's make some new vestiges

The most difficult?

There's a good question... Ones flowing to mind include Chaos, the All-and-Nothing; Aura, the Will of Existence (best if you've played the DotHack games and maybe watched the anime); the Spheres of Power from the Mystara setting; a Tarrasque (since people seem fond of coming up with ways of killing the poor beast over and over, one of them has to've wound up in the vestige realm for some reason or another; maybe someone wished one 'out of existence' or something); the Primordial Elementals, of which Earth was covered in the Mountain vestige; the Lost Dragonmark, if you're familiar with Eberron (and my, wouldn't that be a nasty way for the Mark of Death to resurface?); a comet/meteor, which turned vestige when it collided with a world and completely destroyed itself; an idea I had a while ago of the Ungod, a creature who was essentially an anti-god and an anti-creator - it was defeated and the power it held stolen by an NPC who became an 'Unmaker of worlds', so it probably would've been cast into the realm of the vestiges; a sound/sonic/music-based vestige of some kind; some kind of guardian, which can't rest because it has to watch over something, but it was defeated or died somehow, and so wound up a vestige, struggling to be bound so it can hunt down and keep a guard over what it was meant to watch; the Simurgh, with the destiny of seeing multiverses die and be reborn; some kind of 'unborn' vestige who cannot exist because the conditions of the multiverse are not yet right for it...

I think I'm going to tackle Chaos, the Lost Mark, the Ungod, the Thief of Knowledge, and the Unborn... Chaos, the Ungod, and the Unborn all have a particular meaning to me, the Thief is similar to a character a good friend told me about, and the Lost Mark... Well, it might have relevance to a game I'm in. ;)

[Post 791]
Author : journeyman777
Date : 02-01-07 01:13 AM
Thread Title : Re: let's make some new vestiges

So, these are available?

1. Aura, the Will of Existence (afraid I'm not familiar with it)
2. The Spheres of Power from the Mystara setting (:confused:)
3. A Tarrasque (since people seem fond of coming up with ways of killing the poor beast over and over, one of them has to've wound up in the vestige realm for some reason or another; maybe someone wished one 'out of existence' or something). (Hmmm...it'll probably need to wait until my binder gains a few levels, but I'll claim this one.)
4. The Primordial Elementals, of which Earth was covered in the Mountain vestige. (I may shift it to para-elemental to avoid duplication, but I'll take this one as well)
5. A comet/meteor, which turned vestige when it collided with a world and completely destroyed itself. (how did the meteor have a soul in the first place?)
6. A sound/sonic/music-based vestige of some kind. (sound is already covered, but music hasn't been done. I'm betting Edge will want this one)
7. some kind of guardian, which can't rest because it has to watch over something, but it was defeated or died somehow, and so wound up a vestige, struggling to be bound so it can hunt down and keep a guard over what it was meant to watch. (sounds perfect for my mummy vestige)
8. the Simurgh, with the destiny of seeing multiverses die and be reborn. (:confused: sounds familiar, but I can't place it)
9. The First Word, which passed into the land of the vestiges once Creation was finished (by which time the first Vestige had already emplaced itself...) because it couldn't be contained within a resting place (hmmm....I'll give this some thought. Again, this might need to wait until I have some practice with 7-8th lv vestiges)
10. The mortal remnants of the first Illumian, cast aside in much the same way that Tenebrous was cast off when Orcus resumed his life as a demon prince (mortal remnants lack a soul or divine power, but I might be able to do something with an illumian who tries to reverse the process and become human)

Other vestiges I'm working on:

1. Ice beast (based on a summoner I've played)
2. Entombed (for Edge)
3. A hexblade undead slayer whose soul was trapped in thinuan and then shattered (just because I think it's a really interesting special material)
4. Sandstorm (mummy and maybe a few others)
5. A lv 7 dwarf vestige (just to provide some racial parity at the higher levels)

[Post 792]
Author : Kassil
Date : 02-01-07 01:32 AM
Thread Title : Re: let's make some new vestiges

So, these are available?

1. Aura, the Will of Existence (afraid I'm not familiar with it)

She's described as the omnipresent will of The World in the games and anime; I haven't finished the games, so I can't do her justice, I'm afraid. So she's open to anyone who wants her, I guess.

2. The Spheres of Power from the Mystara setting (:confused:)

In the original D&D setting, there were five Spheres of Power which the god-types, the Immortals, drew their power and in turn represented and empowered. Time, Matter, Energy, Thought, and Entropy; the first four were each linked to an element, while the last was pretty much negative energy, the source of decay and ruin.

3. A Tarrasque (since people seem fond of coming up with ways of killing the poor beast over and over, one of them has to've wound up in the vestige realm for some reason or another; maybe someone wished one 'out of existence' or something). (Hmmm...it'll probably need to wait until my binder gains a few levels, but I'll claim this one.)

I was considering it, but I suspect you'll do a better job of it than I will.

4. The Primordial Elementals, of which Earth was covered in the Mountain vestige. (I may shift it to para-elemental to avoid duplication, but I'll take this one as well)

I figured they might synch well with the Mountain vestige.

5. A comet/meteor, which turned vestige when it collided with a world and completely destroyed itself. (how did the meteor have a soul in the first place?)

Presumably the same way that a world does, or maybe it was Awakened at some point similar to how Helios was described as being Awakened. Or it could be akin to the Meteor from FF7 - a horrific magical creation that existed from a sheer malevolent will to destroy the world, given awareness and drive for that goal alone.

6. A sound/sonic/music-based vestige of some kind. (sound is already covered, but music hasn't been done. I'm betting Edge will want this one)

A musical vestige should be pretty interesting...

7. some kind of guardian, which can't rest because it has to watch over something, but it was defeated or died somehow, and so wound up a vestige, struggling to be bound so it can hunt down and keep a guard over what it was meant to watch. (sounds perfect for my mummy vestige)

Enjoy!

8. the Simurgh, with the destiny of seeing multiverses die and be reborn. (:confused: sounds familiar, but I can't place it)

Think of it as a kind of Phoenix. Or check the Wiki

(<http://en.wikipedia.org/wiki/Simurgh>) article on it.

9. The First Word, which passed into the land of the vestiges once Creation was finished (by which time the first Vestige had already emplaced itself...) because it couldn't be contained within a resting place (hmmm...I'll give this some thought. Again, this might need to wait until I have some practice with 7-8th lv vestiges)

It seems like a vestige that could go with Truespeaking...

10. The mortal remnants of the first Illumian, cast aside in much the same way that Tenebrous was cast off when Orcus resumed his life as a demon prince (mortal remnants lack a soul or divine power, but I might be able to do something with an illumian who tries to reverse the process and become human)

I think I worded it badly - I'm thinking like how Heracles, when he died, had his godly half ascend to take his place among the Greek pantheon, while the mortal part of his soul presumably passed on to become a Shade; Illumians probably didn't have an afterlife to go to, really, until that one became a god... So the part of his soul that didn't become a god might've been cast out. On the other hand, I like your idea, as well.

Other vestiges I'm working on:

1. Ice beast (based on a summoner I've played)
2. Entombed (for Edge)
3. A hexblade undead slayer whose soul was trapped in thinuan and then shattered (just because I think it's a really interesting special material)
4. Sandstorm (mummy and maybe a few others)
5. A lv 7 dwarf vestige (just to provide some racial parity at the higher levels)

Sounds interesting.

[Post 793]
Author : Bill Lumberg
Date : 02-01-07 08:09 AM
Thread Title : Another Anima Mage question

I have another question about anima mages. Does their ability to bind more powerful vestiges increase with each level? Do they get to bind multiple vestiges at higher levels?

Initially, I thought the answer was no to both. Then I changed my mind. Now I am not certain.

Thanks

[Post 794]
Author : Kassil
Date : 02-01-07 09:45 AM
Thread Title : Re: Another Anima Mage question

I have another question about anima mages. Does their ability to bind more powerful vestiges increase with each level? Do they get to bind multiple vestiges at higher levels?

Initially, I thought the answer was no to both. Then I changed my mind. Now I am not certain.

Thanks

Page 50 of the ToM, Soul Binding ability: Your anima levels and binder levels stack for the purpose of determining your bonus on binding checks, the effectiveness of your vestige-granted abilities, your ability to bind higher-level vestiges, and the number of vestiges you can bind.

So the answer is yes, they do.

[Post 795]
Author : DarkRhystar
Date : 02-01-07 10:30 AM
Thread Title : Re: let's make some new vestiges

BTW: I took a look at the Death Shrieker and I don't think I can pull that one off yet (I avoid making vestiges of a lv higher than my binder has used before). Are there any < CR 10 undead you'd like to see? I was think of doing some sandstorm vestiges after I finish up frostburn (maybe a mummy vestige?), but I'm open to ideas.

Ack low CR Undead... Crypt Chanter and Necromental (Libris Mortis) are neat.

[Post 796]
Author : Bill Lumberg
Date : 02-01-07 10:43 AM
Thread Title : Re: Another Anima Mage question

Page 50 of the ToM, Soul Binding ability: Your anima levels and binder levels stack for the purpose of determining your bonus on binding checks, the effectiveness of your vestige-granted abilities, your ability to bind higher-level vestiges, and the number of vestiges you can bind.

So the answer is yes, they do.

Thanks

[Post 797]
Author : journeyman777
Date : 02-01-07 10:45 AM
Thread Title : Re: let's make some new vestiges

Ack low CR Undead... Crypt Chanter and Necromental (Libris Mortis) are neat. I'll see what I can do with the crypt chanter. It only has the one ability, but I think I can make it work by playing around a bit with incorporeality and maybe stuff from dirgesinger. Necromental is rather dependant on the base elemental for abilities, so I think I'll tackle the paramental lords first.

[Post 798]
Author : journeyman777
Date : 02-01-07 03:58 PM
Thread Title : Re: let's make some new vestiges

Quivlain, Singer of the Dead

Level: 3

Binding DC: 21

Special Requirement: Yes

Sign: Chords of haunting music echo faintly behind your words whenever you speak.

Legend: Quivlain knows and sings of the life and death of many beings, but his unwillingness to name them makes it difficult to know which, if any, is his own. Some believe him to be the first elven dirge singer, others proclaim him to be the failed leader of an illumian ascension cabal, and a few believe he is the slain herald of some deity of death.

Special Requirements: The seal must be drawn in darkness.

Manifestation: A haunting melody becomes faintly audible at the edge of your hearing. As the volume rises a pale form detaches from the seal. This ephemeral humanoid is cloaked in darkness and plays an instrument of bone. The very air quivers with its song as it sings lyrics of dire portent.

Influence: You become melancholy and derive pleasure from the misery of others.

Granted Abilities:

Creature of the Night: Your vision is unaffected by natural darkness.

Permeable Form: Once every five rounds you may become incorporeal for one round as an immediate action.

Instrument of Destruction: You may call forth an incorporeal masterwork instrument of your choice. Only you may play this instrument and you gain a bonus on perform checks equal to your binder level while doing so.

Songs of the Dead: The binder may sing (or play) a draining melody as a full round action. All creatures within 60ft must make a will save or stand dazed as long as the song continues. Those who save successfully are shaken for the remainder of your song. This is a [sonic][mind effecting][compulsion] effect. Each round creatures currently dazed by your melody must save again or become enthralled. Enthralled victims gain one negative level and you gain five temporary hit points (max 20) each round you remain playing within 60ft of them. Temporary hit points gained in this manner last one hour. Creatures that save successfully against your draining melody need not save again unless you stop playing for at least a full round and then start a new song. You may not use this ability while standing in full natural daylight.

Echo of Past Life: You may attempt to animate the recently slain corpse of a single creature within 30ft. This requires a perform check against 10+the recently slain creature's HD. The slain creature may have no more hit dice than the binder's level and have died within the past hour. If the attempt fails, you may try again in a later round. The slain creature's type becomes undead and it retains any subtypes it had in life. It retains all class features, spell-like

abilities, and supernatural (but not extraordinary) abilities it possessed at the time of death (expended spells and ability uses still count against it). The creature is completely loyal to you and will follow your orders if you have a way to communicate with it. If you do not give it orders it will attack your enemies to the best of its abilities. The creature remains animate as long as you have line of sight to it and continue to succeed on your perform checks. Undead and constructs may not be animated by Echo of Past Life.

Play Notes: Bards in general will respect the power of your songs, but tend to pity your inability to create joy. Dirge Singers consider you kindred spirits and most others are uncomfortable in your presence. Some sects of death gods welcome performances from those bound to Quivlain (from a safe distance of course).

Design Notes: I based the abilities as much as possible directly on the crypt singer. The shaken condition was added to Songs of the Dead to help make continual playing at least partially effective. I capped the temp hp based on the spell false life. Encore is based on the Dirge Singer song of awakening. Permeable Form is based on the 2nd lv spell of the same name.

EDIT: Changed Encore to Echo of Past Life
EDIT2: Cleaned up the wording on Echo of Past Life

[Post 799]
Author : DarkRhystar
Date : 02-01-07 04:00 PM
Thread Title : Signum, Cloud Knight

Signum,
Cloud Knight

I am a Velka Knight, part of the Cloud Knights.
My name Signum.
And my blade is Laevateinn.

<http://i155.photobucket.com/albums/s300/DarkRhystar/Signum.jpg>

Vestige Level: 3rd

Binding DC: 25

Legend: The name of one of the most powerful artifacts ever to exist was the Book of Darkness. So powerful was the book that it was able to call warriors of unparalleled strength to its defense and command them as its own personal defenders. The leader of these warriors was the Cloud Knight Signum. Though Signum was not one to ever display emotion, she more than made up for it with her dedication to her comrades and her duties. Time and time again it was her strength that was responsible for winning battles and achieving victory.

The details of how exactly Signum became a vestige are unclear. Some claim it was the result of the Book of Darkness being destroyed whereas others claim the Book of Darkness still exists and simply chose a new leader for its warriors. Some even stranger claims would have one believe the Book's champions were already vestiges bound to the Book and then somehow released. The truth of the matter is sadly unknown.

Manifestation: A book appears hovering in the air 7 feet above the binding seal.

As it turns to face you its pages begin turning wildly and it slowly tilts to face downward. After a bright flash of light the book is gone and kneeling upon the center of the seal is a woman. She possesses bright pink hair, striking blue eyes, and addresses the binder with a tone both solemn and respectful. She formally introduces herself as the Cloud Knight Signum.

Upon a making a successful pact, Signum slowly rises and offers you her sword. Upon touching the illusory sword Signum disappears and you feel her power within you. Upon making a poor pact, Signum will remain kneeling and throw the illusory sword at you. Upon reaching the edge of the seal, she and the sword disappear.

Sign: Your hair changes to a bright pink color, and despite the situation your facial expression and tone of voice always strike those around you as serious.

Influence: Signum requires the binder to honor all commitments and take all duties seriously. Signum's pride also requires the binder to hide all weaknesses and injuries whenever possible.

Granted Abilities: Signum provides the binder with the combat abilities which made her a force to be reckoned with.

Weapon Proficiency: You are proficient with the longsword and longbow.

Laevateinn: You may call forth an ornate Longsword and scabbard (sized appropriately for your race) as a full-round action. The abilities of the sword are determined by your effective binder level:

Effective Binder Level - Longsword Received

- 10th or Lower - +1 Longsword
- 11th to 14th - +1 Flaming Longsword
- 15th to 18th - +2 Flaming Adamantine Longsword
- 19th or Higher - +2 Flaming Clouting Adamantine Longsword

Cartridge Load: Laevateinn has a built-in cartridge system allowing the wielder to augment the sword's power and perform special actions. Laevateinn only holds three cartridges at a time. The binder may produce three cartridges and reload Laevateinn as a move action.

Bestow my armor: At will, you may request your armor. This ability functions like the Mage Armor spell except that you may only bestow this armor upon yourself. Upon reaching level 9, this ability functions like the Mage Armor, Greater (SpC 136) with the same aforementioned restriction.

Flash Jump: Once per 5 rounds, as a move action, you may teleport a short distance. This ability functions like Dimensional Hop (PhB2) however you may only teleport yourself.

Maneuvers: You gain the ability to perform several maneuvers with Laevateinn based upon your level.

Initiator Level: Your initiator level for these maneuvers is equal to your effective binder level.

Maneuvers Readied: The Binder may ready all known maneuvers of Signum.

Maneuver Recovery: One of Signum's non-strike maneuvers of the binder's choice is recovered immediately upon reloading cartridges. If the Binder expends no maneuvers on a turn in which cartridges are reloaded, all of Signum's maneuvers are recovered on the following turn.

Maneuvers Known: The Binder gains the following maneuvers at the appropriate levels:

Level 5: Panzer Geist, Purple Lightning Strike
Level 7: Explosion
Level 9: Schlagenform
Level 11: Flying Dragon Flash
Level 15: Storm Falcon

PANZER GEIST

Velka-Type (Counter)
Level: Laevateinn 3
Initiation Action: 1 immediate action
Range: Personal
Target: You
Duration: End of round

You gain 1 point of DR/- per 2 effective binder levels until the end of the current round. This ability stacks with abilities granting similar damage reduction (DR/-) such as Pact Augmentation.

PURPLE LIGHTNING STRIKE

Velka-Type (Strike)
Level: Laevateinn 3
Initiation Action: 1 standard action
Range: melee attack
Target: One creature

You may make two attacks with Laevateinn at your highest attack bonus. Each attack deals an additional 1d6 damage per every two initiator levels above 3 (1d6 at 5, 2d6 at 7...etc). Attacks made with Purple Lightning Strike ignore DR.

EXPLOSION

Velka-Type (Boost) [Fire]
Level: Laevateinn 4
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: End of round

Laevateinn gains the Collision and Flaming Burst properties until the end of the current round.

This maneuver uses one cartridge.
This maneuver is a supernatural ability.

SCHLAGENFORM

Velka-Type (Strike)
Level: Laevateinn 5
Initiation Action: 1 full-round action
Range: melee attack
Target: One creature
Duration: End of round

Laevateinn's blade breaks apart and extends into a long chain. As part of this maneuver, the wielder may make a full attack and is considered to have 20' foot reach. The Binder threatens a 10' area until the next turn, at which point Laevateinn returns to its normal form.

This maneuver uses one cartridge.

This maneuver is a supernatural ability.

FLYING DRAGON FLASH

Velka-Type (Strike) [Elec]

Level: Laevateinn 6

Initiation Action: 1 standard action

Range: Close (25' + 5' per initiator level)

Target: One creature

When you initiate this maneuver, Laevateinn releases a wave of energy at a single opponent. If you make a successful ranged touch attack, your target takes 12d6 points of electrical damage.

This maneuver uses one cartridge.

This maneuver is a supernatural ability.

STORM FALCON

Velka-Type (Strike)

Level: Laevateinn 8

Initiation Action: 1 full-round action

Range: Special

Target: One creature

Laevateinn combines with its own scabbard to become a composite bow. The bow possesses all properties the sword normally does and gains the Composite ability of an amount equal to the binder's strength bonus. As part of this maneuver, the binder fires a single arrow with Laevateinn. The arrow deals an additional 12d6 damage upon a successful hit and affects the target with Greater Dispel (Caster level equals effective Binder level). Laevateinn returns to its original form immediately after firing the arrow.

This maneuver uses three cartridges.

This maneuver is a supernatural ability.

First of all... it's a Tome of Battle-based vestige. If you don't like Tome of Battle, you're probably not going to like Signum and if you don't view Tome of Battle as balanced material, you won't view Signum's maneuvers as such either.

I tried to balance most maneuvers against a Tome of Battle equivalent.

Panzer Geist: No real ToB equivalent, but you can get DR/10 adamantite at level 11 (compared to PG's 5/-) and DR/20 adamantite at level 15 (compared to PG's 7/-).

Purple Lightning Strike: Think of the Mountain Hammer series with two attacks rather than one, but fewer d6s, and no hardness penetration. Compare PLS at level 13 to Ancient Mountain Hammer: 2 attacks, +5d6 on each, pierces DR versus 1 attack, +12d6, pierces DR and hardness.

Explosion: Searing Blade is the basis of comparison here. 2d6+7 on every attack at level 7 versus Explosion's +5 (10+1d10 on a critical).

Schlagenform: Really there's no comparison here, but it feels good at level 9. You're not really doing any extra damage than you would be otherwise, but it's not too shabby.

Flying Dragon Flash: It's an upgraded Fan the Flames that deals electricity damage instead of fire. FtF does 6d6 at level 5 and FDF does 12d6 at level 11. A straight level-by-level progression. I'm thinking it's a little weak since it doesn't get better at higher levels but then again, neither does Fan the Flames.

Storm Falcon: Yeah, this one was hard to compare. I looked at the level 9's that are pretty much insta-killing enemies and didn't think it was level 9 worthy, but it's pretty potent for a level 8. Damage-wise, Ancient Mountain Hammer (7) deals the same if not more (since it's still melee). The True Strike effect and Dispel are what jump it up to 8. I think it's okay at eight, but I wouldn't lose much sleep moving it up to 9 if people felt such was more appropriate.

The reader may note that unlike many ToB maneuvers, some of these have level progressions. Unlike ToB where the adept can switch out maneuvers, the Binder is stuck with these only. I thought it'd be nice to have ones that remained useful after being received.

Good, bad, weird? :)

PS: I'd much appreciate someone looking over the maneuver durations making sure they look right.

[Post 800]
Author : journeyman777
Date : 02-01-07 04:31 PM
Thread Title : Re: let's make some new vestiges

Very interesting.

First Impression: I'd need more practice with ToB material to judge the power of the vestige properly (she feels a bit too strong to be lv 3, but the whole cartridge thing keeps throwing me off when I try to make comparisons). I do suggest delaying Purple Lightning Strike until lv 7. Making two attacks as part of a standard action is very potent. That and I really don't think binders should have access to an ability that lets them attack twice in a round until at least lv six.

[Post 801]
Author : Edge_of_Oblivion
Date : 02-01-07 08:35 PM
Thread Title : Re: let's make some new vestiges

Curse you for stealing Chaos!! :P "I am the Father of All... AND OF NOTHING!!"

That said, I've got a few on my plate as well, but I'll get into them over the weekend. Up and coming are the Bard Vestige requested (yes I'm claiming that), Isaac, the Grey Jester request, and my Dragoon.

[Post 802]
Author : Milo HoBo
Date : 02-01-07 08:46 PM
Thread Title : Re: let's make some new vestiges

Up and coming are the Bard Vestige requested (yes I'm claiming that),...I have an idea for an ability, but I am not very good at these kinds of things.

Take the Stage: This is similar to the spell Silence except that you are completely unaffected. It seems like a perfect fit for a Bard.

[Post 803]
Author : Kassil
Date : 02-01-07 08:58 PM
Thread Title : Re: let's make some new vestiges

Curse you for stealing Chaos!! :P "I am the Father of All... AND OF NOTHING!!"

Heh.
You've had plenty of time to come up with it already. ;)

And you might consider that I'm a Discordian. It's naturally that I'm going to elect to take Chaos. I might also try spinning something up on some of the other aspects of Discordian Catma sometime soon... For now, though, back to hammering on the current projects.

[Post 804]
Author : DarkRhystar
Date : 02-01-07 08:59 PM
Thread Title : Re: let's make some new vestiges

Very interesting.

First Impression: I'd need more practice with ToB material to judge the power of the vestige properly (she feels a bit too strong to be lv 3, but the whole cartridge thing keeps throwing me off when I try to make comparisons). I do suggest delaying Purple Lightning Strike until lv 7. Making two attacks as part of a standard action is very potent. That and I really don't think binders should have access to an ability that lets them attack twice in a round until at least lv six.

I hear you about the two strikes pre-level 6/8, but Two-Weapon Fighters can do it and Warblades can do it as a Standard action with the Wolf Fang Strike level 1 maneuver. By level 5, there are a lot of interesting things you can be doing with maneuvers. ;)

The cartridge thing is weird, but it's pretty much the way the character normally works. The basic thing cartridges do (when you consider the bottom line) is make it so that you have to spend at least one round reloading before you can do Falcon Storm (you can't do FS and then do another cartridge move) and the other cartridge moves. It's essentially an extra balancing factor for Falcon Storm.

Aside from the mechanics, does the Sign/Influence seem okay?

I'll have a look at the Chanter when a little later when I have a bit more time. :)

PS: If you haven't had a chance to pick up or look at Tome of Battle, you should definitely check it out. It's an interesting system. :)

[Post 805]
Author : Edge_of_Oblivion
Date : 02-01-07 09:02 PM
Thread Title : Re: let's make some new vestiges

One of our friends has it, and Journey's used it before a little bit, but we generally don't have access to it 24/7.

[Post 806]
Author : journeyman777
Date : 02-01-07 09:07 PM
Thread Title : Re: let's make some new vestiges

The sign is fine. The influence seems rather heavily lawful, but even a chaotic character can probably handle it for one day. I do have ToB and am quite fond of it, but I've only seen/used swordsave a bit, so the warblade/crusader stuff can surprise me.

[Post 807]
Author : Kassil
Date : 02-01-07 10:34 PM
Thread Title : Re: let's make some new vestiges

Right, so, here's the first shot at the Thief of Knowledge... The abilities feel kind of crude, so I'd appreciate any suggestions. I was debating making the Rogue Scholar ability into being able to 'steal' the Knowledge skills of others around the binder, but that felt more complex than it'd need to be...

Faint, the Thief of Knowledge

Level: 5
Bind DC: 35

Legend: Faint, as the few tomes which mention him put it, was a masterful thief in some long-distant time, who honed his skill to where the theft of mere items was too simple a task for him. He pushed on into the realm of thieving directly from the minds and souls of those he preyed upon, first becoming a thief of spells, and then on to steal thoughts, memories, emotions, and dreams. So fantastic was his ability that he began to grow complacent and cocky, strolling straight into the places he sought to steal from, plucking the memory of his passing from any guards who saw him. It was this very cockiness that was his undoing, as one day he sought to steal from a wizard whose skill with constructs was a marvel; Faint failed to take into account that a construct has no mind to steal from, and so the masterful thief found himself hunted through the wizard's tower by creatures from whom he could neither hide nor escape. It was also the moment of his ultimate theft, as when the rogue was cornered by the constructs, in an attempt to escape and preserve his life, he stole all knowledge of himself from the world, and in so doing stole himself from existence; in the space between heartbeats, he consigned himself to the empty realm where vestiges dwell.

Special Requirements: Faint will not answer the call of any who have bound a construct-like vestige, such as Battleplate, RX66Y, or Primus.

Manifestation: A whirling storm of paper scraps, arcane energy, and psionic energy arises from the seal, dissipating after several seconds to reveal a tall, thin humanoid figure covered from head to toe in shadowy grey. No skin is visible, only a pair of glimmering green eyes that seem to sparkle with a lust for knowledge. Faint's voice is never heard, with any words he speaks manifesting directly as memories of having heard the Vestige.

Sign: Faint's mark upon the binder takes the form of a pair of gloves of solid shadowstuff that layer over the binder's hands, gloves, or gauntlets.

Influence: Faint is envious of secrets held by others, and drives those who bind him to try to unearth secrets hld by others, while guarding their own.

Granted Abilities

Theft of Thought: The binder gains the use of the Psionic Dominate power; for every four effective binder levels, the binder gains the use of an additional two psionic power points to invest in the power; this may not be used to affect multiple targets, but is otherwise identical to the psionic power. Once the use of this ability ends, it may not be used for another five rounds.

Spelltheft: When a spell is being cast within 30' of the binder, he may choose to make a Spellcraft check as if identifying the spell; if successful, the spell's energy is siphoned off and stored in the caster until the next round, when he may choose a new target for it; if the spell is not recast, the energy dissipates harmlessly. This ability is usable only once every five rounds.

Out of Sight, Out of Mind: When attempting to hide from hostile creatures, the binder may attempt a Bluff check instead of a Hide check, opposed by the Sense Motive of the opponent. If successful, he steals all awareness of his presence from his victim's mind. This ability is only usable once every five rounds, and is a mind-affecting ability.

Rogue Scholar: The binder is able to make Knowledge checks as if trained, gaining a bonus to the check equal to one-half their binder level, rounded up.

[Post 808]
Author : journeyman777
Date : 02-01-07 10:44 PM
Thread Title : Re: let's make some new vestiges

Dantalion offers detect thoughts as his primary ability. Since he is also 5th lv you should probably either raise the lv or change the ability.

[Post 809]
Author : Kassil
Date : 02-01-07 11:04 PM
Thread Title : Re: let's make some new vestiges

Altered it to be a Psionic Dominate, instead of Read Thoughts. Stealing a specific target's entire mind for a short time, as opposed to swiping the surface thoughts of everyone around them.

[Post 810]

Author : DarkRhystar
Date : 02-02-07 12:17 AM
Thread Title : Re: let's make some new vestiges

Quivlain, Singer of the Dead

Level: 3-4?

I'm not sure about the level. If you combine Instrument of Destruction with Echo of the Past Life, it becomes massively powerful. I could see a Binder with this vestige going through an entire dungeon building up a veritable army of undead since the limit isn't on the number of undead you can bring back but the HD of each individual undead. Even better, as soon as one dies, the song can bring it right back to life (well... unlife).

You kill the first two guards of a dungeon. Use Echo of the Past Life to raise them as undead servants. Use them to kill the next two guards; rinse and repeat. You may encounter enemies with more HD than you have levels (this is more common at higher levels), but even enemies as tough as that have their limits. Since your song brings back any slain creature after death, even as those enemies kill them they get back up in the next round ready to do it all over again.

Of course, intelligent enemies will figure out the Binder is doing this right away and ignore the servants... but this still seems really powerful. At least more so than a level 4 vestige.

Somewhere between 5 and 7 seems more appropriate. I'm not saying that these are bad abilities as written, but rather the level should reflect their power. Of course, feel free to correct me if my interpretation is mistaken. :)

The sign is fine. The influence seems rather heavily lawful, but even a chaotic character can probably handle it for one day.

I hadn't considered that, but you're right.

I do have ToB and am quite fond of it, but I've only seen/used swordmage a bit, so the warblade/crusader stuff can surprise me.

Well technically it's Warblade/Swordmage since the maneuver is from the Tiger Claw discipline.

[Post 811]
Author : journeyman777
Date : 02-02-07 12:20 AM
Thread Title : Re: let's make some new vestiges

How long does psionic dominate last? He probably shouldn't be able to dominate more than one creature at a time.

BTW: Isn't anyone going to peach Quivlain?

[Post 812]
Author : DarkRhystar
Date : 02-02-07 12:33 AM
Thread Title : Re: let's make some new vestiges

BTW: Isn't anyone going to peach Quivlaine?

One post up from yours... :)

[Post 813]
Author : journeyman777
Date : 02-02-07 01:10 AM
Thread Title : Re: let's make some new vestiges

My thanks. You do seem to have misread Echo though.

You must use a standard action (perform) to animate the creature and it only stays animate as long as you continue to perform (repeating the check each round). Unless you have some way to get an extra standard action each round, you can only animate one creature at a time and won't be able to do much else but move. You also won't be able to animate corpses that have been reduced to 0hp while undead because undead are destroyed, not slain.

The bonus from the instrument gives you (binder lv+2 for masterwork+cha mod+D20) vs (DC 10+corpse HD) to keep the creature animate each round. At the maximum power of creature (binder lv=corpse HD) this leaves (2+cha mod+D20) vs DC 10. By those odds, the binder will waste an action and lose the creature roughly one round out of every five.

Assuming a creature of the binder's HD or lower is of a similar CR to the binder, this ability shouldn't increase his actual combat effectiveness by much. Also, remember that he still needs line of effect, so anything fighting the animated creature can almost certainly see and reach the binder.

Does that clear it up? It's a weakened form of the dirgesinger's lv 5 ability (which a character can get as early as lv 10). I figured calling for a standard action perform check every round would drop the power significantly, but wasn't sure how far.

[Post 814]
Author : Kassil
Date : 02-02-07 09:18 AM
Thread Title : Re: let's make some new vestiges

By the XPH, the duration for Psionic Dominate is listed as 'Concentration', kind of like concentrating on a spell or other effect. I'll alter it in regards to the targets, though. Should it have a specific duration?

EDIT: Adjusted it so that it can't have the power points granted by higher levels used to affect multiple targets, and the power's timer starts after the use of it ends - so you basically get a single dominated puppet that you have to concentrate on.

[Post 815]
Author : DarkRhystar
Date : 02-02-07 09:56 AM
Thread Title : Re: let's make some new vestiges

My thanks. You do seem to have misread Echo though.

You must use a standard action (perform) to animate the creature and it only stays animate as long as you continue to perform (repeating the check each round). Unless you have some way to get an extra standard action each round, you can only animate one creature at a time and won't be able to do much else but move. You also won't be able to animate corpses that have been reduced to 0hp while undead because undead are destroyed, not slain.

The one creature part is the key. I think the confusion arose after reading Song of the Dead which affects everything unlike Echo of Past Life.

The bonus from the instrument gives you (binder lv+2 for masterwork+cha mod+D20) vs (DC 10+corpse HD) to keep the creature animate each round. At the maximum power of creature (binder lv=corpse HD) this leaves (2+cha mod+D20) vs DC 10. By those odds, the binder will waste an action and lose the creature roughly one round out of every five.

That is assuming no ranks in perform and a 16 Charisma. 24 Charisma or 7 ranks in perform (or something in between, 16 Charisma-4 ranks in perform) guarantees success every time.

Assuming a creature of the binder's HD or lower is of a similar CR to the binder, this ability shouldn't increase his actual combat effectiveness by much. Also, remember that he still needs line of effect, so anything fighting the animated creature can almost certainly see and reach the binder.

Since it's only one enemy and it requires a Standard action every round, I don't know if it'll increase the Binder's combat effectiveness at all. The Binder is basically giving up its turn to give the undead its turn and the Binder even has to be within 30' of the creature which is close range for enemies and spells alike.

Does that clear it up? It's a weakened form of the dirgesinger's lv 5 ability (which a character can get as early as lv 10). I figured calling for a standard action perform check every round would drop the power significantly, but wasn't sure how far.

It basically comes down to who has better combat ability. Your Binder or that enemy of HD equal to your Binder level or lower. If your Binder does then you're really losing more than you're getting. You'd probably be better off with Buer to heal yourself and the party.

With the above in mind, the only time I can really see this as helpful is when you run into a really tough enemy whose CR is made up more of LA than HD or at low levels when you'd really rather not be the next to the enemy.

I'm now thinking the level looks like 3. Assuming a fairly combat-oriented Binder, the only real power in the vestige is Songs of the Dead which is very much not party friendly and can't be used with Echo of the Past Life.

[Post 816]
Author : journeyman777
Date : 02-02-07 02:15 PM
Thread Title : Re: let's make some new vestiges

Pretty much. The best use of Echo of Past Life is generally going to be as a

temporary meat shield or expendable trapfinder. It does have some interesting potential if you defeat a spellcaster though. I'll go back and clarify the wording to make clear the differences from Songs of the Dead. So, did it live up to expectations?

EDIT: Adjusted it so that it can have the power points granted by higher levels used to affect multiple targets, and the power's timer starts after the use of it ends - so you basically get a single dominated puppet that you have to concentrate on. That should be fine.

I'll start typing up my next vestige, so check back in an hour or so.

[Post 817]
Author : journeyman777
Date : 02-02-07 04:29 PM
Thread Title : Re: let's make some new vestiges

Cheel, Aussir Vorastrix

Level: 4

Binding DC: 22

Special Requirement: Yes

Sign: Your eyes become reptilian in shape

Legend: Oddly, Cheel claims he is not dead. When asked about his existence as a vestige, he smiles and says that what the binder sees is merely an aspect. He seems to believe that he is, in fact, the aspect of a deity. Binder scholars have yet to find record of such a god, but Cheel firmly maintains that he holds dominion over outcasts, constructs, and travels in cold climates. His past is somewhat easier to confirm, as the Knights of the Iron Glacier hold records of a kobold sorcerer by that name who ruled a town in the frostfell for a short time. He was rumored to be allied with the followers of Auril, seeking to plunge the world into eternal winter. When the knights moved in force against him, he and his compatriots fled to hell. A team of Inevitables were sent after him, but none returned. Cheel confirms this tale, but seems not to understand why such effort was directed against him. “I just wanted to see the world without having to deal with the heat.” is all he has to say on the matter.

Special Requirements: Cheel will only answer the call of a binder with the dragonblood subtype or one who has been cast out by his family.

Manifestation: Snow begins to fall within the seal. The space within the seal is quickly consumed by blizzard conditions. Ice beast wolves stalk out of the whiteness and begin to pace around the seal as if guarding something. Soon, The blizzard begins to trail off and a kobold voice can be heard cheerfully chanting “die, die, die, die, die, die, kill, kill, kill” to the tune of a popular bard’s song. When the whiteness clears, an Inevitable formed of blue ice stands within the seal and an albino kobold is perched on his left shoulder. The kobold turns to the binder and proclaims the him to be his new herald.

Influence: You fail to realize when your acts will inconvenience others. Additionally, you show a strong preference for cool temperatures and dim lighting.

Granted Abilities:

Tundra Survivor: You gain cold resistance 6 and do not need food to survive.

Tundra Traveler: Your movement speed increases by 60ft on ice (this is an enhancement bonus). Also, you may see normally through concealment caused by precipitation (snow, sleet, rain, or mist).

Cheel's Dominion: You are always considered to have max ranks in sleight of hand, balance, and ride (for skill checks only). Also, Creatures you summon gain a +4 enhancement bonus to their strength and dexterity and arrive with max hit points.

Snow Fort: You create a small, localized wall of snow. You create one wall section 5ft long, 5ft tall, and one foot thick per binder level (this is a conjuration effect). The wall sections can be made up to 10ft tall by stacking one section on top of another, but that is the maximum height. You can make the wall 2ft thick or more in places by stacking one section behind another. Each section can be hit automatically, has 100hp, hardness 0, and takes double damage from fire. Creatures may climb a section of the wall by making a DC 17 climb check or break a section by making a strength check (DC 15+5 per foot of thickness). All sections must be created within 25ft+5/binder lv of you and touching each other (within these limits, you may shape the wall as you please). The wall lasts one minute per lv or until dismissed. You must wait 5 rounds after the wall is gone before you may create a new one.

Master of the Frost: You may use Conjure Ice Beast. The level of spell you can duplicate is equal to your binder level/2. You must wait 5 rounds after the beast(s) is gone before using this power again.

Fimbulwinter Come: You may use Control Temperature (cold version only) once per day. At lv 16 this you may also use Fimbulwinter once per day.

Play Notes: The churches of Auril and Iborighu welcome your assistance and Frost Mages admire your unusually potent Ice Beasts. Followers of Kossuth, on the other hand, tend to be rather hostile to you.

Design Notes: Cheel was the first character I played after buying Frostburn and is still one of my favorites. I've officially made him into a deity for my own campaigns, but his abilities here mostly match the ones he had when the campaign ended. Tundra Survivor is a nod at the benefits I got from being a kobold with draconic resistance. Tundra Traveler Mimics the Ice Skates and Snowsight spells (both lv 1). Cheel's Dominion reflects the skills and feats I had. Snow Fort is an adaptation of Earth Shield (3rd lv spell) out of the Dragonlance Campaign Setting. I tried to balance Master of Frost so that you pretty much only had one casting worth per fight. Fimbulwinter Come is how I kept playing up Cheel's love of winter even when he left the frostfell.

EDIT: Cleaned up the wording on Snow Fort and Master of the Frost.

EDIT2: Tweaked Snow Fort and Cheel's Dominion.

[Post 818]

Author : DarkRhystar

Date : 02-03-07 09:48 AM

Thread Title : Re: let's make some new vestiges

Lucky Dime,

My Number One

Vestige Level: 7th

Binding DC: 30

Legend: The Lucky Dime changed hands many times though all those who possessed it know it was no ordinary coin. It brought wealth and success to whomever possessed it. It was passed from its first known owner, a man named Fergus, to his son, Scrooge. Scrooge became immensely wealthy and always thanked the Lucky Dime for his success. Many would try to steal this Lucky Dime from him, but he had a knack for always getting it back.

Much later, the Lucky Dime would be destroyed in order to protect the world from its effects and from those who would fight over its formidable power. Long after its destruction, its memory still exists in the form of a vestige eagerly awaiting those who would come to wield it.

Manifestation: The area of the seal quickly begins to fill with illusory gold coins until the layer is at least two feet deep. Suddenly out from under the coins rises a pedestal holding a pillow and a glass case. Within the glass is a golden S figure and upon that rests the coin known as "The Lucky Dime."

Sign: The pupils of your eyes reshape themselves into S or dollar (\$) signs.

Influence: You become fiercely protective of your money and more receptive to plans involving acquisition of money.

Granted Abilities: The Lucky Dime grants you amazing luck.

You drive a hard bargain: All purchased items cost 20% less.

Work smarter, not harder: Whenever you succeed at an aid another action, you may add half your binder level to the aid you provide.

Luck of the draw: Whenever you would roll a d20, you may instead roll two d20s and take the result of your choice. You may use this ability only once per round.

Heads I win, Tails you lose: Once every five rounds before making an attack, you may roll a d20. If the result is odd, your attack deals double damage. If the result is even, your attack ignores all resistances, damage reduction, and hardness.

Luck be a dime for me: For every 4 effective binder levels you possess, you gain a +1 luck bonus to your AC and all your saves.

Fool me once...: You gain half your binder level as an insight bonus to all Sense Motive checks as well as all opposed Spot checks against Sleight of Hand.

[Post 819]
Author : journeyman777
Date : 02-03-07 01:20 PM
Thread Title : Re: let's make some new vestiges

Ducktales, Woo woo! Hehe, Scrooge McDuck's lucky dime, didn't see that one coming. Cool flavor, but the abilities are too different from existing high lv vestiges for me to do a reasonable power comparison. So, I like it and I'll just leave it at

that.

[Post 820]

Author : DarkRhystar

Date : 02-03-07 02:15 PM

Thread Title : Re: let's make some new vestiges

Cheel, Aussir Vorastrix

Level: 4-5?

4 could work. Nothing seems really powerful except of the Ice Beasts and Fimbulwinter (which comes in late).

Tundra Survivor: You gain cold resistance 6 and do not need food to survive.

Tundra Traveler: Your movement speed increases by 60ft on ice (this is an enhancement bonus). Also, you may see normally through concealment caused by precipitation (snow, sleet, rain, or mist).

Not bad, but not great either.

Cheel's Dominion: You are always considered to have max ranks in sleight of hand, balance, and ride. Also, Creatures you summon gain a +4 enhancement bonus to their strength and dexterity and arrive with max hit points.

For what purposes are you considered to have max ranks in these skills? Skill checks I'm assuming right? Feats? Prestige classes?

Snow Fort: You create a small, localized wall of snow. You create one wall section 5ft long, 5ft tall, and one foot thick per binder level (this is a conjuration effect). The wall can be made up to 10ft tall by stacking one section on top of another, but that is the maximum height. You can make the wall 2ft thick or more by stacking one section behind another. Each section can be hit automatically, has 100hp, hardness 0, and takes double damage from fire. Creatures may climb the wall with a DC 17 climb check or break a section with a strength check (DC 15+5 per foot of thickness). The wall must be created within 25ft+5/binder lv of you and lasts one minute per lv or until dismissed. You must wait 5 rounds after the wall is gone before you may create a new one.

It says you can stack them on top of each other, but the later sentences seem to indicate you can only have one wall. The beginning part makes it look like you can building something but the ending parts make it look like a generic wall. Is Snow Fort an appropriate name?

Master of the Frost: You may use Conjure Ice Beast. The level of spell you can duplicate is equal to your binder level/2. You must wait 5 rounds after the duration ends before using this power again (regardless of whether the beast(s) survived the full duration)

So can the Ice Beast last longer than the 5 round time?

Fimbulwinter Come: You may use Control Temperature (cold version only) once per day. At lv 16 this you may also use Fimbulwinter once per day.

Fimbulwinter... awesome spell.

Design Notes: Cheel was the first character I played after buying Frostburn and is still one of my favorites.

Cool.

Ducktales, Woo woo! Hehe, Scrooge McDuck's lucky dime, didn't see that one coming.

Yeah it's a bit off the wall, but it sounded like a good idea at the time. :)

Cool flavor, but the abilities are too different from existing high lv vestiges for me to do a reasonable power comparison. So, I like it and I'll just leave it at that.

Fair enough. They range from pretty good (Luck of the Draw) to pretty weak (You drive a hard bargain).

[Post 821]
Author : journeyman777
Date : 02-03-07 03:03 PM
Thread Title : Re: let's make some new vestiges

For what purposes are you considered to have max ranks in these skills? Skill checks I'm assuming right? Just skill checks. USING vestige granted powers to qualify as prereqs hasn't really been verified or not, and seems kinda cheezy to me.

It says you can stack them on top of each other, but the later sentences seem to indicate you can only have one wall. The beginning part makes it look like you can building something but the ending parts make it look like a generic wall. Is Snow Fort an appropriate name?The 5ft sections need to be touching (a wall) but are otherwise shapable (the individual sections can be stacked or oriented however you wish up to the height limit). I'd love a better name for it you you have one.

So can the Ice Beast last longer than the 5 round time?I may tweak the wording on that. The intent is that the ice beast lasts the normal duration (1round/binder lv) but you need to wait 5 rounds after the duration ends to use the power again.

Thanks for the feedback. I'll get to work on the next one then.

Fair enough. They range from pretty good (Luck of the Draw) to pretty weak (You drive a hard bargain).Actually, I'd say hard bargain is one of the most powerful abilities. If the binder saved his cash for a while, 20% off is alot of money on higher lv gear. That savings is something the binder is still benefitting from long after the binding wears off.

[Post 822]
Author : Kassil
Date : 02-03-07 03:20 PM
Thread Title : Re: let's make some new vestiges

Actually, I'd say hard bargain is one of the most powerful abilities. If the binder saved his cash for a while, 20% off is alot of money on higher lv gear. That savings is something the binder is still benefitting from long after the binding wears off.

I'd definitely agree on that. A 20% discount can really add up to a huge benefit.

[Post 823]
Author : DarkRhystar
Date : 02-03-07 03:22 PM
Thread Title : Re: let's make some new vestiges

Just skill checks. Using vestige granted powers to qualify as prereqs hasn't really been verified or not, and seems kinda cheesy to me.

In a way it is cheesy, but if you lose the prerequisites you lose the feat/class so you're committing yourself to a vestige by doing this.

That said, I would encourage you to specify skill checks.

The 5ft sections need to be touching (a wall) but are otherwise shapable (the individual sections can be stacked or oriented however you wish up to the height limit). I'd love a better name for it you you have one.

If you can build things with it, Snow Fort is a great name. The wording just seemed a little odd.

I may tweak the wording on that. The intent is that the ice beast lasts the normal duration (1round/binder lv) but you need to wait 5 rounds after the duration ends to use the power again.

That makes sense.

Actually, I'd say hard bargain is one of the most powerful abilities. If the binder saved his cash for a while, 20% off is alot of money on higher lv gear. That savings is something the binder is still benefitting from long after the binding wears off.

I count it as weak as it's dependent on the wealth the DM provides. It's very easy for a DM to simply lower the wealth level to compensate. Really, it's only as powerful as the DM lets it be (I know that can be said about a lot of things ;)).

[Post 824]
Author : journeyman777
Date : 02-03-07 06:21 PM
Thread Title : Re: let's make some new vestiges

Anrakki, Shattered Soul

Level: 5

Binding DC: 25

Special Requirement: None

Sign: A light dusting of dark, glittering, metal coats your weapons.

Legend: No records persist of the warrior Anrakki, but some eastern bards still remember parts his origin. Apparently born under an ill omen, his very presence was considered a curse on those around him. Shunned and avoided, he eventually came

west, hoping to receive a better reception from those who knew nothing of his past. Making the best of his curse, Anrakki made a name for himself by taking on enemies few were willing to challenge. To hear the rest of his tale, one must journey to the lands of sand, where the mummified dead defend the treasures of ages. In the process of clearing a desert tomb of its horrific guardians, he found the soul-stealing intelligent blade called Gatekeeper. A holy relic of the black cat god Bast, the sword required he feed to it the unholy souls of the undead and the damned. Anrakki complied. His long and surprisingly successful career came to an end though, when he faced the dry lich Inhekon in the heart of his power. Despite grievous wounds, Anrakki fought the lich into a corner. In a last effort to prevent the blade from keeping its soul, the lich threw all his unholy might into an incantation of dark speech to shatter Gatekeeper. The resulting explosion of divine energy propelled the shards of the sword through both combatants, killing them instantly. Gatekeeper had been forged of Thinnuan, and thus sealed the souls of those who died in contact with it. However, while the shattered blade could not fully contain both souls, neither could they be freed. The god of the dead could not judge them as they were, so he banished them both into the void.

Manifestation: A dark figure with the head of a jackal walks into the seal and throws down a sheathed sword. The figure then dissolves into black sand and is blown away by a non-existent wind. A black panther rises from the seal holding the sheath in its mouth. The broken pieces of the sword spill onto the ground as the panther walks away. Slowly, the shards form the rough outline of a humanoid. Still far from complete, the humanoid stands and faces the binder with an air of resignation.

Influence: While not reckless, you hold no fear of death. Additionally, you are quick to accept responsibility for unfortunate occurrences, regardless of whether you had any true control over them or not.

Granted Abilities:

Ill Omen: Creatures other than the binder within 5ft per binder level gain no special benefit from a natural 20 and may not take 10.

The Black Wind Howls: You gain the ability Hexblade's Curse as a hexblade of your binder level. You may use this ability once every five rounds.

Favored of Bast: Once per day you can create an illusory companion resembling a panther, spun from the darkness of the void. Any enemy adjacent to your dark companion takes a -2 penalty on its saves and AC. Your companion's speed is equal to yours (including all movement modes you possess) and it acts on your initiative. It follows your mental commands perfectly (it is effectively an extension of your will). Your dark companion has no true substance and thus cannot attack or otherwise affect creatures or objects (other than the penalty it implies). If it is more than 120 feet from you at the start of your turn or if you lose line of effect, it disappears.

Gatekeeper's Seal: Your melee weapons gain a persistent cursed blade effect. Anyone attempting to counter your abilities with remove curse must first succeed on a caster level check against DC 11+your binder level. Additionally, undead slain by your melee weapons are utterly destroyed (ghosts, vampires, liches, and the like may not use their normal means to revive). You must show Anrakki's sign to use this ability.

Fated End: Your melee attacks deal an extra 4 points of damage against the undead.

Shards of the Broken Blade: As a free action, you may call into your hand a shard of thinnuan. The shard is considered a +1 undead bane, evil outsider bane dagger

sized appropriately for you. The dagger disappears if it leaves your hand for more than a round. Gatekeeper's Seal always applies to daggers called with this ability (even if thrown).

Play Notes: Anrakki was not well known, so his powers are unlikely to be recognized.

Design Notes: I built Anrakki to mess around with thinnan because it seemed like a really interesting idea that probably wouldn't see much use; somehow a hexblade seemed most appropriate as the wielder of such a weapon. So, I based most of the abilities off hexblade class features or spells. Fated End is basically the Necropotent feat. Shards of the Broken Blade is mostly for flavor (and because none of the other vestiges with a weapon calling ability grant throwing weapons. Once I get my hands back on my copy of CA and PHBII I'll provide more specific mechanics for the abilities that are currently referenced. Go ahead and PEACH him.

BTW: Since part of the legend is effectively written already, should I go ahead and make a vestige for the dry lich as well?

EDIT: Altered Favored of Bast to eliminate the reference to other books. I'll do the same for the other abilities later.

[Post 825]

Author : DarkRhystar

Date : 02-03-07 06:46 PM

Thread Title : Re: let's make some new vestiges

Anrakki, Shattered Soul

Level: 5?

Hmm, nothing short of the Shards of the Broken Blade really screams powerful in this vestige and those are only circumstantially good. 5 seems okay since it compares favorably to Acererack.

Influence: While not reckless, you hold no fear of death. Additionally, you are quick to accept responsibility for unfortunate occurrences, regardless of whether you had any true control over them or not.

I could see this influence getting the Binder into a lot of trouble.

Ill Omen: Creatures other than the binder within 5ft per binder level gain no special benefit from a natural 20 and may not take 10.

Could you make an action to raise/lower this aura? I could see this making a party quite unhappy with a Binder otherwise. :)

Favored of Bast: You gain the Dark Companion class alternate class feature.

Awkwardly worded. "You gain a Dark Companion as per the Hexblade alternate class feature (PhB2)."

Gatekeeper's Seal: Your melee weapons gain a persistent cursed blade effect. Anyone attempting to counter your abilities with remove curse must first succeed on a caster level check against DC 11+your binder level. Additionally, undead slain by your melee weapons are utterly destroyed (ghosts, vampires, liches, and the like may not use their normal means to revive). You must show Anrakki's sign to

use this ability.

Nice. I like Curse Blade a lot though it's a pretty weak ability since most enemies don't live through an encounter.

Fated End: Your melee attacks deal an extra 2 points of damage against the undead.

Shards of the Broken Blade: As a free action, you may call into your hand a shard of thinuan. The shard is considered a +1 undead bane, evil outsider bane dagger sized appropriately for you. The dagger disappears if it leaves your hand for more than a round. Gatekeeper's Seal always applies to daggers called with this ability (even if thrown).

Infinite throwable +3 daggers? Probably not as powerful as it seems, but it's quite nice.

[Post 826]
Author : journeyman777
Date : 02-03-07 07:48 PM
Thread Title : Re: let's make some new vestiges

I could see this influence getting the Binder into a lot of trouble.Bad luck, mate.

Could you make an action to raise/lower this aura? I could see this making a party quite unhappy with a Binder otherwise. :) Nope. I like the image of your party mates edging away from you because you're "jinxed". I might be willing to make the range variable though.

Awkwardly worded.Yeah, I forgot my copy of PHBII and CA over at a friends house. I'll be going back in and typing up the actual abiliities.

Nice. I like Curse Blade a lot though it's a pretty weak ability since most enemies don't live through an encounter.Thanks, me too. It seemed the most elegant way to incorporate the thinuan theme with hexblade.

Infinite throwable +3 daggers? Probably not as powerful as it seems, but it's quite nice.Yeah, the probable lack of a cleric in the binder's party means that extra effectiveness against demons, devils, and undead is probably needed just to stay even.

[Post 827]
Author : DarkRhystar
Date : 02-04-07 12:11 AM
Thread Title : Re: let's make some new vestiges

Nope. I like the image of your party mates edging away from you because you're "jinxed". I might be willing to make the range variable though.

Fair enough. On a similar yet different note, it'd be nice to see some more "party friendly" vestiges.

Yeah, the probable lack of a cleric in the binder's party means that extra effectiveness against demons, devils, and undead is probably needed just to stay even.

Kinda seems to go the other way. The Binder binds Buer and suddenly the Cleric gets a ton of spellslots that would normally have gone to after battle healing.

Anyway, any more PEACH'ing for Signum or the Lucky Dime?

[Post 828]
Author : journeyman777
Date : 02-04-07 12:32 AM
Thread Title : Re: let's make some new vestiges

Fair enough. On a similar yet different note, it'd be nice to see some more "party friendly" vestiges. Most of mine so far have been based off monsters or characters who weren't good aligned, so the bias has been toward supporting a "loner" mentality. That said, a shift in tone isn't such a bad idea. I've been wanting to do a low lv vestige, perhaps one based on the Noble class from Dragonlance?

Kinda seems to go the other way. The Binder binds Buer and suddenly the Cleric gets a ton of spellslots that would normally have gone to after battle healing. Unless you re-flavor things a bit, most divine casters aren't very tolerant of the binder class. So, I tend to assume that the binder's party will lack such characters and try to compensate somewhat for that lack.

Anyway, any more PEACH'ing for Signum or the Lucky Dime? Signum's based off a system I lack sufficient experience with and the Lucky Dime is simply too high a level for me to judge. Edge will be a better judge than I, but he is having major computer problems right now. Rest assured that they haven't been forgotten, he just can't do it at this particular time. If he doesn't get it fixed soon, I'll just make him use mine. ;)

[Post 829]
Author : DarkRhystar
Date : 02-04-07 01:09 AM
Thread Title : Re: let's make some new vestiges

Most of mine so far have been based off monsters or characters who weren't good aligned, so the bias has been toward supporting a "loner" mentality. That said, a shift in tone isn't such a bad idea. I've been wanting to do a low lv vestige, perhaps one based on the Noble class from Dragonlance?

I've actually never dealt with the Dragonlance campaign setting so I'm not familiar with the Noble... :)

Unless you re-flavor things a bit, most divine casters aren't very tolerant of the binder class. So, I tend to assume that the binder's party will lack such characters and try to compensate somewhat for that lack.

Not very tolerant is a nice way of putting the default Binder background in regards to religion. Mechanically they work well together but, I agree, flavor-wise not so much.

Signum's based off a system I lack sufficient experience with and the Lucky Dime is simply too high a level for me to judge.

Signum seems hard to judge from my point of view as well but not because of the ToB part. Mostly because at the level you first can access her, she provides only a

couple worthwhile abilities. As you progress she becomes much stronger so she's still as viable at level 15 as she was at level 5 (if not a lot more so). The goal was to make a vestige that could be accessed early and would be a truly worthwhile choice for the entire Binder's career (while staying true to the source material).

Edge will be a better judge than I, but he is having major computer problems right now. Rest assured that they haven't been forgotten, he just can't do it at this particular time. If he doesn't get it fixed soon, I'll just make him use mine. ;)

Sounds good. While you're at it, bug him to update the index too. That hasn't been updated for close to a month.

[Post 830]
Author : Drascin
Date : 02-04-07 04:35 AM
Thread Title : Re: let's make some new vestiges

Aura, the Will of Existence (best if you've played the DotHack games and maybe watched the anime)

I hadn't thought of that, but Aura and Morganna would indeed make cool vestiges. I'm pretty inexperienced in making vestiges, but, if no one else wants this, I'm giving her a try. I haven't played all the games (the fight system... so... painfully bad...) but I have read the transcriptions and watched all the anime, so I hope I can get her right.

Now, out to figure out how to make a Data Drain in D&D :P

EDIT:

Okay, I managed to have a free hour, so I could make a little sketch on Aura. It's been done rather hastily, so forgive/correct any lack of clarity (misspellings and grammar errors are more likely due to my tenuous grasp of english than haste ^^u). So, critique and suggestions are welcome.

Aura, the Will of The World

<http://img181.imageshack.us/img181/7135/secondauralz0.png>

Level: ?

Binding DC: (will depend on level)

Special Requirement: Yes

A vestige that isn't, Aura gives those who bind to her her protection as they face the most monstrous odds, and the ability to weaken and destroy supernatural threats.

Legend: Aura was at first the creation of a powerful wizard, whose wife died tragically. Filled with sorrow and knowing that he would most likely follow her soon, he decided to leave a testament of their love: he'd create the daughter they could never have, and so would leave a trace of their existence forever. The infant's body would be made of magic, her mind of all the races that populated the universe, and her heart cemented with his love and tied to the world itself. She

would be their legacy to the world: a protector, a guardian and a friend. This child of magic would be named Aura.

Before the wizard died, he left Aura, who was still sleeping, incomplete, under the protection and tutelage of a powerful created spirit, whose only order was to take care of Aura until she was finished and awoke. Unexpectedly, something went horribly wrong, and the spirit rebelled against its task, which ended up provoking a conflict that spanned huge portions of the Material. Little detail of what happened during that conflict is known to this date (read: I'm not spoiling the games for you, I'm not that much of a bastard :P) but what is certain is that a group of mortal heroes ended up facing the enemy next to Aura, and in the battle Aura sacrificed her material existence to bind the spirit. However, albeit her youth, she had already developed a strong will to live, and as such she didn't disappear, instead fusing herself with the world as a whole and her conscience fading to beyond the reach of anyone -in other words, becoming akin to vestiges, but not really one.

Aura, unlike most vestiges, not only can affect the Material, but is actually a very important part of it. Some binder scholars even postulate that she has become the spirit and key to the existence of the Material itself, much more than any god. She doesn't answer to direct questions about this, but indeed she seems to have quite an exact knowledge of what's going on in the world, and sometimes asks the best-natured binders to do some things that benefit the equilibrium of the plane as a whole. With this belief, a few good binders have taken to worshipping her as a goddess, and some even gained clerical powers (something that is largely considered rather ironic in the religiously-persecuted binder community). Whether this is due to Aura actually being godlike or simple, sheer faith is yet unclear.

Special requirement: Aura has a good heart, and even now keeps caring about the world and those in it, dreading meaningless violence and hate. As such, she will only manifest for good-aligned binders.

Manifestation: A kiddy, mischievous laugh can be heard around the seal, and a little, pale girl with curled, long white hair appears inside, fluttering around and looking at the binder curiously. She then smiles, chuckles, and disappears in a twirl of motion through one of the sides of the seal. At the same time, from the opposing side of the seal, an otherworldly-looking young woman (white-purplish hair, sparking blue eyes, waving white dress with the symbol of infinity on it, levitating above the ground) enters it and addresses the binder directly. During all the conversation Aura remains calm and polite, speaking in a soft tone of voice and usually smiling somewhat sadly. When you finally make a pact with her, she simply reaches your hand with her own, holds it, and conjures up a golden bracelet at your wrist. She then turns and fades off through the back of the seal, leaving a warm, soothing feeling behind.

Sign: The bracelet Aura gives you when you make a pact with her is her sign. You can wear another item on the bracelet slot, but the Twilight Bracelet (as that's how it's called) will always remain on top of anything you wear, perfectly visible. If you can hide her sign, you can make it invisible, but it is still there.

Influence: Aura is still learning about the sentient races and their dealings, and so, while bound to her, you become extremely curious, feeling an overpowering, almost childish, need to know new things and new people. Also, Aura requires that you try to the best of your ability to help those in dire need.

Granted abilities: Aura's granted abilities are largely defensive, except for the signature attack of her chosen: the Spirit Drain

Aura's Mantle: While you are protected by Aura, things seem to always be alright,

and danger almost seems to veer its course when about to hit you. You get an untyped bonus to your AC and saving throws equal to 1/4 your EBL, rounded down. The AC bonus applies to touch AC as well.

Kiss of Life: The first time you fall to -10 HP or lower after you bind to Aura, in the beginning of your next round you are auto-raised with no level penalty. When you come back to life, you are fully healed and relieved from all negative conditions, except that you're dazed for 1 round due to the shock.

Ally of The World: A binder bound to Aura finds that the world itself seems to look out for him and is willing to go soft on him. As long as the binder is in the Material Plane, neither the binder nor his allies suffer any penalties from environmental conditions, as even the coldest winds and strongest thunder seem to somehow turn into caressing breezes and childish chuckles as they go past the binder.

Spirit Drain: As a self-appointed protector of the world, Aura gives those that make a pact with her the ability to rid the world of dangerous outer agents. Against otherworldly threats, the binder can call upon the power of the bracelet to perform a Spirit Drain.

To perform a Spirit Drain, the binder must be showing Aura's sign. When the drain starts, the bracelet emits a strange-looking, star-shaped energy field, and shoots twirling rays toward the target. An outsider hit by a Spirit Drain must make a Will save. If it fails its save, its link to its plane is cut, and so loses all of its special qualities (including SR, DR, energy resistances, etc) and the outsider type until the end of your next turn, and is dealt untyped damage equal to your EBL. If this damage is enough to bring it below 0 hit points, the bracelet absorbs the outsider's spirit, making it unable to reappear in its original plane (as outsiders usually do when they die on the Material) or be resurrected. A Wish can free the outsider's soul if it's cast before the binder ends the pact with Aura. Once the binder ends the pact and gives the bracelet back, said outsider is gone forever.

Evil spirits, undead and ghosts are also vulnerable to the Drain (mindless undead are automatically affected, seeing as they don't really have a will to oppose the attack). However, they do not lose their type, nor are they absorbed if their HP reaches 0 due to the damage. Instead, if this is the case, they are simply destroyed completely: no body to re-reanimate, no chance for regeneration, nothing. Basically, they are erased.

The range of the Spirit Drain is equal to half your EBL x 5 feet. Once you have done a Spirit Drain, you cannot do so again for 5 rounds.

There it is. I'm not very happy, but it's hard to turn someone like Aura into a vestige. The Data Drain ability, specially, while serving more or less as the one in the game served, it's far too wordy and unclear for my taste. Also, would prolonging the weakening effect be too strong? 1 round seems pretty confining.

[Post 831]
Author : DeeL
Date : 02-04-07 10:21 AM
Thread Title : Re: let's make some new vestiges

Now, out to figure out how to make a Data Drain in D&D :P

I know this isn't what you meant, but...

Data, the Eternal Student

Vestige Level: 3

Binding DC: 25

Special Requirement: No

Legend: The tale of Data is very old, indeed certain details suggest that it occurred in the age of the ancient illithid empire when great ships sailed the star fields, plunging through the sky from world to world. The few consistent details are of a living construct, possibly the first ever, who served on a great ship exploring the cosmos. Although he was strong and quick and clever, he was always limited in his ability to feel deeply; one of the few sentiments that haunted him was a sense of incompleteness, a keen awareness of his own limitations.

He died heroically, preserving his captain and his ship from doom. As he passed into nonexistence, the gods of that age chose to preserve some fragment of his being for the enrichment of generations to come. As he had no soul to ascend, he was transformed into a vestige. Conversations with binders often carry the implication that he has, in a way, found his completion at last.

Manifestation: When a binder finishes drawing Data's seal, there is a faint hissing sound and then there appears a man, human in shape and wearing a flawlessly clean and pressed military style uniform, but seemingly made of golden metal. He speaks to the binder with an even-toned average-sounding voice; he never raises his voice, nor does he ever use contractions or colloquialisms of any kind. When the binding is concluded, Data turns and walks away; he never proceeds more than a few steps before there returns the faint hissing, and he disappears.

Sign: While hosting Data, your skin and eyes take on a remarkably metallic hue and your hair sculpts itself into a perfectly regular style. Furthermore, if your skin is broken the wound does not bleed normally, but visible therein are glowing lines and angular, metallic shapes. Your ability to express your emotions is also muted, and your speech becomes precise and without accent.

Influence: You become strongly interested in learning in any form; you never interrupt someone who is explaining something, and you always answer any question as completely as possible. You may lie, but whether you speak truthfully or falsely, your answers are always elaborate and precise.

Granted Abilities: Data grants powers that reflect his superb construct workmanship, as well as his interest in giving and receiving knowledge.

Precision of Strength: You gain a bonus to your strength score equal to half your binder level, rounded down.

Precision of Thought: You gain a +6 resistance to any emotion-altering effect.

Precision of Speech: Due to your enhanced skill of pattern recognition, on any Aid Another action involving verbal interaction you receive a bonus of +2, and provide a bonus of +4.

Precision of Memory: You gain the use of all knowledge and profession skills as if trained in their use; furthermore, once per binding you may select one knowledge or profession skill. For the remaining duration, you get a +10 bonus to any checks made with that skill.

I know, it's a little rough, but I fully expect to be PEACHED within an inch of my life.

[Post 832]

Author : DarkRhystar

Date : 02-04-07 10:57 AM

Thread Title : Re: let's make some new vestiges

Aura, the Will of The World

Level: ?

Binding DC: (will depend on level)

8+. She seems more powerful than a level 8 vestige with the whole instant-raise part. Trim that a little and you could significantly lower the level.

Aura's Mantle: While you are protected by Aura, things seem to always be alright, and danger almost seems to veer its course when about to hit you. You get an untyped bonus to your AC and saving throws equal to 1/4 your EBL, rounded down. The AC bonus applies to touch AC as well.

You don't need the "rounded down" part as all decimals in D&D are rounded down unless otherwise noted. You also don't need the last note about touch AC as touch attacks are specific about the types of AC they ignore (you would need a note if you wanted it to be bypassed by a touch attack though).

Kiss of Life: The first time you fall to -10 HP or lower after you bind to Aura, in the beginning of your next round you are auto-raised with no level penalty. When you come back to life, you are fully healed and relieved from all negative conditions, except that you're dazed for 1 round due to the shock.

This is unbelievably powerful. The closest way to balance it that I can think of off-hand is to have the Binder return to life 10 rounds later.

Ally of The World: A binder bound to Aura finds that the world itself seems to look out for him and is willing to go soft on him. As long as the binder is in the Material Plane, neither the binder nor his allies suffer any penalties from environmental conditions, as even the coldest winds and strongest thunder seem to somehow turn into caressing breezes and childish chuckles as they go past the binder.

Consider changing this to an aura bestowing the spell "Endure Elements" everyone around the Binder. It would be simpler and less open to interpretation.

Spirit Drain: <snip>

For all that, I expected this to be more powerful. Since the damage equals the effective binder level, it's not quite so much.

There it is. I'm not very happy, but it's hard to turn someone like Aura into a vestige. The Data Drain ability, specially, while serving more or less as the one in the game served, it's far too wordy and unclear for my taste. Also, would prolonging the weakening effect be too strong? 1 round seems pretty confining.

Realistically speaking, this vestige isn't that powerful. Without Kiss of Life, it would most definitely be much lower level-wise. I agree that making her a vestige is hard though, her abilities are mostly intangible ones.

I know this isn't what you meant, but...

Data, the Eternal Student

Vestige Level: 6

Binding Level: ?

Only Precision of Strength is really dangerous. I'd set this vestige at level 3 without the change I suggested and level 2 with it.

By the way, for that last line, did you mean Binding DC? :)

Precision of Strength: You gain a bonus to your strength score equal to your intelligence bonus, with a minimum of +1.

Anima Mages will have a field day with this vestige. If you're determined to keep this ability, set its maximum bonus at half your effective binder level.

Precision of Thought: You gain a +4 resistance to any emotion-altering effect.

Precision of Speech: Due to your enhanced skill of pattern recognition, on any Aid Another action involving verbal interaction you receive a bonus of +2, and provide a bonus of +4.

Both of these seem vague, especially Precision of Speech. There are a finite list of Aid Another actions so consider just going through them and picking out skills.

Precision of Memory: You gain the use of all knowledge and profession skills as if trained in their use; furthermore, with half an hours preparation to collate your memories you may apply a +10 bonus to one knowledge check.

So you may make Knowledge checks as though you were trained and... what? How does the +10 work? Do you automatically get it 30 minutes after binding Data? Do you need to spend 30 minutes twiddling your thumbs on a subject before getting it?

[Post 833]
Author : maurezen
Date : 02-04-07 11:20 AM
Thread Title : Re: let's make some new vestiges

Deel:
That's not what comes to my mind with the words "eternal student", but that's not bad, anyway.

Seems like 6th level is a bit high for it - I'd put it on 5th. Look, a str bonus usually won't be that great, since binder's don't rely upon intelligence much, and a bonus to knowledge check is fixed.

[Post 834]
Author : Drascin
Date : 02-04-07 11:53 AM
Thread Title : Re: let's make some new vestiges

8+. She seems more powerful than a level 8 vestige with the whole instant-raise part. Trim that a little and you could significantly lower the level.

I'm not sure she deserves more than 6-7 actually. But I guess I'm used to somewhat high-powered campaigns. Anyway, thanks for the comments! ^^

You don't need the "rounded down" part as all decimals in D&D are rounded down unless otherwise noted. You also don't need the last note about touch AC as touch attacks are specific about the types of AC they ignore (you would need a note if you wanted it to be bypassed by a touch attack though).

Oh, OK. Didn't know that. Will edit.

This is unbelievably powerful. The closest way to balance it that I can think of off-hand is to have the Binder return to life 10 rounds later.

Not really. Yes it's strong. In fact, I wanted it to be. But it's only once, and actually I considered raising the binder later -but it would not be that different. I took it into account, run a few scenarios in my head while I was supposed to be in calculus class, and the end result I got is, I'm not sure whether reviving 10 rounds after that would actually be worse or not. With insta-res, you are dazed right next to whatever killed you (so either your party devotes resources to getting you the hell out of there or you're going to take another one of whatever killed you). In fact, that was pretty bad for the binder in about 60% of the hipotetical scenarios :P. If it takes longer, either the party massacres the enemy, the enemy massacres them (and your reviving is a nonissue) or, if you're alone, there is even the possibility of the enemy going its merry way, thinking you dead, instead of simply re-pwning you, or at least hurting you quite a bit, if unable to destroy you. Actually, I'm thinking increasing the time of daze and/or making the binder helpless instead of just dazed might be the way to go for balancing this, not taking longer until rez.

Consider changing this to an aura bestowing the spell "Endure Elements" everyone around the Binder. It would be simpler and less open to interpretation.

The thing is, I wanted it to be pretty open to interpretation. I worded it ambiguously on purpose ;). The rub is, Aura is one with the world, and takes care of the binder by reducing adverse conditions. How that is played exactly, seeing as Aura is pretty much a goddess, should be up to the DM, as I simply can't predict all the cases it would apply in.

For all that, I expected this to be more powerful. Since the damage equals the effective binder level, it's not quite so much.

Yeah, since I didn't want it to be an "I win" button as the actual DD is, maybe I got a bit too carried away in the nerfing, true ^^u. I'll look into powering it up a bit. Basically, the "true" data drain would be most like a save-or-be-erased (much like Unname, but without Truespeak check needed), and even if you are immune to death, as the Aspects of the Wave could be considered to be, or you managed to save, you would still be extremely weakened. Remember, Data Drain was a God Mode after all. Hell, the Morganna Mode aspects were almost immune... and a Data Drain still brought them from what amounted to Divine Rank 1 in the least, to a pretty manageable CR. So I wanted the flavor, but not as much power. I can retool it if I get a bit of time tomorrow, though. Maybe a wizard-like save-or-suck, with extra

effects on outsiders and the like?

Realistically speaking, this vestige isn't that powerful. Without Kiss of Life, it would most definitely be much lower level-wise. I agree that making her a vestige is hard though, her abilities are mostly intangible ones.

Exactly. Aura has this thing... she simply is there, and you just know you would have been completely ****ed without her around... but you never see her actually do much. It's just assumed. And the only active thing she did, the Twilight Bracelet, was basically giving Kite a switch that said <CheatCodes ON>, and I can't put THAT on D&D terms :P. So, there's no way to give her powerful abilities without betraying the source, but it feels bad having her as a low level vestige because she is, y'know, the freaking world ;)

[Post 835]

Author : DarkRhystar

Date : 02-04-07 11:54 AM

Thread Title : Re: let's make some new vestiges

Seems like 6th level is a bit high for it - I'd put it on 5th. Look, a str bonus usually won't be that great, since binder's don't rely upon intelligence much, and a bonus to knowledge check is fixed.

It is that great.

Think about this logically. If you're picking one vestige over another, it's usually because the benefits are better or more useful. At level 6, if you're picking Data over other level 6 vestiges, what abilities are you picking him for and just how effective do you think he has to be?

A great example of who'd pick Data is as I mentioned above: Anima Mages. By the time they get Data, odds are their Intelligence will be 24+. That's a +7 untyped bonus to Strength as written. A Warrior/Wizard-type character now gets double duty off the Intelligence stat.

Aside from the Strength bonus, the rest of the vestige is far below level 6 worthy but even with the Strength bonus, it's still not really comparable to some lower level vestiges.

I'm not sure she deserves more than 6-7 actually. But I guess I'm used to somewhat high-powered campaigns. Anyway, thanks for the comments! ^^

Eh, I just value auto-life more than you do. No worries. :)

Not really. Yes it's strong. In fact, I wanted it to be. But it's only once, and actually I considered raising the binder later -but it would not be that different. I took it into account, run a few scenarios in my head while I was supposed to be in calculus class, and the end result I got is, I'm not sure whether reviving 10 rounds after that would actually be worse or not. With insta-res, you are dazed right next to whatever killed you (so either your party devotes resources to getting you the hell out of there or you're going to take another one of whatever killed you). In fact, that was pretty bad for the binder in about 60% of the hipotetical scenarios :P. If it takes longer, either the party massacres the enemy, the enemy massacres them (and your reviving is a nonissue) or, if you're alone, there is even the possibility of the enemy going its merry way, thinking you dead, instead of simply re-pwning you, or at least hurting you quite a bit, if unable to destroy you. Actually, I'm thinking increasing the time of daze and/or making the

binder helpless instead of just dazed might be the way to go for balancing this, not taking longer until rez.

It all depends on how you die. Personally, I imagine people having their Binders throw themselves off mountains to get down to the ground faster. :P

Most normal enemies (IME) either don't instant kill PCs or have a limited number of instant kill spells. Coming back at full power even with one lost round is still pretty huge and could easily turn the tide of a battle.

The thing is, I wanted it to be pretty open to interpretation. I worded it ambiguously on purpose ;). The rub is, Aura is one with the world, and takes care of the binder by reducing adverse conditions. How that is played exactly, seeing as Aura is pretty much a goddess, should be up to the DM, as I simply can't predict all the cases it would apply in.

The problem is that it makes the vestige's benefit less tangible than it should be and too much interpretation leads to all sorts of confusion for some folks (Leadership is a good example).

Yeah, since I didn't want it to be an "I win" button as the actual DD is, maybe I got a bit too carried away in the nerfing, true ^^u. I'll look into powering it up a bit. Basically, the "true" data drain would be most like a save-or-be-erased (much like Unname, but without Truespeak check needed), and even if you are immune to death, as the Aspects of the Wave could be considered to be, or you managed to save, you would still be extremely weakened. Remember, Data Drain was a God Mode after all. Hell, the Morganna Mode aspects were almost immune... and a Data Drain still brought them from what amounted to Divine Rank 1 in the least, to a pretty manageable CR. So I wanted the flavor, but not as much power. I can retool it if I get a bit of time tomorrow, though. Maybe a wizard-like save-or-suck, with extra effects on outsiders and the like?

It's an idea. For what you want, a 1 round duration isn't enough I suppose.

So, there's no way to give her powerful abilities without betraying the source, but it feels bad having her as a low level vestige because she is, y'know, the freaking world ;)

Hehe, I definitely agree with the last part.

[Post 836]
Author : Kassil
Date : 02-04-07 12:01 PM
Thread Title : Re: let's make some new vestiges

I hadn't thought of that, but Aura and Morganna would indeed make cool vestiges. I'm pretty inexperienced in making vestiges, but, if no one else wants this, I'm giving her a try. I haven't played all the games (the fight system... so... painfully bad...) but I have read the transcriptions and watched all the anime, so I hope I can get her right.

Now, out to figure out how to make a Data Drain in D&D :P

I hadn't considered Morganna - or Macha, for that matter. Hmm...

Aura, the Will of The World

Aura's Mantle: While you are protected by Aura, things seem to always be alright, and danger almost seems to veer its course when about to hit you. You get an untyped bonus to your AC and saving throws equal to 1/4 your EBL, rounded down. The AC bonus applies to touch AC as well.

Not too bad, although Aura's chosen always seemed to walk into danger rather than avoiding it...

Kiss of Life: The first time you fall to -10 HP or lower after you bind to Aura, in the beginning of your next round you are auto-raised with no level penalty. When you come back to life, you are fully healed and relieved from all negative conditions, except that you're dazed for 1 round due to the shock.

As has been said, this is a rather powerful ability, although the one-time-only reduces that a touch. To reference it against the anime... I'd put it as activating after a few rounds - five or ten - rather than instantly. Possibly remove the no-level-loss.

Or you could change it so that it become the first time you dip below -1 HP you get restored to full health, instead; none of the characters Aura saved were "really" dead, just severely incapacitated, IIRC. Dead to The World, but in a coma.

Ally of The World: A binder bound to Aura finds that the world itself seems to look out for him and is willing to go soft on him. As long as the binder is in the Material Plane, neither the binder nor his allies suffer any penalties from environmental conditions, as even the coldest winds and strongest thunder seem to somehow turn into caressing breezes and childish chuckles as they go past the binder.

This could be referenced as an aura of Endure Elements in a radius around the binder. Nice touch of flavor, though.

Spirit Drain: As a self-appointed protector of the world, Aura gives those that make a pact with her the ability to rid the world of dangerous outer agents. Against otherworldly threats, the binder can call upon the power of the bracelet to perform a Spirit Drain.

To perform a Spirit Drain, the binder must be showing Aura's sign. When the drain starts, the bracelet emits a strange-looking, star-shaped energy field, and shoots twirling rays toward the target. An outsider hit by a Spirit Drain must make a Will save. If it fails its save, its link to its plane is cut, and so loses all of its special qualities (including SR, DR, energy resistances, etc) and the outsider type until the end of your next turn, and is dealt untyped damage equal to your EBL. If this damage is enough to bring it below 0 hit points, the bracelet absorbs the outsider's spirit, making it unable to reappear in its original plane (as outsiders usually do when they die on the Material) or be resurrected. A Wish can free the outsider's soul if it's cast before the binder ends the pact with Aura. Once the binder ends the pact and gives the bracelet back, said outsider is gone forever.

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The range of the Spirit Drain is equal to half your EBL x 5 feet. Once you have done a Spirit Drain, you cannot do so again for 5 rounds.

Suggestions: Make it a ranged touch attack with a 30' range, pure and simple. Rather than having it dance around the different types and what happens if they get destroyed, how's this sound?

Spirit Drain deals 1D6 damage per four EBL, and functions as something like a Ray of Enfeeblement or Baleful Polymorph or the like if the victim fails a save, rather than having special, specific rules for all the different types - because the original ability, while unable to be used in the games on other people, could still be turned on them (reference the 'Guardians' in the first game, and check out Legend of the Twilight, where using it on his own party was an important ability for the kid who has Kite's sprite.) You could have the secondary effect last five rounds or so.

[Post 837]

Author : Drascin

Date : 02-04-07 12:12 PM

Thread Title : Re: let's make some new vestiges

I hadn't considered Morganna - or Macha, for that matter. Hmm...

Hey, I got dibs on them, I had the idea before! :P Nah, not really, go berserk on them if you like. Im doing them too, though. Although, now I'm wondering wether to make the eight Aspects of Morganna separate vestiges, or just make Morganna one single freakishly powerful one...

Not too bad, although Aura's chosen always seemed to walk into danger rather than avoiding it...

Yep, and they always seemed to come out more or less whole. That's What I tried to represent: it doesn't matter if you wade headfirst into danger, because she's going to give ya a hand ;).

As has been said, this is a rather powerful ability, although the one-time-only reduces that a touch. To reference it against the anime... I'd put it as activating after a few rounds - five or ten - rather than instantly. Possibly remove the no-level-loss.

Or you could change it so that it become the first time you dip below -1 HP you get restored to full health, instead; none of the characters Aura saved were "really" dead, just severely incapacitated, IIRC. Dead to The World, but in a coma.

Well, I took it only from a fully "in The World" perspective -and inside the World, they were pretty much dead. Your idea could work too, though. I'm simply explaining my rationale.

This could be referenced as an aura of Endure Elements in a radius around the binder. Nice touch of flavor, though.

See previous post about this ^^.

[QUOTE=Kassil;11383807]Suggestions: Make it a ranged touch attack with a 30' range, pure and simple. Rather than having it dance around the different types and what happens if they get destroyed, how's this sound?

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than having special, specific rules for all the different types - because the original ability, while unable to be used in the games on other people, could still be turned on them (reference the 'Guardians' in the first game, and check out Legend of the Twilight, where using it on his own party was an important ability for the kid who has Kite's sprite.) You could have the secondary effect last five rounds or so.

More like the Enfeeblement, because the DD was, at its core, a tech that weakened foes to the point of almost nonexistence (I'm not taking Legend of the Twilight Bracelet into account as much as the games and the rest of sources because, to be honest, I didn't like it as much, so I didn't really remember that detail. You're right, though. Shugo did use it on party members). Anyway, I see we all agree Data Drain needs to be seriously reworked. I'll get to it as soon as possible :)

[Post 838]
Author : maurezen
Date : 02-04-07 12:17 PM
Thread Title : Re: let's make some new vestiges

It is that great.

Think about this logically. If you're picking one vestige over another, it's usually because the benefits are better or more useful. At level 6, if you're picking Data over other level 6 vestiges, what abilities are you picking him for and just how effective do you think he has to be?

A great example of who'd pick Data is as I mentioned above: Anima Mages. By the time they get Data, odds are their Intelligence will be 24+. That's a +7 untyped bonus to Strength as written. A Warrior/Wizard-type character now gets double duty off the Intelligence stat.

Aside from the Strength bonus, the rest of the vestige is far below level 6 worthy but even with the Strength bonus, it's still not really comparable to some lower level vestiges.

Ok, seems you're right on this point. But note that limiting the bonus with 1/2 EBL isn't enough at all, since it can easily be 5. +5 str unnamed is better than +7, but that's not that great. I suggest limiting it with, say, a number of vestiges the binder carries at the moment.

[Post 839]
Author : DarkRhystar
Date : 02-04-07 12:24 PM
Thread Title : Re: let's make some new vestiges

Ok, seems you're right on this point. But note that limiting the bonus with 1/2 EBL isn't enough at all, since it can easily be 5. +5 str unnamed is better than +7, but that's not that great. I suggest limiting it with, say, a number of vestiges the binder carries at the moment.

Half EBL is better than you think. ;)

Anima Mages cap out at 1 Binder/3 Wizard/10 AM. That's an EBL of 11 or 5 points of Strength. +5 untyped STR is good, but vestige powers should be good. Now the real trick that keeps this from getting out of hand is that to get a higher EBL, the

character would have to sacrifice casting levels. Now it seems like a much more balanced trade eh?

[Post 840]

Author : journeyman777

Date : 02-04-07 01:09 PM

Thread Title : Re: let's make some new vestiges

Athelas, Prince of Hope

Level: 1

Binding DC: 15

Special Requirement: none

Sign: A signet ring appears on your right hand, but the seal on it is blank

Legend: Athelas was the third son of a minor noble house. While his elder brothers diligently studied the arts of statesmanship and war, he preferred to move among the people and help them to the best of his ability. Well liked by all who knew him, Athelas was a friend to everyone he met. However, the true nature of a man is judged in times of hardship. War came to his country, and one by one the noble houses led their troops into battle. As the youngest member of his house, Athelas was forced to stay behind. By his very youth and hope for the future, Athelas inspired the people to in his city to believe in themselves and in the victory to come. As the war dragged on, Athelas labored tirelessly to coordinate relief efforts and spent his reserves, both financial and personal, to their limit to help those who suffered. When the war at last ended, and his brothers returned, Athelas left to extend his help and hope to those who had been the enemy. Scholars lose track of him beyond that, but a man matching his description has been noted in the aftermath of every major conflict in the following century. Always, he is seen healing the wounded, helping the homeless, and encouraging all who will listen to come together and work toward a brighter future.

Manifestation: The happy murmur of contented people fills the air around the seal as if a crowd of common folk stood there speaking. Their images are faint and indistinct as more enter the seal and others leave. Only a half-elf in fine white clothes remains constant. Soon, the sounds of battle can be heard as if from a great distance, and one by one the voices and grow silent and the images fall and fade away. Throughout this time, the man in white holds each who fall and seems to be speaking words of comfort. Eventually, all but the man are gone. His clothes are tattered, his pants dirtied from kneeling on the ground, and blood coats his sleeves from those he tried to save. Despite his appearance, Athelas carries himself with dignity and a quite satisfaction. His task done, he turns to the binder and offers his assistance.

Influence: You are eternally optimistic and feel compelled to help the less fortunate. You must volunteer at least an hour of your time to charity in each town you visit.

Granted Abilities:

Third Son of a Noble House: You gain proficiency with a single martial weapon of your choice. You also gain a +4 bonus to any single skill and are considered trained in that skill.

Friend to All: You gain a +2 morale bonus on diplomacy, gather information, knowledge (local) and knowledge (nobility and royalty) checks and make these checks as if trained.

Voice of Hope: As a full-round action, you can use oratory to inspire confidence in your allies. An ally must listen and see you for the full round for the inspiration to take hold. Inspired allies gain a +2 morale bonus on saving throws and a +1 morale bonus on attack and damage rolls. The effects last for five rounds. The binder may inspire a number of allies equal to half his binder level per use (round up). This ability may only be used once every five rounds. The binder cannot inspire confidence in himself, only his allies.

Helping Hand: When the binder makes an aid another check, he increases the bonus granted by +1 (for a total of +3). This bonus increases by an additional +1 for every four levels of binder.

The Power of One: As a full-round action, you can use oratory to inspire greatness in an ally. An ally inspired with greatness gains temporary hit points equal to d4 times your binder level, a +2 competence bonus on attack rolls and saving throws, and a +4 morale bonus on saves against fear. This effect lasts five rounds. The binder cannot inspire greatness in himself, only in an ally. You may use this ability on a particular ally only once per day.

Play Notes: Try to get the rest of the party involved with the charity work, it offers an excellent opportunity to use your abilities in a non-combat fashion and can really drive home how much wealth and power adventurers really have compared to common folk.

Design Notes: Third Son of a Noble House and Friend to All reflect the starting benefits of a half-elf Noble. The other abilities are meant to provide relatively non-magical party buffing early on, while encouraging the binder to spend his rounds assisting others instead of acting on his own. The Power of One in particular is meant to make sure each member of the party gets the spotlight at least once that day.

Well, go ahead and tell me what you think.

BTW: My power cord just bit the dust, so this may be my last post for a while. Which sucks, because you guys just put up some great looking vestiges. :weep:

[Post 841]
Author : DeeL
Date : 02-04-07 01:56 PM
Thread Title : Re: let's make some new vestiges

DarkRhystar, Maurezen, thanks. I kind of came up with the powers on the fly; the Legend was what had my attention when this first intruded into my febrile brain.

The binding DC is a little high, but I figure that makes sense given how relatively innocuous Data's influence is. (And how hard it would be to bargain Data down...)

I'm still thinking of beefing the granted powers a little. Still needs something...

[Post 842]

Author : Ryuu Tenshi

Date : 02-04-07 06:28 PM

Thread Title : Re: let's make some new vestiges

This character is based on an original character created for a rather strange Kingdom Hearts-based ‘verse of my own design. The story takes place several thousand years before Kingdom Hearts and was called War of the Keyblades (I wrote it before chain of memories came out. How’s THAT for odd?)

I’ve been revising the story with KHII information, and I was struck by the fact that two of the characters have direct links to the DnD ‘verse, a la chromatic dragons, so I decided to try to make ‘em vestiges.

I SUCK AT GAME BALANCE OMG. Sorry. So we’ll see what happens.

The first of ‘em… ^_^; This is probably far too powerful. As in ridiculously so. Shixal is broken even in terms of the original game that I created him for… which is hard given that it was a text-based RP heavy game.

I’ve put notes in

Shixal, Oblivion’s Judge

<http://img527.imageshack.us/img527/1747/shixalsigelux4.jpg>

Shixal was the first Nobody, long before Xemnas’ Somebody had even been born. He grants power over Twilight, Balance, and magic.

[b]Level: No idea. Probably 9th, given the "womgz overpowered".

Bind DC: No idea.

Legend: Shixal was not born with that name; long ago, he was called Laish, and he lived thousands of years ago on a world in a universe far removed from this one.

The universe in which he lived was a multiverse, made up of millions of crystal spheres floating within the phlogiston. His world was named Orkathel, and it was on the verge of joining the Enlightened Council, a confederation of worlds that spanned much of his multiverse.

Laish, like everyone native to his world, was a Draltair, or a child of the dragon. True dragons were long extinct on his world, but they had founded ten bloodlines, one for each colour of true dragon. Draltair were humanoid in all respects, though each bloodline had a little something from their dragon ancestors. The Draltair themselves were unbound by alignment, able to choose as they pleased, but the dominant religion and legends of his world remembered the war between Bahamut and Tiamat, and remembered that the Chromatic dragons had been on the side of Tiamat. Part of the myth regarded how the chromatic dragons had become Draltair so that they might be free of Tiamat’s influence, free to choose, but there were those who felt the taint still remained.

Those who felt that the taint of Tiamat remained banded together to form the Golden Reich, a group dedicated to exterminating the Chromatic Draltair. This erupted into a terrible war, spanning the entire planet. Though there were those who resisted, the Reich had many followers and superior magic and technology.

Laish was a leader of the resistance, along with his wife. They called for an end to conflict and for peace and balance in all things, but soon it became apparent that appeasement and negotiation were not going to work. Thus they began to fight back through guerrilla tactics and sabotage.

Eventually, the Reich managed to capture Laish. They did not know that he was the leader of the resistance, and tortured him horribly, trying to discover the location of the rest of the resistance. He held fast, keeping knowledge of his wife foremost in her mind, knowing that if he said nothing she would be safe from harm.

One day, he was brought into a room where he was strapped to a chair, his eyes kept open so that he would have to watch. Into a room on the other side of a plate of glass was brought his wife.

How they had captured her he knew not. All he knew was that with her here, all must be lost. They must know who he was, and who they both were, and there would no longer be a way out.

She begged him not to talk, saying that her life did not matter, but he could not help himself. He revealed everything, all the tactics and plans of the resistance.

And then they raped, tortured, and killed her anyway, making it as slow and as painful as possible, and forcing Laish to watch every moment of her agony.

Laish, understandably, lost his mind. In his despair and madness, he gouged out his own eyes; and then, he began to See.

In his newfound darkness, he found within his heart an even deeper darkness. Calling upon all his hate, his pain, his fear, and his madness, he coalesced it into a living entity, and allowed it to consume him. He became a Heartless, a horrid black creature whose sole purpose was to destroy and gather more hearts; not only that, but he became a particularly powerful one, one with a name. Its name was Vengeance, and it existed to destroy Orkathel.

And destroy it did, slaughtering not only the entire Golden Reich, but every last Draltair on the planet.

But that is Vengeance's story.

Light-years away, on a far-distant world, Laish awoke. And yet he was no longer Laish. He was aware of what had happened to him, he [i]knew that he had felt unbearable pain and witnessed unbearable things; but he felt nothing about it. Nothing about it at all.

For Laish had lost his heart, and so become a being known as a Nobody. His name was now Shixal.

Shixal began to ponder his new state with his newfound sense of detachment from the world. He discovered he had a number of strange abilities, the least of which was to transport himself to any point in the universe by stepping into the Plane of Shadow. Upon seeing other worlds, he found that there were, in fact, vast armies of Heartless, plaguing the universe, killing and destroying and devouring. Upon seeing this, he realized that darkness had, somehow, become tainted. He furthermore realized that he was a being who was neither of Darkness nor of Light, a creature truly outside the universe, as he had no heart.

He soon found that his other abilities fit this theme, as he was able to manipulate balance. Indeed, it seemed he was almost a paragon of balance itself.

Eventually, he met a young woman, another Draltair named Tenshi. She had managed to find him by following the words of the Heartless. She had nearly gone mad with the pain of the death of her world, and thought that killing the one responsible would free her from her pain. Shixal stopped her, and offered her a different way out: he would remove her heart, and she would no longer know pain. Eventually, she accepted, and became the second Nobody: Shixten, the Solar Oracle.

Together, they founded the Twilight Walkers, a group of Nobodies dedicated to preserving the balance between Darkness and Light at all costs, going to sometimes drastic and cruel lengths to ensure balance's preservation.

Over the years, Shixal lost more and more of what had made him a living, real being, and became more and more a simple, cold avatar of balance, until eventually he became part of the fabric of the universe itself, and then of all universes. He can now be called on as a vestige.

Manifestation: <http://www.deviantart.com/deviation/41832228/>

The black lines of the seal turn black and begin to boil. Tendrils of darkness shoot up, accompanied by blue and violet. From the center of this appears Shixal, dressed in a simple grey robe with his hood up. He lowers his hood to speak to the binder. As he speaks, his form slowly shifts, his tattoos spreading until his skin is completely black, and his shape becomes that of a black dragon, save completely night black and featureless. When the binding finishes, this form melts back into the seal.

Special Requirement: Shixal cannot be called by a binder who is not neutral along at least one axis. Furthermore, he will not answer your call if you are currently bound to Ixuceln. He will also not answer your call if you have bound with Vengeance, or any member of Organization XIII (if you're using the Org XIII vestiges) within the past week.

Sign: A pair of earrings in the shape of small crystal chimes appears on the binder's ears. If removed, they simply vanish and re-appear on the ears immediately. Furthermore, a black diamond appears in the center of the binder's forehead.

Influence: The binder must refer to herself in the third person and act humbly at all times. At the same time, she displays a sense of authority and expects others to do as she says. Furthermore, the binder dislikes those who adhere to extreme commitments (such as CG or LE) and attempts to dissociate those from their radial viewpoints whenever possible.

Granted Abilities:

Shixal grants power over balance and magic itself.

Walk Twilight: The binder cannot fail balance checks.

How Many Angels? As long as a surface is solid and parallel to the ground, the binder may stand on top of it. Thus, the binder could stand atop a single leaf, or the head of a pin, or the edge of a knife. The binder cannot stand on top of non-solid surfaces such as water, and if a surface is no longer parallel to the ground it will be treated as normal (so, for instance, the leaf would not be able to support the binder's weight.)

[Think Crouching Tiger, Hidden Dragon type things here, what with standing on bamboo leaves or on the flat of a blade thrust at you]

Twilight Reflection: The binder may activate spell turning at will (caster level =

binder level). Once it is discharged, the binder cannot activate it again for five rounds.

Moonlight and Shadow: The binder may make a touch attack to deliver 1d6 + 1/2 binder level points of positive or negative energy to a target. The binder must alternate the energy she uses: so for instance, if she used Moonlight and Shadow to cure an ally on her turn, if she were to use the ability on her next turn she would have to deliver negative energy.

[Here's some abilities I considered, but did not include as they'd probably overpower this vestige much further. The character certainly had them;

Twilight Destruction: The binder may use dispel magic once every five rounds. If the binder expends uses of other vestige abilities that have a 5-round recharge, she may add +5 to her dispel check for each ability use she expends.

True Sight: The binder gains blindsense and has a continual Detect Alignment effect.

Blue Oblivion: Once during the duration of this vestige, the binder may use Antimagic Field as the spell.

Blue Magic: (this would be instead of the spell-turning effect, which I used instead because it's just easier) Whenever a spell is cast on the binder, the binder may make a binder-level check against the caster level of the spell (not sure about this mechanic?) If the binder is successful, she learns the spell temporarily. She may have at any time a number of spells equal to her int modifier. Once she has reached this limit, she must cast a spell before learning a new one. When casting spells, she uses her binder level as her caster level. Each time Shixal is bound, these slots are empty.]

Next up will be either Shixten or Ixuceln. I also want to make one based on Vengeance.

[Post 843]
Author : DarkRhystar
Date : 02-04-07 07:41 PM
Thread Title : Re: let's make some new vestiges

Athelas

Level: 1-2

1 seems good.

Influence: You are eternally optimistic and feel compelled to help the less fortunate. You must volunteer at least an hour of your time to charity in each town you visit.

What happens if you don't find a town while you're bound to Athelas?

Third Son of a Noble House: You gain proficiency with a single martial weapon of your choice. You also gain a +4 bonus to any single skill and are considered trained in that skill.

Friend to All: You gain a +2 morale bonus on diplomacy, gather information, knowledge (local) and knowledge (nobility and royalty) checks and make these checks as if trained.

Voice of Hope: As a full-round action, you can use oratory to inspire confidence in your allies. An ally must listen and see you for the full round for the inspiration to take hold. Inspired allies gain a +2 morale bonus on saving throws and a +1 morale bonus on attack and damage rolls. The effects last for five rounds. The binder may inspire a number of allies equal to half his binder level per use (round up). This ability may only be used once every five rounds. The binder cannot inspire confidence in himself, only his allies.

Helping Hand: When the binder makes an aid another check, he increases the bonus granted by +1 (for a total of +3). This bonus increases by an additional +1 for every four levels of binder.

The Power of One: As a full-round action, you can use oratory to inspire greatness in an ally. An ally inspired with greatness gains temporary hit points equal to d4 times your binder level, a +2 competence bonus on attack rolls and saving throws, and a +4 morale bonus on saves against fear. This effect lasts five rounds. The binder cannot inspire greatness in himself, only in an ally. You may use this ability on a particular ally only once per day.

Not bad, but not great. Nothing really stands out as awesome or really competes with other vestiges. This one is very much outdone by others the moment you get it.

BTW: My power cord just bit the dust, so this may be my last post for a while. Which sucks, because you guys just put up some great looking vestiges. :weep:

Sadness. First Edge, then you. :(

Hope you get it fixed soon.

Shixal

Special Requirement: Shixal cannot be called by a binder who is not neutral along at least one axis. Furthermore, he will not answer your call if you are currently bound to Ixuceln. He will also not answer your call if you have bound with Vengeance, or any member of Organization XIII (if you're using the Org XIII vestiges) within the past week.

Or if it's the day of the solar equinox, duck season, or Saturday...

Sorry, but that's a lot of "He will not answer if X"s.

Ignore Special Requirements is practically a mandatory feat these days.

Walk Twilight: The binder cannot fail balance checks.

How Many Angels? As long as a surface is solid and parallel to the ground, the binder may stand on top of it. Thus, the binder could stand atop a single leaf, or the head of a pin, or the edge of a knife. The binder cannot stand on top of non-solid surfaces such as water, and if a surface is no longer parallel to the ground it will be treated as normal (so, for instance, the leaf would not be able to support the binder's weight.)

[Think Crouching Tiger, Hidden Dragon type things here, what with standing on

bamboo leaves or on the flat of a blade thrust at you]

This is cute, but there's nothing preventing someone from standing on the edge of a knife right now, that's a balance check (though a painful one). Do you mean you can stand on an object without affecting the object or being affected by it?

Twilight Reflection: The binder may activate spell turning at will (caster level = binder level). Once it is discharged, the binder cannot activate it again for five rounds.

Here's where the core of this vestige is (level-wise). This makes it a 7th or 8th level vestige. Everything else is so-so.

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Pretty normal. There's one vestige listed in this thread that lets you deal 1d8/2 levels of negative or positive damage every 5 rounds and it's much lower level (6 IIRC).

[Here's some abilities I considered, but did not include as they'd probably overpower this vestige much further. The character certainly had them...

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You could label it 8 and easily toss Twilight Destruction in. A normal Dispel Magic at those levels really means very little compared to the type of spells you'd need to be dispelling.

Hmmm, it'd be interesting to make a vestige based on Blue Magic but you should probably save that for a different one.

[Post 844]
Author : Drascin
Date : 02-05-07 04:32 AM
Thread Title : Re: let's make some new vestiges

About the Data Drain thing, yesterday, looking around my books, I found a spell that looks pretty much what I wanted to do at first, but thought too powerful. Basically, it makes the target lose special qualities, and if it's an outsider or aberration, also hits them for a big amount of damage and negates a few or all their spell-like abilities. And it lasts 24 hours, not a mere round! And, since it is a 6th level spell, it's probably fair game to make a somewhat alike version of this as an 5-turn recharge ability for an 8th level vestige, right? It could serve as a bit of a template.

I'll look into it, and come back with a few ideas for versions of DD. It's always easier to decide when you have more ideas to choose from ^^.

[Post 845]
Author : Milo HoBo
Date : 02-05-07 07:12 AM
Thread Title : Re: let's make some new vestiges

...Special Requirement: Shixal cannot be called by a binder who is not neutral along at least one axis. ...I was under the assumption that Pact Magic avoided any and all alignment restrictions. I could be wrong, but that is what I've understood...Blue Magic: (this would be instead of the spell-turning effect, which I used instead because it's just easier) Whenever a spell is cast on the binder, the binder may make a binder-level check against the caster level of the spell (not sure about this mechanic?) If the binder is successful, she learns the spell temporarily. She may have at any time a number of spells equal to her int modifier. Once she has reached this limit, she must cast a spell before learning a new one. When casting spells, she uses her binder level as her caster level. Each time Shixal is bound, these slots are empty.]How about using the mechanics of Aramek's Blue Mage (<http://boards1.wizards.com/showthread.php?t=137596>) as a basis. It looks as though this ability makes the Binder immune to the spells that he or she is learning, is that right? That right there is extremely strong and seems as though it should go into a separate vestige.

[Post 846]
Author : DarkRhystar
Date : 02-05-07 10:55 AM
Thread Title : Re: let's make some new vestiges

Precision of Strength: You gain a bonus to your strength score equal to half your effective binder level, rounded down.

Add the word "effective."

[Post 847]
Author : Ryuu_Tenshi
Date : 02-05-07 11:07 AM
Thread Title : Re: let's make some new vestiges

Or if it's the day of the solar equinox, duck season, or Saturday...

Sorry, but that's a lot of "He will not answer if X"s.

Ignore Special Requirements is practically a mandatory feat these days.

I think I'll remove the alignment restriction, but "Can't bind if already bound to Ixuceln" should remain. YES, that means I'm cheating and sticking a game-balance bit into the special requirements.

The reason is that Ixuceln, if/when I create him, will make the binder ungodly good at shrugging off damage, and I feel that having both the ability to reflect spells and shrugging off damage shouldn't be possible without a small sacrifice (in this case, taking the ignore special requirements feat) Thinking of changing his influence a bit too.

This is cute, but there's nothing preventing someone from standing on the edge of a knife right now, that's a balance check (though a painful one). Do you mean you can stand on an object without affecting the object or being affected by it?

Yes, you can stand on an object without affecting or being affected by the object. The problem is that whatever it is has to be parallel to the ground (and possibly not moving).

I should probably also add in addition to the object being solid, that the object must be attached to a solid surface. So you also can't stand on, say, a floating piece of paper and use that to fly or something.

I'd like for people to not be able to jump up and just stand on some guy's sword so that they don't take damage from it, but since said guy is likely to be waving the sword around like crazy, that would preclude it from being "parallel to the ground". And since the object isn't affected by the person standing on it either, it means said sword-waver can just move the thing so it's no longer parallel, causing much pain.

Here's where the core of this vestige is (level-wise). This makes it a 7th or 8th level vestige. Everything else is so-so. Right then.

Pretty normal. There's one vestige listed in this thread that lets you deal 1d8/2 levels of negative or positive damage every 5 rounds and it's much lower level (6 IIRC). Might rise it or cut it entirely, esp if someone already has it.

You could label it 8 and easily toss Twilight Destruction in. A normal Dispel Magic at those levels really means very little compared to the type of spells you'd need to be dispelling.

alrighty.

Hmmm, it'd be interesting to make a vestige based on Blue Magic but you should probably save that for a different one. [/QUOTE]

How about using the mechanics of Aramek's Blue Mage (<http://boards1.wizards.com/showthread.php?t=137596>) as a basis. It looks as though this ability makes the Binder immune to the spells that he or she is learning, is that right? That right there is extremely strong and seems as though it should go into a separate vestige.

Actually... the reason for the Spell Turning effect was that I really did want to emulate a Blue Mage. Within context, Shixal is, in fact, the universe's most powerful blue mage, in that he is literally a walking infusion of raw Blue Magic (within that 'verse, blue magic is the art of manipulating magic itself)

So... how's this. Take out Moonlight and Shadow, add Twilight Destruction, and change Twilight Reflection to be a blue magic ability similar to the Blue Mage, with the added bonus that the binder suffers no harmful effects from the spell if he succeeds at learning it, to make up for the limited amount of time he knows the spell for. So, a sort of cross between Spell Turning and Blue Magic.

I've got readings to do (joyyy) but I'll go work on that later today. And then I think I'll go try to do Ixuceln, who will be the frontline binder's bestest best friend evar. >>;

edit Huh. I also just realized that I'd wanted to include a Granted Weapon like the other Nobodies, a Kyoketsu Shoge, but... eh, doesn't feel necessary.

[Post 848]
Author : urklore
Date : 02-05-07 01:04 PM
Thread Title : Re: let's make some new vestiges

Has anyone made vestiges out of Final Fantasy 10's Aeons or Final Fantasy 8's Guardian Forces? Seems like how the summoners bind themselves to these elemental spirits fits right into the vestiges magic system.

[Post 849]
Author : DarkRhystar
Date : 02-05-07 01:11 PM
Thread Title : Re: let's make some new vestiges

Has anyone made vestiges out of Final Fantasy 10's Aeons or Final Fantasy 8's Guardian Forces? Seems like how the summoners bind themselves to these elemental spirits fits right into the vestiges magic system.

Or Final Fantasy VI's Espers? Feel free to take a shot at it. :)

[Post 850]
Author : Ryu_Tenshi
Date : 02-05-07 02:10 PM
Thread Title : Re: let's make some new vestiges

After having a gander at the Blue Mage again, I've got an update on the Blue Magic ability:

Blue Magic: Whenever you are affected by a spell or spell-like ability that duplicates a spell effect, you may make a [spellcraft? int check? I do NOT have TOB with me atm, so I do not know what would be most appropriate] with DC 15 + 3x spell level to temporarily learn the spell. If you succeed on this check, you are treated as having made all saving throws for all harmful effects of the spell. You may then cast the spell as if you knew it, using your binder level as your caster level (if your ecl is too low to cast a given spell, you cannot even learn it in the first place and the spell affects you normally)
Once the spell is cast, it is expended as if you were a wizard. You may only know a number of spells equal to your current binder level at any given time. You -cannot- know more spells than this at any one time, and must cast a spell before learning a

new one.

If a spell is negated by spell resistance you cannot learn it. However, you may still learn a spell if you make your initial save.

EDIT If you already have levels of Blue Mage, this ability is in addition to your normal abilities, and does not change, alter, or affect them in any way.

So, the differences between this ability and standard blue magic:

You can retain fewer spells (and hell, even the number you get feels like a lot. If we're talking an 8th level vestige that's... what, 17 spells? I almost think it should be half your binder level instead.), and once you cast a spell you lose it. On the other hand, if you succeed at learning the spell, you automatically make all saves against it - nice if we're talking a spell with multiple saves. Essentially, this means you get to save twice. FURTHERMORE, you can learn spells that you save against.

THE QUESTION IS: Should I keep Shixal with Twilight Reflection, improve Moonlight and Shadow and give him Twilight Destruction? OR should I replace/change Twilight Reflection to be Blue Magic?

Ixuceln is almost finished, I just have to write his legend and get it off my portable notepad... thingy. I lost my USB cable so it may be a bit.

[Post 851]

Author : Nephelim

Date : 02-05-07 08:11 PM

Thread Title : Re: let's make some new vestiges

I created a Vestige that I'm using in an epic PBP, a former member of the Celestial Hebomad. His main ability is the ability to use "Channel Celestial:greater" and get the abilities of a Throne Archon. I reduced the duration to be in terms of minutes, kept the Dex and Strength damage that the spell does when the channeling ended, and gave it a 1-hour recharge rate, but here's the problem.

Vestige abilities are Supernatural, and the ability to Channel the Celestial is in fact a supernatural ability. The Celestial you are channeling, however, grants Spell-like abilities to the being channeling him. Those spell-like abilities would normally have 3\day or 1\day restrictions on them.... how would that work for a binder?

Keep in mind that this was meant as an Epic vestige, so the "that's insanely powerful" answer, while correct, may not be entirely valid. Insanely Powerful is the standard operating procedure in Epic games.

Also - and this is just out of curiosity on opinion - the binder in question is a Karsite... if the channeled entity had granted spell-casting (say I had chosen a Ghale or Solar rather than a Throne archon), would that bypass a Karsite's restriction, as it is the channeled entity, not the Karsite, that is casting the spell?

And finally, has anyone created Vestiges based around Antimagic (say a vestige of the first beholder) or Shapechange?

And s a post-script, is it just me, or do the Psionic Vestiges go against the design structure of Vestiges by creating a "uses per day" limit? if you were going to do that, wouldn't it make sense for the number of PP to scale with level, or CHA mod or something? Oh yeah, and those powers? teh suxors. [/vent]

[Post 852]
Author : Edge_of_Oblivion
Date : 02-05-07 08:30 PM
Thread Title : Re: let's make some new vestiges

Has anyone made vestiges out of Final Fantasy 10's Aeons or Final Fantasy 8's Guardian Forces? Seems like how the summoners bind themselves to these elemental spirits fits right into the vestiges magic system.

Someone did mention this before, but none have been produced yet. I think Doomtrain or Tritoch would be fun Vestiges, personally.

[Post 853]
Author : Kassil
Date : 02-05-07 11:34 PM
Thread Title : Re: let's make some new vestiges

And as a post-script, is it just me, or do the Psionic Vestiges go against the design structure of Vestiges by creating a "uses per day" limit? if you were going to do that, wouldn't it make sense for the number of PP to scale with level, or CHA mod or something? Oh yeah, and those powers? teh suxors. [/vent]

Take a look at my last vestige, Faint. I think he's a better psionically-inclined vestige than the official efforts were.

[Post 854]
Author : JiCi
Date : 02-06-07 12:49 PM
Thread Title : Re: let's make some new vestiges

Someone did mention this before, but none have been produced yet. I think Doomtrain or Tritoch would be fun Vestiges, personally. Doomtrain, huh ? Interesting. It could be easily incorporated to Eberron, as the spirit of the Lightning Rail.

Mind if I give it a try ? The problem is, I'm not that immersed into Final Fantasy 8, so can you give me a quick list of Doomtrain's powers, aside the fact that it rams everything in its path ?

[Post 855]
Author : DarkRhystar
Date : 02-06-07 12:58 PM
Thread Title : Re: let's make some new vestiges

Doomtrain, huh ? Interesting. It could be easily incorporated to Eberron, as the spirit of the Lightning Rail.

Mind if I give it a try ? The problem is, I'm not that immersed into Final Fantasy 8, so can you give me a quick list of Doomtrain's powers, aside the fact that it rams everything in its path ?

Doomtrain (http://www.ffshrine.org/ff8/ff8_doomtrain.php)

It's essentially a status affecting GF. It gives the character all the different status attack/defense and elemental attack/defense abilities and when summoned it hits the enemy with almost every status ailment in the game.

[Post 856]
Author : DarkRhystar
Date : 02-06-07 03:02 PM
Thread Title : Re: let's make some new vestiges

Siren,
Esper Songstress

Vestige Level: 5

Binding DC: 25

Legend: Born as one of the mystical beings known as Espers, Siren's power far exceeded that of any mortal. Upon death, she was transformed into a powerful gem called a Magicite. What followed is unclear, but it is believed that even in Magicite form her powers lead to the world being saved. Siren's Magicite has been lost for centuries but still her power remains.

Manifestation: The ground where the seal was drawn transforms to water and the area is suddenly shrouded in fog. As the fog clears, sitting upon a rock pedestal appears a beautiful woman playing a harp. The entire area is bathed in her beautiful music punctuated almost perfectly by the sounds of the ocean.

For as long as the binder remains silent, Siren is content to simply play her song. Should the binder disturb her, she continues her song but shifts her gaze from her harp to the binder. Her expression is both soft and pleasant. She does not speak however she will nod or look away in response to the binder's statements and questions.

Upon making a successful pact with Siren, Siren plays her song to a beautiful conclusion. Upon making a poor pact with Siren, one of her harp's strings snaps mid-chord and a small tear can be seen rolling down her cheek.

Sign: The binder's nails grow out to become at least half an inch long and the binder's hands feel very soft and smooth.

Influence: The binder seems more relaxed even in the most dangerous circumstances and often unknowingly hums a pleasant tune.

Granted Abilities: Siren grants her formidable magical powers to the binder.

Harpist: You gain a bonus to Perform (Harp playing) checks equal to your effective binder level.

HP+10%: Your maximum HP rises by 10%.

Sleep: At will, you may attempt to put enemies to sleep. This ability functions like the Sleep spell heightened to a spell level equal to half your effective binder level except that you may put enemies to sleep of 3 times your effective binder level's worth in Hit Dice

Mute: At will, you may attempt to mute (silence) enemies. This ability functions

like the Silence spell heightened to a spell level equal to half your effective binder level.

Slow: At will, you may attempt to slow enemies. This ability functions like the Slow spell heightened to a spell level equal to half your effective binder level.

Fire: At will, you may hurl flaming arrows at your enemies. You may hurl one arrow per 4 caster levels. Each arrow deals 4d6 points of fire damage. The arrows have a range of 100 ft. plus 10 ft. per effective binder level and must be fired at the same or different targets. All arrows must be aimed at targets within 30 feet of each other and fired simultaneously. Enemies must make a separate reflex save for half damage for each arrow that strikes them.

Hope Song: Once per five rounds, the binder may call forth Siren. For a brief moment, the binder is replaced by Siren and, to the binder and his allies, she sings a hauntingly beautiful melody. All enemies within 30' plus 5' per effective binder level take 1d4 sonic damage per effective binder level with a fortitude save for half. Enemies must also make a will save or be silenced for one round per effective binder level.

For a more FFVI-like experience, add the line:

Special Requirement: You must possess the Siren magicite.

[Post 857]
Author : abraham
Date : 02-06-07 03:30 PM
Thread Title : Re: let's make some new vestiges

how about some disney characters if they haven't been done already?

[Post 858]
Author : JiCi
Date : 02-06-07 03:41 PM
Thread Title : Re: let's make some new vestiges

Doomtrain (http://www.ffshrine.org/ff8/ff8_doomtrain.php)

It's essentially a status affecting GF. It gives the character all the different status attack/defense and elemental attack/defense abilities and when summoned it hits the enemy with almost every status ailment in the game. Okay... a wanton train spirit that afflict condition effects, heh ?

How about those for granted powers ? I'll add the rest when I'll gather more info on it.

Granted Powers:

Runaway Train: Once every 5 rounds, as a standard action, you may plow through enemies and make a special charge attack in a straight line. The line's length is equal to twice your land speed and you must be able to physically move, as you move from the beginning of the line to end of it. Everything within the line takes 1d6 points of bludgeoning damage per binder level.

Entropic Touch: Once every 5 rounds, as a standard action, you may make a special touch attack against a target. If successful, the target suffers a specific

condition, and each lasts 1d4 plus 1 per 4 binder levels. Roll d% to see which condition is afflicted:

- 01 - 05: Ability Drained (The target takes 1 points of ability damage per 4 binder levels. Roll 1d6 to check which ability score is affected.)
- 06 - 10: Blinded
- 11 - 15: Confused
- 16 - 20: Cowering
- 21 - 25: Dazzled
- 26 - 30: Dazed
- 31 - 35: Deafened
- 36 - 40: Energy Drained (The target gains 1 negative level per 4 binder levels.)
- 41 - 45: Exhausted
- 46 - 50: Fatigued
- 51 - 55: Frightened
- 56 - 60: Nauseated
- 61 - 65: Panicked
- 66 - 70: Paralyzed
- 71 - 75: Petrified
- 76 - 80: Shaken
- 81 - 85: Sickened
- 86 - 90: Slowed
- 91 - 95: Staggered
- 96 - 100: Stunned

Poison Strike: Once per 5 rounds, as part of an attack action, you poison a target via injury. The target must make a Fortitude save, and both the primary and secondary damage is 2d6 con.

Immunity to poison: The binder is immune to poison.

Conditioned Spell Resistance: The binder gains a spell resistance equal to 5 plus its binder level. However, it only applies to spells that can afflict the conditions that the entropic touch can deal, even if the spell does not usually allow spell resistance.

[Post 859]
Author : Nephelim
Date : 02-07-07 09:07 AM
Thread Title : Re: let's make some new vestiges

Vestige: Amaros, the Betrayed Lord of Kings

Seal:

Legend: Ages past, Avaros was one of the great Celestial Hebomad, a Paragon Throne Archon, who was the patron Archon of kings and tribal leaders. He was far more directly involved with the development of mortal affairs than his fellow Paragons. So much so that when a Chieftain, of whom he was particularly fond, perished after being betrayed by his son and his Shaman, Avaros resolved to take matters into his own hands. Despite the objections and warning of his siblings, he left Celestia and descended to the Mortal world.

There, he took over the Cheiftan's position, dispatched those who had assassinated him with ruthless efficiency, and set about creating a paradise among the Mortals.

He was, for the most part, profoundly successful. Under his rule, the tribe prospered, forged pacts with its neighbors, and created a civilization which could only exist under the direct watchful eye of a Throne Archon.

The infernal powers, however, saw this as escalation. Neither the infernal nor the celestial powers had ever taken such a direct hand in things, and it could not go un-answered.

It was only a generation or two after Amaros had taken the throne that the infernal armies crashed through hellish gates, and put the torch to Amaros' kingdom and all its allies with a ferocity that the Archon had not anticipated. As his defenses crumbled, he beseeched his fellow celestials for aid.

They ignored his calls.

By the time the fires had been put out and the infernal armies retreated, Amaros' paradise had been utterly erased from the world. Enraged, Amaros flew to his brothers, and confronted them with his betrayal. So distraught was he that he forced a deadly confrontation between himself and his siblings. It was a battle that he knew he could not win, and when he died, his essence tore itself asunder, pulled by his loyalties to the heavens and the earth. Abandoned by the Gods and Celestials, and unwilling (or unable) to descend into the abyss or the Mortal Realm, Amaros slipped "between" and became a Vestige.

Manifestation: When the Binder calls Amaros, a single white rose appears in the center of the seal, and distant weeping can be heard. An instant later, a massive face rushes into view, so gigantic that only one eye can be seen at a time in the circle. It is the golden-skinned face of a Throne archon, his eyes empty, black sockets, his hair brutally and unevenly shorn and ragged, and his skin charred, cracked, and broken like over-tempered metal. He tries to push his way past the limits of the circle desperately, as though he were trying to force himself, head first, through an opening no bigger than his own mouth. After a few seconds, he settles down, disappointed, and asks the summoner what he wants. The conversation is punctuated with unbridled rage, desperate sadness, and hysterical laughter.

Level: 6?

Bind DC: 28?

Special Considerations: Amaros will not respond to anyone currently bound to Tenebrous. While he finds binding to those of non-good or non-lawful alignment to be distasteful, his desire to experience the world again has long over-ridden his ethical qualms.

Sign: A crown of white roses encircles the Binder's head. Furthermore, the Binder looks as though they are in direct sunlight at all times, and from all directions. Because of this, they cast no shadow, but stealth may be difficult.

Influence: The Binder must defer to any legitimate authority. Also, Amaros tends to act somewhat bipolar, reveling in his victories as well as wallowing in his failures.

Granted Abilities:

• Ancient Loyalties: The ancient loyalties that Amaros commanded still persist to this day, and through his name and the flickering remnant of his influence, other, lesser Celestial creatures can be summoned to appear. As a Standard action, the Binder is able to Summon Animals with the Celestial or half-celestial templates, Angels, Archons, Eldarins, and Guardinals. The summoned creature can have a CR no higher than the Binder's Effective Binder Level.

Each alignment step from the Binder's that the target of the summoning is, the effective binder level drops by 3. Angels count as having the same Law\Chaos axis as the Binder. For example, a LG Binder could summon Angels and Archons at full strength, Guardians at EBL-3, and Eldarins at EBL-6. Animals with the Celestial or Half-Celestial templates are considered NG.

Only one creature can be summoned at a time, regardless of the Binder's EBL, and when that creature departs, another can not be summoned for 5 rounds. If the summoned creature dies, another can not be summoned for an hour. Summoned creatures are bound to obey the Binder.

○ Embody: With Amaros' commanding presence, the Binder can draw the very substance of other celestial creatures into themselves. The binder can use an ability similar to Channel Celestial (BoED), but only to channel whatever celestial creature has been summoned with Ancient Loyalties. The channelling can last up to 10 minutes per Effective Binder level, but the strain this puts on thier body and soul takes its toll, causing 1d6 Strength and Dexterity damage when the duration lapses. While Embodied, Celestials are still considered to be "summoned" and thus prevent Ancient Loyalties from working while this is in effect.

○ The Rose Crown: When fully manifesting Amaros, the Binder is granted celestial qualities. The binder receives a benefit as defined by the following table, based on their Effective Binder Level:

- 1-9: n/a [lowest possible level to bind is 10th with Improved binding]
- 10-12: Celestial Aspect
- 13-16: Celestial Aspect and Visage of the Deity: Lesser
- 17-19: Celestial Aspect and Visage of the Deity
- 20+: Celestial Aspect and Visage of the Deity: Greater

Additionally, any attempt to discern alignment on the Binder registers them as Lawful Good. If Amaros' sign is suppressed, so is this ability. The Rose Crown can only be activated (as a standard action) for 1 round per EBL, and has a 5-round recharge period.

○ Grand Destiny: Enlarge (self only), at will.

○ Touch of Divinity: Those bound to Amaros can use divine Spell-trigger devices as though they were a cleric of a level equal to their EBL.

[Post 860]
Author : DarkRhystar
Date : 02-07-07 10:24 AM
Thread Title : Re: let's make some new vestiges

how about some disney characters if they haven't been done already?

A lot of Kingdom Hearts characters have been made here, but no regular Disney ones.

Runaway Train: Once every 5 rounds, as a standard action, you may plow through enemies and make a special charge attack in a straight line. The line's length is equal to twice your land speed and you must be able to physically move, as you move from the beginning of the line to end of it. Everything within the line takes 1d6 points of bludgeoning damage per binder level.

Consider rewording this to an Overrun-style attack, otherwise it doesn't work.

Entropic Touch:

You could use a d20 instead of a percentage die if you wanted since you only have

20 status effects.

Poison Strike: Once per 5 rounds, as part of an attack action, you poison a target via injury. The target must make a Fortitude save, and both the primary and secondary damage is 2d6 con.

Wow that's nasty.

Immunity to poison: The binder is immune to poison.

Conditioned Spell Resistance: The binder gains a spell resistance equal to 5 plus its binder level. However, it only applies to spells that can afflict the conditions that the entropic touch can deal, even if the spell does not usually allow spell resistance.

Immunity poison is so-so. CSR is utterly useless. SR of 5+level will never help and that it's limited on only certain types of spells makes it even worse.

An attempt at an Epic\Level 9 Vestige... by my understanding, a level 21 Binder should have access to Level 9 vestiges, which should allow for abilities akin to L21 wizards and Warlocks.

- 1) There are no printed rules for Epic Binders (AFAIK).
- 2) There are no level 9 vestiges in ToM.
- 3) According to what you believe, if I took Improved Binding, I'd have Epic Vestiges at level 19.

[Post 861]
Author : Nephelim
Date : 02-07-07 10:49 AM
Thread Title : Re: let's make some new vestiges

- 1) There are no printed rules for Epic Binders (AFAIK).
- 2) There are no level 9 vestiges in ToM.
- 3) According to what you believe, if I took Improved Binding, I'd have Epic Vestiges at level 19.

You are correct on all three points. I extrapolated myself, unofficially (clearly) but the logic is sound, and well within the bounds of the guidelines presented in the ELH.

Having said that, I wouldn't allow Improved Binding to allow an Epic Level Vestige any more than a Precocious Apprentice style feat would allow L10 spells. I know that's a ****-poor analogy, but I was working under the framework that Epic vestiges are inaccessible until you have an Epic Vestiges feat the same way that Epic Spells require an Epic Magic feat. Seems logical to me.

I used "level 9" sort of like how the Amplifier in Spinal Tap goes to 11. Its just "more than 8" really....

[Post 862]
Author : JiCi
Date : 02-07-07 11:06 AM
Thread Title : Re: let's make some new vestiges

Consider rewording this to an Overrun-style attack, otherwise it doesn't work. Oh, yeah, that would be better indeed. I've actually based it on the Lightning Leap spell from Complete Mage, where you deal electricity damage and move from point A to point B.

You could use a d20 instead of a percentage die if you wanted since you only have 20 status effects. *whistle* cough cough cough... yeah, good point.

Wow that's nasty. I could also make the poison progressively more potent as the binder advances in levels.

Immunity poison is so-so. CSR is utterly useless. SR of 5+level will never help and that it's limited on only certain types of spells makes it even worse. Hmmm... yeah, you got a point. Anyway, I've told you that I'm not that good in FF knowledge, yet I have tried something. I'll keep working on it, or if someone else wants to give it a try, it can at least get a good start with the abilities I've come up with.

Thanks for the feedback, but I think I'll stick to new and original D&D vestiges. I'll let the good old FF veterans deal with summons/GF vestiges. However, what that first attempt taught me was that I may have come up with a train-like vestige, based on Eberron's Lightning Rail.

I was tinkering about the idea that an uncontrolled Lightning Rail (these babies are elemental-powered) broke loose and wandered off on a conductor line into a manifest zone that emulates the Positive Energy Plane (I have yet to find the real name). The result was that the whole train became animated, thus sentient, and crashed. The newborn spirit got "resurrected" as a vestige.

I was thinking of granting electrical attacks when the binder overruns or bull rushes a target, a resistance to domination (representative from the bound elemental sealed inside the Khyber shard), electricity resistance and electricity conductivity, which could work as the feat presented in Unearthed Arcana.

What do you guys think about it ?

[Post 863]
Author : Ryuu Tenshi
Date : 02-07-07 11:45 AM
Thread Title : Re: let's make some new vestiges

I was tinkering about the idea that an uncontrolled Lightning Rail (these babies are elemental-powered) broke loose and wandered off on a conductor line into a manifest zone that emulates the Positive Energy Plane (I have yet to find the real name)..

The pos. energy plane in Eberron is called Irian, the Eternal Day.

[Post 864]
Author : JiCi
Date : 02-07-07 12:20 PM
Thread Title : Re: let's make some new vestiges

The pos. energy plane in Eberron is called Irian, the Eternal Day. Oh yeah, that's

right, now I remember. I didn't have my books at that time.

Thx.

[Post 865]
Author : DarkRhystar
Date : 02-07-07 01:58 PM
Thread Title : Re: let's make some new vestiges

You are correct on all three points. I extrapolated myself, unofficially (clearly) but the logic is sound, and well within the bounds of the guidelines presented in the ELH.

Having said that, I wouldn't allow Improved Binding to allow an Epic Level Vestige any more than a Precocious Apprentice style feat would allow L10 spells. I know that's a ****-poor analogy, but I was working under the framework that Epic vestiges are inaccessible until you have an Epic Vestiges feat the same way that Epic Spells require an Epic Magic feat. Seems logical to me.

I used "level 9" sort of like how the Amplifier in Spinal Tap goes to 11. Its just "more than 8" really....

Honestly, I'd rather see lower level vestiges that scale well up to and past level 20 than epic level vestiges because

- A) They're applicable in more games
and
- B) They don't require inventing new rules later.

That's my preference though.

By the way, anyone have ideas on the level/DC for Siren? Three is the absolute minimum (slow is a level 3 spell), but I'm not sure if it should be higher or not.

[Post 866]
Author : Nephelim
Date : 02-07-07 05:03 PM
Thread Title : Re: let's make some new vestiges

Honestly, I'd rather see lower level vestiges that scale well up to and past level 20 than epic level vestiges because

- A) They're applicable in more games
and
- B) They don't require inventing new rules later.

That's my preference though.

A valid point.I'll see if I can do something with summoning Celestials based on CR versus Binder Level, then Channeling them... Have Channeling the Throne Archon as a Capstone ability at L20

EDIT: I've adjusted the powers to scale upwards... I've made a LOT of changes...

[Post 867]
Author : Ryuu_Tenshi
Date : 02-07-07 05:18 PM
Thread Title : Re: let's make some new vestiges

Oh yeah, that's right, now I remember. I didn't have my books at that time.

Thx.

... the sad part is I knew that without having to look it up. x.X

Mabar, the Eternal Night, Ferenia the... something, Lamanian the Twilight Forest, Risia the... something else... Thelanis, the Faerie Court...

x.X Why does my brain so readily absorb the names of imaginary planes of existence, but I can't remember when the Boxer Rebellion was?

[Post 868]
Author : Bill Lumberg
Date : 02-08-07 10:05 AM
Thread Title : Re: let's make some new vestiges

I was going to make a Rick James vestige but I stopped myself.

[Post 869]
Author : abraham
Date : 02-08-07 03:45 PM
Thread Title : Re: let's make some new vestiges

what about leug-eo(I think that's how you spell his name,he controlled the machine that apposed lum the mad's)

[Post 870]
Author : Yadot
Date : 02-08-07 04:19 PM
Thread Title : Re: let's make some new vestiges

Balor, The Evil Eye

Vestige Level: 5

Binding DC: 26?

Legend: Balor was a prince of the Unseelie Court and the son of Buarainech and Cethlenn. He rose to power as the commander of the giant Formori. Balor pocesses a bloated eye that could kill any one on sight, a power he gained by standing to close to the making of a death potion. As he marshaled his army to invade mortal lands his grandson, Lugh the All-Crafted, slew him with the spear of fire, Luin.

Special Requirement: You must burn a handful of peat moss with a drop of a magic potion. Additionally Balor will not appear if have bound Lugh in the past 24 hours.

Manifestation: A fair man 7ft tall appears before you. As you watch the fumes from the burning peat smother his left eye. His right eye squints into nothing as the left grows grotesquely.

Sign: The binder's left eye is slightly enlarged and has difficulty opening.

Influence: Balor demands that the binder act as though you command others around you and you chafe under other's orders. Also the binder will act hostile towards anyone using fire as a weapon.

Granted Abilities:

The Evil Eye: The binder can cast searing* scorching ray at will. The caster level is your effective binder level. Balor's sign must be shown to use this ability. This ability is usable once every five rounds.

Acidic Reave: The binder may make a melee touch attack on a target. The target must make a fortitude save (1/2 EBL+ Cha mod) or take 3d6 acid damage + 1d6 per two EBL. If the target succeeds it takes 3d6 acid damage +1 point per EBL. This ability is usable once every five rounds.

Rally the Legion: The binder and all allies within 30ft of the binder gain either DR 1/- per five binder levels or a +1 bonus per five binder levels to all saves. Switching between abilities is a standard action.

Balor's Sight: The binder gains Blindsight 30ft.

EDIT: Made some minor corrections. For the inspiration see Here (<http://en.wikipedia.org/wiki/Balor>).

*Searing is a +1 metamagic feat that allows fire damage to pass fire resistance. (SS)

[Post 871]
Author : JiCi
Date : 02-08-07 05:32 PM
Thread Title : Re: let's make some new vestiges

Ok, I'm done with my train vestige, here it is:

Jhondrol Var, the spirit of an elemental wonder
Vestige Level: 3
Binding DC: 20

Legend: House Orien and House Cannith once received a commission from an heir of Galifar to build a new kind of transportation mode so the king could go where he wants inside his large kingdom. House Cannith created the conductor stones, small electrically-charged pyramid-shaped stones that provide a pathway for a large engine to run. The organisation turned to the Zilargo nation for propulsion, as they were masters of elemental binding techniques. They decided to use an air elemental to propel the machine forward. Both sides worked on a large railed, rocket-shaped machine that used the electricity in the conductor stones to travel at great speed. Furthermore, they also built a wagons and carts that could carry passengers and cargo. House Orien decided to provide operation and maintenance of the transport, which was given the name "Lightning Rail". The Lightning Rail is still popular to these days, as it connects most nations together with conductor lines.

The Lightning Rail, however, has a major flaw: the bound elemental it holds can go berserk or even break free from the Khyber dragonshard. Such a temper can cause the coach to malfunction, and a team of scoundrels discovered that the hard way. The gang planned to hijack an entire Lightning Rail, with the coach and carts, for unknown plots. When the leader approached the dragonshard to start the coach, he tried to bend the elemental to his will. Unfortunately, the elemental refused to obey the thief and started the Lightning Rail and rapidly moved forward, jerking the scoundrels off the coach into the ground. The vehicle ran off onto the conductor lines at high speed, drawing the multiple empty carts with it.

It speeded up a straight line and entered the King's Forest. Surprisingly, an unnatural phenomenon occurred: a manifest zone appeared and enclosed a large portion of the lines. That zone was tied to Irian, the Eternal Day, and due to its positive-dominant trait, it caused the coach to become sentient, as an intelligent animated object. The shock caused by the manifest zone disturbed the Lightning Rail and made it derail and crash into the ground. The impact was so strong that the conductor stones burst into shrapnel and discharged their electric charge into the vehicle. These explosions resonated so much that the machine rolled outside of the manifest zone, thus slowly ending the animation. The wood was splintered, the metal was bended and twist, and the dragonshard shattered by the impact.

As a result, the Elder air elemental was thrown away from the crash. As it flew up to contempt the disaster, it noticed that the front lights of the coach were looking at it, blinking and filled with pain and despair. The elemental spoke aloud in its language: "Toss away this feeling of pain, as you are now free from this object. Let your mind be carried by the forces of the planes beyond and rest in peace, as you have endured a treacherous live of servitude." The eyes turned off and the lightning stopped arcing throughout the Lightning Rail; it was "dead". The noise has alerted an elven patrol that was passing by. The first thing they said to alert the other team was "Jhondrol Var", "Lightning Rail" in the elven tongue. The scouts gazed upon the machines and looked up to the elemental, still floating in the air. The beast turned away and flew into the sky, returning to its home plane.

The wreckage of the Lightning Rail still lies today, buried deep into the King's Forest, rotted and rusted by the ages. House Orien repaired the conductor stones but didn't salvaged the carts, as they were too much damaged and that the dragonshard was broken. As for the spirit that briefly animated the coach, it now lives as a vestige, under the name of Jhondrol Var.

Special Requirements: Jhondrol Var will not response to a binder who is considered a rival, outcast or enemy of House Orien. However, a binder that possesses the Mark of Passage has a higher chance of binding this vestige.

Dragonmark	Bonus on binding check
Least	+4
Lesser	+6
Greater	+8
Siberys	+10

Manifestation: Small conductor stones start erupting from the ground, glowing in a blue light. You then hear the crackling of lightning and two glowing lights that shine in a cone on you. Moments later, you see a Colossal cylinder-shape piece of tarnished steel. It has two sets of ski-like appendages on each side, 6 vertical plates protruding from the upper part near the nose, 2 oblong-shaped protrusions in the middle and an empty cabin at the back. Lightning bolts jumps from place to place on the coach. Jhondrol Var then positions his eyes on you and speaks with a loud voice, as if it was coming from the inside.

Sign: Your eyes radiate a faint bright glow and you have tiny lightning bolts at jump on your body.

Influence: Jhondrol Var imposes you to travel and to enjoy what you see. You become slightly claustrophobic, as you desire the open air.

Granted Powers:

Trampling Train: Once every 5 rounds, when you make successful overrun or trample attempt, you deal an extra 1d6 points of damage per binder level. The damage is half bludgeoning and half electricity. The target may make a Reflex save to halve the damage.

Shock: You generate massive amounts of electricity and a mere touch deals 1d6 points of electricity damage. Any metallic weapons you wield discharges this electricity. You must be showing Jhondrol Var's sign in order to use it.

Train Charge: You project a ghostly image of an outgoing train when you move. Once every 5 rounds, when you charge, the target must make a Will save or be shaken for 1 round. At 10th level, the target becomes frightened, at 15th level, it becomes panicked and at 20th level, it cowers. This is a fear effect.

Immunity to electricity: You gain a resistance to electricity equal to 5 plus your binder level. At 18th level, you gain immunity to electricity.

Electricity sense: You can detect the presence of electrical currents and sparks. This functions as the scent ability, except the range is a set 120-foot radius and you may pinpoint the source of the charge at 10 feet.

So what do you think ?

P.S. I know, I stink horribly at describing the Lightning Rail coach, but that's because I haven't seen a good detailed picture yet. My apologies on this one.

EDIT: fixed a few things

[Post 872]
Author : DarkRhystar
Date : 02-09-07 12:02 PM
Thread Title : Re: let's make some new vestiges

Balor

Influence: Balor demands that the binder act as though you command others around you and you chafe under others orders. Also the binder won't associate with anyone carrying a spear.

The spear part is too arbitrary.

The Evil Eye: The binder can cast searing scorching ray at will. The caster level is the effective binder level. Balor's sign must be shown to use this ability.

Searing? As in a Scorching Ray modified by the Searing Spell feat? Definitely make it once per 5 rounds if so.

Acidic Reave: The binder may make a melee touch attack on a target. The target must make a fortitude save (1/2 EBL+ Cha mod) or die. If it succeeds the target takes 3d6

acid damage +1 point per EBL. This ability is usable once every five rounds.

Remove the instant death part. Seriously, unlimited use instant death is bad.

Rally the Legion: All allies within 30ft of the binder gain either DR - per five binder levels or a +1 per five binder levels to all saves. Switching between abilities is a standard action.

What kind of DR? Does the effect only affect the Binder's allies and not the binder?

Balor's Sight: The binder gains Blindsense 30ft.

Why not Blindsight?

Jhondrol Var

Trampling Train: Once every 5 rounds, when you make successful overrun or trample attempt, you deal an extra 1d6 points of electricity damage per binder level. The target may make a Reflex save to halve the damage.

Why does this deal electricity damage? Seems like it should definitely be bludgeoning; you are ramming people out of the way after all.

Shock: Your body discharges electrical blasts. You deal an extra 1d6 points of electricity damage each time you attack and each time something else hits you with a natural weapon or a non-reach weapon. If someone grapples you, it takes 3d6 points of electricity damage per round it maintains the grapple.

3d6 damage per round of grappling seems much too high.

1d6 every time something hits you seems really really powerful. Most every effect like this only works on natural/unarmed attacks. Yours works on everything and on ranged weapons as currently worded. Poor form.

Train Charge: You project a ghostly image of an outgoing train when you move. Once every 5 rounds, when you charge, the target must make a Will save or be shaken for 1 round. At 10th level, the target becomes frightened, at 15th level, it becomes panicked and at 20th level, it cowers. This is a fear effect.

I like this. Most balanced ability in this vestige. :)

Immunity to electricity: You are immune to electricity damage as long as Jhondrol Var is bound to you.

How about swapping this for resistance that increments with levels and eventually becomes immunity? After all, your target level for this vestige is 3.

Electricity sense: You can detect the presence of electrical currents and sparks. This functions as the scent ability, except the range is a set 120-foot radius and you may pinpoint the source of the charge at 10 feet.

I like this one too. Not powerful, but very neat.

Well sir, there's nothing on earth like a genuine bona fide electrified six car monorail!

[Post 873]
Author : JiCi
Date : 02-09-07 01:04 PM
Thread Title : Re: let's make some new vestiges

Jhondrol Var

- snip -

All taken in consideration, and fixed.

Thanks for the feedback.

[Post 874]
Author : Nephelim
Date : 02-09-07 01:05 PM
Thread Title : Re: let's make some new vestiges

I've de-epic-ified Amaros, if I could get someone to take a gander...

[Post 875]
Author : Yadot
Date : 02-09-07 01:26 PM
Thread Title : Re: let's make some new vestiges

DarkRhystar that was JiCi you should have quoted, not me.

Yes, I thought the Evil Eye Ability was a bit too strong I'll change it to a five five round delay.

Remove the instant death part. Seriously, unlimited use instant death is bad. That was based on the 5th Slay Living spell, but if it's too strong what do you recommend I change it to?

What kind of DR? Does the effect only affect the Binder's allies and not the binder? DR- According to CustServe you count as your own ally. I'll clarify it.

Why not Blindsight? Okay then.

Also do you have any ideas what level vestige Balor should be?

[Post 876]
Author : DarkRhystar
Date : 02-09-07 04:49 PM
Thread Title : Re: let's make some new vestiges

All taken in consideration, and fixed.

Looks good.

DarkRhystar that was JiCi you should have quoted, not me.

I did quote JiCi; I just put the wrong name at the top of each quote. :P

That was based on the 5th Slay Living spell, but if it's too strong what do you recommend I change it to?

Not sure.

DR- According to CustServe you count as your own ally. I'll clarify it.

The same CustServe ruling that let's WRT be used on yourself which combines with RKV to make a very powerful broken combination?

For some odd reason, I just don't have much faith in Customer Service... ;)

Also do you have any ideas what level vestige Balor should be?

5th.

[Post 877]

Author : daganisoraan

Date : 02-09-07 09:53 PM

Thread Title : Re: let's make some new vestiges

<http://www.clarity-consulting.com/images/Circle.jpg>

Void, the forgotten race

Vestige Level: 3rd

Binding DC: 22

Special Requirement: Yes

Only remnants of a long vanquished race, it is now the only proof left that the void mephit race ever existed. Rather than granting abilities related to mephits, this vestige give binders capacities to fight elementals and help their allies in combat.

Legend: Thousand of years ago a war waged accross the entire quasi-elemental plane of vacuum. The opponents were the vacuum quasielementals who, for an unknow reason, decided to destroy the entire race of the void mephit. The war lasted for countless years, but at some point the void mephits were no more. As outsiders, with no place for their souls to go, the entire race found itself trap in an unknown place, outside of time and space. Now the race travel this strange place as a single entity, trying to find a way to return in the real world, even if this effort is futile.

Special Requirement: The binder must draw a circle on a flat surface, such as a sheet of paper. The interior of the circle must absolutely be empty of any drawing, dust, or any other materials that might be on it.

Manifestation: Upon completion, the interior of the circle become completly black, and a bottomless hole appear. From the hole, comes a translucent mephit that appear to be crying. As the mephit look at the binder it fades away. One the mephit is gone, the seal completely disappear as if it was never drawn.

Sign: Smalls translucent immaterials wings appears in the back of the binder.

Influence: A binder who's influenced by this vestige becomes distant and has difficulty hearing what other people says. As the binder goes through his day, he continuously hear small voices calling for his help. Whenever someone ask for his help, the binder must do what he can to help.

Granted Abilities: This vestige grant the binder control over the vacuum element, combat abilities against elementals, and advantage to help his allies.

Aid Ally: The binder may grant his Charisma modifier as bonus to AC or attack to an ally, instead of the standard bonus, when he use the aid another action.

Elemental Plane Familiarity: The binder gains a +4 bonus on Knowledge (the planes)

checks related to elemental creatures and the material planes. The binder can make Knowledge (the planes) checks as if he was trained, even if he has no ranks in that skill.

Smite Elemental: Three times per day, the binder can attempt to smite creature with the elemental type with a single melee attack. He add his Charisma bonus (if any) to the attack roll and deal 1 extra point of damage per effective binder level. If he accidentally smite a creature that does not have the elemental type, the attempt has no effect. Once he has used this ability, the binder cannot do so again for 5 rounds.

Vacuum Breath: The binder can create a zone of vacuum shaped as a cone in front of him. The cone extend 5 feet per two effective binder levels (maximum 30 feet) and deals 1d6 points of damage per binder level to every creature in its area. A successful fortitude save halves this damage. Creatures with the elemental type aren't allowed to make a save. Once he has used this ability, the binder cannot do so again for 5 rounds.

[Post 878]

Author : daganisoraan

Date : 02-10-07 09:50 AM

Thread Title : Re: let's make some new vestiges

Here's my personal version of the vestige of Cthulhu. I'm not saying that the other is wrong. Its just that i think that this one is more horrific and the version of Psychic infinity (<http://boards1.wizards.com/showpost.php?p=8724804&postcount=3>) is more illithid-like. (but thats my opinion)

<http://www.sam-hane.com/agency/necro.jpg>

Cthulhu, Master of R'lyeh

Vestige Level: 8th

Binding DC: 35

Special Requirement: Yes

Tough in a millennial sleep, Cthulhu is known to send horrific dreams to mortals, which may have tipped some people into madness. As vestige, Cthulhu grants its binder powers related to its nature.

Legend: According to scholars, unlike others vestiges, the current form of Cthulhu is natural for him, much like sleep for mortals. From the few bits of informations that Cthulhu has ever given. Mainly through the shattered mind of mad men. It is said that at some point in the past, when the stars were not right, he went beneath the sea and began sleeping in the corpse city of R'lyeh. While in there he is in a living death state, but someday the city will rise and he will wake, freed to raven and slay across the world.

For the few, that tried to studies Cthulhu, another bribe of information was unfolded.

"La mayyitan ma qadirun yatabaqa

fa itha yaji ash-shuthath al-mautu qad yantahi."

Translated it can be read as following:

"That thing is not dead which has the capacity to continue to exist eternally, And if the abnormal ones come, then death may cease to be."

This line could somewhat explain the current state of Cthulhu.

Special Requirement: Cthulhu require that his seal must be drawn within 10 feet of the head of a creature sleeping or unconscious. Once the seal is written, the binder must say: "Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn." Cthulhu refuse to be bounded with Dahlver-Nar. (This last requirement can't be ignored with the ignore special requirements feat)

Manifestation: As soon as the binding begins, tentacles come out from the seal and grab the head of the binder. For a mere second, the binder lose its sanity, but regain it as the tentacles return to the seal as quickly as they came out.

Sign: Moving incorporeal tentacles enlases the body of the binder. Creature are only able to see those tentacles only at the limits of their fiel of vision. The tentacles disappear whenever a creature try to look directly at them.

Influence: A binder who is influenced by this vestige is always fatigued. If during three consecutive rounds he doesn't act, he will fall asleep. Falling asleep this way inflict 1 point of wisdom damage to the character. The sleeping last only 1 minutes after wich the character is no longer influenced by this vestige for one hour.

Granted Abilities: Cthulhu give binder bounded to him the ability to take his appearance and to walk among his dreams.

See the dream: Once per day as a free action, the binder is able to join Cthulhu in his dream state for a brief moment. This power can be used right before a new condition would affect the binder. Upon activating this ability, the binder disappear and reappear up to 5 rounds later in a space of his choice within 30 feet. For each round he is gone, the binder is cured of a number of damage points equal to his charisma score and any one of the following effect is healed: blinded, confused, cowering, dazed, deafened, exhausted, fascinated frightened, nauseated, panicked, paralyzed, petrified, shaken, sickened, or stunned. But, when he reappear, the binder suffer 1d4 points of wisdom damage for each rounds he was gone.

Star-spawn: You can take the form of a horrible monster with tentacle as if using the form of doom psionic power.

Dream message: You are able to speak with sleeping people as a standard action. This effect works like the dream spell.

Wings of Shadow: You gain a fly speed just as if you were affected by the fly spell. You cannot use this ability if you do not show Cthulhu's sign.

Maddening Sight: Like Cthulhu you are able to make people go insane with just a look. When you use this ability, each creatures within 30 feet of you must succeed on a Will save or take 1d4 points of Wisdom damage. Creatures can't be reduce below 1 point of wisdom this way. Creature reduced to 1 point of wisdom with this ability becomes confused as long as they are awake. Creature can avert or close their eyes to protect themselves, as normal for a gaze attack. You can still take a standard action to focus your gaze attack on a target creature, as normal for a gaze attack. You can choose not to affect a specific creatures within range of the gaze attack, such as your allies, if desired. You cannot use this ability if you do not show Cthulhu's sign. Once he has used this ability, the binder cannot do so again for 5 rounds.

[Post 879]

Author : Ryuu_Tenshi

Date : 02-10-07 11:22 AM

Thread Title : Re: let's make some new vestiges

<http://www.sam-hane.com/agency/necro.jpg>

Cthulhu, Master of R'lyeh

Vestige Level: 8th

Binding DC: 35

Special Requirement: Yes

Tough in a millennial sleep, Cthulhu is known to send horrific dreams to mortals, which may have tipped some people into madness. As vestige, Cthulhu grants its binder powers related to its nature.

... bold text is my corrections. Is English your native language? becuae you seem to have some trouble with plurals.

Legend: Unlike other vestiges, Cthulhu has a physical body; however, this is not his true form. The Cthulhu that binders call is the dead and dreaming mind of the

High Priest of the Old Ones.

Someday, it is said that Cthulhu will awaken from his home in Ryleh and devour the world. When that day comes, his dreaming mind will return to his body and cease to exist as a vestige, instead becoming truly real.

More corrections. x.X I had NO idea what you were actually trying to say.

Special Requirement: Cthulhu require that his seal must be drawn within 10 feet of the head of a creature sleeping or unconscious. Once the seal is written, the binder must say: "Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn." Cthulhu refuse to be bounded with Dahlver-Nar. (This last requirement can't be ignored with the ignore special requirements feat)

TOO MANY SPECIAL REQUIREMENTS. ARGH. Also, special requirements can ALWAYS be ignored by that feat. THAT IS WHY THAT FEAT EXISTS. Special Requirements are NOT meant to be game-balance issues.

I'd say just cut the requirements entirely.

Manifestation: As soon as the binding begins, tentacles come out from the seal and grab the head of the binder. For a mere second, the binder lose its sanity, but regain it as the tentacles return to the seal as quickly as they came out.

... I just don't really like that. *shrugs*

Sign: The binder's shadow is twice its normal size and seem to stretch itself toward intelligent creatures. His eyes become completely black.

Eye thing is cliché, the other part is alright. But what on earth does this have to do with Cthulhu?

Influence: A binder who is influenced by this vestige is always fatigued. If during three consecutive rounds he doesn't act, he will fall asleep. Falling asleep this way inflict 1 point of wisdom damage to the character. The sleeping last only 1 minutes after wich the character is no longer influenced by this vestige for one hour.

Uh... ok, the constant sleepiness is alright, but influence isn't supposed to have any mechanical effect. It is ENTIRELY a flavor thing.

Keep the constantly fatigued, maybe say that whenever the binder has a moment to rest, he takes it, catnapping constantly.

That's all I can critique atm, I have to go and work on an essay. x.X

[Post 880]

Author : Kassil

Date : 02-10-07 12:52 PM

Thread Title : Re: let's make some new vestiges

More corrections. x.X I had NO idea what you were actually trying to say.

That Cthulhu isn't really a vestige banished Beyond, just an Incredibly Powerful Thing whose sleeping mind can be summoned.

Kind of like Aura, earlier in the thread, essentially being a goddess, and yet still being summonable as a vestige.

Breaks the flavor of vestiges, IMO, but eh.

[Post 881]

Author : daganisoraan

Date : 02-10-07 12:57 PM

Thread Title : Re: let's make some new vestiges

... bold text is my corrections. Is English your native language? because you seem to have some trouble with plurals.

Actually, my native language is french, and i always have problems with plural, french or not.

More corrections. x.X I had NO idea what you were actually trying to say. At some point in the past, when the star were not right, he went beneath the sea and earth and began sleeping in the corpse city of R'lyeh. While in there he is in a living death state, but someday the city will rise and he will wake, freed to raven and slay across the world.

This text come from the description of Cthulhu found in Call of Cthulhu RPG rulebook. Yes its confusing, but its meant to be like that. I will add more text that will make the mystery even more complicated. :)

TOO MANY SPECIAL REQUIREMENTS. ARGH. Also, special requirements can ALWAYS be ignored by that feat. THAT IS WHY THAT FEAT EXISTS. Special Requirements are NOT meant to be game-balance issues.

I'd say just cut the requirements entirely. Special Requirement: Cthulhu require that his seal must be drawn within 10 feet of the head of a creature sleeping or unconscious. Once the seal is written, the binder must say: "Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn."

This part is simply to add some flavour.

Special Requirement: Cthulhu refuse to be bounded with Dahlver-Nar. (This last requirement can't be ignored with the ignore special requirements feat)

Yes i made this part for balance sake. And i don't think that i should remove the ignorement limitation. The entire point of having Cthulhu as a vestige, is to drive its binder mad. And as i written earlier, Cthulhu is a special vestige, he isn't really dead, nor alive.

Uh... ok, the constant sleepiness is alright, but influence isn't supposed to have any mechanical effect. It is ENTIRELY a flavor thing.

I think that you should go read back the description of the influence, and some of the signs of vestiges. Almost all of them have a mechanical effect. Like Agares that prevent you from using the Bluff skill or Tenebrous who prevent you from acting first in combat.

[Post 882]
Author : Yadot
Date : 02-10-07 01:26 PM
Thread Title : Re: let's make some new vestiges

The same CustServe ruling that let's WRT be used on yourself which combines with RKV to make a very powerful broken combination?

For some odd reason, I just don't have much faith in Customer Service... ;)

Okay, but I thought that was only a problem when you used CustServe's ruling on the Crusader's recovery mechanic?

[Post 883]
Author : abraham
Date : 02-10-07 03:12 PM

Thread Title : Re: let's make some new vestiges

how about some classic cartoon type vistages?

[Post 884]

Author : DarkRhystar

Date : 02-10-07 05:02 PM

Thread Title : Re: let's make some new vestiges

how about some classic cartoon type vistages?

Feel free to make one. :)

[Post 885]

Author : DeeL

Date : 02-10-07 05:26 PM

Thread Title : Re: let's make some new vestiges

A side note - of all the people who have used binding in game, how many have retained the flavor of the binders being outcast and hated by the priesthoods of 'living' deities? I find that I can't really get into the idea of potent supernaturally active individuals being a persecuted minority in a typical D&D world, but I'm prepared to admit that might just be me.

It's like in Marvel comics, there are loads of superhumanly powerful people (and other things) running around battling or inflicting evil and yet there is just one class of such people - mutants - who are persecuted and maligned in an almost institutionalized way. Even in the whacked-out logic of bigotry, this makes no sense.

Same deal with binders as described in Tome of Magic. Am I missing something?

[Post 886]

Author : DarkRhystar

Date : 02-10-07 06:49 PM

Thread Title : Re: let's make some new vestiges

A side note - of all the people who have used binding in game, how many have retained the flavor of the binders being outcast and hated by the priesthoods of 'living' deities?

I understand the flavor, but don't really like it. It can provide some interesting roleplaying opportunities though.

I find that I can't really get into the idea of potent supernaturally active individuals being a persecuted minority in a typical D&D world, but I'm prepared to admit that might just be me.

Same deal with binders as described in Tome of Magic. Am I missing something?

It's essentially religious persecution.

In many settings, religions are very competitive with one another for followers and

some sects (aligned usually) are even openly hostile with one another.

Now unless Clerics and the other divine types are literally everywhere and the gods of the setting make regular appearances, the allure of supernatural powers that you can actually summon and talk to is a lot greater than some over-being whom you may never know at all.

Imagine in real life if Zeus came down, hung out with his followers, and even gave them powers. What do you think the Catholic Church's response would be? Guess who the average person is more likely to believe in. Now put this in a setting where the deity's power is dependent on the number of followers it has.

The result is essentially that all the churches get together and say "Hey guys, those binders, they're a threat to our faith. We need to do something about this." Meanwhile, the Binders are totally like "Guys don't hate us just because your gods are too busy to hang out."

So they basically go into secretive warfare. They can't tell the public that Binders exist without endangering their followers and they can't let Binders do it either... or exist for that matter.

[Post 887]

Author : daganisoraan

Date : 02-10-07 06:55 PM

Thread Title : Re: let's make some new vestiges

Same deal with binders as described in Tome of Magic. Am I missing something? Nope, i think you got it right.

The reason the binder have this background is simple.

In past D&D edition, pact magic was something evil, sometimes even vile. Usually it involved demons, and sometimes strange and long rituals that could include sacrifice and bargaining. After the ritual, the binder would gain powerfull abilities in exchange for his soul, or in more evil pact, in exchange of the soul of somebody else.

In tome of magic, the writers tried to create the same thing, while making the class less dependent of demons, thus creating the vestige. Sadly, they decided that the vestige are entities outside the controls of gods. While doing so, they kept a part of the evil-like background of binding.

As stated in the books, binders and group studying binders tend to hide themselves. Extrapolating from that, one can assume that most people have heard of pact magic/binding, but very few have actually seen what it is. If this is true, life for binder tend to be a lot easier, since all they have to do is make themselves pass for clerics, warlocks, or any really strange prestige class.

Another thing that could make binder life is what church actually despise binders. Here's what i think most church/gods react to binders. In order from hate to neutral.

St-Cuthbert, Wee Jas: Totally against binders, and hunt them actively.

Erythnul, Gruumsh, Hextor: Kill binders, just like every body else, who doesn't believe in the god.

Garl, Nerull, Olidammara: Doesn't hesitate to harm or use binders if it advantage him.

Boccob, Vecna: Probably isn't against binders, but want to learn how this magic work.

Fharlanghn, Obad-Hai: Doesn't have any opinions on binding.

Corellon, Ehlonna, Heironeous, Kord, Moradin, Pelor, Yondalla: Doesn't like the use of binding, but is also against the death/torture of good binders by its followers.

[Post 888]

Author : Slightly Unscrewed

Date : 02-10-07 07:37 PM

Thread Title : Re: let's make some new vestiges

has anyone thought to do the vestige of the english language?

[Post 889]

Author : Kassil

Date : 02-10-07 09:31 PM

Thread Title : Re: let's make some new vestiges

has anyone thought to do the vestige of the english language?

Yes. Journeyman has it on his plate as something of a dare from me, after I remarked in the 'things not allowed to do' list in the general D&D forums that I'm not allowed to bind the vestige of it, even if it should count as one - it obviously still exists, despite numerous attempts at murder by various forms of slang, dialect corruption, text talk, and AOL chatspeak.

[Post 890]

Author : daganisoraan

Date : 02-10-07 10:16 PM

Thread Title : Re: let's make some new vestiges

http://www.quicksilvermint.com/medallions/thumbnails/Chartres%20Labyrinth_tif.jpg

Kayfel, the Caring Guardian

Vestige Level: 5th

Binding DC: 25

Special Requirement: Yes

Kayfel was one of the few binder that wanted to be a vestige rather than bind them. Upon achieving his goal, he became a vestige that want to be binded for the contact with a binder instead of reality.

Legend: History speak of a great binder that teached his art to numerous peoples a long time ago. After years and years of teaching, the master reunited all of his students for one last event. While all students were binding vestiges at the same time, the master commited suicide and succeded at becoming a vestige himself. Since that day, the story of the master and of his teaching as travelled time and has become a great reference for all binders.

Special Requirement: Kayfel require the binder to already be binded with another vestige before him.

Manifestation: A smiling humanoid face appear over the seal, then from the eyes two ray hits the binder drawing a golden circle on each hands. Once this is done, the face disappear.

Sign: A golden circle appear on the top of both hands of the binder. The circles appear on any gloves, gauntlet or other vestment that the binder may wear.

Influence: Binders influenced by Kayfel becomes extremely patient and calm. They must refrain of any violent actions when their are not in combat.
Granted Abilities: ...

Binder Secret: The binder gain a +10 competence bonus on his bluff, diplomacy and disguise checks made to hide his binding abilities and the signs of his vestiges.

Bless the Talented: The binder gains a +1 bonus to his binding check made to bind or expel vestige for each of the following feats he has. The feats are expel vestige, ignore special requirements, improved binding, rapid pact making, and skilled pact making.

Body and Soul Guardian: Whenever the binder fall unconscious, he gain fast healing 1. This fast healing work even when the character is below 1 hit point.

Greater Pact Augmentation: The benefit of each bonus granted by the pact augmentation ability is doubled. You cannot use this ability if you do not show Kayfel's sign.

[Post 891]
Author : DarkRhystar
Date : 02-10-07 11:45 PM
Thread Title : Re: let's make some new vestiges

Binder Secret: The binder gain a +10 competence bonus on his bluff, diplomacy and disguise checks made to hide his binding abilities and the signs of his vestiges.

Mostly useless.

Bless the Talented: The binder gains a +1 bonus to his binding check made to bind or expel vestige for each of the following feats he has. The feats are expel vestige, ignore special requirements, improved binding, rapid pact making, and skilled pact making.

Also mostly useless since binding checks don't actually influence whether or not you may bind a vestige. Even worse, the feat choices are the most commonly selected Binder feats. If the bonus weren't so poor it might be scary.

Body and Soul Guardian: Whenever the binder fall unconscious, he gain regeneration 1 until he becomes conscious.

So basically the binder can't die? You do realize that, unlike Fast Healing, Regeneration converts all damage to subdual damage right? And that unlike other Regeneration abilities which specify a type that overcomes it, this doesn't? This also doesn't seem to fit the flavor of the vestige.

Greater Pact Augmentation: The benefit of each bonus granted by the pact augmentation ability is doubled. You cannot use this ability if you do not show Kayfel's sign.

I like this ability a lot. It's versatile, gets better with levels, and fits very nicely with the flavor of this vestige.

[Post 892]
Author : daganisoraan
Date : 02-11-07 12:18 AM
Thread Title : Re: let's make some new vestiges

For the vestige: Kayfel, the Caring Guardian, the ability that i worked the most on is the last, Greater Pact Augmentation. The other three are just there to fill up space.

Binder Secret and Bless the Talented give some minor bonus to the binder. They might seem useless, but if you add the numbers, the bonus can be very helpful. Alternatively, i tought giving the binder the expel vestige feat, (or if he already had that feat, give one more use for the day) but only to expel other vestige.

I changed the Body and Soul Guardian ability into a modified fast healing.

[Post 893]
Author : Drascin
Date : 02-11-07 06:46 AM
Thread Title : Re: let's make some new vestiges

That Cthulhu isn't really a vestige banished Beyond, just an Incredibly Powerful Thing whose sleeping mind can be summoned.

Kind of like Aura, earlier in the thread, essentially being a goddess, and yet still being summonable as a vestige.

Breaks the flavor of vestiges, IMO, but eh.

Since I have changed some of the specifics of vestiges anyway to make them both more important and more varied (I am rather tired of the "...and the gods banished him" thing), it's fine by me if a vestige doesn't fit exactly with the book. Plus, remember the Rule of Cool, and you can't say with a clean conscience that Cthulhu is not cool ;).

Aaanyway, I have been having some pretty sucky days, so I haven't been able to give the correction of Aura enough thought. I will get to sketching ideas as soon as possible.

[Post 894]
Author : Fiendishfiend
Date : 02-11-07 10:22 AM
Thread Title : Re: let's make some new vestiges

I don't know if this has been addressed already, but when a vestige grants you a unnamed bonus to an ability score(for example a +4 to str), does it stack with other vestiges that give you bonuses to str?

[Post 895]
Author : DarkRhystar
Date : 02-11-07 11:02 AM
Thread Title : Re: let's make some new vestiges

I don't know if this has been addressed already, but when a vestige grants you a unnamed bonus to an ability score(for example a +4 to str), does it stack with other vestiges that give you bonuses to str?

Untyped bonuses always stack unless they are from the exact same source.

[Post 896]
Author : Kassil
Date : 02-11-07 11:23 AM
Thread Title : Re: let's make some new vestiges

Since I have changed some of the specifics of vestiges anyway to make them both more important and more varied (I am rather tired of the "...and the gods banished him" thing), it's fine by me if a vestige doesn't fit exactly with the book. Plus, remember the Rule of Cool, and you can't say with a clean conscience that Cthulhu is not cool ;).

Cthulhu owes me money.

And the "...and the gods banished him" thing shows a lack of creativity on the part of others. Neither of my vestiges fall under it... Khellias fled rather than be turned against the ones he protected, and Faint stole himself out of reality. ;)

[Post 897]
Author : Ryuu_Tenshi
Date : 02-11-07 11:58 AM
Thread Title : Re: let's make some new vestiges

A side note - of all the people who have used binding in game, how many have retained the flavor of the binders being outcast and hated by the priesthoods of 'living' deities?

The first time my group played with stuff from ToM, we basically just used the presented material in the book. It was actually a lot of fun and created a lot of tension - always a good thing in a roleplaying game. My character, a NG Cleric/Truename of Boccob, felt that 1. binding was just another kind of magic, therefore, Boccob didn't care and 2. As a NG person she felt that it was rather unfair to the binders to persecute them so. This unfortunately led her to help out a hobgoblin binder and his shadowcaster buddy, which in turn led to her and her companions getting hunted down by Michael Ambrose (the witch-slayer in the book).

That bastard killed my mentor (lvl 17 NG half-elf cleric of Boccob) :(or at least caused him to disappear. :(

[Post 898]
Author : Bill Lumberg
Date : 02-11-07 12:47 PM
Thread Title : Re: let's make some new vestiges

I imagine that the religions of various gods condemn binders for a variety of reasons. Binders communicate with vestiges that are "beyond time, space, and death". This could demonstrate that there are some things gods cannot affect. This, in turn, proves the limitations on the powers of gods which the gods and their followers would seek to suppress.

Many of the vestiges are beings that were condemned by the churches and other authorities of the time. Binders who traffic with these vestiges are violating cultural, legal and religious taboos. The fact that binders gain power from these transgressions could lead others to seek this power and further weaken objections

to the strictures against binders. If the common folk start to question the objection to binding they might begin to question other rules of the churches. This would weaken the power of the churches and, obviously, the churches do not want that.

Binders do not need the same extensive training that other spellcasters do. There is no central school for them. They also do not need various components to use their powers. This makes binders harder to identify and locate than wizards and clerics.

I would think that any deity of law, oppression, or social restriction would persecute binders or, at least, consider them unacceptable. Iuz would suppress anything he could not control. Allitur would find them outside the bounds of propriety. Bralm and Stern Alia would consider them unacceptable.

[Post 899]
Author : poogie525
Date : 02-12-07 08:19 PM
Thread Title : Re: let's make some new vestiges

I was looking through the older parts of this thread and I was wondering. Who is Hastur? I have never heard of him before. Is he like a Grayhawk person or what is he from? I would appreciate the help.

[Post 900]
Author : daganisoraan
Date : 02-12-07 08:33 PM
Thread Title : Re: let's make some new vestiges

Hastur is one of the great old one (Half-god D&D equivalent) in the Cthulhu universe. In this universe, when someone say its name, demons appear to punish the talker.

[Post 901]
Author : Nephelim
Date : 02-13-07 08:54 AM
Thread Title : Re: let's make some new vestiges

I wanted to create a Vestige that allows a Binder to do something that other caster can not - take on templates at will. Please PEACH (and I never heard from anyone regarding Amaros either :confused:) I am most uncertain about how to scale the Meta-Shifting limiter... on the Template's LA or CR adjustment? LA's are normally much higher because of the long-term impact of a template, which does not apply here, plus having negative levels applied to compensate for the boost (to model losing levels) further counters this... I wanted to be able to do stuff like Half-Feind at upper levels, but still have Pseudonatural, Feral, or Half-troll at lower levels.

Name: Flux, Lord of Shapechangers, the Outcast Petitioner

Seal:

Level: 3?

Bind DC: 20

Legend: Flux was a sorcerer in an ancient time who specialized in transmutation and polymorph effects. Over the course of his career, he traveled to many worlds and planes, always studying any new creature he encountered, examining their form on a physical, metaphysical, and spiritual level. Flux was obsessed with creating the Perfect form, combining attributes of various species that he encountered, until eventually, his knowledge rivaled the gods themselves. The real problem with flux was that for all its knowledge and power (Flux had long ago shed any self-identification as being either male or female), it was an extremely prideful being. So much so that it boasted frequently that there was no thing in all of creation that it could not replicate, improve on, and enhance. Eventually, a god of mischief and trickery got wind of this, and decided that Flux had become a danger to the divine entities of the multiverse, and needed to be put in his place. This god, whose name and pantheon have long passed into antiquity, challenged Flux to not become something that he already had come to an understanding of, but to "improvise" - to become something that the multiverse had never seen. Only then, he said, could Flux take his rightful place among the gods. Flux focused, concentrated, and bent his flesh, spirit, and mind into a form that had never before graced any plane or reality he had ever known, and promptly vanished from reality, become a Vestige.

Special Restrictions: Flux will not respond to a Binder unless they are already bound to another Vestige, and a sheet of notes on the physiology of any species, or an anatomical drawing must be placed in the center of the Seal.

Manifestation: When Flux first appears, it rises from the center of the circle, uncurling from an impossibly contorted, compressed dot, as a genderless version of whatever species is described in the notes that are placed in his circle (or, if the requirement is not in force, whatever species the Binder is). That form does not stay, however, and Flux begins shifting through countless variations on that species at blinding speed, as its form shifts with mind-shattering speed and intensity, it regards the Binder flatly and silently, never looking away, even in forms that possess no eyes.

Sign: The Binder's skin becomes mottled with a bewildering number of different skin-tones and textures from countless species - some natural, others not. These patterns shift slowly over their entire body, into geometric and organic patterns.

Influence: Flux requires that the Binder examine the physiology of any species encountered for the first time, the more detailed the examination the better, and if possible take notes on their findings.

Granted Abilities:

Meta-Shifting: Binder can apply any template or combination of templates on themselves such that the total Challenge Rating modification is no greater than (EBL/6, round down, minimum 1). Template prerequisites regarding type, subtype, size, Hit Dice, Ability Score, and alignment still apply, but other restrictions do not. Templates can not provide additional skill points, either explicitly or by increases in Ability scores, though the increased ability scores do effect skill rolls. Templates (or template combinations) can be maintained for 1 round per EBL, and have a 5-round recharge time. While under the influence of templates, apply an -1 untyped penalty to all attacks, saves and checks per +1 CR adjustment of the template or templates that have been applied.

Corporeal Resistance: Add half the Binder's CHA modifier as an Insight bonus to saves against any Disease or Poison.

Slippery Reality: Similar to Slippery Mind, while bound to Flux, the binder gets a second saving throw against any effect to change or transform them, including Polymorph, Petrification, or Transmutation spells, one round after failing their original save. This does not include "save or die" transmutation effects - if the Binder dies as a result of the failed save, they remain dead.

Flux's experience: Binders gain an insight bonus on any knowledge check to gain information about a species equal to 1+(EBL/4). All Knowledge skills can be used unskilled if used for this purpose.

[Post 902]
Author : journeyman777
Date : 02-13-07 01:46 PM
Thread Title : Re: let's make some new vestiges

I finally got my comp back from the repair center, but the connection I've been using has disappeared in the interim. I'll try to hang out over at my friend's place long enough to do some peaching later this evening. It's good to see you guys coming up with so many cool ideas in the meantime. :)

BTW: I may have missed it in all the new posts, but did Athelas get peached?

[Post 903]
Author : DarkRhystar
Date : 02-13-07 03:46 PM
Thread Title : Re: let's make some new vestiges

BTW: I may have missed it in all the new posts, but did Athelas get peached?

Slightly (<http://boards1.wizards.com/showpost.php?p=11389781&postcount=843>).

[Post 904]
Author : hat
Date : 02-13-07 05:35 PM
Thread Title : Re: let's make some new vestiges

Has anyone done a PDF or similar of all the decent vestiges posted here?

Some are really great :)

[Post 905]
Author : journeyman777
Date : 02-13-07 06:45 PM
Thread Title : Re: let's make some new vestiges

What happens if you don't find a town while you're bound to Athelas? You don't worry about it.

Not bad, but not great. Nothing really stands out as awesome or really competes with other vestiges. This one is very much outdone by others the moment you get it. Could you be a bit more specific? I balanced him mostly against Naberius for overall utility. The abilities are mostly meant to be low key (I noticed most of

the other low lv vestiges are fairly obviously supernatural in their effects and I wanted one that could be used while hiding the true nature of your powers). I figure that bard and binder fulfil similar roles in the party, so I took it one step further and gave binder a way to provide morale bonuses to the rest of the party.

[Post 906]
Author : parad0cz
Date : 02-15-07 09:07 AM
Thread Title : Re: let's make some new vestiges

i just took a look at the Tome of Magic, and binders are my favorite out of the three. I read through a small chunk of the thread, and didnt see this addressed, so i apologize if it was in the latter parts of the thread.

I get the game mechanics of not having vestiges with the same abilites. That is, every vestige ability is unique. You want every vestige to be useful at all levels as well having each be attractive in its own right. However...

With the theoretical limitless vestiges possible, wouldnt it stand to reason that some have the same type of powers? I mean, even the gods share domians and domain powers.

Do you think there would be a good middle ground for this sort of thing? Could you have some abilities that were the same as anoter vestige, if the other abilites were different enough?

Ok, so in my campagin i have some iconic NPC's... and i think it would be an interesting wrinkle to have something happen to them and they become vestige for a while, or permanently or whatever. I dunno. The thing is, i dont really have gods as such in my campaign, not the traditional type anyhow.

So anyway taking one of the NPC's who is the head of group...
Now this is very very rough...

To put in stardard classes he would be closest to a beguiler, or maybe mechanically a Seer/Telepath psoin. He has a backstory as a 'chosen of Fate/Destiny/Chance/luck' thing. Basically, he is lucky, but as a side since the ultimate fate of things is decay and death, he has that aspect. Otherwise, he is a leader of a rather famous adventuring group. HE is skilled in the Bluff/Dip/Sense/Gather/Intim niche. So to that end i was going to make a vestige for him something like:

Lucky Lord

Luck- I was thinking something like a progressive luck bonus, like +1 saves ability checks and skill checks per 4 binder levels.

Aura of Entropy- Didnt really get this far...

Commanding- As Naberius

Read Mind- As Dantailon

Yes i know it doesnt have a level, dc and such, and i dont really feel like typing out the legend right now. However for illustrative purposes i have a possible vestige, that is flavorful and fitting for my world, but trods on 2 vestige's toes. Would it be bad to have such a thing next to the others, or should i remove Nab and Dan if i wanted to have the Lucky Lord?

[Post 907]

Author : DarkRhystar

Date : 02-15-07 06:18 PM

Thread Title : Re: let's make some new vestiges

Could you be a bit more specific? I balanced him mostly against Naberius for overall utility. The abilities are mostly meant to be low key (I noticed most of the other low lv vestiges are fairly obviously supernatural in their effects and I wanted one that could be used while hiding the true nature of your powers). I figure that bard and binder fulfil similar roles in the party, so I took it one step further and gave binder a way to provide morale bonuses to the rest of the party.

Alright, I'll step through the abilities to make it easier for you. :)

Third Son of a Noble House: You gain proficiency with a single martial weapon of your choice. You also gain a +4 bonus to any single skill and are considered trained in that skill.

The martial weapon proficiency is nice but the skill bonus is pretty weak. At best it's a +4 untyped bonus to a skill of your choice. At worst, you've got a skill with 4 + ability bonus which isn't exactly spectacular as you gain levels.

Friend to All: You gain a +2 morale bonus on diplomacy, gather information, knowledge (local) and knowledge (nobility and royalty) checks and make these checks as if trained.

Again, nice but ultimately not that great. At low levels, a +2 bonus may be nice but at higher levels it's not worth a vestige spot.

Voice of Hope: As a full-round action, you can use oratory to inspire confidence in your allies. An ally must listen and see you for the full round for the inspiration to take hold. Inspired allies gain a +2 morale bonus on saving throws and a +1 morale bonus on attack and damage rolls. The effects last for five rounds. The binder may inspire a number of allies equal to half his binder level per use (round up). This ability may only be used once every five rounds. The binder cannot inspire confidence in himself, only his allies.

Utterly useless. Spending a full-round action for +2 saves, +1 AB, and +1 damage isn't worth it at all. At level 1, that's only one ally. At level 20, that's 10 allies but at level 20 those bonuses are not only tiny but also morale which isn't rare type for large groups. And it's once per five rounds which makes it even worse.

Helping Hand: When the binder makes an aid another check, he increases the bonus granted by +1 (for a total of +3). This bonus increases by an additional +1 for every four levels of binder.

At level 20, this is a +8 bonus if I read it right which is pretty nice. I like Aid Another a lot though; I think it's an awesome mechanic that too many people forget about. :)

The Power of One: As a full-round action, you can use oratory to inspire greatness in an ally. An ally inspired with greatness gains temporary hit points equal to d4 times your binder level, a +2 competence bonus on attack rolls and saving throws, and a +4 morale bonus on saves against fear. This effect lasts five rounds. The binder cannot inspire greatness in himself, only in an ally. You may use this ability on a particular ally only once per day.

Lasts 5 rounds and it's once per day?. The HP bonus would be nice, but it'll probably be gone before a fight is even half over.

PS: Could you take a look at Siren?

[Post 908]
Author : journeyman777
Date : 02-16-07 04:04 PM
Thread Title : Re: let's make some new vestiges

Much appreciated. I'll do you one better. Edge's laptop should be fixed within the next day or so, I'll make sure we both take a run at her (I'm better at mechanics and power lv, but he knows FF much better than I do).

[Post 909]
Author : Nephelim
Date : 02-16-07 06:40 PM
Thread Title : Re: let's make some new vestiges

With the theoretical limitless vestiges possible, wouldnt it stand to reason that some have the same type of powers? I mean, even the gods share domains and domain powers.

That may be true, but clerics don't mix-and-match deities the way Binders do vestiges, so various deities having the same Domains is not really comparable to multiple vestiges having the same powers. This is actually a really important thing, and I'll explain why in a minute.

Do you think there would be a good middle ground for this sort of thing? Could you have some abilities that were the same as another vestige, if the other abilities were different enough?

In a word: no. Here's the thing: as binders get higher levels, you get more "slots" of simultaneously bound vestiges. The benefit of that is having powers that synergize well, but then you have to (depending on how your soulbind roll goes) keep them both happy (influence-wise). Having a vestige that already has abilities from two other vestiges removes that mechanic, which is an important part of the Class - admittedly, its not a MECHANICAL limitation, but its certainly important. A similar poer, I could see, but identacle, I would avoid.

Lucky Lord

Luck- I was thinking something like a progressive luck bonus, like +1 saves ability checks and skill checks per 4 binder levels.
Aura of Entropy- Didnt really get this far...
Commanding- As Naberius
Read Mind- As Dantailon

Obviously, you need more detail before it could be really examined, but you might consider looking at the Fatespinner prestige class for some ideas on a Luck Mechanic. You have to be very careful with Luck-effects, though... with Binders, you generally avoid times-per-day limitation, as you no doubt know, and without

some numerical limiter, Luck could get WAY out of hand.

From your description, your NPC sounds like he is primarily the Luck guy, with the psionics things being something of an afterthought or secondary ability... You might want to consider something like bonuses to Diplomacy, or perhaps starting attitudes are higher than normal, or that sort of thing, and focus the Vestige's main power on the Luck mechanic.

Yes i know it doesnt have a level, dc and such, and i dont really feel like typing out the legend right now. However for illustrative purposes i have a possible vestige, that is flavorful and fitting for my world, but trods on 2 vestige's toes. Would it be bad to have such a thing next to the others, or should i remove Nab and Dan if i wanted to have the Lucky Lord?

If you are keeping the Lucky Lord as written, then yeah, remove Dan and Nab... however, that's a pretty heavy-handed method, I think. Nab and Dan are both important vestiges in terms of combos, so removing them would be crippling a lot of play-styles. I would suggest that rather than remove them, create powers that have the "feel" or effect that are after, but are mechanically discreet for those two - not just a souped-up version, or a name-change, but something that is different enough that you could want to choose one over the other for one circumstance or another.

[Post 910]

Author : Edge_of_Oblivion

Date : 02-17-07 03:03 PM

Thread Title : Re: let's make some new vestiges

Argh, I hate not having internet for so long. I am way behind. Alright, Siren.

Harpist: You gain a bonus to Perform (Harp playing) checks equal to your effective binder level.

HP+10%: Your maximum HP rises by 10%.

Interesting. Not too overpowered either.

Sleep: At will, you may attempt to put enemies to sleep. This ability functions like the Sleep spell heightened to a spell level equal to half your effective binder level except that you may put enemies to sleep of 3 times your effective binder level's worth in Hit Dice

Nice! Gets around the sleep immunity well. Combine with Sitri for fun times.

Mute: At will, you may attempt to mute (silence) enemies. This ability functions like the Silence spell heightened to a spell level equal to half your effective binder level.

Hmm. Also nice.

Slow: At will, you may attempt to slow enemies. This ability functions like the Slow spell heightened to a spell level equal to half your effective binder level.

Also not bad.

Fire: At will, you may hurl flaming arrows at your enemies. This ability

functions like the Searing Arrow spell heightened to a spell level equal to half your effective binder level.

Searing Arrow
Conjuration [Fire]
Level: Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: One or more arrows
Duration: Instantaneous
Saving Throw: Reflex (1/2)
Spell Resistance: No

You hurl fiery arrows at your enemies. You may hurl one arrow per 4 caster levels. Each arrow deals 4d6 points of fire damage. The arrows must be fired at the same or different targets, but all arrows must be aimed at targets within 30 feet of each other and fired simultaneously. Enemies must make a separate reflex save for each arrow that strikes them.

It's perhaps been too long since I played FF6. Was it Siren that granted Fire? Either way, good.

Hope Song: Once per five rounds, the binder may call forth Siren. For a brief moment, the binder is replaced by Siren and, to the binder and his allies, she sings a hauntingly beautiful melody. All enemies within 30' plus 5' per effective binder level take 1d4 sonic damage per effective binder level with a fortitude save for half. Enemies must also make a will save or be silenced for one round per effective binder level.

Nasty! Very nice, very nice.

Okay, we've got a Heightened 1st level spell at will, a Heightened 2nd level spell at will, two Heightened 3rd level spells at will, and an ability basically equivalent to a weakened Fireball that does Sonic damage. I would suggest putting it at 5th level.

If you change Slow and Fire to once every 5 rounds instead of at will, you could knock her down to a 4th level Vestige.

[Post 911]
Author : Edge_of_Oblivion
Date : 02-17-07 11:00 PM
Thread Title : Re: let's make some new vestiges

Nyar. PEACH.

http://www.camelot.co.jp/taiyo/images/alex_i.gif

Mercuralex,
The Alchemistic Adept

Vestige Level: 8th

Binding DC: 36

Special Requirement: Yes

Legend: A distant plane was once bound by the forces of the four elements, referred to in that realm as Alchemy. The four elements were sealed by powerful magic charms within the wells of four enchanted lighthouses, in an attempt to restrain the destructive powers of the elements. With their world thought to be made more safe this way, the old peoples of the realm set to return to their peaceful lives, leaving the magic gems inside a temple built within a volcano, with a city of people who would guard it.

Little did they know that their salvation was their doom. Without the free-flowing power of the Elements to feed it, their world began to die, slowly but surely shrinking. Furthermore, this particular plane was flat, and thus its receding edge posed a distinct threat to those living near it. Thus, a group of heroes from the City of Fire were sent to retrieve the gems from the temple and re-light the lighthouses.

Somewhere along the way, the Fire Adepts (those sent from the City of Fire) encountered a man from the City of Water, known as Alex. He, too, knew much of the lighthouses and their seals, and offered his aid to their cause - because, as he claimed, each of the lighthouses required a representative from their respective element to open their gates before they could be allowed entry. Little did they know that the releasing of the seals was part of a further plan by Alex... a plan that would gain him great power.

Eventually it was discovered that a band of heroes had taken it upon themselves to retrieve the elemental gems and return them to the temple where they had been stored, preventing the re-lighting of the lighthouses. These heroes managed to slay the Fire Adepts, but Alex and an Earth Adept who had joined him managed to escape, along with a Fire and Wind Adepts they had captured and convinced to aid them.

Alex allies managed to convince their pursuers that their cause would not doom the realm but rather save it, but not before the City of Fire sent warriors to avenge the death of their two heroes. As the warriors and the heroes battled back and forth, and the lighthouses were lit one by one, Alex separated himself from his "allies", returning to the abandoned temple to await the moment where the final lighthouse would be lit, knowing that once it was the full power of Alchemy and the elements would be released from that mountaintop. If released while he was present, he would be awash in its energy and absorb enough power to become a god.

All went as planned - the heroes lit the final lighthouse, and Alchemy began to return to the world, with Alex at its apex. Unfortunately for him, before he could reach that deific status, a powerful entity known as the Wise One intervened, burying him deep within the mountain and releasing the power he had claimed into the world as it was intended to go. As the almighty elemental energy was ripped from his body, he no longer had the deific power to survive being buried alive, and his body was crushed. His soul, however, still hung onto the powers it had once claimed. In attempting to cling to his deific status, he was instead hurled further than even the gods can reach.

Manifestation: The ice or water in which the seal is inscribed (or, if using Ignore Special Requirements, water appears within the seal) begins to rise until it stands about the height of a human adult. Waves of the substance begin to spiral around the center column as it slowly shapes into a humanoid form. If ice is the substance used, eyelids open in the face to reveal they are filled with water; if water is used, a pair of ice eyes appear in the appropriate place. The Vestige spreads its arms and speaks with a voice that is as frigid as frost and echoes with the sounds of river rapids.

Special Requirement: The seal must be drawn either submerged in water or carved into ice.

Sign: Patches of skin along your shoulders and biceps become bluish scales.

Influence: Under the influence of Mercuralex, the Binder becomes polite and eloquent. However, their gentlemanly/ladylike conduct merely masks an ulterior motive - Mercuralex demands that the Binder pursue some form of advancement of their power relentlessly, and that their politeness be only a mask for their true desires.

Granted Abilities: Mercuralex grants the binder the ability to travel quickly and without effort, the skill to disguise his intent and to see deception in others, and control over water and ice.

Psynergy Pool: The Binder gains a pool of Power Points equal to that of a Psion of his EBL - 5. Use the chart in XPH to determine the amount, and use Charisma as the Binder's casting stat to determine bonus Power Points.

Native of Imil: The Binder is unaffected by penalties relating to cold weather.

Deceptive Intentions: The Binder is immune to all thought-detecting abilities for the duration of the binding to Mercuralex. This cannot be dispelled. Furthermore, he may make a Bluff check against the mind-reader; if successful, he may implant false thoughts that are received as successful by the mind-reader.

Perfect Gentleman: Mercuralex grants a +8 Competence bonus to Bluff, Diplomacy, Disguise, Intimidate, and Sense Motive.

Aerial Antigravity: The Binder, at will, may choose to hover above the ground as if under the effects of Air Walk. He may hover for a number of rounds equal to his Binder level plus his Charisma bonus. Furthermore, every 5 rounds the Binder may use Dimension Door at a caster level equal to his EBL; when he uses this effect, a glowing burst of energy appears where he vanished (similar to using a Cloak of the Montebank). If the Binder uses Dimension Door, he may not hover for 5 rounds.

Geyser: Once every five rounds, the Binder may conjure a high-pressure burst of water to strike a targeted opponent with a Ranged Touch Attack. If the attack hits, the water deals 1d6 points of Bludgeoning damage per two Binder levels and also makes a Bull Rush attempt against the target at a +10 bonus plus the Binder's Charisma modifier.

Powers of Mercury: The Binder may use the following Powers as a Psion of his EBL - 5: Energy Ray; Energy Adaptation, Specified; Energy Missile; Energy Burst; Energy Current. With the exception of Energy Adaptation, Specified, he may only manifest the [Cold] version of these powers.

Power Absorption: Mercuralex grants the Binder Spell Resistance and Power Resistance 10 + Binder Level. Any effect nullified by this Resistance causes the Binder to regain a number of Power Points equal to the spell or power level of the effect used as he absorbs the energy of the attack. (Example: Spell Resistance nullifies a Magic Missile attack, the Binder regains 1 Power Point; Power Resistance nullifies an Energy Push attack, the Binder regains 2 Power Points; et cetera.) The Binder may lower or raise this Resistance as a standard action.

Author : JiCi
Date : 02-19-07 06:59 AM
Thread Title : Re: let's make some new vestiges

Dude, that's totally nice.

One thing though: the ability names are a bit too long. May I suggest these ?

My Intents will be All Too Clear in Due Time -> Flowing Thoughts
The Perfect Gentleman -> Perfect Gentleman (just remove the THE)
Can't Stay the Same Old Alex Forever -> Flowing Path
Remove these Fools from my Path -> Tidal Push
I will Claim the Power of the Golden Sun -> Power Absorption

Aside from that, it's all good. All we need now is these guys:
- Isaac, Garret, Ivan, Mia
- Felix, Jenna, Sheba, Piers (Diamond Berg FOREVER !)

[Post 913]
Author : DarkRhystar
Date : 02-19-07 04:12 PM
Thread Title : Re: let's make some new vestiges

It's perhaps been too long since I played FF6. Was it Siren that granted Fire?
Either way, good.

Yep, Siren has Fire oddly enough. Fire was a challenge since I wanted to represent the FF trait where an attack targeting multiple enemies does less damage (without a ton of complex wording)

Okay, we've got a Heightened 1st level spell at will, a Heightened 2nd level spell at will, two Heightened 3rd level spells at will, and an ability basically equivalent to a weakened Fireball that does Sonic damage. I would suggest putting it at 5th level.

If you change Slow and Fire to once every 5 rounds instead of at will, you could knock her down to a 4th level Vestige.

5th level sounds just fine to me.

Thank you very much for the feedback! :)

[Post 914]
Author : Edge_of_Oblivion
Date : 02-20-07 10:20 PM
Thread Title : Re: let's make some new vestiges

Okay, I toned Mercuralex down some. Reduced the Power Points he earned and the level of Psion he can manifest as from EBL-3 to EBL-5.

One thing though: the ability names are a bit too long. May I suggest these ?

My Intents will be All Too Clear in Due Time -> Flowing Thoughts
The Perfect Gentleman -> Perfect Gentleman (just remove the THE)

Can't Stay the Same Old Alex Forever -> Flowing Path
Remove these Fools from my Path -> Tidal Push
I will Claim the Power of the Golden Sun -> Power Absorption

Changed them as you suggested except the following:

My Intents will be All Too Clear in Due Time -> Deceptive Intents
Can't Stay the Same Old Alex Forever -> Aerial Antigravity
Remove these Fools from my Path -> Geyser

Aside from that, it's all good. All we need now is these guys:
- Isaac, Garret, Ivan, Mia
- Felix, Jenna, Sheba, Piers (Diamond Berg FOREVER !)

Actually, I tend to limit myself when doing video games to only doing characters that die. So, off the top of my head, I could do Agatio, Karst, Saturos, and Menardi (I would probably do the last two together, as a Fusion Dragon vestige). I could probably also pull off doing The Wise One and the remnants of the power of the Doom Dragon. Deadbeard and Dullahan would probably be doable as well.

Muahahah, Dullahan....

[Post 915]
Author : Lord_Yy
Date : 02-22-07 01:25 AM
Thread Title : Re: let's make some new vestiges

Ladies, Gentlemen and othewise, my latest creation! P.E.A.C.H out!

Ainmo: The Small Gods
Vestige Level:8
Binding DC: 37
Special Requirement: Yes

Legend: For every thing that mortals know about gods, there are a million things that they don't. One of the best-kept secrets of the divine is the continual cutthroat battle for belief that happens amongst the least of the deities, those that just barely classify as being godly. These least powers fight often for belief and worship, the loser cast out to unpopulated areas. Ainmo is a conglomeration of these least entities, cast out beyond the boundaries of reality itself, huddled up against one another for verification of their existance.

Special Requirements: Ainmo has a strong dislike of other gods, and will not answer the call of a binder presently bound to Acererak, Amon, Euronyme, Haagenti, Tenebrous, or Zagan.(or any homebrew vestiges that have a deific origin).

Manifestation: The air above the seal shimmers, a portal appearing to what looks like a desert. After a few seconds, movement appears on the horizon, headed toward the binder. Impossibly quickly the movement is made out to be a stampede of tiny godlings, surging over, under, around and through each other in a bid to get to the portal first. Anything the binder hears at this point is not actual speech, but rather mere modulation of desires and hungers, all directed toward the binder. One of the creatures then leaps from the portal, visible for only a fraction of a second before it latches onto the binder and vanishes, the portal slamming shut.

Sign: It appears as if an invisible Tiny creature is clinging to you for dear life. While no actual physical mass is associated with the phenomenon, your clothing (and skin) is crumpled and distorted appropriately.

Influence: While bound to Ainmo, you have difficulty resisting that which you desire. If given the opportunity to obtain what you desire or achieve a personal goal, you must take the opportunity.

Granted Powers: Ainmo provides those that bind it with the literal power of the gods.

Godly Health: While bound to Ainmo, the binder's maximum HP increase by 2 per HD. This cannot increase the binder's total HP beyond the maximum for his HD and Con bonus. At 19th level, the Binder's HP increase to the maximum for his HD and Con bonus while bound to Ainmo.

Divine Skill: Whenever you roll a natural 1 on an Attack roll or Saving throw, you may choose to activate this ability to treat the roll as being a 1, rather than an automatic failure. You may still fail due to being unable to meet the DC for a saving throw, or the target's AC on an attack roll. Once you use this ability, you may not use it again for another 5 rounds.

Divine Aura: You radiate an aura of good, evil, law or chaos as though you were a cleric of your level. The alignment of the aura in question is chosen at the time of binding.

Divine Sustenance: You do not need to eat, drink or breathe while bound to Ainmo.

Domain of Ainmo: Upon binding Ainmo, select two Cleric Domains. You gain the granted powers of these domains, and may use one of the domain spells from each as a supernatural ability once every 5 rounds. The spells you select must have a combined level of 12 or less, and neither spell may be of over 7th level or have a material component with a cost of over 1 GP. (for example, a Binder could select 2 6th-level spells, a 7th-level and a 5th-level spell, or a 4th-level spell and a 5th-level spell, but not two 7th-level spells or an 8th-level spell and a 4th-level spell). If a domain ability specifies Cleric Level, your Effective Cleric Level for the ability is equal to your Binder level -4.

[Post 916]

Author : journeyman777

Date : 02-22-07 01:53 PM

Thread Title : Re: let's make some new vestiges

Heh, I like this one.

Godly Health: As I understand it, this eventually lets you maximise your hit dice? That's a rather interesting boost and quite flavorful. On average that comes out to something like 3.5 hp per lv. Quite powerful, but not as good as actually getting a +6 to Con.

Divine Skill: Given how rare a nat 1 is, the cooldown may not be necessary on this one.

Divine Aura: Nice for flavor, but this really isn't a benefit.

Sustenance: Again, this is practically a non-ability by this lv.

He could really use another ability or two. As is, I'd put him closer to lv 6.

[Post 917]

Author : journeyman777

Date : 02-22-07 02:01 PM

Thread Title : Re: let's make some new vestiges

Lokesh, the Blind Seer

Level: 2

Binding DC: 21

Special Requirement: Yes

Sign: A third eye appears on the binder's forehead. Regardless of the binder's normal eye color or other vestiges' signs, this eye is completely silver and obviously blind.

Legend: Lokesh is something of a mystery. He was certainly native to the material, yet there are no indications that he ever existed upon this world. The third eye is claimed to be a birthright of his people, the Kuresh. He tells of a world much like our own fallen into darkness so deep and pervading that even now it fills his sight. Some scholars wonder if his world might somehow have come directly into conjunction with the vestige plane, but if so, the rest of his race seems to have escaped his fate. A few researchers believe he is from a time far removed from the current frame, perhaps even so far into the past that his former world is what we now know as the plane of shadow.

Special Requirements: Lokesh will not answer the call of a binder bound to Tenebrous or anyone otherwise associated with the plane of shadow. (This includes anyone capable of using mysteries, shadow hand maneuvers, or [shadow] spells.)

Manifestation: The seal slowly turns to clear crystal. Light seems to come from every direction, refracting off the seal. Within the light above the seal, the image of a world can be seen. A nearly physical darkness creeps over the seal, cutting off the light. A tall elven figure emerges from behind the seal with silver light shining from his three eyes that seems to hold the darkness back for a moment. His lanky frame trembles with effort and his crimson hair is quickly soaked with sweat. As the darkness pushes back, the world within the seal shrinks and retreats along the silver light until it can only be seen within his eyes. His eyes close and all is soon pitch black within the seal. The man in the darkness asks in a soft, inquisitive tone, "Whose voice calls me forth?"

Influence: You mistrust your eyes and will not rely on information that cannot be confirmed by other senses. Thus, you may not use any item that must be read or otherwise looked at to be used (This includes scrolls and normal spellbooks). Also, you may not make active spot checks. (You may still make spot checks when the DM requires one).

Granted Abilities:

Wisdom in Darkness: You gain the Scent and Blindfight feats. Additionally, you gain a competence bonus on listen and sense motive checks equal to your EBL.

Touchsense: You gain Blindsight out to 5ft. This increases to 10ft at lv 13.

Hear the Unseen: As a swift action, you can grant yourself blindsense out to 10ft per EBL for 1 round. This does not extend into areas of magical silence.

Share my Vision: You may use Blindness as per the spell. You must wait five rounds before using it again. At lv 13, you may use Blindness every round and Power Word Blind once every five.

Blinded Seer: You gain spell resistance equal to 15+ your EBL against spells and effects from the divination school. Any creature that attempts to use such an effect against you and fails to overcome your resistance must make a will save or be blinded for the duration their effect would have had (min 1 round).

Play Notes: Diviners begin one step closer to hostile if they recognize that you are bound to Lokesh. Among the followers of Gods of Knowledge or Secrets you will face mixed reactions. Your senses are a threat to those who hide themselves, while your own ability to keep secrets may result in you being considered one of the same.

Design Notes: Geryon and Tenebrous already provide a way to see in darkness and will generally trump Lokesh for overall utility, but I accept that since I wanted to make him a lower level. He at least has the advantage when dealing with fog, symbols, and gaze attacks. The first several abilities are based on the feats and skills I'm using for a blind character I'm going to be playing in a campaign starting next week. Hear the Unseen is based on the feat, but I made it a swift action (to compromise between it being a move action by itself or a free action if you also have quick reconnoiter) and removed the listen check to use it (having to roll every round slows the game down more than I think it's worth). Share my Vision is admittedly quite potent at this level, so I'm open to any suggestions that will keep the flavor. I'm similarly willing to tweak the mechanics for Blinded Seer if need be. I thought about including a wall of darkness effect, but that seemed like it might be one ability too many, particularly at this lv. I'm considering doing a psionic version, but I wouldn't know how to handle the number of power points.

I still don't have internet at home, but I should be able to check on things over the weekend. Please PEACH (I put him together fairly quickly and get the feeling I screwed something up).

[Post 918]
Author : DarkRhystar
Date : 02-22-07 02:38 PM
Thread Title : Re: let's make some new vestiges

Granted Powers: Ainmo provides those that bind it with the literal power of the gods.

Godly Health: While bound to Ainmo, the binder's maximum HP increase by 2 per HD. This cannot increase the binder's total HP beyond the maximum for his HD and Con bonus. At 19th level, the Binder's HP increase to the maximum for his HD and Con bonus while bound to Ainmo.

Divine Skill: Whenever you roll a natural 1 on an Attack roll or Saving throw, you may choose to activate this ability to treat the roll as being a 1, rather than an automatic failure. You may still fail due to being unable to meet the DC for a saving throw, or the target's AC on an attack roll. Once you use this ability, you may not use it again for another 5 rounds.

Divine Aura: You radiate an aura of good, evil, law or chaos according your

alignment as though you were a cleric of your level. Characters with two non-neutral alignment axes may choose which aura to radiate at the time of binding.

Sustenance: You do not need to eat, drink or breathe while bound to Ainmo.

I'd put him at level 1 and honestly there are level 1 vestiges with more to offer than this one.

Divine Aura and Sustenance are "nice" but not critical "I'll pick this vestige over another one because of these abilities" good.

Divine Skill matters very little as natural 1's occur very infrequently.

Godly Health is the only semi-decent ability. And it sucks depending on the game style you play with. Some groups prefer maxed HP which means this ability does nothing at all. Even in my groups (1d4+x), this is a pretty weak ability.

[Post 919]
Author : DarkRhystar
Date : 02-22-07 02:40 PM
Thread Title : Re: let's make some new vestiges

Lokesh, the Blind Seer

Seems pretty good to me. Level 2 fits it fine.

Only thing that makes me a little wary is Touchsense because it doesn't seem up to par with other abilities. I'd probably make it 10' at level 10 and 15' at level 17. :)

[Post 920]
Author : journeyman777
Date : 02-22-07 03:33 PM
Thread Title : Re: let's make some new vestiges

Seems pretty good to me. Level 2 fits it fine.

Only thing that makes me a little wary is Touchsense because it doesn't seem up to par with other abilities. I'd probably make it 10' at level 10 and 15' at level 17. :)I'm mostly thinking of it as representing tactile feedback, so I didn't want it to have much more reach than the character does. I'm kinda surprised nothing else seemed wrong. Oh well, maybe I'm just being paranoid about being out of practice.

Athelas turned out a bit disappointing, but I'm not really sure how to improve him. So, it's nice to see I haven't lost my touch entirely. I'm going to try a skill based vestige or two next. The first is going to focus on the heal skill and help a binder fill the cleric role (I'm aiming for lv 2 on that one). The second will be taking advantage of the skill trick "never outnumbered" to make intimidate a properly useful tactic in combat. I might mix in some dread witch kind of abilities to go with it. The full ability lists aren't finished yet, so any ability ideas related to non-magical healing or fear would be quite welcome.

[Post 921]
Author : DarkRhystar
Date : 02-22-07 03:54 PM
Thread Title : Re: let's make some new vestiges

I'm mostly thinking of it as representing tactile feedback, so I didn't want it to have much more reach than the character does. I'm kinda surprised nothing else seemed wrong. Oh well, maybe I'm just being paranoid about being out of practice.

Nah, besides you're on your 8th vestige with Lokesh (Lumberg wins with 20 though...). You've got enough practice so trust your judgment a little more. :)

Athelas turned out a bit disappointing, but I'm not really sure how to improve him. So, it's nice to see I haven't lost my touch entirely.

I know the feeling. I'm making Shiva right now and she's done with the exceptions of Rasp and Osmose which are darned hard to work with (since D&D doesn't have MP by default).

I've been thinking of posting her as-is just to get some help with those two abilities.

I'm going to try a skill based vestige or two next. The first is going to focus on the heal skill and help a binder fill the cleric role (I'm aiming for lv 2 on that one). The second will be taking advantage of the skill trick "never outnumbered" to make intimidate a properly useful tactic in combat. I might mix in some dread witch kind of abilities to go with it. The full ability lists aren't finished yet, so any ability ideas related to non-magical healing or fear would be quite welcome.

Don't know the skill trick one, but they sound good. Post what you have once you've got the flavor down and we'll go from there. :)

[Post 922]
Author : Lord_Yy
Date : 02-22-07 04:48 PM
Thread Title : Re: let's make some new vestiges

Heh, I like this one.

He could really use another ability or two. As is, I'd put him closer to lv 6.

The reason he's as high as he is is because the closest analogues to his abilities come from the lvl-17 ability of the Knight(PHB2), and from the Dragon Ascendant PrC(Draconomicon). I was thinking of giving him an ability where the Binder selects several Cleric Domains and gains the Granted Powers and one of their spells usable as a supernatural ability. Think this would put him up to lvl-8 standards?

[Post 923]
Author : journeyman777
Date : 02-22-07 11:14 PM
Thread Title : Re: let's make some new vestiges

Hale, Master Healer

Level: 2

Binding DC: 15

Special Requirement: No

Sign: The backs of your hands become covered with rat fur.

Legend: Hale was a young orphan taken in by the church at an early age. His life was devoted to a demi-goddess of healing, yet he lacked the willpower and insight required of a true cleric and his spontaneous nature was contrary to the orderly priesthood. Rather than become discouraged, he chose to interpret this lack as something of a divine mission. He pioneered the use and development of non-magical healing. His tireless efforts and constant willingness to risk himself in contaminated areas were esteemed even beyond his numerous breakthroughs. He eventually overstepped his reach though, when he sought a cure for lycanthropy. He became infected and unable to cure himself in time, he placed himself into a sort of suspended animation. The church cared for his body for a time, but was similarly unable to affect a cure. In the decades he slumbered, his goddess perished. Forgotten and abandoned by the very priesthood he had once served, he too perished. His soul waited for her as long as it could, but eventually the void claimed him.

Special Requirements: None

Manifestation: A skeletal hand punches upward through the ground and an elven skeleton pulls itself free from the earth. It stands and faces the binder as muscles begin to grow and organs form from nothing. Veins fill with blood as the heart begins to pump. Skin covers him and he stretches as if waking up after a long sleep. A wound appears on right hand as if he has been bitten by a giant rodent. Black fur begins to spread from the bitten hand as the high elf grimaces in pain. He quickly wraps the arm in bandages and turns to the binder. "I suffer for others. Will you suffer with me?"

Influence: You hold no fear or distaste for the sick or the dying. You do not avoid contact with such people.

Granted Abilities:

Master Healer: You gain a bonus on heal checks equal to your EBL and may always take 10. Additionally, you can eventually make heal checks faster than normal. At lv 5 you may make heal checks as a move action, at lv 10 you may make them as a swift action, and at lv 15 you are so sure in your skill that you may make heal checks as an immediate action.

Healer's Lore: You constantly gain the benefits of the spell healing lorecall except that you use your bonus on heal checks as your number of ranks and you may use a heal check in place of a conjuration [healing] spell.

Slam Death's Door: Whenever you stabilize a dying target they also gain a number of hit points equal to your EBL.

Resilient Body: You take reduced damage from poison, disease, and bleeding. Subtract your Con bonus (min 1) from all damage (ability or hit points) you would take from those sources. This effectively auto-stabilizes you if you fall below 0 hp.

Rapid Recovery: You and all creatures you tend with the heal skill regain hp, ability damage, and ability drain at an accelerated rate. Treat each hour of rest as a full 8 hours for the purpose of natural healing. (This has no effect on the amount of rest required for spell preparation or power point recovery.)

Only a Flesh Wound: Once every 5 rounds you can convert a single source of damage (such as a single spell or weapon blow) to yourself or another creature within reach into non-lethal damage.

Memory of the Goddess: You may activate magic items that store spells with the [healing] descriptor as if you had them as spells known and a caster level equal to your EBL.

Body Control: You gain a +4 bonus on Control Shape and Autohypnosis checks.

Fellowship of the Physicians: You gain a +2 to your binder lv for both Hale and Buer while you are bound to both.

Play Notes:

Design Notes: Master Healer uses scaling roughly based on the use of quickened cure minor wounds with healing lorecall. Slam death's door is a slightly improved healer's touch skill trick. Resilient body is a tweaked strongheart vest. Rapid recovery is about the weakest hp healing effect I could think of. Only a flesh wound is based on the deaden blow psionic power. Memory of the goddess is to support the healer role without providing it for free. Fellowship of the physicians doesn't really do much, but it seemed like a nice touch.

[Post 924]
Author : journeyman777
Date : 02-22-07 11:19 PM
Thread Title : Re: let's make some new vestiges

The reason he's as high as he is is because the closest analogues to his abilities come from the lvl-17 ability of the Knight(PHB2), and from the Dragon Ascendant PrC(Draconomicon). I was thinking of giving him an ability where the Binder selects several Cleric Domains and gains the Granted Powers and one of their spells usable as a supernatural ability. Think this would put him up to lvl-8 standards? Sounds good to me. The spell should be handled carefully, but that might do it. I'll look forward to it. Gambare ne.

[Post 925]
Author : Lord_Yy
Date : 02-23-07 12:29 AM
Thread Title : Re: let's make some new vestiges

Journeyman: It is done.

[Post 926]
Author : cog_n_taz
Date : 02-23-07 12:42 AM
Thread Title : Re: let's make some new vestiges

Just wondering, has gideon put caben duur up here yet?

[Post 927]
Author : DarkRhystar
Date : 02-23-07 10:30 AM
Thread Title : Re: let's make some new vestiges

Domain of Ainmo: Upon binding Ainmo, select two Cleric Domains. You gain the granted powers of these domains, and may use one of the domain spells from each as a supernatural ability once every 5 rounds. The spells you select must have a combined level of 12 or less, and neither spell may be of over 7th level. (for example, a Binder could select 2 6th-level spells, a 7th-level and a 5th-level spell, or a 4th-level spell and a 5th-level spell, but not two 7th-level spells or an 8th-level spell and a 4th-level spell). If a domain ability specifies Cleric Level, your Effective Cleric Level for the ability is equal to your Binder level -4.

Clarify that upon selecting domains you must also select the spells you will have as supernatural abilities upon binding.

Consider swapping the static "12" for a value that scales with the EBL or this ability gets weaker as you gain levels. $4 + 1/2$ EBL may be an idea.

I'd always take the Envy domain and select Limited Wish as my supernatural ability. Having every 5th level spell or lower (6th level Wiz/Sorc) at my command every 5 rounds is pure win.

For a second domain, I might select the Pride domain so I no longer have to fear natural 1's on saving throws or the Wrath domain (Binders don't need Wisdom so I'll turn it into Strength). Lust might be fun, +16 Charisma for one round at level 20... I know I could do something fun with that since it's the Binder's key stat.

[Post 928]
Author : bellamortis
Date : 02-23-07 12:57 PM
Thread Title : Re: let's make some new vestiges

Yep, Siren has Fire oddly enough. Fire was a challenge since I wanted to represent the FF trait where an attack targeting multiple enemies does less damage (without a ton of complex wording)

Hm. In FF6 maybe Siren was fire. However, in FF8, Siren was most definately the bubbles...errr... water element. Seems Square changed its mind. Just thought I'd pipe in my two cents.

[Post 929]
Author : DarkRhystar
Date : 02-23-07 01:54 PM
Thread Title : Re: let's make some new vestiges

Hm. In FF6 maybe Siren was fire. However, in FF8, Siren was most definately the bubbles...errr... water element. Seems Square changed its mind. Just thought I'd pipe in my two cents.

Actually, in FF8 Siren was non-elemental despite the animation. ;)

The ones I'm doing are purely from FF6 (hence why they're labeled as Espers). If someone wanted to take the initiative and do the FF8 Guardian Forces or FF10 Aeons, that'd be interesting.

[Post 930]
Author : journeyman777
Date : 02-23-07 08:35 PM
Thread Title : Re: let's make some new vestiges

Domain of Ainmo: Upon binding Ainmo, select two Cleric Domains. You gain the granted powers of these domains, and may use one of the domain spells from each as a supernatural ability once every 5 rounds. The spells you select must have a combined level of 12 or less, and neither spell may be of over 7th level. (for example, a Binder could select 2 6th-level spells, a 7th-level and a 5th-level spell, or a 4th-level spell and a 5th-level spell, but not two 7th-level spells or an 8th-level spell and a 4th-level spell). If a domain ability specifies Cleric Level, your Effective Cleric Level for the ability is equal to your Binder level -4. I'd make an exception for spells with expensive material components or this could get out of hand quite easily. As powerful as they may be, spells with xp costs are fairly self balancing and so less likely to be troublesome. Scaling in some way wouldn't be bad, but you'll be pretty close to max lv already so it isn't really necessary either.

I'll have another vestige up as soon as I finish the legend, so keep an eye out.

[Post 931]
Author : Lord_Yy
Date : 02-23-07 10:38 PM
Thread Title : Re: let's make some new vestiges

Ainmo has been fixed.

[Post 932]
Author : journeyman777
Date : 02-24-07 01:08 AM
Thread Title : Re: let's make some new vestiges

Thran, Leader of the Pack

Level: 3

Binding DC: 20

Special Requirement: No

Sign: You grow tusks like those of a half-orc

Legend: Misbegotten and looked down upon by both sides of his heritage, Thran grew up among the Redtusk orc tribe. Strength was the only rule among the orcs, so the weaker Thran was forced to the fringes of the camp. He watched the elder shamans to see how they maintained their power in the face of the stronger warriors. He saw how they used word, gesture, and implication to inspire fear and then prey on it to

their advantage. When the warriors forced him into the frontline against competing tribes, he used those lessons to great effect. As enemies avoided closing with him, his less skilled allies began to form up around him and eventually fight as a group. His influence grew as he preserved his allies. At the height of his power he commanded legions, but he eventually overestimated his own prowess and fell in combat with a blackguard. A minor god of battle raised him to demi-god status in an attempt to draw worshippers among the savage races. Gruumsh was not amused.

Special Requirements: None

Manifestation: A pile of weapons appears within the seal. After a few moments, they begin to shake and rattle loudly before suddenly bursting into the air and spiraling like a cyclone within the seal. Within the pile's center appears the visage of a half-orc warrior crafted of steel, which reaches out with one hand and grabs a weapon from the spinning whirlwind of blades. Images of several smaller orcs appear in the weapons remaining at Thran's feet and begin to softly chant his name over and over, thrusting their tiny fists in the air with each repetition. As the chant reaches greater volume, Thran points his weapon (which varies from summoning to summoning - sometimes it is an axe, sometimes a sword, sometimes a spear, sometimes a mace) at the Binder and demands him to lead his forces into battle.

Influence: You have no respect for those who show fear in your presence.

Granted Abilities:

Bigger, Badder, and Meaner: You add your strength and constitution bonuses to your intimidate checks. If you use a full-round action for the intimidate check, you may take 10.

Tiger among the Wolves: When you use the demoralize action in combat, you may target all foes within 10ft. Also, foes successfully demoralized are shaken for a number of rounds equal to your EBL.

Prey upon the Fearful: You gain a +2 competence bonus on melee attack and damage rolls against shaken targets, +4 against frightened foes, or +6 against panicked enemies.

Pack Mentality: Neither you or ally within 10ft of you is considered flanked unless you all are considered flanked, nor are any of you considered surprised unless you all are surprised.

Stand by your Mates: When you aid another in combat (or are the recipient of aid another), the bonus applies to all attack rolls, damage rolls, and saving throws made that round. At lv 10 you may use aid another once per round as a swift action. At lv 15 you may simultaneously aid all allies within reach.

Hold your Ground: You and all allies within 30ft gain a +4 bonus to saves against fear and compulsion effects.

Play Notes:

Design Notes: Yeah, I'm too tired to think, so please peach and I'll get back to you.

[Post 933]
Author : Ryuu_Tenshi

Date : 02-24-07 01:11 PM
Thread Title : Re: let's make some new vestiges

Concerning the Organization XIII Vestiges:

Zexion's weapon has been -officially- revealed.

<http://www.kh2.co.uk/image.php?view=img/img071.jpg>

It's... a giant book?

There's more info coming in but we'll prolly have to wait till Final Mix + gets released before we know the whole of the matter (that'll be in March sometime and there will undoubtedly be Youtube videos for our perusal)

What I've managed to glean so far, which may or may not be accurate:

-Zexion can use illusions to appear to be other people (as he did in the original COM) and create illusions

-He can duplicate weapons (Re: COM - he duplicates Riku's Souleater)

-He can create duplicates of himself (Again, Re: COM. This might be Mirror Image, but since the duplicates seem to have some solidity it seems more similar to the Throw Ectoform power from Hyperconscious. I can give you more info if you PM me [conduct rules and all that])

-His weapon is actually a giant book.

-The pages seem to do damage, in that they whip around in a whirlwind

-Apparently, he can trap people within the book. In his battle in FM+, he traps Donald and Goofy in books and then he himself enters a book. He proceeds to warp Sora into a reality of his own making (The translation here was very, very bad and I'm not sure what was actually said) and then Sora has to figure out which book contains Zexion by the shadow the book casts.

Now, speculation? I'm thinking the way his illusions work is that he writes down what he wishes and then turns the pages into whatever it is. But... that's speculation.

hell, it's all speculation at present.

...

I'm done.

Oh. Also, however, one -might- wish to look at the new battles for Vexen, Lexaeus, Marluxia and Larxene. *shrugs*

[Post 934]
Author : Bill Lumberg
Date : 02-24-07 01:51 PM
Thread Title : Re: let's make some new vestiges

Journeyman

Thran looks outstanding. Good work!

I don't see anything that needs changing.

[Post 935]

Author : Lord_Yy
Date : 02-24-07 02:12 PM
Thread Title : Re: let's make some new vestiges

Journeyman: The only problem I have with Thran is that he shares a sign with Chupoclops. Does this mean that if you're bound to both of them simultaneously you have two sets of tusks?

[Post 936]
Author : JiCi
Date : 02-24-07 02:26 PM
Thread Title : Re: let's make some new vestiges

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What I've managed to glean so far, which may or may not be accurate:

- 1 -Zexion can use illusions to appear to be other people (as he did in the original COM) and create illusions
- 2 -He can duplicate weapons (Re: COM - he duplicates Riku's Souleater)
- 3 -He can create duplicates of himself (Again, Re: COM. This might be Mirror Image, but since the duplicates seem to have some solidity it seems more similar to the Throw Ectoform power from Hyperconscious. I can give you more info if you PM me [conduct rules and all that])
- 4 -His weapon is actually a giant book.
- 5 -The pages seem to do damage, in that they whip around in a whirlwind
- 6 -Apparently, he can trap people within the book. In his battle in FM+, he traps Donald and Goofy in books and then he himself enters a book. He proceeds to warp Sora into a reality of his own making (The translation here was very, very bad and I'm not sure what was actually said) and then Sora has to figure out which book contains Zexion by the shadow the book casts.

Now, speculation? I'm thinking the way his illusions work is that he writes down what he wishes and then turns the pages into whatever it is. But... that's speculation.

hell, it's all speculation at present.

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I'm done.

Oh. Also, however, one -might- wish to look at the new battles for Vexen, Lexaeus, Marluxia and Larxene. *shrugs*Guess you will need to review that Zexion vestige you made a while ago :P

Here's my shot:

1- Major Image

- 2- Call Weaponry
- 3- Mirror Image; as you point it out, it might be Throw Ectoplasm
- 4- Weapon that deals 1d6 points of damage, could be a spell storing item
- 5- Whirlwing once per day, but that deals slashing damage
- 6- Imprisonment once per day, get freed when the vestige is expelled

P.S. How is your "Organization XII vestige project" ? is it nearly finish ? I can't wait to use ALL of them in my game.

[Post 937]
Author : journeyman777
Date : 02-24-07 04:20 PM
Thread Title : Re: let's make some new vestiges

Journeyman: The only problem I have with Thran is that he shares a sign with Chupoclops. Does this mean that if you're bound to both of them simultaneously you have two sets of tusks? Yeah, since Thran's can't be used for natural attacks they'll need to be dealt with separately. So, two sets of protruding teeth? I can live with that level of freak factor. Thanks for pointing it out though.

Next up, a lv 5 troop commander to continue the Athelas/Thran series and a lv 6 healer to complement the Hale/Buer combo. Higher levels take me longer, so it may be a little while.

BTW: Any comments on Hale?

[Post 938]
Author : Ryuu_Tenshi
Date : 02-24-07 08:10 PM
Thread Title : Re: let's make some new vestiges

Guess you will need to review that Zexion vestige you made a while ago :P

Here's my shot:

- 1- Major Image
- 2- Call Weaponry
- 3- Mirror Image; as you point it out, it might be Throw Ectoplasm
- 4- Weapon that deals 1d6 points of damage, could be a spell storing item
- 5- Whirlwing once per day, but that deals slashing damage
- 6- Imprisonment once per day, get freed when the vestige is expelled

P.S. How is your "Organization XII vestige project" ? is it nearly finish ? I can't wait to use ALL of them in my game.

It actually wasn't my project, originally. It was Psychic Infinity's - I just help because I know the Kingdom Hearts series backwards (Seriously, I know more about that game than I do about what I'm majoring in. It's very, very sad.)

<http://boards1.wizards.com/showpost.php?p=8980372&postcount=105> <- see?

I'm not sure how far he got. And I haven't seen him in a while...

[Post 939]
Author : Bill Lumberg
Date : 02-25-07 11:50 AM
Thread Title : Re: let's make some new vestiges

BTW: Any comments on Hale?

I like Hale, you continue to do good work. I can't find anything that needs to be changed.

[Post 940]
Author : JiCi
Date : 02-25-07 04:09 PM
Thread Title : Re: let's make some new vestiges

BTW: Any comments on Hale? I read it, and I like the idea. I have nothing to say, except that this vestige is great.

One thing though: should it have an ability related to lycanthropy, since it contracted that disease ? I don't know something like granting the binder a bonus equal to half its level to resist contracting lycanthropy ?

[Post 941]
Author : DarkRhystar
Date : 02-25-07 05:54 PM
Thread Title : Re: let's make some new vestiges

Shiva,
The Frozen Esper

Vestige Level: 6

Binding DC: 26

Legend: Born as one of the mystical beings known as Espers, Shiva's power far exceeded that of any mortal. Upon death, she was transformed into a powerful gem called a Magicite. What followed is unclear, but it is believed that even in Magicite form her powers lead to the world being saved. Shiva's Magicite has been lost for centuries but still her power remains.

Manifestation: The ground where the seal was drawn begins to freeze and cover with ice. Without warning a large icicle juts out of the ground. Encased within is the icy prison is a beautiful blue woman dressed only with a long lavender scarf. Her soft voice seems distant and echoes slightly.

Upon making a successful pact with Shiva, a smile can be seen upon her face as the icy shard which encases her begins to melt freeing her. Upon making a poor pact with Shiva, the shard shatters violent sending pieces in every direction.

Sign: The binder's skin takes on a blue tint and those near the binder feel slightly chilled though the binder feels fine. The binder's voice also softens.

Influence: The binder displays an aversion of small or enclosed spaces and must refrain from yelling or shouting.

Granted Abilities: Shiva grants her formidable magical powers to the binder.

Ice: At will, you may hurl frost bolts at your enemies. You may hurl one bolt per 4 caster levels. Each bolt deals 4d6 points of cold damage. The bolts have a range of 100 ft. plus 10 ft. per effective binder level and must be fired at the same or different targets. All bolts must be aimed at targets within 30 feet of each other and fired simultaneously. Enemies must make a separate reflex save for half damage for each bolt that strikes them.

Ice 2: Once per five rounds, you may hurl extremely powerful frost bolts at your enemies. You may hurl one bolt per 3 caster levels. Each bolt deals 4d6 points of cold damage. The bolts have a range of 100 ft. plus 10 ft. per effective binder level and must be fired at the same or different targets. All bolts must be aimed at targets within 30 feet of each other and fired simultaneously.

Rasp: At will, you may release bolts that drain your enemies' powers. You may hurl one bolt per 5 caster levels. Each bolt drains the target's effective caster or manifester level for spells, spell-like abilities, powers, and the like by 1 for one round per effective binder level. The bolts have a range of 100 ft. plus 10 ft. per effective binder level and must be fired at the same or different targets. All bolts must be aimed at targets within 30 feet of each other and fired simultaneously. Enemies must make a separate fortitude save for each bolt that strikes them and a successful fortitude save negates the bolt's effect.

Osmose: At will, you may hurl a magic draining bolt at a single target within medium range (100' plus 10' per effective binder level). The target's effective caster or manifester level for spells, spell-like abilities, powers, and the like is drained (treat this as a penalty) by 1d4 and your effective Binder level rises by the same amount. This ability cannot reduce a target's caster level or manifester level below 1, nor may it raise your effective binder level by more than 4 regardless of number of times used. These effects persist for 1 minute per your unmodified effective binder level. Caster/manifester/etc levels drained by this ability are treated as temporary level drain for purposes of which effects may restore them. This ability has no effect if the target does not have a caster/manifester/etc level.

Cure: Once per five rounds, you may heal yourself and others. This ability functions like the Cure Light Wounds spell heightened to a spell level equal to half your effective binder level.

Gem Dust: Once per five rounds, the binder may call forth Shiva. For a brief moment, the binder is replaced by Shiva and she projects furious blast of freezing shards. The blast is a cone with a length of 5' per effective binder level. All those caught within the blast take 1d6 cold damage per effective binder level with a reflex save for half. Those caught within the blast must also make a second reflex save or be blown back 5' per 3 effective binder levels and knocked prone.

For a more FFVI-like experience, add the line:

Special Requirement: You must possess the Shiva magicite.

[Post 942]
Author : journeyman777
Date : 02-25-07 07:57 PM
Thread Title : Re: let's make some new vestiges

I read it, and I like the idea. I have nothing to say, except that this vestige is

great.

One thing though: should it have an ability related to lycanthropy, since it contracted that disease ? I don't know something like granting the binder a bonus equal to half its level to resist contracting lycanthropy ?Lycanthropy was his one failure, so I really can't see giving a benefit against it. Now that you mention it though, a bonus to control shape checks might be appropriate.

BTW: Thanks for the praise, I'll try to keep up the good work.

EDIT: I went ahead and added a small bonus on control shape and autohypnosis to Hale.

[Post 943]
Author : Edge_of_Oblivion
Date : 02-25-07 09:17 PM
Thread Title : Re: let's make some new vestiges

Shiva,
The Frozen Esper

What book are those spells from? They look cool.

The cone on Gem Dust (Note: I prefer the name Diamond Dust myself) needs a degree rating for the angle of the cone. (Normally it's 30', but occasionally you see something with a 20' or 45' cone.)

Level and DC seem fine, but it probably would be best to up them a bit... 6th might be more appropriate (as Journey suggested).

[Post 944]
Author : journeyman777
Date : 02-25-07 11:12 PM
Thread Title : Re: let's make some new vestiges

She seems overpowered for 5th lv, 6 might be more appropriate. I actually disagree with Edge about upping her healing. She seems primarily a blaster vestige and powerful healing really doesn't belong in the same package.

Also, I'd add a note to Osmose specifying that your EBL doesn't rise if the target didn't actually have a caster lv (Even with that, I'm seeing some serious abuse potential if someone in the party has practiced spellcaster).

[Post 945]
Author : DarkRhystar
Date : 02-26-07 10:01 AM
Thread Title : Re: let's make some new vestiges

What book are those spells from? They look cool.

I kinda made them up. :)

I made a Fire spell for Siren so I made Shiva's Ice the exact same thing only for

cold... then realized I had no idea on Ice 2. I think they came out okay, but other opinions are very much welcome.

The cone on Gem Dust (Note: I prefer the name Diamond Dust myself) needs a degree rating for the angle of the cone. (Normally it's 30', but occasionally you see something with a 20' or 45' cone.)

I was basing it off Cone of Cold which doesn't specify an angle. I think 45 degrees is assumed (quarter-circle reference under Cone effects). Do you think it should be 30 degrees?

Diamond Dust does sound pretty good, but I'm try to borrow as little as possible from non FF6 sources. :)

Level and DC seem fine, but it probably would be best to up them a bit... 6th might be more appropriate (as Journey suggested).

She seems overpowered for 5th lv, 6 might be more appropriate.

6th would be fine then.

I actually disagree with Edge about upping her healing. She seems primarily a blaster vestige and powerful healing really doesn't belong in the same package.

I agree. Cure is the weakest of the healing spells as well. It also achieves the same utility that the game's Cure did later on (useful out of battle, but not so much in battle).

Also, I'd add a note to Osmose specifying that your EBL doesn't rise if the target didn't actually have a caster lv

Could you help me with the wording on that note? I was under the impression that a target without access to spells, spell-like abilites...etc didn't have a caster level.

(Even with that, I'm seeing some serious abuse potential if someone in the party has practiced spellcaster).

I would say that anyone with practiced spellcaster would likely have such to combat their own loss in caster level from multiclassing. If the Binder uses Osmose and gets the full 4, the target could potentially lose an entire level of cast-able spells. If a party is willing to take that risk, I might allow it.

Of course, if you know a simple wording change to prevent such things, I wouldn't mind adding it.

[Post 946]
Author : JiCi
Date : 02-26-07 10:10 AM
Thread Title : Re: let's make some new vestiges

Shiva,
The Frozen Esper

Granted Abilities: Shiva grants her formidable magical powers to the binder.

Ice: At will, you may hurl frost bolts at your enemies. This ability functions like

the Frost Bolt spell heightened to a spell level equal to half your effective binder level.

Frost Bolt
Conjuration [Cold]
Level: Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: One or more bolts
Duration: Instantaneous
Saving Throw: Reflex (1/2)
Spell Resistance: No

You hurl chilling bolts at your enemies. You may hurl one bolt per 4 caster levels. Each bolt deals 4d6 points of cold damage. The bolts must be fired at the same or different targets, but all bolts must be aimed at targets within 30 feet of each other and fired simultaneously. Enemies must make a separate reflex save for each bolt that strikes them.

Ice 2: Once per 5 rounds, you may hurl extremely powerful frost bolts at your enemies. This ability functions like the Greater Frost Bolt spell heightened to a spell level equal to half your effective binder level.

Frost Bolt, Greater
Conjuration [Cold]
Level: Sor/Wiz 5
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: One or more bolts
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You hurl chilling bolts at your enemies. You may hurl one bolt per 3 caster levels. Each bolt deals 4d6 points of cold damage. The bolts must be fired at the same or different targets, but all bolts must be aimed at targets within 30 feet of each other and fired simultaneously. Those abilities seem redundant somehow. May I suggest the hailstone spell (from Spell Compendium) at caster level equal to binder level ?

This spell is like scorching ray, except it's a ice ball that deals 5d6 points of cold damage, and you get 1 ball per 5 levels (maximum 4 balls). Of course, you may eliminate the 4 balls limit and go with 1 ball per 5 levels.

[Post 947]
Author : journeyman777
Date : 02-26-07 10:47 AM
Thread Title : Re: let's make some new vestiges

Could you help me with the wording on that note?I tweaked it a bit in the process, but it should do the trick.

Osmose: At will, you may hurl a magic draining bolt at a single target within medium range (100' plus 10' per effective binder level). The target's effective caster or manifester level for spells, spell-like abilities, powers, and the like is drained (treat this as a penalty) by 1d4 and your effective Binder level rises

by the same amount. This ability cannot reduce a target's caster lv or manifester lv below 1, nor may it raise your effective binder level by more than 4 regardless of number of times used. These effects persist for 1 minute per your unmodified EBL. Caster/manifester/ect levels drained by this ability are treated as temporary level drain for purposes of which effects may restore them. This ability has no effect if the target does not have a caster/manifester/ect level.

[Post 948]
Author : DarkRhystar
Date : 02-26-07 01:58 PM
Thread Title : Re: let's make some new vestiges

Those abilities seem redundant somehow. May I suggest the hailstone spell (from Spell Compendium) at caster level equal to binder level ?

This spell is like scorching ray, except it's a ice ball that deals 5d6 points of cold damage, and you get 1 ball per 5 levels (maximum 4 balls). Of course, you may eliminate the 4 balls limit and go with 1 ball per 5 levels.

Well, they're going to be slightly redundant. In FF, Ice 2 is merely a stronger Ice.

As it stands, Shiva's Ice and Siren's Fire are simply Scorching Ray with a few changes. To go from Frost Bolt to Hail Stones would increase the lag time of the attacks. Truthfully, I don't like the fact that the spell lags in power and then suddenly jumps at certain levels as it is. However, it allows damage among multiple targets to be lessened and keeps the spell effect similar to existing spells.

I tweaked it a bit in the process, but it should do the trick.

Osrose: At will, you may hurl a magic draining bolt at a single target within medium range (100' plus 10' per effective binder level). The target's effective caster or manifester level for spells, spell-like abilities, powers, and the like is drained (treat this as a penalty) by 1d4 and your effective Binder level rises by the same amount. This ability cannot reduce a target's caster lv or manifester lv below 1, nor may it raise your effective binder level by more than 4 regardless of number of times used. These effects persist for 1 minute per your unmodified EBL. Caster/manifester/ect levels drained by this ability are treated as temporary level drain for purposes of which effects may restore them. This ability has no effect if the target does not have a caster/manifester/ect level.

Treating it as a penalty is a nice touch. I'll tweak the wording a bit (lv to level) and put it in.

Does Rasp look okay? That was the other ability that gave me a lot of trouble.

[Post 949]
Author : journeyman777
Date : 02-26-07 04:51 PM
Thread Title : Re: let's make some new vestiges

Rasp
Necromancy
Level: Sor/Wiz 5

Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: One or more bolts
Duration: Instantaneous
Saving Throw: Fort (Neg)
Spell Resistance: No

You hurl draining bolts at your enemies. You may hurl one bolt per 5 caster levels. Each bolt reduces the target's effective caster or manifester level for spells, spell-like abilities, powers, and the like by 1. The bolts must be fired at the same or different targets, but all bolts must be aimed at targets within 30 feet of each other and fired simultaneously. Enemies must make a separate fortitude save for each bolt that strikes them.

I'm actually not familiar with this spell (it's been a while since I've played FF6), but here's my peach.

First, it needs a duration (right now it's quite permanent :(). Second, treat the reduction as a penalty and note any effects that can remove it. That should pretty much do it.

BTW: Will these affect EBL? Why medium range anyway? (FF enemies never struck me as being 100-200ft away from you.) Why the spell format? (Even when duplicating spells, binder abilities are supernatural and therefore lack components and spell levels).

[Post 950]
Author : DarkRhystar
Date : 02-26-07 05:24 PM
Thread Title : Re: let's make some new vestiges

I'm actually not familiar with this spell (it's been a while since I've played FF6), but here's my peach.

It's your standard "Remove MP" spell. Whereas Osmose removes it and gives it to you, Rasp just removes it.

First, it needs a duration (right now it's quite permanent :(). Second, treat the reduction as a penalty and note any effects that can remove it. That should pretty much do it.

Definitely modify the duration, but if I turn it to a penalty it will be somewhat worthless as more than one ball hitting an enemy will have no effect. Perhaps limiting the drain to half the EBL...

BTW: Will these affect EBL? Why medium range anyway? (FF enemies never struck me as being 100-200ft away from you.) Why the spell format? (Even when duplicating spells, binder abilities are supernatural and therefore lack components and spell levels).

No, they will not affect EBL. Rasp never gave you anything back.

Medium range simply because that's the mid-range where most of the bolt-like spells go. Moon Bolt is actually Long range for example and Scorching Ray is short range. Rather than swing to one end, I put them squarely in the middle.

I use the spell format since it's (for the most part) easier to read since you have things separated rather than all running together, and picking a spell level for certain abilities helps me set the level for the vestige (i.e. if a vestige has a 5th level spell ability, it's not going to be selectable as a 4th level vestige).

[Post 951]
Author : journeyman777
Date : 02-27-07 11:25 AM
Thread Title : Re: let's make some new vestiges

Definitely modify the duration, but if I turn it to a penalty it will be somewhat worthless as more than one ball hitting an enemy will have no effect. So treat it like lv drain, then it should stack properly.

[Post 952]
Author : DarkRhystar
Date : 02-27-07 12:18 PM
Thread Title : Re: let's make some new vestiges

So treat it like lv drain, then it should stack properly.

I've exchanged the word "reduces" for "drains" for clarity. :)

[Post 953]
Author : JiCi
Date : 03-01-07 04:13 AM
Thread Title : Re: let's make some new vestiges

BUMP

No way I'm letting that thread die.

[Post 954]
Author : Jersey Cowboy
Date : 03-01-07 06:13 AM
Thread Title : Re: let's make some new vestiges

Shiva,
The Frozen Esper

Shiva's always been one of my favorite Espers/summons! I don't suppose you made Ifrit and I missed him, or maybe Alexander?

[Post 955]
Author : DarkRhystar
Date : 03-01-07 01:08 PM
Thread Title : Re: let's make some new vestiges

Shiva's always been one of my favorite Espers/summons! I don't suppose you made Ifrit and I missed him, or maybe Alexander?

I've only done Siren and Shiva so far, but I'll put Ifrit out next.

[Post 956]
Author : DarkRhystar
Date : 03-01-07 01:12 PM
Thread Title : Re: let's make some new vestiges

Ifrit,
The Infernal Esper

Vestige Level: 4

Binding DC: 22

Legend: Born as one of the mystical beings known as Espers, Ifrit's power far exceeded that of any mortal. Upon death, he was transformed into a powerful gem called a Magicite. What followed is unclear, but it is believed that even in Magicite form his powers lead to the world being saved. Ifrit's Magicite has been lost for centuries but still his power remains.

Manifestation: The ground under the seal begins to crack and molten lava quickly begins to surface. The lava collects and seems to begin to cling to itself forming a shape. The shape is enormous and muscular. Before the binder's eyes the lava becomes flesh and the mighty Ifrit turns to glare at the binder.

Flames seem to crawl and dance along Ifrit's powerful form. Ifrit's face is that of a wolf and it is punctuated with great black horns and fierce orange hair. His eyes seem to burn with a fire far hotter than any other and his voice is a loud glutteral one that practically drips with both authority and power.

Upon making a successful pact with Ifrit, the entire area of the seal is engulfed in bright flames. The flames begin to obscure Ifrit's form and right before the head disappears into the flame, Ifrit's wolfish expression tilts upward it what might even be considered a smile. Upon making a poor pact with Ifrit, he lets out an ear-piercing howl before his form turns black and hardens. The hardened magma that formed him begins to crumble and blow away.

Sign: The binder gains two small balls of fire which move up and around the binder's form. The balls radiate a little heat and light, but may not actually burn anything. Though the binder may control their movements, the balls stray more than a few inches from the binder's body.

Influence: Ifrit demands that the binder display his sign proudly to all whom the binder meets.

Granted Abilities: Ifrit grants his formidable magical powers to the binder.

Strength: Ifrit grants the binder a +1 enhancement bonus to Strength per 3 effective binder levels.

Balls of Flame: At will, you may have the balls of flame produced by showing Ifrit's sign radiate light equal to that produced by a torch.

Fire: At will, you may hurl flaming balls at your enemies. You may hurl one ball per 4 caster levels. Each ball deals 4d6 points of fire damage. The balls have a range of 100 ft. plus 10 ft. per effective binder level and must be fired at the same or different targets. All balls must be aimed at targets within 30 feet of each other and fired simultaneously. Enemies must make a separate reflex save for half damage for each ball that strikes them.

Fire 2: Once per five rounds, you may hurl extremely powerful flaming balls at your enemies. You may hurl one ball per 3 caster levels. Each ball deals 4d6 points of fire damage. The balls have a range of 100 ft. plus 10 ft. per effective binder level and must be fired at the same or different targets. All balls must be aimed at targets within 30 feet of each other and fired simultaneously.

Drain: Once per five rounds, you may make a ranged touch attack against a single opponent. If successful, you deal 1d6 points of damage per effective binder level and you gain an amount of HP equal to the damage dealt or three times your effective binder level, whichever is lower.

Inferno: Once per five rounds, the binder may call forth Ifrit. For a brief moment, the binder is replaced by Ifrit and he immediately releases an intense explosion of fire all around the binder. The explosion has a spreading effect and deals 1d6 points of fire damage per effective binder level to all those within its 30' area of effect except the binder. Those caught in the effect must also make a fortitude save or be shaken by the sheer intensity of the blast.

For a more FFVI-like experience, add the line:

Special Requirement: You must possess the Ifrit magicite.

[Post 957]
Author : Jersey Cowboy
Date : 03-01-07 01:25 PM
Thread Title : Re: let's make some new vestiges

[B][SIZE="4"]Fire 2: Once per five rounds, you may hurl extremely powerful flaming balls at your enemies. You may hurl one ball per 3 caster levels. Each ball deals 4d6 points of fire damage. The balls have a range of 100 ft. plus 10 ft. per effective binder level and must be fired at the same or different targets. All balls must be aimed at targets within 30 feet of each other and fired simultaneously.

Fire 1 and Fire 2 are the same?

[Post 958]
Author : JiCi
Date : 03-01-07 01:25 PM
Thread Title : Re: let's make some new vestiges

How about Doomtrain and Bahamut next ?

Why Fire and Fire 2 ? at 20th level, I can shoot 5 balls and 6 balls respectively. For just an extra 4d6, it's not really worth it. Why not merge these abilities together ?

[Post 959]
Author : DarkRhystar
Date : 03-01-07 01:27 PM
Thread Title : Re: let's make some new vestiges

Fire 1 and Fire 2 are the same?

Fire 1: 1 ball per 4 binder levels, Reflex save for half
Fire 2: 1 ball per 3 binder levels, No save

How about Doomtrain and Bahamut next ?

Bahamut would be hard. He only has one power... Doomtrain isn't an esper IIRC.

Why Fire and Fire 2 ? at 20th level, I can shoot 5 balls and 6 balls respectively. For just an extra 4d6, it's not really worth it. Why not merge these abilities together ?

Because Fire 2 is much more powerful than Fire (Ask any Rogue with Evasion or Improved Evasion).

[Post 960]
Author : Jersey Cowboy
Date : 03-01-07 07:45 PM
Thread Title : Re: let's make some new vestiges

Doomtrain isn't an esper IIRC.

No, I believe he's a Guardian Force from FFVIII...same basic concept, though. And he's wicked-cool.

[Post 961]
Author : BrotherDog
Date : 03-03-07 06:43 AM
Thread Title : Re: let's make some new vestiges

What about the Nameless One? I'd like to see a vestige based on him.

Here--> <http://boards1.wizards.com/showpost.php?p=8756829&postcount=11>

...silly one. "For the Nameless is Hastur, and Hastur is the King in Yellow". Oh Poo! I couldn't work his name in a third time without being overly obvious.:D

[Post 962]
Author : journeyman777
Date : 03-03-07 03:26 PM
Thread Title : Re: let's make some new vestiges

Nephanee, Seed of Wrath

Level: 1

Binding DC: 15

Special Requirement: Yes

Sign: Your voice takes on a rustic twang.

Legend: Little is known of Nephanee. Crimean records list a militia soldier by that name receiving high honors in the aftermath of the Continental War. She was sworn to Princess Elincia and served under General Ike with distinction. She received an honorable discharge and apparently lived peaceably thereafter. Binder scholars honestly have no idea how she became a vestige.

Special Requirements: You must place a piece of ground from your hometown within the seal. (a handful of dirt, some pebbles, whatever)

Manifestation: Corn stalks sprout from within the seal. Some grow and mature faster than others until all stages of growth are represented. A giant black beetle burrows out of the ground and consumes the most mature of the stalks. A raging flame springs up where their shredded remains fall to the ground, slowly expanding outward while the beetle feeds on the ashes. The stalks of corn become spears, but still fall to the growing flames. An ornate sword strikes into the seal as if thrown and the beetle vanishes in a flash of crimson light. From the ground where the sword struck a trap door opens and a young woman in blue armor comes forth. She bows to the sword and takes up one of the remaining spears. The fire takes the shape of elementals around her and closes in. For each blow she takes, she responds in kind. She fights like one possessed until the fires burn no more. Then, she sets aside her spear and addresses the binder with a rich country accent. The spear rusts and grows old as you speak with her and new stalks sprout from the ground where the flakes fall.

Influence: You speak plainly, but are embarrassed in the presence of the upper classes.

Granted Abilities:

Militia Training: You are proficient with all pole arms. When wielding a pole arm you are already proficient with, you gain a +1 bonus on attack rolls.

Long Haft, Short Haft: If you are wielding a pole arm that does not have reach, you may make attacks as if it had reach at a -2 penalty. While wielding a pole arm that has reach, you may make attacks against adjacent targets at a -2 penalty. You threaten all spaces you can attack into with this ability. The penalty decreases by 1 at lv 5 and again at lv 9.

Knight's Bane: You may set a pole arm against a charge as an immediate action.

Rusting Spear: Your attacks with a pole arm may bypass AC bonuses granted by metal armor and/or shields for one round. However, your weapon and the opponent's armor/shield both take damage in the process equal to 1 hp per strike for bypassing light armor, 2 for medium armor or shields, and 3 for heavy armor or tower shields (this damage ignores hardness). This ability can be activated as a swift action and deactivated as a free action. Once you have used this ability, you cannot do so again for 5 rounds.

Vengeful Wrath: If you are at or below half of your max hp, you may make an attack of opportunity against an opponent you threaten immediately after he attacks you.

This attack automatically threatens a critical hit. Even if an opponent makes multiple attacks against you in a round, this ability only lets you make one extra attack against him.

Play Notes:

Design Notes: I based this one off a character from Fire Emblem: Path of Radiance. In one of the survival missions she was the weak point in my defensive formation and was therefore targeted by every enemy in range. She was quickly reduced to a single hit point, but somehow dodged all of the following attacks and counter attacked with a critical against each foe. Being that close to disaster and turning the tide so dramatically was great. I just had to make a way for it to happen in D&D.

Militia Training I copied and adapted from Leraje. Long Haft, Short Haft is a combination of two feats from Dragon Magazine put on the flurry of blows progression. Knight's Bane reinforces the militia role on a battlefield and seemed situational enough to be appropriate for this lv. Rusting Spear is meant as both a reference to the peace that militia fight for and as a reflection of how the game handled weapon durability and armor piercing. Besides, I like the idea. Vengeful Wrath is meant to strike an interesting balance between risk and reward. Getting the most out of her really calls for combat reflexes and whirlwind attack, so hopefully she'll see use at the higher levels in combination with Paimon and Otiax.

[Post 963]
Author : Nephelim
Date : 03-03-07 04:57 PM
Thread Title : Re: let's make some new vestiges

Sorry to be a pest, and I might be incurring wrath by saying this, bu I've posted two vestiges and requested peach-es for both but have received nothing...

any chance I could get some feedback on Amaros and Flux, please?

[Post 964]
Author : rbodine
Date : 03-03-07 06:18 PM
Thread Title : Re: let's make some new vestiges

any chance I could get some feedback on Amaros and Flux, please?

I'm not the best person to do so, because I haven't read pact magic in detail for some time, and I've never played a binder in game (although I did use a couple in a home brew I ran). I figure I'll put in my two coppers, and if my criticism are off the mark, someone can correct them.

Here's my criticism of Flux

Level

My biggest problem with this vestige is the level. I think it should be higher. I'll explain why when I discuss the Abilities.

Legend

It's interesting. In fact, I don't recall any descriptions in ToM that say the vestige is the first known vestige. I'd say this is a good candidate. Accordingly, your last sentence should read:

". . . and promptly vanished from reality, become the first Vestige."

Of course, you should change earlier text if appropriate.

Special Restrictions

I don't see the connection between the legend and the requirement that the binder be bound to another vestige. If anything, I'd say that the vestige won't allow multiple bindings because other vestiges are deemed inferior beings. In that light, I'd say that the binder check should be higher than typical for vestiges of its level, and/or the binder check should be higher if the binder is already bound to another vestige. A penalty to a binding check may also be appropriate when binding to another vestige and the binder is currently bound to another vestige.

As for the second requirement, in light of the eerie flavor of pact magic, I'd say that the binder had to provide a real body part of a magical beast or aberration rather than drawings. Perhaps either could be used, but at least have bones, organs, and limbs be an allowed substitute.

Gross, huh?

Manifestation, Sign, Influence

Although you could go a few different ways here, what you chose is as good as any. I wouldn't change these unless you get a really flavorful idea.

Granted Abilities

This is the tricky part, because I don't have enough practical experience with pact magic to get game balance right. However, here are my thoughts on each ability and why I think it's overpowered (meaning the level should be higher). If a more experienced player has reason to believe I'm wrong, I'd suggest you follow his or her advice over mine. Okay, enough of the beating of that dead horse.

Each of the abilities are appropriate to the legend, so no changes there unless, again, you come up with a neat idea. The only real problem I have is with Meta-Shifting. A quick review of the 3rd level vestiges suggests that spell-like abilities granted by an Xth level vestige are the equivalent of those granted by an Xth level spell from the wizard/sorcerer list. These abilities generally allow you to act as a character with a level increase of 1 or 2, but only in a very specific way. For example, Andromalius allows you to cast Hideous Laughter, a 2nd level spell for a 3rd level Wizard. Focalor's Breath blinds the target, as does the 2nd level Wizard spell, Blindness/Deafness.

However, the first time you could bind to Flux is 5th level. Therefore, under your calculation, you could take on a template that raises your CR by 2. This is raising your character level by 2, rather than just emulating a particular feature of a level+2 character. Of course, if the vestige granted no other abilities, then it'd be balanced, but boring. I'd change the level of the vestige to 4th (maybe 5th) or change the equation to Binder level/5.

I can't say I verified this formula across all binders, but it certainly would make sense.

Hope that makes sense. I'll take a look at Amaros and see if I have anything to say about it.

EDIT: On the other hand, I won't review Amaros. It's an epic level binder, and I don't want to touch that system. Sorry about that. However, if it's an epic level binder, how come it's level 6?

[Post 965]
Author : DarkRhystar
Date : 03-03-07 07:03 PM
Thread Title : Re: let's make some new vestiges

Name: Flux, Lord of Shapechangers, the Outcast Petitioner

Seal:

Level: 3?

Meta-Shifting: Binder can apply any template or (legal) combination of templates on themselves such that the total Challenge Rating modification is no greater than 1 + (EBL/5, round down). Templates (or template combinations) can be maintained for 1 round per EBL, and have a 5-round recharge time. While under the influence of templates, apply a number of negative levels equal to the total CR Modifier of the template. These levels can not be removed or negated in any way, and immediately vanish when the templates are removed.

Problem 1) A good template gives more than vestiges normally do however negative levels may often be more damaging than templates are helpful. Unless a binder takes an extremely powerful template, the penalties are far worse than the benefits.

Problem 2) All templates are not created equal. Some templates are noticeably better than others. Compare the Winged Template (SS) to the Saint Template (BoED) (<http://forums.netgamers.co.uk/showpost.php?p=20715&postcount=1>). Normally the Saint Template is balanced by the sheer number of prerequisites, however this vestige effectively ignores those. The result is one template that is unbelievably powerful and one that arguably makes a character worse (thanks to negative levels).

[Post 966]
Author : rbodine
Date : 03-03-07 07:32 PM
Thread Title : Re: let's make some new vestiges

Oops. I didn't read that as closely as I should have. You have the negative levels to offset, which DarkRhystar has addressed. I wouldn't have negative levels at all but adjust the CR or Vestige level as I said.

As for his other concern, that not all templates are created equal, perhaps you should require that the character meet certain requirements for the template. You shouldn't have to meet feat requirements, but the character level and hit dice requirements should be met (like the Saint template DR referenced). However, this could get awfully complex.

How about instead a specific listing of available templates? There are no templates in the Pact Magic setting, but a good template is Spellwarped from MM3.

Celestial, Fiendish, Half-Dragon, and various forms of Lycanthrope, all allowed only at certain levels.

[Post 967]
Author : journeyman777
Date : 03-03-07 08:50 PM
Thread Title : Re: let's make some new vestiges

Sorry to be a pest, and I might be incurring wrath by saying this, bu I've posted two vestiges and requested peach-es for both but have received nothing...

any chance I could get some feedback on Amaros and Flux, please?
Sorry, I generally don't have access to all my books and internet at the same time, so I've been keeping my peaching to a minimum. I'll take a shot at them tomorrow though if you still want more feedback.

[Post 968]
Author : Nephelim
Date : 03-04-07 08:33 AM
Thread Title : Re: let's make some new vestiges

Thanks, everyone... and not nearly as scathing as I was afraid of! ;)

Regarding Amaros - I edited him and reduced him to non-epic scale, but he scales quite nicely to 20 and beyond...

As far as Flux goes -

* The Link between the Legend and the requirement is that Flux studied all forms of life, and so the notes and diagrams act as a sympathetic link that he can work with to enter the Material. I do like the idea of using a "sample" as a substitute, though...

* Raising CR is not the same thing as raising ECL. When I first wrote Flux, I tried using LA as the defining factor instead of CR, but that eliminates a LOT of templates that are not normally available for PC's, which was really the whole point of this vestige - to do something that you wouldn't normally be able to do, and try to do it as a balanced system.

* Adding a list of what templates would be available when is certainly an option, but it limits his applicability rather significantly. Limiting him to only applying templates that do not involve changing type to Outsider (and perhaps Aberration as well) might help, as it would sort of limit the available templates to things that are more "structural" than "supernatural"

* I have no problem with bumping him up levels to account for his power. Would you think 4 or 5 would be sufficient, or even higher?

* you are right about not all templates being equal. I wanted to be able to include both acquired and inherited templates, so removing feat or skill requirements might not help much. However, I want to point out that it does state that you can only apply legal templates, but I haven't actually done a systematic examination of how many templates that would prevent, say a Humanoid, from taking. Even granting that some templates change your type, so the order in which they are applied is significant, this may not be a sufficient reduction of applicability.

* Flux is indeed a complicated Vestige, and the amount of book-keeping that he would entail may turn a number of people off.

* The negative levels were meant to counter the obvious advantages that templates provide, as well as model the strain that more powerful templates create. If someone has an idea as to how to do that, I'd be happy to hear it! :) I wanted to avoid having a high-level Binder take the Paragon template without having a significant mitigating factor, for example.

[Post 969]
Author : DarkRhystar
Date : 03-04-07 05:43 PM
Thread Title : Re: let's make some new vestiges

* The negative levels were meant to counter the obvious advantages that templates provide, as well as model the strain that more powerful templates create. If someone has an idea as to how to do that, I'd be happy to hear it! :) I wanted to avoid having a high-level Binder take the Paragon template without having a significant mitigating factor, for example.

Cap the templates at 1 LA / 6 EBL (minimum 1).
Remove the level drain.
Done.

A LA +1 template is about equal to (or maybe just a little better) than your average vestige between levels 3 through 5. A LA +2 template is on par with a vestige level of 6 to 8. Finally, a LA +3 template won't be too crazy at level 18.

The big hindrance in thought here is that I think you're looking at the template as simply raising the binder above his ECL. The problem is that we're not talking about a fully-powered Binder taking a template... we're talking about a Binder short one of his possibly bound vestiges taking the template (and your vestige).

That said, if you chose to do this... I'd suggest shaving off one or two of Flux's other abilities. With the great versatility of Meta-shifting, he really doesn't need them.

[Post 970]
Author : Nephelim
Date : 03-04-07 06:04 PM
Thread Title : Re: let's make some new vestiges

I just re-read the impact of having Negative Levels bestowed, and I hadn't remembered about the effect on Magic Wielders losing spells - or in this case, vestiges.

Would it be reasonable to just have an ad-hoc\un-typed -1 on skills, attacks, saves, and other checks per CR modification due to the strain that maintaining the template creates?

That way, the Binder won't lose effectiveness with their other vestiges, and certainly won't lose an entire binding...

[Post 971]
Author : Siberys
Date : 03-05-07 09:25 AM
Thread Title : Re: let's make some new vestiges

Compare the Winged Template (SS) to the Saint Template (BoED) (<http://forums.netgamers.co.uk/showpost.php?p=20715&postcount=1>). Normally the Saint Template is balanced by the sheer number of prerequisites, however this vestige effectively ignores those.

Do note it says LEGAL combination. Way I read that, you still need to meet all prereqs ;)

Even if that's not what it meant, if you add that line, the uber-factor seriously decreases.

[Post 972]
Author : DarkRhystar
Date : 03-05-07 10:26 AM
Thread Title : Re: let's make some new vestiges

Do note it says LEGAL combination. Way I read that, you still need to meet all prereqs ;)

The fact that you need to describe it as "Way I read that" says it's unclear.

Even if that's not what it meant, if you add that line, the uber-factor seriously decreases.

And the suck-factor sets in as negative levels hurt far more than they should.

[Post 973]
Author : Nephelim
Date : 03-05-07 07:01 PM
Thread Title : Re: let's make some new vestiges

I've clarified the definition of "legal" (You still have to abide by size, type/subtype, alignment, HD, and Ability Score requirements, but others are waived) and changed the Negative Levels into a -1 untyped penalty to all attacks, saves, and checks per +1 CR modification.

EDIT: After taking another look at the Crystal Castle Templates Index (which was recently updated) I'm adjusting the CR index to EBL/6, min 1. I don't want Creatures of Legend running around at low levels...

[Post 974]
Author : Edge_of_Oblivion
Date : 03-05-07 08:37 PM
Thread Title : Re: let's make some new vestiges

Here--> <http://boards1.wizards.com/showpost.php?p=8756829&postcount=11>

...silly one. "For the Nameless is Hastur, and Hastur is the King in Yellow". Oh Poo! I couldn't work his name in a third time without being overly obvious.:D

Wrongo... Hastur is the UNSPEAKABLE One. The Nameless One is the main character of "Planescape: Torment".

Okay. A suggestion for the scaling on Flux - look at this custom PrC here: <http://boards1.wizards.com/showpost.php?p=9955282> Perhaps you could follow the scaling guide it provides? Just a thought, it's the most similar thing I've seen in-game or on these boards thus far.

As for Ifrit, all looks good. I really can't think of any tweaks I would give him. The Strength boost overlaps a bit with Eligor... perhaps you should mark it as an Enhancement Bonus (if it isn't already, I can't look back at the original post while I'm writing this...) so they don't stack?

[Post 975]
Author : Ryuu_Tenshi
Date : 03-06-07 07:29 AM
Thread Title : Re: let's make some new vestiges

So I just got word from Psychic Infinity and he says he's not really coming to the boards anymore.

Which... leaves us a few Vestiges short of a complete Organization XIII.

So...

I'm ridiculously busy ATM, but I'm still wondering how much support there is for getting the rest of the Org up and ready. Also... I'm thinking of quoting all the other Org members into one handy-dandy little post somewhere so that we have them all in one place (It's ANNOYING that they're spread out all through this monstrosity of a thread)

I'd also, um, need help once I'm unbusy. Mostly because I SUCK at working out mechanics. For peeps who've never played a KH game in their life I can easily provide videos and character descs (for once, the Wikipedia article on Org XIII seems to be in a state of non-suckage. Wooo.) and... really, really obscure infos if necessary.

So... support?

[Post 976]
Author : Edge_of_Oblivion
Date : 03-06-07 08:49 PM
Thread Title : Re: let's make some new vestiges

Sign me up, I can help scrape things together. I'm not bad with mechanics either (although Journey's a bit better). I want these guys finished.

Which leaves me curious... what was he planning for Xemnas's summoned weapon, the

beam-sword thing he has? Because he's the only one I can't think of at the moment....

[Post 977]
Author : journeyman777
Date : 03-06-07 08:53 PM
Thread Title : Re: let's make some new vestiges

I don't mind checking and tweaking the mechanics if you'll do the rough draft.
BTW: Anyone got any feedback on Nephane? I'm not sure if she's a little overpowered at lv 1 or not and I'd appreciate some more opinions.

[Post 978]
Author : Ryuu_Tenshi
Date : 03-06-07 09:58 PM
Thread Title : Re: let's make some new vestiges

Sign me up, I can help scrape things together. I'm not bad with mechanics either (although Journey's a bit better). I want these guys finished.
Which leaves me curious... what was he planning for Xemnas's summoned weapon, the beam-sword thing he has? Because he's the only one I can't think of at the moment....

I have no clue what he was planning -I'd go with a variant on mindblades (That perhaps stacks with mindblades, if you have that class feature for lord knows what reason)

[Post 979]
Author : JiCi
Date : 03-07-07 04:03 AM
Thread Title : Re: let's make some new vestiges

I'm not bad at vestige mechanics too, although I don't know the whole backstory of the remaining members, yet I'm good with abilities.
I'll be happy to help.

[Post 980]
Author : Ryuu_Tenshi
Date : 03-07-07 02:20 PM
Thread Title : Re: let's make some new vestiges

I'm not bad at vestige mechanics too, although I don't know the whole backstory of the remaining members, yet I'm good with abilities.
I'll be happy to help.

Backstory is my specialty - in fact, you may need to tell me to shut up as I sometimes give too much info.

... two more days then I'm done with midterms and can put this under serious consideration.

[Post 981]
Author : JiCi
Date : 03-07-07 03:45 PM
Thread Title : Re: let's make some new vestiges

to shut you up when you give too much info ?

Nah... not gonna happen, vestiges need a deep, good lore section.

[Post 982]
Author : Lord_Yy
Date : 03-07-07 09:50 PM
Thread Title : Re: let's make some new vestiges

Okay, who's seen the new vestiges on the Cityscape Web Enhancement? Here it is for anyone who hasn't seen it:Cityscape Vestiges (<http://www.wizards.com/default.asp?x=dnd/we/20070307a>) At least they seem to be putting some effort into the Seals now. One is outta the Goetia(looks like we have 2 Astaroths now), and the other actually looks pretty cool, if hard to draw... The guys there are almost as good at making vestiges as we are. ;)

[Post 983]
Author : JiCi
Date : 03-08-07 04:37 PM
Thread Title : Re: let's make some new vestiges

Hey fellas, here's the list of the Organization XII (may contain spoilers from the game):

1 - Xenmas - The Unknown

He wields glowing red rods called aerial blades, perhaps some brilliant energy longswords would do the trick
He can trap opponents in a seal made of 3 diamonds, slowly dealing damage.
He can project a forld field that cause you to be knocked back
He can teleport, so dimension door to the binder
He is a leader, so give it some bonus to Diplomacy, Bluff and such
He can show his feelings more clearly, so bonus to Intimidate

2 - Xigbar - The Freeshooter (<http://boards1.wizards.com/showpost.php?p=9001671&postcount=116>)

3 - Xaldin - The Whirlwind Lancer (<http://boards1.wizards.com/showpost.php?p=10289166&postcount=354>)

4 - Vexen - The Chilly Academic (<http://boards1.wizards.com/showpost.php?p=9278912&postcount=206>)

5 - Lexaeus - The Silent Hero (<http://boards1.wizards.com/showpost.php?p=9227519&postcount=197>)

6 - Zexion - The Cloaked Schemer (<http://boards1.wizards.com/showpost.php?p=9493012&postcount=264>)

7 - Saix - The Luna Diviner

He wields a claymore, so the binder should get a greatsword (with enchancements as usual)

His power derives from the moon

In the game, the more he attacks, the more he build a berserk gauge, so the binder could go berserk if it deals a critical hit

He charges and strike endlessly, so the binder could pounce

He sends an energy wave of moonlight

He is considered a leader, like second in command, so give it some bonus to Diplomacy, Bluff and such

8 - Axel - Flurry of Dancing Flames (<http://boards1.wizards.com/showpost.php?p=9202183&postcount=182>)

9 - Demyx - The Melodious Nocturne (<http://boards1.wizards.com/showpost.php?p=9156412&postcount=151>)

10 - Luxord - The Gambler of Fate (<http://boards1.wizards.com/showpost.php?p=9691111&postcount=279>)

11 - Marluxia - The Graceful Assassin (<http://boards1.wizards.com/showpost.php?p=10819711&postcount=491>)

12 - Larxene - The Savage Nymph (<http://boards1.wizards.com/showpost.php?p=9035757&postcount=129>)

13 - Roxas - The Key of Destiny

He wields two keyblades, so give it two bastard swords

Only 3 to go... and above is the list of abilities the remaining members have.

[Post 984]

Author : Ryu_Tenshi

Date : 03-08-07 05:09 PM

Thread Title : Re: let's make some new vestiges

Impatient much? XD I said I'd get on it this weekend! I've just got exams tomorrow.

Hey fellas, here's the list of the Organization XII (may contain spoilers from the game):

1 - Xenmas - The Unknown

He wields glowing red rods called aerial blades, perhaps some brilliant energy longswords would do the trick

He can trap opponents in a seal made of 3 diamonds, slowly dealing damage.

He can project a force field that cause you to be knocked back

He can teleport, so dimension door to the binder
He is a leader, so give it some bonus to Diplomacy, Bluff and such
He can show his feelings more clearly, so bonus to Intimidate

MINDBLADES. I'm going for a mindblade vestige. I don't think we have any vestiges yet that simulate Soulknives (MAYHAP BECAUSE THEY SUCK DESPITE HAVING A COOL CONCEPT HMM)

You also forgot that when he teleports, he often leaves a duplicate.

This weekend, I'm going to be posting Youtube videos of him so we can get a better idea of what his abilities are.

his influence... should be that the binder cannot feel love or joy, that they are consumed by rage, and must solve conflicts through violence - either shouting matches or outright attacks.

Anyway, to me Xemnas is what the Soulknife should have been. Seriously. The stuff he does, to me, is literally what the Soulknife could, and should, be.

e You also forgot the Thorns of Twilight. And I'd give him Dimension Slide rather than Dimension Door (Slide is shorter and less powerful)

I don't think he should have a bonus to Diplomacy and Bluff, since he literally -cannot- remember what it is like to feel joy or happiness; he can only recall feelings of rage and sorrow. Which I imagine hampers his personal relationships.

2 - Xigbar - The Freeshooter (<http://boards1.wizards.com/showpost.php?p=9001671&postcount=116>)

I want to do a slight fix to the Warp Snipe thing, in that I don't think it should be an autohit (autohits are for sillies. Maybe ranged touch. MAYBE.)

6 - Zexion - The Cloaked Schemer (<http://boards1.wizards.com/showpost.php?p=9493012&postcount=264>)

SERIOUS NEED OF EDITING DUE TO NEW INFORMATION FROM KHII: FM+. I'm going to wait till I can get videos of his battles, however, before I start actually working on his abilities.

7 - Saix - The Luna Diviner

He wields a claymore, so the binder should get a greatsword (with enchantments as usual)

His power derives from the moon

In the game, the more he attacks, the more he build a berserk gauge, so the binder could go berserk if it deals a critical hit

He charges and strike endlessly, so the binder could pounce

He sends an energy wave of moonlight

He is considered a leader, like second in command, so give it some bonus to Diplomacy, Bluff and such

I'm more thinking something like a Barbarian rage or a Sohei's Ki fury. Going nuts involuntarily when you crit is... not cool.

Moonlight bit should just be a special req for flavor - ie, seal must be drawn by

the light of the moon (any moon)

13 - Roxas - The Key of Destiny

He wields two keyblades, so give it two bastard swords

Oathkeeper is a short sword. Oblivion... MIGHT be a longsword. Maybe. In KHI it is ARGUABLY a bastard sword but in KHII it's definitely more of a longsword. The only keyblades in KHII that are bastard-sword sized are Way to the Dawn, Ultima Weapon, and Fenrir.

Also dual-wielding bastard swords is -way- too much. AT MOST twin longswords and -I- say longsword and shortsword. ESPECIALLY since Roxas would be treated as having TWF and Improved TWF.

Roxas' powers are related to Light - again, I vote for waiting for the KHII: FM+ videos to emerge.

[Post 985]
Author : JiCi
Date : 03-09-07 09:14 AM
Thread Title : Re: let's make some new vestiges

Impatient much? XD I said I'd get on it this weekend! I've just got exams tomorrow. He he... don't worry, take your time :) , but we did need a list to see who's missing. Also, I was bored, so I scanned the whole thread for fun.

[Post 986]
Author : Mkall
Date : 03-09-07 05:03 PM
Thread Title : Re: let's make some new vestiges

I mad this off of one of my buddies' BBEG's who died off when there was a TPK and the whole plane was destroyed. I hope it's not too powerful.

Mordevous – Undead Unraveled
An amalgamation of undead abilities, Mordevous comes from a now-extinct material plane to transfer his abilities to one who summons him.

Vestige Level: 8th
Binding DC: 36

Special Requirement: Mordevous, being formerly an advanced undead, loathes the idea of inhabiting a body that once possessed a vestige that granted any powers specifically to fight undead. He will not answer a summons unless no such vestige has inhabited the Binder in more than 3 days.

Legend: This vestige came into being only a few years ago, and such not much information is known about him. Mordevous was once a brilliant mind who had created special metals for his masters, known as Godskin. Somehow his masters turned on him and left him to rot, with salvation being possible through help of a demon, who transformed him into an undead known on this material plane as a Visage.

Mordevous used his everlasting body and perfect memory of the Godskin to build himself a new body to destroy the world. The attempt failed and he was destroyed, or so the victors had thought.

Somehow, Mordevous either doesn't say or has forgotten; he was reborn. This time the Godskin's powers were fused within him, and he had been granted the powers of many powerful undead. He used these powers and brought an entire continent to its knees, so much was his hatred for anything living. His powers were great, but not great enough to prevent the destruction of his material plane by an unknown force of being. However, one made such as Mordevous does not destroy that easily, and as such his essence, held together by the Godskin that he had first made, now spans the cosmology.

Manifestation: A vortex opens, facing the binder. Through the vortex emerges a white mask; small at first but getting larger as it struggles against the pull. As it nears the event horizon, the vortex vanishes as the seal starts rising in a purple-red cloak to meet the mask. He raises a single gold-gauntlet-adorned hand towards the binder but finds that it is chained to the ground. Red eyes pulse behind the mask.

Sign: Your fingers extend into unnaturally long claws and take the appearance of golden metal. Any non-magical glove, no matter the material, is destroyed in this process.

Influence: Mordevous hates all things living. While much of that hatred seems to have vanished, you look upon other living beings with disdain and tend to find solitude whenever possible. Mordevous demands that you do not willingly cause harm to undead.

Granted Abilities:

Entropic Claws: If you have the sign manifested, you gain two claw attacks, each deal 1d6 points of damage, or increases an existing claw attack by one increment. Furthermore, a foe struck by such an attack must make a Fort save or enter an entropic state. In such a state the creature's form writhes, bends and boils. It cannot use magic items or cast spells. It cannot discern friend from foe and attacks blindly (-4 to all attack rolls, 50% miss chance). Every round, the affected creature makes a Will save. If the save is successful, it resumes its normal shape; otherwise it takes one point of Wis damage. If wisdom = 0, the creature fades into nothingness. Undead are not affected by this ability

Spell-Like Abilities: May use unholy blight or circle of death. Once used, either ability cannot be used for 5 rounds

Assimilation: You may assume the form, smell, and sounds of a living creature you have killed within the past hour. The new form lasts for one hour. While in this form you gain +10 to all Bluff and Disguise checks to pretend you are that creature. True seeing reveals your true nature

Life Sap: If you hit the creature with multiple claw attacks, the creature's flesh rots, dealing 1d4+4 more damage and healing you 5 points of damage. This does not affect undead.

Time Manipulation: As a free action, you may force the reroll on one unfavourable roll of a d20 rolled by anyone within 30 feet of you, including yourself. You must accept the new result. Once used, this cannot be used again for 5 rounds.

Author : navar100
Date : 03-10-07 05:10 PM
Thread Title : Re: let's make some new vestiges

I've only just today decided to start reading this thread. I've only got to page 24. Sorry if I made a duplicate. Here are three:

Sauron

Vestige Level: 8
Binding DC: 40
Special Requirement: Yes

Once a powerful wizard greatly feared, he continues his dreams of conquest. Ever holding onto his life force, banished from the world he became a vestige as he denied himself the afterlife.

Legend: Creator of the rings of power, Sauron used the greed of others to cement his authority. At one time defeated, the greed remained holding off his death. Slowly he regained his strength until he was able to threaten the world of his evil dominion once more. A brave halfling quested to destroy a magic ring that held his power. Even with the ring destroyed, Sauron held on to whatever life he could. As a vestige he yet still could hold sway.

Special Requirement: You must place a magic ring in Sauron's seal.

Manifestation: Sauron manifests as a large eye engulfed in flames.

Sign: The pupils of your eyes appear to burn in fire.

Influence: Under Sauron's influence you secretly plot to usurp power. It's not enough just to take command; you must take command from someone already in the position.

Granted Abilities:

Rule Them All: Once per day per 5 ELB you can Dominate Monster.

Find Them: You can use Discern Location at will. Once you use Discern Location you cannot do so again until 5 rounds later.

Bring Them All: You gain the Forge Ring feat. You can forge any magic ring as long as you meet its minimum caster level equal to your ELB. All other rules apply when forging a ring. While you are creating your ring, Sauron will not end the binding at the end of 24 hours, but you cannot bind with another vestige until the ring is made nor use any other granted ability gained from Sauron.

In The Darkness Bind Them: You can Create Greater Undead at a caster level equal to your ELB. Undead so created are automatically under your control so long as they wear a magic ring you created. The ring need not have been created using Bring Them All but such rings are affective. These undead become inactive 24 hours after creation. You can have a maximum number of such undead creatures equal to 1/5 your ELB.

Elphaba

Vestige Level: 5
Binding DC: 25
Special Requirement: Yes

An evil witch as wicked as she's ugly, she will hunt down her enemies and their little dogs too.

Legend: The green-skinned evil Elphaba ruled the western realm of a magical land. With flying monkeys as her servants, all were afraid of her magic power. When a young girl killed her twin sister and wore her magic slippers, Elphaba swore her revenge. Traveling with companions and the guidance of a good witch, the little girl was safe from Elphaba. However, a wizard's quest compelled the young girl to seek out the wicked witch. When Elphaba set one of her companions on fire, the young girl splashed water to put the fire out. Some of the water splashed onto Elphaba, melting her into Nothingness, the realm of vestiges.

Special requirement: You cannot bind Elphaba within 100ft of water. Elphaba will not bind if you have another vestige that grants an ability involving water. Having already bind with Elphaba, you cannot then bind with another vestige that grants an ability involving water.

Manifestation: A smoky crystal ball appears within the seal. At first the binder will see the head of a relative he cares much about. Soon the image morphs into Elphaba's green face wearing her pointy black hat repeating the name of the relative over and over.

Sign: The binder's skin turns green.

Influence: A binder under the influence of Elphaba has a phobia against water. The binder will not willingly approach within 100ft of water. The binder cannot cast spells or invoke any effect involving water.

Granted Abilities:

Flying Broom: Upon binding with Elphaba you are given a magic broom of flying with a fly speed of 90ft with maneuverability (Average). The broom disappears when you no longer bind with Elphaba. Only you may fly this broom. The broom can be used to release black smoke which does no harm in itself but can be useful to write non-magical messages in the air, if a bit large in lettering.

Poppies: You can make an area of 100ft radius sprout poisonous poppies, which lasts for 5 hours. All living creatures within or entering this area must make a fortitude save (DC 10 + 1/2 ELB + CH modifier) each round or else fall asleep. This is a poison effect. Creatures who fall asleep cannot wake up or be woken up for the duration of Poppies or it snows. You can have a number of Poppies equal to 1/5 your ELB.

Summon Monkeys: You can summon 1d4+1 dire monkeys with wings providing a fly speed of 90ft with maneuverability (Average). While these monkeys cannot speak they do understand your verbal instructions. These flying monkeys remain until you no longer bind with Elphaba.

Teleport: Twice per day you can engulf yourself in a pillar of fire and teleport. However, your first teleport can only be to a place you have visited, with no chance of error, and your second teleport must be to return to your starting location of the first teleport.

Foolish Druid

Vestige Level: 5

Binding DC: 25

Special Requirement: None

No one knows the name of this foolish druid whose dreams of great power led him blindly to suicide.

Legend: A group of traveling companions heard tale of a powerful artifact was located nearby, the Head of Vecna. Having already known the legend of the more infamous Hand and Eye of Vecna, these companions were drunk with power they were assured the Head would give them. Having found this artifact they fought amongst themselves on who would possess it. Knowing to use the other Vecna artifacts they must cut off their corresponding body part, so too did these companions take their turns cutting off their own heads to gain the powers of the Head of Vecna. As the companions were killing themselves one by one, none saw the folly in their pursuit of power. The story of the Head of Vecna was started by a group of rivals. The sad thing, or funny thing depending upon your point of view, is that the druid of that rival group did not realize the joke and was the first to sacrifice his life by cutting off his head. Not even the gods could stomach this Utmost Idiocy, and none would claim the soul of the druid, a Great Fool.

Special Requirement: None

Manifestation: The Foolish Druid appears as a headless humanoid dressed in leather armor.

Sign: A scar appears that surrounds your neck, looking as if your head could just slide off at any moment.

Influence: You become completely gullible. You can never make a Sense Motive check. All Bluff checks made against you succeed. You are incapable of using Discern Lies, and a Zone of Truth will not function while you are within its area.

Granted Abilities:

Wild Empathy: You gain the wild empathy class feature of a 9th level druid.

Wild Shape: You gain the wild shape class feature of a 9th level druid.

[Post 988]
Author : rbodine
Date : 03-10-07 11:13 PM
Thread Title : Re: let's make some new vestiges

Bring Them All: You gain the Forge Ring feat. You can forge any magic ring as long as you meet its minimum caster level equal to your ELB. All other rules apply when forging a ring. While you are creating your ring, Sauron will not end the binding at the end of 24 hours, but you cannot bind with another vestige until the ring is made nor use any other granted ability gained from Sauron.

I have a few problems with this one. First, it cuts against the structure of pact magic in a way that I subjectively don't like. Second, no one will go adventuring while they're making rings; therefore, the fact that you can't bind vestiges until the ring is made has no consequences on the character. Third, how does granting the Forge Ring feat "bring them all"? "Them" refers to the same beings that are ruled, found, and bound in darkness. I'd instead have granted use of the Beckon Person/Monster spell (see the new spells in ToM under truename magic), or the Eldritch Attraction utterance.

Just some thoughts.

While you're at it, how about a vestige for the leader of those ghosts that helped out Aragon in the Return of the King? :)

[Post 989]
Author : Bill Lumberg
Date : 03-11-07 09:20 AM
Thread Title : Re: let's make some new vestiges

Navar100

Elphaba looks good. How often can the binder summon monkeys? It seems as if it can only be done once per binding. Is this correct?

What is the range for Poppies? Does the binder have to stand in the middle of the affected area, or fly over it?

The foolish druid legend made me laugh. Well done.

[Post 990]
Author : navar100
Date : 03-11-07 08:38 PM
Thread Title : Re: let's make some new vestiges

I have a few problems with this one. First, it cuts against the structure of pact magic in a way that I subjectively don't like. Second, no one will go adventuring while they're making rings; therefore, the fact that you can't bind vestiges until the ring is made has no consequences on the character. Third, how does granting the Forge Ring feat "bring them all"? "Them" refers to the same beings that are ruled, found, and bound in darkness. I'd instead have granted use of the Beckon Person/Monster spell (see the new spells in ToM under truenam magic), or the Eldritch Attraction utterance.

Just some thoughts.

While you're at it, how about a vestige for the leader of those ghosts that helped out Aragon in the Return of the King? :)

It's too logical for me that binding with Sauron should allow you to make rings. "Bring Them All" was the only part of The Inscription that made sense to place it. Making rings for others can get you friends, bringing them all to your side.

An alternative is to allow the creation of a ring in one day, but still costing the same amount of XP and goldpieces.

The ghosts were released by Aragorn for finally completing their vow. Their curse for breaking the vow was becoming undead. Their souls are at rest. None are a vestige.

[Post 991]
Author : navar100
Date : 03-11-07 08:43 PM

Thread Title : Re: let's make some new vestiges

Navar100

Elphaba looks good. How often can the binder summon monkeys? It seems as if it can only be done once per binding. Is this correct?

What is the range for Poppies? Does the binder have to stand in the middle of the affected area, or fly over it?

The foolish druid legend made me laugh. Well done.

Right, it's only that one summoning of 1d4+1 flying monkeys.

The Poppies are line of sight. Aesthetically it could also be done in an area you happen to be scrying upon, but that might be too powerful. Justification to prevent that could be it was the Crystal Ball itself that allowed the magic to be cast through it as opposed to the Elphaba casting through a scrying device. If you would allow casting through a scrying device, raise the level of the vestige to 6 or 7 and increase the binding DC appropriately.

[Post 992]

Author : Ryu_Tenshi

Date : 03-11-07 09:26 PM

Thread Title : Re: let's make some new vestiges

Xemnas

The Superior

image here (” <http://en.wikipedia.org/wiki/Image:Xemnashighreso.png>”)

Level: (I dunno)

Bind DC: (I dunno)

Legend: The leader of Organization XIII, Xemnas was a truly powerful creature, the Nobody of Nobodies. A mastermind and deadly opponent, he nearly succeeded at his goal, but the combined strength of the Keybearers proved his end.

Special Requirement: (Special requirements are for sissies. I have some ideas, but they are for sissies.)

Manifestation: A shower of black and white energy bursts upward from the seal, weaving into a human shape. Yet the fragments and ribbons cannot seem to finish coalescing, and Xemnas's form remains indistinct. A pair of amber eyes stare out from where his face would be, and he addresses you in a deep and melodramatic voice.

Sign: Some article of clothing on your person becomes patterned in black and white representations of the Nobody sigel (link

(http://en.wikipedia.org/wiki/Image:XIII_Order-Logo.png))

(I could have gone for red eyes or a change in hair or even skin tone, but that's so cliché!)

If this article of clothing is removed, another article changes. If for some reason you are nude, your hair takes on this pattern.

Influence You become exceedingly melodramatic. You must always speak in formal and

grave tones, and attempt to insert a bit of flair into everything you do. When you attack, you must always use the most spectacular or "good looking" ability possible. You must also always formally introduce yourself to any major opponent who has a language (such as the last battle of a dungeon, an orc chieftain) and spend at least one round doing so, even if you have been ambushed. ((If you are a villain/BBEG, you are required to monologue at the PCs. At length.))

Granted Abilities:

Granted Weapon: You gain Xemas' weapon, a pair of mind blades. These mind blades are identical to the ones a Soulknife of half your level would have, with the following restrictions: they always appear as twin longswords, you may not psychic strike with these mindblades, and you may only chose the following enhancements for them (as appropriate for their level): psychokinetic, psychokinetic burst, and bodyfeeder. Furthermore, you cannot alter their shape; they always appear to be short swords made of crackling red energy. See the Soulknife for more information on mind-blades.

You are proficient with these mind-blades, and are treated as having two weapon fighting and improved two weapon fighting when using them (But not any other weapon).

You may draw both of them as a free action (They both simply appear in your hands). If you already have your own mind blade from the class features of another class, you may use that classes' class features with Xemas' mind blades (for instance, if you had levels in Soulknife, you could perform a psychic strike with them) You may also opt to add psychokinetic to your personal mind blade's enhancement at no additional cost.

Power of Nothingness: Xemas grants you one power point ((Notes: This is for the purposes of gaining psionic focus for the next few abilities))

Bladed Wind: Once every five rounds, you may expend your psionic focus to fragment your mindblade into multiple blades and make one attack at your highest base attack bonus at every opponent within 30 feet.

Thorns of Twilight: You may project a thirty foot line of ectoplasmic thorns from your palm, dealing 1d6/binder level points of slashing and piercing damage (reflex half). In addition, all creatures who fail the initial save must make a second save or become entangled for one round.

Oblivion's Shield: Any time you are attacked in melee, your attacker takes 1d4 points of psychokinetic damage (see psychokinetic weapon). Furthermore, if you expend your psionic focus, your attacker must make a Reflex save or be instantly forced back one square.

[Post 993]
Author : sooperspook
Date : 03-12-07 12:35 AM
Thread Title : Re: let's make some new vestiges

Re: Sauron

Bring Them All : How about a Sending spell with a suggestion to come to the Binder?

Or, Perhaps the binder can give out minor magical rings that only last a short while? And the ring wearers are subject to suggestions by the Binder? Or they can be Scryed on by the Binder?

To keep that from being over powered, lets say you can only give out 1 ring per 5 EBL. And the rings give a benefit equal to your Pact Augmentation? Have them last 24 hours after which the wearer is fatigued.

[Post 994]
Author : Munktar
Date : 03-12-07 01:34 AM
Thread Title : Re: let's make some new vestiges

I would like Iscosiel the Wind Duke of Aaqa as a vestige (for AoW campain) anyone any ideas on how to do that?

[Post 995]
Author : Nephelim
Date : 03-12-07 03:51 AM
Thread Title : Re: let's make some new vestiges

What if you linked all of Sauron's powers to rings in general... like Suggestions or Charms, but you're only able to target creatures who wear magical rings? I might also add that you can effect undead creatures, despite their immunities. The rings were his obsession. It would make sense that as a vestige he would still be infatuated with them.

I'd also add some sort of Truesight or See Invisible power...

[Post 996]
Author : Ryuu_Tenshi
Date : 03-12-07 06:40 PM
Thread Title : Re: let's make some new vestiges

Wow, I finally finish an Org vestige and NOBODY (OH GOD PUN UNINTENTIONAL x.X) has comments.

[Post 997]
Author : journeyman777
Date : 03-13-07 01:06 AM
Thread Title : Re: let's make some new vestiges

Xemnas could really use psionic meditation and a concentration bonus. Otherwise, regaining focus is going to be slow and difficult for most binders.

[Post 998]
Author : Nephelim
Date : 03-13-07 03:51 AM
Thread Title : Re: let's make some new vestiges

(Caveat: I've never played a Kingdom Hearts game, so if I miss a reference or something, please forgive me.)

With Xemnas, I was thinking that you might want to clarify what you mean by "appropriate" when you are referring to level. When you refer to "half your level" it could be construed as Character level, EBL, Class Level ...

Thorns of Twilight should have a 5-round recharge, and since its doing two kinds of damage, as an AoE, AND entangling, you may even want to reduce the damage to 1d4, or perhaps cap the damage somewhere. Otherwise, if I were binding him, I'd just hang back and tear it up with that, 20d6 damage in a line with no SR, a pretty good chance of overcoming DR (being magic and two kinds of damage), plus entangling with a high DC every round.

Plus, once someone is entangled, it makes it easier to harm them the damage save is Reflex based. Easily his most powerful ability. Dragons would WEEP for that kind of attack.

[Post 999]
Author : JiCi
Date : 03-13-07 05:20 AM
Thread Title : Re: let's make some new vestiges

Xemnas
The Superior

Level: (I dunno)

Bind DC: (I dunno)

Legend: The leader of Organization XIII, Xemnas was a truly powerful creature, the Nobody of Nobodies. A mastermind and deadly opponent, he nearly succeeded at his goal, but the combined strength of the Keybearers proved his end.

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See the Soulknife for more information on mind-blades.

You are proficient with these mind-blades, and are treated as having two weapon fighting and improved two weapon fighting when using them (But not any other weapon).

You may draw both of them as a free action (They both simply appear in your hands). If you already have your own mind blade from the class features of another class, you may use that classes' class features with Xemnas' mind blades (for instance, if you had levels in Soulknife, you could perform a psychic strike with them) You may also opt to add psychokinetic to your personal mind blade's enhancement at no additional cost.

Power of Nothingness: Xemnas grants you one power point ((Notes: This is for the purposes of gaining psionic focus for the next few abilities)

Bladed Wind: Once every five rounds, you may expend your psionic focus to fragment your mindblade into multiple blades and make one attack at your highest base attack bonus at every opponent within 30 feet.

Thorns of Twilight: You may project a thirty foot line of ectoplasmic thorns from your palm, dealing 1d6/binder level points of slashing and piercing damage (reflex half). In addition, all creatures who fail the initial save must make a second save or become entangled for one round.

Oblivion's Shield: Any time you are attacked in melee, your attacker takes 1d4 points of psychokinetic damage (see psychokinetic weapon). Furthermore, if you expend your psionic focus, your attacker must make a Reflex save or be instantly forced back one square. I see this vestige at level 7 and with a DC 35. The abilities are slightly stronger than the other members.

That vestige is good, I don't see any problem with it. Nice job.

[Post 1000]
Author : Ryuu_Tenshi
Date : 03-13-07 10:14 AM
Thread Title : Re: let's make some new vestiges

Xemnas could really use psionic meditation and a concentration bonus. Otherwise, regaining focus is going to be slow and difficult for most binders.

Duly noted. +5 bonus to concentration, maybe? or as high as +10? That'd make him VERY good...

Part of the reason I didn't add in Psionic Meditation was so that I wouldn't have to put recharge on some of the abilities. For instance, as it is, if I didn't put in Psi Meditation and DID put in that you have to expend your psionic focus to use Thorns of Twilight, that'd put a limit on at least the entanglement ability of Thorns. Not exactly a 5 round recharge, but still.

(Caveat: I've never played a Kingdom Hearts game, so if I miss a reference or something, please forgive me.)

Likely a good thing - I'm slightly biased, after all *laughs*

With Xemnas, I was thinking that you might want to clarify what you mean by "appropriate" when you are referring to level. When you refer to "half your level" it could be construed as Character level, EBL, Class Level ...
Ahh, EBL. I will change that.

...
Query. should it be EBL, or your ACTUAL Binder Level? I'm thinking EBL so you can tear it up with some PRC's.

Thorns of Twilight should have a 5-round recharge, and since its doing two kinds of damage, as an AoE, AND entangling, you may even want to reduce the damage to 1d4, or perhaps cap the damage somewhere. Otherwise, if I were binding him, I'd just hang back and tear it up with that, 20d6 damage in a line with no SR, a pretty good chance of overcoming DR (being magic and two kinds of damage), plus entangling with a high DC every round.

Plus, once someone is entangled, it makes it easier to harm them the damage save is Reflex based. Easily his most powerful ability. Dragons would WEEP for that kind of attack.

1d6 / half your binder level, maybe? at which point the damage cap would be 10d6 - still pretty damn devastating. Then stick a 5 round recharge?
Or 1d4? Hmmmm.

How about making it EITHER slashing OR piercing (binder's choice - and note that you might not always know the best one to use), and having the binder have to expend psionic focus to use the entanglement ability?
Note that the entanglement only lasts a single round, which means that the next time the binder gets to use Thorns of Twilight, the creature is free. That doesn't mean his OTHER buddies can't lay on the hurt with reflex saves and ray attacks and all manner of nasty, but it means you can't just keep Thorning them over and over.

I see this vestige at level 7 and with a DC 35. The abilities are slightly stronger than the other members.

That vestige is good, I don't see any problem with it. Nice job.

Alright. As soon as the Thorns of Twilight issue is addressed I'll go back and edit the original entry, then get started on Saix.

FEEDBACK PLEASE GUYZ, I'm very much trying to make these superfantasticawesome.

[Post 1001]
Author : Bill Lumberg
Date : 03-13-07 04:45 PM
Thread Title : Re: let's make some new vestiges

Here is another one for my fellow Greyhawk fans.

Please P.E.A.C.H.

Ranet, the Ember of a Goddess

Level: 7

DC: 29

Legend: Ranet was a Suel goddess of fire who was murdered by Pyremius, the demigod of poison and murder. Pyremius then assumed Ranet's position as deity of fire. Many of Ranet's worshippers continued to venerate their goddess, hoping for her return. This was enough to preserve part of her as a vestige.

Manifestation: Ranet's seal bursts into flame and heats the air around it greatly. A moment later the fire takes the shape of a woman. The goddess is a fair-skinned woman with flame-red hair that moves like tongues of fire. Her voice sounds like a roaring fire.

Ranet appears to sicken as she speaks to the binder and her skin becomes jaundiced. When the pact is concluded Ranet slumps down and the air around her cools. A moment later she disappears.

Special Requirement: The binder must place a flammable object in Ranet's seal and set it alight. Ranet will not appear to a binder who has poison anywhere on his person.

Sign: The binder's hair turns bright red and the air around him seems hot. His skin is hot to the touch.

Influence: The binder cannot use poison and will distrust anyone he sees using it.

Granted Abilities: Ranet gives binders a flickering of the power she once wielded.

Gift of Fire: The binder can cast Produce Flame at will.

Revoke the Gift: The binder can cast Quench once every five rounds.

Pain of Burning: The binder gains the ability to fashion a 15-foot-long whip of fire from unstable ectoplasm as a move-equivalent action. He takes no damage from a fire lash he creates, and if he releases his hold, it immediately dissipates. The lash deals 1d8 points of fire damage per three binder levels to a target on a successful ranged touch attack (max 5d8). The whip remains in existence as long as the binder holds it. .

Burn Your Enemies: Once every five rounds the binder can cast Fire Storm. Unlike the spell, the binder can designate objects or creatures that will not be harmed by the flames. One person or object per binder level can be left unharmed by this power. This power can be used once for every four effective binder levels.

Mistress of Flame: the binder gains access to the powers of the clerical Fire domain. He can turn or destroy water creatures as a good cleric turns undead. The binder can rebuke, command, or bolster fire creatures as an evil cleric rebukes undead. The binder can use these abilities a total number of times per day equal to 3 + his Charisma modifier.

Fear No Fire: The binder has a constant Protection From Energy (fire) spell in effect. At 14th level this protection can be extended to a 10-foot aura.

[Post 1002]
Author : Bill Lumberg
Date : 03-13-07 05:05 PM
Thread Title : Re: let's make some new vestiges

Here is one for Mystara fans.

P.E.A.C.H.

Janilso, the Relentless

Janilso was a red steel inheritor from the land of Slagovich. He became a legend in the early wars against Hule.

Level: 4

DC: 19

Legend: Janilso was a Slagovich soldier who fought in many battles against the forces of Hule. He is famed for leading a rear-guard action to allow his fellow to regroup and reform their lines during a pivotal battle. The Hule troops were forced to retreat but Janilso charged headlong into their ranks. Slagovich won the day and took many prisoners. The body and equipment of Janilso were never found.

For centuries Slagovich soldiers often said that they would see Janilso charge into the midst of their enemies. This always took place when the tide was against them. He would never be seen among the dead.

Manifestation: Janilso appears as a Slagovich warrior with lustrous, metallic-looking, skin. He holds a longsword and a shield. He is impatient and asks where the binder's enemies are.

Special Requirement:None.

Sign: The binder's skin turns light red with a slight, almost metallic, sheen.

Influence: The binder cannot retreat from a fight unless all of his allies have done so first.

Rush to the Front: The binder can charge and still make all of his attacks. He does not suffer an AC penalty while charging or afterward. His charge bonus stacks with the bonus from Bull-Rushing.

Drive Them Back: The binder gains the Improved Bull-Rush feat while bound to this Janilso. At 8th level the binder also gains the feat Spring Attack.

Born to Fight: The binder gains proficiency with longswords, shortswords and shields, except tower shields.

Cutting a Swath: This ability combines the spells Blur and Haste. The binder can maintain this ability for one round per two levels. After it ends, the binder must wait five rounds to use it again.

[Post 1003]

Author : StridercalMk2

Date : 03-13-07 05:25 PM

Thread Title : Re: let's make some new vestiges

Ranet's background, influence and special requirements are perfect!

However, i would use powers from the Pyrokinetist PrC to better represent that little "something extra" that makes binders so damn cool.

IMO:

Keep the Fire domain powers (nice divine touch)

Give Binder that Fire Lash and Hand/Weapon Afire abilities

Use the Fear No Fire ability, maybe just the Fire Adaptation ability to tone down the overall power level.

I like Fire Storm, as the Conflagration power is simply too strong. Maybe limit times per day to scale with binder?

The crown jewel is the Nimbus power, which is really super-neato-cool as it grants a CHA bonus while active...is Cha important for binders? To offset this ability, i would limit its use to once per binding, however.

I think the Bolt of Fire ability is simply too much to add to this already full list.

With abilities outlined above, i'd say that Ranet would be a safe bet for a 7th level vestige. She is powerful, but specialized. The Nimbus and divine abilities are the special icing on the cake.

BTW- Even if you don't like the above power array, you must be more specific with your Fear No Fire power: is it simply Immunity to Fire or is it Fire resistance? Right now it reads as total immunity.

[Post 1004]

Author : StridercalMk2

Date : 03-13-07 05:37 PM

Thread Title : Re: let's make some new vestiges

FF Doomtrain was converted into the Eberron-specific Jhondrol Vor. Good, but it needs some cleaning. I think that combining the fearful charge and illusion effect with damage is the prime ticket. Also, drop some of the Electricity abilities for status attacks or defences as per the source.

Somewhere i saw a vestige that killed plant life. Refine with the abilities of the Blighter (Complete Divine) and we are set.

Need to double check Kyuss' stats and abilities, as his vestige makes too good a thing not to utilize.

I was thinking about a Pheonix summon (as a creature who dies again and again, perfect for vestige-ism) and also a Godbird Emphyrea...these will be combined well and done.

One word: Anima

Another word: Sephiroth In fact, a few more words: Besides kicking all sorts of butt while remaining one of the most revered FF villains of all time, his backstory is written for us. He grasped too far and fell to total destruction. His spirit then brooded and tried again, only to be destroyed again. He is powerful enough to resist the pull of death, so he should make a decent vestige.

We also need a worthwhile time-power vestige, possibly using the updated psionic powers over said dimension.

Finally (for now), i think a gravity-based vestige was suggested but not finished. Maybe possible to combine Time and Space under the banner of FF Diablos?

Sephiroth, the One Winged Angel

7th Level Vestige
Bind DC: 30-ish

Legend: He started special, but found he had abnormal ancestry, he discovers some form of the truth and seeks his powerful destiny. He turns single-minded in his quest for power and eventually is destroyed utterly (i plan to use Astral plane to substitute for the lifestream). C,mon people, we all know this story.

Special Requirements: You must have killed someone for no other reason than they stood in the way of your plans at the time (more specifically, a victim that posed no direct threat to you).

Manifestation: Fires burn in Sephiroth's seal as he slowly materializes before the binder. Blade in hand, he regards his summoner coldly. He than stabs his curved blade into the earth and leaps above the flames. The flames die down as Sephiroth changes form: his legs turn into six white feathered wings, his right arm becomes a monstrous black wing, and a golden ring of runes appears behind him. Flapping gently, Sephiroth asks the binder about his need and goals.

Sign: Tattered black feathers grow down the length of your right arm.

Influence: When bound to Sephiroth, you ignore any distractions from your focus of attention. If something does present a threat to your task at hand, you destroy and/or remove it. Sephiroth's drive also prevents you from withdrawing from any course of action until it is complete. (You wish to open a door because the object you seek is behind it, and something attacks you. You now can't open the door, so you must kill the offender. Once the door is open, you see your goal is guarded by a huge dragon...according to Sephiroth, flight is not an option.)

Granted Powers: Sephiroth gives his binders the ability to call his blade, fly without a care, and split themselves as needed. He also grants the ability to cheat death by rebuilding himself anew.

Masamune's Blade- As a swift action, you can summon a Large magic katana (damage 2d8, i believe) in a flash of green mist. You are proficient with said weapon and can wield it easily in one hand. At 15th level, this blade is a +1 keen adamantite katana. At 17th level, it becomes a +1 keen wounding katana. At 19th level, it becomes a +3 keen wounding katana.

Jenova's Clone- Binder can utilize a Fission affect, as per the psionic power, usable once every five rounds. When divided, the binder must decide which version of himself gets to use which vestiges.

Overland Flight- Binder can use overland flight (self only) once every five rounds.

Flying Blade- Binder gains the Wingover and Flyby Attack feats.

Renaissance- When reduced to negative HP, the binder may choose to make a special immediate action that returns him to his place of birth in a new body. Essentially, he destroys his own body and casts an immediate reincarnate spell at the same time. If the binder is otherwise unable to take an immediate action (stunned, held, etc), he is unable to use Renaissance. Being reduced to -10 HP still kills the binder, as per normal.

Anima, the Suffering that Binds

Vestige Level 8
Bind DC: high 30's

Legend: Long ago, there was a highly magical society that found itself under the assault of some ultimate destroyer. Godling or Tarrasque or something entirely worse, this threat required the highest magics to turn its attacks away and bring peace. A cycle was born wherein each new attack would require a binder to make a sacrifice to defend the land. This sacrifice would be the life and soul of a loved one. One high summoner destined to make such a choice was found to be full of evil, to his very core. In a desperate act of love, his mother sacrificed herself to fuel his magical defence of the land, hoping that her guidance would calm his soul. Unfortunately for her, his heart proved blacker still. After using his mother's soul to defeat the threat, he then used the same power to threaten the very order of the world itself. When he was finally slain for his sins, his mother's soul, twisted with regrets and agonies beyond measure, was left with no final rest, and she found herself a vestige beyond the wall of reality. As a more recent vestige, her power is surprising to the few that have contacted her, making scholars wonder at the nature of her sacrifice.

Manifestation: Anima bursts upward into her seal as a frightful and monstrous form some 15-20 feet tall from the waist, which stays at ground-seal level. A combination of the undead and the demonic, Anima appears to be a Huge gargoyle-like beast tied bound tightly with heavy chains, her wings wrapped tightly around herself. The many spikes and hooks along the chains cause her no small amount of pain and one side of her head is heavily bandaged and concealed. The tortured sounds and bloody shakes that accompany Anima's form appear to be the very regrets she wishes she could undo, and make the strongest hearts feel some bit of sorrow. Yet, a golden medallion always appears around Anima's neck, portraying a beautiful robed woman. Perhaps Anima seeks such pain in self punishment and yet remembers her past all too well.

Special Requirements: Amon, Focalor, Balam, and Dahlver-Nah all seethe with pains of their own, and thus Anima will not bind with anyone sharing souls with these vestiges. Anima also requires the binder to damage themselves (1 HP is enough) in order to call her.

Sign: One side of your face appears crushed and mangled, as if struck by a morning star without a hope of deflecting the blow. Inside this impact is a ruined but still functional eye. Anima's chain and medallion also appear around you neck.

Influence: Anima's pain overflows into your body. Whether it be physical or emotional, any pain you feel is greatly enhanced. While no more damaging than normal, such effects make you scream in agony or recount to any nearby the nature and strength of your pain and loss. Strong binders learn to deal with the pain, but if you don't make a point of showing said pain as obviously as possible, your suffer the penalty of ignoring the influence of Anima.

Granted Abilities: Anima grants her binders the ability to utilize pain to kill, to disable, and to protect themselves. She can also set the battlefield alight with her suffering.

Deadly Sight- In a flash from your ruined eye, you can use a standard action to make a targeted gaze attack against a single target within Close range. This functions exactly like a Finger of Death spell, and is usable once every five rounds. You cannot use this ability if you don't not show Anima's sign.

Darkness Take You- As a standard action, you can channel Anima's blacked essence into a single target within Medium range. The target must make a Will save or be Blinded and Silenced. On a successful save, the target is still Deafened.

Oblivion- You can use Horrid Wilting, centered on yourself, once every five rounds. What is Pain?- When Anima is not causing excess pain, she absorbs it, revels in it. Any attach or effect that specifically causes physical or emotional pain is ignored by the binder. This includes Fatigue, Exhaustion, Stun, pain effects, and negative

emotional effects (sadness, rage, etc).

Anima's Blind/Silence attack should have a temp affect for a partial save, something like blinded and deafened for only 1 round, or deafened for 1d4-2d4 rounds. Heck, maybe the failed save affects are too strong or overlap with Focalor too much?

Adjustments to vestige for Kyuss:

New level set at 4

Powers:

Fear, once every five rounds as wizard. Using this power makes you appear as a spawn of Kyuss for that round.

Wormfood, once every five rounds, as per normal Kyuss Worm infestation, by touch or within 10' range.

(some undead traits, not sure which ones)

Fast healing OR damage reduction: good

[Post 1005]

Author : JiCi

Date : 03-13-07 06:12 PM

Thread Title : Re: let's make some new vestiges

FF Doomtrain was converted into the Eberron-specific Jhondrol Vor. Good, but it needs some cleaning. I think that combining the fearful charge and illusion effect with damage is the prime ticket. Also, drop some of the Electricity abilities for status attacks or defences as per the source. Woaw, woaw, woaw... first of all, I didn't converted Doomtrain into an Eberron-themed vestige; this vestige is a totally new vestige, not a conversion.

Second, I've tried to make Doomtrain as a vestige, but I lack good knowledge about FF. Jhondrol Var was inspired by Doomtrain only for its train-themed appearance, not for its abilities.

So if you want to make a Doomtrain vestige, go ahead... because there is no vestige resembling this one.

[Post 1006]

Author : StridercalMk2

Date : 03-14-07 07:41 AM

Thread Title : Re: let's make some new vestiges

No worries! I just figured that both were train-related vestiges. As a pure Eberron vestige, it works pretty well...captures the flavour of the setting.

Did anyone else think that Wizards' three psionic vestiges were weak sauce? Apart from the Elan, they were pretty boring, didn't follow the class form for vestiges, and compared unfavorably to the established range.

[Post 1007]

Author : StridercalMk2

Date : 03-14-07 08:20 AM

Thread Title : Re: let's make some new vestiges

New Psionic Vestige for Eberron:

VL: probably 8th

DC: high

Calasotok, the Rebel Kalaraq

Legend, Sign, fluff: all to be worked out, he is based upon the Kalaraq quori. I figure his back story revolves around the fact that he did something like suggest that the rebel Kalashtar might be allowed to live in peace and was totally destroyed for his traitorous ideas.

Special Requirements: Binder will need 5-ish ranks in psicraft or Kn)psionics or have knowledge of the true nature of the Inspired on Eberron.

Granted powers:

Many Eyes- Binder can use a Prying Eyes effect at will but is limited to only one eye per EBL. At 19th level, this becomes a Greater Prying Eyes effect.

Nightmares- Binder can use Nightmare once per day per five EBL's.

Soul Rend- Binder can use a standard action to use a Mindwipe effect by touch only (i decided to use this instead of the normal Soul Bind as i wanted to save the Wis damage for a Hashalmaq vestige coming soon). This power is usable once every five rounds.

Swarm of Eyes- Like a Kalaraq, the binder can become a Large swarm of Fine glowing eyes and smoke with a standard action that does not provoke AoO. In this form, the binder has all the abilities and vulnerabilities of a swarm. While in this form, the binder can use any of their normal abilities, including Soul Rend and other touch attacks on any target in one of the binders spaces.

[Post 1008]

Author : Bill Lumberg

Date : 03-14-07 08:39 AM

Thread Title : Re: let's make some new vestiges

StridercalMK2:

I had considered using some psionic powers for Ranet but decided against it because so many people do not use psionics. However, the Fire Lash power does seem more useful than Flame Blade.

I decided against effects similar to Nimbus because it would be too similar to Aym's vestige.

Fear No Fire is simply the third level spell Resist Fire. It absorbs 10 points of fire damage per level. This does not seem exceedingly powerful.

Thanks for the input!

[Post 1009]

Author : StridercalMk2

Date : 03-14-07 08:48 AM

Thread Title : Re: let's make some new vestiges

New Psionic Vestige for Eberron:

VL: hopefully 6th
DC: Mid 20's

Alhasouch, the Inquisitive Hashalaq

Legend, Sign, fluff: all to be worked out, he is based upon the Hashalaq quori. I figure his back story revolves around the fact that he was the first to discover the way to Eberron. Because of this, he was the first to leave the Dreaming Dark and may have given way to the Kalashtar Exodus. He was inquisitive and just explored until he was found and made accountable for his "sedition".

Special Requirements: Binder will need 5-ish ranks in psicraft or Kn)psionics or have knowledge of the true nature of the Inspired on Eberron.

Granted Powers:

Intimate Knowledge- binder has constant Empathy and Detect Hostile Intent effects on at all times. Binder may forego this protection to focus on one target within range. Target must Will save or binder gains +2 att and damage, +2 AC, and +2 Bluff, Diplomacy, Intimidate, and Sense Motive against said target. Both abilities function within 30', and neither effect requires concentration. Switching is a free action, but the may only be done once every five rounds.
Mind Probe- as psionic power, once every five rounds
Dream- as psionic power, once per day per five EBL's
Euphoric Touch- as a standard action touch attack, the binder can deal 1d4+1 Wis damage. Target must Will save or be Brain Locked for one round.
Telepathy- Binder may communicate mentally with any creature that has a language within 100'

[Post 1010]
Author : StridercalMk2
Date : 03-14-07 08:52 AM
Thread Title : Re: let's make some new vestiges

The Hashalaq vestige does overlap slightly with Dantalion, but less Noble Regality, more Childlike Curiosity.

Is it too much to give the Kalaraq vestige the Dream Travel power, say once per day?

Please PEACH anything and everything. Also, please think that what we are creating is worth using in your own games. I know that the Cthulhu vestige has sparked some serious desire in one of my players to become a binder!

[Post 1011]
Author : Lord_Yy
Date : 03-14-07 07:46 PM
Thread Title : Re: let's make some new vestiges

Okay everyone. This is my latest attempt at Vestige-ing. Take a look and P.E.A.C.H away.

Gaap: The Starved
Vestige Level: 6

Binding DC: 26

Special Requirement: No

Legend: Most worlds with a strong divinity have some form of unpleasantness waiting for those that worship no god at all. One of these worlds used Gaap, a creature that would devour the souls of those that held no faith. This worked well, until one day when a young and reckless deity was slain, in the first instance of Deicide that world ever knew. As a god himself, the young deity worshipped no-one, and as such, had no faith, which attracted Gaap to him like a hungry lion to a wounded antelope. Just as Gaap was about to devour the soul of the dead godling, the godling's father intervened, slaying the beast. As the soul of Gaap departed its body, it did what it was created to do for the final time, devouring its own soul and erasing itself from existence.

Manifestation: The surface the seal is drawn on pulls inward, as if being tugged on by something beneath it, leaving a seemingly impenetrable darkness beneath it accompanied by the sounds of howling wind as everything within the seal's square appears to get sucked into the hole and vanish. Gaap then addresses the binder, its voice seeming to emanate from behind the binder and get sucked into the hole. Once the binding is complete, anything 'swallowed' by the hole returns to where it was and the hole itself vanishes, as if nothing had happened.

Sign: A small hole opens up on the binder's body, ranging from 1 to 6 inches in width. The hole tends to be smaller on those who made a good pact.

Influence: While bound to Gaap, you are ravenous and insatiable. If food is available, you eat it, regardless of any other circumstances.

Granted Abilities: Gaap grants the power to consume all, from souls to steel, and allows the binder to hold items within himself.

Devour Soul: While bound to Gaap, you may devour the soul of a recently-dead creature. This creature must have been dead for less than 1 minute per Binder level you possess, and have HD equal to or less than your EBL+5. Doing this is a full-round action that provokes Attacks of Opportunity. Once you have done this, the creature cannot be brought back to life by anything short of True Resurrection, Wish, or Miracle. You also heal damage equal to the creature's HD, with any excess gained as temporary HP which vanish after a number of minutes equal to your Binder Level. You may use this ability once per day for every 4 Binder levels you possess.

Consume Matter: As a Standard Action, the Binder may attempt to consume a 10-foot cube of inanimate matter. This acts as the Disintegrate spell, but may only be used on objects or nonliving matter. Once you use this ability, you may not use it again for 5 rounds. You may not use this ability if you don't show Gaap's sign.

Gaap's Gullet: You gain a small extradimensional space on your person. You can store or retrieve an item from this space as a standard action. At 12th level or lower this space is equivalent to a Small creature, at 16th level it is equivalent to a Medium creature, and it becomes equivalent to a Large creature at 20th-level. You may not access this space if you do not show Gaap's sign. If you have items stored in this space and suppress Gaap's sign, the items remain within the space, but cannot be accessed, nor can any more items be placed within this space. When your binding to Gaap ends, any items within the extradimensional space appear in the space adjacent to you.

Bite of the Soul-Eater: You gain a bite attack which deals damage appropriate to your size (1d6 for a Medium creature, 1d4 for a Small creature). If you already have a bite attack from another source, that attack deals damage as if you were one size category larger than you are. Any creature that you deal damage to with your bite

must make a Fortitude save or gain 1 negative level. These levels persist for 24 hours, at which point the creature may make a Will save to shake off the effects. The save DCs are Charisma-Based.

[Post 1012]
Author : StridercalMk2
Date : 03-14-07 09:44 PM
Thread Title : Re: let's make some new vestiges

Agree with your point on Ranet regarding psionics usage, either way, she still is very, very well done!

[Post 1013]
Author : StridercalMk2
Date : 03-14-07 10:06 PM
Thread Title : Re: let's make some new vestiges

Another Eberron Psi Vestige

Level 2 Vestige
DC: 17

Huloutha, the Desperate Tsoreva

Legend, Sign, fluff: all to be worked out, he is based upon the Tosreva quori. I figure his back story revolves around an attempt to better his lot among the quori and getting destroyed for his troubles.

Special Requirements: as before

Granted Powers:

Mind Blade- as per Soul Knife of same level, but without any of the other blade abilities gained with advancement

Up the Walls- As per the feat

Throw Mindblade- as per Soul Kinfe (at 17th level, binder may use Multiple Throw)

Vigorous- Binder may use Vigor once every five rounds, granting 5 temp HP +1 per EBL

Many Legs- Binder may use Body Equilibrium at will

Yeah, so this thing a souped up version of Ronove. Ronove can do more damage, both have the stealthy weapon thing going for them, but Holoutha is a bit more useful with movement and buffing. Vigorous might be better as 5 HP +.5 HP per EBL?

PEACHy

[Post 1014]
Author : StridercalMk2
Date : 03-14-07 10:33 PM
Thread Title : Re: let's make some new vestiges

Last one...

Talatai, the Original Kalashtar

Level 4
DC: low 20's

Legend, Sign, fluff: all to be worked out, he is based upon the Inspired/Tsucora quori. She was the leader of the exiles that became the kalashtar in Adar. The Dreaming Dark succeeded in capturing and killing her and her entire line.

Special Requirements: as above

Granted Powers:

Dual Mind- Binder may reroll any failed save against mind-affecting effects

Quori Deflection- Binder may use Shadow Skin as per Shadowcaster once every five rounds

Psionic Blast- Binder may use Psionic Blast once every five rounds

Detect Possession- As detect magic, detects any creatures possessing or possessed within 60' cone, at will

Done with my four Eberron psionic vestiges

PEACHy please

[Post 1015]

Author : TheHarrow

Date : 03-15-07 02:39 PM

Thread Title : Re: let's make some new vestiges

These vestiges were made for a Christian campaign setting, but that thread got locked by the WizOs so I decided to post them here. Peach away and alter them however you so desire.

St. Sol, the Blue Redeemer

Level 1 Sainly Vestige

Binding DC 15

Legend: The Half-Elf that would become the vestige known as the Blue Redeemer began his life as cleric of the one true God. A janissary captured during the Crusades of Earth, St. Sol was redeemed through the love of Allah. He fought against the same knights he had come to the crescent with, and when the crusades were finished he returned to Europe to preach the word of God to the infidels.

To a continent that had just lost a cultural conflict of epic proportion, St Sol was not viewed as a miracle-worker, but a witch. The Roman Catholic Church had St. Sol burnt at the stake in southern France. As he burned, he screamed sura after sura of the Koran.

And God heard St. Sol, and the flames burned bright and blindingly blue as his body was consumed and his soul consecrated as a Sainly Vestige

Manifestation: St. Sol comes to the Saint Binder and Binders who want to be redeemed in God. He appears as a half elf with sun burnt features and a shock of red hair. He wears blue chain mail with no emblem and a long sword hangs at his side. He is sheathed in blue flames.

Sign: A circle with the letters YHWH over the Arabic script for St.Sol.

Hinderances: Compulsive Healer- must always heal the wounded before attacking any enemy.

Influence: A halo of blue light flickers in and out of existence over the saint binders head.

Granted Powers:

Bright Concealment (The Caster is sheathed in bright blue heavenly fire. He or She is considered be under a blur spell constantly<that or 25% concealment>)
Exalted Turning (saint binder can turn undead as a cleric of his level +4)

St. Jude, The Apostle (Extrapolated from Acererak)

St. Jude is the patron saint of desperate or lost causes. As a saintly vestige, he grants Binders of Saints impossible powers.
Legend: St. Jude was said to be one of the apostles of Jesus of Arimethea. He is sometimes known as Thaddius, and is not to be confused with Judas Iscariot. In life His attribute is a club. He was an all around cool guy and said to be the bridegroom at the Wedding of Cana. That's where the water-into-wine thing happened.
Jude preached gospel in the holy land after the death of his master and was a true believer in every sense of the word, since he was a witness to the events of the bible himself. He is said to have suffered martyrdom with his spiritual brother St. Peter, but unlike his brethren he did not pass on to Heaven; instead becoming a Saintly Vestige. He was beheaded with a halberd.

Special Requirement: Jude requires a flame of any size be placed within the center of the circle used to call to his essence.

Manifestation: St. Jude appears as an older man carrying a club in one hand and a halberd in another, slung over his shoulder. His head is covered in flame, but it does not seem to hurt him. He acknowledges the Saint Binder with a look of loving understanding.

Sign: When bound to St. Jude, The Saint Binder's head is covered in a wreath of flames.

Influence: Never give up, never surrender- St. Jude, as patron of lost causes, will never retreat from battle or stop trying on a failed skill check. That is, if he loses he will always take 10 or take 20, even if it inconvenient to do so (though not life threateningly so).

Granted Powers: When bound to Saint Jude, the binder of saints gains supernatural ability to combat the Taint of evil and proficiency in the club and halberd.
Detect Taint: You can use Detect Taint as the spell at will (Caster level equal to the binder's level, see Heroes of Horror or the SRD for more on Taint)
Hide from the Tainted: As a standard action, you can become invisible to the Tainted. This ability functions like the Hide From Undead spell, but affects creatures with a taint score. Intelligent beings can ignore the effect and see you with at a DC of {10+1/2 your binder levels+ your wisdom score modifier}
Celestial Damage Reduction: You gain damage reduction 10/ slashing
Combat Proficiency: You gain BAB of a fighter equal to your Binder level with a halberd or club only. Note that this power does not produce either weapon.
Commune: Once per day, you can Commune with Heaven and speak to a Celestial being.
Purified Healing: All healing spells directed at the Binder are increased by 50%. Note that negative energy effects are not increased by a like amount.

[Post 1016]
Author : TheHarrow
Date : 03-15-07 02:41 PM
Thread Title : Re: let's make some new vestiges

And one more...

St. Francis of Assisi, the Poor (Extrapolated from Geryon)

A saint associated with animals and the environment, St. Francis was born to the rich but lived his life in service to the poor.

Legend: St. Francis of Assisi devoted his entire life to 'his lady poverty'. He began to preach repentance clad in a rough garment, barefoot, without any other worldly goods. His message of hope and mercy converted many into true believers. Called fransiscans, his followers grew exponentially during his lifteim, evolving into the order of Fransiscan monks that is still active even today. His life was a rejection of material and he practiced the virtues he preached.

God so loved St. Francis that he imparted the Stigmata of the Cross upon the luminary. From then on, his fate with the Lord was sealed. Upon his uneventful death in 1226 he became a Sainly Vestige for the Binders of Saints. Two years later he was officialy cannonized in the church.

Special Requirement: Saint Francis requires those who would bind his saintly vestige to not be carrying any item of material worth. He imparts a vow of poverty upon those who would use his power. They must also have at least 5 ranks in knowledge (relegion).

Manifestations: St. Francis appears to Binders as a man in a ragged frock bleeding with the marks of stigmata. Over his head, doves fly in circles and remain for as long as the binding takes. Francis of Assisi locks eyes with the Binder and utters these words: "I am a servant of God and my lady poverty".

Sign: When Saint Francis is bound, the feet of the binder seem to never touch the ground, almost as if some unseen force holds him or her aloft.

Influence: Under the influence of St. Francis of Assisi, no binder may harm any non-magical animal that has not attacked him or her first. Also, the binder is compelled to give alms to the needy. Anything from giving a beggar a spare coin to the helping of villages in peril are acts that please St. Francis greatly.

Granted Abilities: This Sainly Vestige grants it's binder power over animals and the environment, as well as bestowing powerful exalted qualities.

Vow of Poverty: The binder gains the benefits of the exalted feat Vow of Poverty, found in the Book of Exalted Deeds.

Speak with Animals: At will the binder may talk to animals of any kind, even magical. He can be talked to as well, and might here a wolf calling out for help in a trap or the like.

Celestial Immunity: The binder becomes immune to fire for as long as St. Francis remains bound.

Positive Energy Aura: The binder gives off an aura of purely positive energy.

Undead remaining within 10 feet of the binder receive 2d6 points of damage per round they stay inside the effect.

[Post 1017]

Author : Lord_Yy

Date : 03-15-07 04:57 PM

Thread Title : Re: let's make some new vestiges

Ladies and gentlemen, another Goetia vestige. As always... P.E.A.C.H!

<http://www.rahoorkhuit.net/library/ceremonial/classics/plancy/g39.gif>

Furtur: The Thunder and the Storm

Vestige Level: 2

Bind DC: 18

Special Requirement: Yes

Legend: At the dawn of recorded time, the Gods sealed and imprisoned the Titans throughout the multiverse and turned their attentions to the new world, creating the races and lands that we know today. Despite the best attempts to find every last titan, one remained free. The titan known as Furtur plotted in the deep spaces, seeking to destroy both the gods and their creation so he and the other titans could remake the world as they saw fit. As the Gods worked, Furtur set his plan in motion, the deep oceans boiling into towering mountains of black steam. As he was about to crush the gods as they worked on the new lands, Furtur was struck down by the newly-christened god of thunder. His body fell into the clouds he had created, but never fell back out. His blood became the first rains, his body the first clouds, his soul a Vestige.

Special Requirements: Furtur despises Euronyme, considering her a traitor. He will not answer the call of anyone who has bound to Euronyme.

Manifestation: Furtur's appearance is a grotesque conglomeration of humanoid, cervine and draconic forms. His lower half and head is that of a stag, complete with mighty rack of antlers, and a pair of draconic wings grow from his back. When he appears, it seems as if there is a torrential downpour localized entirely within the area of the seal, and Furtur only speaks once the binder addresses him, his voice a hoarse rumble.

Sign: While bound to Furtur, your body is charged with static electricity. Your hair stands on end, and sparks fly to anything you touch. These sparks are not powerful enough to cause damage or ignite anything, but they are strong enough to be felt, and make an unprepared creature jump in surprise.

Influence: Furtur's influence gives you an innate distrust of authority. You suspect ulterior motives in even the most benevolent authority figure, and must make a Sense Motive check whenever the opportunity presents itself.

Granted Abilities:

One with the Winds: While bound to Furtur, you are treated as being one size larger for determining the effects that high winds have on you (DMG pg94). You are also treated as being one additional size category larger for every two binder levels beyond 3rd you possess, up to a maximum of 5 size categories at 11th level. If this would increase your size beyond Colossal, you are considered immune to the effects of nonmagical wind. At 13th level, you may make ranged attacks in any wind condition without penalty. This ability is continually active while you are bound to Furtur.

Lightning Touch: While bound to Furtur, you may discharge the static electricity you are charged with against an adjacent enemy. This requires a Melee touch attack and deals 1d6 points of electricity damage per 2 Binder levels. At 10th-level you may use this ability on any creature within 30 feet, requiring a Ranged touch attack. At 15th-level, this ability may function like the Chain Lightning spell, except the distance between the caster and original target cannot be more than 30 feet. Once you have used this ability, you may not use it again for 5 rounds, nor may you use this ability if you do not show Furtur's sign.

Spawn Storm: While bound to Furtur, you may generate a small, localized rainstorm as a Standard Action. The storm has a diameter of 20 feet and can be generated anywhere within 100 feet of the binder. Once Generated, the storm remains for a number of rounds equal to 1/2 your EBL, rounded down. The rain automatically extinguishes any nonmagical, unprotected flame, and anyone within the storm takes a -4 penalty to Search and Spot checks, as well as a -2 penalty to Listen checks. Ranged attacks into or out of the storm are made at a -2 penalty. You may use this ability once per day for every 3 binder levels you possess. At 10th level, you may

use this ability to create a Sleet Storm effect instead of a regular rainstorm, however the effect must still be generated within 100 feet of the binder. At 17th level, you may also use Control Weather once per day, but only for the purpose of creating some form of precipitation.

[Post 1018]
Author : Wrathamon
Date : 03-15-07 07:16 PM
Thread Title : Re: let's make some new vestiges

I was wondering if anyone could help me out.

I would like a vestige around 6th level or higher for an eberron game.

I am trying to make a vestige out of this...

Xulo is a malevolent entity that revels in promoting chaos as much as creating intelligence in magic items. It is a powerful Docent (ancient and sentient memory-containing magic item) type device.

Xulo: Arcane Creation pattern (unique); AC 16; hardness 10; hp 60; AL CE; Int 20, Wis 14, Cha 18; Telepathy, 120ft vision and hearing, blindsense; Ego score 29. Lesser Powers: Detect Magic at will, 10 ranks in Intimidate (+14), 10 ranks in Knowledge (History) (+15).

Greater Powers: Detect Thoughts and Cause Fear at will.

Special Purpose: Add sentience to magic items (original), sow discord and inflict pain (adopted).

Dedicated Powers: Bestow Sentience, Confusion, Crushing Despair.

Any thoughts?

[Post 1019]
Author : StridercalMk2
Date : 03-15-07 08:46 PM
Thread Title : Re: let's make some new vestiges

In my Eberron world, Xulo is actually a Daelkyr hiding in an extradimensional refuge through which he influenced the world to his own ends. His aim was to combine the animate with the inanimate to create the perfect being. To this plan, he influenced the creation, rediscovery, and path of the warforged race. He posed as the creation pattern, acted as a god to his "children", and changed the history of Khorvaire. Eventually, he was discovered as the ultimate cause and with the help of some very unlikely allies, a team of adventurers entered his bastion and destroyed him.

Using my world's Xulo, i would use the following powers as needed for the vestige level.

Construct abilities- all or some of the traits common to constructs (maybe the living construct type and the powerful build feature of half-giants, which i used for the ancient warforged in my campaign)

Symbiont grant- as per the Daelkyr Halfblood race

Confusion- as per spell or as constant radius

Polymorph- either self or baleful versions

Corrupting Touch- as per Daelkyr

Damage Reduction- bypassed by byeshk or good

Maybe an Artificer ability or two?

Again, it depends on what vestige level you want to aim for. 8th is good fun, but will rarely see play. I would use some of these and shoot for 6th, based upon Acerak's power array.

And, of course, you may hate where i took my campaign with all of this!

[Post 1020]
Author : journeyman777
Date : 03-16-07 02:12 PM
Thread Title : Re: let's make some new vestiges

Please, don't give a vestige polymorph. Please, I'm begging you. Don't open that can of worms all over again, particularly as an at-will ability.

[Post 1021]
Author : StridercalMk2
Date : 03-16-07 09:20 PM
Thread Title : Re: let's make some new vestiges

Damn good point!

[Post 1022]
Author : sooperspook
Date : 03-17-07 04:52 AM
Thread Title : Re: let's make some new vestiges

Yeah, I agree with the "No to Polymorph" crowd.

However, if you really need a shapechanging ability, I suggest using the shapeshifter variant druid ability from PHB II. I currently use it in all my games if I DM and it solves many problems. (Although you may find yourself converting a few Wildshape feats over for your players. Not too hard but.)

[Post 1023]
Author : Wrathamon
Date : 03-17-07 08:11 PM
Thread Title : Re: let's make some new vestiges

I dont need polymorph...

any one have ideas for the Xulo Vestige? See my previous post a couple back.

[Post 1024]
Author : Lord_Yy
Date : 03-17-07 08:17 PM
Thread Title : Re: let's make some new vestiges

Again, I'd like to request some variety of feedback on my most recent vestiges: Gaap (<http://boards1.wizards.com/showpost.php?p=11770742&postcount=1011>) and Furtur (<http://boards1.wizards.com/showpost.php?p=11779810&postcount=1017>). It's harder to design low-level vestiges than it is high-level ones, and I'd like to know that I've at least got Furtur appropriately balanced.

[Post 1025]
Author : journeyman777
Date : 03-18-07 11:32 PM
Thread Title : Re: let's make some new vestiges

Gaap has an odd mix of utility abilities, but is fairly useless in combat. He would benefit from having another ability. Also, using a progression to reduce the action needed to retrieve things from the pocket would help.

Furtur actually looks quite good. Checking his abilities against traditional methods has proved nearly impossible, but being new and unique is half the fun of making vestiges. I tend to use the lower level vestiges quite a bit and he seems to fit the power curve quite well. I'd suggest some better scaling on the lightning touch though. Vestige powers generally don't have a damage cap after all. You might consider adding a chain effect to it as well. I don't remember seeing a chain lightning effect yet, so it would give him something unique to offer at higher levels.

If you don't mind returning the favor, no one seems to have commented on Nephanee yet. I'd welcome your opinion of her.

[Post 1026]
Author : Nephelim
Date : 03-19-07 03:36 AM
Thread Title : Re: let's make some new vestiges

I like Gaap a lot, perhaps precisely because of the not-necessarily-combat angle. If I were to add some kind of a combat power (which is a good idea), perhaps a Maze effect or something of the sort - consuming your opponents into an extra-dimensional void, or perhaps some kind of Swallow Whole?

Furtur is interesting, and I agree with Journeyman's assessment - chain lightning is SO nice. Even further than Chain, I might consider adding some sort of Retributive aspect. Reminds me of those annoying named enemies in Diablo that sent out a cascade of electrical damage each time you nailed 'em. That would combine with a with the other melee-combos.

I might also add perhaps scaling the Storm's size and range as you increase in levels. Non-magical rain and whatnot in a 20' radius won't be terribly useful at high levels, but blanketing the entire battlefield with hurricane force winds and sleet would be cool. Perhaps, even at levels approaching 20, have the storm actually be a Storm Elemental or some such thing...

[Post 1027]
Author : Lord_Yy
Date : 03-19-07 02:00 PM
Thread Title : Re: let's make some new vestiges

IRT Journeyman and Neph:

A Maze ability is a little too strong for a 6th-level vestige, so I was thinking rather than that, I'd have him give a bite that causes negative levels.

I am thinking of removing(or at least upping) the damage cap on Furtur's Lightning Touch and adding the Chain Lightning effect at level 15, but if you check the description, you CAN use Furtur's power to cover a battlefield with high winds and driving rain (or snow). Perhaps I should replace the Control Weather effect with a Sleet Storm one?

[Post 1028]
Author : JiCi
Date : 03-22-07 05:33 PM
Thread Title : Re: let's make some new vestiges

Again, I'd like to request some variety of feedback on my most recent vestiges: Gaap (<http://boards1.wizards.com/showpost.php?p=11770742&postcount=1011>) and Furtur (<http://boards1.wizards.com/showpost.php?p=11779810&postcount=1017>). It's harder to design low-level vestiges than it is high-level ones, and I'd like to know that I've at least got Furtur appropriately balanced. I've checked Furtur out, and it seems weak. I highly recommend to delete the "max 5d6" part, vestiges do not have a limit of their abilities. Oh and how about resistance to electricity ? unless you want to get killed by a natural lightning bolt coming from a thundercloud :P

[Post 1029]
Author : Lord_Yy
Date : 03-22-07 05:54 PM
Thread Title : Re: let's make some new vestiges

Gaap and Furtur have been updated. I went with adding the Negative-level-dealing Bite Attack to Gaap, since it fits with the flavor of a creature that eats souls, and there isn't a vestige yet that deals Negative Levels. I removed the damage cap on Furtur's lightning ability and gave it a Chain effect, as well as expanding the usage of Spawn Storm.

IRT JiCi: Lightning Resistance/Immunity trods on the bonuses Acererak provides, and lightning was what vestige-ified him in the first place. If he gets resistance to anything, it'd be to Sonic.

[Post 1030]
Author : jameswilliamogle
Date : 03-23-07 08:30 AM
Thread Title : Re: let's make some new vestiges

imo:

Furtur's lightening damage seems to scale up really fast for a 2nd level vestige. Compare w/ Amon's line of fire: sure it does the same amount of damage, but Amon's other abilities are much weaker than Furtur's. I'd lower the damage to d6 / 2 levels (or even 3 levels), mainly b/c the chain effect and ranged effect come into play. This could get sick w/ Andromalus & Malphus at the current damage rate...

The progression on the Storm seems kind of fast to me, too. Sleet Storm is too powerful at 10th for a L2 vestige.

I don't like the 1 / day / 3 BL limit... It would be better if it was only 1 rain storm at a time, and only 1/5 rounds after the first ended, and instead nerfed the other abilities (make the Sleet Storm effect smaller, and Control Winds weaker).

Its ok to duplicate Acerak's immunity to lightening: its highly flavorful. Immunity to Sonic would be cool, too. This would definitely bump him up to the L4-L5 range, though.

The flavor's great, but this vestige looks really powerful for its level and how it scales.

I see nothing wrong w/ gaap, though: very interesting. You may want to clarify what "nonliving" means, though: can you target undead or constructs? What about magic items? Do they get a save? Is it the Disintigrate effect as the spell cast at your EBL?

[Post 1031]
Author : Lord_Yy
Date : 03-23-07 03:11 PM
Thread Title : Re: let's make some new vestiges

I'd say that Sleet Storm would be good for a 10th-level binder to use, since Sleet Storm itself is only a 3rd-level spell, and any wiz/sorc or druid would be able to use it at level 5. As it stands, I only partly agree with you on the others, since One with the Winds HAS no actual Control Winds effect, it merely makes you resistant to nonmagical winds. If anything, it's a situational ability. I may change the Spawn Storm effect like you mentioned, and slow the damage-scaling on Lightning Touch if anyone else comes to the same conclusion. Additionally, Lightning immunity wouldn't work flavorwise, since lightning was what Vestigified Furtur in the first place. Since I wanna keep him at 2nd-level, I'm probably not going to give him any immunities, but Sonic Resistance may be possible if it wouldn't bump him up a level.

[Post 1032]
Author : jameswilliamogle
Date : 03-23-07 09:40 PM
Thread Title : Re: let's make some new vestiges

I'd say that Sleet Storm would be good for a 10th-level binder to use, since Sleet Storm itself is only a 3rd-level spell, and any wiz/sorc or druid would be able to use it at level 5. As it stands, I only partly agree with you on the others, since

One with the Winds HAS no actual Control Winds effect, it merely makes you resistant to nonmagical winds. If anything, it's a situational ability. Sleet Storm is > 3.0 Darkness. Its really, really good. Its too good for a 3rd level spell, even. Consider the Warlock with Chilling Tentacles: that's really good, right? Almost broken-good (as in, I've heard more GMs complain about that invocation than any other except Summon Swarm at 1st level)? I wouldn't want to see anything that was singularly broken w/ a Binder, is all.

One with the Winds wasn't what I was talking about: the storm effect allows a Control Winds effect at 15th as written. Control Winds is one of the brokenest of broken core spells, particularly when coupled with Control Weather, but even without its too good. A simple Gust of Winds effect would be better, imo: maybe make the storm like Ronove's Far Hand ability, and let it extinguish itself with a Gust of Wind for 5 rounds?

[Post 1033]
Author : Lord_Yy
Date : 03-24-07 07:10 AM
Thread Title : Re: let's make some new vestiges

Where does it say I have a control winds effect? I have a Control Weather effect at 17th level, but there's no Control Winds effect I can see anywhere, and I certainly didn't intend for one to be in there. I personally don't think that Sleet Storm is THAT broken, and if you remove it then the Spawn Storm ability doesn't scale very well.

[Post 1034]
Author : jameswilliamogle
Date : 03-24-07 03:54 PM
Thread Title : Re: let's make some new vestiges

Where does it say I have a control winds effect? I have a Control Weather effect at 17th level, but there's no Control Winds effect I can see anywhere, and I certainly didn't intend for one to be in there. I personally don't think that Sleet Storm is THAT broken, and if you remove it then the Spawn Storm ability doesn't scale very well. I misread the control weather as control winds; caffeine malfunction. Why does the storm have to scale at all? Its only a 2nd level vestige, and the shocking touch scales REALLY well, even if you reduced the damage progression.

[Post 1035]
Author : Quarionthegolden
Date : 03-24-07 05:34 PM
Thread Title : Re: let's make some new vestiges

Zarrall, infuser of all
vestige lv:7
binding dc:38

special req?: no

legend: zarrall was always a potential psionic target (or potential quori host if you use ebberon). on his 20th birthday, he became a powerful swordsman and had a powerful weapon in tow. The next day, his cousin was killed by a vile assassin

named zukku. after many fights they became allies to defeat a powerful swordsman, which event gave them divinity. soon zukku killed the now powerful zarrall, but spared zarrall's son, zuzaan. with zarralls death, his body exploded with divine energy and destroyed zukku, turning both their souls to vestiges.....

manifestation: roll D%; 01-40= a rugged halfelf wielding 2 swords (2w feats not granted); 41-100= a regal half elf dressed in gold and silver robes walks from the seal.

sign: one of your eyes fade.

Influence: zarrall only influences you during the meditation of the influenced binder, during which time he controls the body, and protects weak psionic users (except chaotic and evil ones) and hunts the binders of zukku.

abilities:

soul infusion

you gain dual spirit, as in the inspired entry, with zarrall being the "quori":

Int 21 Wis 24 Cha 30(34 with profane gift)

reduced "sleep" (2 hours of meditation, which zarrall totally possesses body if initial save fails; and if initial save succeeded, it is just rest.)

infused rose

You can summon a pink-tinged rapier that has an enhancement bonus equal to half your level +10 (vorpal weapon of the heart (see below) total bonus).

weapon of the heart

eb:+5

effect +5D6 psionic damage; attraction to wielder (will dc 15+ 1/2 wielder lv + wielder's Cha score + 1/4 max pp)

Soul Guard

You apply 1/2 your lv to all saves.

Truesight

You gain all around sight and blindsight 90 ft.

Soulsight

you must be lv 30 or higher to get this; same as truesight but also natural cunning , blindsight becomes 120 ft, and you gain tremorsense 100 ft.

Soulfist

You gain an unarmed attack as a monk. At lv 15+, apply the gentle fist score as shown:

15-17: + 8

18-20: + 16
21-29: + 32
30+: + 64

Soulwings
you gain a fly speed equal to 1/2 you land speed.

PEACH!!!!!!

[Post 1036]
Author : Bill Lumberg
Date : 03-25-07 10:18 AM
Thread Title : Re: let's make some new vestiges

Here is another mythical vestige.

P.E.A.C.H. Especially the level.

Talos, the Bronze Giant

Level: 8

Binding DC:31

Legend: Talos (<http://en.wikipedia.org/wiki/Talos>)

Manifestation: A cloud of steam burst forth from the seal. A moment later a 20-foot tall bronze statue of a man appears. Talos steps out of the seal and circles the binder when the pact is made. He leaves a trail of blood from his right heel as he walks. He then steps back into the steaming seal and disappears.

Special Requirement: The binder must place a nail in the seal. Also, Talos will not allow himself to be bound along with Naberius or Shax.

Sign: The binder's skin turns bronze colored. He shows no sign of life and can stand perfectly still, like a statue. The binder also limps slightly on his left leg but this has no game effect.

Influence: The binder becomes very protective of allies who are less powerful than he is. He will also prefer to pace in a circle rather than rest.

Granted Abilities:

Bronze Body: This is identical to the power of Iron Body (<http://www.d20srd.org/srd/spells/ironBody.htm>). Binders under 17th level gain Oak Body (<http://www.d20srd.org/srd/psionic/powers/oakBody.htm>) but the binder does not become vulnerable to fire. The binder must wait five rounds after it ends to use this power again.

Colossal Stature: As the psionic Expansion power but it lasts one minute per binder level. The binder gains the augmented abilities at 18th level.

Fire Within: The binder can generate tremendous internal heat. This causes 4d6 damage to anyone he makes contact with. The heat lasts for two rounds plus one round for every four levels after 7th. The binder must wait five rounds to use this power again after it ends.

Constant Vigilance: The binder is never caught flat-footed.

Comments, criticism, calumny?

[Post 1037]
Author : jameswilliamogle
Date : 03-25-07 05:52 PM
Thread Title : Re: let's make some new vestiges

Zarall is way too powerful, from what I understand. It would be an epic vestige as is. The non-combat bonuses it grants, you have to compare w/ Balam's lesser bonuses, which are much, much lower: the higher level access isn't enough to balance that out.

Talos has good flavor; I think that to keep w/ the psionic flavor you should grant a power point reserve, and have the binder spend points from this reserve to gain most of the abilities. If you did this, it would be fine as a 7th level vestige (all the powers become available normally at 13th, which is ok). This is kind of convenient: there's only 2 7th level vestiges published. For continuous abilities, I agree that it would need to be very high level. I don't think the Fire Within ability should scale at all from 4d6: that's enough damage as is (yeah, I know fire resistance starts to become a problem at that level).

[Post 1038]
Author : Quarionthegolden
Date : 03-25-07 07:07 PM
Thread Title : Re: let's make some new vestiges

eh..... oh well.....

[Post 1039]
Author : journeyman777
Date : 03-26-07 01:09 AM
Thread Title : Re: let's make some new vestiges

Quarionthegolden;11877742]Zarrall, infuser of all vestige lv:7
binding dc:38

special req?: no

legend: zarrall was always a potential psionic target (or potential quori host if you use ebberon). on his 20th birthday, he became a powerful swordsman and had a powerful weapon in tow. The next day, his cousin was killed by a vile assassin named zukku. after many fights they became allies to defeat a powerful swordsman, which event gave them divinity. soon zukku killed the now powerful zarrall, but spared zarrall's son, zuzaan. with zarralls death, his body exploded with divine energy and destroyed zukku, turning both their souls to vestiges.....I'm curious where you got this, it sounds like an anime.

manifestation: roll D%; 01-40= a rugged halfelf wielding 2 swords (2w feats not granted); 41-100= a regal half elf dressed in gold and silver robes walks from the

seal. Not bad, but you'd be better off just picking one or having them transition within the same manifestation.

sign: one of your eyes fade. Sounds cool, but you need to be more specific exactly what you mean by that.

Influence: zarrall only influences you during the meditation of the influenced binder, during which time he controls the body, and protects weak psionic users (except chaotic and evil ones) and hunts the binders of zukku. Interesting, but this is a serious alteration to the mechanic. For this thread, I suggest avoiding possession and sticking to the normal form of influence.

abilities:

soul infusion

you gain dual spirit, as in the inspired entry, with zarrall being the "quori":

Int 21 Wis 24 Cha 30 (34 with profane gift)

reduced "sleep" (2 hours of meditation, which zarrall totally possesses body if initial save fails; and if initial save succeeded, it is just rest.) I have absolutely no idea what this does, you'll need to summarize if you want this to be usable outside of Eberron.

infused rose

You can summon a pink-tinged rapier that has an enhancement bonus equal to half your level +10 (vorpal weapon of the heart (see below) total bonus). I think you expressed yourself incorrectly here. As written, the weapon has an enhancement bonus of $(EBL/2 + 10)$ plus the effective enhancement bonus for vorpal. By definition that would be an epic weapon worth more than your entire expected character wealth. BTW: You might want to make the weapon disappear if it leaves the wielder's person, otherwise you get wiseguys summoning several and trying to sell them.

PS: You do realize that most binders aren't proficient with the rapier unless they bind Paimon as well, correct?

weapon of the heart

eb:+5

effect +5D6 psionic damage; attraction to wielder (will dc $15 + 1/2$ wielder lv + wielder's Cha score + $1/4$ max pp) No vestige should grant a weapon this powerful below lv 20 and even then its other abilities would need to be few and weak. BTW: What the heck is "attraction to wielder"?

Soul Guard

You apply $1/2$ your lv to all saves. No way in hell. Compare to Balam. At best, this should only apply to one save and needs to be typed. If it must apply to all saves, you'll need to seriously lower the bonus and it will still need a type.

Truesight

You gain all around sight and blindsight 90 ft. This should probably be chopped back to 60ft to better match normal vision ranges. Also, you need to define "all around sight", but that's really Geryon's thing anyway.

Soulsight

you must be lv 30 or higher to get this; same as truesight but also natural cunning, blindsight becomes 120 ft, and you gain tremorsense 100 ft. Remove this entirely. Until there is an epic progression for Binder, abilities that can only be accessed at epic levels have no place here.

Soulfist

You gain an unarmed attack as a monk. At lv 15+, apply the gentle fist score as shown:

15-17: + 8
18-20: + 16
21-29: + 32
30+: + 64

Remove already grants monk unarmed damage as her main scaling ability, avoid duplicating it unless absolutely necessary. Since you're also granting a weapon, it probably isn't needed.

Soulwings

you gain a fly speed equal to 1/2 you land speed. This needs a maneuverability rating, but it's fine otherwise.

PEACH!!!!!!

Am I missing something? I don't do Eberron, so I'm not familiar with the inspired entry or what a gentle fist score is. You'll need to explain what theoretically makes this a lv 7 vestige, because right now he's well into epic. That's a bit of a problem, since there is no system for epic binding. I pointed out some of the problems for you, sorry if I sound a bit harsh.

[Post 1040]

Author : journeyman777

Date : 03-26-07 12:16 PM

Thread Title : Re: let's make some new vestiges

Ethane, Evermore

Level: 3

Binding DC: 20

Special Requirement: Yes

Sign: The hand you use to hold the dagger appears skeletal, but the bone structure is always that of an elf.

Legend: Ethane is something of a mystery. He seems to have achieved eternal life, but he refuses to speak of his method. Regardless, while his technique may have kept him living, even the seemingly immortal bodies of the elves do not last forever. As the centuries passed, he slowly grew older. Fearing the ravages of old age and bored of life unending, Ethane sought to finally die. However, the God of Death had been angered by his hubris and refused to grant him rest. Desperate for oblivion, Ethane offered all his wealth to anyone who could slay him. A demigod of assassins took note of Ethane's challenge and sent his cult after Ethan. When each

failed, the god himself attempted the task. Unable to kill one whom death himself would not accept, the demigod cast Ethane beyond the planes so that none would know of his failure.

Special Requirements: Ethane will not answer the call of a binder in perfect health. You must be suffering from at least one point of damage inflicted by a dagger and place that dagger within the seal.

Manifestation: The air within the seal turns putrid and any plant life within the seal rots. The ground rapidly erodes away into nothingness. That resulting void draws in the putrid air until nothing remains within 5ft of the seal. An elven male appearing to be in the prime of his life stalks forward from the darkness. In his hand he holds the dagger placed within the seal. "As you have granted me death, so too do I grant it unto you," he says and plunges your dagger into his heart. His body immediately ages centuries and collapses into a pile of dust. The area returns to normal, but your dagger now appears pitted with corrosion.

Influence: Ethane longs to see his punishment inflicted on others, thus he forbids you from ending any opponent's life quickly. You may not use the coup de grace action while bound to him, nor may you use any death effect.

Granted Abilities:

Resist Decay: You gain acid and negative energy resistance equal to your EBL. This resistance stacks with any other resistance to acid and/or negative energy you may have. At lv 7, you also become immune to ability damage or drain to your physical scores inflicted by poison, disease, or necromancy effects. At lv 10, you become immune to death effects.

Erosion Aura: While this ability is active, all creatures within 10 feet of you take 1 point of acid damage per EBL/2 at the start of your turn. You must show Ethane's sign to use this ability.

Dagger of Decay: As a standard action you may make a single melee attack with the dagger used to call Ethane. If the attack hits and deals damage, that target takes 1d6 points of acid damage immediately and an additional 1d6 points of acid damage per round for a number of rounds equal to your EBL.

Corrupt Nova: As a full round action, you may intensify the rate of decay around you to inflict 1d8 acid damage per EBL/2 on everything within 10ft (Fort half). Targets who fail the save take half half the damage they took in the previous round until they make the save. You must show Ethane's sign to use this ability. Once you have used this ability, you cannot do so again for 5 rounds.

Corpse Eruption: You may cause the decay within a nearby corpse to erupt outward, damaging nearby targets. This ability functions like Corrupt Nova except that the effect is centered on a single corpse within 5ft/per EBL and the damage is calculated using the hit dice of the former creature in place of your EBL. The corpse is consumed utterly by this effect.

Play Notes:

Design Notes: I'm somewhat dry for inspiration on my other series of vestiges, so I'm doing some simple game conversions until my muse returns. For now I'm working with the classes from Diablo 2, particularly the necromancer. The Bone and Poison tree had so many interesting effects that I had to break it into two different vestiges to fit.

Edit: I upped the lv and Bind DC, reduced the damage from his aura, and altered

corrupt nova and corpse eruption to deal less initial damage but linger for several rounds on failed saves.

Please PEACH.

[Post 1041]

Author : jameswilliamogle

Date : 03-26-07 12:35 PM

Thread Title : Re: let's make some new vestiges

Resist Decay seems well balanced; I'd even make it 5+EBL resistance, and grant immunity at 18-20.

Erosion Aura, Corrupt Nova, have overlap w/ Geryon. Make the damage negative energy instead (let it heal undead, too). Also, the damage is pretty high: Geryon only does 2d6 continually; you don't want to eclipse that (this is Geryon's biggest ability, ya know). Although I think the full-round action is a great mitigating factor, I'd be inclined to reduce it to d6 / 2 levels (10d6 damage is still decent at 20 w/o overpowering, and having Geryon and Balam attacked that could be 14d6 damage that round). I'd also make the continual damage 1 / 2 levels.

Dagger of Decay: its a neat concept, but I think the damage is too big. It mimics Power Word Pain, but is much more powerful. If it simply did EBL extra acid damage (no multiples on a crit) or even just worked as an acidic weapon (ie, +1d6 acid damage per hit) that it would be powerful enough.

The Binding DC is kind of low; I'd make it at least 20.

Here's the big thing I'm seeing over and over: people are designing vestiges where every ability is really good, and also really good in combat. Dont focus so much on just combat, and the uniqueness increases. Think weirder.

[Post 1042]

Author : journeyman777

Date : 03-26-07 01:13 PM

Thread Title : Re: let's make some new vestiges

Resist Decay seems well balanced; I'd even make it 5+EBL resistance, and grant immunity at 18-20. Thanks, I think I'll leave it as is though, the offensive abilities are meant to be more important for this vestige.

Erosion Aura, Corrupt Nova, have overlap w/ Geryon. Make the damage negative energy instead (let it heal undead, too). Having a bit of overlap on the energy type is unavoidable, there aren't all that many different ways to damage things. I did consider negative energy, but I want these effects to be able to harm undead.

Also, the damage is pretty high: Geryon only does 2d6 continually; you don't want to eclipse that (this is Geryon's biggest ability, ya know). Although I think the full-round action is a great mitigating factor, I'd be inclined to reduce it to d6 / 2 levels (10d6 damage is still decent at 20 w/o overpowering, and having Geryon and Balam attacked that could be 14d6 damage that round). I'd also make the continual damage 1 / 2 levels. I think I've given you the wrong impression here, Corrupt Nove is not a continuing effect. It deals damage once and ends. It's meant

to be a once in a while burst effect. As for the Erosion Aura, yeah I'll tune it down a bit.

Dagger of Decay: its a neat concept, but I think the damage is too big. It mimics Power Word Pain, but is much more powerful. If it simply did EBL extra acid damage (no multiples on a crit) or even just worked as an acidic weapon (ie, +1d6 acid damage per hit) that it would be powerful enough. Here I disagree, PW Pain is actually much stronger. The dagger must hit and deal damage, whereas PW Pain has no attack rolls necessary. PW Pain also tends to have a longer duration early on and deals untyped damage. The acidic property really won't work for me here, as damage over time is a defining theme for the vestige.

The Binding DC is kind of low; I'd make it at least 20. No Problem, I was considering upping him to lv 3 anyway.

Here's the big thing I'm seeing over and over: people are designing vestiges where every ability is really good, and also really good in combat. Don't focus so much on just combat, and the uniqueness increases. Think weirder. Good advice, there just aren't very many things I can do with the concept of decay outside of combat. Oh well, that's one of the hazards of basing the vestige off of a hack and slash style game. I assure you though, not all of mine are so combat heavy. When I get around to typing up my gravity vestige, you may find it more to your liking. I'll tweak things a bit, so take another look in a few minutes.

[Post 1043]
Author : Allthegoodnamesweretaken
Date : 03-26-07 02:24 PM
Thread Title : Re: let's make some new vestiges

Hmm, here's a vestige idea: A Vestige centered around sacrifice, what this would mean in terms of abilitys s that they would all cost HP, deal ability damage to you, etc. in exchange for a fairly powerful result. Naturally such a vestige would stack well the Naberious(Sp?) and Buer(Sp?) for mitigating the self-damage. I think it would make for an interesting vestige, and the effects need not be limited to combat, you could achieve skill bonuses and such with them for example.

I'd stat it up but I don't have a good idea for a legend.

[Post 1044]
Author : journeyman777
Date : 03-26-07 03:12 PM
Thread Title : Re: let's make some new vestiges

Post what you've got and I'll take a shot at the legend for you. Just Let me know if there's any particular setting/organization you want the vestige to fit into.

[Post 1045]
Author : Edge_of_Oblivion
Date : 03-26-07 06:51 PM
Thread Title : Re: let's make some new vestiges

BOO!!! Guess who. :)

I'll give a cookie to anyone besides Journeyman who can identify who this Vestige is based off of. If no one can guess, I'll eventually post a link - gotta give credit where credit is due - but I want to see if anyone's familiar with the webcomics I read.

Ashlyn,
Leech in the Lifestream

Vestige Level: 4th

Binding DC: 24

Legend: In an ancient country, a powerful emperor sought to master all magic. He began by combining magic and technology into a force few could comprehend, and built his empire on the backs of these powerful weapons. But that did not satisfy him for long - he sought to master the mysterious powers further, and began by infusing magic directly into the bodies of mortals, attempting to create someone who could use magic themselves without being born with the talent. His first subject was a success, but the new power in his blood drove him to madness; unsatisfied, the emperor ordered yet another be attempted. This second was Ashlyn.

The experiment was a success, but not in the method which the emperor desired. Ashlyn became capable of manipulating magical energy, but her body would not produce it on its own. The emperor branded her a failure and ordered her executed, but her "creator" - one of the scientists - could not bring himself to kill her, and instead helped her to escape, dying in the process so that she might live. Ashlyn soon discovered she could drain magic from the unwary by placing magical sigils on their bodies; the sigils would sap small amounts of magical energy from their bearers and channel it to Ashlyn, who could then manipulate it to produce magical effects. She spent several years mastering this talent, as well as learning to use a bow, and eventually became a skilled assassin.

After a failed attempt to kill the emperor himself, Ashlyn became an apprentice and companion of a mighty sorcerer known as Lucian. The two would travel together for many years, waging war side by side, before their paths would part. Ashlyn's ultimate fate is unknown, but her existence as a Vestige suggests she perished at some point. She refuses to speak of it.

Manifestation: A hail of arrows rains from the air above, thudding noisily into the seal. One by one they snap in half, as if broken by an invisible hand. That hand appears moments later as glowing sparks of light float up from the seal and collide with an invisible being; with each spark that strikes her, Ashlyn becomes more and more substantial. Finally she is fully shown, a young human-looking woman with red hair and blue leather armor, carrying a bow. Noticeably, her eyes have not become visible, and there is a hole in her chest where her heart should be.

Special Requirement: None

Sign: A small symbol appears on your wrists:
<http://img.photobucket.com/albums/v256/edge-of-infinity/ash.jpg>

Influence: You become envious of those with natural magical abilities (such as Sorcerers or Warlocks), and an extreme dislike of being abandoned or left behind.

Granted Abilities: Ashlyn grants the ability to steal magic, skill with a bow and with disguises, and the ability to combine magic and archery.

Precision: You gain the Rapid Shot and Manyshot feats, plus proficiency with all

Bows. At 10th level and every 3 levels after, reduce the penalty for Manyshot by 1.

Ranged Expertise: Any feat or ability that requires an enemy be adjacent to you or another enemy and requires you use a ranged attack to use the ability is extended to allow the targets to be within 30 feet of one another and still function normally.

Mana Leech: If the Binder successfully strikes an opponent with a ranged attack while the opponent is flat-footed, the Binder may choose to negate all damage from the attack and in return may steal a spell from the opponent as per the Spell Thief's Steal Spells ability. All other restrictions and requirements of the original ability still apply, and the Binder may still borrow spells from a willing target with a touch as well. The binder may not steal any spell of a level greater than one half his effective binder level; at any one time, the binder may possess a maximum number of stolen spell levels equal to one half his effective binder level.

Supernatural Arrow: The Binder gains an Arcane Archer's Imbue Arrow ability, with the additional benefit of being able to imbue it with either an area spell or an area supernatural ability. The Binder must wait 5 rounds after using this ability to use it again, and must also wait 5 rounds to use the imbued supernatural ability if they chose to do so.

In the Enemy's House: The Binder gains a +5 bonus to Disguise. This increases by +3 for every 3 levels beyond 10th.

[Post 1046]
Author : journeyman777
Date : 03-26-07 08:05 PM
Thread Title : Re: let's make some new vestiges

Ossein, Revenant of the Core

Level: 5

Binding DC: 25

Special Requirement: No

Sign: You become gaunt and pale.

Legend: Ossein belonged to a group known simply as the Dark Order. They split off from a magic tradition that had grown corrupted. Retreating to the mausoleums and necropolises that preserved their untainted past, the Order sought balance in their lives and art. Without the support and comforts of civilization, they developed an austere lifestyle more like that of a monk or druid than high court mages.

Necromancy quickly became the premier art among them as they questioned the dead for their wisdom. Staring death in the face and living among the tombs soon robbed them of any fear of death and with it the desire for worldly things. There they would have remained peacefully, but a hellish force threatened the balance of life and death. The three masters of the Dark Order fought their way through the breach and invaded the Hells in return. The Lord of that layer eventually suffered such losses against them that he was forced to close the portal to the material. Their task done, the three masters refused to let their souls remain trapped in Hell. In an ultimate expression of their mastery over the balance of life and death, they removed their souls from the cycle entirely.

Special Requirements: None

Manifestation: Dust swirls up from the seal to form the skeleton of a man. His form fades in and out like that of a ghost, but he stands firm. The jaw cracks open and a surprisingly deep and sophisticated voice demands your attention. “What need have you for one neither living nor undead?” A skeletal throne rises from the seal with another to its right and left. He takes a seat in the central throne and awaits your response.

Influence: Ossein spent his entire career manipulating the structure of the body. He treated it as a sacred design. While bound to him you may not wield bludgeoning or slashing weapons against any creature with a skeleton.

Granted Abilities:

Teeth: Dust from the ground swirls up and forms into a ring of teeth around you. The teeth fly out in all directions dealing 1d6 points of piercing damage per 2 binder levels in a 5ft per level radius (reflex half).

Bone Spear: Dust from the ground gathers to create a large bone spear you may wield in without penalty. You may also throw the spear in a 60ft line as a standard action. When thrown in this way, the spear makes one attack against each enemy in the line exactly as if you were using it in melee and then reappears in your hand. Once you have thrown the spear in this fashion, you must wait 5 rounds before using this way again. The spear has a +1 enhancement bonus that increases by 1 at every third level after 7th. The spear disappears if it leaves your hand for any other reason. Calling the spear is a swift action.

Bone Dust: You attempt to turn a single target’s skeletal structure to dust. This attack deals 1d8 points of non-elemental damage per EBL to a single target within 60ft (fort half). Once you have used this ability, you must wait 5 rounds before using it again.

Wall of Bone: As a standard action you can cause a wall of bone to form. This acts like the spell wall of ice except that the wall only lasts 1 minute and passing through a destroyed section deals piercing damage instead of cold. Once you have used this ability, you must wait 5 rounds before using it again.

Strong Bones: You gain DR 5/bludgeoning. At lv 14 this increases to DR 10. At lv 20 this becomes DR 20/bludgeoning.

Blessing of Bone: You (and your equipment) are considered incorporeal in relation to objects and creatures of bone, but only when it would be considered beneficial to you. You may confer this benefit on a number of other creatures equal to your charisma mod.

Please PEACH

[Post 1047]
Author : journeyman777
Date : 03-26-07 09:25 PM
Thread Title : Re: let's make some new vestiges

Vexus, Cursed Existence

Level: 3

Binding DC: 19

Special Requirement: Yes

Sign: Symbols of anathema appear on your back as scars.

Legend: Vexus belonged to a group known simply as the Dark Order. They split off from a magic tradition that had grown corrupted. Retreating to the mausoleums and necropolises that preserved their untainted past, the Order sought balance in their lives and art. Without the support and comforts of civilization, they developed an austere lifestyle more like that of a monk or druid than high court mages. Necromancy quickly became the premier art among them as they questioned the dead for their wisdom. Staring death in the face and living among the tombs soon robbed them of any fear of death and with it the desire for worldly things. There they would have remained peacefully, but a hellish force threatened the balance of life and death. The three masters of the Dark Order fought their way through the breach and invaded the Hells in return. The Lord of that layer eventually suffered such losses against them that he was forced to close the portal to the material. Their task done, the three masters refused to let their souls remain trapped in Hell. In an ultimate expression of their mastery over the balance of life and death, they removed their souls from the cycle entirely.

Special Requirements: Vexus suffered great misfortune in the pursuit of his powers. He despises those who avoid such problems by mere luck. He will not answer the call of any binder with a luck feat.

Manifestation: A throne of bone rises within the seal, another rises to its right and then to its left. A thin human man with short blond hair and white eyes steps out from behind the left side throne. Though blind, he seems to sense your presence and speaks in a harsh whisper. "I am Life's Bane, Undeath's End, and the Scourge of the Hells. You must be desperate to have called me forth from my excommunication. Very well, our star-crossed foes will suffer my torment."

Influence: You share the luck of Vexus, your character may not use any effect that allows him to reroll.

Granted Abilities:

Summary for convenience: All of the following curses have a range of 5ft per EBL, affect all enemies within a 5ft burst, have a duration of 1 round per EBL, and may be negated by remove curse. With the exception of decrepify, none of the curses stack with themselves.

Amplify Damage: Affected creatures struck by physical attacks take additional damage equal to the base damage for that attack.

Weakness: Affected creatures take a penalty to strength equal to half your EBL. This may not reduce a creature's strength below 1. A successful fort save reduces the penalty by half.

Retribution: Affected creatures take their own base weapon damage on themselves each time they attack (they still deal full damage to the original target). Will save negates.

Blood Payment: Allies who damage the cursed creatures regain hp equal to their base weapon damage. Fort negates.

Decrepify: Affected creatures take a -2 penalty to all physical stats and are slowed for one round. A will save halves the penalty and negates the slow effect. The penalty increases by 1 for every five levels above lv 5. This penalty stacks

with itself and can reduce a stat to 0. This is an aging effect.

Exposure: All of the affected creatures' energy resistances are reduced by 5. At lv 14, this increases to 10. This ability may stack with itself.

Play Notes: Avoid letting clerics see your sign. They may kill you even if they don't realize you are a binder.

Design Notes: Another Diablo 2 vestige. I'm aiming for lv 3 with this one, but the abilities have no real equivalents for me to measure against. I'm not changing the lv, so please provide suggestions for making the abilities match.

Please PEACH

[Post 1048]

Author : journeyman777

Date : 03-26-07 09:33 PM

Thread Title : Re: let's make some new vestiges

Mortaske, Caller in the Bleak

Level: 4

Binding DC: 20

Special Requirement: No

Sign: You smell of freshly turned earth and stale air.

Legend: Mortaske belonged to a group known simply as the Dark Order. They split off from a magic tradition that had grown corrupted. Retreating to the mausoleums and necropolises that preserved their untainted past, the Order sought balance in their lives and art. Without the support and comforts of civilization, they developed an austere lifestyle more like that of a monk or druid than high court mages.

Necromancy quickly became the premier art among them as they questioned the dead for their wisdom. Staring death in the face and living among the tombs soon robbed them of any fear of death and with it the desire for worldly things. There they would have remained peacefully, but a hellish force threatened the balance of life and death. The three masters of the Dark Order fought their way through the breach and invaded the Hells in return. The Lord of that layer eventually suffered such losses against them that he was forced to close the portal to the material. Their task done, the three masters refused to let their souls remain trapped in Hell. In an ultimate expression of their mastery over the balance of life and death, they removed their souls from the cycle entirely.

Special Requirements: None.

Manifestation: A bone throne rises from within the seal. Another throne quickly rises to its right and then to its left. A skeleton digs its way free of the ground before them with elemental energies flashing between the bones. It pulls a fine black robe from the right hand throne and turns to put it on. The cloaked figure turns back to you and now it is a strong young man with a shaved head. He sits down in the right hand throne. Elemental energies fly back and forth in his hands as he impatiently waits for you to speak.

Influence: Mortaske admits no equal in the making and manipulation of skeletons, should you encounter any other animated dead, you must immediately use your minions

to destroy it.

Granted Abilities:

The Dead Walk: This ability functions as the spell animate dead except that it does not carry the evil descriptor, it requires no material component, you may only animate skeletons, and they remain animated for only 1 hour before turning to dust. At lv 14 you gain the ability to animate skeleton mages. They gain 2 less hp per HD, but they gain produce searing flame as a spell-like ability with unlimited uses and may alter the energy type to cold, electric, or acid damage at will. Their caster lv is equal to their HD or your EBL, whichever is lower.

Dark Artist: You gain the corpsecrafter feat except that its benefit applies only to undead created by supernatural abilities. You also gain one additional feat that has corpsecrafter as a prerequisite for every four levels above 4th.

Master's Bidding: You may use a standard action to grant your skeletons within 60ft a single benefit for one round. At first you may only grant fast healing 1. At 8th lv you may grant an extra attack (doesn't stack with haste or similar effects). At 9th lv you may grant energy resistance 20 to fire, acid, or electricity damage. At lv 12, you may grant an extra 5ft of reach. At lv 13, you may grant an extra 5 DR. At lv 14, you may grant +20ft to their movement speed. Master's bidding only requires a move action at lv 10 or a swift action at lv 15.

Play Notes: You're helpless until you have some corpses to work with, so try to pick another vestige with quick kill potential or stay back until the party drops something. Avoid fighting vermin, oozes, or constructs whenever possible.

Design Notes: Fairly straightforward, Dead Walk is pretty much straight out of complete arcane until lv 14. I'm open to suggestions if the skeleton mages need to be toned down further, but they seem all right. Master Craftsman is meant to make those skeletons durable and effective enough to keep around. Master's Bidding is a tweaked version of the master of shadows class feature.

Please PEACH

[Post 1049]
Author : Quarionthegolden
Date : 03-28-07 08:16 AM
Thread Title : Re: let's make some new vestiges

I'm curious where you got this, it sounds like an anime.

Not bad, but you'd be better off just picking one or having them transition within the same manifestation.

Sounds cool, but you need to be more specific exactly what you mean by that.

Interesting, but this is a serious alteration to the mechanic. For this thread, I suggest avoiding possession and sticking to the normal form of influence.

I have absolutely no idea what this does, you'll need to summarize if you want this to be usable outside of Eberron.

infused rose

I think you expressed yourself incorrectly here. As written, the weapon has an enhancement bonus of (EBL/2 + 10) plus the effective enhancement bonus for vorpal. By definition that would be an epic weapon worth more than your entire expected character wealth. BTW: You might want to make the weapon disappear if it leaves the wielder's person, otherwise you get wiseguys summoning several and trying to sell them.

PS: You do realize that most binders aren't proficient with the rapier unless they bind Paimon as well, correct?

No vestige should grant a weapon this powerful below lv 20 and even then its other abilities would need to be few and weak. BTW: What the heck is "attraction to wielder"?

No way in hell. Compare to Balam. At best, this should only apply to one save and needs to be typed. If it must apply to all saves, you'll need to seriously lower the bonus and it will still need a type.

This should probably be chopped back to 60ft to better match normal vision ranges. Also, you need to define "all around sight", but that's really Geryon's thing anyway.

Remove this entirely. Until there is an epic progression for Binder, abilities that can only be accessed at epic levels have no place here.

Remove already grants monk unarmed damage as her main scaling ability, avoid duplicating it unless absolutely necessary. Since you're also granting a weapon, it probably isn't needed.

This needs a maneuverability rating, but it's fine otherwise.

PEACH!!!!!!

Am I missing something? I don't do Eberron, so I'm not familiar with the inspired entry or what a gentle fist score is. You'll need to explain what theoretically makes this a lv 7 vestige, because right now he's well into epic. That's a bit of a problem, since there is no system for epic binding. I pointed out some of the problems for you, sorry if I sound a bit harsh.

the legend is actually made up!!!!!!!

he can be one or the other at a given time.....

do u watch naruto? that is probably why he sounds like an anime..... he has some byakugan cloned powers: gentle fist, truesight is actually byakugan, and the eye fading can become byakugan..... there is a shinobi class and other class things based on naruto.....

zuuzan is actually a dvr 0 son of zarrall..... and zukku is also a vestige the same lv of zarrall.....

[Post 1050]

Author : JiCi
Date : 03-28-07 06:32 PM
Thread Title : Re: let's make some new vestiges

Because it's been a while since I posted a new vestige, because I was bored, had nothing to do... and possibly hit my head really hard, here's a new vestige:

<http://yugioh.wikia.com/images/c/c5/DarkMagicianBPT-EN-ScR.jpg>

Mahad, the Dark Magician
Vestige Level: 6
Binding DC: 30

Legend: Long ago, in a desert kingdom, there was a large citadel governed by a prosperous pharaoh. The pharaoh and his servants were renowned for their powerful summoning magic. The secret resided inside mystical items that could control these beasts of darkness, sealed into massive stone tablets. These beasts were actually the materialization of a person's evil locked deep into their heart.

On one night, a thief broke into the elder's tomb to steal its treasure and then broke into the throne room, pulling and pushing the disrupted pharaoh tomb up to the new pharaoh throne. In response to this disgraceful act, the servants summoned monsters in order to fight the thief, but the thief had learn how to summon such creatures, surprising the court and taking the upper hand in the battle. The pharaoh then stepped in and summoned a creature with god-like powers and repelled back the thief.

One of the pharaoh's servants was Mahad, a childhood friend of the pharaoh. Devout and determined to bring this thief to justice, he settled an ambush inside a catacomb in order to lure the thief in and trap him inside. The thief arrived at the catacomb with a lust for treasure, but found only Mahad. The servant blocked the entry the catacomb and challenged the thief to a duel, and making the winner the only survivor of the match. Both summoned their beasts, a snake demon and an armored mage, and battled fiercely, but the thief had the upper hand and took Mahad down to his knees.

In a last ditched effort, Mahad stood up and activated his summoning tool to merge with his mage and launched a final assault, so hard that it caused a cave-in, destroying the catacomb and the demon. Unfortunately, the thief had been able to escape the cave-in, and in the sunrise, he laughed at his victory and clenched Mahad's summoning tool in his hand.

Mahad, however, became one of the summoned beasts of darkness when he merged with his mage, so when the cave-in occurred, he was pulled back into the stone tablet. While he was still alive as a summoned beast, he was not dead either and his soul could not pass to the other world. Mahad's spirit now awaits his command as a vestige, dedicated to his lord.

Manifestation: The seal starts to glow with a bright yellow light and the middle of the seal become vaporous. A dark humanoid emerges from the seal. It looks like a human with a purple-tinted armor, a curved helmet and a dark purple surcoat. It holds a turquoise staff tipped with a perfect emerald orb. His face is revealed shortly after. His face looks human with blue eyes and dark hair.

Sign: Your hair becomes pitch-black.

Influence: You become very protective to magic items, locations, arcane temples and spellcasters. You're willing to give your life to defend allied spellcasters.

Granted Powers:

Dark Magic Attack: Once every 5 rounds, you may blast an area with pure arcane energy, dealing 1d6 points of damage per binder level in a 20-foot-radius spread. You may launch this attack at any point within 25 feet + 5 feet per binder level. The damage is none of existing energy type, and you are immune to this attack if you are caught in the blast.

Thousand Knives: Once per day, you may conjure a cloud of sharp daggers and direct them toward a corporeal target within 30 feet. If the target fails a Fortitude save, it dies instantly; if it succeeds, it takes 1d6 points of piercing damage per 5 binder levels.

Spellbinding Circle: Once every 5 rounds, you can conjure a magical glowing rune-inscribed circle that binds a target within 30 feet. If the target succeeds a Reflex save, the effect is negated; if it fails, it becomes entangled and immobilized* into its space, locked into position. Furthermore, the entangled target suffers Strength damage equal to 1 per 2 binder levels. If the target succeeds a Fortitude save, the Strength damage is halved. The circle stays in place for 1 round per 4 binder levels.

*Check Tome of Magic page 140 for more details.

Dark Magic Curtain: Once every 5 rounds, you may use dimension door, using your binder level as caster level.

Mystic Box: Once every 5 rounds, you may switch places with an opponent within 10 feet per binder levels. The target is entitled to a Reflex save to evade the effect, which is cancelled if the target succeeds.

Book of Secret Arts: You gain a bonus equal to your binder level to Concentration, Craft (alchemy), Knowledge (arcana), Spellcraft checks and Use Magic Device.

Okay... so it's a Yu-Gi-Oh! / Duel Monster vestige... but after seeing Final Fantasy, Kingdom Hearts, Dragon Warriors, Nintendo, Slayers, Godzilla and other real-world themed vestiges, I said "why not ?"

Perhaps I'll go with the Blue-Eyes White Dragon or even with the Elemental Heroes next.

EDIT: deleted Spell Shield Type-8 and Magic Cylinder, and added an image

[Post 1051]
Author : Quarionthegolden
Date : 03-29-07 06:40 AM
Thread Title : Re: let's make some new vestiges

Because it's been a while since I posted a new vestige, because I was bored, had nothing to do... and possibly hit my head really hard, here's a new vestige:

Mahad, the Dark Magician
Vestige Level: 6
Binding DC: 30

Legend: Long ago, in a desert kingdom, there was a large citadel governed by a prosperous pharaoh. The pharaoh and his servants were renowned for their powerful

summoning magic. The secret resided inside mystical items that could control these beasts of darkness, sealed into massive stone tablets. These beasts were actually the materialization of a person's evil locked deep into their heart.

On one night, a thief broke into the elder's tomb to steal its treasure and then broke into the throne room, pulling and pushing the disrupted pharaoh tomb up to the new pharaoh throne. In response to this disgraceful act, the servants summoned monsters in order to fight the thief, but the thief had learned how to summon such creatures, surprising the court and taking the upper hand in the battle. The pharaoh then stepped in and summoned a creature with god-like powers and repelled back the thief.

One of the pharaoh's servants was Mahad, a childhood friend of the pharaoh. Devout and determined to bring this thief to justice, he settled an ambush inside a catacomb in order to lure the thief in and trap him inside. The thief arrived at the catacomb with a lust for treasure, but found only Mahad. The servant blocked the entry to the catacomb and challenged the thief to a duel, and making the winner the only survivor of the match. Both summoned their beasts, a snake demon and an armored mage, and battled fiercely, but the thief had the upper hand and took Mahad down to his knees.

In a last ditched effort, Mahad stood up and activated his summoning tool to merge with his mage and launched a final assault, so hard that it caused a cave-in, destroying the catacomb and the demon. Unfortunately, the thief had been able to escape the cave-in, and in the sunrise, he laughed at his victory and clenched Mahad's summoning tool in his hand.

Mahad, however, became one of the summoned beasts of darkness when he merged with his mage, so when the cave-in occurred, he was pulled back into the stone tablet. While he was still alive as a summoned beast, he was not dead either and his soul could not pass to the other world. Mahad's spirit now awaits his command as a vestige, dedicated to his lord.

Manifestation: The seal starts to glow with a bright yellow light and the middle of the seal become vaporous. A dark humanoid emerges from the seal. It looks like a human with a purple-tinted armor, a curved helmet and a dark purple surcoat. It holds a turquoise staff tipped with a perfect emerald orb. His face is revealed shortly after. His face looks human with blue eyes and dark hair.

Sign: Your hair becomes pitch-black.

Influence: You become very protective to magic items, locations, arcane temples and spellcasters. You're willing to give your life to defend allied spellcasters.

Granted Powers:

Dark Magic Attack: Once every 5 rounds, you may blast an area with pure arcane energy, dealing 1d6 points of damage per binder level in a 20-foot-radius spread. You may launch this attack at any point within 25 feet + 5 feet per binder level. The damage is none of existing energy type, and you are immune to this attack if you are caught in the blast.

Thousand Knives: Once per day, you may conjure a cloud of sharp daggers and direct them toward a corporeal target within 30 feet. If the target fails a Fortitude save, it dies instantly; if it succeeds, it takes 1d6 points of piercing damage per 5 binder levels.

Spellbinding Circle: Once every 5 rounds, you can conjure a magical glowing rune-inscribed circle that binds a target within 30 feet. If the target succeeds a Reflex save, the effect is negated; if it fails, it becomes entangled and

immobilized* into its space, locked into position. Furthermore, the entangled target suffers Strength damage equal to 1 per 2 binder levels. If the target succeeds a Fortitude save, the Strength damage is halved. The circle stays in place for 1 round per 4 binder levels.

*Check Tome of Magic page 140 for more details.

Dark Magic Curtain: Once every 5 rounds, you may use dimension door, using your binder level as caster level.

Mystic Box: Once every 5 rounds, you may switch places with an opponent within 10 feet per binder levels. The target is entitled to a Reflex save to evade the effect, which is cancelled if the target succeeds.

Book of Secret Arts: You gain a bonus equal to your binder level to Concentration, Craft (alchemy), Knowledge (arcana), Spellcraft checks and Use Magic Device.

Spell Shield Type-8: You may use greater dispel magic. You may use this ability a number of times per day equal to your Charisma bonus (minimum 1).

Magic Cylinder: If targeted by a spell, spell-like ability, power or psi-like ability, you may reflect the attack back at its caster as a immediate action. You may use this ability a number of times per day equal to your Charisma bonus (minimum 1). Only targeted spells can be reflected, but by expanding 3 uses of this ability, you may reflect spells and powers that affect you in an area.

Okay... so it's a Yu-Gi-Oh! / Duel Monster vestige... but after seeing Final Fantasy, Kingdom Hearts, Dragon Warriors, Nintendo, Slayers, Godzilla and other real-world themed vestiges, I said "why not ?"

Perhaps I'll go with the Blue-Eyes White Dragon or even with the Elemental Heroes next.
how about the egyptian gods or sacret beasts????

[Post 1052]
Author : journeyman777
Date : 03-29-07 01:35 PM
Thread Title : Re: let's make some new vestiges

8 powers is a bit much. Your tie-ins are excellent for the most part, but you can remove a few. I'd recommend losing the spell shield and magic cylinder. Also, shouldn't Spellbinding Circle be an immediate action? Really nice job otherwise. I don't suppose you'd be willing to give Gearfried the Iron Knight a shot next?

BTW: Could someone PLEASE peach my recent vestiges? I have hard time moving on to the next ones without some kind of feedback.

[Post 1053]
Author : DarkRhystar
Date : 03-29-07 01:59 PM
Thread Title : Re: let's make some new vestiges

Alrighty, lots of PEACH'ing to catch up on. Hey Journey, I'll get up to yours though it may take a little while. :)

Mordevous - Undead Unraveled

An amalgamation of undead abilities, Mordevous comes from a now-extinct material plane to transfer his abilities to one who summons him.

Vestige Level: 8th

Binding DC: 36

Granted Abilities:

Entropic Claws: If you have the sign manifested, you gain two claw attacks, each deal 1d6 points of damage, or increases an existing claw attack by one increment. Furthermore, a foe struck by such an attack must make a Fort save or enter an entropic state. In such a state the creature's form writhes, bends and boils. It cannot use magic items or cast spells. It cannot discern friend from foe and attacks blindly (-4 to all attack rolls, 50% miss chance). Every round, the affected creature makes a Will save. If the save is successful, it resumes its normal shape; otherwise it takes one point of Wis damage. If wisdom = 0, the creature fades into nothingness. Undead are not affected by this ability

Feels too powerful; the entropic state is freakishly powerful.

Life Sap: If you hit the creature with multiple claw attacks, the creature's flesh rots, dealing 1d4+4 more damage and healing you 5 points of damage. This does not affect undead.

When does this trigger? Every claw attack after the first?

Time Manipulation: As a free action, you may force the reroll on one unfavourable roll of a d20 rolled by anyone within 30 feet of you, including yourself. You must accept the new result. Once used, this cannot be used again for 5 rounds.

This is a bit much. I think you're overloading this vestige with abilities.

Xemnas

The Superior

Level: (I dunno)

Bind DC: (I dunno)

Feels like a 5 or 6 to me.

Granted Abilities:

Granted Weapon: You gain Xemnas' weapon, a pair of mind blades. These mind blades are identical to the ones a Soulknife of half your level would have, with the following restrictions: they always appear as twin longswords, you may not psychic strike with these mindblades, and you may only chose the following enhancements for them (as appropriate for their level): psychokinetic, psychokinetic burst, and bodyfeeder. Furthermore, you cannot alter their shape; they always appear to be short swords made of crackling red energy.

See the Soulknife for more information on mind-blades.

You are proficient with these mind-blades, and are treated as having two weapon fighting and improved two weapon fighting when using them (But not any other weapon).

You may draw both of them as a free action (They both simply appear in your hands). If you already have your own mind blade from the class features of another class, you may use that classes' class features with Xemnas' mind blades (for instance, if you had levels in Soulknife, you could perform a psychic strike with them) You may also opt to add psychokinetic to your personal mind blade's enhancement at no

additional cost.

Are they long swords or short swords? You mention both?

You realize the penalty for dual-wielding longswords is -4/-4 right?

Ranet, the Ember of a Goddess

Granted Abilities: Ranet gives binders a flickering of the power she once wielded.

Gift of Fire: The binder can cast Produce Flame at will.

Revoke the Gift: The binder can cast Quench once every five rounds.

Pain of Burning: The binder gains the ability to fashion a 15-foot-long whip of fire from unstable ectoplasm as a move-equivalent action. He takes no damage from a fire lash he creates, and if he releases his hold, it immediately dissipates. The lash deals 1d8 points of fire damage per three binder levels to a target on a successful ranged touch attack (max 5d8). The whip remains in existence as long as the binder holds it. .

Burn Your Enemies: Once every five rounds the binder can cast Fire Storm. Unlike the spell, the binder can designate objects or creatures that will not be harmed by the flames. One person or object per binder level can be left unharmed by this power. This power can be used once for every four effective binder levels.

Mistress of Flame: the binder gains access to the powers of the clerical Fire domain.

Fear No Fire: The binder has a constant Protection From Energy (fire) spell in effect. At 14th level this protection can be extended to a 10-foot aura.

Mistress of Flame is ambiguous in its effect. Please reword it.

Janilso, (needs a title)

Janilso was a red steel inheritor from the land of Slagovich. He became a legend in the early wars against Hule.

Level: 3

DC: 19

Rush to the Front: The binder can charge and still make all of his attacks. He does not suffer an AC penalty while charging or afterward. His charge bonus stacks with the bonus from Bull-Rushing.

Drive Them Back: The binder gains the Improved Bull-Rush feat while bound to this Janilso. At 8th level the binder also gains the feat Spring Attack.

Born to Fight: The binder gains proficiency with longswords, shortswords and shields, except tower shields.

Cutting a Swath: This ability combines the spells Blur and Haste. The binder can maintain this ability for one round per two levels. After it ends, the binder must wait five rounds to use it again.

This vestige is too good for level 3 much thanks to Rush to the Front; I suggest making it level 4.

Gaap: The Starved

Granted Abilities: Gaap grants the power to consume all, from souls to steel, and allows the binder to hold items within himself.

Devour Soul: While bound to Gaap, you may devour the soul of a recently-dead creature. This creature must have been dead for less than 1 minute per Binder level you possess, and have HD equal to or less than your EBL+5. Doing this is a full-round action that provokes Attacks of Opportunity. Once you have done this, the creature cannot be brought back to life by anything short of True Resurrection, Wish, or Miracle. You also heal damage equal to the creature's HD, with any excess gained as temporary HP which vanish after a number of minutes equal to your Binder Level. You may use this ability once per day for every 4 Binder levels you possess.

Consume Matter: As a Standard Action, the Binder may attempt to consume a 10-foot cube of inanimate matter. This acts as the Disintegrate spell, but may only be used on objects or nonliving matter. Once you use this ability, you may not use it again for 5 rounds. You may not use this ability if you don't show Gaap's sign.

Gaap's Gullet: You gain a small extradimensional space on your person. You can store or retrieve an item from this space as a standard action. At 12th level or lower this space is equivalent to a Small creature, at 16th level it is equivalent to a Medium creature, and it becomes equivalent to a Large creature at 20th-level. You may not access this space if you do not show Gaap's sign. If you have items stored in this space and suppress Gaap's sign, the items remain within the space, but cannot be accessed, nor can any more items be placed within this space. When your binding to Gaap ends, any items within the extradimensional space appear in the space adjacent to you.

Bite of the Soul-Eater: You gain a bite attack which deals damage appropriate to your size(1d6 for a Medium creature, 1d4 for a Small creature). If you already have a bite attack from another source, that attack deals damage as if you were one size category larger than you are. Any creature that you deal damage to with your bite must make a Fortitude save or gain 1 negative level. These levels persist for 24 hours, at which point the creature may make a Will save to shake off the effects.The save DCs are Charisma-Based.

Looks good.

[Post 1054]
Author : jameswilliamogle
Date : 03-29-07 02:05 PM
Thread Title : Re: let's make some new vestiges

8 powers is a bit much. Your tie-ins are excellent for the most part, but you can remove a few. I'd recommend losing the spell shield and magic cylinder. Also, shouldn't Spellbinding Circle be an immediate action? Really nice job otherwise. I don't suppose you'd be willing to give Gearfried the Iron Knight a shot next?

BTW: Could someone PLEASE peach my recent vestiges? I have hard time moving on to the next ones without some kind of feedback.Ossein looks great. I'd let the wall be at will, not limited by level (similar to Halphax's Wall); Teeth and Bone Spear are both pretty potent: I'd make them 1/5 rounds (think about combining Malphus w/ Bone Spear: +2d6 damage on every opponent struck!). I would increase Strong Bones DR 10 at L18 or 20.

Vexus's abilities look balanced, but you need to make all of the curses 1 / 5 rounds, as more often than that is too powerful. Make all of the curses not stack (as is, given 3 rounds of using the first one, and thats an extra 3d8 from a simple longsword). L3 is too low: I'd go up to 5 or 6.

Mortaske: rename Master Craftsman as something else. I'd make the undead last 1 hour / binder level, and have a maximum # HD = 2 X BL (I realize that you were mimicing The Dead Walk invocation as a base of the power level, but deviating might give it its own feel: maybe just summon undead effects instead?). Do you mean Searing Light??? I'm not familiar w/ Searing Flame. This may be too powerful... I'd scale it back to a "50' ranged touch attack that does 2d8 damage." Master's Bidding is nice and flavorful.

hope that helps!

Mahad is in the epic range for power.

[Post 1055]

Author : DarkRhystar

Date : 03-29-07 02:20 PM

Thread Title : Re: let's make some new vestiges

Yet more mass PEACH'ing. Find your vestige! :)

St. Sol, the Blue Redeemer Level 1 Sainly Vestige Binding DC 15

Legend: The Half-Elf that would become the vestige known as the Blue Redeemer began his life as cleric of the one true God. A janissary captured during the Crusades of Earth, St. Sol was redeemed through the love of Allah. He fought against the same knights he had come to the crescent with, and when the crusades were finished he returned to Europe to preach the word of God to the infidels.

To a continent that had just lost a cultural conflict of epic proportion, St Sol was not viewed as a miracle-worker, but a witch. The Roman Catholic Church had St. Sol burnt at the stake in southern France. As he burned, he screamed sura after sura of the Koran.

And God heard St. Sol, and the flames burned bright and blindingly blue as his body was consumed and his soul consecrated as a Sainly Vestige

Manifestation: St. Sol comes to the Saint Binder and Binders who want to be redeemed in God. He appears as a half elf with sun burnt features and a shock of red hair. He wears blue chain mail with no emblem and a long sword hangs at his side. He is sheathed in blue flames.

Sign: A circle with the letters YHWH over the Arabic script for St.Sol.

Hinderances: Compulsive Healer- must always heal the wounded before attacking any enemy.

Influence: A halo of blue light flickers in and out of existence over the saint binders head.

Granted Powers:

Bright Concealment (The Caster is sheathed in bright blue heavenly fire. He or She is considered be under a blur spell constantly<that or 25% concealment>)

Exalted Turning (saint binder can turn undead as a cleric of his level +4)

Ditch the "hinderances" (it's also misspelled-hindrances).

This vestige is much too powerful for its level. Exalted Turning is extremely powerful. Lower its power or fix the level.

St. Jude, The Apostle (Extrapolated from Acererak)

St. Jude is the patron saint of desperate or lost causes. As a saintly vestige, he grants Binders of Saints impossible powers.

Legend: St. Jude was said to be one of the apostles of Jesus of Arimethea. He is sometimes known as Thaddius, and is not to be confused with Judas Iscariot. In life His attribute is a club. He was an all around cool guy and said to be the bridegroom at the Wedding of Cana. That's where the water-into-wine thing happened.

Jude preached gospel in the holy land after the death of his master and was a true believer in every sense of the word, since he was a witness to the events of the bible himself. He is said to have suffered martyrdom with his spiritual brother St. Peter, but unlike his brethren he did not pass on to Heaven; instead becoming a Saintly Vestige. He was beheaded with a halberd.

Special Requirement: Jude requires a flame of any size be placed within the center of the circle used to call to his essence.

Manifestation: St. Jude appears as an older man carrying a club in one hand and a halberd in another, slung over his shoulder. His head is covered in flame, but it does not seem to hurt him. He acknowledges the Saint Binder with a look of loving understanding.

Sign: When bound to St. Jude, The Saint Binder's head is covered in a wreath of flames.

Influence: Never give up, never surrender- St. Jude, as patron of lost causes, will never retreat from battle or stop trying on a failed skill check. That is, if he loses he will always take 10 or take 20, even if it inconvenient to do so (though not life threateningly so).

Granted Powers: When bound to Saint Jude, the binder of saints gains supernatural ability to combat the Taint of evil and proficiency in the club and halberd.

Detect Taint: You can use Detect Taint as the spell at will (Caster level equal to the binder's level, see Heroes of Horror or the SRD for more on Taint)

Hide from the Tainted: As a standard action, you can become invisible to the Tainted. This ability functions like the Hide From Undead spell, but affects creatures with a taint score. Intelligent beings can ignore the effect and see you with at a DC of $\{10+1/2 \text{ your binder levels} + \text{ your wisdom score modifier}\}$

Celestial Damage Reduction: You gain damage reduction 10/ slashing

Combat Proficiency: You gain BAB of a fighter equal to your Binder level with a halberd or club only. Note that this power does not produce either weapon.

Commune: Once per day, you can Commune with Heaven and speak to a Celestial being.

Purified Healing: All healing spells directed at the Binder are increased by 50%.

Note that negative energy effects are not increased by a like amount.

Extremely powerful as well. At least level 6.

St. Francis of Assisi, the Poor (Extrapolated from Geryon)

Granted Abilities: This Saintly Vestige grants it's binder power over animals and the environment, as well as bestowing powerful exalted qualities.

Vow of Poverty: The binder gains the benefits of the exalted feat Vow of Poverty, found in the Book of Exalted Deeds.

Speak with Animals: At will the binder may talk to animals of any kind, even magical. He can be talked to as well, and might here a wolf calling out for help in

a trap or the like.

Celestial Immunity: The binder becomes immune to fire for as long as St. Francis remains bound.

Positive Energy Aura: The binder gives off an aura of purely positive energy.

Undead remaining within 10 feet of the binder receive 2d6 points of damage per round they stay inside the effect.

Too powerful. This vestige is beyond the realm of level 8.

Furtur: The Thunder and the Storm

Vestige Level: 2

Bind DC: 18

Special Requirement: Yes

Granted Abilities:

One with the Winds: While bound to Furtur, you are treated as being one size larger for determining the effects that high winds have on you (DMG pg94). You are also treated as being one additional size category larger for every two binder levels beyond 3rd you possess, up to a maximum of 5 size categories at 11th level. If this would increase your size beyond Colossal, you are considered immune to the effects of nonmagical wind. At 13th level, you may make ranged attacks in any wind condition without penalty. This ability is continually active while you are bound to Furtur.

Lightning Touch: While bound to Furtur, you may discharge the static electricity you are charged with against an adjacent enemy. This requires a Melee touch attack and deals 1d6 points of electricity damage per Binder level. At 10th-level you may use this ability on any creature within 30 feet, requiring a Ranged touch attack. At 15th-level, this ability may function like the Chain Lightning spell, except the distance between the caster and original target cannot be more than 30 feet. Once you have used this ability, you may not use it again for 5 rounds, nor may you use this ability if you do not show Furtur's sign.

Spawn Storm: While bound to Furtur, you may generate a small, localized rainstorm as a Standard Action. The storm has a diameter of 20 feet and can be generated anywhere within 100 feet of the binder. Once Generated, the storm remains for a number of rounds equal to 1/2 your EBL, rounded down. The rain automatically extinguishes any nonmagical, unprotected flame, and anyone within the storm takes a -4 penalty to Search and Spot checks, as well as a -2 penalty to Listen checks. Ranged attacks into or out of the storm are made at a -2 penalty. You may use this ability once per day for every 3 binder levels you possess. At 10th level, you may use this ability to create a Sleet Storm effect instead of a regular rainstorm, however the effect must still be generated within 100 feet of the binder. At 17th level, you may also use Control Weather once per day, but only for the purpose of creating some form of precipitation.

Looks good. Lightning Touch almost makes it level 3 though.

Talos, the Bronze Giant

Bronze Body: This is identical to the psionic power of Oak Body but the binder does not become vulnerable to fire. The binder must wait five rounds after it ends to use this power again.

Colossal Stature: As the psionic Expansion power but it lasts one minute per binder level. The binder gains the augmented abilities at 18th level.

Fire Within: The binder can generate tremendous internal heat. This causes 4d6

damage to anyone he makes contact with. The heat lasts for two rounds plus one round for every four levels after 7th. The binder must wait five rounds to use this power again after it ends.

Constant Vigilance: The binder is never caught flat-footed.

Comments, criticism, calumny?

I suggest swapping the effect of Constant Vigilance for Improved Uncanny Dodge (level = EBL). Looks good otherwise though.

Ethane, Evermore

Level: 3

Special Requirements: Ethane will not answer the call of a binder in perfect health. You must be suffering from at least one point of damage inflicted by a dagger and place that dagger within the seal.

HP damage is an abstraction of the D&D system. One point of damage doesn't mean an injury, in fact 10% of your health is often considered first blood. I suggest redoing this Special Requirement with that in mind. Simply requiring the Binder to prick his finger may suffice.

Granted Abilities:

Resist Decay: You gain acid and negative energy resistance equal to your EBL. This resistance stacks with any other resistance to acid and/or negative energy you may have. At lv 7, you also become immune to ability damage or drain to your physical scores inflicted by poison, disease, or necromancy effects. At lv 10, you become immune to death effects.

Erosion Aura: While this ability is active, all creatures within 10 feet of you take 1 point of acid damage per EBL/2 at the start of your turn. You must show Ethane's sign to use this ability.

Dagger of Decay: As a standard action you may make a single melee attack with the dagger used to call Ethane. If the attack hits and deals damage, that target takes 1d6 points of acid damage immediately and an additional 1d6 points of acid damage per round for a number of rounds equal to your EBL.

Corrupt Nova: As a full round action, you may intensify the rate of decay around you to inflict 1d8 acid damage per EBL/2 on everything within 10ft (Fort half). Targets who fail the save take half half the damage they took in the previous round until they make the save. You must show Ethane's sign to use this ability. Once you have used this ability, you cannot do so again for 5 rounds.

Corpse Eruption: You may cause the decay within a nearby corpse to erupt outward, damaging nearby targets. This ability functions like Corrupt Nova except that the effect is centered on a single corpse within 5ft/per EBL and the damage is calculated using the hit dice of the former creature in place of your EBL. The corpse is consumed utterly by this effect.

Does the Erosion Aura work on items? Objects? Why not?

Does Corpse Eruption affect items worn on the corpse?

This vestige seems really nasty for a level 3. How about 4?

Ashlyn,
Leech in the Lifestream

Vestige Level: 4th?

Granted Abilities: Ashlyn grants the ability to steal magic, skill with a bow and with disguises, and the ability to combine magic and archery.

Precision: You gain the Rapid Shot and Manyshot feats, plus proficiency with all Bows. At 10th level and every 3 levels after, reduce the penalty for Manyshot by 1.

Ranged Expertise: Any feat or ability that requires an enemy be adjacent to you or another enemy and requires you use a ranged attack to use the ability is extended to allow the targets to be within 30 feet of one another and still function normally.

Mana Leech: If the Binder successfully strikes an opponent with a ranged attack while the opponent is flat-footed, the Binder may choose to negate all damage from the attack and in return may steal a spell from the opponent as per the Spell Thief's Steal Spells ability. All other restrictions and requirements of the original ability still apply, and the Binder may still borrow spells from a willing target with a touch as well.

Supernatural Arrow: The Binder gains an Arcane Archer's Imbue Arrow ability, with the additional benefit of being able to imbue it with either an area spell or an area supernatural ability. The Binder must wait 5 rounds after using this ability to use it again, and must also wait 5 rounds to use the imbued supernatural ability if they chose to do so.

In the Enemy's House: The Binder gains a +5 bonus to Disguise. This increases by +3 for every 3 levels beyond 10th.

Level 4 is too low. Try 6th. :)

[Post 1056]
Author : lycanthropic_paragon
Date : 03-29-07 02:24 PM
Thread Title : Re: let's make some new vestiges

I was thinking of making a set of vistages based on the movie "13 Ghosts" 4 vistages each one actual a set of 3 characters from the black zoidac. and each one being 8th lev. and the special requirement that you can only bind the remaining 3 after you bind one of them, so your forced to host all 12 or none at all. I had a mind for abilities like this. but this is a rough idea

1. The First Born Son - DR 10/ peirceing
2. The Torso - Regeneration
3. The Bound Woman - +10 to escape artist checks and use rope
4. The Withered Lover - Fire immunity

Second Vistag

5. The Torn Prince - weapon specialation: club

6. The Angry Princess - +2 charisma
 7. The Pilgrimage - spell penetration feat
 8. The Hammer - grave strike and golem strike /1d4 rds
- 3rd vistage
9. The Dire Mother - shrink spell /1d4 rds
 10. The Great Child - Swallow Whole special ability
 11. The Jackal - Frenzy special ability (from Frenzied berserkier prestige class)
 12. The Juggernaut - Powerful Build racial feature (see Goliath in RoS)

[Post 1057]
 Author : Ryuu Tenshi
 Date : 03-29-07 02:26 PM
 Thread Title : Re: let's make some new vestiges

Are they long swords or short swords? You mention both?

You realize the penalty for dual-wielding longswords is -4/-4 right?

Argh. They're both short swords. Damn it! x.X I'll fix it later. I'm... really busy ATM (hence why I haven't tried Saix or Roxas yet)

[Post 1058]
 Author : JiCi
 Date : 03-29-07 02:48 PM
 Thread Title : Re: let's make some new vestiges

Mortaske, Caller in the Bleak Looks good to me... love the skeletons

Vexus, Cursed Existence I see this vestige as a 2nd level, as most of the abilities do not increase with binder levels, otherwise, it's good.

Ossein, Revenant of the Core Like the flavor and abilities, great job.

8 powers is a bit much. Your tie-ins are excellent for the most part, but you can remove a few. I'd recommend losing the spell shield and magic cylinder. Also, shouldn't Spellbinding Circle be an immediate action? Really nice job otherwise. I don't suppose you'd be willing to give Gearfried the Iron Knight a shot next? Ok, perhaps I went a bit overboard with abilities. I suppose I could remove the last 2 abilities and add them to a future Dark Magician Girl vestige :P . As for Spellbinding Circle, I just don't have any idea what could counter. As for Gearfried the Iron Knight, I just shout out a few names like that, so perhaps when ideas will fly around I give it a shot. Recently, I had my eyes on the Elemental Heroes mainly because of their numerous fusion monsters. What I had in mind was that you could combine 2 or more vestiges together (up to 4 because of the binder's limit) to create a single more powerful vestige. Of course, the drawback would be that it counts as the same numbers of vestiges (two vestiges make 1, put counts as

2 for capacity).

[Post 1059]
Author : JiCi
Date : 03-29-07 05:09 PM
Thread Title : Re: let's make some new vestiges

Got another one:

<http://yugioh.wikia.com/images/3/38/DarkMagicianGirlsY2-JP-SR.jpg>

Mana, the Dark Magician Girl
Vestige Level: 4
Binding DC: 26

Legend: Mana comes from the same era as Mahad. She was also a childhood friend of the pharaoh and started the studies of magic with Mahad as her mentor. When she learned that Mahad turned into the Dark Magician and that the thief escaped the trap, she made a vow to become the best spellcaster of the kingdom, and she offered her services to the pharaoh in the name of her master.

However, things did not stay peaceful for long. The thief, who has been identified as Zorc, resurfaced from the darkness and launched an assault against a nearby village. The pharaoh took this chance to recapture the thief and avenge Mahad's defeat. However, Zorc's snake demon has grown even stronger since his battle versus Mahad and the pharaoh's servants summoned their monsters to repel the attack. However, neither of these was strong enough to stop the snake demon in its track. In a cruel strike, Zorc ordered his beast to kill the pharaoh. Mana did not want to see another of her friends killed, so she summoned her own mage and merged with it, become like her master a beast of darkness. She launched a magic attack at the demon, but the spell fails to destroy the beast. Fortunately, she has bought enough time for the pharaoh to retreat. Zorc, having conquer and set aflame the village, left the village to reform his troops and prepare his next raid.

Mana was able to save the pharaoh, but at the cost of her own life. Like Mahad, she became sealed into a stone tablet, lives as a vestige to this day.

Manifestation: The seal starts to glow with a bright yellow light and the middle of the seal become vaporous. Suddenly, a humanoid jumps out of the seal and levitates in a sit position. Mana appears as a human teenage girl with flowing blond hair. She wears an azure blue breastplate, boots, bracers and a curved helmet, as well as a short pink dress, revealing her shoulders, arms and legs.

Sign: Your hair turns blond and grows longer, about twice its normal length.

Influence: You become very attracted to magic items, locations, arcane temples and spellcasters. You're willing to give your life to defend allied spellcasters, as you admire them with a passion.

Granted Powers:

Dark Burning Attack: Once every 5 rounds, you may shoot a pulsing orb of dark energy at a target within 60 feet. Upon a successful ranged touch attack, the orb deals 1d6 points of damage per binder level. The damage is half fire and half pure energy, and thus it is not negated by resistances or immunities.

Magical Hats: Once every 5 rounds, as a standard action, you may conjure a number

of large cylindrical hats equal to 1 hat per 4 binder levels. Each hat can be placed in any square within 10 feet of you. One of those hats covers you completely, granting you total concealment. You are then teleported inside one of the hats; you DM secretly rolls a %d to determine in which hat you end up under. If an opponent hits an empty hat, the hat disappears. However, if an opponent hits a hat where you are standing under, you take normal damage and all hats disappear.

Loyal Apprentice: If you have Mahad, the Dark Magician bound to you while you have Mana, your dark burning attack increases to 1d8 points of damage per binder level, deals pure energy damage and threatens a critical hit on a 19 or 20.

Hidden Book of Spell: Once per day, if you can cast spells, you may take a standard action to recall one spell per 4 binder levels of any level you know. If you have spell-like abilities, you may use this ability to regain uses of one or several spell-like abilities.

Spell Shield Type-8: You may use greater dispel magic. You may use this ability a number of times per day equal to your Charisma bonus (minimum 1).

Magic Cylinder: If targeted by a spell, spell-like ability, power or psi-like ability, you may reflect the attack back at its caster as a immediate action. You may use this ability a number of times per day equal to your Charisma bonus (minimum 1). Only targeted spells can be reflected, but by expanding 3 uses of this ability, you may reflect spells and powers that affect you in an area.

I "recycled" Spell Shield and Magic Cylinder for this vestige. Tell me what do you think !

[Post 1060]
Author : Edge_of_Oblivion
Date : 03-29-07 06:15 PM
Thread Title : Re: let's make some new vestiges

Ashlyn

Level 4 is too low. Try 6th. :)

Alright, I'll be more direct. How can I keep the flavor (and hopefully, most of the abilities) and still make her 4th? I'm shooting for making a set of mid-level Vestiges (nothing below 3rd and nothing above 5th) based on Ashlyn and her fellow characters (still no one's managed to guess where they're from), and I would rather tweak her abilities than change her level that high.

[Post 1061]
Author : journeyman777
Date : 03-29-07 06:25 PM
Thread Title : Re: let's make some new vestiges

Ossein looks great. I'd let the wall be at will, not limited by level (similar to Halphax's Wall); Teeth and Bone Spear are both pretty potent: I'd make them 1/5 rounds (think about combining Malphus w/ Bone Spear: +2d6 damage on every opponent struck!). I would increase Strong Bones DR 10 at L18 or 20. I can live with sudden strike against a line of foes, that's a pretty rare circumstance. Did you mean that

I should increase Strong Bones again at 18-20 or not until 18-20? I thought I had made the spear 1/5rds, I'll go fix that. The wall may need a little playtesting before I make it at will. I want him to be a bit more of a blaster than a battlefield controller.

Vexus's abilities look balanced, but you need to make all of the curses 1 / 5 rounds, as more often than that is too powerful. Make all of the curses not stack (as is, given 3 rounds of using the first one, and thats an extra 3d8 from a simple longsword). L3 is too low: I'd go up to 5 or 6. The Curses stack with each other, but only decrepify (and now exposure) stacks with itself. I would prefer to keep him lv 3 though. Any suggestions?

Mortaske: rename Master Craftsman as something else. I'd make the undead last 1 hour / binder level, and have a maximum # HD = 2 X BL (I realize that you were mimicing The Dead Walk invocation as a base of the power level, but deviating might give it its own feel: maybe just summon undead effects instead?). Do you mean Searing Light??? I'm not familiar w/ Searing Flame. This may be too powerful... I'd scale it back to a "50' ranged touch attack that does 2d8 damage." Master's Bidding is nice and flavorful. Sure, I'll change the name. I may get around to tweaking Dead Walks soon, but I'm rather dubious about increasing the duration. Searing Flame is the stronger version of produce flame. It's normally a druid spell, but I like the way it works. I may downgrade it back to produce flame if it seems too strong.

HP damage is an abstraction of the D&D system. One point of damage doesn't mean an injury, in fact 10% of your health is often considered first blood. I suggest redoing this Special Requirement with that in mind. Simply requiring the Binder to prick his finger may suffice. Such a negligible amount of damage is going to mean nothing by this point anyway, so I just went for simplicity of application.

Does the Erosion Aura work on items? Objects? Why not?
Yes, it does. Or to be more specific, it will affect unattended items, attended items are always immune to area damage. It also damages the surrounding environment. I actually intend that to be one of the main balancing factors for it. The ability can be quite unsafe if you aren't on solid ground and most consumable items will not survive in it for long.

Does Corpse Eruption affect items worn on the corpse? It affects them the same as any unattended object in the area. Full damage to nonmagical items until they are destroyed, magic items can save as normal.

This vestige seems really nasty for a level 3. How about 4? I'd actually prefer to keep the level at 3 or lower, any suggestions to that end would be welcome.

BTW: Edits have been made based on these suggestions.

[Post 1062]
Author : DarkRhystar
Date : 03-29-07 07:39 PM
Thread Title : Re: let's make some new vestiges

Alright, I'll be more direct. How can I keep the flavor (and hopefully, most of the abilities) and still make her 4th? I'm shooting for making a set of mid-level Vestiges (nothing below 3rd and nothing above 5th) based on Ashlyn and her fellow characters (still no one's managed to guess where they're from), and I would rather tweak her abilities than change her level that high.

Add two notes to Mana Leach that say something to the extent of "The binder may not steal any spell of a level greater than one half his effective binder level" and "At any one time, the binder may possess a maximum number of stolen spell levels equal to one half his effective binder level." You may choose to say equal to his EBL (maximum of 10) instead however.

The first note to Mana Leach may already be implied with the current wording, but I would appreciate the clarification. :)

The second note is a bit of a nerf, but that rounds out to a level 4 (weak to mid power). Additionally, you could drop Precision's Manyshot penalty reduction to drop it to a solid level 3.

How does this sound?

[Post 1063]
Author : lycanthropic_paragon
Date : 03-30-07 12:32 AM
Thread Title : Re: let's make some new vestiges

Ok, here is the first part, a bit more refined

First Circle, Dawn of the twelve
Vestige Level: 8
Binding DC: 35

Legend: First circle, is uniquely, not one but three vestiges. It along with its counterparts, Second Circle; Equinox of the 12 & Third Circle; Dusk of the 12 are a set of Vestiges that are inexplicably tied yet as varied as the seasons. followers of the god Zeus claim them to be the evils released when Pandora opened the cursed box. Others who worship certain dark forces claim that each represents a dark month, a sign of a dark zodiac, to signal the end of days. Binder scholars cant agree or even verify any of the history of these unique vestiges.

Manifestation: The seal starts to glow with a bright red light and the echoing sounds of a child's laughter muffled as well as haged moaning mixed with the sobbing of women, then as if fading in from the vapor appear four figures one each facing in one of the four directions. One is a child, of the race of the binder, bearing a striking resemblance to them in life, but is always male. there is a clear visible wound as if he was sacrificed in some dark ritual. another is the torso of a muscular humanoid, the disfigured head hangs on barely from an almost clean blow to the neck and the entire lower half of the body is absent. as if it were some warrior cleaved in half, it supports itself on its arms, one hand clutching an impossibly large Axe. the third is barely viable as feminize but through the many straps. chains and canvas the shape of a female humanoid writhes, trying to free itself . last is a young woman with hands clasped, her form seems tousled as if she had not eaten nor slept in days. she looks longingly into the distance as if waiting for something a lock of mans hair in her hands.

Special Requirement: You must have the ability, and the desire, to bind Second Circle and Third Circle. if you currently have two vestiges bound, First circle will answer your call. Likewise all other vestiges understand the nature of the Circle vestiges and will not answer your calls once one of these entities have been called. Also the circle vestiges will refuse to answer your call if you attempt to bind them into a Vestige Phylactery. Finally the use of any Feat or ability to circumvent this measure is met with refusal to bind. for that as well as its clouded best is why many vestages dont attempt to bind these vestiage.

Sign: the symbol of the first born appears on your forehead. the symbol of the torso appears on your stomach, the symbol of the withered maiden appears in the center of the chest (over the heart), and the symbol of he bound woman appears on the small off your back. these symbols glow red with an Erie light whenever you use the power of the particular spirit

Influence: you become innocent and trusting of those you allied yourself. you also crave to fight to the bitter end end, always opting for a full attack as your first attack action. You hate being bound involuntarily and refuse with all your might anyone attempting to restrain you. Finlay you develop a deep emotional longing and affection for a member of the opposite sex but never express these feelings directly to that individual, developing what one might called an unhealthy crush

Granted Powers:

The First Born Son: You gain damage reduction 10/ Piercing weapons.

The Torso: You gain the use of the Cleave feat. if you already have the cleave feat, you gain Improved Cleave instead.

The Bound Woman:once every 5 rounds you can act as if under the freedom of movement spell, cast by a wizard of your binder level.

The Withered Maiden: You gain deathwatch as a constant effect.

[Post 1064]
Author : jameswilliamogle
Date : 03-30-07 06:21 AM
Thread Title : Re: let's make some new vestiges

First Circle should be, maybe, a L5 vestige. The powers aren't that powerful, really.

[Post 1065]
Author : lycanthropic_paragon
Date : 03-30-07 11:03 PM
Thread Title : Re: let's make some new vestiges

ok, will do, First Circle is ment to be the panzy of the 3 anyway. a kid, two chicks and half a guy arnt too intimidateing. will post Second Circle soon

[Post 1066]
Author : Edge_of_Oblivion
Date : 03-31-07 12:39 AM
Thread Title : Re: let's make some new vestiges

Add two notes to Mana Leach that say something to the extent of "The binder may not steal any spell of a level greater than one half his effective binder level" and "At any one time, the binder may possess a maximum number of stolen spell levels equal to one half his effective binder level." You may choose to say equal to his EBL (maximum of 10) instead however.

The first note to Mana Leach may already be implied with the current wording, but I would appreciate the clarification. :)

Actually, they both should be implied... I should have worded it as "As a Spell Thief of their Binder level." Spell Thief comes with those kind of limitations built into their Steal Spell ability.

The second note is a bit of a nerf, but that rounds out to a level 4 (weak to mid power). Additionally, you could drop Precision's Manyshot penalty reduction to drop it to a solid level 3.

How does this sound?

4 is perfect.

[Post 1067]
Author : DarkRhystar
Date : 03-31-07 08:08 AM
Thread Title : Re: let's make some new vestiges

Actually, they both should be implied... I should have worded it as "As a Spell Thief of their Binder level." Spell Thief comes with those kind of limitations built into their Steal Spell ability.

The 2nd part isn't already implied. The spell thief can steal a maximum number of spell levels equal to his class level. My change limits the binder to one half his effective binder level.

[Post 1068]
Author : Edge_of_Oblivion
Date : 03-31-07 09:53 AM
Thread Title : Re: let's make some new vestiges

Misread. Good idea, though; I edited it. Thanks.

[Post 1069]
Author : Bill Lumberg
Date : 03-31-07 04:19 PM
Thread Title : Re: let's make some new vestiges

DarkRhystar I changed Janilso to 4th level and gave him a title. I explained Ranet's mistress of flame ability as well. Thanks for the input.

Would someone please give me some thoughts on Czernobog on page 26?

I will do some critiquing soon, probably tomorrow. I don't play video games, so I will only be touching on mechanics.

Thanks

[Post 1070]

Author : lycanthropic_paragon
Date : 03-31-07 04:19 PM
Thread Title : Re: let's make some new vestiges

Ok, heres the full list,

The Vestiges based on the 13 Ghosts (<http://13ghosts.warnerbros.com/noFlash.html>)

First Circle, Dawn of the Twelve
Vestige Level: 4
Binding DC: 25

Legend: First circle, is uniquely, not one but three vestiges. It along with its counterparts, Second Circle; Equinox of the 12 & Third Circle; Dusk of the 12 are a set of Vestiges that are inexplicably tied yet as varied as the seasons. followers of the god Zeus claim them to be the evils released when Pandora opened the cursed box. Others who worship certain dark forces claim that each represents a dark month, a sign of a dark zodiac, to signal the end of days. Binder scholars cant agree or even verify any of the history of these unique vestiges.

Manifestation: The seal starts to glow with a bright red light and the echoing sounds of a child's laughter muffled as well as hagrid moaning mixed with the sobbing of women, then as if fading in from the vapor appear four figures one each facing in one of the four directions. One is a child, of the race of the binder, bearing a striking resemblance to them in childhood, but is always male. there is a clear visible wound as if he was sacrificed in some dark ritual. another is the torso of a muscular humanoid, the disfigured head hangs on barely from an almost clean blow to the neck and the entire lower half of the body is absent. as if it were some warrior cleaved in half, it supports itself on its arms, one hand clutching an impossibly large Axe. the third is barely viable as feminize but through the many straps. chains and canvas the shape of a female humanoid writhes, trying to free itself . last is a young woman with hands clasped, her form seems tousled as if she had not eaten nor slept in days. she looks longingly into the distance as if waiting for something a lock of mans hair in her hands.

Special Requirement: You must have the ability, and the desire, to bind Second Circle and Third Circle. if you currently have two vestiges bound, First circle will answer your call. Likewise all other vestiges understand the nature of the Circle vestiges and will not answer your calls once one of these entities have been called. Also the circle vestiges will refuse to answer your call if you attempt to bind them into a Vestige Phylactery. Finally the use of any Feat or ability to circumvent this measure is met with refusal to bind. for that as well as its clouded best is why many vestiges dont attempt to bind these vestige.

Sign: the symbol of the first born appears on your forehead. the symbol of the torso appears on your stomach, the symbol of the withered maiden appears in the center of the chest (over the heart), and the symbol of the bound woman appears on the small off your back. these symbols glow red with an Erie light whenever you use the power of the particular spirit

Influence: you become innocent and trusting of those you allied yourself. you also crave to fight to the bitter end end, always opting for a full attack as your first attack action. You hate being bound involuntarily and refuse with all your might anyone attempting to restrain you. Finlay you develop a deep emotional longing and affection for a member of the opposite sex but never express these feelings directly to that individual, developing what one might called an unhealthy crush

Granted Powers:

The First Born Son: You gain damage reduction 10/ Piercing weapons.

The Torso: You gain the use of the Cleave feat. if you already have the cleave feat, you gain Improved Cleave instead.

The Bound Woman: Once every 5 rounds you can act as if under the freedom of movement spell, cast by a wizard of your binder level.

The Withered Maiden: You gain deathwatch as a constant effect.

Second Circle, Equinox of the Twelve
Vestige Level: 6
Binding DC: 29

Legend: Second Circle; Equinox of the 12, is uniquely, not one but four vestiges. It along with its counterparts, First Circle; Dawn of the twelve & Third Circle; Dusk of the 12 are a set of Vestiges that are inexplicably tied yet as varied as the seasons. followers of the god Zeus claim them to be the evils released when Pandora opened the cursed box. Others who worship certain dark forces claim that each represents a dark month, a sign of a dark zodiac, to signal the end of days. Binder scholars cant agree or even verify any of the history of these unique vestiges.

Manifestation: The seal starts to glow with a bright red light and the echoing sounds of men's groaning as well as the echoing strikes of a smith's hammer sprinkled with the muttering of arcane saying as if some one were casting a curse, then as if fading in from the vapor appear four figures one each facing in one of the four directions. The first appears to be a young page, wearing scant armor as if facing battle for the first time, he looks angry and the outline of a horse shoe is imprinted on his shoulder guard, as if he were kicked trying to mount his horse. bone showing through the opening. the second appears as a nymph, stunningly beautiful and scantily clad, she weeps bitterly as she clutches a superficial wound on her face. the third is a woman dressed in simple clerical robes but they are dirty and worn, she looks malnourished and ragged, her head drops inside the large pillory that binds her neck and wrists. finally the last appears as an Azer forge master, smirking and tapping his flaming hammer on his palm.

Special Requirement: You must have the ability, and the desire, to bind Third Circle and have First Circle already bound. all other vestiges understand the nature of the Circle vestiges and will not answer your calls once one of these entities have been called. Also the circle vestiges will refuse to answer your call if you adept to bind them into a Vestige Phylactery.

Sign: the symbol of the torn prince appears on your left shoulder. the symbol of the angry princess appears over your right eye and on your eyelid, the symbol of the pilgrimes appears on the back of your neck, and the symbol of the hammer appears on the back of your right hand. these symbols glow red with an erie light whenever you use the power of the particular spirit

Influence: you become a glory seeker and are enraged if some minor incident makes you look the fool. Your vanity also increases and your fear of being disfigure resounds, you must opt to be magically healed (if the option is available) immediately after combat ceases so you do not allow scaring to occur. additionally you grow weary of anyone who voices a disagrees with your personal beliefs, as if fearing attack from them, finally you grow confident in any skill involving hard work, despite no matter the toll it exerts on you you crow and boast about how much you can accomplish and how easily you complete your work.

Granted Powers:

The Torn Prince: you are proficient with all blunt weapons, also you may use the Cleave feat with blunt weapons.

The Angry Princess: As long as you are at full hit points you gain a +4 enchantment bonus to your Charisma.

The Pilgrimes: The save for any spell or spell like effect you create is increased by 2.

The Hammer: Once every five rounds. you can attack as if you had both the Golem Strike and the Grave Strike spells cast, Essentially allowing you to deal critical hit damage to constructs and undead.

Third Circle, Dusk of the Twelve

Vestige Level: 8

Binding DC: 35

Legend: Third Circle; Dusk of the 12, is uniquely, not one but four visage's. It along with its counterparts, First Circle; Dawn of the twelve & Second Circle; Equinox of the 12 are a set of Visages that are inexplicably tied yet as varied as the seasons. followers of the god Zeus claim them to be the evils released when Pandora opened the cursed box. Others who worship certain dark forces claim that each represents a dark month, a sign of a dark zodiac, to signal the end of days. Binder scholars cant agree or even verify any of the history of these unique vestiges.

Manifestation: The seal starts to glow with a bright red light and the seal seems to separate into 3 rings that begin to violently spin independently of each other, like some great astrolabe. the images of the specters from the first circle and the second circle seem to enter the summoning circle, bordering the whirling blades, as if exiting from your body and take up a position around the blades, all holding hands, then four new faces enter from the outsides of the circle at the four points o the compass. one is a madman, still wearing his broken restraints, a crazed look in his eye and a grin on his mouth as his bony clawed hands drip flesh blood. the second is a homely human, of imposable proportions his features angular and strong like some kind of golem made life. the third is an old woman crouched and decryped, as small as a halfling or gnome, but she looks more like a deformed bog hag except her flesh is a sickly white. the last looks like a famine spirit, or a Nupperibo demon, its massive bloated body writhes as if items wormed underneath, if it was not so grotesque and frightening it might seem funny that this image wear the swaddling breeches of an infant, like some great mockery of a hill giant toddler. they all join hands and save for one gap, where two fail to grasp hands, as if there was a missing member, they encircle the blades looking inward.

Special Requirement: You must have already bound First Circle and Second Circle. all other vestiges understand the nature of the Circle vestiges and will not answer your calls once one of these entities have been called. Also the circle visages will refuse to answer your call if you attempt to bind them into a Visage Phylactery.

Sign: the symbol of the dire mother appears on your left breast. the symbol of the Great child over your mouth, the symbol of the jackal appears on throat, and the symbol of the Juggernaut appears on the back of your left hand. these symbols glow red with an erie light whenever you use the power of the particular spirit

Influence: you become morbid and sadistic, you enjoy watching your enemies bleed, and see a foe bleeding to death (at 0 hit points and not stabilizing) you must stop and watch him intently, giggling madly as he perishes. You also gain a no-nonsense

approach to acquiring what you want, you always choose to use intimidate rather than diplomacy to influence people, even if diplomacy is vastly the better choice. you become overprotecting and almost smothering to some one you deem weaker than you, weather or not they actually are, and finally the "unhealthy crush" that you discovered with the Withered Maiden takes a more maternal twist, you want that person to coddle and baby you, if you don't get this kind of attention you instead become depressed and angry at those you perceive to either threaten or be otherwise unkind to your female companion, consoling your grief with vast quantities of food and letting your hatred seethe for those who appose her.

Granted Powers:

The Dire Mother: once every five rounds you can cast Reduce Person as a wizard of 1 and 1/2 your binder level. however you have to deliver it as a touch attack

The Great Child: You gain a bite attack that deals 1d3 damage, also you gain the Swallow Whole special ability. (See MM)

The Jackal: You gain the Frenzy class ability of the Frenzied berserker(Complete Warrior) a number of times per day equal to 1/2 your con mod (min 1)

The Juggernaut: You gain the benefits of the Powerful Build racial ability of the Goliath (Races of Stone)

[Post 1071]
Author : Edge_of_Oblivion
Date : 03-31-07 11:59 PM
Thread Title : Re: let's make some new vestiges

The standard wait time for reloading vestige abilities is five rounds, not four.

That's all I can come up with right now - need sleep - so I'll have another look tomorrow.

[Post 1072]
Author : backyrat
Date : 04-01-07 12:54 AM
Thread Title : Re: let's make some new vestiges

Rook, The Face in the Flesh
Vestige Level: 7
Binding DC: 29

Legend: Rook is thought to be a long deposed god of death and decay. The battles leading to his fall were never forgotten or forgiven by Rook's successor and Rook now waits in vain for the peace of oblivion.

Manifestation: The seal begins to bubble and swell. Flies begin to burst from the symbol, until they have filled out as a roughly humanoid shape. When Rook speaks his voice is made by the movement of the flies' wings.

Special Requirement: None.

Sign: With every word you speak, a single fly comes out of your mouth and flies away.

Influence: you become obsessed with death and decay and begin collecting portions of every dead creature you find. Attempts to separate you from your trophies results in a violent reaction.

Granted Powers:

Swarm stride: When performing a move action you transform into a moving swarm of voracious flies. When you use this ability, you become a swarm of Diminutive flies that fill one five foot square. In this swarm form, you gain the following characteristics and traits.

•Abilities: Your Strength score drops to 1, but your Dexterity score increases by 6.

•Armor Class: You lose any natural armor or armor bonuses to Armor Class. You gain a +4 size bonus to AC, and a deflection bonus to AC equal to your Charisma modifier.

•Movement: You gain a fly speed of 40 feet with perfect maneuverability. You can pass through openings a Diminutive creature could pass through.

•Swarm Traits: You are not subject to critical hits or flanking, and you are immune to weapon damage. You cannot be tripped, grappled, or bull rushed, and you cannot grapple an opponent. You are immune to any spell or effect that targets a specific number of creatures, except for mind-affecting spells and abilities. You take half again as much damage (+50%) from spells or effects that affect an area. Unlike other swarms of Diminutive creatures, you are not vulnerable to wind effects.

-If reduced to 0 hit points or less, are rendered unconscious by nonlethal damage, or stop moving you instantly return to your normal form in your current square.

Swarm Trample: As a full round action you can move twice your movement rate attacking all creatures along the way. When you pass through a space occupied by a creature that creature takes $4d6 + 1d6$ for every 2 binder levels over 15th points of piercing damage. This attack strikes as a magic weapon of your alignment. An opponent can attempt a Reflex save to take half damage from this attack. You can deal swarm trampling damage to each target only once per round, no matter how many times your movement takes you over a target creature. Once you have used this ability you can not do so again for 5 rounds.

Stench of Death: As a free action you can exude a devastating smell. Any creature within 10 feet must make a fortitude save or become sickened for $1d4+5$ rounds. This is a poison effect.

Feast of Flesh: As a move action you can produce an effect identical to the death knell spell with a caster level equal to your EBL. Once you have used this ability you can not do so again for 5 rounds.

[Post 1073]
Author : Bill Lumberg
Date : 04-01-07 08:47 AM
Thread Title : Re: let's make some new vestiges

Rook looks good; his influence is interesting and the powers are unique. How often can the binder assume swarm form?

I don't see any need for changes.

[Post 1074]
Author : lycanthropic_paragon
Date : 04-01-07 03:18 PM
Thread Title : Re: let's make some new vestiges

the whole biteing flies thing reminds me of Belizabub, cool though. though I *expletive deleted* HATE yellow flies (http://creatures.ifas.ufl.edu/livestock/yellow_fly.htm)... ah life in the rural south

[Post 1075]
Author : DarkRhystar
Date : 04-01-07 03:56 PM
Thread Title : Re: let's make some new vestiges

More mass PEACH'ing: 1 of Bill's and 3 of Journey's.

One more. Please P.E.A.C.H.

Czernobog, the Tide of Woe

Level: 4? 5?

Granted Abilities: Czernobog grants binders power over misfortune and darkness.

Woe Betide You: The binder can curse someone within 60 feet with bad luck. The victim must make a second roll when attacking, using a skill, making a save or the like. The lower of the two rolls applies. This power can be used once every five rounds.

Unintended Consequences: This is a defense against spells. If a binder is targeted by a reversible spell he receives the reverse effect if that would be beneficial to him. The spell must allow a save and the binder must succeed at it. This power lays dormant until it is triggered. This is an immediate action. After this power is triggered the binder must wait five rounds to trigger it again.

Shadow Sanctuary: The binder can wrap his own shadow around himself to gain the benefit of the spell Armor of Darkness. The binder cannot grant this power to others. After it ends, the binder must wait five rounds to use this power again. This power can only be used if Czernobog's sign is shown.

Creature of Darkness: The binder gains a +1 bonus to his constitution score while

he is in normal or magical darkness. This bonus is negated if the prevailing illumination is brighter than shadowy. He is also able to see perfectly in either normal or magical darkness.

An Ill Wind: The binder can use his shadow to steal another creature's good fortune. The binder can make a ranged touch attack against a foe within 5 feet per binder level. The victim suffers a penalty equal to the binder's charisma score (maximum of 4) to all rolls for one round. The binder gains an equal bonus to all rolls for the same round. A Will save negates this effect.

The binder must show Czernobog's sign to use this power. It can be used in the same round as Shadow Sanctuary.

Level 5.

Define "reverse effect" and "reversible spell" as they make no sense.

Remove the note about using two powers in the same round as they're all standard actions as written.

Ossein, Revenant of the Core

Level: 5

Influence: Ossein spent his entire career manipulating the structure of the body. He treated it as a sacred design. While bound to him you may not wield bludgeoning weapons against any creature with a skeleton.

Granted Abilities:

Teeth: Dust from the ground swirls up and forms into a ring of teeth around you. The teeth fly out in all directions dealing 1d4 points of piercing damage per binder level in a 5ft per level radius (reflex half).

Bone Spear: Dust from the ground gathers to create a large bone spear you may wield in without penalty. You may also throw the spear in a 60ft line as a standard action. When thrown in this way, the spear makes one attack against each enemy in the line exactly as if you were using it in melee and then reappears in your hand. Once you have thrown the spear in this fashion, you must wait 5 rounds before using this way again. The spear has a +1 enhancement bonus that increases by 1 at every third level after 7th. The spear disappears if it leaves your hand for any other reason. Calling the spear is a swift action.

Bone Dust: You attempt to turn a single target's skeletal structure to dust. This attack deals 1d8 points of non-elemental damage per EBL to a single target within 60ft (fort half). Once you have used this ability, you must wait 5 rounds before using it again.

Wall of Bone: As a standard action you can cause a wall of bone to form. This acts like the spell wall of ice except that the wall only lasts 1 minute and passing through a destroyed section deals piercing damage instead of cold. Once you have used this ability, you must wait 5 rounds before using it again. You may use this ability once per binding and an additional time for every 3 levels above 7th.

Strong Bones: You gain DR 5/bludgeoning. At lv 14 this increases to DR 10. At lv 20 this becomes DR 20/bludgeoning.

Blessing of Bone: You ignore any damage dealt you by bones, this includes bite attacks, bone weapons, and the natural attacks of any creature made of bones (such

as skeletons and bone golems). Similarly, your melee attacks ignore the AC bonus provided by bone armors and the natural armor and DR possessed by creatures of bone. Lastly, you may also pass through walls of bone as if they weren't there. You may confer this benefit on a number of other creatures equal to your charisma mod.

Please PEACH

The influence as written makes no sense as to why it discriminates only against bludgeoning weapons.

Drop the limit of uses per binding to Wall of Bone; it really doesn't fit.

Blessing of bone just doesn't make sense as an ability and seems overly complex/specific. How about something a little more useful in a broad sense?

Be sure to separate out the "pass through wall of bones effect" from this; it should be its own ability or part of Wall of Bones.

Vexus, Cursed Existence

Level: 3???

Granted Abilities:

Summary for convenience: All of the following curses have a range of 5ft per EBL, affect all enemies within a 5ft burst, have a duration of 1 round per EBL, and may be negated by remove curse. With the exception of decrepify, none of the curses stack with themselves.

Amplify Damage: Affected creatures struck by physical attacks take additional damage equal to the base damage for that attack.

Weakness: Affected creatures take a penalty to strength equal to half your EBL. This may not reduce a creature's strength below 1. A successful fort save reduces the penalty by half.

Retribution: Affected creatures take their own base weapon damage on themselves each time they attack (they still deal full damage to the original target). Will save negates.

Blood Payment: Allies who damage the cursed creatures regain hp equal to their base weapon damage. Fort negates.

Decrepify: Affected creatures take a -4 penalty to all physical stats and are slowed for one round. A will save reduces the penalty to -2 and negates the slow effect. This penalty may stack with itself and can reduce a stat to 0.

Exposure: All of the affected creatures' energy resistances are reduced by an amount equal to your EBL.

Play Notes: Avoid letting clerics see your sign. They may kill you even if they don't realize you are a binder.

Design Notes: Another Diablo 2 vestige. I'm aiming for lv 3 with this one, but the abilities have no real equivalents for me to measure against. Let me know what abilities you think need to be weakened or need a saving throw.

Please PEACH

Decrepify and Exposure feel far too powerful for a level 3 vestige.

I suggesting raising it up to level up to 4 and dropping Exposure's power to 5 + 1/2 EBL.

Mortaske, Caller in the Bleak

Level: 4

The Dead Walk: This ability functions as the spell animate dead except that it does not carry the evil descriptor, it requires no material component, you may only animate skeletons, and they remain animated for only 1 hour before turning to dust. At lv 14 you gain the ability to animate skeleton mages. They gain 2 less hp per HD, but they gain produce searing flame as a spell-like ability with unlimited uses and may alter the energy type to cold, electric, or acid damage at will. Their caster lv is equal to their HD or your EBL, whichever is lower.

Dark Artist: You gain the corpsecrafter feat except that its benefit applies only to undead created by supernatural abilities. You also gain one additional feat that has corpsecrafter as a prerequisite for every three levels above 4th.

Master's Bidding: You may use a standard action to grant your skeletons within 60ft a single benefit for one round. At first you may only grant fast healing 1. At 8th lv you may grant an extra attack (doesn't stack with haste or similar effects). At 9th lv you may grant energy resistance 20 to fire, acid, or electricity damage. At lv 12, you may grant an extra 5ft of reach. At lv 13, you may grant an extra 5 DR. At lv 14, you may grant +20ft to their movement speed. Master's bidding only requires a move action at lv 10 or a swift action at lv 15.

Pretty nifty, but I definitely feel this one is a little strong for 4th level. The feats seem a bit much; maybe a slower progression would settle it a bit.

[Post 1076]

Author : journeyman777

Date : 04-01-07 07:19 PM

Thread Title : Re: let's make some new vestiges

The influence as written makes no sense as to why it discriminates only against bludgeoning weapons. Slashing and piercing weapons generally don't inflict much damage to the skeleton in the process of killing something. Since that doesn't seem to have come across as well as I'd hoped...slashing has been added to his prohibition.

Drop the limit of uses per binding to Wall of Bone; it really doesn't fit. Fine by me.

Blessing of bone just doesn't make sense as an ability and seems overly complex/specific. How about something a little more useful in a broad sense?

Be sure to separate out the "pass through wall of bones effect" from this; it should be its own ability or part of Wall of Bones. Take another look, I've switched to a somewhat less specific version.

Decrepify and Exposure feel far too powerful for a level 3 vestige.

I suggesting raising it up to level up to 4 and dropping Exposure's power to 5 + 1/2 EBL. Noted, I've changed them to start weaker but scale a little better.

However, I am set on having Vexus be 3rd lv. Oddly, there seems to be a great deal of disagreement about what lv he effectively is now. I've seen him called lv 2, lv 4, even lv 5, I'll keep tweaking until we have a consensus.

Pretty nifty, but I definitely feel this one is a little strong for 4th level. The feats seem a bit much; maybe a slower progression would settle it a bit. I really did want to give all of the corpsecrafter feats by lv 20, but I suppose I can give up one. The feat progression has been slowed.

Many thanks for the feedback, edits have been made. Just let me know if there are still any problems.

[Post 1077]
Author : DarkRhystar
Date : 04-01-07 08:12 PM
Thread Title : Re: let's make some new vestiges

Slashing and piercing weapons generally don't inflict much damage to the skeleton in the process of killing something. If you really feel slashing weapons should be included, I'll add them.

The influence doesn't need to be changed as to what it does. It's just that your explanation of why it is what it is sounds a bit strange. If you said something along the lines of...

During Ossein's long career of manipulating the structure of the body he bore witness to the aftermath of many brutal deaths. The deceased were not only savagely bludgeoned to death but their bodies and skeletons were mangled and shattered by sheer strength of the assaults. As one who revered the body as a sacred design, he was sickened at thought of weapons capable of such vile results. While bound to Ossein, his own disgust of such things gnaws at your resolve preventing you from wielding bludgeoning weapons against any creature with a skeleton.

Now that's a reason to avoid bludgeoning weapons. :)

Would "You and all of your equipment is considered incorporeal in relation to objects or creatures of bone whenever this would be beneficial to you." be better?

Maybe it's just me. I'm not a fan of the distinction "Is it a bone? Is it not a bone?" It's not a distinction you see often which means the DM has to make judgment calls on it and you're not going to see this ability come into play that often.

Something simpler that affects play more often would be better in my opinion (and make a more worthy ability of a vestige of this level). Still, feel free to keep what you have; this is just a personal opinion of mine.

I don't mind weakening exposure if need be, but you didn't mention any ideas for scaling down decrepify. I am set on having him be 3rd lv, I just need to know what to change. Oddly, there seems to be a great deal of disagreement about what lv he effectively is now. I've seen him called lv 2, lv 4, even lv 5, I'll keep tweaking until we have a consensus.

I really did want to give all of the corpsecrafter feats by lv 20, but I suppose I can give up one.

It's the duration of 1 hour on The Dead Walk that keeps confusing things. If you can find a whole lot of bodies in a hurry, you've got a really really powerful ability on your hands. You can raise an army of HD equal to 4 times your EBL for free. At level 5, that's an army of 20 HD; enough to be an "I win" button for a great variety of encounters.

Realistically speaking though, you won't find that many bodies and you may have only 3-6 skeletons following you around even in dungeon adventures. Even at that, if they all use Aid Another, that's +6-+12 AB on your next attack, AC against the next attack coming your way, or to your next skill check. For as much power as they have, they disappear after one hour making not quite so useful in any long term situation. Let's not even mention what a Cleric could do with all of them...

Very powerful vestige if you can find enough corpses to keep a small group before they disappear. Bag of Holding (Corpses) anyone?

I think 4th is good though.

[Post 1078]
Author : backyrat
Date : 04-01-07 10:45 PM
Thread Title : Re: let's make some new vestiges

Rook looks good; his influence is interesting and the powers are unique. How often can the binder assume swarm form?

The binder can assume swarm form on every movement.

I don't see any need for changes.

cool, thanks to you and L. paragon for looking it over.

[Post 1079]
Author : backyrat
Date : 04-01-07 11:47 PM
Thread Title : Re: let's make some new vestiges

Prat, Craven Companion
Vestige Level: 5
Binding DC: 26

Legend: Prat is an amalgam of the souls of useless sidekicks to powerful creatures throughout time and space. Unwanted, unneeded, and generally unheeded Prat rolls on waiting for his turn to be the hero.

Manifestation: Once the seal is complete a high whining sound begins growing steadily stronger. Prat arrives, screaming, by crashing to the floor from above, then picks himself up, smiles and proceeds to dust his clothes. Prat invariably appears as a short, skinny, disheveled young man of the binders race.

Special Requirement: Bluff 6 ranks.

Sign: The binder is unable to stop grinning. His grin appears to be larger than normal, revealing several teeth more than would normally appear in the binder's mouth.

Influence: The binder becomes obnoxiously cheerful, and must sing bits of song at full volume for one round out of every ten.

Granted Powers:

Hilarious assertion: As a standard action the binder can declare his greatness, inducing laughter identical to that induced by hideous laughter spell of the same caster level as the binders EBL in all creatures within 20 ft. Creatures are allowed a will save to negate the effect. Should a creature be affected by this power they can make a new saving throw on each succeeding to round to negate further laughter. This is a language dependent, mind-affecting, sonic ability. Once the binder has used this ability he can not do so again for 5 rounds.

Practiced landing: The binder is immune to falling damage.

Flee your fate: The binder gains the feat Fade into Violence. Further he can use this feat even if armored and/or armed. The feat still loses all effect if the binder were to attack any opponent.

Improved Dodge: As a free action the binder gains a +4 dodge bonus for one round against one creature designated. Once the binder has used this ability he can not do so again for 5 rounds.

Stumbling luck: The binder gains the benefits of the tactical feat Elusive Target. He can use Improved Dodge in place of the Dodge feat for purposes of the Elusive Target feat options.

[Post 1080]
Author : journeyman777
Date : 04-02-07 12:23 PM
Thread Title : Re: let's make some new vestiges

Oh, I like Prat. That's awesome. Just one idea though, could you also give him a bonus against traps? Sidekicks always seem to be setting them off, but never really get hurt by them.

[Post 1081]
Author : journeyman777
Date : 04-02-07 12:37 PM
Thread Title : Re: let's make some new vestiges

I'm sick and somewhat out of it today, so please be nice if there are any glaring errors in this one.

Nekone, Unlucky Catgirl

Level: 2

Binding DC: 15

Special Requirement: Yes

Sign: Your ears are replaced by a pair of black feline ears and you grow a black feline tail (unless you already have a tail).

Legend: Bast, the demigod of cats, was charged with the sole duty of watching over the City of Walls. This unique metropolis of indestructible walls had existed from the very beginning of the world. Built by the gods themselves, the city walls formed an arcane lock directly upon a massive gate to the lower planes. Every thousand years the city's spell would fail for a single night, unleashing the denizens of the lower planes into the streets. During this night, the impervious walls and locked doors of the city would contain the fiends until morning came. With the rising of the sun the gates would open and the fiends be let loose upon the world. Though ignorant of its true purpose, the inhabitants of the city knew it to be sacred to Bast. Thus, all felines were ever welcome and cared for there. On the Night of Unsealing, Bast would grant his blessing upon the city, temporarily awakening and empowering all cats within it to fight and ensure that no fiend remained on the streets when sunrise came. Nekone, a were-cat happened to be there on such a night. She was in cat form when the sun fell and thus received Bast's blessing, but was human form when dawn arrived and thus retained the fragment of Bast's divinity. Unwilling to let the other gods know of his mistake and unable to reclaim his blessing after the night had ended, Bast hid her beyond the planes to await the next Night of the Unsealing.

Manifestation: A sleek black cat leaps down out of the seal as if jumping from a high place. She looks you over once and then shifts to become a pretty girl. Though otherwise human, she still has the ears and tail of a cat. She greets you cheerfully and asks what year it is. Upon hearing your answer, she becomes disappointed. She then waves at you and disappears.

Special Requirements: The seal must be drawn within a city on either a wall or door.

Influence: You prefer high places and are easily distracted. When facing a group of enemies that includes a fiend, you must do your best to prevent it from escaping.

Granted Abilities:

Senses of the Cat: You gain alertness, skill focus (listen), and low-light vision if you do not already have them.

Cat's Competence: You gain a +6 competence bonus on jump, climb, and tumble checks. You also gain a +2 bonus on reflex saves.

Gatekeeper: Your natural attacks always overcome the DR of fiends and fiends damaged by your attacks may not use teleportation, planeshifting, or calling effects for a number of rounds equal to your charisma bonus.

Death from Above: You deal an extra 1d6 damage to foes you have the high ground advantage against.

You can shapeshift at will into a cat form. It requires only a swift action to shapeshift. You retain your normal Hit Dice, hp, BAB, Base Saves, and Skill Ranks. You also retain your normal ability scores, plus any enhancement bonuses granted by the new form. You retain all extraordinary, supernatural, and spell-like special attacks and qualities of your normal form, except for those requiring a body part your new form lacks. You retain your type and any subtypes.

All held, carried, or worn gear melds into your new form and becomes non-functional until you return to your normal form. You cannot speak in shapeshifted form, and your limbs lack the precision to wield weapons or perform tasks involving fine manipulation. You cannot cast spells or activate magic items while shapeshifted, even if you have an ability that would otherwise allow you to do so. You do not gain any special attacks or qualities except as described below. Damage dice listed

are for medium characters; larger or smaller characters should adjust these values as shown on pg 28 of the DMG. If knocked unconscious or slain while shapeshifted, you return to your normal form.

You gain natural weapons (and reach with those weapons) as described below. These natural weapons gain an enhancement bonus equal to 1/4 your EBL and are treated as magic weapons at 4th level or higher. You gain a primary bite attack that deals 1d6 points of damage with normal reach for your size. You gain a +4 bonus to natural armor and your base speed changes to 50 feet. At 4th level, you also gain mobility as a bonus feat while shapeshifted. This form is your size and always feline in appearance.

At 8th level, you gain access to an additional form. While in this form, you gain a primary bite attack that deals 1d8 points of damage and two secondary claw attacks for 1d6 points of damage. Your size increases by one category (to a maximum of colossal), and you gain reach appropriate to your new size. You gain a +8 enhancement bonus to strength, a +4 enhancement bonus to fortitude saves, and your natural armor increases by 8. Your base speed changes to 40 feet. At 10th level you gain improved critical (bite) and (claw) as bonus feats while in this form. This form is always feline in appearance.

Enchantment (Charm) (Mind Affecting)
Activation time: 1 immediate action
Range: 5ft per EBL
Duration: Instantaneous
Saving Throw: Will Negates

If the target fails its save, it refrains from attacking you or targeting you for the remainder of the current round. You can use this ability during an opponent's turn after the opponent announces its intention to attack you or target you with a hostile effect. If the opponent become subject to this ability, it can choose a new target to attack, but it takes a -4 circumstance penalty on its attack roll due to the last second change of target. Likewise, the subject of the ability can redirect a hostile effect that had been targeted on you, but they must succeed on a concentration check against your save DC or the effect is instead negated. You must wait five rounds before using this ability again.

Play Notes: Have fun playing up the feline behavior traits and features.

Design Notes: This one's mostly a joke vestige since I like catgirls, but I went to the trouble of making her seriously playable. The abilities match a few feats as well as a single warlock least invocation. Catform is the predator and ferocious slayer forms from the shapeshift variant druid. Too Cute to Die is a modified version of the lv 2 spell Stay the Hand. Gatekeeper simply ties to my legend and provides a reason to use the vestige at higher levels. Death from Above uses the ability of the Piercer Cloak from Magic Item Compendium and is my little joke reference to the cat vs commoner thread, "It's over Steve, I have the high ground!" Be glad I couldn't find my stats for a cat swarm or she might have had summon catswarm as well. I don't want to change the level, so please focus on any alterations you think need to be made to the abilities.

Please PEACH

[Post 1082]
Author : journeyman777
Date : 04-02-07 05:15 PM
Thread Title : Re: let's make some new vestiges

I was trying to make a shadow crafter vestige, but rereading the shadowcaster section sort of wrote this one by itself. Enjoy.

Shiyumi, Failure in Darkness

Level: 2

Binding DC: 20

Special Requirement: Yes

Sign: Your skin is always shadowed and pale, regardless of the lighting conditions.

Legend: Shiyumi was a promising apprentice in the paths of shadow, but his ambition proved his downfall. His philosophy was that only the power mattered, not the method. He sought constantly to increase his power by facing the strongest foes available. Unfortunately, his reckless advancement in power left him with a flawed understanding of its very basics. As his power continued to grow rapidly, his techniques became unable to handle the strain he placed upon them. They warped in unexpected ways. Despite this, luck and loyal friends preserved him. He attempted the mystery of umbral body and became shadow incarnate. However, his ruined technique made him into a true shadow and he became nothing when exposed to the light.

Special Requirements: The seal must be drawn in shadowy illumination. Additionally, Shiyumi hates those who understand the depths of his error, so he will not answer any binder with at least 8 ranks in knowledge (the planes).

Manifestation: A shadow slowly extends back from the seal, as if a man were standing within it and the sun moving rapidly by overhead. His voice is like a whisper on the wind and seems to come from nowhere. He says only the words 'why?' and 'How?' over and over. He takes no notice of the binder's presence.

Influence: You become emotionally distant and may not admit it when you have made a mistake.

Granted Abilities:

Speed of Dark: You gain a +10 foot bonus to your speed in all modes of movement.

Umbral Sight: You gain darkvision out to 60ft and superior lowlight vision, but are dazzled in bright light (daylight spell or the equivalent).

One with the Shadows: You gain a +6 circumstance bonus to hide and move silently and may hide in plain sight. This ability only functions in shadowy illumination or darker.

Chill of Night: You gain resistance to cold 10.

Shadowed Life: You no longer need to eat or drink while bound to Shiyumi. At level 10, you no longer need sleep. At level 20, you no longer need to breathe.

Touch of Darkness: As a standard action, you may make a touch attack that deals 1d6 points of non-lethal damage per binder lv and causes the subject to become fatigued for 1 round per binder lv (fort save negates the fatigue). This ability cannot stack with itself to exhaust the target. This is a necromancy effect. Once you have used this ability, you cannot do so again for 5 rounds.

Shadow Infusion: As part of the use of one of your supernatural abilities that deals damage, you may infuse it with the material of the plane of shadow. You may increase your EBL or hit die for the purpose of that ability, but doing so makes it less real by 10% per level increase. The target(s) of the ability may immediately make a will save (in addition to any saves the ability normally allows) to recognize its partial reality and thereby reduce the damage dealt by 10% per level it was increased. The altered ability is considered an illusion [shadow] effect. Additionally, you must make a fortitude save against your own DC or suffer a point of constitution damage for every level the ability was raised as the link to the plane of shadow fades your corporeal form.

Play Notes: Avoid the light. Mystery uses who recognize your binding shift one step closer to hostile.

Design Notes: Mostly a weakened version of the Dark Creature template. I also tossed in a shadow evocation style hellfire blast sort of effect, a 1st lv mystery to use it on, and a tweaked version of the shadowcaster's sustaining shadow class feature. Shadow Infusion is the only really potent ability here, but that risk of con damage should greatly limit its abuse. Naberius can eliminate most of the risk, but that will still leave you with just the touch attack to use it on. You'll need to be lv 14 before you can really start to hammer things with it and even then you'll need to cool down between uses.

Please PEACH

[Post 1083]
Author : Edge_of_Oblivion
Date : 04-02-07 06:39 PM
Thread Title : Re: let's make some new vestiges

LOOK UPON ME, YE PEOPLE, AND TREMBLLLLLLLLLLE!!!!

THE INDEX HAS BEEN UPDATED!!!!!! (<http://boards1.wizards.com/showpost.php?p=10791757&postcount=452>)

[Post 1084]
Author : navar100
Date : 04-02-07 07:22 PM
Thread Title : Re: let's make some new vestiges

For Elphaba, call her "The Wicked Witch"
Sauron can be called "The Burning Eye"
Foolish Druid has no name.

[Post 1085]
Author : Edge_of_Oblivion
Date : 04-02-07 09:21 PM
Thread Title : Re: let's make some new vestiges

Then he needs a title....

The Binder must draw the seal, then call the Vestige by name and title.

[Post 1086]
Author : navar100
Date : 04-03-07 01:31 AM
Thread Title : Re: let's make some new vestiges

Let's give the name "Gojira" to the Foolish Druid as an injoke to CoDzilla.

[Post 1087]
Author : Bill Lumberg
Date : 04-03-07 07:38 AM
Thread Title : Re: let's make some new vestiges

LOOK UPON ME, YE PEOPLE, AND TREMBLLLLLLLLLLE!!!!

THE INDEX HAS BEEN UPDATED!!!!!! (<http://boards1.wizards.com/showpost.php?p=10791757&postcount=452>)

Edge of Oblivion:

I changed Kyuss to 5th level and Prester-John to 6th. Would you change them in the index, please?

Thanks

[Post 1088]
Author : Nephelim
Date : 04-04-07 07:45 AM
Thread Title : Re: let's make some new vestiges

I don't remember, did anyone ever PEACH Amaros?

[Post 1089]
Author : journeyman777
Date : 04-04-07 09:33 AM
Thread Title : Re: let's make some new vestiges

He looks fine to me. That isn't saying much though, since I don't remember what visage of the diety or channel celestial do. *shrugs*

[Post 1090]
Author : Allthegoodnamesweretaken
Date : 04-04-07 09:19 PM
Thread Title : Re: let's make some new vestiges

Ok, right then, finally gonna outline that sacrifice themed vestige.

Name:?(can't think of a good one)

Level:?(not exactly sure what level it would be)

Binding DC:?(would depend on the vestige level)

Special requirement:Yes

Sign:?

Legend:?

Special Requirement:The binder must place an object of value to him/herself within the seal, this object is returned when the binding ends. Alternatively the binder may take 1 constitution damage using their own blood to draw the seal. (perhaps a way to sacrifice 1 point of other ability points could be used somehow, but nothing is occurring to me)

Manifestation:?

Influence:You become more willing to make great sacrifices to achieve your goals. (could probably be expanded upon)

Granted abilities:

?:You may opt to take constitution damage, up to half your EBL (Ex. 10 points of con damage at 20 EBL), if you do so, you may heal yourself or any ally for an amount of HP equal to your hit dice multiplied by the amount of constitution sacrificed in this manner.

?:You may opt to take strength damage, up to half your EBL (Ex. 10 points of str damage at 20 EBL), if you do so, you may add 1D6 to your next physical attack per point of strength sacrificed in this manner.

?:You may opt to take charisma damage, up to half your EBL (Ex. 10 points of cha damage at 20 EBL), if you do so, you may add +2 to your next charisma based skill check per point of charisma sacrificed in this manner.

Notes:This line of abilitys can be used for every ability score, there could also be one corresponding to HP. This Vestige would obviously best be comboed with Naberious(sp?) to counteract the ability damage you will be dealing to yourself. These abilitys don't feel like they need cooldowns due the large amounts of ability damage they deal, even with Naberious it will take a while to recover from a fully charged use of one of these abilities.

Obviously I need someone to fill in the flavor, which I'm drawing a blank on. The abilitys could also use some more rounding out, adding more things to sacrifice for benefits.

[Post 1091]
Author : journeyman777
Date : 04-04-07 10:36 PM
Thread Title : Re: let's make some new vestiges

Well, I've done what I can to help fill out the concept a bit. Let me know what you think.

Name and Title: Pyrrhus, Victor's Price (it seemed appropriate)

Level: Level 5 should be a good spot to aim for, since the binder will definitely need at least one other vestige to make it through the day.

Binding DC: probably 25 or so.

Special requirement: Yes

Sign: A gaping wound appears somewhere on your body. It does not hurt, but no form of healing magic will close it.

Legend: Pyrrhus was a great commander, skilled in strategy and a powerful warrior in his own right. He led the men of Eperius in battle against overwhelming odds time and again. His men respected him and followed him into certain death simply out of loyalty. Pyrrhus did not know defeat, but his victories came at great price. His tactics were unmatched, but attrition took its toll on his forces. His troops struck down many times their own numbers, but still they died. Though he was victorious, Pyrrhus was unable to save even a single one of his friends lives. Though a good man, he could not stand to be rewarded for his deeds. Upon his death, he refused to enter the heavens. Instead he asked the gods for oblivion, so that he might no longer be haunted by the men who had died under his command.

Special Requirement: The binder must place an object of value to him/herself within the seal, this object is returned when the binding ends. Alternatively the binder may take 1 constitution damage using their own blood to draw the seal. (perhaps a way to sacrifice 1 point of other ability points could be used somehow, but nothing is occurring to me)

Manifestation:? (I'm actually drawing a blank. Edge is better at these, I'll ask him to give it a shot.)

Influence: As a vestige, Pyrrhus has had his wish granted. He no longer remembers the deaths of his friends. He once again is the daring commander, sacrificing everything for victory. While subject to his influence, you strive toward your goals regardless of personal sacrifice.

Granted abilities:

For the most part these should help the other members of the party, not the binder himself. I agree about cooldowns, none should be needed. The sacrificial healing is good. A morale bonus to damage might work well for strength, a reverse version with dex could boost AC. Sacrificing mental stats is a bit harder to work with, maybe a high level white raven maneuver in return for int? Some ability to take the effects of a failed will for someone else in return for wis? I can't really think of anything that would be worth sacrificing charisma for, binders need it more than anything else. Hp for hp on a 2 for 1 basis is easily balanced. Some ability to take negative conditions from other characters or draw enemy fire would fit nicely too. Just some thoughts, do whatever you like with him.

[Post 1092]

Author : journeyman777

Date : 04-04-07 10:41 PM

Thread Title : Re: let's make some new vestiges

Rejoice all ye longsuffering fans of Planescape: Torment. Edge has aquired a copy of the novel and will be making the vestige of the nameless one soon.

[Post 1093]
Author : lycanthropic_paragon
Date : 04-05-07 05:00 PM
Thread Title : Re: let's make some new vestiges

I received very little comentairy about my Vistages

[Post 1094]
Author : journeyman777
Date : 04-05-07 09:22 PM
Thread Title : Re: let's make some new vestiges

Things seem to be moving slowly here lately, but that may change. If you'll just tell me which ones you want looked at, I'll take a shot at them.

[Post 1095]
Author : lycanthropic_paragon
Date : 04-05-07 11:39 PM
Thread Title : Re: let's make some new vestiges

Things seem to be moving slowly here lately, but that may change. If you'll just tell me which ones you want looked at, I'll take a shot at them.

The only ones I posted, on the previous Page. First Circle; Dawn of the 12, Second Circle; Equinox of the 12, & Third Circle; Dusk of the 12.

Heres a link (<http://boards1.wizards.com/showpost.php?p=11946678&postcount=1070>)

[Post 1096]
Author : Edge_of_Oblivion
Date : 04-06-07 12:59 PM
Thread Title : Re: let's make some new vestiges

Manifestation:? (I'm actually drawing a blank. Edge is better at these, I'll ask him to give it a shot.)

Manifestation: The sound of trumpets blaring the call to battle interrupts the Binder's concentration the instant the last syllable of the Vestige's title leaves his lips. The trumpet call continues to play as the echo of armored men marching to war joins the strange symphony. Suddenly, the waving edges of banners appear, hovering in the air over the seal; slowly the banners become more and more substantial. Ghostly images appear, holding the banners aloft, and from somewhere behind the seal a man steps forward, garbed in the armor and medals of a victorious general... until he reaches the center of the seal. From there, it is easy to see Pyhrrus is nothing more than his armor, decorated with his victories, but lacking the substance of the man within. He salutes the Binder, then asks with an empty, echoing voice for his summoner to give him his orders of war.

The Nameless One is under way. The biggest problem is converting some of his...
err... "more unusual" abilities into 3.5 ...

[Post 1097]

Author : JiCi

Date : 04-07-07 04:49 PM

Thread Title : Re: let's make some new vestiges

Perhaps I'll go with the Blue-Eyes White Dragon or even with the Elemental Heroes next. And here they are:

The Elemental Heroes, peacekeepers of a bygone age

Legend: Forgotten tales of a highly advanced civilization have tormented sages and binders alike for years. It has been rumored that in this city, the people were often plagued by criminal activities and foreign monsters. To fight these creatures and scoundrels, the city recruited humanoids with special powers to protect the civilians. After a few months, the recruits made a team called the Elemental Heroes, beings with superpowers related to elemental magic. Furthermore, those heroes had a special ability that allowed them to combine into more powerful warriors.

However, even though the criminality has been decreasing after a few years, the city was not protected against the forces of nature. The people's various tools and vehicles could not counter storms, tornadoes and finally earthquakes. Some tales tell that the city fell to its doom as a violent earthquake fissured the ground and plunged the metropolis into the chasm. It has told that the Elemental Heroes perished while trying to save as many civilians as they could. However, due to their heroic spirit, the Heroes' souls weren't taken to the underworld, yet the heavens couldn't reach them either. As a result, the Heroes lie in wait as vestiges, and they know that they continue to help others in this state.

<http://yugioh.wikia.com/images/d/d4/ElementalHeroSparkmanTLM-EN-C.jpg>

Elemental Hero Sparkman

Vestige Level: 2

Binding DC: 18

Manifestation: A humanoid in shiny golden armor and dark blue suit appears from the sign in a flash of lightning. As jolts of electricity jump throughout his body, Sparkman salutes his summoner.

Sign: The palm of your hands have small orbs protruding out of them. They do not hamper your manual dexterity.

Influence: As an icon of justice, you cannot commit actions that goes against laws and rules.

Granted Powers:

Shining Surge Flash: Once every 5 rounds, as a standard action, you may shoot a small ball of electricity at an opponent as a ranged touch attack. You deal 1d6 points of electricity damage per binder level and has a range of 60 feet.

Spark Blaster: Once every 5 rounds, as a standard action, you may launch a powerful jolt of electricity at an opponent as a ranged touch attack. The jolt severely wracks the target's nerve system, afflicting a -1 penalty to attack rolls and

AC per 2 binder levels as the opponent becomes less able to attack or defend itself. These penalties last for 1 round per 2 binder levels.

Justice knowledge: You gain a +4 bonus to the following skill checks: Diplomacy, Gather Information, Knowledge (local) and Sense Motive.

<http://yugioh.wikia.com/images/7/7b/ElementalHeroAvianTLM-EN-C.jpg>

Elemental Hero Avian
Vestige Level: 2
Binding DC: 18

Manifestation: A winged taloned humanoid flies from the sign. Avian wears a green suit and furred bracers and greaves.

Sign: Your forearms becomes feathered with dark green feathers.

Influence: As a reckon unit, you tend to scout ahead and check for danger before everyone else can enter a place.

Granted Powers:

Feather Break: Once every 5 rounds, as a standard action, you may attack a number of target equal to 1 per 4 binder levels with a very sharp feather. The targets must be within 60 feet and no more than 15 feet apart. You deal 1d6 points of damage per 2 binder levels. This is an Air effect.

Feather Wind: Once every 5 rounds, as a full-round action, you may create a pair of wings and vigorously flap them, sending feathers everywhere in a 30 feet radius. These feathers disrupt spellcasting, forcing spellcasters to make a Concentration DC 20 check. Furthermore, the DC increases by 1 per 3 binder levels. This effect lasts until the beginning of your next turn, and you cannot use these wings for flight.

Feather Storm: Once every 5 rounds, as a full-round action, you may create a pair of wings and vigorously flap them, creating a powerful gust of wind around a 30 feet radius. You create a severe wind and everyone must make a Fortitude DC 15 check to resist the effect according to its size. At 9th level, the wind grows to windstorm force and at 18th level, the wind grows to hurricane force. This effect lasts until the beginning of your next turn, and you cannot use these wings for flight.

<http://yugioh.wikia.com/images/0/07/ElementalHeroBurstinatrixTLM-EN-C.jpg>

Elemental Hero Burstinatrix
Vestige Level: 2
Binding DC: 18

Manifestation: A female silver-haired unarmored humanoid appears in the center of the sign in a burst of fire. Burstinatrix wears a red suit, crimson gauntlets and bronze helmet. As she greets you, you feel a palpable heat.

Sign: Your hands become lit afire. The flames are harmless to you and to other creatures and they remain lit even if you wear gloves.

Influence: As a fiery spirit of destruction, you act first and ask question later. Furthermore, you use the most powerful abilities on the first occasion.

Granted Powers:

Burst Fire: Once every 5 rounds, as a standard action, you may shoot a small ball of fire at an opponent as a ranged touch attack. You deal 1d6 points of fire damage per binder level and has a range of 60 feet.

Burst Impact: Once every 5 rounds, as a standard action, you may create a violent burst of flame that burn everything within 10 feet of you. You deal 1d6 points of fire damage per binder level and a Reflex save halves the damage.

Team Helper: You gain a +1 bonus per 3 binder levels when you use the Aid Other action.

<http://yugioh.wikia.com/images/5/5f/ElementalHeroBubblemanCRV-EN-R.jpg>

Elemental Hero Bubbleman

Vestige Level: 2

Binding DC: 18

Manifestation: In a splash of water, a humanoid jumps out of the sign. Bubbleman wears a bulky blue suit, with two air tanks and a light blue helmet. As the pact proceeds, bubbles float around the sign.

Sign: You have a dozen of bubbles that float around you. Even if they pop, they reappear at will.

Influence: As a sneaky hero, you try to surprise and flank your opponents as often as you can. You also make heavy use of the Hide and Move Silently skills, even in places where danger is scarce.

Granted Powers:

Bubble Blaster: Once every 5 rounds, as a standard action, you may shoot a 60-foot cone of explosive bubbles towards your opponents. The cone deals 1d6 points of damage per 2 binder levels and a Reflex save halves the damage. At its option, the binder may deal non-lethal damage. This is a Water effect.

Bubble Illusion: As a swift action, you may conjure opaque bubbles that hide you from opponents. You gain 10% concealment per 5 binder levels and the effect lasts for 1 round per 2 binder levels. Once this duration expires, you cannot activate again until 5 rounds have past.

Bubble Shuffle: Once per day per Charisma bonus (minimum 1), you may use the Empower Supernatural Ability feat for any other Elemental Heroes vestige's abilities. The effect lasts for 1 round per 4 binder levels.

Flowing Form: You gain a +4 bonus to the following skill checks: Disguise, Hide and Move Silently.

<http://yugioh.wikia.com/images/7/73/ElementalHeroClaymanTLM-EN-C.jpg>

Elemental Hero Clayman

Vestige Level: 2

Binding DC: 19

Manifestation: A stocky and blocky humanoid digs his way out of the sign. Clayman has oversized forearms, hands, shoulders and feet and wears a red mask.

Sign: Your hands change to a clay-like composition. This sign does not hamper your manual dexterity.

Influence: As a protector, you defend your allies with almost a zealous attitude, although you try not to put your life in great danger.

Granted Powers:

Clay Club: Once every 5 rounds, as a standard action, you may attack a nearby foe with a powerful punch. Make a normal attack roll and if successful, you deal 1d6 points of damage per 2 binder levels plus your Strength modifier. Furthermore, the target must make a Fortitude save or be knocked prone 5 feet away from its original position. This is an Earth effect.

Clay Charge: Once every 5 rounds, as an immediate action, you may toss yourself in front of a charging opponent or an opponent that moved before attacking an adjacent ally. The attack is resumed normally, but the opponent must now hit you instead of your ally.

Clay Wrap: You gain the ability to shrug off critical damage, such as critical hits and sneak attacks. You gain the equivalent of a Light Fortification enhancement. At 10th level, you gain Medium Fortification and at 15th level, you gain Heavy Fortification.

<http://yugioh.wikia.com/images/e/e2/ElementalHeroNecroshadeGX1-EN-SR.jpg>

Elemental Hero Necroshade
Vestige Level: 4
Binding DC: 22

Manifestation: The sign is engulfed in a pillar of shadows for a few seconds. As the pillar dissipates, a crimson-skinned humanoid appears. Necroshade wears an armor made of blackened bones, and stares at you with his bright red eyes.

Sign: Your body, except your head, is covered with bones and your fingers end in claws. This does not hamper your manual dexterity.

Influence: As a secretive character, you do not reveal too much of your intentions and secrets. You also reveal important information or items only in a secure area.

Granted Powers:

Necro Claw: You gain two claw attacks, sized for you (1d4 for Medium binders). You may make 2 attacks at your highest base attack bonus. Each claw discharges a burst of negative energy, dealing an additional 1d6 points of negative energy damage per 4 binder levels. You must show Necroshade's sign in order to use this ability.

Injury Momentum: For each 10 points of damage you receive from hostile forces, such as weapons, spells and such, the DC to resist the other Elemental Heroes vestiges' abilities increase by 1. This ability is not activated if the binder takes damage through self-sacrifice. This bonus lasts until the end of your next turn.

Scoundrel Knowledge: You gain a +8 bonus to the following skill checks: Bluff, Gather Information, Intimidate and Knowledge (local).

<http://yugioh.wikia.com/images/a/a7/ElementalHeroBladedgeEEN-EN-SR.jpg>

Elemental Hero Bladedge
Vestige Level: 6

Binding DC: 26

Manifestation: A Large humanoid falls from the sky. Bladedge appears as a golden heavily armored giant with a horned helmet and two sharp blades coming out of his wrists.

Sign: A sharp golden blade protrudes from each of your forearms. Normal gauntlets and gloves cannot fit anymore, yet magical clothing can reshape to adapt your forearms.

Influence: As a giant among the humans, you show your might and prowess as much as you can. You employ the Intimidate skill often.

Granted Powers:

Bladed Wrists: You gain two blade attacks, sized for you (1d6 for Medium binders). You may make 2 attacks at your highest base attack bonus and you add your Strength bonus to damage. The damage increases by one size (1d8) at 15th level and again (2d6) at 20th level. You must show Bladedge's sign in order to use this ability.

Edge Hammer: Once every 5 rounds, you may make a special sunder attempt against an opponent's weapon, shield or armor. This ability does not provoke an attack of opportunity. If successful, you also deal an additional 1d6 points of damage to the object. This damage increases to 2d6 at 16th level and to 3d6 at 19th level. You may also use this ability as an immediate action if you make an attack of opportunity with Bladedge's sign. You may also use this ability on other objects.

Keen Blades: As long as Bladedge is bound to you, any slashing weapons, including the wrist blades, gain the Keen enhancement; it does not stack with Improved Critical.

<http://yugioh.wikia.com/images/4/4a/ElementalHeroWildheartEEN-EN-C.jpg>

Elemental Hero Wildheart

Vestige Level: 2

Binding DC: 20

Manifestation: In a swirl of dirt and leaves, a humanoid appears from the sign. Wildheart looks like a human with dark hairs and red markings on his arms, shoulders and face. He wears loose trousers and carries a greatsword on his back.

Sign: Your face has red markings that look like claw scars.

Influence: As a spiritual member of the Heroes, you meditate and pray for the gods. You speak little and you keep a calm attitude regardless of the situation.

Granted Powers:

Cyclone Boomerang: Once every 5 rounds, as a standard action, you may summon a giant wooden boomerang that you throw at your foes. Each opponent in a 60-foot line takes 1d6 points of damage per binder level and a Reflex save halves the damage.

Trap Sense: You gain the barbarian's Trap sense class feature, and the bonus is equal to 1 per 3 binder levels.

Wild Half: Once per round, as a move action, you may summon a ghostly image of yourself. This ability is similar to the Mirror Image spell, except you can only create one duplicate at a time.

So what do you think ?

EDIT 3: Made some corrections.

[Post 1098]
Author : Edge_of_Oblivion
Date : 04-07-07 08:11 PM
Thread Title : Re: let's make some new vestiges

Yikes, that looks like it took a while. Gimme a sec and I'll PEACH.

Sparkman:

Some scaling on Justice Knowledge might be nice.

Avian:

May want to specify how long the wings last, and that you cannot fly with them. Just for clarity/to keep the munchkins from using them in a way they aren't supposed to.

Wouldn't the DCs be set by the standard Binder formula? Or are you basing the DCs on the Wind Speed? (I've never used wind in my DMing so I'm not familiar with it...)

Burstinatrix:

Are there any saves to Burst Fire and Burst Impact?

The restriction to "1 per day + 1 per CHA bonus" is a little unnecessary, especially for a 2nd level Vestige. You're probably fine with just putting it on the 5-round timer and leaving it be.

Bubbleman:

Hmm... this one's odd. I'm finding him difficult to PEACH... perhaps because his abilities are pretty unusual.

Also, I find it odd that he makes you use H&MS when he doesn't provide a bonus to said skills....

Clayman:

The Fortification thing is odd... I would put it on a scaling system. Start out as Light, then upgrade to Medium at Level X, then to Full at Level X. Also, DMs hate too many percentile rolls... at least I know I do.

The Influence is confusing. "Protect your allies, but don't put yourself in too much danger." I'm not quite sure what you're meaning.

Necroshade:

May want to move the signs off the hands, we've got quite a few now that are all bunched up there.

Same as Sparkman on the skill bonuses.

Bladedge:

What natural weapon are you basing the blades off of?

Edge Hammer is... strange. How does it handle Hardness and Item HPs? It looks like it ignores them completely... probably a bad idea.

Wildheart:

No real complaints here.

[Post 1099]

Author : JiCi

Date : 04-08-07 03:58 AM

Thread Title : Re: let's make some new vestiges

Yikes, that looks like it took a while. Gimme a sec and I'll PEACH. Yeah, you're right: 20 minutes for the lore (I had no idea since these cards are from Yu-Gi-Oh GX... and that no explanation is given), and 20 minutes for each card, including the brainstorming and card shuffling.

Sparkman:

Some scaling on Justice Knowledge might be nice. Huh... what do you mean by "scaling" ?

Avian:

May want to specify how long the wings last, and that you cannot fly with them. Just for clarity/to keep the munchkins from using them in a way they aren't supposed to.

Wouldn't the DCs be set by the standard Binder formula? Or are you basing the DCs on the Wind Speed? (I've never used wind in my DMing so I'm not familiar with it...) Ok, I'll specify: these effects last until the beginning of your next turn; you cannot use the wings for flight. As for DCs, I used the standard Wind speed DC.

Burstinatrix:

Are there any saves to Burst Fire and Burst Impact?

The restriction to "1 per day + 1 per CHA bonus" is a little unnecessary, especially for a 2nd level Vestige. You're probably fine with just putting it on the 5-round timer and leaving it be. Burst Fire doesn't have a DC since it's a ranged touch attack, but Burst Impact has one:

Burst Impact: Once every 5 rounds, as a standard action, you may create a violent burst of flame that burn everything within 10 feet of you. You deal 1d6 points of fire damage per binder level and a Reflex save halves the damage. You may use that ability once per day plus 1 time per Charisma bonus.

And I suppose I could put the usual 5 rounds/30 seconds cooldown. Just let me finish this post and I'll correct it.

Bubbleman:

Hmm... this one's odd. I'm finding him difficult to PEACH... perhaps because his abilities are pretty unusual.

Also, I find it odd that he makes you use H&MS when he doesn't provide a bonus to said skills....Hmmm... good point... I would have used the same formula as Sparkman and Necroshade, but you've asked me to scale the skill bonuses, which I have no idea how to do it... shame on me.

Clayman:

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The Influence is confusing. "Protect your allies, but don't put yourself in too much danger." I'm not quite sure what you're meaning. Good point = base: light / 10th level: medium / 15th level: heavy. As for the influence, I'll just delete that part. It says that Clayman will protect his comrades at all cost.

Necroshade:

May want to move the signs off the hands, we've got quite a few now that are all bunched up there.

Same as Sparkman on the skill bonuses.:rofl: yeah, good eye, don't want to shake hands with that kind of binder. I'll go with "having bones on your body, as if wearing a skeleton". Same answer for the skills.

Bladedge:

What natural weapon are you basing the blades off of?

Edge Hammer is... strange. How does it handle Hardness and Item HPs? It looks like it ignores them completely... probably a bad idea. Huh... grafted straightblades (Planar Handbook)... it's a new idea. For Edge Hammer, how about enabling a binder to sunder, with Improved Sunder, shields, weapons and armors alike, and then adding extra damage ?

Wildheart:

No real complaints here. Cool.

Thanks for your feedback.

[Post 1100]
Author : WanderingGod
Date : 04-08-07 01:45 PM
Thread Title : Re: let's make some new vestiges

This is to Ryuu_Tenshi, have you done Saix and Roxas yet? I would love to have them in order to complete the Organization XIII (which I've been enjoying quite a lot). I wish psychic_infinity could have finished them but you did an awesome job on Xemnas and I eagerly await these last two.

[Post 1101]
Author : Ryuu_Tenshi
Date : 04-08-07 03:38 PM
Thread Title : Re: let's make some new vestiges

This is to Ryuu_Tenshi, have you done Saix and Roxas yet? I would love to have them in order to complete the Organization XIII (which I've been enjoying quite a lot). I wish psychic_infinity could have finished them but you did an awesome job on Xemnas and I eagerly await these last two.

School is trying to kill me right now. I have drafts of Roxas and Saix done, but I haven't had time to polish them / check them for balance. Please be patient; I'll get to them soon.

Also, Zexion needs to be looked at... I think his abilities are perfect, he just needs something with the Book of Mirage added.

[Post 1102]
Author : Edge_of_Oblivion
Date : 04-08-07 05:24 PM
Thread Title : Re: let's make some new vestiges

Huh... what do you mean by "scaling" ?

Where skill bonuses, ability damage, etc. improve over time, making lower-level Vestiges still useful at higher levels. You've done great on damage-causing Vestiges in this set - Like Burstinatrix's damage being based on 1d6/level - but the skill bonuses remain a flat +1 no matter what level you're at... I thought that should scale up a bit.

Burst Impact: Once every 5 rounds, as a standard action, you may create a violent burst of flame that burn everything within 10 feet of you. You deal 1d6 points of fire damage per binder level and a Reflex save halves the damage. You may use that ability once per day plus 1 time per Charisma bonus.

And I suppose I could put the usual 5 rounds/30 seconds cooldown. Just let me finish this post and I'll correct it.

Huh, I didn't see that part. Must've misread it. And good on the 5 round thing.

Hmmm... good point... I would have used the same formula as Sparkman and Necroshade, but you've asked me to scale the skill bonuses, which I have no idea how to do it... shame on me.

See above :)

Good point = base: light / 10th level: medium / 15th level: heavy. As for the influence, I'll just delete that part. It says that Clayman will protect his comrades at all cost.

Works for me.

:rofl: yeah, good eye, don't want to shake hands with that kind of binder. I'll go with "having bones on your body, as if wearing a skeleton". Same answer for the skills.

snicker Yeah, that sign will work. May want to specify if they appear above or

under clothing, though.

Huh... grafted straightblades (Planar Handbook)... it's a new idea. For Edge Hammer, how about enabling a binder to sunder, with Improved Sunder, shields, weapons and armors alike, and then adding extra damage ?

OOOH Straightblades... I just got PH not too long ago. And yeah, Improved Sunder looks like the way to go.

[Post 1103]
Author : journeyman777
Date : 04-09-07 08:14 AM
Thread Title : Re: let's make some new vestiges

The only ones I posted, on the previous Page. First Circle; Dawn of the 12, Second Circle; Equinox of the 12, & Third Circle; Dusk of the 12.

Heres a link (<http://boards1.wizards.com/showpost.php?p=11946678&postcount=1070>) I'm still out sick and AFB to boot, could someone please be nice enough to peach these and my latest (Nekone & Shiyumi) as well?

[Post 1104]
Author : Bill Lumberg
Date : 04-09-07 09:23 AM
Thread Title : Re: let's make some new vestiges

I like Shiyumi, overall; the fluff is great. The level is appropriate also.

Shadow Infusion could bog things down with dice-rolling, though. It also represents a significant risk for the power it yields. I would suggest a fatigue penalty instead of a constitution drain.

Nice, work!

[Post 1105]
Author : JiCi
Date : 04-09-07 04:12 PM
Thread Title : Re: let's make some new vestiges

Where skill bonuses, ability damage, etc. improve over time, making lower-level Vestiges still useful at higher levels. You've done great on damage-causing Vestiges in this set - Like Burstinatrix's damage being based on 1d6/level - but the skill bonuses remain a flat +1 no matter what level you're at... I thought that should scale up a bit. Sparkman's bonuses were a typo... whoops...

Anyway, changed Sparkman's, Bubbleman's, Necroshade's and Wildheart's skill bonuses.

[Post 1106]
Author : journeyman777
Date : 04-10-07 06:44 AM

Thread Title : Re: let's make some new vestiges

Slight problems with the Elemental Heroes.

Spark Blaster, Injury Momentum, and Wild Half need durations. Also trapfinding does little good for Wildheart, since the binder isn't getting a bonus on search and disable device is still unusable untrained. I suggest changing it to trapsense.

BTW: Still hoping for peaching on Nekone and the 1st, 2nd, and 3rd Circle.

[Post 1107]
Author : Ryuu_Tenshi
Date : 04-10-07 09:07 AM
Thread Title : Re: let's make some new vestiges

Wait, I saw Bubbleman and thought it was a Megaman vestige *LAUGHS* Ah well.

[Post 1108]
Author : Edge_of_Oblivion
Date : 04-10-07 02:41 PM
Thread Title : Re: let's make some new vestiges

Wait, I saw Bubbleman and thought it was a Megaman vestige *LAUGHS* Ah well.

I can think of a couple that cold be done, but I want to clear my plate before taking on new challenges :P

[Post 1109]
Author : journeyman777
Date : 04-10-07 09:58 PM
Thread Title : Re: let's make some new vestiges

Ahrenitep, Keeper of the Sanctum

Level: 5

Binding DC: 25

Special Requirement: Yes

Sign: Bandages appear tightly wrapped around your hands.

Legend: Ahrenitep was first among the Pharaoh's guards at the height of that ancient civilization's power. His loyalty was beyond question and his vigilance renowned. No thief ever escaped his watch, no matter how skilled. It was rumored that the guardsmen held him in such awe that their spirits remained after death to serve him as eyes and ears. Assigned to the tomb of the Pharaoh, he was the only living soul given such an honor. However, such a distinction drew the jealous eyes of one who had need of such a powerful guardian. A Walker in the Waste searching for a way to protect his canopic jars would find none better suited to the task. He slew Ahrenitep and raised him as a salt mummy. Upon his awakening the spirits whispered to him of his oath. Still bound to defend the tomb, he destroyed the already weakened Walker. When the Pharaoh's priests came to investigate

the disturbance, they did not recognize Ahrenitep. They commanded him to be gone. When he refused to leave his post, they cursed him, destroyed him, and scattered his remains in running water. Already dead, he could not fully become a ghost, yet his duty would not let his spirit rest. Less than a soul, he persists now only as a vestige.

Special Requirements: The seal must be drawn with salt on a surface with a hardness of at least 8.

Manifestation: Darkness fills the seal and seems to stretch far beyond it, like a silent hallway. A faint, flickering light slowly illuminates hieroglyphics defining the unseen walls. A cloud of salt swirls forward from the darkness and forms a pillar before the binder. The hieroglyphics stretch and twist, forming long strips of fabric. The newly formed bandages snake down the walls like ivy, creeping toward the pillar. The salt cracks and falls steadily as the bandages chip and wear at it the pillar like the tools of a sculptor. Soon, the form of a fit man remains, bound by the now motionless cloth. The flickering light engulfs the figure and is absorbed into it. The fully formed salt mummy steps forward with military precision and salutes the binder.

Influence: You may not retreat from your sanctum or any other location you defend. Also, you fear contact with water and must avoid it at all costs.

Granted Abilities:

Sanctum: Your sanctum is an area within a 10ft per binder level radius from the seal. This area can be a particular site, building, or structure. A sanctum can be designated within a larger structure, but its benefits end at the maximum range. You can only have one sanctum at a time. All your supernatural abilities have their DCs increased by one within your sanctum and by an additional one (for a total of +2) if you stand directly on the seal..

Senses of the Keeper: The binder is automatically aware of the precise location of all creatures and traps within his sanctum. This functions like blindsense except that the binder does not need line of effect and its effect extends to every part of the sanctum.

Wisdom of the Ages: While within his sanctum, the binder may call upon the spirits of ancient guardians to benefit from their experience. This ability requires only a free action to activate and grants the binder an insight bonus to attack rolls, damage rolls, and saving throws equal to his charisma bonus. This ability lasts for 10 minutes and may only be used once per binding.

Desiccating Touch: Any touch attack from the binder's hand deals 1d6 points of desiccation damage per EBL/3 or d8 points of damage to plants and creatures with the water subtype. A successful fortitude save halves the damage. You must show Ahrenitep's sign to use this ability. This ability also applies to claw attacks, slam attacks, and unarmed strikes.

Unholy Vigor: You may use your charisma modifier in place of your constitution modifier when determining your maximum hit points. Hit points gained in this way are not lost first like temporary hit points. Any remaining hit points above your maximum at the end of the binding are lost.

Play Notes: Some of Ahrenitep's abilities won't function if you get too far from the seal, so place it wisely and lure your enemies to you. You can draw a new seal (without binding him again) to change the location of your sanctum.

Design Notes: Desiccating Touch and Unholy Vigor are the special abilities of the

salt mummy. Senses of the Keeper and Wisdom of the Ages are the second and third level abilities from the Tomb Guardian PrC in Libris Mortis. I needed a good way to define the limits of the Tomb Guardian abilities, so I tweaked the metamagic feat Sanctum Spell. I considered adding an ability that blocked teleportation into the sanctum, but it kept coming out too powerful for a 5th level vestige. Similarly, I tried to define an ability that protected the objects and structures nearby from damage, but it seemed either too strong or too complicated. I’ll probably just incorporate those abilities into a higher level vestige later.

Please PEACH this and my other creations.

[Post 1110]
Author : JiCi
Date : 04-11-07 06:47 AM
Thread Title : Re: let's make some new vestiges

Hmmm... for the manifestation, how about the inside of a tomb all made of salt and have Ahrenitep materialize from the floor in a salt cloud ?

Ahrenitep's abilities are weak, just plain weak. While the idea is good, no adventurers will get the most of this vestige. Dessiccating Touch should be at 1d6 or 1d8/2 levels, it's too weak for a 5th-level vestige.

If you want PC binders to get the most out of Ahrenitep, you should make Senses of the Keeper and Wisdom of the Ages usable at all time, but more powerful in the sanctum, something like this: "This [ability] grants the binder [this], but inside the sanctum, it grants [additional powers]". Whether it is "3 times per day" to "at will" or from "once every 5 rounds" to "once per round" is up to you, but vestiges should be usable anywhere, anytime.

[Post 1111]
Author : JiCi
Date : 04-11-07 06:57 AM
Thread Title : Re: let's make some new vestiges

Slight problems with the Elemental Heroes.

Spark Blaster, Injury Momentum, and Wild Half need durations. Also trapfinding does little good for Wildheart, since the binder isn't getting a bonus on search and disable device is still unusable untrained. I suggest changing it to trapsense. All fixed.

[Post 1112]
Author : journeyman777
Date : 04-11-07 08:30 AM
Thread Title : Re: let's make some new vestiges

Just double checking to make sure this was understood before I start changing things. Ahrenitep's seal defines your sanctum, so all you need to do is draw his seal again to change the location of your sanctum. Desiccating touch is not a separate attack, it adds on to any other touch attack (and any unarmed strike with your hands) you make.

Still think he's weak?

BTW: Nekone and the 1st, 2nd, & 3rd Circle still need to be PEACHed. PLEASE!

[Post 1113]
Author : JiCi
Date : 04-11-07 01:01 PM
Thread Title : Re: let's make some new vestiges

Hey journeyman777, here's my opinions:

Nekone, Unlucky Catgirl

LOL, this vestige is funny. Mechanically, I do not see any problem, except that skill emphasis (listen) should be skill focus (listen).

Shiyumi, Failure in Darkness

Looks good to me.

[Post 1114]
Author : journeyman777
Date : 04-11-07 01:37 PM
Thread Title : Re: let's make some new vestiges

Thanks JiCi.

These aren't mine, but need peaching

<http://boards1.wizards.com/leaving.php?destination=http://boards1.wizards.com/showpost.php%3Fp%3D11946678%26postcount%3D1070>

[Post 1115]
Author : JiCi
Date : 04-11-07 03:10 PM
Thread Title : Re: let's make some new vestiges

First Circle, Dawn of the Twelve

Seems weak for a 4th-level vestige... lower it to 3rd-level and it should be good.

Second Circle, Equinox of the Twelve

It should be like Paimon: granting a set +4 to a score, without any limit.

Third Circle, Dusk of the Twelve

I would put the caster level for Reduce Person equal to his full binder level, and I would reduce the level by 1.

I haven't seen the movie, so I cannot clearly evaluate the resemblance and comparisons.

They look good to me.

[Post 1116]
Author : journeyman777
Date : 04-11-07 04:36 PM
Thread Title : Re: let's make some new vestiges

I gave Ahrenitep a manifestation and strengthened his abilities slightly as well as clarifying a few things. Take another look and see what you think.

[Post 1117]
Author : Bill Lumberg
Date : 04-11-07 04:48 PM
Thread Title : Re: let's make some new vestiges

Here is my attempt at a non-combat vestige.

Guison, the Man Who Knew

Level: 2

Binding DC: 18

Legend: Guison was an investigator in the service of the Shield Lands. He initially served as an academic advisor but was frequently drawn into the investigations of various court scandals. Guison demonstrated extraordinary powers of observation and deduction in his work. Many powerful men solicited his services and his renown spread over several borders. He was most famous for exposing agents of the Horned Society who had infiltrated the Knights of the Watch in Dyvers.

Guison made several enemies in his lifetime and survived numerous plots against his life, but not all of them. He disappeared from his home in 513 CY. No trace of him was found and no one boasted of having captured or killed him. Rumors about him circulated for years but he was never seen alive again.

Guison appeared as a vestige in recent years but it seems that he never discovered how.

Manifestation: Guison appears as a richly clad old man who is always examining something small in his gloved hand. He turns to face the binder and relates the binder's recent actions. He explains that various signs on and around the binder clearly indicate what the binder and any of his companions have been up to.

Sign: The binder perpetually squints and the skin of his face is extremely wrinkled.

Influence: The binder becomes obsessed with minutiae and lectures anyone in earshot about anything that seems interesting to him at the time. He also doubts the honesty of everyone around him and subtly interrogates anyone he talks to.

Granted Abilities: Guison gives binders the abilities to investigate events and

determine how they happened and who was involved.

Attention to Detail: The binder gains a +4 bonus to Decipher Script, Listen, Search and Spot checks. This bonus increases by one for every three levels after fifth. The binder is entitled to a Spot check whenever he passes within five feet of a clue, even if he is not actively looking for one.

Great Perception: The binder gains a +4 bonus to Bluff, Diplomacy, Gather Information and Sense Motive checks. This bonus increases by one for every three levels after fifth.

Unswayable: The binder gains the Slippery Mind class feature.

Uncanny Knowledge: The binder can use Bardic Lore as a bard of the same level. Once per day the binder can make a hunch based on what he has observed. The binder makes a second Lore check. If it succeeds the DM informs the player of the connection between a clue and the event that is it linked to.

P.E.A.C.H. Especially, Uncanny Knowledge.

[Post 1118]
Author : EldritchEvos
Date : 04-11-07 05:00 PM
Thread Title : Re: let's make some new vestiges

Haven't posted on here for awhile...
This thread has gotten big! :D
Well here is an idea for a vestige that just hit me...

Ungaran, The Mountain with a Heart of Fire

Level: 7

Binding DC: 30

Special Requirement: Yes

Legend: Long ago, on an island inhabited by godless savages, a portal opened to the Elemental Plane of Earth. Due to some cosmic fluke, an Elder Magma Paraelemental transversed this portal and was stranded on the island. The elemental soon became fond of a mountain at the center of the island, it's stone reminding it of it's distant home. It found a cave entrance into the mountain and soon discovered it was actually a dormant volcano. It used a fragment of it's elemental power to awaken the molten core of the volcano. The eruption burned all the island, but somehow a few of the natives survived. They traveled to the mountain to find why it had destroyed their home and found the elemental. The elemental was not threatened by the puny creatures, satisfied by it's fiery new dwelling. The natives however, saw the elemental and began to worship it. The natives rebuilt their homes and repopulated their island, all the while bringing the elemental useless trinkets of bone and wood. The natives named it Ungaran, and it soon began to appreciate the attention of the savages. The island became home to hundreds of natives, all worshipping Ungaran, awe-struck by it's fiery might and power to make land from the mountain. Ungaran could feel that the worship of these creatures gave it strength, so it began to protect the natives, every good deed giving it more divine influence. It would have become a god, that is until the gods saw the might of the magma beast and banished it to nonexistence, in fear of its power.

Special Requirement: Ungaran hates other vestiges that were once gods, or tried to gain godly power. It will not bind with a binder who has any of these currently bound. Its seal must also be made on soil or stone.

Manifestation: A small version of Ungaran erupts from the earth. A vaguely humanoid shape made of flames and magma, it's flaming eyes and maw burn brighter at the sight of the binder.

Sign: Your skin becomes darker and whenever you become angry your eyes become pyres of flame.

Influence: You will not accept the help of the gods, you do not willingly take healing from a divine source and if you are healed against your will become very hostile.

Granted Abilities:Ungaran grants the binder power to burn enemies, resistance to flames, and control the earth.

Lava Breath: You can breath forth a torrent of magma in the shape of a 30ft cone from deep within once every 5 rounds. This breath does 1d6 damage/2 binder levels. Half of this damage is fire and the other half is divine and cannot be reduced. Those effected must also make reflex saves at dc 10+1/2 binder level+Cha mod or catch on fire, taking an additional 1d6 fire/divine damage every round for 1d4 rounds. The binder can choose who is affected inside the cone and can deem allies immune to the effects. Ungaran protects his own...

Fiery Aura: You can summon a fire the ingnites your whole body but not your possesions as a standard action. This fire does 1d6 fire/divine damage to all who are adjacent to you at the end of your turn and anyone who hits you with natural attacks or close range weapons. They must also make reflex saves or catch on fire for 1d4 rounds. The binder can deem allies immune to this effect.

Fire Immunity: You gain immunity to fire damage and effects from high temperatures

Ungaran Calls,The Earth Answers: Even a fragment of Ungaran's might can call the earth to protect him. You can use the utterences Shield of the Landscape and Transform the Landscape at will, though you do not need to make Truespeak rolls to use them, the earth simple follows your mental commands. Using Transform the Landscape takes a swift action while shield of the Landscape takes a standard action.

[Post 1119]
Author : journeyman777
Date : 04-11-07 11:26 PM
Thread Title : Re: let's make some new vestiges

Store of Knowledge: The binder gains a +4 bonus to all knowledge checks and can make untrained checks. This bonus increases by one for every three levels after fifth. This competes a bit too directly with Dantalion. I suggest removing it entirely since you already have bardic knowledge. If you need an alternative ability, Identify would suit his flavor nicely. Upgraded to Legend Lore at the appropriate level of course.

BTW: Sense motive is always automatic when someone tries to bluff you. Only the hunch and combat assessment uses require you ask for it.

Special Requirement: Ungaran hates other vestiges that were once gods, or tried to

gain godly power. It will not bind with a binder who has any of these currently bound and will unbind is any are bound after him. Its seal must also be made on soil or stone. A vestige has no ability to end a successful binding. Once bound, they are stuck for the duration unless the binder has expel vestige and uses it.

Ungaran Calls, The Earth Answers: Even a fragment of Ungaran's might can call the earth to protect him. You can use the utterances Shield of the Landscape and Transform the Landscape at will, though you do not need to make Truespeak rolls to use them, the earth simply follows your mental commands. Using this ability takes a swift action. I'm AFB, so I don't know what these do. Odds are though, they should probably be on the 5 round cooldown to offset the benefit of not having to make a truespeak check.

[Post 1120]
Author : EldritchEvos
Date : 04-12-07 04:49 AM
Thread Title : Re: let's make some new vestiges

journeyman777: Thanks for the help with the Special Requirement. The last ability Ungaran has worried me a little when I was thinking it up. The utterances allow you to make cover out of the terrain and to destroy or create difficult terrain. Both utterances have a duration of 1 minute so I didn't think every 5 rounds would make sense. The cover might be a bit much, but if I change so they are taking up actions to do it I think it will be balanced. Should I change the ability to a move action or a standard action?

[Post 1121]
Author : journeyman777
Date : 04-12-07 09:36 AM
Thread Title : Re: let's make some new vestiges

Difficult terrain isn't a big deal at this level, so that might be able to be a swift action. Cover is much more useful and should almost certainly require a standard action. If you want to pm the utterance descriptions to me, it would be helpful (I already own the book, but I'm currently visiting at my parents place and so don't have it with me).

[Post 1122]
Author : EldritchEvos
Date : 04-12-07 04:34 PM
Thread Title : Re: let's make some new vestiges

The Knights Who Say Ni, Keepers of The Sacred Words

Level: 2

Binding DC: 20

Special Requirement: Yes

Legend: In a distant land their once lived an order of knights who based their whole existence to keep the sacred words. These words were given to them by their god and they held ancient power. They believed that they were unstoppable and soon

became fond of shrubberies. Sadly after many failed encounters the knights did not believe in the power of their god. There were now scholars who said that a language known as Truespeech was the true ancient language and that the knights who said ni were only using a simple form of it. The god of the knights grew angry and cursed them to forever watch over a forest. The knights were soon found by a king and his noble band of knights. They discovered the single word that would free the knights, but when the knights said it the knights who said ni were driven mad and vanished into nonexistence

Special Requirement: The knights who say ni demand that a shrubbery be inside their seal when they are summoned

Manifestation: A tall knight appears, he is followed by smaller knights who scuttle around him and say "Ni"

Sign: ??? not sure on this...maybe a badly kept beard grows or all your armor seems to be badly made...

Influence: You can not stand to hear the word "It". If you hear "it" you must stop others from saying "it". You can also not say "it"

Granted Abilities: The knight's who say ni grant binder's the ability to identify plants and to use the sacred words. All sacred words have a range of 30 ft

"Ni!": You can say this word of power once every round. The word does 1d6 damage/4 binder levels to a max of 3 at 12th. The word causes a fragment of the targets existence to be torn apart. This word can be used as a standard action.

"Ping!": You can say this sacred word once every 5 rounds. Saying this word gives you +1 sacred bonus to AC/4 levels for one round. This word can be used as a swift action.

"Nee-womm!": You can speak the final sacred word. This word can be used once every 5 rounds. When you say this word you choose a target. That target must make a fortitude save or be shaken for 1 round.

"It is a Good Shrubby": You gain +4 to survival and knowledge(nature) checks. As an added bonus you receive a bonus equal to your binder level to appraisal checks on any kind of shrubby.

EDIT: A lesson to be learned, never type when you are tired.

[Post 1123]
Author : journeyman777
Date : 04-13-07 11:09 AM
Thread Title : Re: let's make some new vestiges

The healing is way out of line, it actually surpasses Buer's utility. Unless you change that, this is going to be at least a level 5 vestige. Ni! needs a range and some sort of limitation, untyped damage with no attack roll, save, SR, or other way to fail is unbalancing. Also, it needs a range.

Shield of the Landscape should still be a standard action to use. Even at high levels, the ability to grant +4 AC to large numbers of creatures at once is fairly potent.

[Post 1124]
Author : Edge_of_Oblivion
Date : 04-13-07 12:19 PM
Thread Title : Re: let's make some new vestiges

I thought the word they hated was "Is"... not "it." :confused:

[Post 1125]
Author : aicrag
Date : 04-14-07 02:36 PM
Thread Title : Re: let's make some new vestiges

What about Metal Gear Solid 3 vestiges of the Cobra Unit?

[Post 1126]
Author : JiCi
Date : 04-15-07 10:43 AM
Thread Title : Re: let's make some new vestiges

Perhaps I'll go with the Blue-Eyes White Dragon or even with the Elemental Heroes next. And here it is:

<http://yugioh.wikia.com/images/6/6f/Blue-EyesWhiteDragonSDK-EN-UR.jpg>

Kisara, the Blue-Eyes White Dragon
Vestige Level: 7
Binding DC: 30

Legend: Kisara is said to come from the same era as Mahad and Mana. She was just a young girl when the pharaoh's servants began to arrest and incarcerate innocent villagers for having only a tiny spark of darkness in their heart. It has been told that the monsters that the servants were summoning were actually the incarnation of a person's evil, and that evil surprised more than one servant when Kisara's dormant darkness revealed itself as a mighty dragon of light.

When Seto, one of the servants, entered Kisara's cell to examine her darkness, he felt almost guilty to have imprisoned such a young lady and decided to let her go. However, Kisara was not the only one in the cell: there were two other men, both taken prisoners for their darkness. The thugs wanted revenge for their incarceration and charges Seto so that he falls into a pit located in a corner of the cell. At the same time, both creatures of darkness materialized and attacked with the two men, pushing Seto and Kisara in the pit. Luckily, Seto grasped the edge of the pit and held Kisara by the hand. When all seemed desperate for Seto, Kisara materialized her dragon above the pit and wiped out the two prisoners. After witnessing this power, Seto released Kisara and ordered the guards to let her free.

What Seto was not aware of is that his father Aknamkanon, also a servant of the pharaoh, was plotting to overthrow the pharaoh and have his son taking over the throne. Using his dark magic, Aknamkanon charmed Seto into killing the current pharaoh. When Kisara saw Seto acting strange, she decided to follow him into the catacombs, where she saw the remaining servants confronting the sorcerer with his puppet Seto. As Seto was about to deliver the final blow to the pharaoh, Kisara came out and yelled the servant's name. At that moment, Seto shook up his father's spell and turned around to face him. However, Aknamkanon was more powerful and

quickly out matched Seto with his powers. Seto was once again close to Death's door, when Kisara ran to him and conjured her dragon to attack. As Seto stood up, Kisara collapsed in the floor, as her soul merged with her dragon, becoming one with the monster. Seto, enraged to have lost his friend, teamed up with the new Kisara and defeated Aknamkanon in one mighty burst of lightning.

Ever since that day, Seto has summoned Kisara in most of his battles, proving his might and power. Kisara now rest as a vestige, having make the sacrifice in order to save someone, like Mahad and Mana did for the pharaoh.

Manifestation: Kisara appears as a young, silver-haired girl dressed in simple peasant clothes standing in the middle of the sign. Suddenly, she becomes enclosed in a egg-shaped ball of light and bursts in a flash of lightning as a huge blue-eyed, white-scaled, winged dragon. Kisara then fixes the binder and acknowledges only with her head; she does not speak for the rest of the pact.

Sign: You become covered with white scales and your eyes become orbs of pure azure color.

Influence: You are very secretive. You speak little and act reclusively in front of others.

Granted Powers:

White Lighting: Once every 5 rounds, as a standard action, you may breathe a 60-foot long line of lightning. The line deals 1d6 points of electricity damage per binder level, and a Reflex save halves the damage.

Dragon's Blood: As long as Kisara is bound to you, you are treated as a dragonblood creature, as per the dragonblood subtype.

Dragon's Rage: You gain a +4 to Strength and Constitution.

Stamping Destruction: You gain the Trample ability. You may move up to twice your speed and run over opponents of your size or smaller. You deal 1d8 points of damage (if you're Medium) plus 1.5 times your Strength modifier. Targets may either make an attack of opportunity with a -4 penalty to their attack roll or may try to dodge you by making a Reflex save and halving the damage.

Tyrant Wing: You may materialize a pair of draconic wings out of thin air, as the Flight of the Dragon spell. The caster level is equal to your binder level. Once the duration expires, or if you dismiss it, you cannot reactivate the wings until 5 rounds have passed.

So what do you think ?

[Post 1127]
Author : JiCi
Date : 04-15-07 10:46 AM
Thread Title : Re: let's make some new vestiges

I don't suppose you'd be willing to give Gearfried the Iron Knight a shot next?Oh, like this ?:

<http://yugioh.wikia.com/images/2/25/GearfriedtheIronKnightPSV-EN-SR.jpg>
<http://yugioh.wikia.com/images/6/6d/GearfriedtheSwordmasterFET-EN-UR.jpg>

Gearfried, the Iron Knight Swordmaster
Vestige Level: 5
Binding DC: 24

Legend: Gearfried used to be the best warrior of his tribe. His challenges and battles were renown throughout the land. Nothing could surpass Gearfried's sword, and many tribe warlords fell to his blade. Gearfried was destined to be the greatest king of the land. However, with power grew hatred and rebellions. Members of opposing tribes ganged up on Gearfried in order to strip his powers away, but he was too strong to stop.

One day however, an entire village rebelled against Gearfried, all attacking him, all alone. The aftermath was devastating: Gearfried had defeated every villager, man and woman alike. Realizing his powers and their dangers, Gearfried asked his tribe's elders to seal his might away. They came up with a magical suit of armor that could contain all of battle prowess. Gearfried thought to find peace in his mind by wearing this armor.

However, his thirst for conquering new lands and warriors continued to grow. Gearfried decided to challenge another warlord inside his temple. The fight started quickly and both warriors fought with determination. At the end, both stepped back and charged at each other. According to witnesses, the impact of their blades was so brutal that it created a shockwave that caused the temple to crumble on both warriors. After the incident, the villagers and guards dug out the corpse of the warlord, but Gearfried was nowhere to be found.

According to sages, it is rumored that, upon impact, Gearfried's armor shattered and he released all of his powers on that last strike, consuming him and causing the crumbling. Since his soul was not taken by the gods, Gearfried now wanders the worlds as a vestige, looking for a suitable vessel and opponent.

Manifestation: Gearfried appears in the sign as a muscled, barrel-chested man with long flowing dark hairs. He wears short trousers with a heavy belt, thick boots and bandages around his hands and forearms and carried a large sword on his back. Moments later, Gearfried levitates in the air his arms and legs extend, as if some invisible forces pull them to hold him. Large pieces of metal start orbiting around Gearfried and start merging with him. Seconds after the warrior drops to the ground, now wearing a thick full plate and a masked helmet, one of his hands has a sword and the other a shield. He then ask the reason of his arrival.

Sign: Your hair become long, about four times their length, and have a dark color.

Influence: You are eagerly looking for a challenger, although you prefer to see first if that person is a good match.

Granted Powers:

Sword Mastery: You receive proficiencies for all simple, martial and exotic sword-like weapons, including short sword, longsword, greatsword, bastard sword, falchion and two-bladed sword. You also receive Weapon Focus, Greater Weapon Focus and Weapon Specialization for all sword-like weapons.

Legendary Sword: As a swift action, you may imbue a sword with magical powers, depending on your binder level, as follows:

Effective Binder Level	Sword Enhancement
10th or lower	+1 sword
11th – 14th	+2 sword
15th – 18th	+3 adamantine sword
19th or higher	+4 keen adamantine sword

Furthermore, when a sword is enhanced, it becomes immune to sunder, and you gain a

+1 bonus per 2 binder levels to resist disarm attempts. The enhancements disappear if the weapon leaves your grasp for more than 1 round. You must wait for 5 rounds to pass until you can imbue your sword again.

Iron Cocoon: As a move action, you may summon an iron full plate. This armor grants you a +8 armor bonus, but imposes a +1 maximum Dexterity bonus to AC. While this armor is worn, you gain Spell Resistance equal to 5 plus your binder level, immunity to energy drain and damage and you cannot be possessed or controlled by creatures, such as ghosts and symbionts. You still can be charmed or dominated as usual. You may dismiss the armor as a free action.

Release Restraint: While wearing the Iron Cocoon, as a standard action, you may dismiss it in an explosion of shrapnel. You deal 1d4 points of damage per binder level in a 20-ft radius centered on you, and a Reflex save halves the damage. However, those who fail their Reflex save are stunned for 1d4 rounds. Once this ability has been used, you may not use the Iron Cocoon until 5 rounds have passed.

So what do you think ?

EDIT 2: fixed Swordmaster and Legendary Sword.

[Post 1128]
Author : journeyman777
Date : 04-15-07 12:04 PM
Thread Title : Re: let's make some new vestiges

Not quite how I would have done him, but that's a good thing because I like your version better. I do have a few suggestions, but you'll need to pick and choose from them unless you are willing to raise his level.

Sword Mastery could use a bonus similar to weapon focus and maybe weapon specialization, at least for binders who are already proficient with their sword and not wearing the Iron Cocoon.

Legendary Sword currently has no effect at the levels when you can first bind him. I suggest adding a lower benefit for those below level 10, maybe making it like Fusion Sword Murasame (resistant or immune to sunder and disarm.)

Iron Cocoon needs an enhancement bonus and some progression. Since Savnok already covers DR and Fortification, Gearfried will need something different. SR and some sort of protection from ongoing debuff effects (particularly paralysis, entanglement, and negative levels) might be appropriate.

Release Restraint could use better damage, d4 per binder level is generally good for non-elemental damage. The prohibition against recalling the Cocoon for 5 rounds makes this a major sacrifice, so some extra effect to represent the increased power of the Swordmaster form would help balance the reduced AC.

Really nice job overall, he's the mainstay of my deck and one of my favorite cards.

[Post 1129]
Author : JiCi
Date : 04-15-07 04:23 PM
Thread Title : Re: let's make some new vestiges

Not quite how I would have done him, but that's a good thing because I like your version better. I do have a few suggestions, but you'll need to pick and choose from them unless you are willing to raise his level.Ok, let's take a look at them.

Sword Mastery could use a bonus similar to weapon focus and maybe weapon specialization, at least for binders who are already proficient with their sword and not wearing the Iron Cocoon.I do not want to play with "ability exchanges"... That would also turn some binders off, as they realize that they lose the ability to wield a sword properly in exchange of armor.

Legendary Sword currently has no effect at the levels when you can first bind him. I suggest adding a lower benefit for those below level 10, maybe making it like Fusion Sword Murasame (resistant or immune to sunder and disarm.)I used Euryadne's Maul to get the bonuses, since they are both 4th-level vestige.

Iron Cocoon needs an enhancement bonus and some progression. Since Savnok already covers DR and Fortification, Gearfried will need something different. SR and some sort of protection from ongoing debuff effects (particularly paralysis, entanglement, and negative levels) might be appropriate.Hmmm... I could go with a full plate that provides SR and energy drains and damages.

Release Restraint could use better damage, d4 per binder level is generally good for non-elemental damage. The prohibition against recalling the Cocoon for 5 rounds makes this a major sacrifice, so some extra effect to represent the increased power of the Swordmaster form would help balance the reduced AC.1d4 per binder level seems good... how about getting dazed or stunned by the explosion ? no way to counter-attack, no problem.

Really nice job overall, he's the mainstay of my deck and one of my favorite cards.Thanks.

I think I'll change it to a 5th-level vestige.

[Post 1130]
Author : journeyman777
Date : 04-15-07 06:08 PM
Thread Title : Re: let's make some new vestiges

I do not want to play with "ability exchanges"... That would also turn some binders off, as they realize that they lose the ability to wield a sword properly in exchange of armor.At least provide some bonus to attack or damage, otherwise the title of "swordmaster" seems rather unearned. Leraje makes a good example, providing extra accuracy to those already proficient with her chosen weapon.

I used Euryadne's Maul to get the bonuses, since they are both 4th-level vestige.Important distinction here, Euryadne grants you the ability to call the large maul out of thin air and weild it without penalty. That makes it effectively immune to disarm and sunder, since you can just recall it at will. As a large weapon it also deals more damage than normal without the usual penalties. So, some resistance to sunder and disarm helps put the weapons on par. Increased damage would do the same, but that might be overmuch.

1d4 per binder level seems good... how about getting dazed or stunned by the explosion ? no way to counter-attack, no problem.True, your ingenuity continues to impress me.

[Post 1131]
Author : JiCi
Date : 04-16-07 09:08 AM
Thread Title : Re: let's make some new vestiges

At least provide some bonus to attack or damage, otherwise the title of "swordmaster" seems rather unearned. Leraje makes a good example, providing extra accuracy to those already proficient with her chosen weapon. How about Weapon Focus and Greater Weapon Focus ?

Important distinction here, Eurynome grants you the ability to call the large maul out of thin air and wield it without penalty. That makes it effectively immune to disarm and sunder, since you can just recall it at will. As a large weapon it also deals more damage than normal without the usual penalties. So, some resistance to sunder and disarm helps put the weapons on par. Increased damage would do the same, but that might be overmuch. Hmm... well, adamantite helps a bit with sundering problems, and I suppose immunity couldn't hurt much. How about +1 bonus to resist disarm per 2 binders level ?

True, your ingenuity continues to impress me. Thanks !

[Post 1132]
Author : Keenath
Date : 04-16-07 09:06 PM
Thread Title : Re: let's make some new vestiges

Haven't read the whole thread yet, but I have no idea how to balance vestiges anyway.

I would love to see a Monkey King vestige, based on Sun Wu Kong (AKA Sun Wugong, AKA Son Goku), one of the most beloved folk heroes of Asia.

Son Wu Kong was born from a stone, but soon became a king of the monkeys in his valley by showing his strength and courage. His story truly begins when he joined, well, an adventuring party. The upshot is, he had an obsession with gaining immortality (the joke being that, born from a stone, he probably was already immortal). He learned immortality techniques from a monk; he ate the Peaches of Immortality in the garden of the Empress of Heaven; he stole and consumed the Pills of Indestructability from the philosopher Laozi; and he was baked for 49 days in Laozi's sacred eight-trigram cauldron (which was meant to kill him, but only made him stronger and, possibly, more immortal).

For the purposes of the vestige, each of these attempts at immortality made him a bit more immortal, a bit less real, until he faded completely. Alternatively, he sacrificed his life to protect a friend, but was far too immortal to die, so he became a vestige.

Just off the top of my head:

He's basically a trickster, so his Sign would be a monkeylike face and extended arms, and his Influence some sort of trickster personality thing.

His granted powers would be some of the following options:

Golden Eyes of the Fiery Gaze -- with this ability, Sun Wu Kong could recognize evil in any form. Detect Evil at will, with possibly a limited True Seeing power.

Cloud Somersault -- this power allowed Sun Wu Kong to travel 108 thousand li in a single leap; treat as Greater Teleport, but it can only begin and end under the open sky. (In chinese, 108 is a religiously important number, and 108,000 is used to mean any ridiculously exaggerated amount.)

72 Earthly Transformations -- this is a tough one, and I would probably leave it out; the Monkey King could transform himself into any earthly form, even inanimate objects (but not spirits, because he chose to learn the earthly instead of heavenly transformations).

Monkey Hair Duplication -- By chewing some of his hair and spitting it out, Sun Wu Kong could create many duplicates of himself to help with any task. For game purposes, I'd probably make this a Mirror Image effect.

Sun Wu Kong also famously owned the Gold-Banded Compliant Staff, a quarterstaff that could change its size and length to any amount; he liked to carry it behind his ear shrunk to the size of a needle, but it could expand tall enough to plumb the ocean or reach the heavens, and it's intelligent. A fine intelligent magic weapon, but not a vestige-like power.

[Post 1133]
Author : JiCi
Date : 04-18-07 11:17 AM
Thread Title : Re: let's make some new vestiges

Updated Gearfried...

and does anyone have something to say about Kisara ?

[Post 1134]
Author : abraham
Date : 04-19-07 02:13 PM
Thread Title : Re: let's make some new vestiges

how about garfield the cat?

[Post 1135]
Author : PrinceCurtis
Date : 04-20-07 11:10 AM
Thread Title : Re: let's make some new vestiges

This is nice just replying to mark it.
And it'd be nice if some one made a post that had a list .. tis i s alot of pages.
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[Post 1136]
Author : JiCi
Date : 04-22-07 02:28 PM
Thread Title : Re: let's make some new vestiges

I'll take a break from Yu-Gi-Oh!, and give you another D&D vestige:

Cinder, fallen spirit of fire

Vestige Level: 7

Binding DC: 29

Legend: The phoenix has fascinated many scholars for its ability to revive when it dies. According to some legends, the phoenix sacrifices itself in a massive ball of fire, only to be reborn fully healed a few seconds after. Other legends state that a new phoenix emerges from the ashes of the dying one to replace it. However, it is unknown how the soul of the phoenix is reborn. Is it the same soul that remains in the same place and reintegrate its body at the rebirth, or is it a new soul each time?

This legend is part of a phoenix called Cinder. It is rumored that when battling an evil storm giant blackguard, it was forced to immolate itself. Witnesses could not however see if the phoenix was reborn or replaced. The phoenix then immolates itself 4 more times before the giant falls of the ground, burned to a crisp. According to sages, Cinder was actually reborn after the 4 first immolations, but replaced by a new phoenix after the last one. It is said that the soul was so damage by the explosions that it could not travel to the higher planes. As a result, the soul of Cinder remains a vestige to the day.

Special Requirements: As a spirit of good and fire, Cinder will not response to a binder with the cold subtype, an evil binder or a binder with the evil subtype. Furthermore, the sign must be drawn using twigs, branches, oil and other flammable materials, which you then set fire when you are ready to make the pact.

Manifestation: As the sign begins to burn, the flame makes a charred sign on the ground. The fire then reshapes itself, dislocating from the materials, into a bright ball about 5 feet in diameter. A pair of wings then unfolds from the ball and that same ball reshapes into a hawk made out of fire. Cinder fixes the binder with its deep blue eyes and asks calmly its biddings.

Sign: You exude a palpable, yet harmless, heat.

Influence: As an avatar of good and fire, you seek to punish any evildoers with fire, whether it is by hitting an opponent with a torch or by incinerating enemies's corpses at the end of an encounter.

Granted Powers:

Wings of the Pheonix: As a standard action, you may transform your arms into crimson-feathered wings. You gain a fly speed of 60 ft (good) (or 40 ft (good) in you are wearing medium or heavy armor or carrying more than a medium load). Any items worn on your hands or arms meld into the wings, becoming non-functional. You may make a wing buffet as a standard action while you are not flying, or two as a full-round action, each dealing 2d6 points of fire damage plus your Strength modifier. Should the wings be extinguished by water, a quench spell or winds of hurricance force or greater, dispelled by an antimagic field or dismissed by you as a free action while flying, you descend in the air as the feather fall spell for 1d6 rounds. If you have not landed after this time, you fall normally and take appropriate falling damage. Once the wings have been dismissed, you may not summon them for 5 rounds.

Talon Fire: As a swift action, you may sheathe your weapons in fire. You deal an extra 1d6 points of fire damage, as per the flaming enhancement. Thrown weapons become normal 1 round after leaving your hands, and any bow, crossbow or sling you wield imbue its ammunitions with this ability. At 18th level, your weapons become

enhanced with the flaming burst enhancement. If your binder levels become 21 or higher, your weapons become enhanced with the flaming blast enhancement. In all cases, this damage cannot be applied to the wings.

Phoenix Fire: As a standard action, you can immolate yourself and burn everything within a 15-foot radius, centered on you. The blast deals 2d6 points of damage per binder level to every evil creature. Neutral creatures take only 1d6 points of damage per binder level, while good creatures do not take any damage. You die in the explosion, with no saving throw or resistance, while a Reflex save halves the damage for other creatures. Half of the damage is fire and the other half is divine power which is not reduced by resistance or immunity. After 10 minutes, you reappear at the exact same spot you die, as the true resurrection spell.

What do you think ?

[Post 1137]
Author : JiCi
Date : 04-24-07 12:37 PM
Thread Title : Re: let's make some new vestiges

bump

[Post 1138]
Author : Edge_of_Oblivion
Date : 04-24-07 10:14 PM
Thread Title : Re: let's make some new vestiges

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The index is in my sig....

<http://boards1.wizards.com/showpost.php?p=10791757&postcount=452>

[Post 1139]
Author : PrinceCurtis
Date : 04-25-07 08:41 AM
Thread Title : Re: let's make some new vestiges

Thanks I aprecitiatie it! I have some request if someone would please Lunatone and Solrock from ppoekomn and any Xenosaga chars, especaill transformed MOMO and chaos. The AGWS would be nice too.

[Post 1140]
Author : journeyman777
Date : 04-26-07 11:52 PM
Thread Title : Re: let's make some new vestiges

Cinder is well done, but I do have one issue with Pheonix Fire. True Res is a 9th

level spell with an expensive material component. Being able to use it an unlimited number of times per day is probably a bad thing, particularly at a level where clerics can't even cast it yet. I suggest making it just res to begin with, and then improving it to true res at a higher level. I'd also apply a limit of some kind, either number of times per day or a longer cool down, perhaps once an hour like Agares' earth elemental. Free lv 9 magic just feels like a bit much for a lv 7 vestige.

[Post 1141]
Author : JiCi
Date : 04-27-07 04:14 AM
Thread Title : Re: let's make some new vestiges

Well, Phoenix Fire is actually a spell from the Book of Exalted Deeds; the only difference is that the spell resurrects the caster as Resurrection, while the ability is like True Resurrection. It's mainly to bypass the level loss.

I suppose that once per hour should balance the vestige.

[Post 1142]
Author : Kassil
Date : 04-27-07 01:03 PM
Thread Title : Re: let's make some new vestiges

Yeah, I'm alive. I've just been distracted by a lot of chaos off the forums. So, appropriately for the havoc that was going on, here's my first rough stab at the Creator and Destroyer of All, Chaos Itself.

Chaos, the Father of All and Nothing

Level: 8

Binding DC: 30

Legend: In the time before the multiverse existed, there was only the primal sea of chaos; in it were inherent all things that would ever be, as well as all things that would never be given the chance to exist. It was a timeless existence of infinite potential, more alien than even the strangest portions of the Far Realm. A form of awareness permeated this unfathomable sea, however, and it was this awareness that one day chose to spin out the framework of the multiverse from itself, followed by the other attendant forms of existence - the Far Realm, the places on the far side of the multiverse's outermost barriers, and so on - as well as a non-place where it would dwell once it was done with the play of Creation. In the span it took it to finish creating this infinite framework, however, a few cracks and flaws began to allow other entities to slip into this other place; sealed within, they became the first Vestiges, and so when the force known as Chaos, the Father of All and Nothing, came back to rest that it found these unexpected interlopers. In a fit of whimsy, it created the method by which binders could draw these interlopers forth again, and settled itself down to rest a while while the flashing cacophony of Existence spun around the hollow space. Since that time, a few binders have, from small clues given by the eldest Vestiges, pieced together the tale of Chaos and the Seal which can draw the Father of All and Nothing forth from where it dozes.

Manifestation: The Seal of Chaos is never the same twice; when discerning the Seal, the binder gains an insight into the ever-shifting patterns and can scribe the correct seal for the given moment. Regardless, the seal is a highly complex design in all ways.

Chaos manifests without much fanfare; one moment the seal is empty, the next it has a shifting mass of colors and shapes churning within it. Chaos never speaks, instead communicating on a level deeper than telepathy; the binder merely knows what the Father of All and Nothing means.

Sign: The binder's form subtly shifts over time; while not enough to cause any noticeable mechanical effect, it may disquiet those who remain around the binder for too long, as eyes, hair, and skin all slowly shift in color, facial features alter subtly, and the binder never quite seems to look the way he did a few minutes prior.

Influence: Chaos is an ever-changing entity, and so requires such adaptability of the binder, driving those who seek the power of Chaos out into the world in search of new horizons and situations.

Granted Abilities: Chaos contains within itself all that Is and all that Is Not, and as such grants some of this fluid form to the binder, as well as a touch of the creative and destructive energies of the Primal Creator and Final Destroyer.

All In One: The binder is always of whatever alignment subtypes would be most beneficial in a given situation; mutually contradictory subtypes can exist at the same time by this ability. As such, no alignment-based attack or ward (such as Smite Evil or Protection of Law) will ever work against the binder, and any beneficial alignment-based effects will always grant their boon to the binder.

Fluid Form: Once per five rounds, the binder may transform himself as per the Polymorph spell as a wizard of a level equal to the levels of binder.

One in All: The permeation of the Primal Creator's essence in all things gives the binder resistance to the effects of it all, granting DR 3/- and a +2 to all saves for every three binder levels.

Reshape: The binder may cast Fabricate as a wizard of equal level once every five rounds.

Wrath of the Unmaker: As Chaos creates, so does it destroy; a binder gains an attack equivalent to the eldritch blast of a warlock of half their effective binder level.

[Post 1143]
Author : TobaWareho
Date : 04-29-07 10:10 AM
Thread Title : Re: let's make some new vestiges

My first attempt at a vestige. Please PEACH the crap out of it.

Skarn, the Child Enigma
Vestige Level: 5th
Binding DC: 26
Special Requirement: Yes

Legend: Born to two extremely powerful sorcerers, Skarn was expected to grow up just like his parents and inherit the arcane art. By the age of 8, however, his parents began to notice something terribly different about their son. He could not cast a single spell, even of the weakest level. Both parents knew their first cantrip by the age of 5, and they became worried.

One day, while playing with his son, Skarn's father cast an enlarge person spell on his son to entertain the boy. Instead, the spell rebounded back upon the father, causing him to grow large. Skarn's parents tested this abnormality many more times, and found the same result. Their son could reflect magic.

Soon thereafter, the local ruling wizards heard of this ability, and grew fearful. They attack Skarn's home, killing both parents. However, many wizards were killed as the Child Enigma sent their most powerful spells rebounding back at them, and emitted huge arcane novae that leveled his local block. The remaining wizards pooled together their money and purchased the most vile assassin they could find to murder the child.

Late one evening, the assassin tracked down the 8 year old, and stabbed the child in the back while he was playing with his toys. While the charred remains of the assassin were found, nothing remained of the child, except his toys.

Binder historians suspect that boy simply transcended the mortal plane through a great arcane disjunction, and joined the other vestiges outside of space and time.

Manifestation: When summoned, Skarn appears as a small human child. The only abnormality is a small jet of blue light emitting from the stab wound in his back.

Sign: While you are bound to Skarn, your eyes glow blue, and a small cone of blue light emits from your area around your left kidney. This cone passes through clothing, but does not harm it.

Influence: While under the influence of Skarn, if you sight any children playing games, you must immediately join. Also, you become naturally distrustful of anyone carrying daggers.

Special Requirement: When summoning Skarn, you must have a child's toy within the circle. The toy is not consumed in the summoning. Also, Skarn will not bind with you if you are also bound to any vestige that gives Sneak Attack (or similar) damage. If you bind with another vestige that gives sneak attack damage after binding with Skarn, he expels himself, as per the Expel Vestige Feat (ToM, pg 73.)

Granted Abilities:

Spell Reflect: While bound, you effectively gain a spell resistance $11 + (1/2 \text{ EBL})$. If any spell or spell like ability fails against your spell resistance, it has a 15% chance of reflecting back at its caster, using the original caster for all numerical values.

Protective Lash: Every time you take lethal damage in a round, keep track of the result. If you receive damage from multiple sources, this ability stacks. On your next turn, as a full round action, you may attempt to release your anguish in the form of a Fireburst spell (Complete Arcane, pg 107), except the damage is pure arcane damage. At level 14, the radius increases to 10 feet, as per the Greater Fireburst Spell (Complete Arcane, pg 107).

Damage	Spell Damage Released
5-15	1d8
15-25	2d8
25-35	3d8
35-45	4d8
45-55	5d8

55-65 | 6d8
65-75 | 7d8
75-85 | 8d8
85-95 | 9d8
95+ | 10d8

Wrest Control: Anytime someone else has a summoned creature present, you may attempt to steal control of that creature for the remainder of its duration. To do this, as a standard action, roll an opposed caster level roll, with your level being your EBL. You may only control one creature at a time.

Paranoia: Due to Skarns constant paranoia of a back stabbing, while bound, opponents cannot flank you.

The only thing I feel really needs work is the Wrest Control ability, simply because I could not think of a good system do do this with. Please post your opinions.

[Post 1144]
Author : Bill Lumberg
Date : 05-01-07 01:39 PM
Thread Title : Re: let's make some new vestiges

P.E.A.C.H.

The qullan (<http://www.enworld.org/cc/converted/crypt/qullan.htm>) appeared in the original Fiend Folio. There is a 3E conversion at enworld.org.

Ose, the Madman
Level:4

Binding DC:21

Seal:<http://www.rahoorkhuit.net/library/ceremonial/classics/plancy/g64.gif>

Legend: Ose was a leader of a large tribe of qullans, evil giants who personify madness. He exhibited a cunning few would have believed possible for his race. Ose and his band ravaged the countryside for years. They drove trolls and ogres from the mountains and men from the fields. Many campaigns were launched against Ose and his horde but all met with defeat.

Ose met his end at the hand of the wild mage, Awry, who sought to enslave him. Ose's will was too strong to yield but he died from the strain of resisting Awry's magic. Ose's spirit was too strong to yield to the will of any god and became a vestige rather than pass into the afterlife.

A binder who survived an encounter with qullans discovered Ose's vestige recently. The binder was overcome by the Confusion aura of the qullans and saw visions of Ose in his mind along with the seal to bind him. Not long afterward this unnamed binder is said to have gone mad and fled into the mountains where Ose lived. He is rumored to be reuniting Ose's kin once more.

Manifestation: The lines of the seal transform into brightly colored lines of paint and then coalesce into a pool of distinct colors. Ose rises out of the pool and the paint forms into intricate designs on his skin. He is an eight-foot tall man clad

only in a leopard skins. Ose rambles incoherently and bellows throughout the binding process.

Special Requirements: None

Sign: The binder appears larger and more muscular and his skin is covered in garish war paint that cannot be removed.

Influence: The binder disdains the use of armor and shields will not use them. Ose also forces the binder to make coup de grace attacks against any helpless foes.

Granted Abilities: Ose grants binders the power to disorient enemies and to wield swords with brutal effect.

Unnerving Presence: The binder radiates an aura of Ose's power within five feet. Those who enter it become dazed for one round unless they make a Will save. The aura lasts for one round for every four binder levels. The effect lasts for one round, even if they remain in it. The binder must wait five rounds after it ends to use this power again. The binder must show Ose's sign to use this power. At 14th level the aura becomes stronger, anyone in the field must save every round against the dazing effect.

Razor Edge: Ose makes the binder proficient with all swords. At 6th level the binder gains the Cleave feat even if he does not meet the prerequisites for it. At 8th level the gains the Great Cleave feat. At 10th level any sword that the binder wields with two hands is treated as if it is a Keen weapon.

Unarmored: The binder receives a competence bonus to his armor class if he does not wear armor or use a shield. This bonus is equal to three plus one for every three binder levels after fifth. The binder must show Ose's sign to use this power.

Weaponsmith: The binder gains four ranks in Craft (Weaponsmith). The binder gains two additional ranks for every three binder levels after fifth.

Indomitable: Ose would rather die than serve. This gives binders a defense against compulsions. If the binder saves against a compulsion he receives a morale bonus to melee attack and damage rolls against the spellcaster. The bonus is equal to the level of the spell used against the binder and lasts for the round that the spell was cast.

I know that dazing enemies overlaps with Dahlver-nar but I did not want to use confusion because I think it is over used. I considered a power to make coup de grace attacks as a standard action instead of full round.

[Post 1145]
Author : aicrag
Date : 05-03-07 03:00 PM
Thread Title : Re: let's make some new vestiges

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I like it, however Reshape and Fluid Form could cause some problems I think.

[Post 1146]
Author : Kassil
Date : 05-03-07 03:31 PM
Thread Title : Re: let's make some new vestiges

I like it, however Reshape and Fluid Form could cause some problems I think.

I am open to suggestions as to ways to rework them... Mostly I wanted Chaos to be representative of the infinitely malleable Maker and Unmaker, and that's what came to mind for it. I considered a longer time limit on Reshape, but by the time a binder gets access to the level of Vestiges, it isn't /quite/ as useful... Fluid Form might need some kind of limitation, but I'm not sure how...

[Post 1147]
Author : JaronK
Date : 05-04-07 05:18 PM
Thread Title : Re: let's make some new vestiges

Nicomias, the Undying.
Vestige Level 4
Binding DC 20

Legend: Nicomias was a powerful necromancer, and very afraid of vanishing. As such, he studied how to become a lich, that he might live forever. However, he learned too much about lichdom, and realized that while it would preserve his body, it would also stagnate his soul, such that he would not truly be alive. He was now afraid of being either dead or undead. As such, as his life was ending, he devised a powerful spell to prevent his becoming either. He assumed incorrectly that by being unable to die and unable to be undead, he would have to remain the only other option, alive. Instead, however, he faded into a fourth option, existence as a Vestige.

Influence: While bound to Nicomias you are intensely interested in methods of continued existence. Any time you come upon an outsider or aberration with a lifespan of greater than 1000 years, you must spend a standard action to study it before doing anything else.

Sign: The skin of those bound to Nicomias seems to be ever so faintly translucent, showing the muscle and such of the body within when in bright light.

Granted Powers:

March of the Dead: You may animate a single corpse as though you have cast the Animate Dead spell, following all the usual rules for that spell, with your caster

level being equal to your effective binder level. This being is under your control, as per the spell, and counts towards your limit of animated undead. Once you have used this ability, you cannot use it again for another 5 rounds.

Deathlight: To your eyes, undead shine like light sources, allowing you to see. This light is not visible to anyone else. Undead of 6HD or less cast light like a torch. Undead of 7-12HD shine like a lantern. Undead of 13 or more HD shine like a daylight spell cast from their location.

Deathward: You are continually protected from Death effects.

Any thoughts or comments would be welcome.

JaronK

[Post 1148]
Author : JaronK
Date : 05-04-07 05:20 PM
Thread Title : Re: let's make some new vestiges

Vulnan, the Smith
Vestige Level 2
Binding DC 18

Legend: Vulnan was an incredible dwarven craftsman, known far and wide for his inventive creations and the quality of his work. He lived inside his workshop, which itself was a maze of tools and partially created machines. When asked to create anything, he would disappear deep within the maze, returning only when the device was finished. It seemed he could create absolutely anything. One day, a dwarven prince decided to challenge his abilities. He asked Vulnan to create a machine that, without the aide of magic, could run forever. Vulnan disappeared into his laboratory, and was never heard from again.

Special Requirement: Vulnan can only work with skilled hands. He will only answer the call of a binder with at least 5 ranks in any one craft skill.

Influence: Vulnan was a tinkerer, and always wanted to know how things worked. If you find a trap, you must at least attempt to disable it or trigger it... you cannot go around it.

Sign: While you are bound to Vulnan, your hands seem to be made of iron.

Granted Powers:

Knowledgeable Craftsman: While bound to Vulnan, you gain a +5 bonus to all Craft checks and Disable Device checks.

Right Tool for the Job: While bound to Vulnan you can, as a standard action, create a tool out of thin air. This counts as a masterwork tool (+2 Circumstance bonus to the skill it's used for). The tool vanishes if it leaves your person.

Eyes of the Master Builder: You gain the trapfinding ability, as well as a +5 bonus to all search checks when searching for traps or secret doors.

Comments welcome!

JaronK

[Post 1149]
Author : Edge_of_Oblivion
Date : 05-05-07 08:29 PM
Thread Title : Re: let's make some new vestiges

Don't have time to peach all of these, so here's just a quick one until I can come back.

Jaron:
Might want to consider changing the sign on Nicomas slightly. We already have a TON of Vestiges whose signs affect the eyes.

[Post 1150]
Author : Bill Lumberg
Date : 05-06-07 10:11 AM
Thread Title : Re: let's make some new vestiges

JaronK

I think Nicomas should be 4th level because Deathward is a th level spell. Other than that I think he is fine.

[Post 1151]
Author : JaronK
Date : 05-06-07 01:34 PM
Thread Title : Re: let's make some new vestiges

Okay, changed the sign for him and the level... I hadn't realized Deathward was that high level. No matter.

Thanks for the input. Any further thoughts on Nicomas, or any on Vulnan?

JaronK

[Post 1152]
Author : Bill Lumberg
Date : 05-07-07 04:23 PM
Thread Title : Re: let's make some new vestiges

Okay, changed the sign for him and the level... I hadn't realized Deathward was that high level. No matter.

Thanks for the input. Any further thoughts on Nicomas, or any on Vulnan?

JaronK

What happens to the undead when you are no longer bound to Nicomas? I assume they become free-willed. If the binder encounters them later would he have to use some other spell to take control of them again?

Nicomas' sign is very interesting. Good work.

Vulnan seems to be fine also, very good influence. I like that you worked in some thieving skills for a vestige. I can't think of anything that needs to be changed.

[Post 1153]
Author : JaronK
Date : 05-09-07 11:13 AM
Thread Title : Re: let's make some new vestiges

What happens to the undead when you are no longer bound to Nicomas? I assume they become free-willed. If the binder encounters them later would he have to use some other spell to take control of them again?

The same thing happens when you're no longer bound to Nicomas that happens when you're no longer memorizing Animate Dead: you still keep the undead. There's a variety of methods for gaining Animate Dead temporarily (Eternal Wand of Animate Dead, for example, or that magic item in Libris Mortis), and all of them let you keep the undead permanently, so Nicomas is the same. His abilities still of course contribute to the same Animate Dead pool, so getting it from multiple sources (such as an Anima Mage learning to cast Animate Dead on his own) won't allow you to go over the normal cap.

Nicomas' sign is very interesting. Good work.

Vulnan seems to be fine also, very good influence. I like that you worked in some thieving skills for a vestige. I can't think of anything that needs to be changed.

Yay!

JaronK

[Post 1154]
Author : JaronK
Date : 05-10-07 11:57 AM
Thread Title : Re: let's make some new vestiges

Alright, as a fun project (and it was suggested earlier in this thread), I'm going to try to make my way through all of the Major Arcana from a Tarot deck. The following applies to all of them:

Legend: Not all vestiges are living entities which have died or passed on. Sometimes even a concept can drift into the void. Long ago an ancient set of rituals was popular, and these rituals involved concepts that the practitioners believed strongly in. These concepts themselves gained almost diefic status and power, but lacked a true intelligence to wield that power. When the rituals faded away, that diefic power died, but lacking any true intelligence there was no place for them to go. Thus, they drifted into the void, and are now accessible to binders.

And now to begin with the first card of the journey, the fool.

The Fool
Vestige Level 2

Binding DC 18

Legend: The Fool represents naive journeying, with a certain degree of luck. Leaps of faith are required when following the path of The Fool, and dangerous risks may be rewarded through good fortune.

Influence: Those under the influence of The Fool are prone to exploration, and must investigate any mystery and undertake any quest that presents itself to them.

Sign: When bound to The Fool, you are possessed of an extraordinary grace combined with an extraordinary clumsiness, and the two always cancel each other out perfectly, such that there is no actual net change to your normal abilities. For example, you might accidentally bump into a priceless vase, causing it to fall, then catch it behind your back on your foot, toss it over your head into your hands, and place it back on its pedestal in one fluid, unconscious motion. Or, you might trip while running, summersault, and end up running again without ever breaking stride.

Granted Powers:

Luck of the Fool: Gain a +1 bonus to your reflex saves and AC, and an additional +1 bonus for every three effective Binder levels past level 3, to a maximum of +6 at level 18. The bonus to reflex saves and AC applies only against traps. Additionally, if you successfully make a reflex save against a trap, you may immediately move 10' in any direction. If this movement takes you out of range of the trap's effect, you are not affected by the trap in any way.

If you successfully avoid getting hurt by the trap through this reflex save, you may make a disable device check with a +10 bonus as a free action, without need for tools, in an attempt to disable the trap.

If the trap does not normally allow a reflex save, but does allow any other save, you may take a reflex save first at the same DC as the fort or will save. If this is successful, you dodge the trap as above and can disable it if you get clear. If not, take the fort or will save as normal.

If the trap allows no save at all, you may make a reflex save (DC 10+Trap CR) to dodge it, and potentially disable it, as above.

Faithful Step: You are continuously under the effects of the Feather Fall spell as a supernatural ability. If this effect is dispelled, you may resume it as an immediate action.

Tumble Away: You have the defensive roll ability (see the Rogue class for details).

As always, comments are welcome. The first ability seems relatively strong for a second level vestige, but then again triggering traps as a method of disarming them is pretty darn dangerous, and reflex saves are normally a bad save for a Binder, so I think it's alright. Thoughts?

JaronK

[Post 1155]
Author : Allthegoodnamesweretaken
Date : 05-13-07 08:04 AM
Thread Title : Re: let's make some new vestiges

I like the fool, I'd bind it just for it's awesome sign.

[Post 1156]

Author : Ryuu_Tenshi

Date : 05-13-07 12:08 PM

Thread Title : Re: let's make some new vestiges

Yeah, Jaron? Best. Sign. EVER. I love it. No reason to use surpress sign with that one. I don't know if it's really appropriate but who bloody cares, that's just -cool-

[Post 1157]

Author : JaronK

Date : 05-14-07 08:24 PM

Thread Title : Re: let's make some new vestiges

Glad to hear you folks liked that one. Next up in the deck is the Emperess.

The Emperess

Vestige level 2

Binding DC 18

Legend: The Emperess is a symbol of hospitality and the home, of the hearth and safety. Those following the Emperess will find their ability to take care of others greatly increased.

Influence: When under the influence of the Emperess, you must feed any who require sustinance if able, so long as those people are willing and not actively dangerous to you. This may be through the use of the Nourishing Touch ability or through actual food.

Sign: A palpable aura of warmth emanates from you like a warm summer breeze, which can be felt by anyone within 5'.

Granted Powers:

Nourishing Touch: As a standard action, you may touch any willing target. This touch leaves them fed and hydrated as though they had eaten a nourishing, filling meal. This ability has no effect on a target that is already well fed. Once you use this ability, you may not use it again for 5 rounds.

Aura of Comfort: All creatures within 20' of you, friend or foe, are protected as though by the Endure Elements spell. If your Effective Binder Level is 8 or greater, all creatures effected by your Aura of Comfort never take any damage from planar traits such as Fire Dominant. If your Effective Binder Level is 12 or greater, all creatures effected by your Aura of Comfort can breathe as though they were in clean, pure air regardless of environment, and thus can breathe safely under water or in toxic gasses.

Aura of Protection: You may add your charisma bonus or your Effective Binder Level to all saving throws, whichever is lesser.

So, there it is. Thoughts?

[Post 1158]
Author : Bill Lumberg
Date : 05-15-07 11:54 AM
Thread Title : Re: A question for Lord Yy

Re: Barbatos (<http://boards1.wizards.com/showpost.php?p=11214816&postcount=706>)

Devilish Diplomacy: You may use Charm Animal, Charm Person or Charm Monster on any creature which you engage in discussion for at least 10 rounds. If you engage a creature in conversation for at least 10 minutes, you may use Dominate Person or Dominate Animal on it instead.

How often can the binder use this power? Can he have more than one person or animal under his power at a time?

Thanks

[Post 1159]
Author : Bill Lumberg
Date : 05-18-07 05:28 PM
Thread Title : Re: let's make some new vestiges

I hate bugs but I like vestiges.
P.E.A.C.H.

I think 6th level is about right. Please let me know about this and anything else, especially how the powers scale.

Chitnaz, the Brood Queen
Level: 4

Binding DC: 23

Legend: Chitnaz was a demon lord of vermin who existed prior to Obox-ob. She personified the survival instincts and ruthless detachment that vermin possess. Those who feared her hosts worshiped Chitnaz as a goddess to be placated.

Chitnaz did not care for humanoid devotion, though. She sought to expand her power within the Abyss, instead. This brought her into conflict with many other powers of the Abyss, most notably Lolth.

It is said that Lolth disguised herself as one of Chitnaz's pet spiders and drew close to her. Lolth waited until Chitnaz was traveling the planes in astral form. Chitnaz's material body was still in the Abyss and was thus vulnerable to treachery. Lolth managed to slay Chitnaz's material form (some say that Obox-ob aided her in this attack.)

Chitnaz's lingered in her astral form but could not stave off the end. She ultimately faded from existence and joined the ranks of the vestiges.

Manifestation: Vermin fly and crawl into the seal, covering it in seconds. The mass of vermin devours the seal and then moves to cover the binder; burying him completely. The vermin communicate with the binder on an empathic level and cause him no harm. When the pact is concluded the vermin disperse and disappear.

Special Requirements: Chitnaz will not be bound along with Chupoclops, nor will she be bound if the binder is in a climate that is colder than sub-tropical.

Sign: The binder's skin seems less flexible and his joints look like they come together the way a vermin's carapace does.

Influence: The binder demonstrates no emotion and shows concern for his own survival only.

Granted Powers:

Brood of the Queen: The binder can cast Summon Swarm once every five rounds. The binder can choose a swarm of blood-sucking ticks, fleas and mosquitoes or termites. The blood-sucking vermin cause one point of constitution (via blood loss) to victims who fail their Fortitude saves. The termites damage wooded objects; they cause one point of damage for every two binder levels. The termites also permanently reduce the object's hardness by one for every four binder levels. They can affect on large object or a five by five section of a larger one.

The vermin swarm can affect creatures with natural armor bonuses that are less than half of the binder's level.

At 9th level the binder can cast Insect Plague instead of Summon Swarm. The insects summoned by the spell can bypass damage reduction as if they were a magic weapon.

At 14th level the binder can cast Creeping Doom once per day.

Unlike the spells the binder can control the movement of the swarms.

Chrysalis: The binder can transform into the shape of a vermin creature. This resembles the Wildshape ability of a druid but the binder must form a cocoon about himself in order to transform. The binder can assume the form of any vermin whose hit dice do not exceed his effective binder level.

The cocoon takes a full round to form about the binder. The binder can only take verbal or mental actions while inside the cocoon. The cocoon has hardness equal to five plus one quarter of the binder's level. The transformation takes place even if the cocoon is destroyed.

The binder emerges from the cocoon in the round after it is formed. Exiting the cocoon is a move action that provokes attacks of opportunity.

The binder can use this power twice plus one additional time for every six binder levels after 8th.

At 14th level the binder can form the cocoon as a move action. At 19th level it can be formed as a swift action.

Silk Snare: The binder can cast a Web spell once every five rounds.

Insect Empathy: The binder can speak with intelligent insects or insect-like monsters at will. The binder receives a bonus to Diplomacy equal to half his binder level when dealing with intelligent vermin. He can also make Diplomacy checks to prevent normal vermin from attacking him. He cannot prevent vermin from attacking others, however.

Anti-vermin Shell: This power resembles the spell Anti-life Shell but it only affects vermin. The binder must wait five rounds after this power ends before using it again.

Queen's Hatchlings: The binder can cast Giant Vermin once every five rounds.

[Post 1160]

Author : Deper

Date : 05-18-07 05:51 PM

Thread Title : Re: let's make some new vestiges

I've put together two vestiges, the teeth that go with them, and a related prestige class and monster. They're on the Mature Boards though, so I won't post any of their actual stats or anything here. I'd appreciate if I could get some balance comments over on those boards.

Mature Vestiges Thread (<http://boards1.wizards.com/showthread.php?t=839835>)

Syrilliss, The Writhing One (Mature Vestige)

(<http://boards1.wizards.com/showpost.php?p=12274850&postcount=1>)

Moy, Obsession's Fool (Mature Vestige) (<http://boards1.wizards.com/showpost.php?p=12431820&postcount=89>)

Child of Syrilliss (Mature Prestige Class)

(<http://boards1.wizards.com/showpost.php?p=12274853&postcount=2>)

Spawn of Syrilliss (Mature Monster) (<http://boards1.wizards.com/showpost.php?p=12274854&postcount=3>)

Another poster has also added a vestige to the thread named Vault, The Man Who Wears his Head in his Hand. That vestige can be found here. (<http://boards1.wizards.com/showpost.php?p=12302330&postcount=75>)

[Post 1161]

Author : JiCi

Date : 05-19-07 04:19 AM

Thread Title : Re: let's make some new vestiges

Chitnaz, the Brood Queen

Level: 6?

Binding DC: 28

Chrysalis: The binder can transform into the shape of a vermin creature. This resembles the Wildshape ability of a druid but the binder must form a cocoon about himself in order to transform. The binder can assume the form of any vermin whose hit dice do not exceed his effective binder level.

The cocoon takes a full round to form about the binder. The binder can only take verbal or mental actions while inside the cocoon. The cocoon has hardness equal to five plus one quarter of the binder's level.

Exiting the cocoon is a move action that provokes attacks of opportunity. The binder can choose to remain in the cocoon for as long as he is bound to this vestige. He does not need to transform while he is within it. If the binder is in the cocoon when the binding ends he must exit within two rounds or he will begin to suffocate as if he were drowning.

The binder can use this power twice plus one additional time for every six binder levels after 8th.

At 14th level the binder can form the cocoon as a move action. At 19th level it can be formed as a swift action.

The binder can also use this power offensively. This is treated as a Web spell and can be done as a standard action. The chrysalis has no power to transform others. I would make a 3rd level vestige, it doesn't seem that powerful. The cocoon is a bit hard to grasp. You say that the binder must create a cocoon, but how much time must he remain in order to transform? What happen if the cocoon is broken while transforming? As for the web part, you should make it a separate power, it seems a waste of ability used that way compared to the cocoon.

Other than that, it's all good.

[Post 1162]

Author : Bill Lumberg

Date : 05-19-07 03:20 PM

Thread Title : Re: let's make some new vestiges

JiCi:

I chanded the level to 4th because of Giant Vermin is a fourth level spell. I changed the wording of Chrysalis and split off Web as a separate power.

The cocoob that Chrysalis forms when the binder is changing is only there to protect him that round. Would you be able to tell this from how I re-worded it?

Thanks for the input.

[Post 1163]
Author : JiCi
Date : 05-19-07 05:36 PM
Thread Title : Re: let's make some new vestiges

Now it looks good.

Great job !

[Post 1164]
Author : aicrag
Date : 05-22-07 10:55 AM
Thread Title : Re: let's make some new vestiges

If anyone here reads 8-bit Theatre, could you help me make a Black Mage vestige?

Black Mage, Abomination
Level: 8?
DC: 35?

Legend: I can't write. I thought maybe he's so evil, some of it seeped off and became personified.

Manifestation: Can't write fluff.

Sign: I was thinking a shadowy face, not as dark as BM's though.

Influence: You feel great contempt towards everyone, especially your party members. Furthermore, you feel the need to solve everything with violence.

Powers Could use some help.

Stabmaster: You gain Weapon Focus(dagger), Weapon Specialization (Dagger), Improved Critical (Dagger), Two Weapon Fighting, Improved Two Weapon Fighting and Superior Two Weapon Fighting.

Stabbin' Time!: You may use Flurry of Blows as a monk of your EBL. You may use this power once every five rounds and only with daggers. You may also Sneak Attack as a rouge half your EBL.

Don't look at me!: You may use Insanity as a Gaze attack once every five rounds. It has a 30' range and is cast as a wizard of your EBL.

HADOKEN: You may shoot a beam of destrctive magical energy. It deals 1d10 per EBL. It has Long range and makes a 20' burst, Reflex save for half.

Hellking: You get the Half-fiend template without the SLA's.

PEACH. I don't think it's very good, and it needs a lot of work, and if someone wouldn't mind helping I'd be grateful.

[Post 1165]

Author : Avalon(r)
Date : 05-27-07 07:55 AM
Thread Title : Re: let's make some new vestiges

Could anyone here please compile a list of vestiges here that were derived from the Ars Goetia?

[Post 1166]
Author : Pitiless Interfector
Date : 05-27-07 04:21 PM
Thread Title : Re: let's make some new vestiges

In all likelihood, someone else has already done this, but ever since Tome of Magic came out, I've been wondering what it would be like if you could bind the eldritch horrors from the millennia-old blasphemy known to craven magi as the Book of the Black Earth (available in paperback for only \$7.99 US plus tax; published by Avon books, an imprint of HarperCollins Publishing {no, I am not f****in' kidding! :rofl: Go out right now and buy it, if you don't believe me!})
A good place to start would be taking most if not all of the existing vestiges and renaming them (with a few minor mechanical tweaks in certain cases), then devising new vestiges for the rest. If you don't have the Forbidden Tome of Eldritch Horrors handy right now (try Borders, they usually have a copy or two), here's a list of the Fifty Names of Marduk, along with the brief descriptive blurb from the Book itself:

- 1: Marduk, the Lord of Lords, Master of Magicians, whose name must not be called save when no other will do, and it is most terrible responsibility to do so.
- 2: Marukka; knows all things since the beginning of the world, knows all secrets, be they human or divine, and is very difficult to summon. The priest should not summon him unless he is clean of heart and spirit, for this spirit shall know his innermost thoughts.
- 3: Marutukku, master of the arts of protection, he who chained the Mad God at the Battle. Sealed the Old Ones in their Caves, behind the Gates. Possesses the ARRA star (a simple pentagram), and protects the soul as well as the body.
- 4: Barashakushu, Worker of Miracles, kindest of the Fifty and most beneficent. When things are at their worst, and the entire world seems against thou or thine loved ones, call forcefully upon Barashakushu and thine prayers shall be answered in ways you cannot imagine.
- 5: Luggaldimmerankia, puts order into chaos, made the waters aright, commander of the legions of wind demons who fought the ancient Tiamat alongside Marduk Kurios
- 6: Nariluggaldimmerankia, watcher of the Igigi and the Annunaki, subcommander of the wind demons, he will put to flight any maskim that haunt thee, and is the foe of the rabisu. None may pass into the World Above or the World Below without his knowledge. (Maskim and rabisu are ancient Sumerian demons)
- 7: Asaruludu, Wielder of the Flaming Sword, oversees the Race of Watchers at the bidding of the Elder Gods. He ensures the most perfect safety, especially in dangerous tasks undertaken at the behest of the Astral Gods. Protects home or temple from negative psychic and magical attacks.
- 8: Namtillaku, a most secret and potent lord, who hath knowledge raise the dead (a

1a [I]speak with dead, not raise dead) and converse with the spirits of the Abyss, unbeknownst to their Queen. No soul passes into death but that he is aware.

9: Namru, dispenses wisdom and knowledge in all things. Giveth excellent counsel and teaches the science of metals.

10: Asaru has knowledge of all plants and trees, and can make marvelous fruits to grow in the desert places, and no land is waste to him. He is truly the protector of the bounty.

11: Asarualim, possesses secret wisdom, and shines light in the darkened areas, forcing what lives there to give good accounting of its existence and its knowledge.

12: Asarualimnunna, presideth over armor of all kinds, extremely knowledgeable in military matters, being of the advance army of Marduk at the Battle. Can provide an entire army with its weaponry in three days.

13: Tutu, silences the weeping and gives joy to the sad and ill at heart. A most beneficent name, and protector of the household

14: Ziukkinna, giveth excellent knowledge concerning the movements of the stars and the meanings thereof, of which the Chaldeans possessed the same knowledge in abundance.

15: Ziku, knower of the secrets of the earth, bestoweth riches of all kinds and can tell where treasure is hidden

16: Agaku, gives life to what is already dead, but for a short time only (i.e., magic weapon, magic vestment, convert wand, artificer infusions). He is the lord of the Amulet and the Talisman.

17: Tuku, lord of baneful magick, vanquisher of the Old Ones by Magick, giver of the Spell to Marduk Kurios, and a most fierce enemy, who repelleth hostile magick with surpassing ease.

18: Shazu, Knows the thoughts of those at a distance, as well as those in the vicinity. Nothing is buried in the ground, or thrown into the water, but that this power is aware.

19: Zisi, reconciler of enemies, silencer of arguments, between two people or between two nations, or even, it is said, between two worlds. The scent of Peace is indeed sweet to this power.

20: Suhrim, seeks out worshipers of the Old Ones wherever they may be. Whoso sends Suhrim on an errand does so at great risk, for Suhrim kills easily and without thought.

21: Suhgurim, as Suhrim before, the Foe who Cannot be Appeased. Discovers the priest's enemies with ease, but must be cautioned not to slay them if the priest does not desire it.

22: Zahrim, slew ten thousand of the Demonic Hores in the Battle. Warrior among Warriors, can destroy an entire army if the priest so desires.

23: Zahgurim, as Zahrim, a most terrible foe. It is said Zahgurim slays slowly, after a most unnatural fashion. I (Abdul Alhazred, the "Mad Arab") would not know, for I have never summoned this spirit. It is thy risk.

24: Enbilulu, seeks out water in the midst of the desert or on the tops of mountains. Knows the secrets of the water, and of the running rivers below the earth.

25: Epadun, lord of irrigation who bringeth water from far places to your feet. Possesses a most subtle geometry of the earth, and knowledge of all lands where water is in abundance

26: Enbilugugal, presideth over all growth and all that grows. Gives knowledge of cultivation, and can supply a starving city with food for 13 moons in 1 moon. A most noble power.

27: Hegal, as the power above, a master of farming and agriculture. Bestows rich harvests, and possesses knowledge of the metals of the Earth, and of the plow.

28: Sirsir, Destroyer of Tiamat, hated of the Old Ones, Master over the serpent, foe of Cthulu. A most powerful lord.

29: Malah, trod the back of the worm and cut it in twain. Lord of bravery and courage, and gives these qualities to the priest, or others for whom the priest so desires.

30: Gil, the Furnisher of Seed, beloved of Ishtar, his power is mysterious and quite ancient. Makes the barley to grow and the women to give birth, and makes potent the impotent.

31: Gilma, founder of cities, possessor of the knowledge of architecture by which the fabled temples of Ur were built, creator of all that is permanent and never moves, and reveals the hidden structure in all things, and shows the Pattern of any event or object.

32: Agilma, bringer of rain, both gentle showers and great Storms and Thunders, the like may destroy armies, cities, and crops.

33: Zulum, knows where and when to plant, giveth excellent council in all matter of business and commerce, protecting a man from evil tradesmen.

34: Mummu, the power given to Marduk to fashion the universe from the flesh of Tiamat. Giveth wisdom concerning life before the creation and the nature of the structures of the Four Pillars on which the Heavens rest.

35: Zulummar, giveth tremendous strength, as of ten men, to one man. Lifted the part of Tiamat that was to become the Sky from the part which was to become the Earth.

36: Lugalabdubur, destroyer of the gods of Tiamat, vanquisher of her hordes, chainer of Cthulu to the abyss. Fought Azathoth with skill. A great defender and a great attacker, who gives the agility of a fencer, the acuity of a chessplayer, and the self-assurance of a statesman.

37: Pagalguenna, possessor of infinite intelligence, and determines the nature of things not yet made, spirits not yet created, and knows the strength of the gods. Showeth where a certain plan of action may lead, if one were to follow it as it was then conceived.

38: Lugaldurmah, Lord of Lofty Places, Watcher of the Skies and all that travels therein. Naught traverses the starry element but that this power is aware. Forewarner of precognition.

39: Aranunna, giver of wisdom, counselor to our father, Enki, Lord of All Magic, knower of the Covenant and of the Laws and of the nature of the Gates.

40: Dumuduku, possessor of the Wand of Lapis Lazuli. Knower of the Secret Name and the Secret Number. May not reveal these to thee, but may speak of other things, equally marvelous.

41: Lugalanna, power of the eldest of the Elder Gods, possesses the secret knowledge of the world when the Old Ones and the Elder Gods were one. Knows the essence of the Old Ones and where it might be found. Has an uncanny ability to reveal your own True Will, and past lives and other incarnations.

42: Lugalugga, knows the essence of all spirits, be they dead or unborn, starry or earthly, and the spirits of the air and wind as well, which things he may tell thee and thou wilt grow in wisdom. Reveals what lies behind the false fronts of others; when we are being deceived, or when thou art deceiving oneself.

43: Irkingu, the power that laid capture to the commander of the forces of the Old Ones, the might demon Kingu, that Marduk might take hold of it and with its blood create the race of men and seal the covenant.

44: Kinma, judge and lord of the gods, at whose name they quake in fear. That the gods may not err, this power was given to oversee their activities, should they be lawful and within the nature of the covenant, for the gods are forgetful and very far away.

45: Esizkur, possesses the knowledge of the length of life of any and all, even unto the plants and the demons and the gods. He measureth all things, and know the space thereof.

46: Gibil, the power that has been given the realm of Fire and Forge, keeping the sharp point of the Sword and the Lance, and giveth understanding of the working of metals. He also raises the lightning that comes from the earth, and maketh swords to appear in the sky.

47: Addu, raises storms that fill the very heavens and causes the stars to tremble and the very Gates of the Igigi to shake in their stead. Can fill the skies with his brightness, even at the darkest hour of the night.

48: Asharru, knower of the treacherous ways, giving intelligence of the Future but also of things Past. Put the gods in their courses and determined their cycles. Gives information, but does not act on commands.

49: Nebiru, is the spirit of the Gate of Marduk. Manages all things in their ways, and moves the crossing of the stars after the fashion known to the Chaldeans.

50: Ninnuam, is the power of Marduk as Lord of All That Is, Judger of Judgments, Decider of Decisions, He Who Determines the Laws and the Reign of Kings. He may not be called, save at the destruction of a city or the death of a king or hierophant.

Obviously, some of these Names do not appear very useful as written, either due to outrageous special requirements (such as the first and last names) or a decidedly banal focus like water or agriculture. And they all possess a distinctly different flavor from the vestiges described in ToM. Perhaps, though, these Names could be turned into the Epic equivalent of vestiges; many seem to have the necessary scope and power. All in all, I believe this may be a very interesting direction to turn in, and it would be nice to give a nod to H.P. Lovecraft after all he's done for us. What do you think?

[Post 1167]

Author : Bill Lumberg

Date : 06-02-07 08:50 AM

Thread Title : Re: let's make some new vestiges

P.E.A.C.H.

Alocer, the vestige that needs a title

Level: 5

Binding DC: 26

Legend: Alocer was a titan who wielded power over gravity and the movement of the world. He fought against the Olympian gods when they challenged the titans for supremacy. His name is little known because he fell early in the battle and his soul passed into the underworld of Erebus.

Alocer's punishment in Erebus was to be held motionless upon the floor of a cavern so that the shades of the dead could walk over him to reach deeper in Hades's demesne. Every soul that passed over him recanted its lost life. These tales added to Alocer's torment.

Alocer was a morose shade in the afterlife, wailing at his lot. The death god, Hades, grew weary of Alocer's presence in the underworld and offered him a chance to escape it. Hades presented Alocer with a challenge: If Alocer could find a place where death and time did not exist and where the gods exercised no power, then Hades would release him to that place.

Alocer spent the next millennia speaking with the dead inhabitants of the underworld, as they walked across his form. Slowly he picked up bits of information about a place that fulfilled Hades's request. This place, of course, was the realm of the vestiges.

Manifestation: The seal grows darker until its lines are indistinguishable. Unattended objects are drawn into the seal, which turns into a circle of complete blackness. Alocer's voice issues from the darkness. Anyone within 10 feet of the seal will feel himself being pulled toward the blackness. Unattended objects that weigh less than half a pound will be sucked into the seal where they cannot be seen.

When the pact is concluded the seal becomes visible again but it now is compressed into a small circle about the size of a dime. Any objects that were sucked into it are piled upon the black dot.

Special Requirements: The binder must place a lodestone in Alocer's seal.

Sign: The binder seems slightly blurry and his features are indistinct.

Influence: Alocer does not like to be reminded of the underworld. A binder under his influence will not enter graveyards or tombs and will have an aversion to undead.

Granted Abilities: Alocer gives binders power over the pull of gravity.

Weighty Words: The binder can increase the pull of gravity for a short time. The binder can affect an object of 25 pounds per binder level. The range for this power is 10 feet per binder level and it lasts for one round per binder level. Creatures can negate this power with a Will save. This power is usable at will.

The binder can increase an object's weight up to 200% or reduce it to as little as 25%. At 12th level the binder can alter an object's mass between

10% and 400%.

At 16th level the binder can use the spell Reverse Gravity. The binder must wait five rounds after using Reverse Gravity before using either version of this power again.

Rise Above: The binder can cast Levitate on himself at will. If he uses it to lift another being or object he must wait five rounds after the effect ends before using it again. The binder can dismiss this power at will.

Bend Light: The binder can use the Blur spell once every five rounds. His caster level is equal to his effective binder level. The binder must show Alocer's sign to use this power.

Rooted to the Ground: The binder is treated as if he were one size category larger whenever something tries to move him by force, for example: Bull Rush, Grapple, Trip etc; This bonus also applies when he tries to move others by force, sunder a weapon etc; At 14th level he is treated as two sizes larger. At 18th level he is treated as three sizes larger.

[Post 1168]
Author : JiCi
Date : 06-06-07 03:44 PM
Thread Title : Re: let's make some new vestiges

I would increase the level by 1, and the DC by 3.

Weighty Words is hard to get. The fact that it mimics Reverse Gravity is clear, but the first ability is not. What's the use of increasing a creature or object's weight ? Is it like telekinesis, mage hand ? Do you play with the heavy and light gravity from the planes ? You'll need to clarify this.

The rest looks fine. Great work !

P.S. How about Alocer, the Pressured Word ?

[Post 1169]
Author : MageSparrowhawk
Date : 06-06-07 10:57 PM
Thread Title : Re: let's make some new vestiges

I don't have much experience with this system, but a thought occurred to me, has anyone made a vestige of Sarger's? It seems like he'd be a perfect (if very high level) vestige to make.

[Post 1170]
Author : JiCi
Date : 06-07-07 04:35 AM
Thread Title : Re: let's make some new vestiges

Huh, care to explain it further ? Its legend, its appearance, its powers ?

[Post 1171]
Author : Bill Lumberg
Date : 06-07-07 07:35 AM
Thread Title : Re: let's make some new vestiges

Jici:

The first part of Weighty Words is something I copied from an old psionic power, Mass Manipulation. I now realize that it does not make clear what the effects of making something heavier would be. I guess it would increase encumbrance and result in penalties to Dex, attacks, AC etc... I will have to do some more work on this, it seems.

I will change the level and binding DC. Thanks for the advice.

[Post 1172]
Author : MageSparrowhawk
Date : 06-07-07 04:48 PM
Thread Title : Re: let's make some new vestiges

Sargeris is the titan who leads the burning legion in the warcraft universe, he's pretty close to a god, though he was banished/killed/etc. and noone knows where he is, if he exists at all.

[Post 1173]
Author : The Crimson Dawn
Date : 06-10-07 12:10 AM
Thread Title : Re: let's make some new vestiges

Ok I am unsure if there has been a vestige with these abilities as I have only read about 22ish pages but at the very least could you let me know if this is sound ok here we go!

Reshar, The Ninefold Prince of Blades
Level 6
Binding DC:23
Reshar gives you power and knowledge of the Sublime Way, his wisdom, and hardiness of body.

Legend:Reshar was a human master swordsman. He struggled to gain true knowledge of the Sublime Way and he went to achieve this in a revolutionary method, by mastering all nine of the disciplines. After mastering all nine disciplines he took pupils from each discipline and created a temple in the mountains. After a century passed the temple was well established but Reshar still had not defeated his primary adversary, truth. In order to find truth Reshar decided that he had to travel the world. Before Reshar left he gave each master of a discipline a unique sword to represent his discipline. Reshar then told each master that as long as the swords were kept in the temple all would be well, but if any were stolen then the temple would fall. Reshar left the temple with the knowledge that he had created a great school that would never fail which would continue his teachings. Soon after the temple was out of sight he met an old man on the road. The man was alone and it seemed that his hands were injured previously as they were bent out of shape. Reshar asked the man if he wanted help but the old man refused. During his long conversation the old man let slip that the greatest adversary that nobody can defeat was death itself and therefor that only by defeating death would Reshar ever

find truth. Reshar then left the man and traveled and meditated on beating death. As Reshar was about to meditate himself beyond the boundaries of death a voice intruded on his thoughts, "They are gone" the voice said and in that moment Reshar saw that his temple was destroyed from within. Reshar then realized that he had lost his true chance of immortality by the continuation of his art. With this his eyes flew open and he saw the speaker, the old man with bent hands holding the Rapier Supernal Clarity. The old man's shape then changed to the form of a Rakshasa. With this shock Reshar missed his chance of defeating death and passed on to being a vestige though not before he took the Rakshasa with him.

Special Requirement:The binder must carry a representation of at least one weapon from each martial discipline when he creates the seal. These do not have to be actual weapons they could be charms or the like as well. Reshar also hates Haures and will not bind with a binder who is bound to Haures, or allow you to bind to Haures if you are already bound to Reshar.

Manifestation: First you see a tiger pacing in the blackness. The tiger starts scratching and biting itself. The tiger is then stabbed in the heart by an unseen dagger. The sun then appears and seems to beat down on the dying tiger furthering its anguish. As the sun sets the tiger lights on fire. The tiger screams in a human voice and soon after the tiger is attacked by white ravens. When there is only the skeleton left the birds are scattered by an iron cage that then surrounds the remains. The cage then swallows the tiger and becomes enveloped by stone. The stone then grinds until even it falls away and all that is left is a diamond. Inside the diamond stands the spirit of a man defiant with gray hair who then speaks to you.

Sign: While you are bound the weapons you used in the binding ritual leave tattoos on your body seemingly at random places and sizes. If you did not use the weapons (such as if you have the ignore requirements feat or you used an unarmed strike as your discipline weapon) you gain tattoos of the nine swords themselves for each weapon you did not have (and of that discipline).

Influence: While influenced by Reshar you must take up any challenge to you no matter how small or trivial. You also must try to convince any warrior to take up the Sublime Way as that is Reshar's favored style.

Granted Abilities: Reshar grants you the ability to strike like a warblade, be quick like a swordmage, be tough as a crusader, his knowledge of the Sublime Way and it's skills, and lastly his personal longevity.

Way of the Nine:The binder gains access to 5 martial maneuvers from any discipline and one free stance from any discipline. If the binder desires more stances he must take them as one of his martial maneuvers. At effective binder level 15 and twenty you gain one more maneuver (so the max is seven). These are your maneuvers known and your maneuvers readied. You must still follow all restrictions placed upon a martial adept including prerequisites. Your initiator level is equal to your effective binder level minus two. So a 13th level binder is a 11th level martial adept and thus has access to 6th level maneuvers. Only your EBL counts towards your initiator level for this ability. Once a maneuver has been expended that particular maneuver is recovered automatically 5 rounds later. Once recovered you may use the maneuver again. All of your maneuvers are supernatural even if they are normally not. Lastly all save DCs for the maneuvers should be calculated by the traditional binder method of $DC=10+1/2$ binder level+ cha modifier.

Sage's Quickness: The binder gains a +3 to his initiative bonus. This increases to +4 at 15th EBL and gets +1 every 5 levels after.

Crusader's Vigor: As the Mettle ability.

Know the Way: you gain a +10 to Martial Lore checks and may use the skill untrained. You also gain +2 to a disciplines primary skill for every maneuver you pick from that discipline from your Way of the Nine vestige feature and a +1 to Martial Lore checks to identify a maneuver from that discipline. For example if you took 3 Diamond Mind maneuvers you would gain a +6 to concentration checks and an additional +3 to martial lore checks to identify a diamond mind maneuver.

Gray but Young, Quick yet Wise: The binder is now under the effect of the Timeless body ability of the druid class except that any aging penalties are removed for the duration of the bind to Reshar. Reshar was quick to act but he was also very wise and gives you a +4 to your wisdom score.

Well is it any good? Is the level alright? Any other comments just let me know please!

[Post 1174]
Author : JiCi
Date : 06-10-07 03:48 AM
Thread Title : Re: let's make some new vestiges

Well, according the Tome of Battle, he's not technically dead, but that's a good alternative.

Way of the Nine: The binder gains access to 5 martial maneuvers from any discipline. At effective binder level 15 and twenty you gain one more maneuver (so the max is seven). These are your maneuvers known and your maneuvers readied. You must still follow all restrictions placed upon a martial adept including prerequisites. Your initiator level is equal to your effective binder level minus two. So a 13th level binder is a 11th level martial adept and thus has access to 6th level maneuvers. Only your EBL counts towards your initiator level for this ability. Once a maneuver has been expended that particular maneuver is recovered automatically 5 rounds later. Once recovered you may use the maneuver again. You also gain access to 3 stances. These stances may also from any discipline. You gain an additional stance at EBL 16. Once you change a stance you may not go back to your previous stance until after five rounds have gone by. All of your maneuvers are supernatural even if they are normally not. I would drop the stances and put them in the same basket as the other maneuvers. 7 maneuvers + 4 stances is a bit too much. I suggest that the binder chooses maneuvers from any kind, strikes, boosts, counters and stances altogether.

Sage's Quickness: The binder gains a +3 to his initiative bonus. This increases to +4 at 15th EBL and gets +1 every 5 levels after. Looks good.

Crusader's Vigor: As the Mettle ability. That too.

Know the Way: you gain a +10 to Martial Lore checks and may use the skill untrained. You also gain +2 to a disciplines primary skill for every maneuver you pick from that discipline from your Way of the Nine vestige feature and a +1 to Martial Lore checks to identify a maneuver from that discipline. For example if you took 3 Diamond Mind maneuvers you would gain a +6 to concentration checks and an additional +3 to martial lore checks to identify a diamond mind maneuver. Nothing to say here.

Gray but Young, Quick yet Wise: The binder is now under the effect of the Timeless body ability of the druid class except that any aging penalties are removed for the duration of the bind to Reshar. Reshar was quick to act but he was also very wise

and gives you a +4 to your wisdom score. That too.

That's a good vestige, but you should regroup the stances with the other maneuvers together.

[Post 1175]
Author : The Crimson Dawn
Date : 06-10-07 12:26 PM
Thread Title : Re: let's make some new vestiges

Well JiCi I have considered what you have said and I have changed the ability. The binder still gets one stance but that is it. He can only get more if he takes them instead of a martial maneuver. I figured to be a true martial adept like Reshar then he must have at least one stance. Besides He will have less maneuvers prepared, much less known, less stances, and less high level maneuvers (because of his lesser initiator level and he can't trade lower level maneuvers for higher level ones) than any true martial adept. He does have ultimate flexibility to choose his powers though.

The know the way ability is not exciting and I know that. The reason I put that in there was mostly for flavor and to make it possible to use some of the maneuvers that require skill checks that you may not have as a binder. The flavor aspect was Reshar knew more than anybody and thus his knowledge must be passed to you thus the power of martial lore even if it is mostly useless. The other half is if you wanted to use many diamond mind maneuvers (and other disciplines have this problem too) then you need a high concentrate check. As a Binder you have no need for a concentrate check before and so that would hurt the binder's ability to use the more fun martial maneuvers.

Do you think the level and bind DC are correct or is it too low/high? EDIT: I based the maneuvers off of a Warblades maneuvers readied at the moment you could possibly get into 6th level vestiges which then influenced the quickness etc. If I were to lower the initial amounts of the bonuses and maneuvers gained and have it progress so that it would end up with the same number would that allow the vestige to be lower level or is this the exact level it should be? Why or Why not?

Thanks for the input!

[Post 1176]
Author : JiCi
Date : 06-10-07 04:36 PM
Thread Title : Re: let's make some new vestiges

The level and DC are correct, since the abilities depend on an initiator level rather than a binder level.

What I meant by "Nothing to say here" for the Know the way ability was "Nothing to say here; it's a good ability"

[Post 1177]
Author : The Crimson Dawn
Date : 06-10-07 06:24 PM
Thread Title : Re: let's make some new vestiges

oops cool then sorry for the exposition thanks for the advice.

[Post 1178]
Author : The Crimson Dawn
Date : 06-10-07 11:09 PM
Thread Title : Re: let's make some new vestiges

Sorry for a second post but I just had an important thought. Does my maneuvers in my vestige use their original save DC or the binder's save DC of $10 + \frac{1}{2}$ binder level + cha mod? It would be easier in some ways to use the original DC and gives a real bonus to having a wisdom bonus (for those swordsmen maneuvers). However this would make the lower level maneuvers more usable which is what the binder will have more (because of prerequisites). One other advantage is that the save DC for each maneuver would be the same so it would make book keeping easier. Lastly having the save DC based off your binder level makes it more consistent with the vestige rules as I can not think of any instances where the DC is different from $10 + \frac{1}{2}$ binder level + cha.

So the real question is since it is better in many ways to have the save DC based like other binder powers would that make the ability too strong or would doing that have only a minor impact?

[Post 1179]
Author : rampant
Date : 06-10-07 11:17 PM
Thread Title : Re: let's make some new vestiges

Well when a spell or power is granted by the vestiges you use the Binder DC so I'd say stick with the binder DC.

[Post 1180]
Author : The Crimson Dawn
Date : 06-12-07 01:02 AM
Thread Title : Re: let's make some new vestiges

Alright time for a second vestige. This one is less thought out but with your help maybe it will be viable. Just remember that this one is mostly for laughs...

Spinal Tap, The Shark Sandwich

Level 11? (Spinal Tap allows you to use it as an 8th level vestige)
Binding DC:34

A loud vestige Spinal Tap gives you great powers over sound itself.

Legend: Nobody is quite sure where Spinal Tap came from. What is known is that it is made of several different beings who utilize strange musical instruments. They are very loud, in fact they are so loud that it is believed that they must be using some magic to amplify the sound. Binders have spent centuries trying to figure out what the lyrics in their song mean but thus far no pattern can be found. One mad binder said he figured out what Spinal Tap was; he said that Spinal Tap was a fictional joke played upon the masses lampooning a group of musicians.

Unfortunately everybody thought they were real and somehow this belief was strong enough that they became real (such as Adhan became real in Planescape). The group became unpopular and "died" from lack of thought. Since they were not truly alive they had nowhere to go and became a vestige. All the binders thought this was ludicrous and they laughed at him though Spinal Tap still seems to offer no other clues to its previous life.

Special requirement: You must have at least one percussion instrument, string instrument, or a vocal amplification devise to bind Spinal Tap. Lastly you also need one stone of any size, one dinner roll, and at least a pound of a dense metal. All of these objects are not lost when you bind to Spinal Tap.

Manifestation: First great lights shine from the sky into a dark shadow revealing a giant horned skull. As the light progresses across the shadow a great noise occurs though only the binder can hear it. The light shows off several men in strange outfits playing outrageous instruments, a small 18 inch round stone structure, and various other strange and unnerving things. As the noise gets louder the stage starts to crumble and things go wrong. After everything else has crashed and the music has died the horned skull, broken in many places it may be, flies up and begins bargaining with you.

Sign: Spinal Tap's sign is a bulge in your pants in the crotch area. If you look in your pants there will be a large cucumber in your trousers. This vegetable may be removed but a new one will always take its place and the old cucumber will vanish. If you are wearing no pants the cucumber will float in front of your genitalia as if it was covering you to protect your modesty. The most unusual part (as if it was not strange enough) is that this vegetable will react with anything used to detect metal, magical or otherwise. In addition if you have hair on your head it grows into a glorious Ape Drape.

Influence: Spinal Tap makes you have a strong feeling of being better than anybody else. This also makes you ask unreasonable demands from your party members such as demanding that they heat your bath water with alchemist's fire. They do not have to obey but you must demand. You also vie for creative control in any situation. If someone else was to come up with a plan, for instance, you would have to disagree with it and come up with a new plan. This could even be the same plan but you must try to take credit. Lastly you have an insatiable need to wear tight leather.

Granted Abilities:

Spinal Tap gives you the ability to use their tremendous sound as a weapon, their "great" ability at playing, and their ability to inspire fighting with their sound.

LOUD NOISES: This ability grants the binder a sonic attack. This attack deals 1d4 for every two effective binder levels, though you must hit with a ranged/melee touch attack. After taking damage the target must make a fort save or be deafened for 2 rounds. This attack does full damage to objects and deals double damage to specially vulnerable creatures and objects (such as most glass). This is a standard action to invoke and the maximum range is 11 feet per binder level (round down to the nearest square. An example would be if you had a range of 11 feet you would treat the effect as if the range was 10 feet and so on). Even though it is not required (as supernatural abilities have no explicit components) most binders perform this move by making a wine glass shattering, falsetto using, and mind numbing high note, though others perform a curious mandolin playing motion in the air with no mandolin!

Tune it to 11!: When you use your LOUD NOISES ability you may decide to use this ability to augment its power. This takes no additional action and gives the LOUD NOISES ability the benefit of the empower and maximize supernatural ability feats.

After using this ability you may not use it again for 5 rounds.

School of Rock: Spinal Tap teaches you how to perform music though nobody believes that what Spinal Tap wants you to play is actually music. This results in a +16 competence bonus in perform checks with percussion, string, sing, and oration checks. You also have full proficiency with these types of instruments. You can also summon a normal instrument of any type that Spinal Tap gives you a bonus to. If you perform for money these bonuses only apply if you are not influenced by Spinal Tap. If you are influenced by Spinal Tap the bonuses do not apply as the people are put off by the "music" of Spinal Tap.

Inspirational Noise?: Even though most people can not stand Spinal Tap's music it does have a strange effect if used in battle. Spinal Tap can utilize the Inspire Courage, Inspire Greatness, and Inspire Heroics abilities as a bard of your effective binder level. You do not need the ranks in perform to use these abilities. You still have to perform just like a bard does though. The method of performance is up to you though it should be in line with the types of performance that Spinal Tap gives you bonuses on. You may use an ability as long as you like but as soon as you stop the effect only lasts for five more rounds. After you stop performing you may not use this ability for five rounds.

Immunities: Since Spinal Tap is so used to loud noises they gives you some of their resistance. You are immune to sonic damage, deafness, and other sound based effects that you do not want to effect you.

Show Stopper: Spinal Tap loves having special effects when they perform and thus gives you the ability to make special effects. You may use ghost noise, prestidigitation, and pyrotechnics as the spells as a supernatural ability at will.

Well what do you think? Are there ways to make this even more funny or accurate to the source? Is it the right level in power? Please give me a helping hand!

[Post 1181]
Author : Bill Lumberg
Date : 06-12-07 10:08 AM
Thread Title : Re: let's make some new vestiges

LOUD NOISES: This ability grants the binder a sonic attack. This attack deals 1d4 for every two effective binder levels, though you must hit with a ranged/melee touch attack. After taking damage the target must make a fort save or be deafened for 2 rounds. This attack does full damage to objects and deals double damage to specially vulnerable creatures and objects (such as most glass). This is a standard action to invoke and the maximum range is 10 feet per binder level. Even though it is not required (as supernatural abilities have no explicit components) most binders perform this move by making a wine glass shattering, falsetto using, and mind numbing high note, though others perform a curious mandolin playing motion in the air with no mandolin!

The range should be 11 feet per level.

Other than that this is flawless.

[Post 1182]
Author : The Crimson Dawn

Date : 06-12-07 10:12 AM
Thread Title : Re: let's make some new vestiges

The range should be 11 feet per level.

Riiiiiiight. Well bargained for and done Bill! I should have caught that lol.

[Post 1183]
Author : BPsiBeaver
Date : 06-12-07 07:37 PM
Thread Title : Re: let's make some new vestiges

U iz teh suck! Spinal Tap = FAIL. Lolz, just kidding. This is hilarious! Love it. Good job, sweetie, but I think it needs another sign, like big hair or leather pants (or a mullet maybe?) I have to say Chuck Norris is my favorite. I think it needs the chin punch though. Hey everybody, I'm TheCrimsonDawn's girlfriend, and I like to play D&D too. Right now I'm playing in Crimson's campaign as a kalashtar psychic warrrior 4/barbarian 1/homebrew inspired slayer 4.

[Post 1184]
Author : The Crimson Dawn
Date : 06-12-07 07:46 PM
Thread Title : Re: let's make some new vestiges

well thanks BPsi its good to see you here too. For you I have added the desired changes woot. :P

[Post 1185]
Author : Mist-Bound
Date : 06-13-07 11:25 PM
Thread Title : Re: let's make some new vestiges

This is an incredible topic, my hat off to all of you. After looking through the entire list, a few Vestige ideas of my own came to me. As I wouldn't trust my designing skills as far as I could throw them, what do you think of these as possible Vestiges?

Judge Dredd; the Unbending Enforcer
Now, I know this guy is sci-fi- but, to be honest, so are the Dalek and Cybercontroller Vestiges. I'm not too sure why his spirit may have been cast out of reality to become a Vestige... perhaps, when he died, his spirit was taken to Mechanus (as was befitting), but the powers that ruled that plane found him either too law-abiding (or too brutal) and so they banished him, and he would neither accept nor be accepted by any other plane? Alternatively, perhaps when he died his will to continue enforcing justice was so strong that he forced himself to remain as a Vestige, thus enabling him to further the cause he lived, fought and died for by influencing those who bind his spirit?
Special Requirements... perhaps the Binder either has to be Lawful or must not have committed any crime in the past 24 hours? Powers... maybe things with a law-enforcement theme? Commanding voice, resistance to will attacks/fear saves, bonuses to fighting unarmed? Obvious influence is to make the Binder more lawful, and perhaps to make them feel the urge to enforce law on those around them?

Judge Death; the Slaughterer

As this creep has finally been utterly destroyed, and given how hard it's proven to make death stick with him, Vestige status seems natural. Besides, makes a nice foil for Judge Dredd- perhaps both have the special requirement that they won't pact with a Binder who is bound to their counterpart and/or has bound to them in the past week? Influence... probably a desire to kill, though not an uncontrollable one natural. Powers... maybe some undead powers? Resilience, intimidation bonus, perhaps a negative energy touch attack? For sign... mayhaps your skin develops a greenish tinge or (more likely) you develop a permanent rictus grin and your nails elongate to become clawlike (though they do no damage if you use them).

Ranma Saotome

I've not a clue how this guy could have become a Vestige, but likely he bestows a portion of his considerable fighting skill & talent on the Binder, at the cost of also giving him some of his arrogance. Come to think of it, some of Ranma's rivals or fiancées might also make Vestiges. *shrugs*

Batman & Joker

These two are probably almost ridiculous as the above suggestion, but I thought I'd throw them out anyway.

Finally, I recently learned that the old D&D cartoon series has been brought back on DVD- more importantly, that part of the bonus is the characters statted up as modern-day PCs. (Out of curiosity, could anyone who has the DVD tell me what class the kids actually have now, and perhaps even what level? I normally wouldn't ask, but I'm not likely to ever so much as see a copy...:weep:). Since I've found this thread, I've been wondering; given that the kids either found their way home (the unproduced final episode) or were eaten by Tiamat (if the easter egg from BG2 has any significance), could their D&D alteregos have possibly become Vestiges? Given that the "D&D character essence" would have been strained from their soul either way, and given that said essence would have nowhere else to go, could those essences have become Vestiges?

[Post 1186]

Author : Kaiosama214

Date : 06-16-07 07:58 AM

Thread Title : Re: let's make some new vestiges

<http://i80.photobucket.com/albums/j181/kaiosama214/1181674168765.jpg>

Pyramid Head, harvester of souls.

Vestige level: 7th

Bind DC: 31

Special Requirements: Yes

Pure fear personified, Pyramid Head grants his powers of terror, violence, regeneration, and bloodshed.

Legend: Very little is known about the entity known as Pyramid Head, a problem that is made substantially more difficult by the fact that he never speaks. The little that IS known is this: In a small, terrible demi-plane known as Silent Hill, the Dark God Samaiel reigns supreme. in this plane he traps unwitting and unwilling victims, torturing their very souls with their greatest fears and doubts. Aiding him is his personal executioner, Pyramid Head. A being seemingly composed of fear, he manifests many times as the worst nightmare of the victims subconscious. The topic of how he became a vestige is a little more clear; The plane of Silent Hill had destabilized, and Samaiel was forced to abandon it to entropy. as such, he, Pyramid

Head, and His daughter, Aylessa, escaped to the unknowable, and became vestiges.

Manifestation: A massive sword, seemingly a butcher's knife of immense proportions, falls from the sky and strikes the center of the seal, which starts to bleed. Out of the shadows, A shuffling figure appears, clad in a long leather skirt and a huge, pyramid-shaped helmet which completely covers his head. He is shirtless, heavily muscled, and pale as death. His skirt trails blood as it scrapes across the ground. he withdraws the bloodstained weapon from the ground, and awaits the summoner.

Special Requirements: The binder must draw the sign in fresh blood, either his own (dealing 1d6 hp damage) or anothers.

Sign: When the binding is completed, PH takes his sword and seemingly stabs the binder through the chest, leaving a huge gaping wound, which bleeds profusely. This causes no damage, and does not affect the binder in any way other than asthetics.

Influence: When under PH's influence, You remain completely silent. You will not talk, even under magical complusion. Additionally, PH prompts you to kill opponents rather than take hostages or let them run away.

Granted Abilities: Pyramid Head grants you the use of his sword, his ability to cause terror, His resistance to damage, and his ability to strike without warning. Pyramid Sword: As a swift action, you can summon a large bastard sword(2d8, 19-20 x2) which you are proficient with and can weild one-handed without penalty. The bonuses of the weapon vary depending on binder level.

- 12th or lower: +1 adamantine Bastard Sword
- 13th - 15th: +1 wounding Adamantine Bastard Sword
- 15th - 18th: +1 Keen Wounding Adamantine Bastard sword
- 19th+: +3 Keen Wounding Adamantine Bastard sword

Fear Aura: An aura of palpable terror emanates from you. All creatures who come within a 60 ft. radius must make a will save of be shaken

Damage Reduction: The binder gains DR 5/good

Fast Healing: The binder gains Fast healing 5

Death Strike: The binder gains the Sudden Strike ability (+1d6 per 4 binder levels), and can use it whenever his opponent is denied their Dex bonus.

[Post 1187]
Author : alchemyprime
Date : 06-16-07 08:56 AM
Thread Title : Re: let's make some new vestiges

Hi. I new to ToM. Originally liked it for Truenaming, but looking into binding. Getting it in a week or two.

I skipped from page 4 to page 40. I wanted to know if anyone compiled the vestiges in a document or pdf that they would not mind sharing so that I may look at it as I go along, with out waiting for the boards to load. Please?

Also, at the Incarnum Guide, we will soon be making some incarnum vestiges.

Loved the Dalek and Jamie. Also liked the vestige Skarn, the one that reflected spells. And all of the lovecraft ones. And Spinal Tap.

If anyone has the vestiges compiled, I'd be much obliged.

[Post 1188]

Author : periscope

Date : 06-16-07 12:54 PM

Thread Title : Re: let's make some new vestiges

Ive got an idea for some vestiges. Did any of you ever watch that old BeetleJuice Cartoon? The one the French Skeleton fitness guru, the tap dancing spider, the hairy Texan monster with the dog named Popsie, and (of course) Lydia and BeetleJuice?

NOTE: this is based off the cartoon, not the movie. In the cartoon they were friends (so no trying to force them to marry). In fact, if you observe, Beetlejuice only seems to get really mad and "go off" on the people who threaten Lydia. Everyone else, its usually a joke, a game. Not out of cruelty.

http://www.deviantart.com/deviation/31635662/?qo=12&q=Beetlejuice%2BLydia&qh=boost%3Apopular+age_sigma%3A24h+age_scale%3A5

Lydia, the dark princess (if you have a better title, plz tell me)

Level: 8

Bind DC: no idea

Special Requirements: Yes

Lydia is a relatively recent discovered vestige, though if her history is correct, she is thousands of years old. As far as any can gather, she was a sorceress or cleric who attempted to blend conjuration and necromancy. Binders (and some churches) know that she was the first Archivist (Heroes of Horror). As she was considered "abnormal" (she describes herself as just liking strange things for a girl of her apparent age, such as tales of horror and spiders and insects), she did not have many friends (many of those her own age were either kept from her by their parents or were driven off by her rival) and as such, attempted to "make" some. Her experiments were a success, and today her works are known as the summon undead spells available to many necromancers. As a result of herself "hanging out"(as she puts it) among the dead, she considered many her friends (among them a dread wraith with a penchant for pranks and an awakened skeleton obsessed with keeping fit, despite being dead). And yet she did not slip into the darkness that many necromancers do. How she died is a mystery, but some say a rival (as she puts it a "blonde bubbleheaded rich girl") caused an incident which humiliated her so much that she used her magic to vanish from reality itself.

Manifestation: thunderclouds rage above the seal (these cannot be heard beyond 10 ft from the circle) and a chill wind whips around the binders clothes and hair. As lightning strikes the seal, it all stops. Silence. Then a cobweb appears to drift down from the clouds and settles, as if it were a mantle and an invisible persons shoulders. Blood seems to fill the gaps between the holes in the web, leaving it as a black design sewn into red fabric. Like a pitcher being, a young (13ish) girl appears with pale skin, large eyes, and black hair. She smiles and attempts to make pleasant conversation with the binder throughout the summons. If you ask about her rival or how she became a vestige, her face contorts into a grotesque mockery which causes a nightmare effect on the binder (Will save DC 20) or be plagued by Nightmares (as the spell in the PHB) for 2 days. This also gives a -5 penalty to bind her at this time (though next time she will have forgotten).

Special Requirments: The binder must summon Lydia in a darkened room, the circle

must be drawn with either white or black chalk (no other materials will yield results). The binder must also not have any materials specifically for fighting undead (undead bane weapon, holy water, etc) on their person.

Sign: The binders skin pales, and their eyes seem to grow to twice as large as normal. This has no effects other than aesthetics. A cobweb pattern appears on the binders clothes.

Influence: Lydia increases the binders curiosity, particularly when it comes to subjects most do not wish to study (graveyards, insects, spooky forests). She requires that if there is a mausoleum, tomb, or graveyard within reasonable distance (such as the town graveyard) she requires the binder to visit it for at least one minute (reading various graves, contemplating those who's graves have become unreadable, etc though if your in a hostile situation you may pause to deal with the threat).

She also requires that you must attempt to bring down those you see being arrogant (DM's discretion). Bring down does not necessarily mean kill, it can mean scare the daylight out of them.

Granted abilities: Lydia grants you talents she possessed in life. Her knowledge of things dark and strange, the natural aversion many had for her in life, and her talent for interaction with undead.

Though I know I should be wary,: The binder gains the Dark Knowledge ability of an archivist of equal level to his EBL (including how many times per day he may use it), except that if the binder chooses, he can channel the spirit of Lydia. If doing so, he must display her sign as per a bad pact and is subject to her influence (as per a bad pact) for the duration that you channel her, and for one hour afterwards. While channeling, you are considered having ranks in all knowledge skills equal to your EBL+3 and may use your Cha modifier instead of your Int modifier for the purpose of dark knowledge checks.

Still I venture someplace scary!: The binder may use the spell Shadow walk once per day (so no expelling and rebinding her to get more uses). Additionally, the binder gains the ability to see through normal and magical darkness.

Ghostly hauntings I turn loose!: The binder may loose a deeper darkness effect as a standard action. Combined with this is an antipathy effects (Save calculated as normal for binders) around the edge facing inward (ie, the antipathy effect keeps the victims INSIDE the deeper darkness effect. Those in the deeper darkness effect (besides the binder and those he designates as allies or those she does not want harmed) are subject to an effect similar to the Fear spell (save calculated as normal for binders). In addition, the deeper darkness effect is home to 1 shadow per 2 binder levels (maximum 10). These attack all those in the effect that the binder designates as enemies.

Once she has used this, she must wait 5 rounds before using it again. The binder may only have 2 of these in effect at a time.

Once the binder obtains 15 EBLs he may choose to instead have one greater shadow per 4 EBLs (Maximum 5) inhabit the deeper darkness effect.

Beetlejuice! Beetlejuice! Beetlejuice!: Beetlejuice was Lydia's closest companion in life, and thus followed her into the Realm which cannot be (after exacting revenge upon her rival).

By chanting his name 3 times (during which the Binders voice changes to Lydia's) you can summon Beetlejuice.

Treat him as a Dread Wraith (monster manual) with the following changes:

Alignment is Chaotic Neutral (or chaotic good, cant decide). Lydia's influence had a profound effect upon him.

Can use Animate Objects by touching the object (may only have a maximum of 4 objects animated at one time). He was known for animating objects during his jokes.

Beetlejuice may interact with the material plane (as if his hands had the ghost touch enhancement). In any round he does, his incorporeal miss chance drops to 20% as he becomes more solid. He has a Strength Score of 20, and may bestow incorporeality and flight upon one person by touching them and holding on (normally holding hands, though he has been known to carry rude people by the seat of their pants).

He has fast healing 3.

he must obey the binders commands, though poorly worded commands can be "misinterpreted". He prefers to be asked rather than told what to do.

He cannot be turned, and is not subject to any special effects against undead (ie a magic stone spell does not deal increased damage, nor does searing light).

If Beetlejuice is destroyed, the binder must wait one hour before summoning him again.

what do you think?

[Post 1189]
Author : Bill Lumberg
Date : 06-16-07 02:56 PM
Thread Title : Re: let's make some new vestiges

Marbas, the Plague
Level: 4

Binding DC: 21

Legend: An unnamed cleric of Incabulous unleashed a plague in the Pale centuries ago in an attempt to destroy that nation. The plague engulfed the whole of the Flanaess and lasted for decades, killing untold thousands upon thousands. It drew strength from those it slew and took on a sentience of its own. With its newfound intelligence it named itself Marbas. Marbas resisted attempts to destroy it and seemed as if it would cause death on the level of the Twin Cataclysms.

The clergy of Pelor were ultimately able to locate the heart of the plague and destroy it with a relic called the Blood of Liga. Marbas's intelligence was obliterated along with the Blood of Liga, the clerics who wielded it, and the city they stood in at the time. Without an intelligence to guide it, the plague was an ordinary disease and was brought under control one year later.

Something of Marbas survived in those who were still suffering from it. It is from there that the vestige of the plague arose. It is said that if all illness is eradicated from the world, Marbas will cease to exist.

Manifestation: A swirling amorphous mass of putrescence appears inside the seal. It

is accompanied by the stench of vomit and rot. The putrid mass shapes itself into the form of a sickly looking naked man with a long beard made of dead hellebore flowers.

Special Requirement: The binder must place a handful of hellebore flowers in Marbas's seal. The flowers become Marbas's beard. Marbas cannot be bound along with Buer.

Sign: The binder shakes and displays the symptoms of various diseases. Any small vermin or plants that touch the binder die instantly.

Influence: The binder must take any opportunity to kill small creatures and plants.

Granted Abilities:

Plague Carrier: Any living thing that touches the binder suffers one point of Constitution damage. Creatures with fewer hit dice than the binder receive no save, those with hit dice equal or greater than the binder's receive a Fortitude save to avoid this loss. Those who save are still Sickened for one round. The binder must show Marbas's sign to use this power. If a creature saves against this power it is immune to it for 24 hours.

Immunity to Illness: The binder is immune to all diseases when bound to Marbas.

Infect: The binder can cast Contagion, by touch, once every five rounds. At 12th level the power becomes more virulent; anyone who treats the victim with the Heal skill risks catching the disease. The person making the Heal check must make a save against the disease with a bonus of +5 or contract the disease after its normal incubation period.

If Remove Disease is used on a victim of this power the caster must succeed on caster (spellcraft) check to cure the victim. The DC for this is 10 + half the binder's effective level + the binder's Charisma or Constitution score, whichever is higher.

The binder can make use of this power once for every binder level. The binder must show the sign to use this power.

Pestilence: Once per day, the binder can surround himself with a cloud of disease that affects anyone within 30 feet with the Contagion spell. The cloud lasts for one round per binder level and moves with the binder.

Festering Wounds: Any melee damage the binder inflicts heals at half the normal rate. Regeneration and curative spells are only half as effective on those wounded by the binder.

P.E.A.C.H.

[Post 1190]
Author : Kaiosama214
Date : 06-16-07 07:54 PM
Thread Title : Re: let's make some new vestiges

Hey, if ya don't mind, PEACH on Pyramid Head.

[Post 1191]
Author : periscope
Date : 06-16-07 09:26 PM
Thread Title : Re: let's make some new vestiges

I like pyramid head (particularly the pic, where did you get it?) though Ive never played Silent Hill (though Ive heard good things). The image of gaining a giant butcher knife as a weapon seems even more intimidating then a normal sword, and the sign is creative (though signs are hard to come up with without repeating that which comes before).

Anyone have an opinion on Lydia?

[Post 1192]
Author : Bill Lumberg
Date : 06-17-07 10:06 AM
Thread Title : Re: let's make some new vestiges

Pyramid Head seems very powerful for a sixth level vestige. I suggest making him seventh level.

The manifestation is great, I love the knife falling from the sky. The silence requirement part of his influence could be a problem. How much fun is it to play if your character cannot speak? I like the requirement to kill rather than capture, though.

[Post 1193]
Author : Kaiosama214
Date : 06-17-07 05:47 PM
Thread Title : Re: let's make some new vestiges

I was thinking it might be a little too powerful...I kind of balanced it against Eurynome, considering the DR and Weapon abilities, then made it just more powerful, but yeah, *bumped* to 7th.

Thanks, I liked the Manifestation and sign myself :).

The silence bit is mostly because, well, he's a silent, brutal killer. True enough, it's not entirely fun to play a silent character, but then, most of the time, you don't really WANT to be under influence of your vestiges, now do you? :-p

[Post 1194]
Author : Kaiosama214
Date : 06-17-07 06:38 PM
Thread Title : Re: let's make some new vestiges

Since I think the abilities of Dante to use "spirit arms" as his weapons, and the myriad of different abilities they give him, I proposed long ago turning them into vestiges. Well, here's the first one!

<http://i80.photobucket.com/albums/j181/kaiosama214/dante.jpg>

Alastor, The Speed in the Sword

Vestige level: 6th
Bind DC: 28
Special Requirements: no

A spirit blade of unknown age, Alastor gives use of his blade, unearthly quickness, and winged flight

Legend: There is debate as to exactly which entity scholars refer to as Alastor, as many creatures (demonic, godly, and otherwise) have had the same namesake. It is possible (and highly likely) that all are linked, and may very well be the same being. In most cases, Alastor has appeared as a demon of varying age and power, but always with the same goal: vengeance, amplified to an unearthly degree. It is suggested that most of the world's infamous feuds were caused by his interference, stoking the fires of hatred and jealousy, inciting enemies to kill one another over petty arguments.

Whatever the truth of the matter, Alastor currently seems to be trapped in the form of a large, sentient sword. It is unknown both how he became so trapped or how such a pervasive creature became a vestige, but it is known that he wishes beyond all else to escape from his place of holding and return to his corruption of mortals.

It is unknown whether or not the pit fiend Alastor, Executioner of Baator, is related in any way, but it seems likely.

Manifestation: Beginning as a single point of light hovering above the sigil, the light quickly expands to show a huge sword thrust into a pile of skulls, as if awaiting its owner to claim it. The sword crackles with electricity and has a sinister look about it, the guard forming a winged demon with the blade jutting out of the mouth, pommel spiked wickedly, and the blade has an unnatural luster to it. Alastor speaks to the binder, negotiating his contract, and at the conclusion demands the binder draw the sword from the middle of the circle.

Sign: The sign of Alastor is the sword itself. While bound to him, the sword remains constantly on your person, either in your hand or attached to your back (with no apparent means to do so)

Influence: When under Alastor's influence, you take serious offense to any infraction against you, and will constantly strive to "avenge" yourself and others for these perceived slights. As well, the punishments Alastor wishes for such infractions are absurdly severe, usually death of the offender.

Granted Abilities: Alastor grants you his powers of speed, Flight, and his enormous blade.

Alastor Sword: As a swift action, you can summon a large bastard sword (2d8, 19-20 x2) which you are proficient with and can wield one-handed without penalty. The bonuses of the weapon vary depending on binder level. You must show Alastor's sign to use the weapon.

12th or lower: +1 mithral Bastard Sword
13th - 15th: +1 shocking mithral Bastard Sword
15th - 18th: +1 Keen shocking mithral Bastard sword
19th+: +3 Keen shocking mithral Bastard sword

Alastor's Speed: Alastor grants you the ability to cast Haste on yourself with a caster level equal to your EBL. You may use this ability once every 5 rounds.

Flight of the Demon: You sprout wings that allow you to fly at twice your base speed with average maneuverability.

Demon's senses: You gain the benefits of the Lightning Reflexes feat

Alastor's Swiftness: Your base speed increases by +10 feet.

[Post 1195]
Author : Kaiosama214
Date : 06-17-07 07:49 PM
Thread Title : Re: let's make some new vestiges

Gotta have the MAIN MAN!

<http://i80.photobucket.com/albums/j181/kaiosama214/lobo078fj.jpg>

Lobo, The Main Man
Vestige level: 8th
Bind DC: 40
Special Requirements: yes

Lobo, as obnoxious as his is powerful, grants the binder a portion of his immense strength.

Legend: One of the multiverse's most reviled beings, Lobo gives a new meaning to the word "obnoxious". Though tremendously powerful, his is also power hungry, a gloy hog, and is addicted to obscene amounts of violence (not to mention booze).

Born an undetermined amount of time ago, Lobo came from the ancient Czarnian race. Due to the fact that he brutally murdered the doctors present at his birth mere moments after exiting the womb, he was given the name Lobo, which in Khundian means "he who devours your entrails and thoroughly enjoys it". Around 18 years later, as a science project, he unleashed a plague upon his people, killing every last one of his kind (save himself, of course). Since that time, Lobo has carved himself out a nice chunk of the planes as an inter-planar bounty hunter and hitman, taking down everything from demon princes and mighty angels, to lesser gods and even the dreaded tarresque (it was recorded that he captured the last one by headlocking it and givving it "noogies" untill it gave up).

More recently, Lobo was killed in a massive collaborative effort headed up by the Lady of Pain (Lobo claimed that he "freakin hit that, alright!", and that he had left with no explanation of his actions). After a very short trip to the upper planes where he was universally denied entrance, the disgruntled Czarnian ran amuck throughout the lower planes, leading to his explusion at the hands of Asmodeus himself. With no "after plane" to accept him, Lobo decided to "Screw THIS!" and took off on his planar cycle, deep into parts unknown, and recently returned to known exsistance as a vestige (as he puts it when asked, "to get some smokes, some booze, and to frag some bastiches!")

Special Requirements: Lobo requires that you place a bottle of hard liquor and cigars on the sigil. As well, the binder is required to refer to him as "The Main Man" or "The Ultimate Bastich" during the ceremony. It is unknown what the word "bastich" means, but it is commonly believed to be some form of Czarnian compliment.

Manifestation: Though nothing happens for several moments after the binding ceremony, Lobo soon appears in a loud eruption of smoke and disturbing music (heavy metal, for those of you reading). He is immense and thickly-muscled, easily 9 feet tall and almost as broad, with Red eyes, long, greasy black hair, a handle-bar moustache, and he has the skin tone of bluish-white chalk. He appears astride what he calls "the Hog" a floating contraption that he rides like a horse. After hopping

off the Hog, he picks up the cigars, lights one, takes a long drag, takes a large gulp from the bottle, then looks back at the binder, impatiently saying "Yeah, whaddya want?! The main man has't got all day, ya know!"

Sign: The sign of Lobo is very, very obvious; the binder looks almost exactly like Lobo. He doubles in size (though does not go up an effective size category), gains the vestiges hair color and length, eye color, and skin tone. You also smile like a maniac when in the midst of combat, and your voice turns deep and guttural.

Influence: When under Lobo's influence, people hate you. This is not without reason, as you become an incorrigible braggart, womanizer, and general obnoxious oaf. You also become obsessed with violence, Cigars, Violence, booze, Violence, and you feel that it is your DUTY to inform every person you meet of your "awesomeness!" (effectively, the binder takes a -10 to all diplomacy checks, but gains a +5 to all intimidate checks. No one in the known multiverse likes Lobo.). In addition, you shows your emotions very plainly, though these usually cycle from angry to aggravated to annoyed and back again. Strangely, you will only show compassion to dolphins, and you will always follow the EXACT letter of any contract given to you (though the spirit of any contract may be entirely disregarded).

Granted Abilities: Lobo grants you a portion of his strength and impenetrability, his ability to drink heavily, and use of his "sweet ride"

The Main Man: You gain +10 strength, the Improved Unarmed Strike feat, and unarmed damage of a monk equal to your EBL. Additionally you gain proficiency with the spiked chain and may summon a +1 chain at will (this manifests as a 50' length of adamantine chain with a large hook on the end; It can also double as a grappling hook). the binder does not gain the other benefits of the monk class, such as flurry of blows. You must show Lobo's sign to use this ability.

The Ultimate Bastich: You gain DR 10/-. This stacks with the Bind Augment ability. You must show Lobo's sign to use this ability.

Can't Kill ME!: You gain regeneration 5. You must show Lobo's sign to use this ability.

Sweet Ride: You gain use of Lobo's "Hog". Treat the Hog as a Phantom Steed cast at your EBL, with the exception that it has no ground speed.

I Can drink you under the table!: You become immune to poisons, including all forms of alcohol.

Man, space is boring!: You do not require air, food, water or sleep, though the last three you may still partake in.

I have a feeling that Lobo is a bit overpowered, but personally, I feel that the two 8th level vestiges in the book are rather lacking. The powers given seem to be appropriate for the given level.

[Post 1196]
Author : Kaiosama214
Date : 06-17-07 07:58 PM
Thread Title : Re: let's make some new vestiges

oh, btw....PEACH, please! :)

[Post 1197]
Author : JiCi
Date : 06-18-07 04:36 AM
Thread Title : Re: let's make some new vestiges

Pyramid Head, harvester of souls.
Pretty good vestige overall, but I would increase the sudden strike ability according to the binder's level.

Alastor, The Speed in the Sword
Looks okay to me.

Lobo, The Main Man
How about giving the binder the Superior Unarmed Strike feat as well ? Just an unarmed strike is a bit pointless, but a superior one is much better.

[Post 1198]
Author : Kaiosama214
Date : 06-18-07 05:31 AM
Thread Title : Re: let's make some new vestiges

Well, I was worried that doing those exact things might make them unbalanced, but hey, if you say so! ;)

[Post 1199]
Author : Bill Lumberg
Date : 06-18-07 07:11 AM
Thread Title : Re: let's make some new vestiges

Gotta have the MAIN MAN!

<http://i80.photobucket.com/albums/j181/kaiosama214/lobo078fj.jpg>

Special Requirements: Lobo requires that you place a bottle of hard liquor and cigars on the sigil. As well, the binder is required to refer to him as "The Main Man" or "The Ultimate Bastich" during the ceremony. It is unknown what the word "bastich" means, but it is commonly believed to be some form of Czarnian compliment.

The binder should not be able to bind Lobo and Chuck Norris at the same time. If he did the Main Man would beat the Chuck out of the binder.

In fact, all the other vestiges would probably fear Lobo too much to be bound with him.

[Post 1200]
Author : periscope
Date : 06-18-07 10:31 AM
Thread Title : Re: let's make some new vestiges

No one wants to peach Lydia?

Also, I like Lobo and Alaistor. Lobo because he's an 8th level vestige worth binding, Alaistor for the flavor (not to say his abilities are lacking, I just like the flavor more).

[Post 1201]
Author : Pitiless_Interfector
Date : 06-18-07 06:39 PM
Thread Title : Re: let's make some new vestiges

1,200th post reserved.

[Post 1202]
Author : Kaiosama214
Date : 06-19-07 02:16 PM
Thread Title : Re: let's make some new vestiges

I intend on making all of the Devil May Cry spirit arms, in due time. My hard drive 'esplodid on me, so I'll have to wait till saturday to get it fixed ;_;

Any good suggestions for vestiges, I'm willing to take. other's I'm gonna do:

- Ichigo/general Shinigami (bleach)
- Espers (ff6)
- Kratos (God of War)
- The Prince (Prince of Persia)
- The Dark Prince (Prince of persia: twin thrones)
- Phoenix (X-men, may be epic)
- The Herald (Silver Surfer)
- Doom (Dr. Doom)
- Doomsday (Superman comics)
- The Ring (Green Lantern)

Just a few of the ideas. Most are rather high level (6-8), but I find that the high levels are lacking in meat. Gotta give someone a good reason to stay in till 20 :)

[Post 1203]
Author : PrinceCurtis
Date : 06-19-07 02:48 PM
Thread Title : Re: let's make some new vestiges

I don't think ichigo is worth it. YO ushould do a vestige for his zanpukutoh (forgot it's name), he seem more likely to be a vestige.

[Post 1204]
Author : periscope
Date : 06-19-07 03:14 PM
Thread Title : Re: let's make some new vestiges

What about One Piece Vestiges?

Luffy, King of the Pirates

A spirit of the sea, he gives you his strength, his endurance, and his unique abilities

Legend: As one of the mysterious group known only as D (Monkey D. Luffy), Luffy had a dream. His was to become King of the Pirates. To do this, he recruited the strangest crew any had ever seen. These included a master swordsman (known for fighting with a blade between his teeth), an amorous chaos monk with a penchant for cooking, a navigator rescued from sea demons devoted to Mammon, an anthropomorphic deer doctor (I'd peg him as a war medic, check the peach orchard), a rogue who was said to be able to outlie all the demon lords of hell, a warforged shipwright with numerous "modifications", and an archivist who's people were wiped out because of their drive for knowledge.

Luffy proved to be a great leader and fighter. His combat abilities were said to be enhanced by one of the legendary "cursed" or "devil" fruits. His made him like rubber, able to hit hard, and bend instead of break.

To claim the title of "King of the Pirates" he needed to find the previous Pirate Kings (a pirate by the name of Gold D. Roger), he needed to find his treasure in a place known as "One Piece" (rumored to be an island that floats in the sky).

Tis said that he found it, but was consumed in a storm conjured from the lower planes as he had foiled their plans once to often. He refused to die so close to his dream and slipped between the cracks of reality, to a place that cannot be.

Manifestation: Luffy's manifestation is one of the more pleasant ones. A straw hat floats on top of a wooden barrel lid, floating in brine. When it makes contact, it sits for a second before a being appears rising beneath it (as if a tiny creature suddenly grew to medium). He looks at the binder, wearing a red vest, blue shorts, and sandals. He greets the binder, and generally is in a pleasant mood.

Sign: Luffy's sign is his straw hat. It always appears on your head or attached to a thread looped around your neck. If destroyed or removed it disappears and reappears on your person (fully repaired) one round later.

The binder's body turns into a rubbery substance, visibly stretching when hit with a non slashing attack.

Influence: Luffy requires the binder to protect his friends and take offense to those who take advantage of those beneath them (ie a captain who is merciless to his crew, and general abusing his troops, etc). He also requires that you protect and seek vengeance on those who make fun of or damage your hat.

Special Requirement: Luffy will not appear to an evil binder, nor any binders who have an active rank in any military. The evil requirement cannot be bypassed by the Ignore Special requirements feat and any attempt to do so, results in Luffy attacking the binder (has a +26 attack bonus, a slam attack which deals 2d10 points of damage and has a strength of 25) for 3 rounds and then disappearing.

Granted Abilities: Luffy lends to you his Strength, his speed, and his gum gum powers.

Gum Gum Rocket: The binder gains the Flurry of Blows and unarmed damage of a monk of equal level. His reach also extends by 10 ft (So if he has a normal reach of 5 ft, he now has a reach of 15 ft). If the binder chooses, he can sacrifice all other

attacks (except AOPs) to gain a +50 ft reach as a standard action for one round. He may use this for a single attack, or anything else that the binder can think of (Grabbing a ledge for instance). The +50 ft reach option may only be used once every 5 rounds. His Unarmed strikes count as magic and adamantine. The binder must display Luffy's sign to benefit from this.

Rubber Body: The binder gains DR 10/Slashing and Immunity to Electricity. The binder must display Luffy's sign to gain this.

Tough: The binder gains a +6 bonus to Strength and Constitution, the Delayed Damage Pool and Mettle abilities of a crusader of equal level (See ToB). Luffy was famed for his ability to take damage.

Gear's second and third: Second and Third Gears are ways of attacking Luffy developed to help overcome a number of obstacles, though both had penalties. Both of them require the binder to display Luffy's sign. Both require a move action to activate and last for 3+Con modifier rounds. After one of the gears are used, neither can be used for 5 rounds. After the duration of either is done, he is treated as exhausted foe until he can rest for 10 minutes.

Gear Second

Gear Second: The binder blood races as it delivers new strength and vitality to him. His skin turns pink and his sweat begins steaming as it evaporates.

The binder gains an additional +4 to Str and an additional +4 to Con, his BAB is increased to match his EBL (ie a 20th level binder would have a +20/+15/+10/+5 BAB for the duration of the Gear). He is also under the effect of a haste spell for the duration of the gear. He also takes 5 points of subdual damage during each round of the gear, as it takes its toll on him.

Gear Third: The binder blows into his thumb (requires him to inflict 1 point of damage unless one of this thumbs or fingers has been damaged, DM's discretion) and increases the size of his arm. By compressing this air and moving it (by using his torso as an interface between his limbs) throughout this body, his limbs hit harder and can reach destruction few have seen.

The binder loses his unarmed strike and flurry of blows ability and instead gains this:

Gigante attack: The binder gains a special "Gigante" attack that can be made once per round. This is a line that is 25 ft wide, 25 ft tall, and 50 ft long. Roll an attack roll (as if in Melee) when you activate this ability. This is the DC for the Reflex save for half damage. Those in the middle of the effect (the middle line of squares) take a -4 penalty to their reflex saves. Those next to the middle line of squares take a -2 penalty to their reflex saves. The damage is 1d8 points of damage per EBL to everyone and everything in the area of the attack (hence the massive property damage that normally results in this being used). This ignores all Damage Reduction but is affected by any other effects that might happen (striking a barbed devil for instance). This can even go through walls of force (treat as a targeted greater dispel magic with a caster level equal to the binders EBL and using charisma as his statistic) and other solid magical effects which can be "shattered" (DM's discretion but generally things such as a Wall of force can be destroyed, but not spells that cannot be "struck" or "dispersed"). This also gives you +20 on all strength checks made to break walls, doors, or anything else that can be conceived by the DM.

PLZ PEACH THIS (and if possible my other vestige Lydia, on page 40 near the bottom).

[Post 1205]
Author : abraham
Date : 06-20-07 04:59 PM
Thread Title : Re: let's make some new vestiges

how about garfield the cat as a vestige?

[Post 1206]
Author : BoBzeMoose
Date : 06-20-07 09:49 PM
Thread Title : Re: let's make some new vestiges

Bulwark,
The Lord of Blades

http://www.wizards.com/dnd/images/5n_gallery/90002.jpg
Vestige level: 6th
Bind DC: 28
Special Requirements: No

Once a Prophet that reviled all things of flesh, Bulwark now exists as a vestige. He grants his summoner the aid of the blades he enjoyed in existence, along with the aid of his followers and his own steel convictions.

Legend: Long ago, in a kingdom divided by war, A single golem, blessed with intelligence, led many of his kind in battle against enemies. However, As it soon became apparent that his nations cause was lost, It launched a desperate attempt to save itself. Apointing him and his band of mechanical warriors as guardians, the Nation threw the rest of its armies and its populace into a sleep not even death could awaken them from, to await a time at whioch they could strike and end the war in their favor. When they activated this plan, Bulwark was called back to his homeland, where his conscience was ripped from his body and spread across the land, commanding his troops and others like them. However, not all went as planned for one day, despite Bulwarks vigil, a band of adventurers deactivated the device that ensured the nations slumber, thus awakening the nation and restoring the nation slumber. Unfortunately Bulwark was not able to return to his own vessel, as it had been long ago destroyed. Left with no vessel to return to, and as his spirit was not truly real (and thus could not travel to the outer planes) he went to the place where all nothingness must go

Manifestation: The air above the seal fills with a thick white mist from which the sound of utter silence is heard. After a few moments, the clanking sound of footsteps can be heard as the large figure of a mechanical man appears, at first hazy, then solidifying as the mist dissolves. As the last wisps of smoke clear from the air above the seal, the large mechanical creature looks at you and asks in a deep, guttural voice "who summons the lord of blades?"

Sign: The symbol that appears on the chest of the Lord of Blades appears approximately where your Ghulra would be if you were a warforged (note: if you are a warforged, this symbol replaces your own)

Influence: Even though eons have passed since last Bulwark drew breath, his hatred for humanity still burns strong. Under Bulwark's influence, whenever a diplomacy check might be required to influence a human NPC's attitude, you must instead make

an intimidation check

Granted abilities:

Shield of Blades: The binder is surrounded by a continual coat of arms (CM 99), with the following changes: any time you command a blade to fly off, it reappears 5 rounds later (though the shield bonus is still adjusted accordingly while it is not present) and anyone grappling you is merely dealt 2d6 damage (however, in such an event, none of the blades disappear). This ability is only active when you show Bulwark's sign

Forge of Blades: as a standard action, you may call upon Bulwark's affinity with tools of war to create a masterwork weapon of any kind you are proficient with. The weapon itself is completely real, and will last until your contract with bulwark ends or you do not wield it for more than 5 rounds, at which point it fades.

Iron Conviction: You are afforded the Construct Perfection ability of a warforged juggernaut (ECS 83) one-third your level (rounded down). This ability is only active when you show Bulwark's sign.

The war is not over: For the duration of the binding, you gain the aid of a Spiritual guardian (CC 127) (using your Cha modifier in place of your Wis modifier for the purposes of the spell). In addition, at will (while he is still guarding you), you may command him to attack (as contained within the spell itself) for a number of rounds equal to your EBL. At the end of this duration, the knight vanishes, though he appears by your side 5 rounds later. This ability is only active when you show Bulwark's sign.

Design Notes: I am quite a fan of Pact magic (and have followed these boards for quite a while) but recently I have been frustrated by the fact that the construct-related vestiges (3, 4 if you count gearfried) and as such, decided to take a crack at it. Now, as for the legend, I am still waiting on my copy of the forge of war in order to fine tune it to not seriously contradict Canon, but my idea for his vestigification is along the lines of the explanation given for the lord of blades (i.e. he is more of an idea that is assumed by others, the pact is but merely a concentrated version of this). For his manifestation, I believed emerging from the mournlands, a land of nothingness and mystery, was more than fitting for a vestige coming to the real world (plus it happens to be his Base of Operations). For his abilities, I wanted something fitted for a 12th level binder (as that is the level given for him in his official stats. from Five Nations. So at first, I used Coat of Arms (While blade barrier might have been more fitting, it is an 8th level spell, and thus, less than wise to give) and Coat of Arms still fit thematically (plus, it grants a shield bonus, a bonus as of yet unexploited by other vestiges) although, since it was a 6th level vestige, I slightly increased the power of the spell (making grapple checks less painful for the opposing party, but less impairing for you). The construct perfection was a natural pick for his next ability, for the simple fact that the lord of blades (by all accounts) loves being a construct and he would probably like his host to be as construct-like as possible (mechanics wise, if warforged juggernaut were taken as soon as possible, it would still have all of those abilities Still, It feels a bit unbalanced, and once I get the Armor of Blades ability up and running, I will add some mitigating factors. Finally, his last ability. While I admit that, at the time, it was tacked on, It has swiftly become (at least, for me, anyway), his integral ability. When I first saw his hook (and also, I am slightly partial to the Spiritual Guardian spell), it reminded me that, although he is incredibly cool, it is his followers that make him a force to be reckoned with. However, my only concern about this ability is that it is too powerful for a 6th level vestige. To combat this, I am working on a tweak to ensure that a binder needs to be slightly more powerful to gain access to this ability. Still, any suggestions on how to tweak his power level would be nice.

EDIT: I now see that the the war is not over ability does not need to be tweaked (because at that point in a binders career, even if he sent one off as soon as possible, he would still have an advantage over the ability as it is now). The forge of blades ability is an addon that is meant to work with another vestige posted on the boards (here's a hint: its name rhymes with shearfried) and is also a representation of one of my favorite items of all time: The gauntlets of infinite blades

so, what do you guys think?

[Post 1207]
Author : Bill Lumberg
Date : 06-21-07 09:41 AM
Thread Title : Re: let's make some new vestiges

I would put Lydia at 8th level. The ability to cast Darkness with Fear and Shadows inside it is very potent. How often can it be used? Does the binder have to wait five rounds between uses> How long does it last?

Can the binder summon Beetlejuice again if he is destroyed? Is is only one summoning per binding? What happens if Beetlejuice is turned by a cleric?

I initially thought of this as a gag vestige and did not look at it too closely. After looking again I see that it is a good vestige with a lot of potential.

[Post 1208]
Author : periscope
Date : 06-21-07 11:13 AM
Thread Title : Re: let's make some new vestiges

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Thx.

She can do it once every 5 rounds and can only have 2 in effect at a time.

If Beetlejuice is destroyed, he can be summoned again 1 hour later.

Beetlejuice is immune to turning as he is as much a vestige as an undead.

What would be the Binding DC? I was thinking about maybe a DC 30 as she shouldnt be that hard to control.

Got any opinions on Luffy?

[Post 1209]
Author : The Crimson Dawn
Date : 06-21-07 06:53 PM
Thread Title : Re: let's make some new vestiges

Hmm it seems Halaster has recently died in Expedition to Undermountain. His soul was blasted into little pieces. So I would say unless he is brought back he might make an excellent vestige. If I knew more about him I would make him but I do not know him well enough. So any takers? Or you can let me know his powers or info of his life and I will create him.

[Post 1210]
Author : Kaiosama214
Date : 06-22-07 03:25 PM
Thread Title : Re: let's make some new vestiges

Love the LoB. I adore everything that is Ebberon, and especially warforged. all kinds of fun.

[Post 1211]
Author : abraham
Date : 06-22-07 04:12 PM
Thread Title : Re: let's make some new vestiges

any new half-breed vestiges out there?

[Post 1212]
Author : Yadot
Date : 06-22-07 06:15 PM
Thread Title : Re: let's make some new vestiges

@BoBzeMoose:

Overall I really like your take on the Lord of Blades. However, Forge of Blades should scale by your effective Binder level, and since I don't have CC I don't know how powerful a Spiritual guardian is. Could you describe its strengths (CR, HD, etc.) without breaking the OGL? Other than that, the rest of the abilities seem spot on.

[Post 1213]
Author : BoBzeMoose
Date : 06-22-07 08:59 PM
Thread Title : Re: let's make some new vestiges

basically its like having a warrior to help you out at all times, but you have to use up a standard action to make him attack (his attack is typical for a warrior of your level, except he deals force damage). however, you can disengage it from yourself during the duration that turns him to significantly reduce the micromanagement of the warrior, but also greatly reduces the duration.

as to the forge of war, I'm not quite sure how to scale it. I thought that limiting

the number of weapons to as many as you could weild at one time was pretty good, though, as always, any ideas would help.

[Post 1214]

Author : The Crimson Dawn

Date : 06-23-07 12:13 PM

Thread Title : Re: let's make some new vestiges

hmm I thought that was the spell that had a ghostly warrior who protected you by giving you bonus ac and then you could sic him on your enemies by drastically reducing his duration. i do not have the book so what do I know.

anyway sorry to bring up an older vestige but is Spinal Tap really an 8th level vestige? I am beginning to think he is a little weak for what an 8th level vestige should give you. I am unsure though and even if he is a little weak I do not know what I should do. Should I lower his level and reduce the initial bonuses on the abilities or should I keep him at level 8 and increase his power in some way?

[Post 1215]

Author : BoBzeMoose

Date : 06-23-07 05:34 PM

Thread Title : Re: let's make some new vestiges

well esentially thta is what it is, yes, but you can also take a standard action to hasve him smack something next to you without having to completely kill the duration.

[Post 1216]

Author : The Crimson Dawn

Date : 06-23-07 09:22 PM

Thread Title : Re: let's make some new vestiges

Not saying it is a bad spell or anything but is it worth for this spell to take a standard action to attack or is it better, as a binder, to just attack? What I am asking is "Is this standard action attack ability worth it?"

[Post 1217]

Author : BoBzeMoose

Date : 06-24-07 04:25 PM

Thread Title : Re: let's make some new vestiges

ah, well, the attack itself deals 1d8+binder lvl damage, so it all depends on what you got (he uses all your stats to attack, save his attrack applies Cha as opposed to Str). also, he attacks anything within 5 ft of him, as opposed to you(or so I understand the spell, it is somewhat vague at that point), which opens up a plethora of possibilities. still, you do make a point. what do you think about using legion of sentinels(PHB2 116), centered around the casters, for the passive ability, keeping the activated ability? It kinda fits the theme of a gurilla force-striking from the shadows and not being there to strike back at, until they coalesce into a very real threat.

[Post 1218]
Author : axenome
Date : 06-28-07 01:55 PM
Thread Title : Re: let's make some new vestiges

I've got one from Welsh legend.

Awrous, the Black Cauldron
Vestige level: 5th
Bind DC: 25
Special Requirement: No

Once a powerful artifact capable of creating nigh indestructible undead, Awrous grants the binder power to create and control similar undead, as well as some of its fearsome resilience.

Legend

A powerful artifact of evil, the Black Cauldron once stood in the custody of the Three Wierd Sisters (Orddu, Orwen, and Orgoch) of a secluded and remote swamp. When a powerful lich gained control of the Cauldron, a small group of powerful heroes set out to find a means to destroy it. Amongst them was a mighty prince, whose strength was unmatched amongst mortals but whose pride was a scourge on all he encountered. When all hope had seemed lost, the prince had been captured, and a traitorous general of the Lich had stolen the cauldron away to create his own army of the unkillable dead, the prince's eyes were opened to his foolishness, and he suicidally tore free of his captors. Unarmed, unarmored, and receiving no fewer than twenty sword and spear wounds in his rush, he proceeded to destroy the Black Cauldron by the only means possible, throwing a still living body into it- his own. The power of the cauldron, however, was such that its magic could never be completely unmade, and rather than dispersing, its magic bound to the soul of the haughty prince and tore both free from the existence of the multiverse, where Awrous still resides.

Manifestation: Mist begins driving up from the seal, totally obscuring the symbols. A large, black iron cauldron five feet across forms from the mist, then, without warning, sunders with a ringing crack. From the shattered pieces climbs the body of a dead man, massive across the shoulders and wearing tatters of a common tunic, but bearing a crown of iron shards. In a voice that grates like the sound of footsteps across a cairn, Awrous demands to know why he is summoned.

Sign: Part of your scalp peels away from the bone of your skull and hangs as a lifeless flap. This can be covered with a hood or a hat. This flap of skin mysteriously heals without a trace when Awrous becomes unbound.

Influence: Despite the crown he is forced to wear, Awrous hates the touch of iron; as such, you must not wear or wield anything made of iron or steel while he is bound to you.

Granted Abilities: Awrous gives you the ability to create and control nearly indestructible zombies, and an unholy toughness that makes you nearly as hard to kill as they are.

Soul of the Cauldron: You gain Hardness 8. This stacks with Damage Reduction and Energy Resistance, but not with other forms of hardness.

Cauldron Born: By taking one minute to prepare and throw a body into an already boiling pot of water (This pot must be large enough to hold a body of the appropriate size) you may animate it as a Cauldron Born. Treat this as a zombie of the appropriate size, without the Plodding trait, but instead with Regeneration 2 (Good and Light). These zombies do not take damage from daylight or ordinary light spells but if dealt damage by a spell or effect with the Light descriptor, it deals lethal damage rather than subdual. You may control a number of these zombies equal to 1/2 your EBL. Cauldron Born remain animate for 24 hours or until destroyed.

Been a while since anyone else made a post here, and I've spent almost a week reading the whole thread, so I couldn't just let it die. PEACH, anyone?

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