

BINDER

A gaunt man stands at the edge of a seemingly endless chasm. His voice rings out in command, booming the true and secret name of his quarry into the hungry void. "By Bell I call thee, Amorant, Knight of The Wood King!" He howls, a heavy silver bell ringing in his right hand, it's chime seemingly endless. "By Blade I call thee, Sister Jack, she who stood where no mortal dared and won power by doing!" He raises a the ritual dagger in his left hand, making a small cut on his right arm with it. As the blood trickles down to the bowl in front of him, he calls a third time. "By Bowl I call thee, Right Hand of The Forest, She of the Green Mane, Maeve Shadowthorn!" A terrible howl rises from the depths, the wind swirls around the man, hot from the west and cold from the east, and then dies. Silence, and then a woman's voice behind him. "What do you want, conjurer?"

SIGIL AND SEAL

A Binder's power does not come from within, nor do they tend to have the knack for wizardry, or the faith of divine magic. Instead, the Binder uses secret, ancient, and often forbidden, rituals to bind the power of places, ancient beings, or artifacts, to their Will, using specialised ritual tools called Implements, and powerful but dangerous Binding Seals that give them control of a Power that others could only ever fight, serve, or run from.

BLOOD AND BOOK

For a Binder, power begins with knowledge, but is only fully realised through challenge, sacrifice, and risk. A binder is comfortable facing off against terrible power, because doing so is how they gained their own power in the first place.

Whether a binder seals a powerful entity into their direct service, binds their own shadow to animate it to fight beside them, or binds power into their own physical body to become their own monster, it all begins with ritual magic, with a circle, a seal, and power bound by blood, by blade, by bell, and by bowl.

IMPLEMENT AND VESTIGE

Every binder has a Binding Seal, but also learns to bind lesser powers called Vestiges, and to unlock the true power of thier ritual tools, called Implements, one at a time.

QUICK BUILD

Briefly summarise a quick way to create a Binder. This includes which ability scores to prioritise, and any choices that need to be made at first level.

MY PACT CASTER

Level	Proficiency Bonus	Features	Cantrips Known	Spell Slots	Slot Level	Vestiges
1st	+2	Binding Seal, Vestiges of Power, Ritual Casting	-	-	-	1
2nd	+2	Pact Magic	2	2	1st	2
3rd	+2	By Bell, By Blade, and By Bowl	2	2	2nd	2
4th	+2	Ability Score Improvement	3	2	2nd	2
5th	+3	--	3	2	3rd	3
6th	+3	Binding Seal Feature	3	2	3rd	3
7th	+3	--	3	2	4th	4
8th	+3	Ability Score Improvement	3	2	4th	4
9th	+4	Mastery of The Second Implement	3	2	5th	4
10th	+4	Binding Seal Feature	4	2	5th	5
11th	+4	Sigil of The Greater Vestige	4	3	5th	5
12th	+4	Ability Score Improvement	4	3	5th	6
13th	+5	Mastery of The Third Implement	4	3	5th	6
14th	+5	Binding Seal Feature	4	3	5th	6
15th	+5	Sigil of The Greater Vestige	4	3	5th	7
16th	+5	Ability Score Improvement	4	3	5th	7
17th	+6	Sigil of The Greater Vestige	4	4	5th	7
18th	+6	Seal of the Ninth Gate	4	4	5th	8
19th	+6	Ability Score Improvement	4	4	5th	8
20th	+6	Binding of The Final Seal	4	4	5th	8

CLASS FEATURES

As a Binder, you gain the following class features:

HIT POINTS

Hit Dice: d6

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per binder level after 1st

PROFICIENCIES

Armor: light armor

Weapons: daggers, quarterstaff, spear, sickle, trident, glaive, whip, hand-axe, shortbow

Tools: Calligrapher's Tools, one other Artisan's Tool

Saving Throws: Con, Int

Skills: choose 2 from; Arcana, Deception, History, Insight, Intimidation, Investigation, Persuasion, Religion, Stealth

EQUIPMENT

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

- (a) a glaive or (b) whip
- (a) a shortbow and quiver of 20 arrows or (b) a spear
- (a) a scholar's pack or (b) an explorer's pack
- leather armor, a goetic key, and one artisan's tool

BINDING SEAL

At first level, the class makes a choice between two or more archetypes, called binding seals. Each seal provides a different focus for your binding power, a different way in which you use the power that you bind.

GOETIC KEY AND RITUAL MASTERY

At 1st level you gain the ability to cast spells as rituals, if they have the ritual tag, if they are recorded in your specially prepared ritual book, known as a Goetic key. You learn the Unseen Servant spell, and 4 more. As you gain levels, you learn 2 new binder spells for every binder level you gain.

When you begin to prepare spells at level 2, you do not need to prepare a spell in order to cast it as a ritual.

The spells that you add to your goetic key as you gain levels reflect the arcane research you conduct on your own, as well as secrets gleaned from the study of your vestiges, and of the nature of reality. You might find other spells during your adventures. You could discover a spell recorded on a scroll in an evil spellcaster's chest, for example, or in a dusty tome in an ancient library, or it might be taught to you by the shadow of a dead god as you study in their long-lost temple.

COPYING A SPELL INTO THE BOOK.

On your adventures, you can add other ritual spells to your Goetic key. When you find such a spell, you can add it to the Key if the spell's level is equal to or less than half your Binder level (rounded up) and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it. Once you have spent this time and money, you can cast the spell as a ritual if it has the ritual tag, or prepare it as with your other known spells and cast it using your spellslots. You do not need to prepare a ritual spell to cast it as a ritual.

REPLACING THE KEY.

You can copy a spell from your own goetic key into another book—for example, if you want to make a backup copy of your goetic key. This is just like copying a new spell into your goetic key, but faster and easier, since you understand your own notation and already know how to cast the spell. You need spend only 1 hour and 10 gp for each level of the copied spell.

If you lose your goetic key, you can use the same procedure to transcribe the spells that you have prepared into a new goetic key. Filling out the remainder of your goetic key requires you to find new spells to do so, as normal. For this reason, many binders keep backup goetic keys in a safe place.

THE BOOK'S APPEARANCE.

Your goetic key is a unique compilation of spells, with its own decorative flourishes and margin notes. It might be a plain, functional leather volume that you received as a gift from your master, a finely bound gilt-edged tome you found in an ancient library, or even a loose collection of notes scrounged together after you lost your previous goetic key in a mishap.

SPELLCASTING

At second level, the class can now cast spells using spell slots, and gain 2 spell slots.

CANTRIPS

At second level, you know two cantrips of your choice from the Binder spell list. You learn additional Binder cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Binder table.

SPELL SLOTS

The Binder table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your Binder spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

SPELL INSCRIPTION

At 2nd level, you learn to inscribe more immediate magics into your Goetic Key, adding three 1st-level binder spells of your choice. Your Goetic Key is the repository of the binder spells you know, except your cantrips, which are fixed in your mind.

PREPARING AND CASTING SPELLS

You prepare the list of binder spells that are available for you to cast. To do so, choose a number of binder spells from your goetic key equal to your Intelligence modifier + your binder level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you're a 3rd-level binder, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination, chosen from your goetic key. If you prepare the 1st-level spell magic missile, you always cast it at the level shown on the Spell Slot Level section of the Binder table.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of binder spells requires time spent studying your goetic key and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

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

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

Spell attack modifier = your proficiency bonus +
your intelligence modifier

SPELLCASTING FOCUS

You can use your goetic key, the implement you choose at level 3, or an item intimately tied to a vestige of power you choose, as a focus for your spellcasting.

BY BELL, BY BLADE, AND BY BOOK

Starting at 3rd level, you gain an implement, an item of power through which you can focus your power, and which grants you a particular capability unique to your specific implement of choice. All Binder use the Three Tools in their rituals, but those who wish to go beyond the rank of petty dabbler must choose and create an Implement, a special, unique, tool bound with a piece of the Binder's soul to hold and amplify their natural power.

Each Implement comes with magic of its own, imparting power, and unlocking the secrets of certain spells, which you learn automatically at certain levels, as shown in the spell table for each implement.

The three ritual implements are the Bell, Blade, and Bowl. You choose one from the options below now, and gain mastery of the other two as you level. You can be attuned to only one implement at a time, and while attuned to an implement, it's spells are always prepared, and do not count against your number of spells prepared.

BELL

To call upon the power sought and hold or break it's attention. A musical instrument of any kind can hold the place of the Bell, though a literal hand bell or a small drum are the most traditional.

You add a bonus equal to your intelligence bonus to your saving throws to maintain concentration on conjuration spells, and to the DC of any creature's attempt to escape from your control. You also gain the ability to cast the *toll the dead* cantrip while attuned to the Bell implement. It counts as a binder cantrip for you, but does not count against your number of cantrips known.

At level 5, you also add your proficiency bonus to any ability check made while casting the *dispel magic* spell.

MAGIC OF THE BELL

Binder Level	Spells
1st	Sleep
3rd	Shatter
5th	Dispel Magic
7th	Banishment
9th	Dispel Evil and Good

BLADE

To channel power into the circle, charging the ritual with manifest Will. A bladed weapon, ranging from a ritual dagger to a dueling glaive or a great reaping scythe.

You learn a Binder cantrip of your choice that requires an attack roll and target's one creature. You can cast it using your Blade as a focus, as an attack as part of the Attack Action, and you can change it's range to the reach of the weapon, and make a melee spell attack instead of the normal attack. If your Blade is a thrown weapon, you can change the range to the range of the weapon. All other aspects of the cantrip act as normal.

As a bonus action on your turn, you can use one of your spell slots to channel power through your blade to an ally, or a creature you control. Choose a creature that is friendly to you or controlled by you. That creature gains 5 temporary hit points per level of the spell slot, and once per round the target can add a bonus equal to the spell level to either a damage roll or a saving throw.

MAGIC OF THE BLADE

Binder Level	Spells
1st	Searing Smite
3rd	Mirror Image
5th	Elemental Weapon
7th	Death Ward
9th	Steel Wind Strike

BOWL

To gather power to fuel your magic.

Your bowl holds a Binder spell slot, which you can use to cast your spells. It regains this spell slot when you complete a short or long rest.

MAGIC OF THE BOWL

Binder Level	Spells
1st	False Life
3rd	Augury
5th	Call Lightning
7th	Shadow of Moil
9th	Gaes

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you can choose a feat (see Chapter 6 for a list of feats).

SEAL OF THE GREATER VESTIGE

Starting at level 7,

MASTERY OF THE SECOND IMPLEMENT

At level 9, you get a second implement, and all it's benefits, and can learn Vestiges that require the mastery of that implement. You can change which Implement you are attuned to by performing a 1 hour ritual, which can be done as part of a long rest.

ADDITIONAL GREATER VESTIGE SEAL

Starting at 11th level, you learn how to bind greater vestiges to your will. You learn one Greater Vestige Seal when you gain this feature, and add it to your Goetic Key. You can add additional Seals as you adventure, by performing a ritual that takes 1 hour, to bind a part of the power of a place, an ancient being, or an artifact. You can attune to any one Greater Vestige you have bound at the end of a long rest. You can also use the Manifest Power feature of any vestige you know, but once you have done so, you cannot do so again until you recharge the Seal. To recharge the seal, you must roll a d10 at the end of a long rest. If you roll a 9 or 10, you recharge the seal. If you do not, you recharge the seal on the next long rest on a roll of 8 or higher, gaining an additional number on the die with each subsequent long rest completed. If you begin a 9th long rest without having recharged the seal, you automatically recharge the seal at the end of that long rest.

You learn another Seal at level 13, level 15, and level 17.

MASTER OF THE THIRD IMPLIMENT

At level 13th, you get a third and final implement, and all it's benefits, and can learn Vestiges that require the mastery of that implement. You can change which Implement you are attuned to by performing a 10 minute ritual, which can be done as part of a short or long rest.

ADDITIONAL GREATER VESTIGE SEAL

Starting at 13th level, you learn an additional Greater Vestige Seal, gaining it's benefits, and the ability to manifest that vestige.

ADDITIONAL GREATER VESTIGE SEAL

Starting at 15th level, you learn an additional Greater Vestige Seal, gaining it's benefits, and the ability to manifest that vestige.

ADDITIONAL GREATER VESTIGE SEAL

Starting at 17th level, you learn an additional Greater Vestige Seal, gaining it's benefits, and the ability to manifest that vestige.

MASTER OF THE NINTH GATE

Starting at level 18, when you cast a spell of the Conjuraton or Abjuration school, you can cast it at the 9th level, as if using a 9th level spell slot. Once you have done so, you cannot do so again until you complete a long rest.

Your mastery of the Ritual Implements of Binding is complete, and you are always attuned to all three of your impliments, gaining the benefits of all three, but doing so as if they were one item.

GREATER BINDING SEAL

At level 20, your subclass gives you a hefty boost related to the nature and theme of your Binding Seal.

BINDER ARCHETYPES

This paragraph explains the different archetypes available to the class, what those archetypes specialise in, and what choosing that archetype means for a character.

The Seal of The Swarming Horde is taken up by a master of swarms and hordes of lesser beings, combining what would normally be minor threats into a combine Power to be reckoned with.

The Seal of the Heretic binds celestial power, granting the binder the ability to bring holy flame or healing light to bear.

The Seal of The Emergent Truth bind power directly into the binder's blood and bone, transforming flesh into terrible might via possession of the body.

The Seal of The class summoner just buffs anything you summon via a spell, and gains extra summoning spells.

The Seal of The familiar buffs your familiar into a ready companion, like a golem or primal companion, that can take on different powers with different vestiges, but retains a basic chassis.

The Seal of The Ninth Gate is a teleporter, who both binds and breaks gates and portals, learning the secret names that govern them.

SEAL OF GOETIC EVOCATION

You are the true master of summoning.

RING OF THE SUMMONER

At first level, you are an adept student of circle magic, and as a result your hold over creatures you summon is greater than others can achieve.

As a bonus action when you cast a spell that summons or conjures a creature, you can cast specially prepared chalk powder at your feet, which forms a perfectly shaped circle of binding. When you do so, you can cause the duration of that spell to be doubled, and creature's summoned by the spell have a bonus to their saving throws, and gain temporary hit points, equal to your intelligence modifier.

You can do this a number of times equal to your proficiency bonus. You regain all uses of this ability when you finish a long rest, or when you spend a spell slot to regain a use of the ability.

ARCANE SPECIALIST

At first level, you gain the ability to twist the magic of summoning and binding magic. Choose a creature type from the list below. Whenever you cast a spell or use a class feature that summons a creature, you can change the nature of that creature. Their creature type becomes the chosen type. Their statistics don't otherwise change, but their appearance might. A fiendish dryad might have devilish horns or the appearance of burning embers just under the surface, while a Fey Balgura might be covered in moss and patches of stone with swirling markings and eyes of blue-green fire.

You choose from aberration, fey, fiend, monstrosity, and undead.

GOETIC EVOCATION SPELLS

You always have certain spells prepared after you reach particular levels in this class, as shown in the Goetic Evocation Spells table. These spells count as binder spells for you, but they don't count against the number of binder spells you prepare.

GOETIC EVOCATION SPELLS

Binder Level	Spells
1st	Unseen Servant, Bind Servant
3rd	Flock of Familiars, Summon Beast
5th	Conjure Animals, Magic Circle
7th	Conjure Woodland Beings, 1 other 4th level conjuration spell
9th	Circle of Power, Danse Macabre*

*If your Arcane Specialization is not undead, when you cast this spell, you can instead empower specially made statuettes that you place on the ground as part of casting the spell. They surround you, or move into the nearest safe unoccupied spaces around you, and their creature type is determined by your Arcane Specialization feature, rather than being undead. The creatures' statistics are otherwise unchanged.

LEVEL 6 ARCHETYPE ROCK

Starting at 6th level, you gain a greater benefit when summoning creatures of the type you specialise in.

Aberration. no idea

Fey. The creatures have advantage on saves against spells. Once per round as a bonus action, you can trade places with a Fey summoned by your spell or class feature, both teleporting into each other's space. You can also do so as a reaction to being targeted by an attack or an ability that would force you to make a saving throw, by spending a spell slot.

Fiend. You gain resistance to fire damage for the duration of any spell you cast that summons a fiend. Once per round as a bonus action, you can cause a single fiend you control to radiate hellfire. All creatures within 5ft of the creature chosen by you must succeed on a dexterity saving throw or it takes 1d6 fire damage and 1d6 necrotic damage for each level of the spell slot used to activate this ability.

Monstrosity. Any monstrosity you summon gains regeneration, regaining 1 hit point at the start of any turn that it begins with less than half it's total HP. You can cast the Enlarge/Reduce spell on a single monstrosity under your control that you can see. When you do so, the creature's weapon attacks deal extra damage equal to the level of the spell.

Undead. Advantage on saves against being turned. When an undead creature under your control is reduced to 0 hit points, you can choose to make a constitution saving throw against a DC equal to the higher of half the damage taken by the creature, or 10+the spell level used to summon or bind it. If you fail, you take damage equal to the DC of the check, and the creature is lost. If you succeed, the creature gains 1 hit point, and temporary hit points equal to the DC of the saving throw. You cannot do this again until you finish a short rest.

GREATER CIRCLE OF BINDING

Starting at 10th level, if you cast a spell or use a class feature which charms, or otherwise grants you control over a creature, that creature gains all the benefits of a creature summoned by you, while they remain under your control.

LEVEL 14 ARCHETYPE ROCK

Starting at 14th level, any time a spell or other magical effect affects you or a creature controlled by you, you can choose to have it affect both, instead. You can only have one such effect at a time. If you spend a spell slot, you can choose to extend this effect to a number of additional creatures you control equal to the level of the spell slot.

LEVEL 20 ARCHETYPE ROCK

Starting at 18th level, you can create a mutual binding between you and up to 6 other willing creatures. Those creatures can choose to be treated as if they were magically controlled by you, for the purposes of your spells and class features, as long as they are within 60ft of you.

SEAL OF THE HERETIC

Gains Celestial language, some traits common to celestials as you level, expanded spell list. Hallow, Mass Healing Word, Spirit Guardians, Guardian of Faith, Revivify, Greater Restoration, REmove Curse, Dawn, Heal, Crusader's Mantle

LEVEL 1 ARCHETYPE ROCK

At first level, you learn the celestial language, and once per turn when you deal damage with a cantrip or a weapon attack, you can choose to change the damage to radiant damage. When you do so, the target takes extra radiant damage equal to your proficiency modifier, and emits bright light out to 60ft, and dim light out to 30 more ft, until the start of your next turn.

SEAL OF THE HERETIC SPELLS

You always have certain spells prepared after you reach particular levels in this class, as shown in the Goetic Evocation Spells table. These spells count as binder spells for you, but they don't count against the number of binder spells you prepare.

HERETIC SPELLS

Binder Level	Spells
1st	Bless, Healing Word
3rd	Prayer of Healing, Spiritual Weapon
5th	Revivify, Spirit Guardians
7th	Aura of Purity, Deathward
9th	Raise Dead, Summon Celestial

BINDING OF ANGELIC FLIGHT

Starting at 6th level, as a bonus action, you grow a pair of enormous angelic wings. You choose either radiant or shadow wings when you gain this ability. Either choice gives you a fly speed of 60ft, and lasts for up to 1 hour. You can do this a number of times equal to your proficiency bonus, and regain all uses when you finish a long rest.

Radiant Wings. When you sprout your wings, they glow with golden light, emitting bright light out to 60ft, and dim light 60ft beyond that. Any creature friendly to you within the light of your wings gains a 5ft bonus to their movement speed, and temporary hit points equal to your Intelligence modifier.

Shadow Wings. These wings are the inky black of a raven's wings, and shrouded in shadow. All sources of light within 100ft of you are dimmed, turning bright light to dim light, and dim light to darkness. All creatures friendly to you within the area of darkness gains a bonus to Dexterity (Stealth) checks equal to your Intelligence modifier, and a bonus on their next damage roll equal to your intelligence modifier.

GREATER ANGELIC SIGIL

Starting at 10th level, you learn the true name and secret sigil of a celestial being that can be summoned by the Summon Celestial spell. When you cast the spell, you can cast it without a material component. You can also cast it once without a spell slot, and you regain the ability to do so when you finish a long rest.

Whenever you start casting the spell, you can modify it so that it doesn't require concentration. If you do so, the spell's duration becomes 1 minute for that casting.

LEVEL 14 ARCHETYPE ROCK

Starting at 14th level, this feature provides a new mechanic to increase the archetype's power, or improves upon an existing archetype rock.

LEVEL 20 ARCHETYPE ROCK

Starting at 18th level, this feature provides a new mechanic to increase the archetype's power, or improves upon an existing archetype rock.

VESTIGES OF POWER

As you gain power, you acquire Vestiges of Power, artifacts, secrets, and abilities that bind the power of external forces and beings to your Will. You decide when you choose the Vestige whether you found an item and have now unlocked its power, or crafted something that is tied to a Power, using a ritual of sympathetic magic to tie the object to the power, were gifted a secret by a being you have encountered in your adventures, or some other explanation for your newfound power, worked out between you and your DM.

ideas for vestiges

Bowl vestige that grants spells of oath-binding, and the ability to perform a ritual that binds two creatures to an oath, like a mutual gaes.

Blade Vestige that expands the melee spell attack ability to leveled spells, and teaches a couple more smites

Bell vestige that does a sort of "turn all creatures" effect? Or other effects based on the ABhorson bells?

A vestige staff or wand that allows you to cast Light as an attack, dealing radiant damage to the target and they emit bright light, with ongoing radiant damage as long as the light stays on them.

Reigns of The Erlking

You gain proficiency in the Survival and Animal Handling Skills, and you gain the ability to speak to and understand the speech of predatory beasts. When you place these reigns on a willing beast or monstrosity, they gain a vicious will to fight, and their attacks deal an extra 1d4 force damage on a hit.

Chalice of The Frost Prince

*prerequisite: implement of The Bowl

Blessed by the power of the Archfey known as the Prince of Frost, this chalice grants you resistance to cold damage, and can be used as your Bowl implement.

You learn the following spells and add them to your Goetic key, when you gain this Vestige. When you deal cold damage with a spell, or when a spell allows you to reduce cold damage you would take, you can gain temporary hit points equal to the level of the spell.

The bonus spells are; Absorb Elements, Armor of Agythis, Dragon's Breath, Elemental Weapon, Ice Storm, Cone of Cold.

Bell of Air and Darkness

prerequisite: implement of The Bell

This bell calls to the Sidhe of the Queen of Air and Darkness, and as well as acting as your Bell Implement, this silver bell is attuned to the Feywild. If you cast a spell that would take you to the Feywild, you can choose to travel directly to a guest suite that has been prepared for you within the nocturnal, wintry, court of Mab, Queen of Air and Darkness.

Whenever you teleport, whether by spell or other feature, you can cause every creature within 5ft of your starting space or destination space to make a constitution saving throw or take 2d6 cold damage.

You add the following spells to your Goetic key; Misty Step, Dimension Door, Teleportation Circle, and Plane Shift. You cannot cast them unless you can already cast spells of their level, as normal. You gain the ability to cast Plane Shift as a ritual at 13th level, but can only do so once, and regain the ability to do so after 1d4 days.

Blade of The Stone Table

prerequisite: Implement of The Blade

This blade was shaped from a shard of stone taken from the construction of a primordial stone table, one of the oldest and most powerful places of sacrifice in the multi-verse, and can take the form of any bladed melee weapon with which you are proficient.

As well as acting as your Blade Implement, this magic weapon allows...

some kind of benefit when you deal damage with the weapon, or a blood for power deal where you or a willing creature takes damage you gain a magical benefit like extra damage or something. Or something where you can choose to take a little extra damage when you take damage, and get a benefit when you do.

Vestige of The 6th Circle Choose one 6th level spell from the Binder spell list. You learn the spell and add it to your Goetic Key. You can add further 6th level spells to your Key as you adventure, but you can only prepare one spell of 6th level. You can cast a 6th level spell once, and regain the ability to do so when you complete a long rest.

Vestige of The 7th Circle Choose one 7th level spell from the Binder spell list. You learn the spell and add it to your Goetic Key. You can add further 7th level spells to your Key as you adventure, but you can only prepare one spell of 7th level. You can cast a 7th level spell once, and regain the ability to do so when you complete a long rest.

Vestige of The 8th Circle Choose one 8th level spell from the Binder spell list. You learn the spell and add it to your Goetic Key. You can add further 8th level spells to your Key as you adventure, but you can only prepare one spell of 8th level. You can cast a 8th level spell once, and regain the ability to do so when you complete a long rest.

Vestige of The 9th Circle Choose one 9th level spell from the Binder spell list. You learn the spell and add it to your Goetic Key. You can add further 9th level spells to your Key as you adventure, but you can only prepare one spell of 9th level. You can cast a 9th level spell once, and regain the ability to do so when you complete a long rest.

GREATER VESTIGE SEALS

Example greater vestige, rough draft. POint is to be a big damn boom that changes the battlefield. Some might even have lingering effects that last long after the battle, like causing trees to grow or making an area unnaturally cold regardless of the weather, etc. It's a power you reeeaally shouldn't be messing with.

Vestige of The Dragon God

Taken from some relic related to the progenitor of all dragons, this seal allows you to summon a Vestige of that being's once unthinkable power. If you attune to this Vestige, you gain resistance to your choice of (dragon breath weapon types), and a fly speed equal to your speed.

Manifest Power: You can manifest the power of the vestige to summon the Dragon God's likeness into the world around you, as an action. When you do, all creatures of your choice within 60ft of you take 2d6 damage of a chosen type, and must save vs dragon fear. For the next minute, you gain a lair action at initiative 20 while within 60ft of the space from which you activated this power. You can use it to perform any action you could normally perform that does not expend any limited resource, to allow yourself and prof mod allies to fly a distance up to their speed, or to deal that damage again.

BINDER SPELL LIST

CANTRIPS

Acid Splash
Chill Touch
Dancing Lights
Encode Thoughts
Infestation
Lightning Lure
Mage Hand
Magic Stone
Message
Mind Sliver
Minor Illusion
Poison Spray
Resistance
Sapping Sting
Shocking Grasp
Spare the Dying
Thorn Whip
Toll The Dead
Thaumaturgy
Vicious Mockery

1ST LEVEL

Alarm (R)
Animal Friendship
Armor of Agythis
Beast Bond
Charm Person
Command
Comprehend Languages (R)
Detect Evil and Good (C)
Detect Magic (R)
Expeditious Retreat
Faerie Fire
False Life
Fog Cloud

Gift of Alacrity
Grease
Hideous Laughter
Ice Knife
Identify (R)
Inflict Wounds
Jump
Longstrider
Mage Armor
Magnify Gravity
Protection from Evil and Good
Ray of Sickness
Sanctuary
Sleep
Speak With Animals
Tasha's Caustic Brew
Unseen Servant
Witch Bolt

2ND LEVEL

Acid Arrow
Alter Self
Animal Messenger
Arcane Lock
Arcanist's Magic Aura
Augury
Barkskin
Beast Sense (R)
Blur
Calm Emotions
Darkvision
Detect Thoughts
Dragon's Breath
Earthbind
Enhance Ability
Enlarge/Reduce
Enthrall

Flock of Familiars
Fortunes Favor
Gentle Repose (R)
Gift of Gab
Hold Person
Immovable Object
Invisibility
Jim's Glowing Coin
Lesser Restoration
Locate Animals and Plants
Locate Object
Magic Mouth
Mind Spike
Misty Step
Pass Without Trace
Phantasmal Force
Protection From Poison
Rope Trick
See Invisibility
Silence (R)
Spider Climb
Summon Beast
Warding Bond
Web
Wristpocket (R)
Zone of Truth

3RD LEVEL

Animate Dead
Bestow Curse
Blink
Catnap
Clairvoyance
Conjure Animals
Conjure Barrage
Counterspell
Daylight

Create Food and Water
Elemental Weapon
Enemies Abound
Fast Friends
Fear
Feign Death
Fly
Galder's Tower
Gaseous Form
Glyph of Warding
Haste
Intellect Fortress
Leomund's Tiny Hut (R)
Life Transference
Magic Circle
Meld Into Stone
Melf's Minute Meteors
Nondetection
Phantom Steed (R)
Protection From Energy
Pulse Wave
Slow
Speak With Dead (R)
Spirit Shroud
Stinking Cloud
Summon Fey
Summon Lesser Demon
Summon Shadowspawn
Summon Undead
Tiny Servant
Tongues
Vampiric Touch
Water Breathing (R)
Water Walk

4TH LEVEL

- Arcane Eye
- Banishment
- Blight
- Charm Monster
- Conjure Minor Elemental
- Conjure Woodland Beings
- Death Ward
- Dimension Door
- Dominate Beast
- Elemental Bane
- Evard's Black Tentacles
- Freedom of Movement
- Galder's Speedy Courier
- Giant Insect
- Grasping Vine

- Bigby's Hand
- Cloudkill
- Conjure Elemental
- Greater Invisibility
- Contact Other Plane
- Locate Creature
- Contagion
- Mordenkainen's Faithful Hound
- Dance Macabre
- Mordenkainen's Private Sanctum
- Dominate Person
- Polymorph
- Dream
- Shadow of Moil
- Far Step
- Stoneskin
- Gaes
- Summon Aberration
- Hold Monster
- Summon Elemental
- Infernal Calling
- Summon Greater Demon
- Insect Plague

- Sigil Spell
- Signature Spell Name
- Mislead

5TH LEVEL

- Passwall
- Planar Binding
- Antilife Shell
- Rary's Telepathic Bond
- Awaken

4TH LEVEL

- Arcane Eye
- Banishment
- Blight
- Charm Monster
- Conjure Minor Elemental
- Conjure Woodland Beings
- Death Ward
- Dimension Door
- Dominate Beast
- Elemental Bane
- Evard's Black Tentacles
- Freedom of Movement
- Galder's Speedy Courier
- Giant Insect
- Grasping Vine
- Greater Invisibility
- Locate Creature
- Mordenkainen's Faithful Hound
- Mordenkainen's Private Sanctum
- Polymorph
- Shadow of Moil
- Stoneskin
- Summon Aberration
- Summon Elemental
- Summon Greater Demon
- Signature Spell Name

5TH LEVEL

- Antilife Shell
- Awaken
- Bigby's Hand
- Cloudkill
- Conjure Elemental
- Contact Other Plane
- Contagion
- Danse Macabre
- Dominate Person
- Dream
- Far Step
- Gaes
- Hold Monster
- Infernal Calling
- Insect Plague
- Legend Lore
- Mislead
- Passwall
- Planar Binding
- Rary's Telepathic Bond
- Scrying
- Skill Empowerment
- Summon Celestial
- Teleportation Circle
- Temporal Shunt
- Signature Spell Name

6TH LEVEL

- Arcane Gate
- Bones of The Earth
- Conjure Fey
- Create Homunculus
- Create Undead

- Drawmij's Instant Summons
- Forbiddance
- Guards and Wards
- Magic Jar
- Mental Prison
- Planar Ally
- Primordial Ward
- Soul Cage
- Summon Fiend
- Tasha's Otherworldly Guise
- True Seeing

7TH LEVEL

- Conjure Celestial
- Create Magen
- Etherealness
- Mordenkainen's Sword
- Mordenkainen's Magnificent Mansion
- Plane Shift
- Regenerate
- Resurrection
- Sequestor
- Simulacrum
- Symbol
- Teleport
- Tether Essence

8TH LEVEL

- Animal Shapes
- Antimagic Field
- Clone
- Dark Star
- Demiplane
- Dominate Monster
- Glibness
- Illusory Dragon
- Maze
- Mighty Fortress
- Reality Break
- Telepathy
- Tsunami

9TH LEVEL

- Astral Projection
- Blade of Disaster
- Gate
- Imprisonment
- Mass Heal
- Mass Polymorph
- Meteor Swarm
- Ravenous Void
- Shapechange
- True Polymorph

Binders have a decent amount of spell options, including signature spells that are available only to their class. These classes rely on their spells for offense, defense and utility.

BINDER SIGNATURE SPELLS

BIND SERVANT (R)

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: V,S,M (Chalk and ritual herbs worth at least 10 gold, which the spell consumes)

Duration: Instantaneous

You bind a construct of arcane power and your own Will into your service, giving it a name and a nature. It uses the Bond Servant statistics given below. The Bond Servant follows your commands, occupies it's space, and can react to it's surroundings. It possesses a will and personality of it's own, and it may even possess a Personality Trait, and a Flaw, though it's Bond is always it's loyalty to you.

You choose the Bond Servant's size, name, personality, and type when you first cast this spell, and can change these traits when you cast the spell again. The chosen size and type determines certain abilities of the Bond Servant, as shown in the statistics below.

(i've no idea how to do a statblock in this program, but basically it's like summon beast, except you also choose if it's a fey, undead, fiend, monstrosity, or construct, and it's size)

At Higher Levels. Many of the Bond Servant's statistics increase with higher spell levels, though the spell is always cast at the lowest level when cast as a ritual. At level 3, the Bond Servant can be Medium size, and at spell level 5, the Bond servant can be Large size.

REDIRECT POWER

2nd-level abjuration

Casting Time: 1 Reaction, when you take damage from a magical effect

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You reduce the damage dealt to you by 2d6, and grant yourself or 1 ally within 20ft of you a bonus to your next damage roll equal to 1d6 of the same damage type reduced by this spell.

At Higher Levels. The Spell's Power increase when cast at higher levels. FOr each spell level above 3rd, the damage reduced and the damage bonus increase by 1d6.

CREDITS:

Here you can provide acknowledgment of anyone who has helped you in your class' design, including constructive critics, playtesters and ideas people. This is also the place to provide citations and links to any artists whose artworks you have used to convey the class' conceptual identity.