

Vestige Magic

Moves and Compendium Classes for
Dungeon World



View our other items at http://rpg.drivethrustuff.com/index.php?manufacturers_id=4843
The text of this work is licensed under a Creative Commons Attribution 3.0 Unported License.
The Lee's Lists Wizard logo is copyright Scott Lee.



Vestiges are otherworldly powers, unable to directly influence the mortal plane. Each befell some fate after death, some mistaken attempt at godhood, or sprang into existence in their own strange way. Normally working behind the scenes, they are all too eager to slip a hand into reality and connect with a mortal, all in the hope of furthering their unknowable goals.

SEAL: The easiest way to summon and bind a Vestige is through drawing its seal. Each Vestige has a unique, arcane sigil. The seal can be drawn in chalk, charcoal, blood, or whatever else might be handy.

MANIFESTATION: Sometimes a Vestige responds to a summoning in person, or, at least the closest thing to in person that they can muster. They appear as an image, a supernatural illusion in the immediate area that they are summoned to. The Vestige may speak or make other noises, but never leaves the immediate area in which they are summoned.

SIGN: When you bind your soul to a Vestige, it becomes a part of you and shows outwardly through the Vestige's sign, a physical change. The Sign can be hidden by magic or mundane means, such as a hat.

INFLUENCE: In addition to the physical changes being bound to a Vestige brings, it may also change the behavior of its summoner, their personality, and their emotions.

MAKE A PACT

When you attempt to bind a Vestige to your soul, find a place of power important to that Vestige and choose three of the following conditions:

- You must draw the Vestige's seal, visibly, on a relatively flat surface.
- The Vestige will manifest itself.
- You will carry the Vestige's sign while it is bound to you.
- The Vestige will influence your thoughts and emotions while it is bound to you.

Roll +CHA. On a 10+, hold 3. On a 7-9, hold 1. You can spend this hold to perform the move associated with the Vestige.

VESTIGES

THE DEVOURER

The Devourer was once a powerful wizard, and later, a powerful lich. Its legend lost to time, it is unclear whether it ascended to another plane of existence, or was banished. Either way, it seeks to regain the power that it once had.

SIGN: A gem replaces one of your teeth.

INFLUENCE: You evince a strong hunger for influence and primacy.

MOVE:

PARALYZING TOUCH

Your touch locks up the muscles of your victim. While not completely paralyzing, they find it hard to move, and deal -1d4 damage ongoing until cured.

THE FROST ANGEL

The wrathful Frost Angel used to be a force for good, until it failed a seemingly impossible task. While neither good nor evil, its distrust of the divine shows through in its bound soul.

SIGN: Your voice gains a peculiar quality, both hollow and guttural.

INFLUENCE: You distrust clerics, paladins, and other divine devotees.

MOVE:

ICY GLARE

When you fix your glare on a foe, choose a location and roll +WIS. On a 10+, choose an additional location.

- **Head:** Their eyes frost up and teeth chatter uncontrollably. Until defrosted, they will have trouble seeing, and their chattering teeth will give away attempts at stealth.
- **Arm:** They drop anything they are holding. They can strike with fists, but deal 1d6 damage to themselves if they do.
- **Legs:** Their stiff frozen legs make it hard to move.

HARBINGER OF ETERNITY

Legends abound of great beasts whose appearance is a sign of a forthcoming apocalypse. Of course, the heroes defeat these terrors, else we would not be here today. The Harbinger of Eternity is a defeated monster of nightmares, resigned to its failure.

SIGN: Your lower jaw increases in size and sprouts two tusks.

INFLUENCE: You can't help but be pessimistic.



At best, you are quietly resigned to your own failure.

MOVE:

AURA OF DESPAIR

One enemy per hold spent is afraid of you as long as you maintain the Vestige. Their reaction is up to them: flee, panic, beg, or fight. You cannot target entities with less than animal intelligence (magical constructs, undead automatons, and the like).

THE STAR EMPEROR

Some say that nobility are made of something special, or descended from the gods themselves. The Star Emperor is the embodiment of royal blood, but also subject to the curse of inbreeding.

SIGN: A face appears on your torso, a vestigial conjoined twin.

INFLUENCE: You become aloof and use stately gestures.

MOVE:

AURA OF THE EMPEROR

Give an NPC an order, they choose one:

- Do what you say
- Back away cautiously, then flee
- Attack you

DRAGON'S SLAYER

Once a powerful dragon slayer (naturally), the Dragon's Slayer's soul was traded away by the forces of good to stay the wrath of a powerful, and evil, dragon god. Pressed into the service of evil, the Dragon's Slayer was a strong foe, but eventually defeated, and soul abandoned.

SIGN: One of your hands becomes thickly scaled.

INFLUENCE: You feel pity for outcasts and make efforts to befriend any you meet.

MOVE:

CHROMATIC STRIKE

Choose an enhancement for your next attack:

- Acidic: +1 damage, +1 piercing
- Charged: Add stun
- Gaseous: Choose an additional range
- Flaming: Add messy
- Frozen: +2 piercing

THE DEPOSED LORD

As a legendary ruler in Hell, the Deposed Lord became a victim of the schemes and betrayals of his fellow devil lords. Although many-eyed, he never saw it coming.

SIGN: Two extra pairs of devilish eyes open on your head, equidistant from your own eyes.

INFLUENCE: You become overly trusting and loyal of your allies.

MOVE:

ALL-AROUND VISION

You are never found defenseless or surprised. Spend hold when you would be surprised to say "*I saw it coming, and...*"

THE ANGEL IN THE ANGLE

Good architecture and engineering can end a siege before it begins, and the Angel in the Angle was responsible for advances taken for granted today. Believing himself impenetrable behind his walls, the Angel in the Angel grew proud and neglected other defenses, and was defeated from within.

SIGN: Your body takes on the appearance of cracked stone.

INFLUENCE: You lose any normal sense of shame or embarrassment.

MOVE:

IMPRISON

The geometry of the world around your target becomes difficult. They cannot leave the spot they are standing in.

THE DREAMING DUKE

For the entirety of his mortal rule, the Dreaming Duke terrorized his people, but he was no mortal. He lived as a Rakshasha, and died to become a ghost, continuing his reign of terror in the dreams of his former subjects.

SIGN: Your hands are flipped, palms where the backs of your hands should be and thumbs on the wrong side.

INFLUENCE: You become eccentric, speaking to yourself and imaginary friends.

MOVE:

INACCESSIBLE MIND

You break the effects of magic that would trick your mind, like being Charmed or having your thoughts read.

PRINCE OF FOOLS

Although some credit him with discovering the method of binding Vestiges, the Prince of Fools truly sought to steal their power. His early

research may prove useful, but his later works are surely flawed - maybe not though, since he is now a Vestige.

SIGN: You grow long, black, clawlike nails.

INFLUENCE: You think highly of yourself and show contempt towards those who question you.

MOVE:

IRON CLAWS

Your hands sprout claws, turning into a weapon with Hand range and +1 damage for one swipe.

KING OF KILLERS

Assassin of assassins, murder of murders, the King of Killers killed not out of a sense of duty or honor, nor a paycheck, but only to improve his own skill, and who better to target than professional killers. In death, he could have become a powerful spirit, perhaps even a demigod, but all those who he had killed were



there waiting for him.

SIGN: The pupils of your eyes glow with red-orange light.

INFLUENCE: You are debonair and sly, always with a trick up your sleeve.

MOVE:

FIERY RETRIBUTION

When struck in melee, flames wreath your body and you deal 1d6 damage to your attacker.

SOVEREIGN OF PANDEMONIUM

An ancient spirit, heavily researched and theorized about, yet alien and unknowable. The

Sovereign dwells in the darkness, but to bind to its soul is to know of it, and to fear those dark spaces where it might lurk.

SIGN: You always seem to be buffeted by a breeze that no one else can feel, even indoors.

INFLUENCE: You are averse to darkened areas and loud noises.

MOVE:

DISPLACEMENT

You are hard to pin down. When you DEFY DANGER using your Dex, take +1 forward.

THE KEY TO THE GATE

The Key to the Gate is wholly alien. Never was it a mortal that ascended, or a higher power that fell, nor does it seem trapped in this state.

Whatever it is, it does not want to be bound.

SIGN: You are surrounded by thin wisps of light blue fog, even in a strong wind.

INFLUENCE: When confronted to unopened doors or gates, you become agitated and nervous.

MOVE:

AIR BLAST

You can coax the air to pick a lock for you, as the Thief's Tricks of the Trade, or to smash doors and other not too large, not too tough barriers, as the Fighter's BEND BARS, LIFT GATES.

SISTER OF THE SEA

Once a sea-dwelling giant, born of their giant gods, and slain by their giantish intrigues. The Sister was beheaded by the lord of the Frost Giants, but the strength of her spirit hung on, looking for revenge on her slayer, and his descendants.

SIGN: A scar appears around the circumference of your neck.

INFLUENCE: You become possessive and stingy, particularly about territory.

MOVE:

STORM STRIKE

Lightning crackles from your fingertips. Deal 2d6 damage to one target.

THE SHADOW OF HE THAT WAS

The demon prince now named the Shadow of He that Was ruled over darkness and death. Powerful enough to ascend to godhood, he was yet slain by mighty adventurers, and while his body reformed in whatever hell he dwelt in, the divine spark took on another form, that of the Vestige, the Shadow of He that Was.

SIGN: You seem to be standing in shadow even

on the brightest day.

INFLUENCE: You are filled with a sense of detachment and an aching feeling of loss and abandonment.

MOVE:

TOUCH OF THE VOID

Shadows are attracted to a place you touch.

You can fill up to a room sized area with supernatural darkness.

DISAPPOINTED DUKE

A lord of serpent-men that ruled empires while humans still dwelt in caves, the Duke held so much power, so many followers, that he was on the cusp of deification. In a grand ritual, thousands of slaves were slaughtered, with the Duke absorbing their souls. It was all a trick though, and being full of mortal souls exposed the Duke to a mortal wound from one of his own people, and he found himself trapped between godhood and mortality.

SIGN: You gain a list and can't help but speak in a sibilant manner.

INFLUENCE: You become domineering and aggressive.

MOVE:

AVERSION

Disgust fills the heart of your enemies. Spend hold to choose a number of targets. When not in combat, they will seek to leave your presence. When in combat, they will seek you out if currently not engaged with another foe.

COMPENDIUM CLASSES

ANIMA MAGE

While anyone can bind a Vestige, the Anima Mage is an expert in taking these otherworldly souls by force, commanding them to bend to the mage's will, and using and abusing them to power their spells.

When you **greedily bind the Vestige of a powerful entity** you may take this move when you level up:

EXPLOIT VESTIGE

When you CAST A SPELL that is somehow related to the powers of a Vestige, you can use it's power to forego choosing one of the 7-9 options, or on a 10+, you may choose one of these:

- The spell's effects are maximized
- The spell's targets are doubled

Once you've taken EXPLOIT VESTIGE, the following moves count as class moves for you. You may choose from this list whenever you level up:

VESTIGIAL AWARENESS

When you command your bound Vestige to alert you to danger, roll +CHA. On a 10+, hold 3.

On a 7-9, hold 1. Spend your hold to ask these questions:

- Is there magic here?
- What alignment is someone/something?
- What is hidden here?

Until this hold is spent, you can not use any of the other Vestige moves.

VESTIGE ALTERATION

When you CAST A SPELL, on a 10+ you have the option of choosing from the 7-9 list. If you do, you may choose one of these as well:

- The spell's effects are maximized
- The spell's targets are doubled

The spell being cast, if not within the Vestige's purview, will become warped in appearance or effect by this. For example, the Sovereign of Pandemonium has purview over insanity, so spells altered by the Sovereign may be accompanied by shrieking winds or whispered voices. This can be combined with EXPLOIT VESTIGE to both double and maximize a spell within the Vestige's sphere of influence on a roll of 12+.

VESTIGE CASTING

When you direct your Vestige to cast a spell, select one spell you have prepared that does not exceed your level-1. You cannot cast the spell again until you prepare spells. Roll +CHA, On a 10+, hold 3. On a 7-9, hold 1. Spend your hold to have the Vestige cast that spell for you (using the CAST A SPELL move with your +INT or +WIS, as appropriate) while you are taking another action or otherwise occupied. EMPOWERED MAGIC, GREATER EMPOWERED MAGIC, EXPLOIT VESTIGE, or VESTIGE ALTERATION can not be used to increase the effectiveness of this spell. Until this hold is spent, you can not use any of the other Vestige moves.

KNIGHT OF THE SACRED SEAL

While Paladins and Clerics dedicate themselves to their gods or causes, the Knight of the Sacred Seal swears to be an agent of a Vestige in the mortal world. Their agreement is one of faith and mutual respect, and they are rewarded for furthering the cause of their Vestige.

When you **swear an oath to a powerful entity**

and are bound to it's Vestige, and it to you, you may take this move when you level up:

PATRON VESTIGE

The bond between you and your Vestige is stronger than normal. You gain the move associated with that Vestige and may use it without spending hold acquired from MAKE A PACT.

Once you've taken PATRON VESTIGE, the following moves count as class moves for you. You may choose from this list whenever you level up:

ALIGNED STRIKE

When you HACK AND SLASH the foes of your Vestige on a 10+, you may add the Ignores Armor or Forceful tags to your attack, rather than dealing extra damage.

VESTIGE'S PROTECTION

Your Vestige protects you from harm. When you are attacked, roll +CHA. On a 10+, gain +1 Armor that ignores the Piercing tag. On a 7-9, gain +1 Armor.

VESTIGE'S SURGE

After communing with your Vestige, hold 3. Spend your hold to gain +1 on using the move associated with that Vestige, ALIGNED STRIKE, or VESTIGE'S PROTECTION.

SCION OF THE STAR EMPEROR

Those who would dedicate themselves to the Star Emperor are usually nobility, or think that they should be nobility. By tapping in to the essence of the divine right of kings, the Scions of the Star Emperor can assert authority over others.

When you **bind the Vestige of the Star Emperor**, you may take this move when you level up:

FAVORED OF THE STAR EMPEROR

You gain the move associated with the Vestige of the Star Emperor and may use it without spending hold acquired from MAKE A PACT.

Once you've taken FAVORED OF THE STAR EMPEROR, the following moves count as class moves for you. You may choose from this list whenever you level up:

SCHOLARSHIP OF THE STAR EMPEROR

When you SPOUT LORE, you can consult the insight of the Star Emperor. Roll +CHA. On a 10+, hold 3. On a 7-9, hold 1. Spend this hold

to ask an additional questions from the DISCERN REALITIES list about the information given by the GM. Until this hold is spent, you can not use any of the other Vestige moves.

OVERWHELMING THOUGHTS

1d4 enemies (with thoughts to overwhelm, so no oozes, plants, undead, or the like) are overwhelmed and stunned. The only thoughts they can hear are yours, the only action they can take is to wince in pain - until something or someone jolts them out of it, or you stop broadcasting your thoughts.

THE STAR EMPEROR'S GLARE

Requires: OVERWHELMING THOUGHTS

Eyes are the window to the soul, and the Vestige of the Star Emperor looks back through yours. You can overwhelm the minds of 2d4 enemies, as with OVERWHELMING THOUGHTS, but only if they can see your eyes.

THE SHADOW APOSTATE

Once you have given yourself over to the being that once was a god among demons, you are infused with powers similar to what his death priests once had in a time long ago. The undead are at your mercy, and the shadows bend a knee.

When you **bind the Vestige of the Shadow of He that Was**, you may take this move when you level up:

ETERNAL BONDAGE

You gain the move associated with the Vestige of the Shadow of He that Was and may use it without spending hold acquired from MAKE A PACT.

Once you've taken ETERNAL BONDAGE, the following moves count as class moves for you. You may choose from this list whenever you level up:

REBUKE OF THE SHADOW

You may TURN UNDEAD as per the Cleric move. If you can already TURN UNDEAD, take +1 forward on your attempts at it.

VISAGE OF THE DEAD

You begin to resemble the undead. You can walk among them, avoiding notice and hostile action by any mindless undead. Hostile action, or actions too much like the living, may break

your disguise. Intelligent undead, like Vampires, may still recognize you for what you truly are.

UMBRAL BODY

Your body becomes like shadow. If you keep still in dark surroundings, enemies will not spot you. When you are attacked, roll a d6. On a roll of 6, you avoid the attack.

WITCH SLAYER

As long as there are those who would willingly allow even a part of their soul to be taken over, there have existed those that would sever this bond. Whether operating alone or in a group, the Witch Slayers have tuned the skill of hunting down possession into an art - one that the Vestiges do not appreciate.

When you **slay one who's soul has been bound to another**, you may take this move when you level up:

SMITE SPIRIT SHARER

While fighting anyone possessed or with a Vestige bound, you deal +1d4 damage.

Once you've taken SMITE SPIRIT SHARER, the following moves count as class moves for you. You may choose from this list whenever you level up:

LOCATE POSSESSION

When you DISCERN REALITIES and ask the question *Who's really in control here?* It does not count against the number of questions you may ask, if a Vestige or other possessing spirit is in control.

SLIPPERY MIND

Roll +CHA, on a 10+, your mind slips free of any enchantment. On a 7-9, you break the enchantment, but draw unwanted attention from the source of the enchantment.

MOMENTARY DISJUNCTION

Choose a spell or magic effect in your presence that is controlling or clouding the thoughts of you or your allies. Lesser spells, such as *Charm Person*, are ended, while powerful magic, such as a Vestige's bond or *Dominate*, are reduced or dampened so long as you are nearby.

