

Change appearances of vestiges, possibly change “vestige” to avoid copyright issues  
Add feat that allows binding to a single vestige, sign & display, single power not using slots  
Also add cleric, druid, paladin spell that forces vestiges out

### **Otherworldly Patron: The Vestiges**

You choose a path that most warlocks dare not tread. You bargain with your soul to contact creatures that have long been removed from reality, creatures beyond mortal understanding. These strange beings, once mortal or immortal creatures, have come to hold a nebulous existence. They are the vestiges.

*Soul Binding:* You have gained forbidden knowledge that even the most studious of sages have long forgotten. With it, you may contact the eldritch beings known as vestiges.

Starting at 1st level, you know the seals for the vestiges as well as the rituals required to summon them. The details of each vestige are given at the end of the class entry.

You may summon a vestige to bind to your soul after a long rest. To do so, you must spend 10 minutes performing the ritual to summon that particular vestige. The exact details differ with each one, but always involve drawing their seal on the ground or another flat horizontal surface. Once you become bound to a vestige, you remain bound to it until the next time you take a long rest. A bound vestige cannot be dispelled with effects such as a *dispel magic* spell, but it can be suppressed by effects such as the *circle against good and evil* spell. If it is suppressed, you no longer gain any benefits or show any signs of the vestige until you leave the area that is causing the suppression.

While bound to a vestige, you gain a temporary personality trait and display some sign of that vestige’s presence, as detailed in its entry. Vestiges that you are bound to may also grant you other benefits or temporarily grant you spells that you may cast using your warlock spell slots. At 1st level, you can only bind yourself to a single vestige. However, once you reach 10th level, you may bind yourself to two vestiges simultaneously.

*Pact Augmentation:* Beginning at 6th level, you gain certain additional benefits while bound to a vestige. Whenever you become bound to a vestige, choose one of the following augmentations. When you are no longer bound to that vestige, you also lose this augmentation. You may choose any augmentation only once unless it says that you may choose it multiple times.

- Choose bludgeoning, piercing, or slashing damage. You gain resistance to damage from nonmagical sources that deal that type of damage. You may choose this pact augmentation multiple times, choosing a different damage type each time.
- Choose acid, cold, fire, lightning, or thunder. You gain resistance to that type of damage. You may choose this pact augmentation multiple times, choosing a different damage type each time.
- You gain a bonus on initiative checks equal to your proficiency bonus.
- Add half of your proficiency bonus to weapon attack rolls with weapons that you are not already proficient with.

*Shielded Mind:* Starting at 10th level, you have immunity to the charmed and frightened conditions while bound to a vestige.

*Soul Guardian:* Upon reaching 14th level, the vestiges that you have spent so much time bound to have become an intrinsic part of your life force.

When you would fail a death saving throw, you may unbind a vestige that you are bound to. If you do, you immediately stabilize.

## The Vestiges

**Amon.** The beastly manifestation of the creature called Amon appears from black, curling smoke within his seal, foul curses being hissed into the ear of his summoner. The thing has the body of a black wolf, the head of a ram, and a serpent for a tail. Flames escape his mouth when he speaks.

- *Ritual.* After you create the seal to bind Amon, you must destroy an image of a holy symbol belonging to a god with the Light or Life domain and cast its pieces into the circle. Amon appears once all the pieces are within his seal.
- *Personality Trait.* I despise those gods that side with light and law, and often butt heads with their servants.
- *Sign.* You grow a pair of curling ram's horns.
- *Granted Powers.* While bound to Amon, you gain the following powers.
  - *Breath of Flames.* As an action, you may expend a spell slot to exhale a line of searing fire. The line extends 10 feet and deals 2d6 fire damage per level of the expended spell slot (to a maximum of 50 feet and 10d6 damage). A creature in the line can make a Dexterity saving throw against your spellcasting DC, taking half damage on a success. You may use your breath weapon once and regain the ability to use it after a short rest.
  - *Darkvision.* You gain darkvision to a distance of 60 feet. If you already had darkvision, the distance you can see in the dark increases by 60 feet.
  - *Horns.* You are never unarmed. You are proficient with your horns, which are a melee weapon that deals 1d10 bludgeoning damage. Your horns grant you advantage on all checks made to shove a creature, but not to avoid being shoved yourself.

**Aym.** When Aym is summoned, she appears as a great coiled serpent in her seal. Slowly, it uncoils and stretches its mouth open to unimaginable size, revealing a female dwarf's upper body. Her head is flanked by a lion's head and a bull's head. She is dressed as a noble queen and holds a red-hot branding iron in one hand.

- *Ritual.* As you draw Aym's seal, you must place eleven coins of at least two different types of metal (gold, silver, copper, etc.) along certain points within the circle. The coins are not consumed with the summoning and may be collected afterwards.

- *Personality Trait.* I will not part with any of my possessions readily except to creatures older than myself.
- *Sign.* You have an 11-point star brand marked on the palm of your left hand or your forehead (your choice).
- *Granted Powers.* While bound to Aym, you gain the following powers.
  - *Halo of Fire.* As a bonus action, you may expend a spell slot and wrap yourself in flames that last for one minute per level of the spent spell slot (maximum of 5 minutes). While you are wreathed in these flames, you may use your reaction to deal 2d8 fire damage to a creature that hits you with a melee attack. Also, any melee weapon attacks you make deal an additional 1d8 fire damage. The flames produced from this power cannot ignite objects and are harmless to you.
  - *Medium Armor Proficiency.* You are proficient with medium armor.
  - *Forged Resistances.* You have resistance to fire damage and cold damage.

**Leraje.** Many binders suspect that they have failed to call Leraje at first as her seal seems empty. However, over the course of several seconds, she fades into view, clad in green leather armor that is camouflaged to match her background perfectly. She appears as an elven archer that was once beautiful, but has clearly been ravaged and wasted by some disease or poison.

- *Ritual.* While calling out to Leraje, you must break a well-crafted arrow and place it within Leraje's seal. For some reason, the arrow will be repaired once you are bound to Leraje.
- *Personality Trait.* I prefer to shrink into the background than to stand out.
- *Sign.* Your appearance becomes sickly and yellowed.
- *Granted Powers.* While bound to Leraje, you gain the following powers.
  - *Unnatural Accuracy.* You have advantage on the first ranged weapon attack roll that you make each turn.
  - *Natural Camouflage.* You gain a bonus equal to your proficiency bonus to any Dexterity (stealth) checks that you make.
  - *Ricochet.* You may use your action to make a special attack with a ranged weapon by expending a spell slot. This allows you to make an attack against two targets that are no more than 10 feet apart. Make one attack roll and apply it to both of their Armor Classes. Then, roll damage and apply it to any targets that you hit this way. You deal additional force damage with this attack equal to twice the level of the sacrificed spell slot.

**Naberius.** Before anything appears within the circle to bind Naberius, a great commotion of flapping wings and squawking can be heard getting closer. Then, a great black crane appears and crashes into the circle, apparently dead. Finally, Naberius appears: a great black hound with three heads, two of which begin to tear into the bird as the third addresses his summoner eloquently in a growling baritone.

- *Ritual.* To summon Naberius, you must place scraps of meat and several pieces of parchment with eldritch lore in the center of the circle. These things vanish once you are bound to Naberius.
- *Personality Trait.* I just love the sound of my own voice and must share it with the world!

- **Sign.** Your voice becomes that of Naberius.
- **Granted Powers.** While bound to Naberius, you gain the following powers.
  - **Persuasive Words.** You may cast the *command* spell using your spell slots. When you reach 10th level, you may cast the *suggestion* spell using your spell slots.
  - **Disguise Self.** You may use an action to cast the *disguise self* spell on yourself.
  - **Naberius' Skills.** When you become bound to Naberius, choose any two skills that you are not proficient with. You gain proficiency with those skills for as long as you are bound to Naberius.

**Ronove.** As a summoner completes Ronove's seal, the ground begins to quake as a rusted iron maiden rises from center of the circle. Once fully exposed, the door to the torture device opens, pouring out human bones. Though it is hard to see from some angles, when a binder speaks to Ronove, the face on the lid of the sarcophagus smiles or frowns as a means of communication.

- **Ritual.** Ronove requires that her summoning circle be drawn in the earth under the open sky.
- **Personality Trait.** I must prove myself to all that doubt or disbelieve my abilities.
- **Sign.** Your face settles into a frown or smile (your choice) regardless of your current emotional state. This does not affect any Wisdom (insight) checks made to determine your motives or any Charisma ability checks you make to influence another creature's attitude, though they may find the effect quite strange or unsettling.
- **Granted Powers.** While bound to Ronove, you gain the following powers.
  - **Enhanced Speed.** Your walking speed increases by 10 feet.
  - **Light as a Feather.** You can use your reaction when you fall to gain resistance to damage taken from falling. Additionally, you gain advantage on Dexterity (acrobatics) checks to balance on narrow or slippery surfaces.
  - **Far Hand.** You know the *mage hand* cantrip while bound to Ronove. The hand that you create with the spell is invisible. Upon reaching 11th level, you may cast the *telekinesis* spell using your spell slots.

**Haagenti.** Once the ritual to summon Haagenti is completed, a giant icicle thrusts up from the ground, standing well over twelve feet tall. Inside, the form of a white, winged minotaur can be seen, its blood-red eyes locked on the summoner. Haagenti's muscular body is that of a male minotaur, but her smooth voice is most definitely feminine.

- **Ritual.** In order to summon Haagenti, you must place a mirror or other small, reflective object at the center of her seal. The item remains after the summoning is complete.
- **Personality Trait.** I will do what I can to protect the beauty of the world.
- **Sign.** Your eyebrows and hair (and facial hair, if you have it) appear to be covered with frost at all times.
- **Granted Powers.** While bound to Haagenti, you gain the following powers.
  - **Charming Touch.** As an action, you may expend a spell slot and make a melee spell attack against a creature. If your attack hits, the target is charmed by you for 1 minute per level of the spent spell slot (maximum 5 minutes).

- *Haagenti's Blessing*. Your natural form cannot be permanently changed by magic unless you allow it. If an effect would change your form temporarily, its duration is cut in half.
- *Axe and Shield Training*. You are proficient with shields and with all axe-like weapons.

**Malphas**. No sooner than the last words to summon Malphas are complete than a flock of doves flies through the binding circle, obscuring the summoner's sight. Eventually, the doves part to reveal a handsome elven man with pure white skin and black feathers for hair. He is dressed in black funerary garb and a cloak of raven's heads that occasionally caw.

- *Ritual*. In order to summon Malphas, you must recite a love poem or ballad once you've drawn his seal.
- *Personality Trait*. I fall in love far too easily, even with just a few kind words.
- *Sign*. Your teeth and tongue turn black.
- *Granted Powers*. While bound to Malphas, you gain the following powers.
  - *Bird's Eye Viewing*. While bound to Malphas, you gain the ability to summon a white dove or raven (your choice; either way, use the information for a raven presented in the *Monster Manual*) that is under your control. As a bonus action, you may expend a spell slot to view the world through the bird's eyes for 5 minutes per level of the spent slot (up to 25 minutes).  
When viewing the world in this way, use the bird's Wisdom (perception) bonus to determine what you can see or hear, but use your own proficiencies when working with the information gained this way (for example, use your Intelligence [arcana] bonus to determine what some eldritch glyphs might mean or your knowledge of the language of giants to understand two trolls speaking).  
Summoning your bird is an action, and you may only ever have one such bird in existence at a time. Should your bird die before you unbind from Malphas, you may summon a new one, turning the previous one into a pile of gray feathers that quickly crumbles to dust.
  - *Fade to Black*. You have advantage on all Dexterity (stealth) checks. Starting at 5th level, you may cast *invisibility* using your spell slots.
  - *Sneak Attack*. You gain the rogue's Sneak Attack feature. This functions in all of the same ways as that feature, except that your sneak attack deals 2d6 damage to your targets.

**Andromalius**. Once the rituals are complete, Andromalius walks into the center of the circle from outside of its bounds, as though he had always been there. He is a middle-aged man dressed in jester's motley (which is never the same color or pattern), but he has a dozen forearms branching off from each of his elbows. He juggles several small, unremarkable items in his many hands while he talks in a gentle, reassuring manner to his summoner.

- *Ritual*. To summon Andromalius, you must place two of the items that he juggles within his seal. They vanish once the summoning is completed. The items that he juggles are a belt purse, a silver key, a gold ring, a pair of dice, a copper coin, a dagger, an apple, an

arm bone, a scroll, a comb, a whistle, a fish hook, a mirror, an egg, a potion, a dead spider, an oak leaf, a human skull, a lock, a closed black book, a bell, a dove, a set of lockpicks, and a mouse. Nobody is quite sure why Andromalius requires these specific items.

- **Personality Trait.** I love to cause mischief for others but will not dishonor myself with *theft*.
- **Sign.** You gain an extra finger on each hand. This prevents you from wearing normal gloves or gauntlets, but magical items will reshape themselves accordingly.
- **Granted Powers.** While bound to Andromalius, you gain the following powers.
  - **Jester's Mirth.** You may cast *Tasha's Hideous Laughter* using your spell slots.
  - **Locate Items.** While bound to Andromalius, you can use an action and expend a spell slot to locate certain items within 100 feet of your location per level of the spent spell slot (up to 500 feet). If you are seeking a specific item with which you are familiar (such as your spellbook, a favored sword, etc.), you know the general direction and approximate distance to it, so long as it is within range. If you are seeking an item of a general nature (such as a key, the nearest pickaxe, etc.), then you only know the general direction of the item.
  - **Sense Trickery.** You have advantage on Wisdom (insight) checks to detect lies, as well as Wisdom (perception) and Intelligence (investigation) checks to detect disguises or forgeries.Additionally, you always know when someone has removed something from your person, either with the Dexterity (sleight of hand) skill or some other means. At 10th level, you gain truesight to a distance of 20 feet.

**Paimon.** With his ritual complete, Paimon appears within his seal as a whirling gray blur. As he slows, his true form becomes more apparent: a featureless, gray body with limbs that form into sharp blades from the elbow or knee on. One side of his face is stretched, no doubt from his high-speed spinning. When he speaks, his misshapen mouth makes it hard to understand him.

- **Ritual.** Paimon will only appear if someone within 10 feet of his seal plays a musical instrument. It is not required to continue playing once he is summoned, though he frequently asks that his summoner play on anyway.
- **Personality Trait.** I must be bold of action and passionate in wordplay.
- **Sign.** One side of your mouth seems to be pulled or stretched, leaving it slightly open at all times.
- **Granted Powers.** While bound to Paimon, you gain the following powers.
  - **Duelist's Skill.** You have the dueling option from the Fighting Style feature while bound to Paimon.  
At 5th level, you may expend a spell slot as a bonus action to make a single melee weapon attack. This attack deals additional force damage equal to twice the level of the spent spell slot (maximum 10).
  - **Uncanny Parry.** When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you. You must be using a melee weapon in one hand and no other weapons to use this power.

- *Graceful Warrior.* You gain proficiency with rapiers and shortswords. As a bonus action, you can gain advantage on attack rolls with those weapons for 1 minute. You may do this once, and can do so again after a short rest.

Add some fundamentals as cantrips for everyone

Create a few unique spells in the paths

Change paths to be shorter, path feature doesn't add bonus spells but does allow changing two spells per level instead of one

Format living shadow to be like paladin final powers

Sorcerous Origin: Shadowcaster

You draw your arcane power from the darkness of the Shadowfell. The spells you cast and your own body become darker reflections of their natural states as eternal night suffuses your being.

*Paths of Shadow:* As a practitioner of the dark magics of the Shadowfell, you have uncovered one universal truth: everything has a reflection. With this knowledge, you have learned how to cast certain dark reflections of spells, commonly known as "mysteries."

When you gain this feature, you learn the *druidcraft*, *prestidigitation*, and *thaumaturgy* cantrips. Effects you create with these cantrips appear to be darker or made of shadow and always produce a noticeable chill in the air.

As you gain levels in the sorcerer class, you gain access to new mysteries via what are called "paths," detailed at the end of the class entry. The paths let you choose from an expanded list of spells when you learn a sorcerer spell. The spells listed for each path are added to the sorcerer spell list for you.

In order to gain a higher level spell from a path, you must know at least half of the spells in that path that are of a lower level. For example, in order to learn the *antimagic field* spell from the cloak of shadows path, you must know at least four other spells from that path.

Additionally, you know two spells from any paths that you qualify for at 1st level. You gain an additional spell chosen from your paths at 3rd, 5th, 7th, 9th, 11th, 13th, 15th, 17th, and 19th level (for a total of 11 spells known). These spells must be of a level for which you have spell slots.

When you cast a mystery that deals damage, change the type of damage that it deals to necrotic damage. Visual effects created by mysteries that you cast also appear to be made of pure darkness.

*Umbral Sight:* Starting at 1st level, the darkness of the world doesn't hinder your sight. You gain darkvision to a distance of 60 feet. If you already have darkvision, the distance is extended by 60 feet.

*Sustaining Darkness:* As you learn more about the power of the Shadowfell you discover ways to make yourself less and less susceptible to bodily weaknesses. At 6th level, you no longer need to eat or drink, though you may still do so.

Starting at 10th level, you no longer need to sleep. You need only to rest for 4 hours to gain the benefits a human would gain from sleeping for 8 hours. During that time, you remain aware of your surroundings.

At 14th level, you no longer need to breathe unless you choose to.

At 18th level, you gain resistance to cold damage and necrotic damage.



**Eternal Darkness:** Starting at 14th level, your dark bonds have revealed a powerful secret of the multiverse: shadow is eternal, present wherever light is. At the end of any turn that you cast a spell of 1st level or higher, roll a d6. On a 6, you recover two sorcery points.

**Living Shadow:** Upon reaching 18th level, you have uncovered the secret to infusing yourself perfectly with shadows. You gain the ability to transform into a living shadow. You may maintain this form for 1 hour (no concentration required). During that time, you have immunity to necrotic damage and the paralyzed condition, resistance to nonmagical bludgeoning, piercing, and slashing damage, and you have advantage on Dexterity (stealth) checks. However, you also gain vulnerability to radiant damage for the duration and take 1d8 radiant damage each turn that you are in natural sunlight. You may take this form once, regaining the ability to do so after a long rest.

### ***Paths of Shadow***

#### **Cloak of Shadows**

The mysteries contained within the cloak of shadows path turn shadow into a potent shield. Practitioners of this path can guard against fiends and undead, hedge out their enemies, and even banish magic itself.

#### ***Cloak of Shadows Spells***

<b>Sorcerer Level</b>	<b>Spells</b>
1	<i>Protection from Evil &amp; Good, Shield of Faith</i>
3	<i>Aid</i>
5	<i>Magic Circle</i>
7	<i>Aura of Purity</i>
9	<i>Antilife Shell</i>
11	<i>Guards and Wards</i>
13	<i>Forcecage</i>
15	<i>Antimagic Field</i>
17	<i>Prismatic Wall</i>

#### **Elemental Shadows**

Those that follow the path of elemental shadows can twist the very terrain to their whims. They are experts at calling storms and cloaking the natural world in darkness.

### *Elemental Shadows Spells*

<b>Sorcerer Level</b>	<b>Spells</b>
1	<i>Armor of Agathys, Entangle</i>
3	<i>Pass without Trace</i>
5	<i>Call Lightning</i>
7	<i>Hallucinatory Terrain</i>
9	<i>Tree Stride</i>
11	<i>Wall of Thorns</i>
13	<i>Mirage Arcana</i>
15	<i>Control Weather</i>
17	<i>Storm of Vengeance</i>

### Ebon Whispers

By using the path called ebon whispers a shadowcaster can send themselves and their words across a web of shadow. Even the elements themselves answer the summons of these sorcerers.

### *Ebon Whispers*

<b>Sorcerer Level</b>	<b>Spells</b>
1	<i>Dissonant Whispers, Longstrider</i>
3	<i>Animal Messenger</i>
5	<i>Sending</i>
7	<i>Conjure Minor Elementals</i>
9	<i>Conjure Elementals</i>
11	<i>Word of Recall</i>
13	<i>Reverse Gravity</i>
15	<i>Maze</i>
17	<i>Astral Projection</i>

### Umbral Mind

The path of umbral mind gives a shadowcaster control over others. They can use shadow to command, frighten, and deceive others. Some can even bring the dead back to life.

#### *Umbral Mind Spells*

<b>Sorcerer Level</b>	<b>Spells</b>
1	<i>Command, Unseen Servant</i>
3	<i>Enthrall</i>
5	<i>Animate Dead</i>
7	<i>Phantasmal Killer</i>
9	<i>Modify Memory</i>
11	<i>Programmed Illusion</i>
13	<i>Project Image</i>
15	<i>Feeblemind</i>
17	<i>Weird</i>

### Eyes of the Night Sky

By using the eyes of the night sky, a shadowcaster can view the world from new angles. This path includes spells that reveal the unseen and hide those things that should remain hidden.

#### *Eyes of the Night Sky Spells*

<b>Sorcerer Level</b>	<b>Spells</b>
1	<i>Alarm, Detect Evil &amp; Good</i>
3	<i>Moonbeam</i>
5	<i>Nondetection</i>
7	<i>Arcane Eye</i>
9	<i>Mislead</i>
11	<i>Find the Path</i>
13	<i>Sequester</i>

15	<i>Mind Blank</i>
17	<i>Foresight</i>

### TRUENAME MAGIC

- Intelligence (Investigation) check vs a DC equal 25 - ½ the creature's hit dice (Tarrasque has 33, DC would be 25 - 16, or 9; a kobold has 2, DC would be 25 - 1, or 24; an ancient red dragon [probably very famous] has 28, DC would be 25 - 14, or 11; a level 20 hero would be 25 - 10, or 15)
- Requires at least one week of research to learn a personal truename. Costs are cumulative (900GP by the end of a month)
  - 1st Week: Spend 150GP in research and make the check with disadvantage.
  - 2nd Week: Spend 200GP in research and make the check.
  - 3rd Week: Spend 250GP in research and make the check with advantage.
  - 4th Week: Spend 300GP in research and automatically succeed at the check.
- Once you know their truename, you may cast spells with N components on them
- **Learning a Personal Truename:** When you hear a creature speak its truename aloud, you may attempt an Intelligence check contested by the target's Charisma check. You have disadvantage on this roll. If you succeed, you memorize their personal truename and may treat them as though they were a valid target for the purposes of the Truename Research feature, the Heightened Utterances feature, the Empowered Utterances feature, or any similar features or abilities. If you fail, you take 3d6 psychic damage from the strain of attempting to memorize the word tied to their very existence. Additionally, you may research an individual to learn their personal truename by spending 3 days and 30gp per point of proficiency bonus they possess. You automatically succeed on the Intelligence (arcana) check.

### Arcane Tradition: Truename

At the root of all language, all "words," lies a powerful secret: truespeech, the language of the primitive multiverse. You have dedicated yourself to seeking it to gain power that others can only dream of.

**Truename Expertise:** Due to your diligent studies in truenaming, you have made several breakthroughs. You gain the following benefits starting at 2nd level.

- Your research lets you choose from an expanded list of spells when you learn a wizard spell. The following spells are added to the wizard spell list for you.

Spell Level	Spells
1st	Word of nurturing, knight's puissance, universal aptitude
2nd	Rebuild item, speed of the zephyr, energy negation
3rd	Spell rebirth, breath of cleansing

4th	Magic contraction, mystic rampart
5th	Ether reforged, master of four winds
6th	Rewrite truename, anger the sleeping earth

- You have studied many tomes on truespeech and have uncovered truename “groups” for certain kinds of creatures. When you gain this feature, choose a creature type: elementals, fey, giants, or humanoids.  
You may cast spells with truename components against creatures of that type.  
You also learn one language of your choice.
- When researching a creature’s personal truename, you are treated as having already been in research for two weeks.
- You know your personal truename.

*Heightened Utterances:* Starting at 6th level, when you cast a spell that has a truename component and forces a creature to make a saving throw, you may give one target of the spell disadvantage on its first saving throw made against the spell. You may not use this feature on a spell modified by the Heightened Spell metamagic.

*Empowered Utterances:* Starting at 10th level, when you cast a spell that has a truename component and you roll damage for that spell, you can reroll a number of the damage dice up to your Intelligence modifier (minimum of one). You must use the new rolls. You may not use this feature on a spell modified by the Empowered Spell metamagic.

*Greater Truename Expertise:* When you gain this feature at 10th level, choose celestials, dragons, or fiends. You gain all the benefits against this chosen type that you normally gain from your truename expertise feature, including an additional language. You also gain advantage on spell attack rolls with spells that you cast that have truename components.

*Personal Truename Mastery:* At 14th level, your long study of truenames, particularly your own, has granted you new insight. This grants you several benefits:

- You may now concentrate on two spells at the same time, but only if the only target for those spells is yourself.
- You have created a shortened version of your personal truename that can be used to summon you. To do so, a creature must use an action and make an Intelligence (arcana) check against your wizard spell save DC. They have disadvantage on this check. If they succeed, you are teleported to a space within 5-feet of them. They may only use this effect if you are on the same plane of existence and only once per long rest.
- You may use your action to recite your truename. If you do, you may end a poison or disease that is currently affecting you, lose a level of exhaustion, or end two of the following conditions affecting you: blinded, charmed, deafened, frightened, or poisoned. You may not use this feature again until you finish a long rest.

- You may use a bonus action on your turn to recite a simplified version of your truename and regain hit points equal to 1d6 plus your wizard level. You must finish a short or long rest before you may do so again.