

Secrets of Pact Magic: Official Supplement
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PLAYER'S GUIDE TO SECRETS OF PACT MAGIC

<http://www.pactmagic.com>

Author Notes

This twenty-six page guide is for use with *Secrets of Pact Magic*. The guide provides an overview of pact magic, a typical spirit, character concepts, and quick summaries of pact magic races, classes, feats, prestige classes, minor magic items, and organizations. Although you will find 1st-through 4th-level progressions for various classes, *Secrets of Pact Magic* is necessary to actually create a character. Players can, however, use the online NPC generator at www.pactmagic.com/create.htm to generate a sample character.

by Dario Nardi



WHO ARE THE SPIRITS?

Real-world scholars and practitioners of pact magic have varying perspectives on the nature of the spirits. Drawing from these sources and common fantasy motifs, the spirits invoked by pact magic could have different possible origins.

Ancestors: Some souls return to empower the living as gifts authorized by a people's gods. These spirits are less like ghosts and more like divine servants that carry out godly designs.

Exiled or Forgotten Creatures: Spirits of mighty beings may be lost or exiled. Where are the Olympian gods? Did they cease to exist due to neglect? Or do they still reside in some mysterious place beyond space and time, Heaven and Hell?

Fiendish Entities: These evil beings seek to lure mortals into selfish power. They may appear regal and helpful, or use other ruses to confuse and corrupt otherwise hesitant mortals.

fail to understand, places of shadow, reflections, thoughts, and dreams. Many of these beings possess trickster-like qualities and can be dangerous because we do not understand how to deal with them.

Prisoners: In Greek mythology, the gods imprisoned the rebellious titans. In other myths, demons are often consigned to fume in dark pits. Yet their power can be tapped from these twilight prisons by following eldritch rituals.

Psychological Aspects of One's Self: The mind is a tangle of archetypes, half-thoughts, psychic potentials, and story threads that may be harnessed when we shun what we think we know. Strange rituals evoke these fragments of the self. Perhaps the evoked qualities hint at a next step in evolution.

Transcendent Souls: This perspective teaches that the material body is a crude, loathsome husk, a trick foisted by an evil entity. However, bright individuals can shed their crude bodies through the acquisition of gnostic knowledge.

The spirits have used this knowledge and may share it with special mortals.

So what is the true take? Different groups within your campaign setting likely espouse their individual takes on the issue. Most of the spirits that you will become familiar with were once mortals, demons, or angels whose souls now linger in some remote, unknowable place. The brightest sages claim that the spirits exist outside the multiverse, all together beyond space, time, and the known planes of existence. Thus, regardless of your background, goals, or alignment, you may feel fairly free to seal pacts with spirits. Nonetheless, there are binders who summon the spirits of demons, devils, angels, and insane spirits called ravagers.

A TYPICAL BINDING CEREMONY

A pact magic user, also called a binder, summons spirits and enjoys their aid. How specifically does this work? Most of the description here draws from real-world pact magic, with some alterations to fit a heroic fantasy setting. The process is variously referred to as summoning a spirit, evoking a spirit, pactmaking, or sealing a pact. Here are typical steps.

First, a binder researches a spirit, including its name, associated geometric seal, and legends. He will want to find out how fit he is to channel that particular spirit. When summoning a spirit requires a binder to speak elvish then he wants to learn this language because even a small mistake in pronunciation might cause an unwanted effect.

For the next step, the binder prepares to conjure the spirit. This involves drawing a magic circle that contains the spirit's geometric seal, and then performing a ritual. The ritual might



Free People: The multiverse, with its mortals, genies, gods, and other beings is an illusion or fabrication. Some call it a "matrix." The "real reality" lies beyond the confines of the multiverse. A soul can escape to reclaim its "true" body and freedom from slavery. Certain beings likely patrol the boundary between the multiverse and this reality, monitoring events.

Nature Spirits: These are the essence of mountains, oceans, forests, and progenitor animals such as Brother Coyote and the Great Bear. Such spirits have their own perspectives and goals. At best, mortals conceive of nature spirits in human terms in order to grasp their significance and to try to negotiate for influence over the caprice of the natural world. Whether people should interact with these spirits is another matter. Consider that a lion may be "natural" but toying with a hungry lion is a foolish and dangerous proposition.

Otherworldly Beings: These spirits hail from realms we

be simple or complex. Pact magic requires preparation and uninterrupted completion over the course of several minutes. This differs from the usual role-play spellcasting. The advantage is that once you acquire a spirit's abilities, those abilities are a natural part of you, often usable at will all day long.

Now, the binder summons the spirit. This is not a trivial matter. Just moving slightly outside the magic circle, missing a step in the ceremony, or making some other mistake can lead to serious consequences. Thus, a pact magic user must attempt a binding check to summon a spirit without error. Some spirits are far more difficult to summon than others are. As the summoner evokes the spirit, he may experience waves of emotion, bodily sensations, or other phenomena that threaten to confuse him and cause a mistake.

Some people say that with training they can see a spirit manifest in the same way that a psychic can view auras. The spirit often has a terrible or frightening appearance that combines various human, animalistic, and supernatural qualities.

Next, the binder and spirit negotiate. This requires a forceful and smooth personality to obtain a spirit's favor. Each spirit rules over a theme. The spirit wishes to dominate the binder for its own ends. If the negotiation goes well, then the spirit grants the binder mastery of four to six abilities that fit with that theme. In exchange, the spirit has gained a foothold or window into the world.

If a pact magic user is careful, he secures abilities for a short period, typically a few hours to a few days. For convenience, this is 24 hours in game terms. The binder gains supernatural abilities such as breathing fire, dominating monsters, and locating gold coins.

If a pact magic user is not careful, then his personality may shift to meet the spirit's needs. In game terms, this involves personality quirks as well as possible alignment shift if the binder makes a major mistake. A mistake may also harm other people. For example, if a stray hair fell into an area that you used as a summoning circle, then the owner of that hair might suffer a price for the benefits

that you enjoy. Similarly, a binder may experience bonuses and penalties when dealing with a spirit's traditional enemies and allies; one of the spirit's foes might be one of the binder's beloved family members!

Finally, a binder receives tactical bonuses when he actively strives to live out a spirit's story

and aspirations. This represents a deep *simpatico* between spirit and binder.

These bonuses are minor by themselves; but when added together, they can become major advantages.

ADVENTURING TO UNCOVER NEW SPIRITS

The search for fresh pact magic can motivate an adventure or a campaign. Any spellcaster can make pacts and may want to locate spirits that are just right for him or her.

Tracking down information about a new spirit could be as simple as consulting a sage, visiting a fellow binder, or casting a *legend lore* spell. In societies open to pact magic, this might be a quick process; otherwise, it might require meeting bureaucratic criteria or bypassing traditional guardians of knowledge. These guardians might hoard the details of high-level spirits in vaults and share their secrets only with those who pass tests, swear oaths, and so on. In locales where pact knowledge is less common, unknown, or persecuted, a character may need to do a lot of snooping or adventure a long way.

It is insufficient to know a spirit's name, or even the ceremony to summon it. A learned sage or powerful spell can reveal every detail. More often, however, a character gains partial knowledge and must seek the whole picture. Moreover, spirits do not bind with just anyone, or whenever. A spirit may require a special location, skill, proficiency, alignment, or race. When one detail is missing – or incorrect – then the character or her allies may suffer a dangerous surprise. Even when you have unearthed all you can and have successfully bound a spirit, you may find it takes several encounters to determine how to best utilize the abilities it grants you.

The quest process, and its possible dangers, is endless.



PACT MAGIC IN ACTION

"His Holiness, the Archon, has approved your suggestion to apprehend the corrupted ones," the bishop told Alexandra. His tone was grave, and he looked her in the eye as if checking her faith, as if she might be possessed.

"Thank you," Alexandra said quietly, and bowed lightly. "I will take the utmost righteous care."

Over the next three days, brothers at the local monastery prepared materials and reviewed procedures to summon three spirits. Alexandra would bind with Pavatu, Child of the Wind. He was friendly if somewhat flighty. Then there was Kaiya, Avatar of Grace. She was once a beatific angel who volunteered her god-granted soul so that mortals might better combat evil.

"If we were to have a favorite, it would be Kaiya," the brothers informed her with earnest chippiness.

The last spirit would be Ethaniel Midnight. He was a vestige of a serial killer that even the Nine Hells had rejected. This would be the first time for Alexandra with his spirit, and only the second time for the brothers. She was still shocked the Archon approved of binding him. Yet, Ethaniel was the only spirit to grant a summoner the ability to realign a creature's moral outlook to its cause.

"Don't worry dear," the brothers offered. "If the Archon approves, then it is the will of our god. And surely, when it not a good time to redeem the fallen?"

During the three days preparation, Alexandra studied the profiles of her quarry, a band of once-helpful adventurers now tainted by fiendish blood. The blood made them powerful.

On the second day, a soul weaver knocked at the monastery's large iron-oak doors. He would fortify Alexandra's mind using spells. For the first time in anyone's memory, the Archon had approved the aid of a wizard and practitioner of pact magic.

"It's all alchemy and scientific formula," he informed her. "Even with a few mistakes, the presence of Kaiya's spirit... yes, yes... will check Ethaniel's malign tendencies."

On the morning of the third day, Alexandra woke from a nightmare, but could remember nothing. This was the day.

The ceremony went flawlessly.

"No errors we could tell," the brothers reassured her.

However, Alexandra felt agitated hours after Ethaniel manifested himself in the ceremony. He had appeared so friendly during the first few seconds that he appeared, before bloody hooks emerged from his skin. The vision had sent Alexandra reeling to the edge of the summoning circle. Fortunately, the legends said that he never harmed a hair on a woman. That was why they picked Alexandra for this mission.

"Good luck! May the grace of the holy prophets go with you," the brothers told Alexandra as she rode away toward the city to meet their informant, Rex. He had said the band of fiendish adventurers was hiding in the southeast quarter of the city, in an area of spacious walled mansions.

She met Rex just inside the city walls. He was young.

"You will lead me safely to the mansion?" She asked him.

"And they are not expecting me or set to ambush us?"

"As far as I know," he replied.

Ethaniel's gift for discerning truth immediately told her that Rex was honest. Yet, an unpleasantness tugged at her. She – or maybe Ethaniel's spirit – considered how to lure Rex to his doom. Alexandra had two short swords, but her dagger would

do better to slowly flay him.

She caught herself and meditated upon Kaiya's warm smile.

"You're not what I expected," Alexandra said sweetly to Rex as they walked toward the southeast, along a busy street.

"Oh yeah?" He said. "It's nice to get some appreciation."

That is it, Alexandra thought, Kaiya's graceful tongue is the ideal way to lead Rex to his doom.

Alexandra caught herself again. She shook her head as if to wake herself from Ethaniel's influence.

"You okay?" Rex asked, concerned.

"Yes," she replied. "Maybe I am overly prepared for today."

"Yeah? You have not seen what I have seen. They stabbed that poor chap. I watched as the grimoire devoured his spirit, just so the lot of them could gain a little extra power. Then horns and scales appeared on their faces. They weren't the same after that."

The two arrived on a street corner fifty paces from the mansion. Its high walls and tall overgrown trees obscured most of the actual building.

"You go in first," she said. "Then I will follow."

Rex walked over, signaled the guard as he had learned, and went inside. After two minutes, the keen ear of Pavatu's spirit picked up Rex's conversation with a gnome and an elf. To her ear, their voices carried clearly on the wind. It was time.

Alexandra strode confidently to the entrance. A goblin guard jumped out to block her way.

"You, halt!" The goblin said. "This is private property."

"Evil is never private," she responded. "You now have an opportunity to confess your sins and surrender yourself." Angelic Kaiya was speaking through her.

The goblin gave her a funny look. As she stepped forward, it drew a dagger from its sleeve into its palm and lunged to stab her. Fortunately, Pavatu was at Alexandra's command. Even if this goblin were a warrior king of a thousand battles, it had no chance. Pavatu's wind pushed aside the goblin's arm as if it were a branch in a gale.

Alexandra strolled past the rod iron gate and down the front garden path to the mansion's solid oak door.

Two guards trained crossbows on her from a ledge as three more armed guards emerged from a shack to her right.

"Halt now!" One of them shouted.

She used the opportunity to view their auras. Kaiya's gift of angelic sight told her all the guards held evil in their hearts.

"You now have an opportunity to repent," she announced.

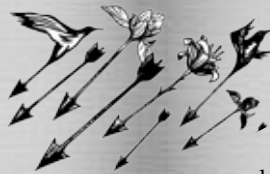
"Throw down your weapons. I will spare you."

The two guards on the ledge fired on her. The first bolt was off its mark. The second would have hit her square in the chest. Instead, Kaiya's grace transformed it into a small song bird that flew away. Alexandra did not even think about this.

The three other guards rushed her.

Instinctively, she cupped her hands in front of her mouth and blew on them. Pavatu's spirit produced a gale force blast that knocked them back into the bushes and the mansion's hard stony walls. At the same time, in the corner of her mind, she detected a mind-control spell cast against her, but all three spirits protected her, each in its own way.

Kaiya finished the path and knocked firmly using the door's iron knocker. Now the real action, and the real test of wills within her, would begin.



RULES FOR BINDING SPIRITS

This section describes how to bind spirits, the benefits you gain, and side-effects you may suffer. These rules apply to spellcasters who wish to bind spirits as well as characters who belong to a binder class unless their class rules say otherwise. Following this description is a full example of a 1st-level spirit, Aza'zati the Green Wyrmling, plus a two-page chart summarizing fifty-four 1st through 9th level spirits.



Spirit Basics

This information is at the start of each spirit description.

Name: This is the spirit's name, usually reflecting its name during its lifetime, to the best knowledge of binder sages.

Title: A spirit's title usually reflects its theme and is a result of binder lore over many years.

Seal: Binders represent each spirit with a circular geometric sigil that they draw to summon a spirit. The elements within a seal have symbolic meaning that conveys the spirit's story.

Granted Abilities: You will find a brief summary of abilities granted to those who summon the spirit.

Spirit Level

Each spirit has a level 1st through 9th. You must be able to bind spirits of the level indicated to seal a pact with that spirit.

SPELLCASTERS & SPIRIT BINDING

A spellcaster can learn to bind spirits by taking the Supernatural Exchange feat (Chapter 5: Skills, Feats and Flaws, page 188). You decide to bind at the time that you normally prepare or regain spells.

You forfeit spells in order to bind one spirit of your choice. The highest level spirit you can bind equals the highest level spell you can cast. You select one level of spells you can cast and bind a spirit of that level by forfeiting all spells of that level and lower. For example, a 9th-level wizard can cast 5th-level spells. She might bind a 4th-level spirit and retain her 5th-level spells but no lower level spells. To determine your effective binder level, total the levels from all of your spellcasting classes.

If for some reason you have already cast spells before binding a spirit, then for each spell level you have drawn from, reduce by 1 the highest level spirit you can bind. For example, a 9th-level wizard who has already cast *fireball* and *mage armor* can bind a 3rd-level spirit.

While bound with a spirit, you follow the rules for pact magic as described in this chapter.

If you end a pact before 24 hours is up (by utilizing the Expel Spirit feat or the spirit is exorcised) then you may prepare or regain spells as normal, up to one level lower than the bound spirit's level. For example, you can gain 1st-level spells after ending a pact with a 2nd-level spirit.

Although pactmaking might seem more advantageous for divine spellcasters than for arcane spellcasters, clerics and druids may run up against divine prohibitions and find that the alignment change accompanying a poor binding harms their career. Similarly, divine exorcists are unwilling to regularly aid pactmakers by terminating their pacts early using exorcism.

Who Can Bind Spirits

If you are a member of one of the pact magic classes in this book, then your class description indicates what level of spirits you can bind and how many spirits you can bind.

Alternatively, if you are a spellcaster of any sort and have the Supernatural Exchange feat, then you may forego your daily spells to bind a spirit, as described in the sidebar at left.

If you are not a binder or spellcaster, you can learn to bind spirits. The Minor Binding feat and related feats grant the use of one (or possibly more) of a spirit's granted abilities.

Constellation

Each spirit belongs to one of thirteen constellations. Some feats, racial traits, and class features apply to spirits of specific constellations.

Legend

Each spirit had a life, real or imagined. Each legend captures the spirit's demeanor and values, why it grants certain abilities, and which events transformed it into a spirit—a vestige of a soul that persists. Some spirits were mortals who found no place after death. Others were powerful beings who died of neglect or in battle. A few spirits never existed in any mundane sense. Most spirits hope to enjoy a foothold in the world of the living. Although some spirits lived honorable lives, others were terrible and their legends reflect mature themes.

Summoning Rules

This section includes information to summon a spirit.

Binding DC: You roll against this DC to form an advantageous pact. Your check equals $d20 + \text{your binder level} + \text{your Charisma bonus}$ (however, an empyrean monk uses Wisdom and a Soul Weaver uses Intelligence).

A successful check means that you gain the granted abilities and physical sign associated with the spirit. You can suppress or show the physical sign as a free action. If you fail the binding check, you still gain the abilities and physical sign; however, you cannot suppress the sign, and your personality and possibly your alignment shift to become more like the spirit's personality and alignment.

Wearing heavy armor or experiencing a minor interruption during the ceremony causes you to suffer a -4 penalty to your binding check if you fail a DC 15 Concentration check.

Requirements: Drawing a pact seal requires a stick of chalk costing 1 cp. You must meet all requirements. Do not count bonuses to skill checks that are granted by high ability scores or magic items. If you are unsure of how much a material requirement costs, figure 5 gp per spirit level. The Ignore Binding Requirements feat allows you to ignore all requirements.

If you attempt to bind a spirit without meeting all requirements, you suffer a -6 penalty to your binding check, and if you fail the check then you fail to bind the spirit.

Special: The thirteen spirits described in Chapter 10: Organizations have a stringent summoning requirement that you belong to a specific organization. In addition, the abyssal, celestial and infernal spirits in Chapter 6: Prestige Classes require that you have at least one level in the relevant prestige class.

Ceremony: You spend 10 minutes drawing the spirit's geometric seal and performing a ceremony as described for the spirit. You can rush a ceremony in 1 minute but you suffer a -10 penalty to your binding check. You must have a flat 5-foot square area to draw on. Conducting a ceremony requires your full attention and provokes attacks of opportunity. You cannot concentrate on spells, move, or take other actions. You must remain within the seal during the ceremony. If you exit the seal then you fail to gain the spirit's abilities but you suffer the physical sign and personality shift associated with the spirit. You must be able to speak and be audible. The ceremony may require expensive items, skill ranks, or unusual tasks in addition to drawing the seal. A major interruption, such as engaging in combat, causes the ceremony to fail but you may try again later.

Manifestation: When the ceremony is complete, you experience an unmistakable supernatural vision of the spirit as it binds to you. Although the manifestation is not an illusion, you cannot dispel, alter, or interact with the manifestation. It will depart harmlessly after one round if you do not utter the final words needed to seal the pact with it. Even if the manifestation description implies you experience harm or fall unconscious, it never inflicts real damage.

Granted Abilities

Once you seal a pact, you gain the spirit's granted abilities (unless you took a feat to gain only one ability). The abilities are supernatural. Unless stated otherwise, a granted ability requires a standard action to use, does not provoke attacks of opportunity, cannot be dispelled, does not require components, and ignores spell resistance. An *antimagic field* represses the effects of supernatural abilities. The effects resume upon exiting the field.

Most granted abilities mimic spells or class features, and last 24 hours or are usable at will or require a recharge period of 3 to 5 rounds before they can be used again. When you are unsure what a granted ability does, follow the spell or class feature mentioned. Although you may find spell names mentioned under a granted ability, these abilities are always supernatural. Granted abilities that mimic spells requiring XP or materials costing more than 1 gp require these unless stated otherwise.

Ongoing effects created by granted abilities end when the spirit leaves the binder or if the binder dies.

The DC to resist one of your granted abilities equals $10 + 1/2$ your binder level + your Constitution modifier (a hearty body is required to effectively channel a spirit's energy).

The term "level" in this section always refers to a character's

binder level unless stated otherwise.

Unless a granted ability's description specifies an action or effect, such as concentrating or projecting a ray, then observers do not perceive the use of an ability. When a creature that is targeted by an ability makes its save, it usually experiences a mild tingle with no awareness of the binder's intentions.

Being bound with a spirit is a form of possession like a ghost's malevolence ability. Successful exorcism expels a spirit.

Capstone Granted Ability

When you succeed on the binding check by 10 or more, you gain a bonus granted ability as noted in the spirit's description.

Signs and Influence

This section describes how a spirit may affect you.

Physical Sign: Your appearance or other physical characteristic such as your voice changes while you are bound to a spirit. If you succeeded on your binding check, you can suppress or show the sign as a free action. If you fail the binding check, you always show the sign.

Alignment Shift: All spirits are neutral in alignment. However, an unlucky or weak-willed binder may unleash moral and ethical "complexes" dormant within his own psyche. When you fail the binding check by 10 or more, your alignment shifts one step closer to the indicated alignment. Paladins and other characters with codes of conduct may lose class abilities or suffer other penalties until they obtain atonement if they experience an alignment shift.

A binder may be unaware of the change, deny it, or embrace it. Typically, the binder attempts a Will save against the spirit's DC. A successful save indicates that the binder rationalizes, mis-recalls, and otherwise explains away or fantasizes behavior that does not match his or her normal alignment. In contrast, a failed save indicates that the character is aware of the new perspective and embraces the new alignment with relish, which may require *atonement*. As a third option, the game master may allow a player to freely decide a character's reaction.

Personality Influence: When you fail the binding check, your personality shifts. Each spirit compels you to follow or avoid certain behaviors. If you cannot or will not follow a spirit's influence, then you suffer a -1 penalty to all d20 rolls for the duration of the pact.

Favored Ally: The spirit gets along with these creatures. Foe Hunters and characters with the Pact of Favored Allies feat gain bonuses when dealing with the allies of a bound spirit.

Favored Enemy: These are the creatures the spirit does not abide well, and perhaps even hates. Foe Hunters and characters with the Pact of Favored Enemies feat gain bonuses when dealing with the enemies of bound spirits.

Debilitating Conditions

Whenever you become seriously injured or weak, a spirit's ego may overwhelm you. You must try to succeed on a binding check whenever you:

- » Drop to 0 hit points or below.
- » Fail against a mind-affecting spell or ability.
- » Experience a change in your binder level.
- » Become exhausted.

If you fail the check, the spirit gains influence over you if it did not already have influence before. This influence lasts the remainder of the 24-hour period or until none of the above criteria applies, at which time you may attempt a new check.

Tactical Bonus

You gain a +1 bonus to all your d20 rolls when you meet one or more of the listed criteria. You gain the bonus for the round the criteria plus two additional rounds. Bonuses granted by meeting criteria from multiple bound spirits stack with each other.

Inspired Companion

Some spirits offer a companion. When you bind the spirit, you may forego the indicated granted ability and instead take the companion. The companion manifests as you complete the pact ceremony and remains for the duration of the pact. It vanishes when the pact expires or if it is killed. If it dies, then you suffer 1 hit point of damage per spirit level. You must rebind the spirit to use it again. The companion is supernatural. It ignores effects that hedge out, dismiss, or otherwise affect summoned creatures, but it winks out within an *antimagic field* and can be countered as if it were the ongoing result of a granted ability.

Role-Play Text

When a player character stumbles across a spirit's lore, it may be impractical to read its full legend. The game master can read the bullet points to quickly convey what is found in a library, tome, or other locale. The text is also useful for a binder PC to convey the gist of a spirit's story to comrades. A single source might convey only one point of a story; or you might read the bullet points in linear order to convey a fuller impression.

Summoning a New Spirit

If you have the *Expel Spirit* feat, then you can summon a new spirit to replace one you have bound.

Summoning Lesser Spirits

You may summon one or more spirits of a level lower than you are normally capable of. The total levels of all spirits summoned must be equal to or less than your normal maximum. For example, in lieu of a 6th level spirit, you could summon a 4th level spirit and a 2nd level spirit, or two 3rd level spirits, or even six 1st level spirits. You must qualify for each spirit and make a separate a binding check for each one, as usual.

Group Pacts

Multiple characters may work together to evoke multiple spirits or a spirit that is more powerful than what any one character might normally access. You designate one character as the pact vessel. The pact vessel and the pact magic user who performs the binding ceremony can be different persons. The pact vessel gains the spirit's or spirits' granted abilities for a duration of 4 hours. All other participants must be gathered in a circle and enter a trance state in which they can perform no actions or even defend themselves – they are helpless until the pact ends. The pact vessel may move from the group up to 5 miles away per level of the highest level spirit bound. Moving beyond this range immediately ends the pact and leaves participants exhausted but otherwise normal.

The pact magic user can bind a powerful spirit. The pact magic user's effective binder level increases by +1 per participant, to a maximum of four participants, in terms of the highest level spirit that is bound. Each participant must have Hit Dice equal to or greater than the pact magic user's level. For example, a 7th level foe hunter can normally bind 2nd level spirits. When she merges with four allies, she can bind a 4th level spirit as an 11th level foe hunter would. The pact magic user can bind the

spirit to herself or to the pact vessel.

Optionally, the pact magic user can bind multiple spirits. One spirit can be bound per participant. The pact magic user is limited to binding spirits of a level she can normally bind. For example, the 7th level foe hunter above could bind four 2nd level spirits. Each spirit must be bound separately. Benefits and penalties such as physical signs and tactical bonuses stack.

OPTIONAL RULE: SIDE EFFECTS

At your game master's discretion, a failed binding check indicates an error in the pactmaking process. This error may affect other creatures. The effect, using the table below, equals $1d4 + \text{the spirit's level} \times 2 - \text{the binder's Wisdom modifier}$. The effect lasts until the binder's pact with the spirit ends. Spell effects referred to below last 24 hours. Ending a pact and then remaking it counts as ending the pact.

TABLE 1: SIDE EFFECTS ON A FAILED BINDING CHECK

Modified d4 Role	Effect	Details
0 or less	None	No game effect
1	Unlucky	-1 to attack rolls, saves, and skill checks
2	Faerie fire	Subject outlined by clearly visible glow
3	Illiterate	Cannot read, count coins, or track time
4	Fatigued	-2 to Str and Dex, cannot run or charge
5	Deafened	Cannot hear, 25% chance verbal spells fail
6	Perplexed	25% chance no action each combat round
7	Diseased	Immediately suffer 1d4 Con damage
8	Idiocy	Immediately suffer 1d4 Int damage
9	Tongued-tied	Subject's speech and writing are inscrutable
10	Blinded	Cannot see, spells have no line of sight
11	Crippled	-6 penalty to one physical ability score
12	Slowed	Have only move action or attack per round
13	Enervated	Suffer 1 negative level, as <i>enervation</i>
14	Cursed	-4 to attack rolls, saves, and skill checks
15	Confused	50% chance no action each combat round
16	Exhausted	-6 to Str and Dex, cannot run or charge
17	Haunted	Cannot sleep, rest, or heal naturally
18	Polymorphed	Become a tiny animal, as <i>baleful polymorph</i>
18	Petrified	Instantly turned to stone
20	Insane	-6 to Int, Wis, and Cha scores
21	Drained	Gain 1d4 negative levels, as <i>enervation</i> effect
22	Trapped	Affected by <i>maze</i> spell; cannot escape
23	Killed	Instantly reduced to -10 hit points
24+	Disintegrated	As <i>disintegrate</i> spell, no save

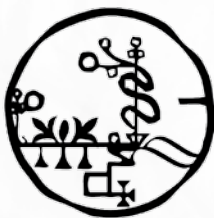
To determine who suffers the effect, randomly select one ally the binder has contacted (come within 10 feet) in the past 72 hours. The ally is allowed a Will save to resist. The DC equals $10 + \text{the spirit's level} + \text{the binder's Charisma modifier}$.

The effect is instantaneous and real. For example, a petrified ally is transmuted into normal stone. Spells that can end ongoing magical effects such as *dispel magic* offer no aid. However, *break enchantment*, *limited wish*, *miracle*, and *wish* will end the effect. A *protection from evil* spell or similar defense blocks all side effects provided it is in place when the spirit is bound.

AZA'ZATI

THE GREEN WYRMLING

He is the greed and pride of dragons. When bound as a spirit, Aza'zati grants his summoners the ability to belch acid, detect the presence of gold coins, befoul water, swim with skill, and whisper to vines, tree roots and other undergrowth to restrain one's foes.



Level: 1

Dragon Constellation

Legend

"I am not a dragon," Aza'zati often said. "I am merely a wizard's familiar." Such was the tremendous confidence of little green Aza'zati, a dragon who could boast with sureness of being nothing in particular. True to his dragon nature, however, not even celestials and fiends could sway him from the proudest dragon quest, the eternal acquisition of admiration.

As sages know, many wyrmlings do not survive their first years as they gather gold, to gain admiration.

"But you are misguided," Aza'zati would explain to the sages. "Small and young is advantageous. If I were a huge ancient dragon, paranoid of rivals and too bloated to escape my cave, what new gold could I gain?" For this reason — plus others that Aza'zati might patiently explain — he preferred the company of young treasure hunters and quest-bound adventurers. "And I prefer them young," he would add. "Young ones don't know a gold piece from a gorgon. They are prone to heed my advice, and unlikely to insist on huge treasures for themselves. Plus, they're easier to eat if I get really hungry."

he had grown quite famous. Few dragons are ever so out-and-about as Aza'zati was. "They must know me to love me," he would explain.

"You take care," an adult green dragon once told him.

"Jealous, are we?" Aza'zati replied. "We're dragons. We should go for the inheritance due us. Someday everyone shall revere my name."

Happily, one day a wizard dressed in flowing green robes arrived at Aza'zati's lair, which was the ruins of a high tower just a few hours trek from the City of Spires.

"I believe I can assist you," the green wizard Evanis said.

"At last!" Aza'zati exclaimed with relief. He decided not to mention that under normal circumstances he would eat anyone who dared to suggest that they could help him.

"Tell me your woes," Evanis soothed, sitting on a rock next to him. Clearly, Aza'zati thought, this wizard lacked fear and must be very powerful indeed.

"I command the plants of the earth," Aza'zati explained with tears in his eyes. "I can despoil water and belch a cacophony of acidic vapors, yet my best years are so brief." He looked into the cave's pond, to count the signs of his lost childhood.

Evanis nodded as he observed. "How lucky you are to be a dragon," he said, "It is the most any of the rest of us could hope for."

Aza'zati responded to the wizard's wisdom and rested his teary eyes upon his lap. "What do you suggest?" he asked.

Evanis explained that the challenge before Aza'zati was not aging but mortality.

"Fortunately, the cure for the pox called life is to transform into a god. And you are in luck, since only a dragon can take this step."

"The most delicious idea I've heard all day!" Aza'zati exclaimed excitedly. He flapped his wings in joy.

Evanis also mentioned the process would take much gold, and after a convincing show of his mortal magic and a look at the spell in question, Aza'zati revealed his secret horde to the wizard.

As the wizard labored, seven long and restless nights passed. Not even a fair maiden could sooth Aza'zati's turbulent stomach. Finally, the wizard returned to cast the spell.

"Cast it for all to see!" Aza'zati exclaimed. "A god must have witnesses." Thus, he flew himself and the wizard to a high central dais in the City of Spires.

Evanis cast his spell. With a puff of crackling gray smoke, Aza'zati vanished.

Evanis smiled and brushed his hands of spell dust.

"Another monster down for the history books!" he announced loudly to the crowd, who cheered and carried him to the tavern, where wine, wenches, and song continued long into the evening. This was the wizard's first dragon.

"Stupid dragon," he commented to a colleague later.

What the wizard did not know is that dragons, even wyrmlings, are more than mere monsters. Aza'zati, by ambition and fame, had indeed become a god of sorts, living on for eternity, known and admired forever as a spirit.



Alas, like all living creatures, Aza'zati began to leave childhood behind, slowly at first, and then one day a ranger referred to him as his ample steed, at which time Aza'zati ate the ranger.

"Is it true? Am I losing my curious edge?" he would ask anyone who would listen rather than flee from him. By then, Aza'zati had grown larger than a full-grown man. More importantly,

Summoning Rules

The following rules describe requirements and rituals for binding Aza'zati, the Green Wyrmling.

Binding DC: 16.

Requirements: You must be within sight of a pool of water, a forest cave, or a city spire; plus, speak Draconic.

Ceremony: You pour a thimble of weak acid into a gold chalice of foul water mixed with twigs and leaves. Drink the concoction.

Manifestation: The apparition of a hatching green dragon emerges from the chalice. In a squeaky voice, he pines for gold and expresses envy and anger at you for summoning him. Then with a puff of smoke, he vanishes.

Granted Abilities

Aza'zati grants the following supernatural abilities.

Acid Gout: You can belch forth a 15-foot cloud of acidic vapors that inflict 1d4 hit points of acid damage per level (maximum 5d4). Creatures get a Reflex save for half-damage. Unattended objects take full damage. You must wait 5 rounds between each use of this ability.

Befoul Water: With a disdainful glance, you can foul 1 gallon of water per level within close range. The water turns visibly brackish and is no longer potable. If not diluted by twice its amount in fresh water, creatures that drink it become sickened (Fortitude negates). A grappled foe can be forced to drink on a failed Reflex save.

Detect Gold Coins: You can detect the presence of gold coins up to 60 feet away in a cone-shaped emanation. This works similar to *detect magic* except that it targets gold coins. In round one you learn whether gold coins are present. In round two you learn how much. Finally, in round three, you learn exactly which square. This ability detects no other minerals, metals or even unminted gold, only gold coins.

Entangling Vine: You cause vines, roots, or other flora in a 5-foot square at close range to entangle one Medium or smaller creature occupying that square. A successful Reflex save avoids entanglement. Each round beginning on its turn, the creature can attempt a DC 20 Strength check or Escape Artist check to escape. You must wait 5 rounds before using this ability again.

Swim Bonus: You gain a +8 untyped bonus to Swim checks. The effect lasts 24 hours.

Signs and Influence

This spirit may affect you in the following ways.

Physical Sign: You grow green scales and draconic features, and the smell of acid and rotting vegetation cling to you wherever you go. At your option, whenever you use a granted ability, your eyes turn golden colored.

Alignment Shift: When you fail your binding check by 10 or more, your alignment moves a step closer to lawful evil for 24 hours.

Personality Influence: Aza'zati schemed endlessly. He compels you to take one round prior to any attack you launch to devise and inform others of a strategy to follow. Also, finding gold is always your top priority, and a single lost gold piece leaves you in the foulest, most pessimistic mood.

Favored Ally: Dragon. Aza'zati is concerned with all things draconic and loves his kind nearly as much as he loves himself. He likes reptilians but views them as inferior.

Favored Enemy: Humanoid (arcane spellcaster). Aza'zati will never forget the cruel trick played on him by a human wizard who caused his transformation into a spirit.

Capstone Granted Ability

You gain the following ability when you pass your binding check by 10 or more.

Cacophony: You cause a cacophony of irritating, squeaking wyrmling voices to fill the air for 1 round. The cacophony disrupts bardic music and other sound attacks produced by a creature with Hit Dice less than or equal to your level (maximum 6 Hit Dice). Disrupted sound has no effect that round. The cacophony is centered on you and has a radius of 5 feet per level.

Tactical Bonus

While bound to this spirit, apply a +1 bonus to all your d20 rolls for the round you meet any of these criteria:

- » Gain even a single gold piece.
- » Interact with a dragon (non-combat action).
- » Move underwater.
- » Succeed on a Perform (oratory) check.

Inspired Companion

If you forego the entangling vine granted ability, Aza'zati provides you with a small, crafty viper as a companion.

Vatic Viper (CR 1)

Small Magical Beast

Hit Dice: 1d8 (4 hp)

Initiative: +3

Speed: 20 ft., Climb 20 ft., Swim 20 ft.

AC: 17 (+1 size, +3 Dex, +3 natural) touch 14, flatfooted 14

Base Attack/Grapple: +0/-6

Attack: Bite +4 (1d2-1 plus poison)

Full Attack: Bite +4 (1d2-1 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison (Fort DC 10, -1d6 Con).

Special Qualities: Scent, understands Draconic.

Saves: +2/+5/+1

Abilities: Str 6, Dex 17, Con 11, Int 4, Wis 12, Cha 2

Skills: Balance +11, Climb +11, Hide +11, Listen +7, Spot +7, Swim +6

Feats: Weapon Finesse^B.

Alignment: Neutral

Role-Play Text

Read aloud the following points to quickly convey all or part of Aza'zati's legend:

- » *"This hatchling green dragon was so confident and vain that he assumed godhood was his natural right and destiny."*
- » *"Like the greediest of dragons, Aza'zati enjoyed diving for gold coins, even as plants and fish around him perished due to his foul acid gout."*
- » *"Unlike most dragons, Aza'zati feared losing his youth and wished to remain a wyrmling forever. He believed that his small size and curious demeanor promoted his stealth and fame."*
- » *"Aza'zati was not reclusive; while commoners cowered in fear, spellcasters hung on his every self-important word."*
- » *"A sneaky wizard flattered Aza'zati in order to bring about his death, but discovered that a dragon cannot be so easily disposed of."*

TABLE 2: GRANTED ABILITIES OF SPIRITS BY LEVEL

Spirit Level	Spirit Name and Title	Page	Supernatural Granted Abilities
1	Aza'zati <i>The Green Wyrmling</i>	70	Acid gout, befoul water, detect gold coins, entangling vine, swim bonus
1	Cave Mother <i>Sorceress of Secrets</i>	72	Burning hands, detect magic, disrupt undead, know direction, obscuring smoke
1	Forash <i>Precipice of Spirits</i>	74	Brief invisibility, locate object, regal bearing, resist flame, sagely knowledge
1	General Hessant <i>Patron of Lost Soldiers</i>	76	Create water, dazing strike, longsword focus, resist fear, sudden burial
1	Gwenolyn's Ghost <i>The Haunting Lover</i>	78	Commune with spirit, dancing lights, fearful visage, ghost sound, last impression, resistance
1	Marat <i>Guardian of Shields</i>	80	Enhanced carrying capacity, low-light vision, phalanx fighting, shield, silent alarm
2	Kaiya <i>Avatar of Grace</i>	82	Abjure missiles, detect evil, flowing personality, graceful composure, protection from evil
2	Lady Jarah <i>Mistress of Many Faces</i>	84	Alter appearance, lesser eyebite, impish demeanor, storytelling
2	Mute Sylvus <i>Sole Survivor</i>	86	Bow expertise, fast movement, low-light vision, primal scream, track, true shot
2	Prince Oszen <i>Heir to the Empty Well</i>	88	Burrow, false life, building knowledge, ray of regret
2	Swan Elashni <i>Dancer of Scorned Love</i>	90	Bardic music, countersong, fascinate crowd, inspire performance, punishing arrow, seductress of night
2	Tyrant Cromwell <i>Black Knight</i>	92	Bull's strength, detect good, phantom armor, power attack, weapon familiarity
2	Ubro <i>The Blind Hospitaler</i>	94	Augury, healing touch, know status, empathic restoration, speak with animals
3	Catha of Codex <i>Sleuth of True Names</i>	96	Cloak truename, command by name, learn truename, repulse by name, true speech
3	Ghato'kacha <i>The Gentle Fiend</i>	98	Detect fiend, karmic strike, resist arrows, sacred archery, stabilize, tiger's blood
3	N'alyia <i>The First Vampire</i>	100	Death mask, exhale swarm, shadow bite, vampiric touch, vampiric step
3	Night Fang <i>The Hag's Child</i>	102	Darkvision, frightening form, hypnotic gaze, forest speech, spider climb, web
3	Obba, Ella, Atasha <i>The Dark Sisters 3</i>	104	Love spell, nymph's blinding beauty, serpent's coil, silence person, temptation
3	Vandrae <i>Drowess Poisontouch</i>	106	Dark mantle, poison touch, shadow blend, sneak attack
3	Xalen d'Marek <i>Archivist of Fell Secrets</i>	108	Comprehend writings, identify, locate object, shrink item, snake sigil
4	Ethaniel Midnight <i>The Inquisitive Torturer</i>	110	Conversion, discern lies, extract pain, instant manacles, speak with dead
4	Fey Baraddu <i>The Beast in the Woods</i>	112	Animal form, animal magnetism, awesome blow, fey immunities, nature's warrior
4	Hexus <i>The Living Curse</i>	114	Agitate animals, bestow curse, possess animal, reanimate body, rebuke undead
4	Loh'moi <i>The Mad Geometer</i>	116	Many pockets, dimension leap, rope trick, flatten and fold, transdimensional ray, bend to freedom
4	Omlan Atlan <i>Father Soul Weaver</i>	118	Atlan tongue, demon eye parent, mnemonic enhancer, revise destiny, siren's call
4	Pavatu <i>Child of the Wind</i>	120	Gale blast, leap of the wind, pave the way, repel touch attack, suppress magic, tongue of the wind
4	Son of Dobb <i>The Twice Blessed Man</i>	122	Detect insectoid, double luck, evasion, improve uncanny dodge, interpretation, stone cover, utilize device

TABLE 2 CONT: GRANTED ABILITIES OF SPIRITS BY LEVEL

Spirit Level	Spirit Name and Title	Page	Supernatural Granted Abilities
5	Dark Blood <i>The Rakshasa Princes</i>	124	Detect thoughts, disguise pactmaking, feline empathy, feline wildshape, rakshasa's rage
5	Green Glomairah <i>The World Tree</i>	126	Plant growth, commune with nature, nature's wisdom, tree stride, speak with plants
5	Hollow Eyes <i>The Living Scarecrow</i>	128	Fear, fiendish flight, improved oversized grab, scent, vile regeneration
5	Merickel <i>Hero of False Destiny</i>	130	Dismissal, endure elements, freedom of movement, eladrin hero, weapon proficiencies
5	Tentacles of Dagon <i>The Sea Fiend</i>	132	Animate the drowned, contact other plane, curse of nightmares, monstrous sea form, watery adaptation
5	The Crow <i>Prince of Just Shadows</i>	134	Dark wings, duel blades, mirror image, shadow conjuration, summon swarm
5	Vodavox <i>The Hive Mind</i>	136	Aberrant mind, hypnotic drone, insect body, phrenic blast, split mind, telepathic bond
6	Damian Darkstar <i>Prisoner of the Void</i>	138	Airless speech, cosmic journey, eye light, fly, one with the breathless heavens, superior darkvision
6	Demos Kalagos <i>Sworn Enemy of Time</i>	140	Deceptive figment, instant trap, magic tricks, resist spacetime, temporal maze
6	Goliath <i>The Eldritch Forger</i>	142	Excruciating pain, fire shield, heroic fortitude, obedient might, stonесkin
6	Jayna Warlock <i>Traveler of Worlds</i>	144	Elemental resistance, improved initiative, overland flight, plane shift, true seeing
6	Rasputin <i>The Bleeding Magician</i>	146	Bilocation, carnival mastery, freakish touch, magic chest, ringmaster of the absurd
6	Witch Yaba <i>She Who Hunts for Flesh</i>	148	Locate creature, teleport, unhinge the spirit, witch's hut, witch's senses
7	Lord Saruga <i>Soul Eater</i>	150	Horde invisibility, lizardfolk toughness, mass death knell, saruga's curse, summon lizardfolk horde, telepathic bond
7	Mare Loviatha <i>Ice Maiden</i>	152	Mare's whisper, medusa form, murderous rage, nymph's stunning glance, suicidal urge
7	Musha' Vadu <i>Shadow Bones Emperor</i>	154	Aging touch, blur magic, cold resistance, shadow craft, shadow walk, umbral sight
7	Portenta <i>Medium of the Orphic Eye</i>	156	Awaken, ethereal jaunt, foresight, phantasmal vision, prophecy, scrying
7	Roshar <i>The Burning Prophet</i>	158	Control water, fervent knowledge, find the path, greater restoration, illuminating halo, sticks to snakes
7	Septigenius Maximus <i>Paragon of 7 Elements</i>	160	Backdraft, calm animals, dirigible of delights, elemental ray, gift of pleasure, heroes feast, resist elements
8	Essek Avix <i>The Twins Rejoined</i>	162	Call lightning, curse of shared fate, dragon rider, draconic calm, fear aura, titan size
8	Evening Star <i>Bloody Mist of the Hills</i>	164	Detect living, gaseous form, mind fog, troll form, vile simulacrum
8	Kaylos <i>Master of Wishes</i>	166	Detect desire, gem mastery, perverted wish, replace creature, suggestion, unfortunate form
8	Mana <i>Beholder of Lost Magic</i>	168	Aberrant eyes, aberrant flight, arcane sight, break enchantment, grant magic, stunning gaze
9	Brother Calvis <i>The Undying Monk</i>	170	Delay death, fast movement, mental bastion, monk's training, quickened dimension door, slow fall
9	King Mutaros <i>Vengeance Unfulfilled</i>	172	Axe mastery, earthquake, expert rider, fumes of fury, ghost storm
9	Rajah Amajaloma <i>Devourer of Titans</i>	174	Apocalyptic immunity, dimensional anchor, energy drain, nondetection, soul killer
9	Solterra <i>Sweat Mother Earth</i>	176	Banishment, create life, nature sense, revealing aura, summon nature's ally, undeath to death

CHARACTER CONCEPTS

Why does your character use pact magic? Here are some important considerations as you answer this question.

- » What was the character's first encounter like with spirits?
- » What do family and society say about pact magic?
- » Is the character formally trained or self-taught?
- » What larger quest, if any, motivates the character?

Here are some common motivations and backgrounds.

Accident of Birth or Mishap: Exposure to the supernatural energies of pact magic while in the womb, or in youth, has awakened you to a unique potential. You might find yourself outcast from family and country. You might be running from those who wish to study you – dead or alive. You might be the object of constant adulation, or ignored. The vagaries of birth do not always show themselves immediately. You may discover halfway through your career that you have talent, perhaps while randomly perusing an ancient tome.

Advocate of Spirits: You might be a priest or devout follower of a pact magic deity. The god might be neutral in its perspectives, wishing to maintain a balance of forces; or this god might preach its own agenda, such as the release of spirits to unleash chaos upon the world. Either way, you zealously advocate the use of pact magic.

Curious Dabbler: Tired of the usual prayers and spells? Does your spellbook or prayer book make your eyes glaze over? Perhaps you feel that it is time to sample something new. Alternatively, you might love and trust the divine or arcane magic you have known for many adventures, but a particular quest calls for something special. What better way to surprise one's foes while shaking up the status quo for oneself.

Favorite of the Spirits: You did not choose to start summoning spirits. They chose you. This happens when a character's story closely matches the temperament and life of a particular spirit. There is simpatico. A spirit might contact the character directly – spirits forever perceive the world through the eyes and ears of those who bind with them, and one day a spirit perceives you. It whispers to its astute binder, who then approaches you. Whether you choose initiation into the secrets of pact magic, and how deeply you go, are up to you.

Guardian of the Great Tradition: Several races trace their genesis or rise to greatness to a particular spirit, set of spirits, or the practice of binding. While some might eschew the past as a saga of follies, others seek to restore past glories. This might mean returning spirits to some form of existence or promoting the use of pact magic among one's own kind. For you the past is a powerful guide and a magnet for poor communities and disillusioned individuals. Unfortunately, the world – or the nature of a spirit – may have changed too much for these traditions to continue as they once did. Perhaps now you must improvise.

Mystic of the Perfected Self: You focus inward. You care less about spirits' legends, divine agendas, or societal struggles and more about how to perfect your own potential. Perhaps you have formulated a strict monastic approach, or perhaps you find pact magic is an exciting window to an inner well of creative potential. If you have been adventuring for some time, the path of the perfected self might reflect a sudden need to explore neglected aspects of your life.

Pragmatist: Pact magic is merely another approach to magic, not even as different as psionics. It is there, so why not take

advantage of it? You shake your head in pity when you encounter those who fear it. If you are an established adventurer, pact magic might be the optimum key to obtain that special fortress, dragon steed, or superlative magic item you have longed for.

Quester of Godlike Power: The abilities granted by the spirits are supernatural in nature. No one can dispel or interrupt them by the usual means. They are often usable at will, and do not require awkward materials, convoluted gestures, or nuisances such as preparing individual spells in advance. Normally, only strange beings and the gods cavort with supernatural powers at their fingertips. This concept fits the character that is looking for the ultimate adventuring reward, who aspires to the self-made gift of godlike power. Beware though, because the gods are watching you!

Rebel Against the Gods: Why did the gods cast these souls from the multiverse? Why do the gods allow spirits to engage mortals? Many spirits were mortals. Did these mortals attempt to ascend to a station equal to the gods, or even presume to rise about them? Perhaps you have had enough of gods, their priests, and other divine agents interfering in the lives of mortals. Drawing on the power of spirits is a natural step to understanding how to quell divine excesses.

Revolutionary Against Tyranny: Want societal change? In societies that oppose pact magic, do the authorities really care about theological or academic reasons, or do they fear the power that the spirits provide to anyone willing to call upon them? When any magic user can seal pacts, a church or arcane academy might engage in a witch-hunt for suspects. Perhaps suspects are innocent; perhaps the witch-hunt causes tyrannical institutions to turn on themselves. As a sincere revolutionary, you might even embrace pact magic contrary to your better judgment because it will usher your vision of change. A paladin who summons a neutral, chaotic, or evil spirit risks everything if he makes even one mistake; yet that spirit might be the only way to halt an even more ominous tide of evil.

Scion of Ancient Heritage: You were born into a family of pact magic users. Maybe you have trained since childhood. Perhaps your guardians indoctrinated you into a particular cause or philosophy. Your "family" might be a lone cell keeping a secret from their neighbors, or part of a worldwide organization dedicated to sealing pacts. On the other hand, perhaps you have been adventuring for some time; a stranger suddenly approaches you claiming to be a lost relative or other "family" member who offers knowledge of your true heritage, perhaps for a favor or price.

Seeker of Secrets: You wish to learn all you can about binding spirits, including their legends and the best ways to utilize each one safely. Sages and legends suggest there are far more than a few dozen spirits to bind. Perhaps an entire race of people became spirits; and surely, if the gods have exiled a few creatures you know about, then they have likely exiled many more that you do not know about. You research and explore ancient sites. As you adventure, perhaps you find a prophecy that names you outright and describes your sealing a pact with a particular spirit to save the world.

Weapon Against Pact Magic: You oppose the use of pact magic and have educated yourself to better defeat it. Blending in as a spy or double agent might involve learning to bind spirits. You may have started down this path when you faced a powerful binder foe, even if you had no personal opinion against pact magic, or perhaps you engage in a lifelong quest to defeat a childhood foe.

RACE OPTIONS

Race influences the use of pact magic. Among the races in the *Players Handbook*, humans, half-elves, and gnomes bind spirits more often than characters of other races. Races old and new presented in *Secrets of Pact Magic* are also suitable.

Humans: Flexible and ambitious. If pacts with otherworldly spirits are needed to gain knowledge or power then so be it.

Half-elves: Well-suited on two fronts. First, their dual nature as well as occasional rejection from their parents' races affords them comfort with binding as well as sympathy for the spirits themselves. Second, a half-elf's diplomatic style makes it easier for him to negotiate with spirits and also negotiate social situations as he searches for new spirit lore.

Gnomes: Hearty with an innate affinity for magic. They also tend to be curious and patient as they explore new things, which is required for a successful binder in his search for new spirits and spirit lore.

Other Civilized Races: Dwarves, elves, halflings, and half-orcs are less drawn to pact magic, either because they eschew the unpredictably and danger that comes with binding,

or because they highly prize their own forms of magic, or most often, because they lack the constitution and charisma typically required.

Atlans: An ancient offshoot of human stock hailing from a now-drowned empire of cruel pactmakers. They have a strong link to the sea, an innate talent for binding spirits, and are leaders among fiends and goblinoids, their ancient allies.

Demon eye: A misshapen creature of any race that was infused (or infected) with pact magic as a child in the womb. He possesses hooves, horns, a clawed hand, and a third eye, which he can open to project supernatural power.

Frehmin: Distant cousins of genies; like genies, these desert people are comfortable traveling hot wastelands as they craft primal anima spirits. Sages believe they derive their power from a substance called desert spice.

The Savage Races: Hobgoblins and troglodytes are adept at pact magic, possessing hearty bodies and sufficient charisma to deal with spirits. Whereas hobgoblins are orderly in their use of pact magic, troglodytes are chaos incarnate. You can start play as a civilized hobgoblin or a fearling troglodyte, both with a level adjustment of +0.

CLASS OPTIONS

There are many reasons and methods to bind spirits. Eight pact magic classes are summarized below.

The most important new class is the spirit binder, who focuses on pact magic before all else and is the consummate summoner of spirits. He has numerous opportunities to select feats that make him a unique addition to any party. With several spirits, including a spirit he can hold in reserve, he is also well-prepared for a day's unexpected events.

Seven additional new classes, the empyrean monk, foe hunter, occult priest, pact warrior, soul weaver, unbound witch, and warbinder draw upon pact magic to enhance what they do best, whether they focus on martial arts, stealth, divine power, arcane spellcasting, vile magic, leadership, or other areas. For some, pactmaking skills are imperfect, limited, or dangerous. Each of these classes is designed to be playable with exciting benefits at every level over a full career of twenty levels.

TABLE 3: PACT MAGIC CLASSES

Class	HD	Base Attack Bonus	Skill Points per Level	Max Spirit Level	Typical Role	Spell-casting	Description
Empyrean Monk	d8	Medium	4	9th	Light melee	No	A martial artist who patiently binds spirits to augment his abilities. Can blend magic and melee in one round.
Foe Hunter	d6	Medium	6	6th	Stealth and divination	No	An assassin, bounty hunter, or spy that binds a spirit best matching the quarry she hunts. Good divination ability.
Occult Priest	d6	Worst	4	9th	Divine influence	Yes	A divine spellcaster with occult lore ability who forms pacts with spirits to learn key secrets for becoming a god.
Pact Warrior	d8	Best	2	6th	Heavy melee	No	A binder that melds sword and spirit to transform into a tough war machine. Blends magic into combat moves.
Soul Weaver	d4	Worst	2	9th	Arcane influence	Yes	An arcanist who uses spells to bolster pacts and turns her spells into supernatural abilities.
Spirit Binder	d8	Medium	2	9th	Any	No	The premiere pactmaker who binds multiple spirits at once and learns numerous binder feats.
Unbound Witch	d6	Worst	4	9th	Overcome key foes	No	A binder that trusts passion over careful pacts while culling abilities from various spirits. She is hard to resist.
Warbinder	d10	Medium	4	6th	Leading and linking	No	A leader who can share his abilities with others, communicate with allies, and summon supernatural allies.

MULTICLASS BINDERS

A character with levels in multiple binder classes may treat each class separately, binding multiple spirits. Alternatively, the character may sum the contribution of all his binder classes to seal a pact with a single, higher-level spirit. For classes such as empyrean monk that grant access to all nine levels of spirits, the contribution equals one-half the number of class levels (round down). For classes such as foe hunter that grant access to six levels of spirits, the contribution equals one-third the number of class levels (round down). A class that grants access to four levels of spirits (such as a hypothetical pactmaker ranger) contributes one-fourth the number of class levels (round down). For example, a 20th level character with 8 levels of pact warrior and 12 levels of soul weaver can summon one 7th level spirit ($8/3 = 2$, $12/2 = 6$, and $2+6 = 8$). Using this alternative multiclassing method, a character's binder level equals the sum of all levels of binder classes. With game master permission, a binder might select either method here as desired each day.

CLASSES OVERVIEW

Here is a brief overview of pactmaking classes.

Empyrean Monk

The empyrean monk follows the martial arts tradition of the monk while learning to make powerful pacts. He is an ultimate army of one. He relies on physical conditioning and myriad spirits to employ supernatural powers as a situation dictates. He does not use weapons or armor, and does not even require the usual ceremonial implements of pact magic when binding his favored spirit, which may evolve over time.

Foe Hunter

The foe hunter is a stealthy tracker, assassin, bounty hunter, or spy who binds spirits to better hunt and capture or defeat foes. Whether she focuses on a particular racial foe or type of organization, or simply works for hire, a foe hunter views each quarry as different; ideally, she uses different abilities to defeat it. What better way to embody a foe's greatest fears and strike at its softest points than to bind with a spirit that has known and fought that foe for thousands of years? The foe hunter's style of sealing pacts also improves her sensory acuity.

Occult Priest

An occult priest seeks to become what other priests revere as beyond them—a god. Obtaining revelation of the terrible secrets required to accomplish this task is nigh impossible. However, some spirits were once gods, others failed on their quest to godhood, and all spirits possess eyes and ears that span millennia and across planes of existence. An occult priest binds spirits to learn the keys that can open the doors to divine ascendancy. Through faith in himself, he acquires a limited set of divine spells as well as the ability to project divine power.

Pact Warrior

The pact warrior seals pacts with spirits while honing martial skills on the battlefield. He learns to wield a weapon and use a granted ability at the same time. He also obtains various combat maneuvers, usually linked to a bound spirit's constellation, and is able to augment his body and mind to overcome fear, de-

fend allies, and withstand incredible punishment and extreme conditions. Thus, the nickname undying warrior, though this title is best reserved for the greatest of pact warriors.

Soul Weaver

The soul weaver combines the prepared spellcasting of wizards with the supernatural abilities of pact magic. The soul weaver begins her career with studies firmly in both traditions. She can use spells to augment her pacts. She can learn to “borrow” from a spirit's energy to power her spells. Most impressively, a soul weaver can “reshape” a spirit to incorporate one or more spells she knows as supernatural abilities.

Spirit Binder

The spirit binder is the consummate practitioner of summoning spirits. He can bind spirits early and often, and acquires a dozen pact magic feats or equivalent secrets unique to the class. A spirit binder is proficient with simple weapons, one martial weapon, and light armor, and has modest staying power in combat. He is highly knowledgeable and, due to his link with the spirits, resists physical and mental assaults.

Unbound Witch

The unbound witch is a binder who dispenses with pact magic precautions and conventions; instead, she deliberately invites the spirits to inspire unmitigated passion. The ardor with which she courts spirits to acquire and use their abilities is so extreme that she can trigger a surge of terrifying power beyond normal means. This approach is not without its drawbacks. An unbound witch may exhaust herself; and over time, as she permanently acquires for herself the abilities of a myriad of spirits, she may slip into becoming what fairy tales call a monster.

Warbinder

A warbinder is a leader among pact mages. He thinks strategically and relies on influencing others. The insights granted by the spirits greatly inform a warbinder's strategies. He can heal, share his granted abilities with comrades, summon a warband to aid a quest, and hold his own on the ballroom floor as well as a battlefield, because politics is as much a part of his arsenal as the point of a sword or magical incantation.

TABLE 4: THE EMPYREAN MONK

Level	Base Attack Bonus	Saving Throws			Maximum Spirit Level	Special	AC Bonus	Unarmed Damage
		Fort	Ref	Will				
1	+0	+2	+2	+2	1st	AC bonus, unarmed strike, favored spirit, unadept*	+0	1d6
2	+1	+3	+3	+3	1st	Second strike, spirit strike (1/day)	+0	1d6
3	+2	+3	+3	+3	1st	Vestige mind	+0	1d6
4	+3	+4	+4	+4	2nd	-	+0	1d8

* At 1st- and 2nd-level, an empyrean monk suffers a minor handicap when binding spirits.

TABLE 5: THE FOE HUNTER

Level	Base Attack Bonus	Saving Throws			Maximum Spirit Level	Special
		Fort	Ref	Will		
1	+0	+0	+2	+0	1st	Favored spirit enemy (+2), mark foe, track, spirit driven*
2	+1	+0	+3	+0	1st	Evasion
3	+2	+1	+3	+1	1st	Sneak attack (+1d6), trapfinding
4	+3	+1	+4	+1	2nd	Boon of lost souls

* Throughout her career, a foe hunter shows physical signs and personality changes when encountering a spirit's favored enemy.

TABLE 6: THE OCCULT PRIEST

Level	Base Attack	Saving Throws			Maximum Spirit Level	Special
	Bonus	Fort	Ref	Will		
1	+0	+2	+0	+2	1st	Occult knowledge, aura, knowledge domain
2	+1	+3	+0	+3	1st	Secret of divine sanctuary (1/day), mortality undone
3	+1	+3	+1	+3	1st	Bonus domain (1st)
4	+2	+4	+1	+4	2nd	Ungodly blessing (+1)

TABLE 7: THE PACT WARRIOR

Level	Base Attack	Saving Throws			Maximum Spirit Level	Special
	Bonus	Fort	Ref	Will		
1	+1	+2	+0	+0	1st	Martial focus (knight)*
2	+2	+3	+0	+0	1st	Warrior's mettle, spirit strike (1/day)
3	+3	+3	+1	+1	1st	Battle trance (1/day)
4	+4	+4	+1	+1	2nd	-

* At 1st- and 2nd-level, a pact warrior suffers a handicap when binding spirits.

TABLE 8: THE SOUL WEAVER

Level	Base Attack Bonus	Saving Throws			Maximum Spirit Level	Special	Arcane Spells Per Day										
		Fort	Ref	Will			0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	
1	+0	+0	+0	+2	1st	Schooling feat	2	0*	-	-	-	-	-	-	-	-	-
2	+1	+0	+0	+3	1st	Spirited spells	3	1	-	-	-	-	-	-	-	-	-
3	+1	+1	+1	+3	1st		3	1	0*	-	-	-	-	-	-	-	-
4	+2	+1	+1	+4	2nd	Reweave spirit 1	3	2	1	-	-	-	-	-	-	-	-

TABLE 9: THE SPIRIT BINDER

Level	Base Attack	Saving Throws			Maximum Spirit Level	Bonus Spirit Levels	Special
	Bonus	Fort	Ref	Will			
1	+0	+2	+0	+2	1st	-	Reserve spirit
2	+1	+3	+0	+3	1st	-	Intuit spirit, binder secret
3	+2	+3	+1	+3	2nd	-	
4	+3	+4	+1	+4	2nd	-	binder secret

TABLE 10: THE UNBOUND WITCH

Level	Base Attack	Saving Throws			Special	Abilities Known	Maximum Spirit Level
	Bonus	Fort	Ref	Will			
1	+0	+2	+0	+2	Terror surge +1, spirit enervation, elusive nothing, dark nature	-	1st
2	+1	+3	+0	+3	Monstrous characteristics, monster empathy	1	1st
3	+1	+3	+1	+3	Terror surge +2	1	1st
4	+2	+4	+1	+4	Spirit rage +1	1	2nd

TABLE 11: THE WARBINDER

Level	Base Attack	Saving Throws			Maximum Spirit Level	Special
	Bonus	Fort	Ref	Will		
1	+0	+2	+0	+2	1st	Martial focus (crown)*
2	+1	+3	+0	+3	1st	Spirit aura (1), leader's voice
3	+2	+3	+1	+3	1st	Leader's eye
4	+3	+4	+1	+4	2nd	Combat alertness (+1)

* A 1st- and 2nd-level warbinder suffers a handicap when binding spirits.

TABLE 12: GENERAL FEATS

Feat Name	Prerequisite	Benefit
FEATS FOR EVERYONE		
Minor Binding	Int 5+, Knowledge (arcana) 2 ranks	You gain one granted ability of a 1st-level spirit.
Minor Binding, Improved	Minor Binding, character level 6th	You can bind a 1st-, 2nd-, or 3rd-level spirit to gain one granted ability.
Minor Binding, Practiced	Minor Binding	You gain a second granted ability.
FEATS FOR BINDING & UNBINDING		
Augment Pact	Able to bind spirits	You select a minor benefit when you successfully bind a spirit.
Binder Prodigy	Binder level 1st	Grants +1 binder level in terms of what level spirits you can summon.
Bonus Spirit Benefit	Bind abyssal, celestial, or infernal spirits	You gain one more benefit when bound to abyssal, celestial, or infernal spirit.
Boost Reserve Spirit	Reserve spirit, Cha 13, binder level 3rd	You can call upon your reserve spirit one additional time per day for 2 minutes.
Extra Known Ability	Acquire ability class feature	You acquire another granted ability for yourself.
Expel Spirit	Able to bind spirits	You can end a binding early.
Capstone Binder	Able to bind spirits	You more easily gain a spirit's capstone ability.
Flexible Pactmaking	Able to bind spirits, plus 4 ranks of Bluff, Diplomacy, or Intimidate.	Your pacts can last a shorter or longer period of time.
Focal Constellation	Able to bind spirits	You gain bonuses when binding spirits that share the same constellation.
Ignore Binding Requirements	Able to bind spirits	You don't need to meet a spirit's requirements to bind with it.
Inspired Companion	Able to bind spirits, Cha 17	You gain a spirit's companion without forfeiting a granted ability.
Practiced Binder	Able to bind spirits, Knowledge (arcana) 4 ranks	You use granted abilities as if your binder level were higher.
Rapid Binding	Able to bind spirits, Intimidate 8 ranks or Diplomacy 8 ranks.	You can quickly bind with a spirit.
Secure Binding	Able to bind spirits, Con 13	You never lose control of your binding.
Skilled Binder	Able to bind spirits, Will save +4	You bind spirits with ease.
Spirit Trance	Able to bind spirits	Your spirit boosts three class skills when you focus yourself.
Suppress Personality Shift	Able to bind spirits, Will save +4	You ignore any effect on your personality due to a failed binding check.
Suppress Physical Sign	Able to bind spirits	You do not show any physical sign of binding.
Swift Binding	Able to bind spirits, Cha 17	You can bind one spirit as a swift action for a duration of two minutes.
Vatic Foresight	Able to bind spirits, Wis 13	You divine whether a specific spirit will be useful for the coming day.
Vatic Foresight, Improved	Vatic Foresight, binder level 7th	You can better foresee which of five spirits to bind.
FEATS FOR SPELLCASTERS		
Accelerate Spell	Able to bind spirits and cast spells	Forfeit a granted ability to cast some spells as swift actions 3/day.
Extra Soul Weave	Soul weave class feature, Spellcraft 8 ranks	You can convert one more spell than normal to a supernatural ability.
Nose for Books	Able to bind spirits, able to cast spells, Search 4 ranks.	You notice books and scrolls that detail spirits or pact magic related spells.
Occult Path	Possess 3+ cleric spell domains	You gain a special ability related to your cleric domains.
Spirited Metamagic	Able to bind spirits, able to prepare and cast spells, one metamagic feat	By losing one or more of a spirit's abilities, you apply a metamagic feat when casting a specific spell without raising the level at which the spell is cast.
Sudden Substitution	Able to bind spirits, cast spells	You regain an expended spell or spell slot by forfeiting a granted ability.
Supernatural Exchange	Spellcaster level 1st	You can exchange your spellcasting for supernatural powers.
Supernatural Guardian	Able to bind spirits, able to prepare and cast 5th-level spells	The spirit you have bound can hold and cast one spell for you.
Supernatural Guardian, Improved	Supernatural Guardian, able to prepare and cast 7th-level spells	The spirit you have bound can hold and cast one spell for you.
Vatic Spellbinder	Able to bind spirits, Knowledge (arcana) 4 ranks, Spellcraft 4 ranks, Charisma 11+	You can use spells while bound to a spirit.
FEATS AGAINST BINDER FOES		
Exorcist Priest	Able to turn or rebuke undead	You can exorcise a spirit in lieu of turning undead.
Shield Against the Supernatural	-	You resist the effects of supernatural abilities.
Tactics Against the Supernatural	-	You gain attacks of opportunities against supernatural foes.
Vengeance Against the Supernatural	-	You gain bonuses against foes with supernatural abilities.

TABLE 12 CONT: GENERAL FEATS

Feat	Prerequisite	Benefit
OFFENSE-ORIENTED FEATS		
Extended Tactical Bonus	Able to bind spirits	You benefit for a full 2 minutes after meeting a spirit's tactical requirements.
Extra Battle Trance	Battle trance class ability	You gain one additional daily use of your battle trance ability.
Extra Spirit Strike	Able to bind spirits, spirit strike ability	You can make two additional spirit strikes per day.
Favored Spirit Focus	Able to bind spirits	Your supernatural abilities are harder to resist.
Life-Tapping Strike	Spirit strike class ability.	You can steal life energy from an opponent to heal yourself.
Opportune Ability	Able to bind 2nd-level spirits	You can use a granted ability for your attack of opportunity.
Rapid Ability	Able to bind spirits	You wait less time between each use of a granted ability.
Sudden Granted Ability	Able to bind spirits	Once per day, you can use a granted ability without waiting.
Supernatural Action Surge	Rapid Ability, Binder level 10th	Once per day, you gain an extra standard action to use a granted ability twice.
Talented Overchanneling	Terror Surge Overchannel	You use your terror surge overchanneling with less danger to yourself.
Terror Surge Overchannel	Terror Surge class feature	You can heighten your abilities at the expense of damage to yourself.
Soul Strike	Able to bind spirits, sneak attack	Your sneak attacks work against all creatures while bound to a spirit.
Vatic Clarity	Vatic Strike, Wis 13, Concentration 7 ranks	Your spirit focuses your mind, allowing you to use a move action to regain your use of Vatic Strike and related feats.
Vatic Impact	Vatic Strike, BAB +5	You can strike a foe as if making a touch attack.
Vatic Strike	Able to bind spirits, Str 13	Your weapon or unarmed attack cause an extra 2d6 hit points damage.
Vatic Strike, Greater	Vatic Strike, BAB +5	Your weapon or unarmed attack cause an extra 4d6 hit points damage.
Voice of Power	Able to bind 3rd-level spirits	Your granted abilities are enhanced by adding a verbal component.
Volcanic Burst	Able to bind spirits, Concentration 6 rank	Your abilities are harder to resist after you meditate for 1 or more rounds.
Voracious Dark Seal	Seal of darkness class feature	You use your seals of darkness more often but suffer hit point damage.
Words of Focus	Able to bind spirits	Your granted abilities are harder to resist by adding a verbal component.
DEFENSIVE FEATS		
Extra Sanctuary	Divine sanctuary ability, Wis 15	You can use the divine sanctuary ability two extra times per day.
Guardian Spirit	Able to bind spirits	The spirit you bound alerts you to intrusion while you sleep.
Secure Alignment	Able to bind spirits, Wis 13	The spirit within you shields you from alignment change.
Supernatural Consciousness	Able to bind with spirits, Wis 13	Apply your Wisdom to gain an insight bonus to Initiative checks.
Unwavering Seal	Secure Binding	Attempts to exorcise your bound spirit suppress it instead.
Vestige Body	Able to bind spirits, Fortitude save +4	You gain a second Fortitude save to resist bodily effects while bound to a spirit
Vestige Mind	Able to bind spirits, Wis 13	You gain a second Will save to resist mental influence while bound to a spirit.
FEATS FOR SPIRIT ALLIES & ENEMIES		
Detect Occult Potential	Able to bind spirits, Leadership, cast or use <i>grant spell ability</i> , Wis 13	You learn whether a creature can be an effective binder.
Emissary Pact	Able to bind spirits, Wis 15	When bound to a spirit, you gain one granted power from your deity.
Enhanced Spirit Imp	Possess a spirit imp	Your familiar is infused with vigor.
Extra Spirit Aura	Spirit Aura class feature	You can share one more granted ability with allies.
Furious Strike	Able to bind spirits	Cause extra damage to your spirit's favored enemies.
Horrid Spirit Imp	Possess a spirit imp	Your spirit imp is tougher and meaner than normal and gains a special ability.
Pact of Favored Allies	Able to bind spirits, BAB +1	You gain bonuses with a spirit's favored allies.
Pact of Favored Enemies	Able to bind spirits, BAB +1	You gain bonuses against a spirit's favored enemies.
Spirit Imp	Able to bind spirits	You gain the services of an imp-like spirit.
Vivilor Summoner	Able to summon one or more vivilors	You summon vivilors as if your binder level were 2 levels higher.
Wealthy Pact Magic Patron	Able to bind spirits, Character level 1st	You receive funds at every level.
FEATS TO RECOVER CLASS ABILITIES		
Recover Ability	Able to bind spirits.	You can recover uses of a class ability while bound to a spirit.
Recover Ability, Greater	Recover Ability, character level 7th	You can recover uses of a class ability more quickly.
Sudden Ability	Able to bind spirits	You can use a class ability at will by suffering a penalty.

PRESTIGE CLASSES

Prestige classes are specialized paths. Some classes offer new spirits to bind such as the essential essences of angels or fiends. Other classes such as the mask adept and soul stealer twist pact magic and act as formidable foes against unwary binders. All of these classes offer near- or full-progression as a binder so you won't lose the characteristic that defines you most.

TABLE 13: PACT MAGIC PRESTIGE CLASSES

Prestige Class	Levels	Description
Atlan Demon Binder	3	Seal pacts with demon spirits to gain supernatural abyssal powers.
Binder Sage	5	Acquire deep knowledge of spirits, plus interview spirits and sniff out binder lore.
Child of N'alyia	5	An undead character, typically a vampire, who binds the First Vampire.
Esoteric Traveler	10	Travel the Outer Darkness and other outer planes associated with pact magic as if you were a native.
Indomitable Spirit	10	Develop your mind as a supernatural bastion that you can extend to protect others.
Lemurian Devil Binder	3	Seal pacts with devil spirits to gain supernatural infernal powers.
Mana Prefect	10	Cast spells from a self-renewing reserve of energy.
Mask Adept	5	Use legends to bolster, influence, or hinder spirits.
Master Soulwright	5	Move a spirit's abilities into items, other creatures, and locations such as a stronghold.
Pact Specialist	10	Acquire useful pact magic feats.
Ravage Binder	5	Bind ravager spirits, command those possessed by ravagers, and become a spirit when you die.
Ravage Hunter	5	Eliminate ravagers, which are hateful spirits that possess creatures without being summoned.
Savage Warbinder	6	Boost your allies with demonic and feral energy; grant allies abilities; plus, rip out hearts.
Soul Stealer	10	Borrow supernatural abilities from other binders.
Spirit Exorcist	5	Detect pact mages and evict spirits within them.
Tattooed Binder	5	Draw tattoos with the blood of spirits' foes to skip the summoning ceremony, plus other benefits.
Telchine Sorcerer	10	Mislead foes with dreams, evoke nightmare spirits.
Temporal Binder	5	Merge with the primal spirit of time to bend reality and quicken spells and/or supernatural abilities.
Undying Spirit	10	Transform your body into a supernatural juggernaut that defies even the most egregious assaults.
Unmarked Vessel	10	Spellcaster who binds without attracting attention.
Vatic Knight	5	Learn to enhance your melee or unarmed attacks.
Vatic Witch	10	Bind fragments of multiple spirits on the fly.
Voltannic Angel Binder	3	Bind holy spirits as part of dedication to an exiled god who demands loyalty to him alone.



ORGANIZATIONS

Quests are not just about what powers we possess, but who we are with and why we struggle. Thirteen known organizations focus on different aspects of pact magic. As a character meets more of an organization's requirements, he or she moves up in rank and gains benefits. An organization may provide powerful mentors, teach alternative pactmaking methods, or offer unusual options such as transforming into a naga or rebuilding your spellcasting character as a binder. Most importantly, each organization is mysteriously keyed to a unique spirit; only members can bind the organization's spirit. Binder sages believe that each organization is more than a mere accident of history. Instead, each organization corresponds to and enjoys the protection of one of thirteen spirit constellations. Organizations also influence the communities that they are a part of, whether performing acts of charity or terrorizing those who might wish to block their goals. Characters should remember that an organization will weight its options before acting on a member's behalf.

TABLE 14: PACT MAGIC ORGANIZATIONS

Organization (constellation)	Core Mission	Unique Spirit
Atlan Explorers Club (<i>thief</i>)	Scavenge ancient ruins to recover pact magic knowledge.	Overmind: Guardian of Far Travels
Death Company (<i>knight</i>)	Act as elite mercenaries on demanding combat missions.	Quicksilver: Wind of the Wasteland
Desert Merchant Guild (<i>genie</i>)	Manage trade of rarities between genies and mortals.	Humble Obai: Servant of the Elements
5th Mountaintop Brigade (<i>spider</i>)	Stealthily eliminate those who try to hamper pact magic.	Silent Step: The Limbless Monk
The Hatchery (dragon)	Redeem reptilian races and advance good dragon-kind.	Iona Ophid: The Rainbow Serpent
The Living Flame (<i>angel</i>)	Revive a deceased holy god and use pact magic for good.	Jehotek: The Throne of Heaven
Midnight Sun (<i>fiend</i>)	Conduct vile pact magic ceremonies to gain power.	Xasa Culthic: The Resonant Mind
Night Watch (<i>ghoul</i>)	Patrol night streets, slay undead, solve pact magic crimes.	Noble Marius: The Psychic Vampire
Ravage Binders (<i>shadow</i>)	Summon ravagers to destroy the multiverse and find truth.	Prime Ravager: The Leader of the Storm
Soul Seekers Lodge (<i>portal</i>)	Set aside illusion of reality to seek higher consciousness.	Soltanis: The Astral Seeker
Spellwright Academy (<i>magi</i>)	Advance the blended use of arcane magic and pact magic.	Forty-Two: The Sentient Machine
Titan League (<i>crown</i>)	Undertake quests to advance the goals of the titan race.	Primordial Titans: Martyrs of the Betrayed
Witches Circle (<i>tree</i>)	Support sister binders, female spirits, and pact sex magic.	Everrona: Goddess of the Earth

Characters may join pact magic organizations. The size, prominence, and influence of an organization will vary with how spirit binding is accepted and used in your campaign world. If pact magic is not accepted or is rare, then organizations will be small or hidden, making them difficult to locate. In an accepting world, they may be major groups that citizens know well.

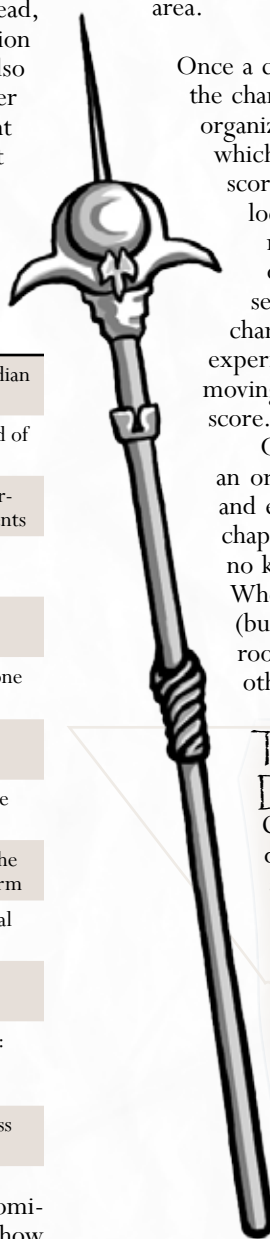
All the organizations here tend to be neutral with respect to each other or act as friendly rivals if not allies, except for Midnight Sun and the Titan League, which are locked in battle

between their rakshasa and titan founders. Binder organizations may be enemies with other organizations in your world, such as churches, arcane schools, the aristocracy, or so forth.

To make first contact with an organization, a character makes a Gather Information check. The DC equals 10 + any and all applicable modifiers below.

Acceptance	DC Modifier	Scope	DC Modifier
Low	+10	Local ¹	+15
Medium	+0	Regional	+0
High	-10	Global	-5

¹ Unless the organization and character are in the same area.



Once a character makes contact, determine how well the character fits and possible future potential. Each organization has a Scorecard to calculate a rating, which generally varies from 0 to 40. With that score, consult the organization's benefits table to locate the character's rank/title, bonuses, and responsibilities of membership. Every month or so, or when major events occur, rescore to see if the character's standing rises or falls. A character should spend a minimum of one week experiencing each level of the organization before moving to a new level, regardless of a character's score.

Once a member, a traveling character knows an organization's key signs and typical hideaways, and enjoys a +10 bonus on rolls to locate a local chapter of the organization. A failed roll indicates no known branch of the organization in the area. When found, an organization provides members (but not necessarily the member's allies) with free room and board for up to one week in addition to other benefits of membership.

THEOSOPHISTS & DEMONOLOGISTS

Consider these two terms in your game to distinguish pact magic users' philosophies and their effect on organizations. Binders who seek knowledge and enlightenment call themselves theosophists, while binders who seek power and immortality call themselves demonologists. Theosophists say they already possess power and immortal souls, yet much learning and wisdom is still needed, whether for oneself or for the benefit of the world. They tend to be neutral or good aligned. In contrast, demonologists say they already possess all the knowledge and enlightenment they need, and the true task is securing power and immortality, either for themselves or

for a group under their care. They tend to be neutral or evil aligned. Path magic enables both philosophies. Within an organization both may coexist in tension, though one often predominates as indicated by an organization's core mission, central leader, bulk of members, or present economic, political, and societal situation.

BINDER LORE: WHAT EVERY BINDER KNOWS

Here is lore that most binders have heard about, through few have accurate knowledge.

Apocryphal Desert: An accursed extraplanar desert that is home to genies, rakshasa, aasimar and tieflings, among others. It may have once been a prison plane. Today, even speaking incautiously can cause one's worst nightmares to suddenly appear. The sun kills all living things and the night's cold rejuvenates the undead.

Aranea Pledgelings: An offshoot of spider people that are highly adept with pact magic. They can take humanoid form to blend in and tend to be friendly to binders.

Atlan Empire: In ages past, the atlans relied upon pact magic to expand from their archipelago of thirteen islands to conquer the surrounding lands in their quest for ever-greater power. In times the atlans forgot the gods and even mocked them, drawing divine wrath. The gods utterly sundered the atlan's empire from the multiverse, leaving little trace in fact or even memory.

Binder Sage: A binder who specializes in researching spirit lore, both through books and by hypnotizing pact mages to speak directly with their bound spirits. Binder sages are known for their keen noses to sniff out the presence of lore.

Community Pact Magic: Some high-level binders are adept at a form of pact magic that involves binding a spirit to a large group of people or an area. The result may be helpful or harmful to those affected.

Drow Spider Binders: A offshoot of drow elves who live in deep jungle caves. In addition to skill with pact magic, their innate racial abilities allow them to climb like spiders do.

Exorcist Cleric: These clerics train early to sunder pacts, leaving a potent binder empty and at the cleric's mercy.

Libraries: Knowledge is the core of pact magic. Spirits hail from many worlds, epochs, and planes of existence. A dairy, a queen's proclamation, a fellow binder's notes - any written material may hold clues to bind a new spirit.

Living Nightmare: When emotions and blood run deep in a place, the earth itself may spawn living nightmares -- spirits that return from beyond, either to haunt one's dreams, or as ghosts, or even in corporeal form.

Monolith: The atlans built monoliths of rare minerals to channel supernatural energy. All true atlans (unlike modern ones) can speak thirteen words of dark power that grant them abilities when proximate to the monolith. Monoliths may also act as gateways to other planes of existence.

Spirit Vessel

Nightfang Weald: A legendary forest of fey creatures that was slashed and burned. The fey spirits live in; those venture into areas cleared of woodland may be transported to the Nightfang Weald, where they are libel to transform into the monsters they encounter there.

Omlan and Voltanna: An ancient atlan couple who pioneered the blending of spellcasting with pact magic. Voltanna was the mother of the first demon eye child Epi, who later slew the atlan emperor and took the throne for himself.

Outer Darkness: The airless boundary between the multiverse and whatever lies beyond. Legends describe incredible flying cities populated with technological constructs called



cyclopes. When the configuration of stars is just right or a twisted geometry put in place, a portal can be opened between this frightening place and the Material Plane.

Podforms: Aquatic squid-like creatures that hunt humanoids in order to replace them with duplicates that each house a lost atlan soul.

Priest Eater: A hybrid of a troglodyte and a great ape, bred by the atlans, can drain divine spellcasters of their powers.

Ravaged Sea: Areas of ocean that are unstable, perhaps with



tenuous links back to the Atlan Empire. Ships frequently vanish, sailors describe strange islands that appear from nowhere, and adventurer's report loops in space and time that confound even magical travel. Rumors say that ruminants of true atlans can be found here.

Ravagers: These insane spirits, rumored to be the last vestiges of atlan souls, can bind themselves to mortals without being summoned. Binders are largely safe from these spirits, but other folk might be possessed in an instant. Legends describe

large-scale invasions of ravager spirits for nefarious purposes.

Spirit-Touched Creature: These are normal animals, plants, and vermin that have awakened to sentience and a measure of supernatural power due to exposure to pact magic.

Telchines: An elusive race of spirits that inhabit the plane of dreams. They and their telchine sorcerers visit mortals in their dreams to implant false visions of greatness and destiny as well as supernatural abilities, but using those abilities opens a doorway that allows the telchine to possess the character for its own ends.

Vile Pact Magic: An evil form of pact magic that allows any creature to gain any spirit's power, for the price of many sacrificial souls and rivers of blood.

STARTING EQUIPMENT

When creating characters above 1st level, use the following point-based system to provide a character with magic items.

Magical Enhancement: An NPC gains one point per two levels (round down) that can be spent toward magic weapons, armor, or items (see below). For a PC, calculate as for a NPC, then double the amount.

Magic weapons and armor can have a bonus up to +5, with up to an additional +5 points worth of special properties (see *DMG* page 223 for details). Each +1 equals 1 point. Moreover, the points applied to a single item cannot exceed half the points the character has available to spend.

A character can use 1 point toward a set of 3 potions or 3 scrolls. For 1 point, a character can take a minor miscellaneous magic item such as an item that grants a +2 enhancement bonus to one ability score. For two points, the item can provide a moderate item or +4 bonus. Three points affords a +6 bonus. Otherwise a minor magic item is worth under 7,500 gp, and a moderate magic item is worth under 27,500 gold.

Mundane Equipment: Binding requires chalk or similar material. Additionally, a character may possess thieves tools, a camel pack, and so forth.

Gold On-Hand: NPCs have 1d10 x 10 gp per level. Thus, a 12th level NPC carries between 120 gp and 1,200 gp. PCs carry twice as much in gold, cheap jewels, and small gems.

COMMON MAGIC ITEMS

The following magic items are useful aids to pactmakers.

Binder's Mantle

Provides a bonus to bind spirits.

Description: A plain-looking cloak typically worn by cloistered clerics, druids, or monks.

Effect: Grants +4 bonus on one binding check.

Price: 6,100 gp.

Binding Gem

Among the most common and easiest to make magic items for pact magic are binding gems. Such gems can be reused from one time to the next, much as pearls that contain spells. However, these gems can also be expensive, and binding certain spirits also requires certain types of gems.

Description: A flawless gem, half the size of one's fist, that glows with a face or other image within.

Activation: Activating a gem is a standard action. You hold the gem firmly in your palm and utter the name of the spirit within. You must be able to speak and be heard. Any character may do this, including non-spellcasters. If the user is the gem's creator, then the process works automatically; the spirit within forms a pact with the character, granting its set of granted abilities for a period of 3 rounds + the user's Constitution modifier (minimum 1) in addition to any other spirits the user may have bound. When the duration ends, the spirit departs the user's body and harmlessly dissipates. If a character other than the creator activates the gem, he must succeed on a Will save with a DC equal to 10 + the spirit's level. This assumes the gem user knows the spirit's name. If the character succeeds on the Will save, he gains the spirit's granted abilities and physical sign for 3 rounds + 1d4 rounds. If the save fails, the character gains the

abilities, shows the spirit's physical sign, and suffers the personality and alignment shift associated with the spirit.

Infusion: This allows you to bind a spirit into the gem. You must make a binding check as if summoning the spirit into yourself. If you are the gem's original creator, you suffer a -4 penalty on your check as you attempt to trick the spirit. If you are not the gem's creator then you suffer a -10 penalty to your binding check when infusing the gem. If you fail the binding check, the spirit eludes the gem but is not bound to you either; it is lost for the day. You are free to attempt to bind a different spirit into the gem. If you succeed on the binding check, the spirit is fooled and drawn into the gem, where it remains for 24 hours. If the gem is not activated within 24 hours, then the spirit departs, leaving the gem empty and ready to receive a new spirit. A gem can only hold one spirit at a time. Only the gem's creator can deliberately free a spirit before the 24 hours is up. Releasing a spirit in this manner is a standard action. If a binding check ever fails by 10 or more, then the gem cracks and becomes impotent; nothing can restore it short of a miracle or wish spell. Otherwise, the gem is worthless for pact magic and a new one must be found. Infusing a gem does not hinder a binder from normal pactmaking for the day.

Price: 1000 gp (1st level spirits), 4000 gp (2nd level spirits), 9000 gp (3rd level spirits), 16000 gp (4th level spirits), 25000 (5th level spirits).

Camel Pack of Healing

Convenient pack allows wearer to gain healing benefits several times per day. It is most popular with pact warriors.

Description: A camel pack is a canteen worn on the back with a suction tube that extends to the wearer's mouth, so that the canteen can be sipped at a moment's notice.

Effect: The user heals 1d8+3 hit points, as if receiving the *cure light wounds* spell.

Price: 3660 gp (3/day version), 6160 gp (6/day version).

Camel Pack, Mundane

Convenient pack allows wearer to store potions for quick use.

Description: A camel pack is a canteen worn on the back with a suction tube that extends to the wearer's mouth, so that the canteen can be sipped at a moment's notice. A standard camel pack holds ten potions of the same kind in a single honeycombed cavity. Standard camel packs are made from reinforced leather. Battle hardened packs are made with leather drawn over a sturdy steel frame.

Effect: The user drains one potion dose and benefits from one use of the potion type used to fill the pack. Mixing potion types negates any benefits and results in nausea (or other malign effect) on a failed DC 18 Fortitude save.

Price: 50 gp (travel) or 150 gp (battle).

Dedicated Vest

Wearing this vest grants the binder a specific spirit's capstone granted ability.

Description: A thin vest made of silk or other fine material that is inscribed with the pact symbol of a particular spirit.

Effect: The binder automatically gains the capstone granted ability of the spirit keyed to the vest. If the vest is destroyed or removed then access is immediately lost and the character is stunned for 1d4 rounds.

Price: 2,250 gp.

Desert Spice

This elixir boosts pactmaking in various useful ways.

Description: A small potion bottle filled with sand-colored spice. The spice grains are almost too small to see. The spice conveys an elusive melange of aromas and flavors.

Activation: Inhale the spice as a standard action.

Effect: For a period of 10 minutes you fall into a trance-like state and gain the following benefits. First, you immediately gain the benefits of the *augur pact* spell. This allows you to name three spirits and receive a ranking in terms of usefulness to bind for the day. The chance of a right answer is 70% + 1% per binder level, to a maximum of 90%. Moreover, you can bind a spirit in the trance without needing to perform its ceremony, although you must still meet its requirements. As a secondary effect, your age decreases by 1 month, to a minimum of the youngest age possible for a young adult of your race (age 15 for humans). Finally, you add your Wisdom bonus (if any) to your binding check in addition to other bonuses. The use of desert spice has no side effects if used no more than once per day. When used more than once on the same day, there is a 10% chance per level of bound spirit that the user is reduced to a comatose state for 1d4 hours (no save). If no spirit is bound, there is a 25% chance regardless.

Price: 750 gp.

Gauntlets of Obarth

These fine gauntlets make your granted abilities more difficult to resist.

Description: The first pair of these gauntlets were crafted by Obarth, a powerful hobgoblin spirit binder. By tradition, the gauntlets are adorned with goblin glyphs that encourage the wearer to pursue victory over his foes in battle.

Effect: Raise the DC to resist your granted abilities. The bonus varies from +1 to +3.

Price: 2100 gp (+1 bonus), 8100 gp (+2 bonus), 18,100 gp (+3 bonus).

Goggles of Spirit Sight

Detect whether nearby creatures have bound spirits.

Description: A pair of goggles supported in fine leather of the customer's choice.

Effect: Creatures within 30 feet radiate a telltale aura if they are currently bound to a spirit. The color of the aura indicates which of thirteen constellations the spirits belong. If the wearer concentrates for a full 3 rounds on a particular target creature, he can discern the specific name and level of the spirit. No other information is revealed.

Price: 4,200 gp.

Incense of Proud Pacts

Burn incense to gain a one time boost to your binding check.

Description: An incense stick, typically 6 inches long.

Activation: Light the incense at the start of pactmaking. You gain the benefit over 10 minutes as the incense burns.

Effect: Apply a +10 insight bonus to your next binding check, which must be made before the incense expires.

Price: 1,010 gp.



Infinite Chalk Stick

This stick of chalk draws pact seals with perfection and never runs out.

Description: A 2-inch long chalk stick.

Effect: You can draw pact seals an unlimited number of times using this chalk stick. Moreover, you gain a +1 competence bonus on binding checks.

Price: 505 gp.

Pendant of Unbound Power

This pendant increases a pactmaker's effective binder level.

Description: A small pendent worn around the neck, usually on a braided metal chain with a circular piece inscribed with a spirit's seal. The spirit's constellation matches the constellation boosted by the pendant.

Effect: The character's effective binder level increases by +1, +2, or +3 when bound to spirits of a specific constellation. This causes all level-dependent effects to increase accordingly. It does not grant any other benefits such as access to more spirits or a higher DC.

Price: 2,050 gp (+1 level), 8,050 gp (+2 level), 18,050 gp (+3 level).

Spirit Skull

You interrogate a spirit you have bound via a crystalline skull.

Description: A skull made of finely polished crystal.

Effect: You can ask one question per 3 binder levels (round down) of any spirit that you have bound for the day. This works like *speak with dead*, except you treat the skull as the original remains of the spirit just after it died.

Price: 5,400 gp.

Symbol of Allegiance

This religious symbol protects the wearer against alignment change caused by binding spirits.

Description: A typical holy symbol, unholy symbol, or druidic focus.

Effect: If the wearer's alignment corresponds to the symbol's aura (chaotic, evil, good, lawful, or neutral), then the wearer's moral outlook cannot be changed by a poor binding check. The symbol can only protect the wearer this way once per day. Additional bindings have the usual effect.

Price: 1,670 gp.

Tome of Mana

After one hour of study, the reader gains one minor ability of one spirit.

Description: A heavy 6-inch by 9-inch tome, fifty-four pages long, beautifully scripted and illustrated. A brief perusal reveals that the tome provides descriptions of six 1st level spirits with detailed step-by-step binding instructions.

Effect: Once per day, after studying the book, the reader selects one granted ability of one 1st level spirit. The reader performs the spirit's ceremony, makes a binding check, and gains the ability as if utilizing the Minor Binding feat (see Chapter 6: Options, page 186). Unlike the feat, the reader suffers mild amnesia after the pact ends, requiring he restudy the tome again each day. Some binder sages believe the amnesia effect is a divine curse placed upon items such as these to hinder the binding of spirits.

Price: 6,800 gp.

SAMPLE CHARACTERS

The following 5th-level characters illustrate what your character might look like as he or she develops. These character were created using 32-point buy and a modest complement of magic items. You might encounter these two heroic binders as allies, foes, or convenient though not thoroughly trustworthy affiliates.

GAR THASSELOR

NE male demon eye (half-orc) occult priest 5

Encounter

Senses: darkvision 60 ft., Listen +1, Spot +1

Appearance: A monstrous humanoid with strong resemblance to a half-orc, with a clawed right hand, horns, hooves, a mane of startling red hair, and a third eye on his forehead. He wears a smart suit of leather armor and carries a quarterstaff. Around his neck is an unusual religious symbol that you are unfamiliar with. His smile suggests interest, if not welcome.

Apparent Age: 27

Languages: Common, Draconic, Gnomish, Infernal, Orc.

Aura: Strong evil (or none, see organizational membership)

Initiative: -1

Attack Stats

Speed 20 ft. (cannot run or charge)

Base Attack Bonus: +2

Melee: claw attack +4 (1d4+2), quarterstaff +4 (1d6+2)

Ranged: dart +1 (1d4) 20 ft. range

Defense Stats

Armor Class: 10 + 5 (+2 studded leather armor) + 1 natural - 1 Dexterity = 15 (touch 11, flat-footed 15)

Hit Points: 35 (5d6+15)

Saves: Fort +7, Reflex +0, Will +5

Immunity: Person-affecting spells such as *charm person*.

Ability Scores

Str 14 (+2) Dex 8 (-1) Con 16 (+3)

Int 12 (+1) Wis 12 (+1) Cha 16 (+3)

Skills, Feats, and Flaws

Skills: Concentration +8, Craft (alchemy) +4, Craft (metalworking) +2, Decipher Script +4, Knowledge (arcana) +2, Knowledge (architecture/engineering) +3, Knowledge (nobility/royalty) +3, Knowledge (religion) +3, Knowledge (the planes) +3, Speak Language +3, Spellcraft +4, Survival +3.

Feats: Binder Prodigy, Focal Constellation (ghoul), Ghoul Pact.

Flaws: Unfavorable Sign (cannot bind spirits of the angel, knight, or tree constellations).

Pactmaking

Binding Check: +8

Special Binding Modifiers: +6 bonus when binding ghoulish constellation spirits, -4 penalty when binding a 3rd-level spirit.

Highest Level Spirit: 3rd

Favorite Pacts: N'alyia (3rd), or Gwenolyn's Ghost (1st) plus either Lady Jarah (2nd, to blend in as normal), Prince Oszen (2nd, when traveling), or Swan Elashni (2nd, to rouse crowds).

Bonus Abilities: When bound with a ghoulish constellation spirit, gain bonus supernatural abilities (*ghoul touch* 1/5 rounds, Knowledge (religion) +2 / spirit level, *spectral hand* (lasts 24 hours, 1 hour to reform if destroyed).

Special Abilities

Demon eye (1/day, open third eye to evoke magical effect, typically *command undead* or *augury*, DC 15), occult lore (d20+7), *sanctuary* (2/day, immediate action, DC 15), mortality undone (cure/repair 15 hp/day), ungodly blessing (1/day, allies gain +1 bonus to attack and save vs. fear), death touch (1/day, touch attack, inflict 5d6 dmg plus possible instant death).

Spellcasting

Caster Level: 5th

Spell DC: 13 + spell level

Spells: Knowledge domain (1/day each cast *detect secret doors*, *detect thoughts*, *clairaudience/clairvoyance*), Death domain (1/day each cast *cause fear*, *death knell*, *animate dead*).

Equipment

Clothes, quarterstaff, 3 darts, religious symbol, chalk, rations, backpack +2 studded leather armor, potions (*cure moderate wounds*, *expeditious retreat*, *invisibility*), wand of *animate dead* (12 charges).

Organizational Memberships

Night Watch (-1, Criminal rank), Midnight Sun (9, Servant rank, use *undetected alignment* 1/day, bind Xasa Culthic)

Background

Gar knows little of his parents. He was left on the doorstep of a Night Watch station and raised by foster parents until he came of age, when he joined Night Watch. Due to his monstrous deformities he was ridiculed by other children. The feeling of rejection by his biological parents and others left him bitter inside, though he maintained a smiling facade.

The first spirit Gar bound was Gwenolyn's Ghost. He suspected that his foster parents' home was haunted. The spirit whispered to him an incredible secret: that he, Gar, could become a god. While skeptical, he felt that any tangible secrets he could glean would help demonstrate he was worth something.

While in Night Watch, Gar defeated a fellow rogue demon eye, completed thirty nights of patrol per year, submitted regular reports, among other duties. He was enthusiastic to learn about the spirits and excel, even if this meant tedious patrols with people who sometimes mistrusted him.

Gar's dedication earned him Watcher rank. However, after binding the spirit N'alyia without authorization, plus leaving a fellow member to fall to a naga, and not appearing before a hearing regarding the incident, Night Watch branded him a criminal to be arrested and tried. None of this was by accident. Unknown to Night Watch, Gar had betrayed a number of their key secrets to Midnight Sun, an organization more to his liking with a quicker route to power and populated by misfits like himself. Presently, he holds Servant rank in Midnight Sun and hopes to donate a creature for vile pact magic sacrifice or perhaps use vile pact magic himself in order to move to Star rank.

Recently, as a reward, Midnight Sun's hag witches revealed to Gar that his mother was human and his father is an orc binder who is a member of Midnight Sun. He also learned that the union was consummated under duress. Gar is hardly surprised and seeks to locate his father to possibly work with him.

Gar tends to present himself as a seer, using *undetectable alignment*, *detect thoughts*, and *clairaudience/clairvoyance*, plus his *augury* demon eye ability. At times, Gar has gained command over skeletons; he finds corporeal undead companions a hindrance while traveling, although they are quite useful when delving in ruins, if only to spring traps.

With regard to religion and his personal holy symbol, which he designed himself, Gar preaches about an unknown deity named Thasselor, claiming he changed his last name to be closer to his deity. He describes Thasselor as a ward over death, giving his followers the power to tap the afterlife in order to foresee the future. He also relates stories of how Thasselor was born to a god as a monstrosity that was cast out and forgotten until now.

ALEXANDRES SHEMKAR

NG male atlan unbound witch 2 / empyrean monk 3

Encounter

Senses: Listen +11, Spot +7

Appearance: A young human male in travelers clothing and no armor but with numerous sharp weapons such as a kukri and throwing axe, plus a composite bow. He moves quickly and his eyes dart nervously. His features have an odd, symmetric quality and given his unkept black hair and wild eyes, he feels unpleasant if not dangerous and perhaps even deranged.

Apparent Age: 22

Encounter Ability: Monster empathy (+4 Diplomacy checks with aberrations, giants, magical beasts, monstrous humanoids, and non-true dragons).

Languages: Common, Draconic, Elvish, Gnomish, Orcish.

Initiative: +7

Attack Stats

Speed: 30 ft.

Base Attack Bonus: +3

Melee: Kukri +8 (1d4+4, 18-20/x2), unarmed strike +6 (1d6+2), double unarmed strike +4/+4 (1d6+2/1d6+2).

Ranged: Throwing axe +6 (1d6+2/x2, 10 ft. range) or (when bound Mute Sylvus) composite long bow +6 (1d8+2, 110 ft. range).

Attack Options: Vatic Strike (+2d6 dmg, standard action to reset or wait 5 rounds), spirit strike 1/day, terror surge (add +1 to ability DCs, 5% chance of enervation effect).

Defense Stats

Armor Class: 10 + 3 Dexterity + 3 Wisdom = 16 (touch 16 / flat-footed 13)

Defense Options: 8 rnds/day +4 AC from Marat's *shield* (immediate action); plus possibly, +4 AC bonus from Tyrant Cromwell's phantasmal *mage armor*

Hit Points: 33 (2d6+3d8+10)

Saves: +8/+6/+9

Defense Options: Elusive nothing (2/day, +3 AC vs 1 attack as immediate action)

Special Defenses: Vatic Mind (gain 2nd Will save 1 minute after failing 1st one against mind-affecting effect).

Ability Scores

Str 14 (+2) Dex 16 (+3) Con 14 (+2)
Int 12 (+1) Wis 16 (+3) Cha 6 (-2)

Skills, Feats, and Flaws

Skills: Concentration +8, Craft (metalworking) +2, Diplomacy -6, Handle Animal -6, Heal 5 ranks, Intimidate +0, Knowledge (arcana) +3, Knowledge (dungeoneering) +7, Knowledge (religion) +3, Knowledge (the planes) +2, Listen +11, Move Silently +6, Perform (oratory) +0, Speak Language (Gnomish, Elvish, Orc), Spot +7, Survival +5, Tumble +11

Feats: Weapon Finesse, Vatic Strike (+2d6 dmg), Improved Unarmed Strike*, Improved Initiative, Vatic Mind*.

Pactmaking

Binding Check: +8

Binding Options: Meet requirements to bind all spirits except Forash and Prince Oszen.

Special Binding Modifiers: Either skip binding check and automatically gain capstone ability but also show physical sign and personality shift; or, attempt binding check as usual.

Highest Spirit Level: 2nd

Favored Spirit: Mute Sylvus

Favorite Pacts: Mute Sylvus (speed, low-light vision, ranged attacks) or Tyrant Cromwell (+4 phantom armor, strength, great sword use); alternatively, General Hessant plus Aza'zati.

Bonus Abilities: Permanent supernatural ability (*shield*, 8 rnds / day, immediate action, +4 AC bonus; show sign to gain angel's tears, heal 5 hp/day using tears, max 1 hp/rnd)

Equipment

Clothes, kukri+2, 2 throwing axes, composite long bow, hat of disguise, camel pack of healing (3/day, 1d8+3 hit points), chalk, rations, backpack, rope 50 ft., bedroom, flint and steel.

Organizational Membership

Primary: Fifth Mountaintop Brigade (11, Legionnaire rank, 1/day *meld into stone*; short sword proficiency, send secret messages requiring 1/day/100 miles).

Secondary: Witches Circle (13, Sister rank, but double agent, bind Lady Jarah when spying; 1/week get aid from 1d4 sisters, 1/day: *speak with animals*, *cure minor wounds*, *detect magic*).

Background

Alexandres speaks little of his past, except perhaps to mention that once he felt lost and his life was chaotic, and now he possessing more meaning and discipline. Presently, he resides with his compatriot binders at a mountainous hideaway. Like many followers of the Legion of Daioonis, he avoids intoxicants and has sired a contribution of two daughters and a son to the Brigade, though he remains unmarried.

The Brigade for its part prizes the reformed Alexandres, who has led missions to embarrass a corrupt local king who seeks to harass pactmakers. He also killed a traitor to the Brigade, though few know of this. Certainly not his children.

Alexandres is a double agent. He uses his hat of disguise and binds Lady Jarah to appear female. In this form, he has progressed through the Witches Circle, where he has shared many false secrets to gain their confidence, and in return has learned new powers that he keeps secret even from the Brigade.

All who know Alexandres will say he is stalwart and true to his cause. He is not the friendliest man, however, and tends to either ignore or accidentally insult others as well as scare away animals and even his own children. He is gifted in negotiating with the mountain's local monstrous denizens.

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