



SECRETS OF PACT MAGIC

**TAP THE POWER
OF ANCIENT SPIRITS
&
ETERNAL
ELEMENTS**

DARIO NARDI

**REQUIRES THE USE OF THE
DUNGEONS & DRAGONS, 3.5 EDITION
CORE BOOKS, PUBLISHED BY
WIZARDS OF THE COAST, INC.**

CREDITS

Designer & Developer: Dario Nardi
Fiction: Dario Nardi
Art Director: Yehuda Ben Jehoshua
Cover Artist: Yehuda Ben Jehoshua
Interior Illustrator: J von K
Interior Graphic Artist: Dario Nardi
Interior Design: Yehuda Ben Jehoshua
Graphic Layout: Dario Nardi
Proof Editor: Jennifer Schoonover

Business Consultant: Kristopher Kiler
Fiction Editors: Beverly Barloff, Nadine Nardi Davidson, Estellaileigh Franenberg, Melanie Ho
Play-Testing: Yehuda Ben Jehoshua, Frank Bustamonte, Jason Finley, Greg Glukhovsky, Devin Hahn, Remy Karns, Laurel Methot, Bill Mettler, Matthew Sanchez, Michael Thompson, D. R. Usher, Nar Williams, Seth Lee Williams.
Thank You: Matthew Daily and Jason Stevens for introducing me to role-playing games.

Copyright © 2007 Dario Nardi.

Published by:

Radiance House
P.O. Box 691971
West Hollywood, CA 90069
<http://www.radiancehouse.com>

Printed in USA

ISBN: 978-0-9798684-0-5

Visit the website at www.pactmagic.com

ABOUT THE AUTHOR

Dario Nardi, Ph.D., is a professor at the University of California at Los Angeles, where he teaches computer modeling and simulation of social systems in UCLA's Human Complex Systems degree program. Friends introduced Dario to DUNGEONS & DRAGONS over summer vacation in 1982. He has enjoyed role-playing ever since. Dario is author and co-author of multiple books relating to personality, organizational development, and learning and cognition, including *8 Keys to Self-Leadership*. He received his degree in systems science from the State University of New York at Binghamton's Watson School of Engineering. Dario has lived in Barbados and Japan but calls Los Angeles his home. For details and contact information please visit www.darionardi.com

Copyright Information & Open Game Content

Secrets of Pact Magic is presented under the Open Game License. See page 336 for the text of the Open Game License.

Dungeons & Dragons, Player's Handbook, Expanded Psionics Handbook, and Wizards of the Coast are trademarks of Wizards of the Coast, Inc. in the United States and other countries and are used with permission.

The 'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 6.0. A copy of this License can be found at www.wizards.com/d20.

All game mechanics and statistics are to be considered Open Game Content. The Radiance House logo, and all significant characters, character names, organization names, stories, and artwork herein are copyrighted by Dario Nardi.

This product is a work of fiction. Any similarity to actual people, organizations, places or events is purely coincidental. The mention of, or reference to, any company or product in these pages is not a challenge to the trademark or copyright concerned.

CONTENTS

What's Inside.....	5	Racial Feats.....	191	Spirit: Noble Marius.....	273
Chapter 1: Introduction.....	7	Pact Magic Flaws.....	193	Ravage Binders.....	274
Who are the Spirits?.....	7	Constellation Feats.....	194	Spirit: Prime Ravager.....	275
A Typical Binding Ceremony.....	8	Anima Spirits.....	196	Soul Seekers Lodge.....	276
Societal Reactions to Pactmaking.....	8	Anima Pactmaking Feats.....	196	Spirit: Soltanis.....	277
Pact Magic in Action.....	9	Community Pact Magic.....	199	Spellwright Academy.....	278
Ancient Lore.....	11	Chapter 6: Prestige Classes.....	201	Spirit: Forty-Two.....	279
The Binder's Quest.....	13	Atlan Demon Binder.....	201	Titan League.....	280
Character Concepts.....	14	Table: The Abyssal Spirits.....	202	Spirit: Primordial Titans.....	281
Pact Magic in a Fantasy Setting.....	15	Binder Sage.....	203	Witches Circle.....	282
Adventuring for New Spirits.....	15	Child of N'alyia.....	205	Pact Sex Magic.....	282
Chapter 2: Races.....	17	Esoteric Traveler.....	206	Spirit: Everrona.....	283
Atlan.....	17	Indomitable Spirit.....	207	Chapter 10: Encounters.....	285
Atlan Paragon.....	19	Lemurian Devil Binder.....	209	Ancient Library.....	285
Demon Eye.....	20	Table: The Infernal Spirits.....	210	The Apocryphal Desert.....	286
Demon Eye Paragon.....	22	Goliath Devil (Ahnok).....	211	Binding Grotto.....	288
Frehmin.....	23	Mana Prefect.....	212	Aranea Pledgeling.....	289
Frehmin Paragon.....	25	Mask Adept.....	214	Aranea Binder Feats.....	290
Hobgoblin.....	25	Master Soulwright.....	215	Astral Byways.....	290
Hobgoblin Paragon.....	28	Pact Magician.....	217	Priest Eater.....	291
Troglodyte.....	28	Ravage Binder.....	217	True Atlans.....	291
Troglodyte Pact Paragon.....	30	Ravager Vessel.....	219	Child Binder.....	292
Chapter 3: Classes.....	31	Ravage Hunter.....	220	Flame Ghoul.....	293
Empyrean Monk.....	31	Savage Warbinder.....	221	Gnostic Vault.....	294
Foe Hunter.....	35	Soul Stealer.....	222	Iron Heart Ghost.....	294
Occult Priest.....	39	Spirit Exorcist.....	224	Lemurian Hobgoblin.....	295
Pact Warrior.....	43	Tattooed Binder.....	225	Living Nightmare.....	296
Battle Trance Options.....	47	Telchine Sorcerer.....	226	The Outer Darkness.....	298
Soul Weaver.....	47	Temporal Binder.....	227	Technomagic Cyclopes.....	298
Spirit Binder.....	51	Undying Spirit.....	228	Pact Battle Magic.....	300
Unbound Witch.....	54	Unmarked Vessel.....	230	Rakshasa Pact Mages.....	300
Warbinder.....	58	Vatic Knight.....	231	Rakshasa Pact Rajah.....	300
Vivilors.....	61	Vatic Witch.....	231	The Ravaged Sea.....	301
Variant Class Features.....	62	Volcanic Angel Binder.....	233	Podform.....	303
Chapter 4: Spirits.....	63	Table: The Celestial Spirits.....	234	Invisage.....	303
Spellcasters & Spirit Binding.....	63	Chapter 7: Spells.....	235	Restoring Spirits to Life.....	304
Binding Spirits.....	63	Spell Lists.....	235	Spirit-Bound Nautilus.....	306
Side Effects.....	65	Pact Magic Divine Domains.....	236	Spirit Helmsman.....	306
Pact Magic Strategies.....	66	Spell Descriptions.....	237	Spirit-Touched Creature.....	307
Multiclass Binders.....	66	Pact Maladies.....	239	Common Spirit-Touched Beasts.....	307
What Do You and Your Foes Know?.....	67	Chapter 8: Magic Items.....	247	Spiritual Vampire.....	308
Limiting PCs.....	67	Table: Pricing Gnostic Books.....	247	Stellar Monoliths.....	309
Table: Summary of Spirits.....	68	Descriptions of Items.....	247	Stellar Touchstones.....	309
1st Level Spirits.....	70	Table: Summary of Items.....	248	Spiritual Taint.....	310
2nd Level Spirits.....	82	Chapter 9: Organizations.....	257	The Telchines.....	310
3rd Level Spirits.....	96	Locating & Joining an Organization.....	257	Vatic Naga.....	311
4th Level Spirits.....	110	Atlan Explorers Club.....	258	Vatic Naga Paragon.....	311
5th Level Spirits.....	124	Spirit: The Overmind.....	259	Vile Pact Magic.....	312
6th Level Spirits.....	138	Death Company.....	260	Chapter 11: Epic Pact Magic.....	313
7th Level Spirits.....	150	Spirit: Quicksilver.....	261	Epic Characters.....	313
8th Level Spirits.....	162	Desert Merchant Guild.....	262	Epic Pact Magic Feats.....	315
9th Level Spirits.....	170	Spirit: Humble Ohbai.....	263	Epic Spirit Binding.....	316
Chapter 5: Skills, Feats & Flaws.....	179	Fifth Mountaintop Brigade.....	264	Six Epic Spirits.....	316
Skills.....	179	Spirit: Silent Step.....	265	Chapter 12: Game Tools.....	327
Pact Magic Feats.....	180	The Hatchery.....	266	Pact Magic Adventure Ideas.....	327
Table: Summary of General Feats.....	182	Spirit: Iona Ophid.....	267	Designing Spirits.....	330
Table: Spirits by Constellation.....	184	Casters Rebuilt as Binders.....	267	Designing Pactmakers.....	331
Table: Occult Domain Paths.....	185	The Living Flame.....	268	Index.....	332
		Living Flame Ambrosia.....	268	Main Index.....	332
		Spirit: Jehotek.....	269	Creature Index.....	335
		Midnight Sun.....	270	Appendix: Open Game License	
		Spirit: Xasa Culthic.....	271	Version 1.0A.....	336
		Night Watch.....	272		



WHAT'S INSIDE



PACT MAGIC

Pact magic is about people's stories, awesome powers, and daily choices. Pact magic involves evoking and binding the spirits of ancient entities in order to gain a small set of wondrous abilities. This book is a guide for the use of pact magic in your fantasy d20 System game. In this book, you will find numerous spirits to bind, a feat that enables all spellcasters to explore pact magic, and new races, classes, feats, spells, magic items, creatures, locations, and organizations.

Pact Magic for Everyone

At the heart of this guide are over one hundred spirits—elusive ancient entities similar to ghosts, but much more. Each spirit has a legend and theme. A character can summon a spirit and merge with it to gain supernatural abilities for the day.

A simple mechanic is introduced here that allows a spellcasting character—a bard, cleric, druid, paladin, ranger, sorcerer, wizard, or other—to try out pact magic even mid-campaign without making a major permanent commitment. By forfeiting one's daily repertoire of spells, a spellcaster seals a pact with a spirit to gain its abilities.

You will find great variety among the many spirits. There is Aza'zati the Green Wyrmling, with his nose for gold coins. Ethaniel Midnight is a suave torturer rejected even from Hell. N'alyia, the First Vampire is the ideal choice for blending in with the undead. Then there is Mana, an exiled aberration skilled with lost magic; and Xalen d'Marek, Archivist of Fell Secrets, is perfect when taking home large monster carcasses and treasure hordes.

Pact magic is straightforward and inspired by the methods and format of magic as described in real-world works such as *The Lesser Key of Solomon* and *Kandisha*. You will find geometric seals, legends, thematic abilities, manifestations of the spirits, and side effects that occur when a binder is careless and ends up subjected to a spirit's influence. You can also gain bonuses by tactically aligning your actions to match a spirit's legend. There is a summary table and the layout is easy to access during play.

New Races

If pact magic is as ancient as spirit lore claims, then surely whole civilizations have taken root in its use.

You will find five races that trace their heritage to pact magic. The atlan is an ancient offshoot of human stock hailing from a now-drowned empire of cruel pactmakers. A demon eye was infused (or infected) with pact magic as a child in the womb. The frehmin have distant genie ancestors; like genies, these desert people commune with primal anima and craft their own spirits. Also featured are the well-known hobgoblin and troglodyte, which among all savage humanoids are adept at pact making.

Binder Classes

You will find eight classes, including the spirit binder, which focuses all of his or her talents on binding multiple spirits at once. The other seven classes afford a limited ability to seal pacts each day while mixing in features of familiar classes. The empyrean monk is a martial artist who draws upon spirits to augment his kicks and punches. There is the foe hunter: whether an assassin,

*What kind of man
stands alone against an army?*

bounty hunter or spy, she binds to a spirit that best matches the kind of quarry she is hunting. The occult priest teaches himself divine spells as he dares to plumb the spirits for secret knowledge for how to become a god. The resilient pact warrior summons spirits to emulate the tactics of great warriors of yore on the battlefield. The soul weaver pours over spellbooks as a wizard does while also sealing pacts, resulting in a wide access to magic and the ability to “reweave” the spirits she binds to include her own spells. There is the unbound witch: a terrifying binder who can rip apart spirits and use their abilities in ways that are hard for others to resist. Finally, the warbinder leads confidently as she shares her abilities with her allies.

Feats & Flaws

Numerous feats allow pact magic users to alter and augment spirits’ granted abilities and class features. For example, the Ignore Binding Requirements feat allows you to bypass the usual alignment, racial, and skill requirements needed to bind spirits. Feats also allow atlans, demon eye, half-elves, and others to develop key racial traits. A flaw is an adverse penalty that is taken to gain a bonus pactmaking feat. Finally, each spirit belongs to one of thirteen constellations. Thirteen corresponding feats allow binders to greatly augment their pacts.

Unusual Pacts

Community pact magic allows binders to affect a town or brigade of allies or foes, while anima—called generic spirits—can be bound at different power levels and thus are available to binders at every level. The Craft Spirit feat allows characters to design their own spirits from aspects of two or more anima.

Prestige Classes

You will find numerous prestige classes. The binder sage cultivates his knowledge of spirits and learns how to interview them. The master soulwright focuses on moving his supernatural abilities into items, other creatures, and even locations. His followers and allies can utilize his abilities, and his stronghold reflects his temperament. The pact magician focuses on acquiring useful pactmaking feats. Another path is as the temporal binder who joins with an ancient spirit of time to gain faster movement, undo the ravages of aging, and quicken his spells and/or supernatural abilities. The ravage hunter tracks and eliminates insane rogue spirits that can possess the unwary, while the ravage binder seeks to control these spirits to gain eternal life. Perhaps most insidious are the atlan demon binder and the lemurian devil binder who focus on blood-soaked pacts with abyssal and infernal spirits.

Spells

New spells allow high-level spellcasters to bind with low-level spirits while keeping their daily spell repertoire. Also presented are spells that correspond to spirits’ granted abilities, to ease adjudication of their use. In addition, if a deity of pact magic exists in your campaign, a divine caster can select from several pact magic spell domains.

Magic Items

Among new items, binding gems allow characters, including monstrous creatures, to use pact magic briefly in emergencies or for a final confrontation. Craft-minded binders can create tough constructs and shadowy simulacra that host spirits. Items such as N’alyia’s set of vampiric teeth afford one the binding of

notable spirits. Most useful is a natural substance called desert spice, which allows a pactmaker to augur his own future to better select a spirit for the day, among other benefits. Finally, tomes, cloaks, and braziers enhance one’s binding checks.

Organizations

You will find thirteen organizations each keyed to a different constellation of spirits, with detailed histories, aspirations, and rules for PCs to advance and gain benefits of membership. Each organization grants its members access to a unique spirit. For example, the warriors of Death Company seal pacts with Quick Silver, the Wind in the Wasteland and seem to resist death; while members of the Fifth Mountaintop Brigade bind Silent Step, the Limbless Monk as they seek to subvert the activities of those who oppose the use of pact magic.

Locations

The Apocryphal Desert, the Outer Darkness, the Nightfang Weald, the Ravaged Sea—binders scare young apprentices with tales of these mysterious seams in the fabric of the multiverse. Characters might wish to explore the rolling dunes of the Apocryphal Desert to find a missing page out of someone’s life—woe to those whose souls are burned by the noonday sun. There are no easier quests under the devouring waves of the Ravaged Sea, where ghostly tendrils of a sundered empire shift between reality and nonexistence. The primordial towering oaks of the Nightfang Weald transform fools into savage monsters. The Outer Darkness is no safer. It disgorges bizarre cybernetic pact mages under a impossible configuration of stars.

Creatures

Among the new creatures are special companions that may be evoked with a spirit. For example, a binder of Hexus may find herself accompanied by a free-willed “living curse.” Pact magic specific creatures include the spiritual vampire, who retains his soul even in undeath; and the Lemurian hobgoblin, which is a large-sized, thoroughly infernal goblinoid that is born with the capacity to seal pacts with the spirits of devils. Adventurers must beware the flame ghoul, the dalrok, and the priest eater, among other monsters of woe. Characters may also encounter bizarre creatures such as the shark-like soul eater, the tomes cat that eats legends, the tree of eyes that absorbs and stores spiritual energy, and beasts that can be “distilled” to improve one’s binding capabilities.

Epic Spirits

These spirits of epic power are blends of opposing forces that would tear apart a normal binder. Yet those who can master The Frost Queen of a Thousand Webs, among other epic spirits, rank among the most terrible of magic users.

For the Game Master

No book is complete without suggestions for game masters. You will find thirteen adventure ideas as well as instructions for creating your own spirits and classes in order to surprise, reward, or entrap player characters.

What You Need to Play

This book requires the use of the *DUNGEONS & DRAGONS Player’s Handbook*, v. 3.5, published by Wizards of the Coast, Inc. If you are a game master, you also need the *DMG* v. 3.5 and the *MM* v. 3.5, published by Wizards of the Coast, Inc.

CHAPTER 1

WHO ARE THE SPIRITS?

INTRODUCTION

What is pact magic, why might characters utilize it, and what are common reactions to its use? A method of magic translated from medieval works is the basis for pact magic presented here. Modifications and additions reflect role-playing mechanics as well as the heroic quests and classic themes of Good's triumph over Evil. Additionally, this chapter explores various questions. How do characters discover spirits? Do priests, wizards, and other characters embrace pact magic, reject it, or twist it to their own use? What stories drive heroes, and what can happen when characters quest in search of new spirits? You will find answers here to these and other questions, as well as a vignette illustrating a day in the life of a spirit binder.



Azos the binder researches a spirit's legend, geometric seal, and summoning ceremony.

INTRODUCING PACT MAGIC INTO YOUR CAMPAIGN

There are several ways to place pact magic in an ongoing campaign. The simplest way is to describe it as an ancient art that is lost to time. This explains why it is "new" yet full of history and options. A character might find a tome, meet a binder, stumble upon an ancient artifact, or be approached by agents traditionally allied with or against a spirit's cause. Because any spellcaster can learn to seal a pact with a spirit, options such as these work well for most adventuring bands.

Real-world scholars and practitioners of pact magic hold 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.

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 fail to understand, places of shadows, 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.

Although this book does not take a hard stance to advocate one specific perspective, most of the spirits presented here were once mortals, demons, or angels whose souls now linger in some remote, unknowable place. An intriguing and flexible location for the spirits is outside the multiverse of planes,

all together beyond space, time, and existence. This approach allows characters of all ethos and morals to seal pacts and express humanistic stories that are familiar to them while not interfering with a campaign setting's cosmology. Alternatively, spirits hail from planes of existence corresponding to thirteen constellations. If you wish, within your campaign setting, various groups may have incompatible answers, or take stances to further their own agendas even if they know the truth.

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 may appear as someone familiar; often, however, it 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, foreseeing the future, 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.

SOCIETAL REACTIONS TO PACTMAKING

Discovery and power are exciting, but the conflicts and consequences that flow from binding spirits can be more exciting, and more dangerous. Sometimes, when a person unearths something old then society embraces it. Often, however, lore has been forgotten for a reason. Perhaps pact magic fell out of



Summoning a spirit involves drawing a unique diagram and following procedures specific to that spirit.

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 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

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 surely 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 is 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 wrought-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.



favor. Perhaps it is linked to the follies of a fallen empire, hated cabal, or legendary dragon. Maybe it threatens the status quo.

As you introduce pact magic, consider where it fits in your campaign. Most likely, not every land or branch of an organization responds to binding spirits in the same way. Do people respond with fear, anger, curiosity, concern, doubt, shame, or another emotion? In addition, the character will likely discover that he or she is not the only binder. Here are some common reactions to pact magic and typical consequences for binders.

Unknown and Ignored

Pact magic may be new or so rare that few if any have an opinion of its use. When asked, spellcasters may dismiss it as a trick surely played by magical creatures, or scoff at its likely inferiority compared to the established science of spells. Clerics will be highly skeptical of anything beyond divine purview. The binder may encounter ridicule, doubt, or curiosity, but little more.

Fearred and Persecuted by All

In this scenario, everyone fears pact magic and will betray its practitioners. Spellcasters may resent this form of magic because it does not require convoluted casting or sincere prayers. Clergy may preach that the gods reject spirit binding for important reasons while arcane casters will develop spells to detect and combat pacts. Among the common people, physical changes and shifts in personality associated with pact magic are frightening and suggest a binder has gone mad, lost his soul, or is a vehicle for fiendish plans. Kings and other secular leaders reject pact magic because it may induce panic and they cannot control it. After all, a mage can be bound and gagged and his components and spellbooks taken away, and a priest can be defrocked and/or his god will likely stop granting him spells. However, a binder relies on no crutches and owes no lasting allegiances; thus, he is viewed as a rogue element that disrupts the hierarchy. In this scenario, a binder must keep a low profile and be certain of his choices and abilities. Preserving the seals, ceremonies, and legends is also a top priority. Secret societies, safe houses, and out-of-the-way locations are common, as are spies, double agents, and slayers sent to ferret out and eliminate binders.

Hated by Gods, but Used for Power

People are rarely willing to forego power; if the balance of ideological forces is in their favor, or demand is high during a time of conflict, then cries of “ungodly” magic will be drowned out or given lip service while arcane spellcasters—and possibly rogue priests—enjoy its power. Secular leaders give quiet approval and perhaps sponsor secret societies. While they may proclaim a common bond with clergy, they know that pact magic is in their own interests. A binder in this society will not fret about capture or death so long as he remains discrete. Pact magic research for its own sake may be discouraged, and competition between binders may be intense as they rival for leaders’ attention. In turn, leaders may direct their brightest citizens away from the usual paths to train in binder circles. Secret academies may vie for students. Meanwhile, clergy must be appeased. A binder who earns enemies or is overly blatant with his powers risks being handed over to the clergy as a token example. In times of peace, or when leaders need a scapegoat, binders may discover their luck changes. In addition, wizards may ultimately view pact magic as they would view a sorcerer’s innate talents: as a threat to the science of magic.

Authored by the Gods

Spirits move at the behest of gods in fulfillment of complex divine plans too murky for mortals to see clearly. In this scenario, priests regulate who may bind. Good churches will authorize angelic spirits as gifts or aids for the pious on their quests. Similarly, chaotic, evil, and lawful churches will promote spirits that align with their causes. Within a pantheon of deities, a constellation of spirits might fall within the portfolio of a deity. Whatever the specifics, spirits may have been “created” from a deity’s truest followers or even greatest foes. The spirits act as the deity’s ghostly hands to empower worshipers in a way that is more potent than individual spells but less disruptive than sending an avatar. Pact mages might form a star-chamber or similar elite unit within a church. Rogue binders who have fallen from the faith, as well as spies and double agent binders, represent ongoing threats and opportunities for adventure.

Embraced As Heroes Of The People

In highly repressive societies, people look to anyone for aid. If wizards and clerics are instruments or leaders of an oppressive regime, then who else can stand up except spirit binders? Some heroes might rise from the mass of common people, while others could be deposed nobles attempting to reclaim their former glory. Either way, the binder likely alternates between careful concealment of her powers and stunning displays that cheer the populace and frighten or disparage those in charge. The more a binder can make authorities look ineffectual, the more likely people are to aid her and rally to her cause. In this society, the binder likely has potential students or imitators, some of whom may do more harm than good, or are overly eager to move too soon. The binder must also understand that ultimately, most of the common people are fatalistic—after all, they have endured their low status for decades or centuries—and will not behave as heroically as the binder will. In addition, if a pact magic user is truly a threat and not just a nuisance then she knows she will be a target for witch-hunts wherever she goes.

COMPARE WITH ARCANE & DIVINE MAGIC

Summoning spirits is a quick route to power compared to the rigorous study of arcane magic or the difficult tests of faith of divine magic. Therefore, those who are impatient, incompetent, corrupt, destructive, or outright mad can acquire power beyond what many people might say is appropriate for mere mortals to possess. Furthermore, binding spirits is not as predictable as casting spells. Arcane spells are akin to scientific tools that a wizard learns to master. Similarly, a deity bestows divine spells to a follower because of freely given faith and adherence to moral strictures. If one commits evil before a good deity, he will suffer divine wrath. In contrast, a spirit can influence a summoner’s personality and seek to fulfill its own agenda. A summoner may become a puppet of his tools and lose volition to a strange and possibly vile being. Also consider, if the spirits reside in some non-space beyond the multiverse, then they are outside the purview of gods who hold themselves as the final arbiters of all things. Historically, the gods may have banished the spirits for attempting to disrupt the cosmic order. For these reasons, a character who dabbles in pact magic will probably discover that his fellow spellcasting adventurers are leery at best, and other priests and mages may be doubly suspicious, if not outright hostile.

Pact Mages as Living Gods

In this society, individuals who wield supernatural powers are treated akin to gods, and those who are the most skilled at pact magic hold premiere leadership roles. The ruling class has access to pact magic, but peasants and slaves, and perhaps even low-ranking spellcasters do not. A pact magician might identify himself with certain spirits; he is proclaimed a spirit's "chosen one." Alternatively, pact magic might be a guarded secret. The populace believes their rulers possess god-like powers but the rulers know either they are mere humble vessels of the spirits or they have discovered secret knowledge that empowers them, perhaps justifying their self-proclaimed godhood. Following this scenario, a divine spellcaster may be a naysayer; she must be careful or binders will arrive to silence her and erase knowledge that the rulers are impersonating gods. Despite their high status, binders in this society do not enjoy perfect freedom. While they often command great material resources,

there is only so much room at the top for so many "living gods." Long-term survival involves watching one's back and perhaps active subterfuge. Ultimately, societies like these do not end well; the gods are eager to punish those who have not listened to their priests and prophets.

A Gift for Everyone

This is a benign, spirit-friendly society. Most likely, pact magic holds its own as one of several magical traditions. Highly magical societies may embrace pact magic as yet another useful tool. With its acceptance, schools pop up, research blossoms to define all possible spirits, and holidays or ceremonies allow everyone to experiment with new spirits or perhaps call upon favored spirits. If this is an egalitarian society, then people will be encouraged to bind with neutral or less threatening spirits over extreme or possibly destructive ones. A spirit that grants the ability to cause earthquakes is not as benign as one that grants the ability to heal disease. On the other hand, in a competitive society, individuals

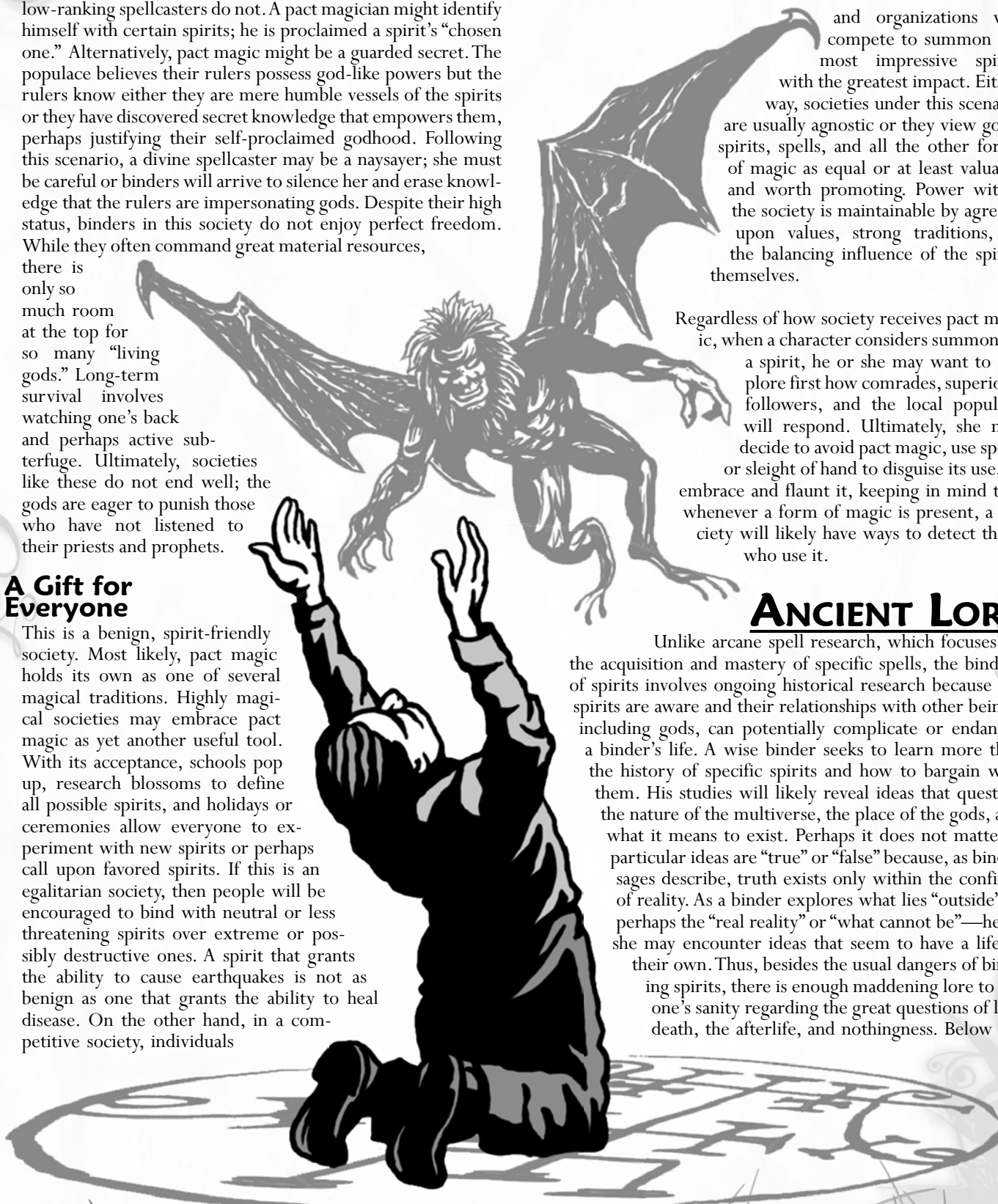
When the ceremony is complete, the binder witnesses a terrible manifestation of the spirit before it grants its powers.

and organizations will compete to summon the most impressive spirits with the greatest impact. Either way, societies under this scenario are usually agnostic or they view gods, spirits, spells, and all the other forms of magic as equal or at least valuable and worth promoting. Power within the society is maintainable by agreed-upon values, strong traditions, or the balancing influence of the spirits themselves.

Regardless of how society receives pact magic, when a character considers summoning a spirit, he or she may want to explore first how comrades, superiors, followers, and the local populace will respond. Ultimately, she may decide to avoid pact magic, use spells or sleight of hand to disguise its use, or embrace and flaunt it, keeping in mind that whenever a form of magic is present, a society will likely have ways to detect those who use it.

ANCIENT LORE

Unlike arcane spell research, which focuses on the acquisition and mastery of specific spells, the binding of spirits involves ongoing historical research because the spirits are aware and their relationships with other beings, including gods, can potentially complicate or endanger a binder's life. A wise binder seeks to learn more than the history of specific spirits and how to bargain with them. His studies will likely reveal ideas that question the nature of the multiverse, the place of the gods, and what it means to exist. Perhaps it does not matter if particular ideas are "true" or "false" because, as binder sages describe, truth exists only within the confines of reality. As a binder explores what lies "outside"—perhaps the "real reality" or "what cannot be"—he or she may encounter ideas that seem to have a life of their own. Thus, besides the usual dangers of binding spirits, there is enough maddening lore to tax one's sanity regarding the great questions of life, death, the afterlife, and nothingness. Below are



some perennial binder questions and sample answers to inspire you as you integrate pact magic into your campaign setting.

Where Do the Spirits Reside?

If you decide that the spirits are astral entities, ancestral spirits, angels and demons, or nature beings, then the question of where they reside is fairly straightforward. They reside in some heaven, hell, the Astral Plane, the Plane of Dreams, or other plane of existence. However, if you use pact magic with the idea that the spirits are souls cast out from the multiverse, then one wonders where they reside. Daring binder sages suggest that the multiverse, with its mortals and immortals, demon wars and genie kingdoms, is but an illusion. A “more real reality” lies outside the multiverse. This place is beyond space and time. Regardless of which mythos a binder subscribes to, he may encounter mysterious regions such as the Apocryphal Desert, the Outer Darkness, and the Ravaged Sea. Similar to a faux world nestled inside a snow globe, these regions represent a final boundary between the multiverse and whatever lies beyond. Many of these places are bizarre and deadly, haunted by the remains of many beings, a twilight zone where a soul can hide or become lost beyond even the reach of most gods, for a time. For example, visitors of the Astral Byways describe an environment that is like home, yet distorted in terms of space and the flow of time. A hallway door might lead to a room, a street or garden, another plane of existence, or that which lies beyond the multiverse. Binder explorers who have returned from regions such as these report that once a creature steps through past the edge of the multiverse—a relatively easy task if one knows where to look—then he vanishes and never returns, except perhaps as a spirit that can be summoned.

Why Were the Spirits Created?

Each spirit’s legend traces its origins to a unique life. Many spirits were once mortals. Why didn’t these beings die and migrate to the afterlife as they were supposed to? Some binders search for a single, general answer—usually, a god or gods decided that the creature didn’t deserve the usual reward or punishment; or the creature found a secret key to escape the gods. Other binders believe that every spirit’s journey was necessarily unique. A mortal who tries to duplicate a spirit’s path will fail because he or she must create or evoke a unique, compelling story. A few binders suggest the question is misguided. They say, “Ask not, why spirits, but why gods and mortals?” Perhaps reality is created by beings beyond the confines of the multiverse, and spirits are fragments of those who have escaped this creation, or perhaps the spirits are the creators. As an added complication, a spirit might come from the binder’s future, or have been an angel or demon, a sentient spell, a god, or even a fictional character. While dead gods surely decay somewhere, the notion that an as-yet unborn hero or a character from a bard’s song could somehow become a spirit is more difficult to explain, and has left sages puzzling for centuries.

Are All Spirits the Same?

Binder sages tend to describe a taxonomy of spirits. They organize the spirits by level of difficulty to bargain with as well as by thirteen mystical themes called constellations. Most binders do not place significance on whether a spirit is good or evil, lawful or chaotic. Rather, the spirits are catalysts for qualities already present in a binder. It is up to a binder to choose each day whether he cares to explore a particular aspect of himself.

How Many Spirits are There?

It is possible that there are hundreds or thousands of spirits. In the early history of the multiverse, the titans—a race described in the *MM*—attempted to wrest control from the gods; they failed and the gods banished most of them. The Titan League (see Chapter 10: Organizations) aids a character to dedicate himself to bind with one of numerous spirits of the titan race. The existence of these aspiring titans suggests that dozens if not hundreds of titan spirits reside on some secret prison plane or perhaps outside the multiverse altogether. Similarly, the fabled Atlan Empire self-destructed in a single day. The atlan people (see Chapter 2: Races) used pact magic almost exclusively, and in the cataclysm most of them vanished with their empire. No god, necromancer, or traveler has had contact with their souls since. Yet binder sages report interviews with atlan souls who exist in some form far beyond the multiverse.

Do Spirits Interact with Each Other?

With experience, binders discover that not all spirits abide each other happily. Some relationships are explainable—the spirit of a strongly good-aligned creature might resist a pact with the spirit of anything evil. Yet some spirits hold grudges or preferences for no apparent reasons. Some binders wonder whether the spirits are insane, while others suspect that the spirits interact rationally in a shared arena. Perhaps their rivalries were born from binder feuds. Here lie many mysteries.

Can Spirits Act on their Own?

Although a pact with a living “vessel” is normally required to allow a spirit to enter the world, there are other ways. A binder can craft a construct body or fleshy simulacrum to house a spirit for a brief time. Much has been learned from these golem-bound and shadow-bound spirits. Moreover, rogue spirits called “ravagers” have found a way to reenter the multiverse and are usually found roaming the Astral Plane. Most frighteningly, ravagers can enter the Material Plane where they possess mortals, exerting a powerful influence that physically alters their hosts and directs the hosts’ behavior toward inscrutable ends. A kind maid or tinkerer, or a great king, can become a raving lunatic in a single moment. Sometimes, a gang of ravagers possesses a group of hosts. Even rarer than ravagers are “living nightmares,” spirits that are given form by the earth or by dreams due to intense magic, strong emotions, or other events.

How Does Someone Become a Spirit?

Idle binders wonder if they will waste their existence in some afterlife, or if becoming a spirit is a more potent way to not only live forever, but to transcend time. When a creature becomes a spirit, it is suddenly available to binders in all epochs of history past, present, and future. Gods and powerful magic can turn a soul into a spirit. Ravage binders and others strive to become spirits. While legends suggest that spirit life is a curse or punishment, these legends might be a ruse to hide a truth too terrible to hear. The gods were not always gods. There was a time before time. The spirits whisper that realms of wonder and madness exist beyond the multiverse, perhaps an infinite number of realms. They whisper that the real world is a fiction told by a bard who is a character in a book written by someone who does not exist, but could if the creature dreaming of him ever awakens. This is what the spirits whisper. However, binders say most of the spirits are deceitful, and one should not believe their tormenting stories.

THE BINDER'S QUEST

Many binders do not view morality and ethics through the same lens that most folks do. They tend to eschew the religious dogma of priests and gods. They also scoff at philosophical precepts typical of secular kingdoms and characters. Instead, they speak of a supernatural awareness and a tendency to action that is nurtured by sealing pacts with spirits. It may be true that the spirits are fragmented vestiges, tortured prisoners, or deceptive tricksters. Yet, experience suggests that there is a consciousness unique to the inaccessible—perhaps impossible—realm of the spirits.

A binder may progressively coax—some might say “summon”—this consciousness. This process requires the binder be a sound vessel, which is promoted by meditation and exercise. However, monastic exercises only open windows and doors; regularly sealing pacts summons the spirit of consciousness itself. Frequently, binders who travel this path experience one or two awakenings within days or months of their first pact. Afterwards, they may wait years before experiencing the higher levels. Some never experience a next level at all, though they may believe they have.

Binders speak of a mundane book, *The Secret of the Golden Flower*, which aids the process. This tome suggests practices to engage in while bound to a spirit. It warns against trying too hard, yet encourages the binder to remain mindful. This tome also describes four progressively more abstract and powerful levels of consciousness typical of the spirits.

The Individual Soul

It is said that simple meditation unveils the 1st level, where all that exists are individual souls. While bound with a spirit in a meditative trance, the pact magic user experiences the reality and primacy of his or her own soul. From this moment, the character views spirits as important and convenient tools to advance oneself in life. These binders adventure to test and increase their personal power, whether for good or ill, whether by rigorous discipline or random luck. The binder feels that even the gods and their otherworldly minions are simply “creatures,” each possessing a soul—or something—like the binder’s soul. What merely varies is that some individuals may have more confidence, truth, freedom, or power compared to others. When focused at this level of consciousness, a binder feels free to express and defend his inner power and beliefs, whatever those may be, and feels that satisfaction is attainable only when he or she believes in himself or herself.



Azos the binder repulses three goblins by using a powerful lion roar granted by the spirit he has bound.

The Great Story

Intense study and knowledge of all the spirits is often required to open the way to the 2nd level, where all souls are linked in a wondrous and terrible story as hinted at through the spirits’ legends. While in a meditative reverie, the pact magic user perceives how he or she is a player in a profound and complex narrative spanning kingdoms and ages past, present, and future. From this moment, the binder views the spirits as potential allies and binds them to advance a larger goal or ideal beyond himself or herself, whether by good or evil, or for justice or freedom. These binders undertake quests in the name of the great story. Even the gods and their minions are pawns in a saga that few can comprehend. This binder feels called to clarify the great story, evangelize to others, and either conform to or rebel against his or her place in it.

The Infinite Nothing

The varied life of the adventurer and rich experiences of triumph and failure are needed to reveal the 3rd level, where there are no souls. In a despairing moment of insight, the pact magic user watches helplessly as the great story that he or she understood with perfect clarity unravels into meaningless threads. So goes any purpose associated with it. From that moment onward, the binder views the multiverse as an illusion. All that exists in a nonexistent, futile void. The spirits are mere dark shadows on a cave wall. The pact magic user realizes that he or she binds them toward efforts that are ultimately doomed. Even the gods are fated to live lies, suffer betrayal, and perish at the end of time. A binder at this level endures and fails, seeks and misses, arouses hate through love, believes and wanders like the wind and waves crashing upon rocks. This binder may adventure to somehow escape the bindings that the spirits have lured him into. Many binders retire at this point.

The Paradox Point

Every binder's path to his level is uniquely his or her own. The 4th and highest level is where all things are somehow true and false, joyful and sorrowful, serious and humorous, meaningful and empty at the same time. Very few pact magic users have attained this level of supernatural consciousness, and binder lore warns those who say they have, probably have not. Just as often, this level of consciousness is indistinguishable from insanity, and perhaps is a state akin to that of the spirits themselves, where every thought and action is both good and evil, lawful and chaotic. One theory states that these binders tasted a moment of spirit life and choose to return to aid their fellows. A binder who has attained this level might be a master over a great kingdom, a plain-looking milkmaid, or a hermit ushering in the next invention of pact magic. However, he or she is no longer quite mortal, and adventures for reasons that can change the multiverse, even as nothing changes.

A few binder sages speculate about a 5th level of consciousness that can only be obtained when one somehow escapes the confines of the multiverse. Since no one has returned from becoming a spirit, it is difficult to describe what this state might be like. What is important, most say, is that every binder is called to attempt a special path, one that differs markedly from the otherworldly paths that priests and wizards pursue, not to mention the path of ordinary folk.

CHARACTER CONCEPTS

Why would your character use pact magic? Chapter 2: Races and Chapter 3: Classes suggest particular backgrounds. However, a character of any race or class might dabble or turn to this form of magic. Here are some common motivations and backgrounds for your characters.

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 are 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? Perhaps your spellbook or prayer book makes 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 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 one of numerous useful approaches to magic. It is available, 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 been longing 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.

Azos the binder explores the dark chambers of a forgotten complex in search of spirit lore.

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 enemy.

PACT MAGIC IN A FANTASY SETTING

In a fantasy multiverse of dungeon ruins and fiery dragons, which races and classes bind spirits, and when?

Convincing a spirit to share its abilities requires charisma, while containing its abilities and channeling them quickly requires a strong constitution. There are only a few races that possess both qualities. Among the civilized races, humans, half-elves, and gnomes pursue pact magic with ease. Among the savage races, only hobgoblins and troglodytes are well-suited. Of course, individuals of any race—even non-humanoids—may pursue pact magic with varying results. In particular, ancient and powerful races such as rakshasas and titans are known to secure the power of spirits. Less informed mortals may mistake them for lesser gods. Fortunately, such creatures rarely act openly.

Several kinds of characters engage in pactmaking. First is the spellcaster who is already familiar with magic. After brief study to learn the basics, a druid, wizard or other caster can learn to use magical energy as a lure, and exchange his or her daily allotment of spells for a spirit’s granted abilities instead. In contrast, professional pact magic users are more devoted. These individuals may blend binding with stealth, martial arts, or other pursuits; or, they may focus entirely on pactmaking, learning how to bind multiple spirits at once and share their abilities with allies. Finally, there is the vile binder, a monster that makes blood sacrifices of sentient creatures, luring the spirits with the delicious taste of souls in order to obtain easy power.



In terms of alignment, the spirits are too weak or distant to command clear moral or ethical agendas. True heroism (or anti-heroism) stems from a binder character’s choices during his or her adventures rather than direct spiritual influence.

When pact magic is accepted in a campaign setting, then its practice will likely be common. Each spirit excels around a particular theme such as desert travel or battling demons. Spellcasters will bind a spirit whenever they perceive that their brief spells are insufficient. A spell that protects you for ten minutes from heat and flames is a cruel joke when stranded on the Elemental Plane of Fire! In a setting where pact magic is rare or outlawed, binding spirits serves the same needs but characters will think twice before risking persecution or enjoying too much attention.

ADVENTURING FOR 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, or express a particular concept. Fortunately, there are numerous spirits if one looks hard enough. Even a dedicated binder who knows dozens of ceremonies may seek specialized magic items or want to engage organizations dedicated for or against particular spirits’ causes or pact magic in general. The quest process, and its possible dangers, is endless. Presented below are a few typical steps to locate and utilize pact magic.

Discovering a Spirit

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 quiet snooping or adventure a long way.

Exploring all the Details

It is insufficient to know a spirit's name and the ceremony to summon it. A learned sage or potent spell can reveal all details. More often, however, a character gains partial knowledge and must adventure to learn the whole picture. When one detail is missing—or incorrect—then the character or her allies may suffer a dangerous surprise. Here is vital information every binder wants to know about a spirit:

- » Its name or names, its true legend, and whether it really “exists” (can be bound) or is just an apocryphal legend.
- » Its seal, what requirements it demands, and the appropriate ceremony to bind it.
- » What abilities the spirit grants and how it might influence one's personality and alignment.
- » Possible tactical bonuses, spirit companions, and other characteristics that vary with each spirit.

As an option, a binder might be able to seal a pact with a spirit while still searching to complete the picture; the character might only have access to the granted abilities he knows about. Alternatively, the binding check to successfully bind a spirit might be more difficult until the binder learns all the relevant knowledge.

Right Place, Right Skill, Right Binder

Spirits do not bind with just anyone, or whenever. A spirit may require a special location, skill, proficiency, alignment, or race. For example, if a spirit requires that its ceremony be conducted in elvish, then the character may have to learn that language before sealing a pact. If the spirit's favored foe is orcs, and the character is a half-orc, then she is out of luck. If the spirit will only be bound near a river, and the character is in a desert, then the spirit is inaccessible. An experienced binder usually has a favored spirit and ignores that spirit's restrictions, or has learned how to ignore summoning requirements all together.

Mastering Strategic Use

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. For example, King Mutaros, the spirit of Vengeance Unfulfilled, gives his summoners tactical bonuses when they are riding a horse, fighting a foe single-handedly, fighting a traitor, or standing up from a prone position. These actions reflect major points in King Mutaros's legend. Can these actions be combined to maximize a spirit's benefits? Should the binder invest in a steed? Focus on chasing down a traitor? Start demanding to fight foes single-handedly? Additionally, consider that some spirits synergize well together. Aza'zati, the Green Wyrmling enhances one's swimming skill while Dagon the Sea Fiend allows you to breath underwater. Together they form a potent duo.

Consequences of New Pact Magic

What happens when a character's discovery butts against the interests and mores of society? If sealing pacts is merely frowned upon or regulated, then simple investigation of lore or even binding a spirit a single time might be treated with leniency. Maybe authorities only want to know what the character is up to. However, once a character starts freely using a new spirit's granted abilities, then the response is likely to be stronger, especially if the bound spirit was evil in life and alters the character's personality or alignment. Loved ones and allies may act to limit or stop the character. A very different consequence occurs when the binder's new discovery alerts semi-independent spirits (called ravagers)—or even deities and their otherworldly agents—who wish to promote the spirit or erase the spirit's name from the multiverse.

Dealing with Other Spirit Binders

Spirit binders can be potent rivals. A binder or organization may become covetous of a character's discovery and seek to learn his or her hard-won secrets or eliminate the character. While some binders patiently wait for others to do the hard work of discovery, a few will compete directly to learn about new spirits before the character does, and possibly grab other treasure while exploring. It is not unheard of for binders to plant false information about ceremonies, granted abilities, and so on to confuse and harm their rivals. Binder organizations can also be aids, granting knowledge of spirits, revealing secret rites, and providing unique equipment. Why go it alone?

Specializing

There are many ways to specialize. Undead characters devoted to N'alyia, the First Vampire, can ignore clerics' influence and the burning rays of the sun. However, one must locate N'alyia's shrine or one of her children first. There are demonic, infernal, and celestial spirits. Pursue the path of the atlan demon binder to acquire the abilities of chaotic, bloody fiends. Several organizations offer variations on binding, such as pact sex magic and vile ceremonies practiced by hags, nagas, rakshasa, and other monsters. Pact mages can also explore incantations, which are laborious rituals for binding “lesser spirits.”

Tapping into Mysteries

Binding spirits is well-understood. Yet, there are strange, unreliable, and misunderstood phenomena.

Astronomical Events: Constellations correspond to particular spirits. Certain events such as shooting stars, eclipses, and planetary conjunctions modify the binding experience.

Supernatural Consciousness: The spirits exist in a way that mortals and even their gods cannot fully appreciate. Are spirits hopelessly insane and deceitful, or do they merely float inchoately amid a higher, impenetrable level of thought?

Pact Maladies: The mortal frame was not created to sustain the energies of multiple spirits. What maladies await those who bind powerful spirits, or too many spirits too often?

These are just three mysteries that many binders ponder over the course of their careers.

Becoming a Spirit?

A high-level character may seek to become a spirit. This may require exploring Astral niches that form the border between the multiverse and the nonexistent space that spirits reside.

CHAPTER 2

ATLAN

Atlans are an ancient offshoot of humans who possess an innate understanding pact magic. Every individual of this race can bind with spirits.

RACES

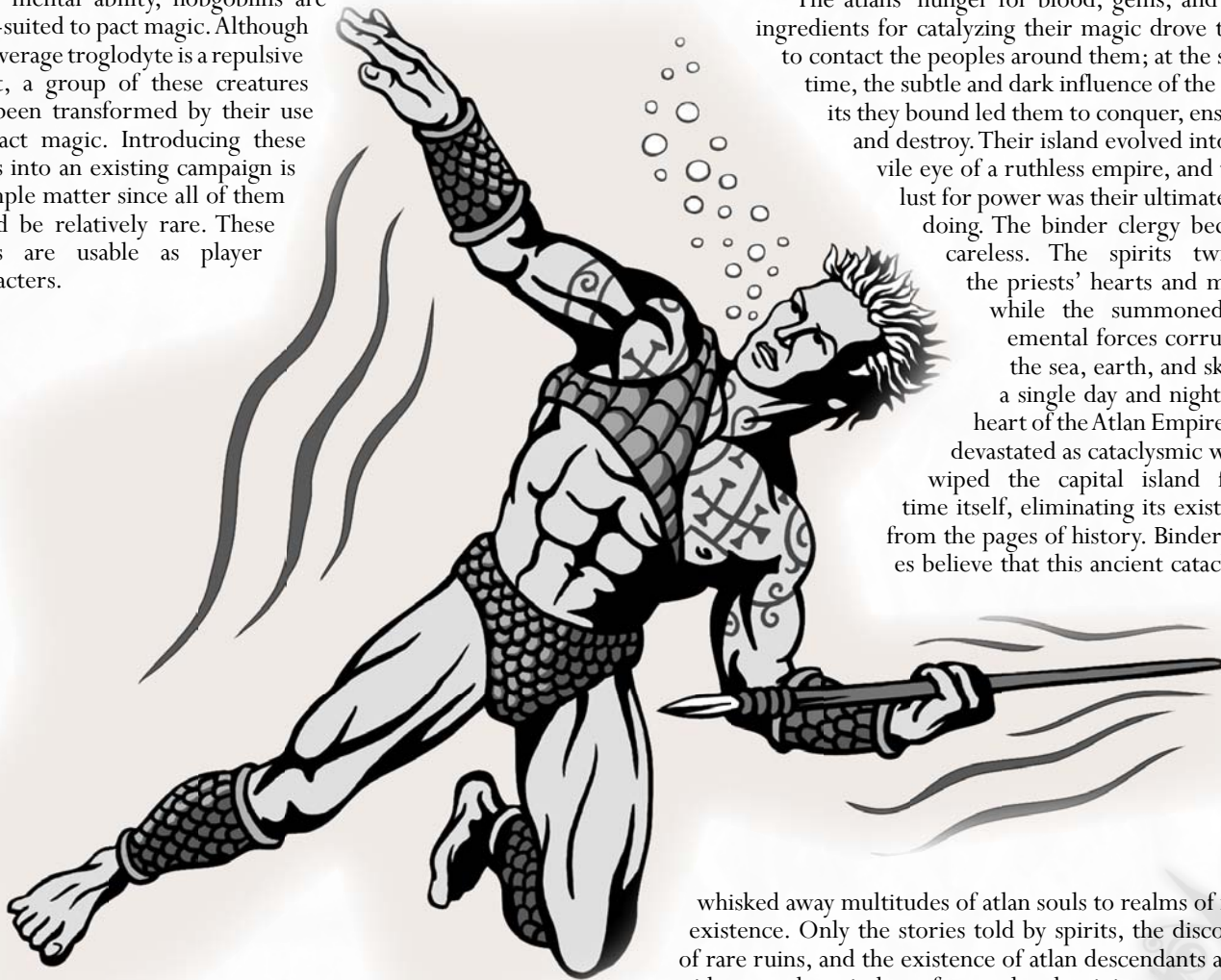
History and Legends

This chapter explores five races. Two new races, the atlan and the demon eye, are associated with pact magic. The atlan, an offshoot of human stock, bears a seal on his skin and has a gift for pact magic inherited from ages past. The demon eye is the misunderstood offspring of a spellcaster or binder who channeled a spirit into his or her offspring. Then there are the frehmin, distantly related to genies, who enjoy an innate link to primal spirits and resist the effects of heat and sand. In addition to these races, you will find detailed information to use hobgoblins and troglodytes as player characters, including rules that eliminate the usual level adjustment. Due to their high constitution and solid mental ability, hobgoblins are well-suited to pact magic. Although the average troglodyte is a repulsive beast, a group of these creatures has been transformed by their use of pact magic. Introducing these races into an existing campaign is a simple matter since all of them could be relatively rare. These races are usable as player characters.

In a forgotten past age, a fair island kingdom of humans governed far-and-wide over the surrounding seas and lands, drawing on the wisdom of ancient magic, primarily the power of spirits. Sages say that every atlan knew pact magic, and over centuries of study, they cataloged hundreds, perhaps thousands, of spirits.

The atlans also built obsidian monoliths to channel and bind the energies of elemental spirits. A supreme monolith stood at the hub of their capital city. It bound the most mysterious of primal spirits—time. Some sages declare the atlans distorted the flow of time within their kingdom, and explorers who have stumbled upon their lost cities report sighting atlans carrying on daily life amid bustling markets, libraries, and arenas. These cities turn back into ghostly ruins by sunrise.

The atlans' hunger for blood, gems, and rare ingredients for catalyzing their magic drove them to contact the peoples around them; at the same time, the subtle and dark influence of the spirits they bound led them to conquer, enslave, and destroy. Their island evolved into the vile eye of a ruthless empire, and their lust for power was their ultimate undoing. The binder clergy became careless. The spirits twisted the priests' hearts and minds while the summoned elemental forces corrupted the sea, earth, and sky. In a single day and night, the heart of the Atlan Empire was devastated as cataclysmic waves wiped the capital island from time itself, eliminating its existence from the pages of history. Binder sages believe that this ancient cataclysm



Minos dives amid ruins to locate lore and treasure of his atlan ancestors. His innate talent to seal pacts allows him to bind today with the spirit of Aza'zati the Green Wyrmling, which boosts his swimming skill.

whisked away multitudes of atlan souls to realms of non-existence. Only the stories told by spirits, the discovery of rare ruins, and the existence of atlan descendants act as evidence and reminders of past atlan dominion.

Today, vestiges of the atlan people linger. Some descendants gather in isolated pockets. Those of mixed human and atlan blood may show their magical heritage. More rarely, an original atlan—flung across the stretches of time—finds himself stranded in another age, searching for some semblance of home.

Physical Description

Atlans appear human, but commonly show physical quirks related to their affinity for pact magic. The Atlan Empire enslaved many peoples, and atlans often intermarried strategically to enhance their race's bodies and minds to better act as vessels for the spirits. Similarly, following the cataclysm, some survivors huddled in close-knit bands but most continued to intermix with their fellow humans. Thus, atlans do not share any one look and may trace their lineage to several diverse cultures.

Pact magic, practiced by all atlans, evokes physical signs. The signs of easily bound spirits include green dragon scales; an aged, stooped and sooty appearance; skin like steel or tree bark; and ghostly pale or transparent skin. Because these features stem from the use of pact magic, they are not universal and may only be present at certain times of the year such as atlan holidays, or in isolated communities that make pacts openly.

One physical sign betrays all atlans' true heritage. Every atlan possesses a birthmark, similar to a geometric seal used in pact magic, somewhere on the body. Atlans tend to cover their birthmarks. While many folks figure the birthmark is a simple sign of ancestry, learned scholars and some atlan elders teach that the sign, like the atlan language, is fiendish in nature, supporting a legend that says the atlans acquired their magic from infernal sources.

There is one final clue to test whether someone is an atlan: total immersion in cold water. A divine curse that plagues their people also affords them the ability hold their breath longer than a normal human and better survive cold water.

Place in Society

Some atlans gather in secluded communities while others grow up in human lands and may not be aware of their true heritage until someone explains their birthmark. In some lands, common folk know the legends of the lost Atlan Empire. The legends serve as dire reminders that tampering with the power of spirits and ignoring the gods can evoke misery and destruction. In these lands, people view an atlan's presence as an omen of impending disaster. Anyone who shows physical aberrations or personality quirks may be suspect. Even learned individuals may be intolerant, perceiving pact magic as contrary to both divine faith and arcane science.

Fables describe the menace of atlans and pact magic. In one fable, a boy discovers that he possesses "the sign" and has many humorous adventures as he attempts to hide it; ultimately, his friends die because of his deceit. In another story, a priestess secures the confidence of a parishioner who she suspects descends from the atlans. She first acquires for herself the secrets of his pact magic and then reports him to the town elders, who exile him. Afterward, she furtively experiments with pact magic for

many years until one day, a misstep causes the town's annihilation in a single hour. In yet another common fable, an atlan binder spreads rumors that her unpleasant neighbors use pact magic. Because atlans and humans look alike, paranoia grips the town. Frightened townsfolk hang innocents or burn them at the stake until a child discovers the binder's deception. The message of these fables is that pact magic corrupts and harms those who are near it, even if they do not use it.

Because of these stories, atlans often seek to form their own communities, and a lone young atlan might strike out as an adventurer to locate one of these rare safe havens. While atlans do not harbor specific resentment toward humans, they have become wary based on experience. For a human who does not know an atlan's true nature, an atlan's hostile attitude appears as a curious disdain for members of his or her own race.

Non-humans are often more tolerant of atlans, particularly gnomes who possess innate magical talents. They need not fear that someone among them is secretly an atlan. Nonetheless, creatures that are aware of the myths tend to discourage too much interaction for fear of demons or disaster. The fact that atlans enslaved other races once upon a time also does not endear them. Savage humanoids tend to view atlans with some fear and also respect, particularly hobgoblins. An atlan is a potential shaman who can channel devastating power; this whets the hobgoblin appetite. Ancient history texts feature hobgoblin "pact warriors" and claim that hobgoblins formed the front-line smashing fists of atlan military legions.

Personality

Atlans are as diverse in personality as their human counterparts; however, their innate link to pact magic evokes personality quirks in addition to odd physical signs. Binding spirits can cause personality and alignment shifts if one is not careful. For this reason, individual atlans often gravitate toward particular spirits that are not far from their own demeanor. Atlans also congregate according to which spirits they identify with. In atlan communities, elders may prohibit or discourage binding certain spirits. Because minor personality changes are common, atlans easily ignore others' strange behavior and may rationalize their own behavior as caused by a particular spirit—even if they were not actually bound to a spirit at the time. Although atlans tend to be open to experimenting and retrying after mistakes, most shy away from binding spirits they have not researched or witnessed due to their blighted history and the possibility of harm. Thus, many atlans devote time researching spirits. In atlan communities, children learn about spirits and grow up witnessing pact magic firsthand. Holidays and celebrations are also common times to "try out" new pacts, occasionally to the surprise or detriment of others.

ROLE-PLAYING AN ATLAN

Here are tips for playing a character of this race:

- » Collect information about the Atlan Empire in order to gain true knowledge about your kind. Search for atlan artifacts which you can use to great effect.
- » Consider taking ranks in Sleight of Hand or Spellcraft to disguise your use of pact magic.
- » Decide if you wish to hide or show your pact birthmark, or if you are indifferent, and how you feel about your heritage.
- » Blame "a spirit" for erratic or unusual behavior from yourself or others.
- » Even if pact magic is frowned upon where you live or travel, you likely have the attitude that using it is your birthright.
- » Trust first other atlans over humans, and perhaps seek to gather around you or locate a community of fellow atlans.
- » Learn to speak with devils and goblins. While these creatures don't make for good "friends," they can be useful and, as lawful beings, reliable.
- » You are flexible day-to-day in terms of spirits and granted abilities. Remain tuned to what might be useful tomorrow.

Names

Atlans who gather together in their own communities maintain the names and traditions of their lost ancestors. Other atlans adopt the common names of the people around them.

Male Names: Agamemnon, Aspiratu, Demalos, Galatas, Helios, Kernos, Lumar, Midian, Minos, Nossis, Santoros, Zakro.

Female Names: Agia, Anemospilia, Ekretia, Kara, Lasithi, Malia, Medea, Minoa, Mua, Patnia, Phracia, Thera, Xasa.

Atlan Racial Traits

Atlan characters possess the following racial traits.

—Humanoid.

—Medium: As Medium creatures, atlans have no special bonuses or penalties due to their size.

—Atlan base land speed is 30 feet.

—Born of Pact Magic: Atlans are capable with pact magic. Since ancient times it has flowed in their blood. All atlans gain the Minor Binding feat for free. They are able to bind with a 1st-level spirit to receive one granted ability of that spirit of their choice. They receive this in addition to any other spirits they can bind. Each day the atlan can select a different spirit. Unlike other characters with this feat, atlans do not need to meet the spirit's requirements. However, they must still perform the ceremony, attempt the binding check, and experience all other aspects of binding as usual. For example, any atlan can bind with Aza'zati the Green Wyrmling and select one of that spirit's granted abilities such as *acid gout*, *detect gold coins*, or *swim bonus*. An atlan can select a spirit's capstone-granted ability as his or her chosen ability for the day when the binding check succeeds by 10 or more.

—Ancient Knowledge: Apply a +1 inherent bonus to all Decipher Script, Knowledge (arcana), Knowledge (history), and Knowledge (the planes) skill checks. These skills typically require training in order to use them effectively.

—Spirit Mark: Each atlan possesses a distinctive birthmark that betrays his or her heritage. The mark provides a racial bonus on all saving throws to resist the effects of supernatural abilities. The bonus equals +1 per 5 character levels (round down), to a maximum of +4 at 20th level.

—Profane Presence: Atlans gain a +1 bonus on Charisma-based skill checks when dealing with goblinoids and fiends (demons and devils). However, animals cannot help but sense something is amiss. Atlans suffer a -2 penalty on Charisma-based skill checks when dealing with animals.

—Aquatic Affinity: Modern atlans have a link to the sea due to the lingering curse of the gods that drowned their empire. They always have Swim as a class skill and are able to hold their breath for 4x their Constitution score.

—Cold-Water Tolerant: Modern atlans ignore Fortitude saves against hypothermia or similar effects due to immersion in cold water or exposure to normal cold weather (0 to 40 degrees F.). This offers no protection against cold energy.

—Divine Curse: Due to a curse of the gods, atlans suffer a -2 penalty on all saving throws to resist divine spells.

—Automatic Language: Common. Bonus Languages: Aquan, Goblin, Infernal. The ancient language of the atlans is based upon the Infernal language. In addition, many texts and legends of the Atlan Empire have survived in goblinoid communities.

—Height, Weight and Age: Same as human.

—Favored Class: Any with spirit binding as a class feature.

—Level Adjustment: +0.

ATLAN PARAGON

Modern atlans are a pale reflection of lost glories. In ancient times, the least atlan sealed pacts with 2nd-level spirits. Today, an atlan must struggle to nurture this true heritage, which is fraught with danger. An atlan paragon's gifts extend to keeping company with evil creatures, notably goblins and fiends. Moreover, while some atlans view the paragon as a potential leader to restore lost heritage, many others will view the paragon as a shameful symbol of woe that should be shunned or killed. Thus, an atlan paragon's path involves balancing external forces as well as spirits within.

Game Rule Information

Atlan paragons have the following game statistics.

Prerequisite: Atlan race.

Abilities: High Charisma and Constitution help you bind and channel the power of spirits more easily.

Alignment: Any (most tend toward lawful evil).

Hit Die: d8.

Class Skills: The atlan paragon's skills (and the key ability for each skill) are Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

TABLE 2-1: THE ATLAN PARAGON

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+0	+0	+0	+2	Commanding aura, +1 binder level
2	+1	+0	+0	+3	Highborn pact magic, aquatic calling, channel spirit lore
3	+2	+1	+1	+3	Ability boost (Cha+2), +1 binder level

Class Features

All of the following are class features of the atlan paragon.

Weapon and Armor Proficiency: You gain proficiency with simple weapons, the trident, and with light armor.

Improved Binding: At 1st and 3rd level, you progress in your former binder class in terms of binder level and maximum level of spirit you can bind. You do not gain any other benefits (such as extra spirits). You can only progress in one binder class at a time. If you do not have levels in a binder class then this feature grants no benefits until you do.

Commanding Aura: You gain an additional +2 bonus on Charisma-based skill checks with fiends and goblinoids, and you no longer suffer a penalty with animals.

Highborn Pact Magic: Your innate talent to bind a spirit improves to include 2nd-level spirits.

Aquatic Calling (Ex): You gain a 30-foot swim speed. This provides a +8 racial bonus on Swim checks and the option to take 10 on Swim checks even when threatened or rushed. However, you suffer an additional -1 penalty to resist divine spells.

Channel Spirit Lore: Once per day, while bound to a spirit, you may add a +4 bonus to any one skill check, so long as the skill is an atlan paragon class skill.

Ability Boost (Ex): At 3rd level, your Charisma score increases by +2 points.

DEMON EYE

A demon eye is a the deformed child of a pact magic user who passed spirit energies to the character in the womb, whether deliberately or by accident.

History and Legends

The uneducated describe a demon eye as the offspring of a human and a demon, but this creature's origins are more complex. Sages have noted that no single fiend possesses all of the demon eye's key features: a third eye, a clawed hand, horns, and hooves. Instead, sages believe that a demon eye child is brought into the world by a humanoid spellcaster who dabbles in pact magic and ends up channeling or binding a spirit entity into an unborn child. The resulting offspring's third eye represents a pact entity's ongoing "window" onto the world, and the single clawed hand represents a spirit's ability to act of its own volition in a limited fashion.

The earliest demon eye children were born during the time of the Atlan Empire. Even in that corrupt age when binding spirits was common, legends suggest that demon eye were not well-accepted. One legend describes a couple, Voltanna and Omlan, who mixed pact magic with arcane spellcasting. Their approach was unpopular and aroused jealousy from their fellow magic users, who framed Omlan for a murder. Before he was caught and executed, however, he and his wife Voltanna created a spell to prevent his passage to the afterlife and allow her to channel him as a spirit. The spell succeeded, and her powers became so great that the emperor himself grew concerned. Soldiers and assassins hunted Voltanna. To prevent the loss of her valuable knowledge, she created a second spell to allow her husband's spirit to impregnate her. She gave birth while in seclusion. She intended to leave her son with allies, so he could grow up hidden from society. Alas, the spell backfired and the child was born with a third eye, horns, hooves, and a claw. Voltanna wept, believing she had failed. Ironically, the emperor ordered all the human and atlan infants in the town killed. The soldiers ignored the demon eye child, thinking he was a worthless monstrosity. Voltanna was eventually captured and executed, but the boy Epi grew up safely. Despite the ridicule of his appearance, he maintained a jovial demeanor. After many adventures, Epi perfected his ability to seal a pact with the spirit of his deceased father. He fulfilled his destiny. He boldly strode into the high court of the emperor, who was seated as judge to hear complaints. Epi presented his case and then slew the emperor and took the imperial throne, granting himself the title Emperor of Nothing, in order to mock the empire that he now ruled. For forty-two years, Epi controlled the empire, allowing all sorts of magic to flourish. No other demon eye reigned again. However, demon eye children became more common and accepted.

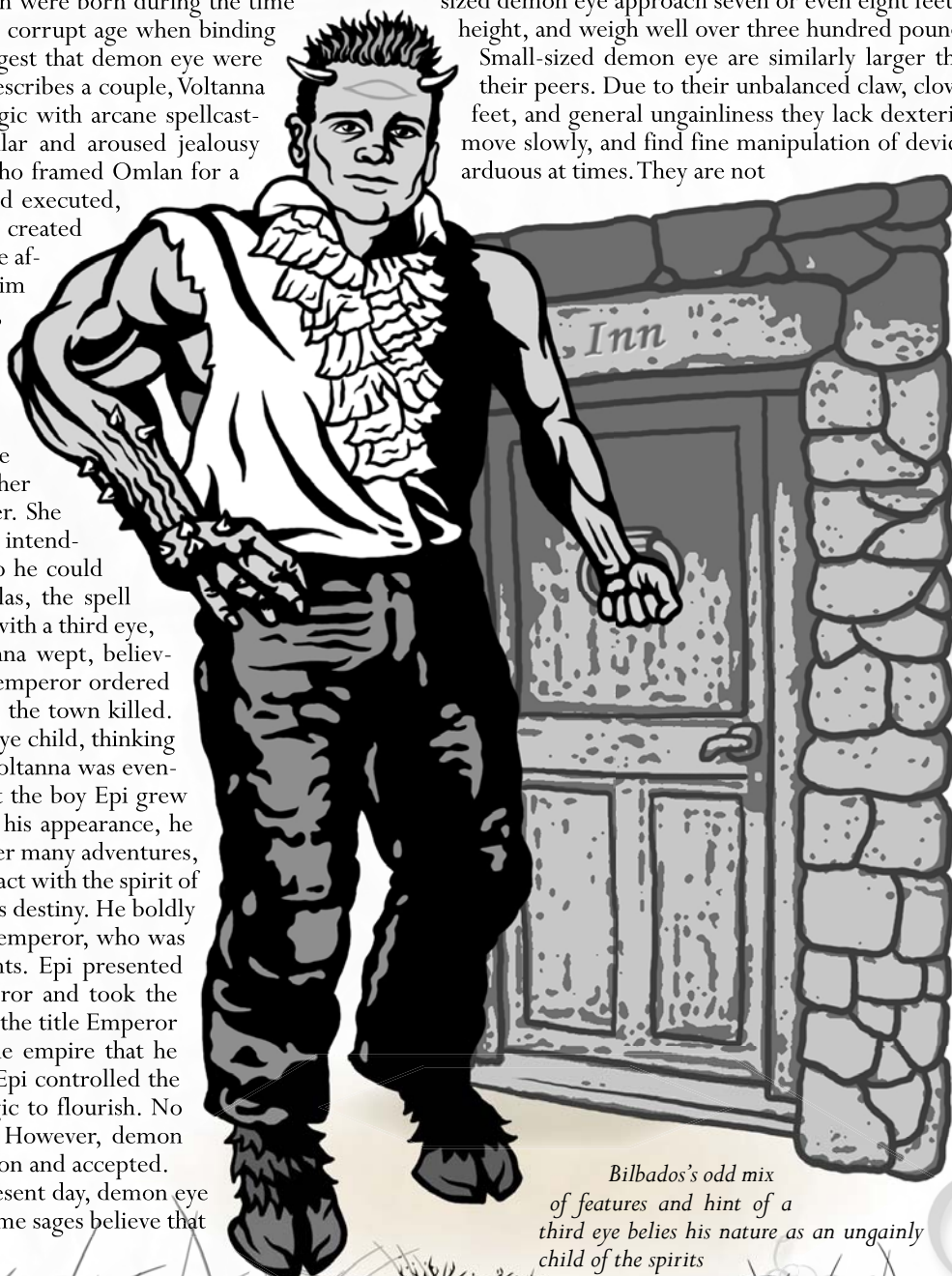
During later ages and in the present day, demon eye have been less common. While some sages believe that

a demon eye's odd body represents a failed attempt for a spirit to return to the Material Plane, others wonder why the features tend to be the same and advocate that its appearance is shaped by a curse that was instituted by the gods to punish those who attempt to rebirth spirits into the world.

Physical Description

A demon eye is tall and unmistakably abnormal in general appearance compared to others of its race, with a prominent third eye that sits in the center of its forehead and almost never opens. Every demon eye also has one clawed hand at the end of a muscled, somewhat misshapen arm. There is an equal chance that this clawed arm will be the left or right arm. Most demon eye also sport two prominent horn-like stubs on the forehead, while others have scales, patches of fur, feathers, or even a stubby tail. A few are completely green, orange, blue, purple, bright-red, or some other striking skin color, and all have some unusual geometric marking somewhere on their bodies. Medium-sized demon eye approach seven or even eight feet in

height, and weigh well over three hundred pounds. Small-sized demon eye are similarly larger than their peers. Due to their unbalanced claw, cloven feet, and general ungainliness they lack dexterity, move slowly, and find fine manipulation of devices arduous at times. They are not



Bilbados's odd mix of features and hint of a third eye belies his nature as an ungainly child of the spirits

ROLE-PLAYING A DEMON EYE

Here are tips for playing a character of this race:

- » Decide if you know who your parents are and how you came to be. Was your creation deliberate or accidental?
- » Defend yourself even if you lack a weapon. Your claw is like a spiked gauntlet. You can use it even when you are grappled.
- » Look for magic items or spirit abilities that increase your speed to keep pace with your peers.
- » When people insult your appearance or feel fear, make jokes, give compliments, and use other disarming responses.
- » Look for beds, seats, and other furnishing, and inns and other locales that accommodate your larger stature.
- » Remember that at all times, a spirit rides quietly within you. Allow yourself to change mood, make odd comments, stop to observe something as if for the first time, and so on.
- » Stand at the fore to defend your allies, or position yourself so your allies won't be caught by your third eye's magical effect.
- » Use social skills and positive gestures to show (or deceive) others that your disfigured appearance is not so fearsome.

skilled with oversized weapons. Demon eye are usually sterile. Rare successful pairings invariably result in normal offspring, though demon eye offspring are known.

Place in Society

Many demon eye have a difficult time in humanoid society due to prejudice against their appearance, frequent lack of a solid family, and the magical effects of their third eye. Nonetheless, many demon eye find that their personality eventually wins over people.

A demon eye might have only one living parent, usually a magic user and usually the mother, but sometimes an unrelated guardian or father, the mother having died in childbirth. Its birth occurs one of two ways. Either the mother became pregnant spontaneously while bound in a pact; or, the father drew a pact entity's energy into his mate using the *spirit birth* spell (see Chapter 7: Spells, page 244). While growing up, if the demon eye learns that his heritage was an accident then he is more likely to be positively disposed to his parents despite his "curse." On the other hand, if he believes his birth was a deliberate act then he may harbor resentment, either overly or privately. If relations with the parents are strained, a demon eye may grow up on the streets, in a mercenary band, or in the laboratory of a wizard who is happy for the opportunity to study him or her.

People tend to fear demon eye, particularly when their third eye opens. In childhood, due to their precocious height and frightful features, other children are uncomfortable around them. Even adults may be fearful until they see the demon eye moves slowly and is awkward in its body. The demon eye child cannot help but feel somewhat outcast. Then at puberty, the prominent third eye opens for the first time, and it continues to open whenever a situation arouses passion or anger. Before adulthood, the third eye almost always produces the *scare* effect. Watching helplessly as people flee is enough to drive many demon eye to a reclusive existence for several years before feeling in control of their third eye. Sometimes, the rejection is worse; the presence of a demon eye in a community signals the use of pact magic, and townsfolk will insist the child be shuttered away or run out of town. Even in the best scenarios, many demon eye seek adventure as soon as they can in order to put their childhood behind them and discover their origins.

Many demon eye use humor to put people at ease and compensate for their appearance. In addition, because of their strength, they often find themselves helping out in difficult situations such as moving a tree trunk that has fallen on someone, or holding a door closed to protect a home's occupants from intruders. When a community perceives these acts of strength and bravery, its members tend to view the demon eye more positively, if not with warm affection.

Personality

While frightening in appearance and supernatural in origin, a demon eye is not necessarily evil or chaotic. A few become dark and bitter from societal rejection; however, most draw on a sense of humor to help put people at ease and maintain a good or neutral moral outlook on life.

Deep within a demon eye's psyche, a legacy of birth resides. There is a kernel of truth to the conjecture that a spirit from a sealed pact resides within. Each day, a spirit forms a tenuous connection to the world through the demon eye. While this link is not as potent as a binder's link, it provides a spirit with a vague sense of connectedness to the living world, like a single small root for a rootless tree. Sometimes the link results in a nagging feeling of disconnectedness or a mild sense of sadness that does not seem to belong to the demon eye, yet he cannot get rid of it. Those who know demon eye well say that the jovial friendliness they give to others merely balances the effects of the sorrowful, angry, or lost spirit within.

Names

A demon eye tends to start with a name and ideological affiliation typical of the culture he or she has grown up in, perhaps in an attempt to feel accepted. Later, with knowledge and experience, the demon eye may take the name of a favorite spirit or adopt the name of a admired demon eye from ages past, going all the way back to the couple who parented the first demon eye, Epi. Demon eye are known to contrive new names as variations on legendary ones.

Some sages claim that a demon eye's third eye, when it is open, uncannily reflects a viewer's greatest fear, while others claim that the eye is a window into some infernal abyss. Truly knowledgeable binder sages know that the eye reveals a spirit of dread insanity and power.



Male Names: Bilbados, Carthago, Demalis, Epi, Gar, Kasm, Malmak, Omlan, Senchori, Shampth, Seyelis, Tezek.

Female Names: Alomaria, Bentazarra, Demalia, Kree, Polmanna, Lumanna, Shamalia, Voltanna, Wirthel.

Demon Eye Template

Apply this template to any humanoid. These traits replace the character's usual racial traits except when noted otherwise.

—+2 Strength, -4 Dexterity, +2 Constitution, -2 Intelligence: Apply these adjustments in addition to the character's usual racial adjustments. A demon eye is strong and hearty but suffers from poor agility and a sluggish mind compared to his peers.

—Monstrous Humanoid: Immune to spells and effects that specifically target the standard humanoid, and affected by spells and effects that target monstrous humanoids.

—Size: Notably taller than normal but size remains unchanged.

—Base land speed is 20 feet for a Medium demon eye and 15 feet for a Small demon eye. Although tall, they lumber along at a slow, sometimes haphazard pace.

—Darkvision 60 feet.

—Demon Eye (Su): Once per day plus one additional time per six character levels (6th, 12th, 18th), a demon eye can open its third eye and induce a magical effect corresponding to one of thirteen spirit constellations. At the start of each day, select one of the following spells: *animal trance*, *augury*, *calm emotions*, *command undead*, *daze monster*, *detect thoughts*, *find traps*, *hypnotic pattern*, *knock*, *locate object*, *scare*, *see invisibility*, or *zone of truth*. Opening your eye causes the spell effect to occur. If the spell allows a save, the DC equals 10 + 1/2 the demon eye's character level + its Cha modifier. The caster level equals the character's level. All effects are Charisma-based.

—Natural Binder: Spirits are attracted to a demon eye, who enjoys a +1 racial bonus on binding checks.

—Demon Skin: +1 natural armor bonus.

—Claw Attack: A demon eye is proficient with its one claw to inflict 1d4 hit points damage if Medium or 1d3 hit points damage if Small. The claw allows the use of weapons and actions requiring two hands. It can be used as a primary attack (when it is the only attack) or as a secondary attack.

—Slow: A demon eye cannot charge or use the run action.

—Automatic Language: As the character's base race. Bonus Languages: Abyssal, Celestial, and Infernal.

—Height, Weight and Age: As the base race.

—Favored Class: Cleric. Many demon eye pursue pact magic, but their otherworldly link encourages religious exploration.

—Level Adjustment: +0.

DEMON EYE CONSTELLATIONS

As shown on the table below, binder sages correlate the thirteen demon eye effects with the thirteen spirit constellations.

TABLE 2-2: DEMON EYE EFFECTS BY CONSTELLATION

Constellation	Eye Effect	Constellation	Eye Effect
Portal	<i>knock</i>	Thief	<i>find traps</i>
Spider	<i>scare</i>	Dragon	<i>locate object</i>
Tree	<i>animal trance</i>	Fiend	<i>detect thoughts</i>
Angel	<i>calm emotions</i>	Ghoul	<i>command undead</i>
Knight	<i>daze monster</i>	Genie	<i>hypnotic pattern</i>
Crown	<i>zone of truth</i>	Magi	<i>augury</i>
		Shadow	<i>see invisibility</i>

DEMON EYE PARAGON

Some demon eye characters fully embrace their heritage, drawing on their physical strength and enhancing their third eye to improve their use of pact magic.

Game Rule Information

Demon eye paragon have the following game statistics.

Prerequisite: Demon eye template.

Abilities: High Strength synergizes with the demon eye paragon's Strength boost, high Constitution improves the demon eye ability, and high Intelligence enhances many of the demon eye paragon's class skills.

Alignment: Any.

Hit Die: d8.

Class Skills: The demon eye paragon's skills (and the key ability for each skill) are Climb (Str) Concentration (Con), Craft (Int), Disguise (Cha), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), Sense Motive (Wis), Spot (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

TABLE 2-3: THE DEMON EYE PARAGON

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+0	+0	+0	+2	Superior eye, +1 binder or caster level
2	+1	+0	+0	+3	Oversized build, spirit eye
3	+2	+1	+1	+3	Ability boost (Str+2), +1 binder or caster level

Class Features

All of the following are class features of the demon eye paragon.

Weapon and Armor Proficiency: You gain proficiency with simple weapons and with light and medium armor.

Improved Magic: At 1st and 3rd level, you progress in your former binder or spellcaster class in terms of binder level or caster level, maximum level of spirit or spell, and spells per day for spellcasting. You do not gain any other benefits. You can only progress in one class at a time. If you do not have levels in a binder or spellcaster class then you gain no benefits until you do.

Superior Eye (Su): You can use your demon eye ability one additional time per day. Furthermore, the DC to resist any effects associated with the eye increases by +1.

Oversized Build (Ex): When you make a Strength check or Strength-based skill check, or when you use a weapon (except a two-handed weapon), you are treated as one size larger than your actual size. This allows you to use oversized single-handed weapons and gain bonuses when grappling and so forth.

Spirit Eye: At the start of a day, you may exchange all uses of your third eye's usual magical effect in order to store in the eye a copy of one ability of a spirit you have bound. Storing requires 10 minutes of uninterrupted concentration. At any time later during the day, you can open the eye one time and use the ability as a swift action (as if casting a quickened spell).

Ability Boost (Ex): At 3rd level, your Strength score increases by +2 points.

FREHMIN

The wisdom of desert elements and genie power courses through the veins of the frehmin people. Frehmin power comes from a magical substance within them called desert spice. Binder sages believe frehmin are distantly related to genies, most likely the jann. Whatever their origins, they are comfortable in desert environments and have a long history as craftsmen, trackers, warriors, and merchants. From the use of desert spice, they have master the art of crafting spirits.

History and Legends

In ancient times past, the frehmin were a nomadic desert people that wandered the borders of the Apocryphal Desert. Their shamans utilized pact magic, primarily binding a cadre of primal spirits called anima (see Chapter 5: Skills, Feats, and Flaws, pages 196–197). These binders occasionally utilized an elixir called desert spice, first introduced to them by a genie, to boost their pactmaking. Those who drank the spice could bind anima and genie spirits with ease. It also prolonged lifespan. However, the frehmin called their use of the spice “taking the life” because the elixir was distilled from the blood of slain desert creatures; and after it wore off, the binder was left exhausted, as if a portion of her life had been taken from her. The desert spice only worked for humans, half-elves, and half-orcs, which suited frehmin tribes just fine in their conflicts against savage humanoids, mainly troglodytes, orcs, and goblins.

Over time, and beset by a heartless environment, savage foes,

“Shara the frehmin disguises a stone as a fine gem to fill her empty purse while traveling.”

and dangerous beasts, the practice of “taking the life” grew more widely practiced by frehmin binders. They triumphed over their traditional enemies and settled to build walled desert cities. Led by anima priests, the frehmin tribes merged, their old allegiances continuing in the form of prosperous noble trading houses. Frehmin merchants traveled back and forth between the elemental planes and the Material Plane via the Apocryphal Desert, and became widely known for their mercantile sensibilities, with an expert eye for gems and jewels, masterwork weapons, and—most of all—resistance to atlan domination. In those days, the atlans were a rising empire, an infernal people of the sea who sought to conquer all. This is when the frehmin acquired their name as a free people. When the iron fists of the atlan armies finally invaded, they surrounded the frehmin desert cities and demanded submission. However, the frehmin anima priests gathered their people together and passed around the desert spice. The elixir came too late to save their cities, but most of their people escaped back into the depths of the desert from whence they once emerged. The people had grown used to soft living by then, but desert spice allowed them to survive.

Long after the Atlan Empire was wiped from history by the gods, the frehmin continued. They discovered that a woman could transmit the magic of desert spice to her unborn child by drinking it while pregnant. Women became a powerful force and counted high priestesses among their number. As each child was born already bathed in desert spice since the womb, the binding of genie and anima spirits turned innate. The frehmin became a unique and powerful people. Although they could recreate their cities and perhaps even conquer other kingdoms, soft-living and empire-building are not their way. The frehmin have stayed with the desert, and the desert has stayed with them as they forever travel the lands of sand, sun, and wind.

Physical Description

A frehmin looks like a human with warm desert-toned skin and hair, with highlights of red, gold, jade, or topaz. With a touch of genie blood, they are elegant, ambitious, and fierce. Frehmin prefer to stay with traditional garb well-suited to the desert such as airy silk robes. Many frehmin are completely bald, perhaps due to the effects of desert spice or their genie heritage; thus, they prefer caps or hoods when outside to avoid the sun’s burning rays.

Place in Society

Frehmin are well-traveled, long-lived, and amicable with strangers. Because of their long history and extended life spans, they rarely care to entangle themselves in the transient affairs of others. From a traveler’s point of view, the typical frehmin is a friendly male merchant offering custom spirits and exotic wears. However, this stereotype hides much. Women wield great influence as they carry on the race; moreover, frehmin maintain secret outposts, whether in high mountains, deep deserts, or underground. These outposts serve as rest stops, gathering places, and hiding holes. Among their own kind, those who bind spirits are best equipped to travel the planes of existence and deal with genies; thus, binders tend to rise to positions of influence, often gathering as councils. Because frehmin prize freedom, these councils play an advisory role except in times of emergency when the people look to the binders to coordinate against threats. A stranger who enters a frehmin settlement has either been invited—and is treated with great respect—or will be asked to choose between leaving and a fight to the death.



ROLE-PLAYING A FREHMIN

Here are tips for playing a character of this race:

- » Decide how you were raised. If you come from a line of elemental binders, you know the dangerous and wonderful landscapes of the elemental planes. Most likely, you have never seen a forest, much less an ocean.
- » While you may choose any alignment, frehmin culture emphasizes personal freedom or at least individualism. Even if you are lawful, you seek for your group to be self-sufficient.
- » Even if you grew up in the desert wastes, you prefer the finer things in life and appreciate culture and subtly over coarseness. You know that an item's worth is not always obvious to the uneducated eye.
- » Genies are generous and prone to take insult. Give thoughtful small gifts and compliments and expect the same in return.
- » You enjoy a long lifespan. Feel free to spend months or years to explore an area, formulate plans, or engage in any other activity that catches your curiosity or ambition.
- » Traveling through harsh climate or rough terrain can be a pleasant and beautiful diversion for you.

Personality

Frehmin are tough, serious, and sensible when outdoors; conversely, when not facing the harsh desert, they are relaxed, imaginative, and sometimes hedonistic. Like genies, they are consummate hosts and generous to strangers. Similarly, they may be offended when others do not return their overtures. Due to desert spice, frehmin are long-lived. They may spend years wandering the desert or crafting weapons and spirits of indescribable value. To understand a frehmin's mindset, one must understand the eternal desert in all its seasons, from years of baking heat and merciless sun to the tenacious plants that cling to life until the next sudden rainstorm sweeps the land to bring a colorful blossoming of flowers.

Names

Frehmin prefer names consistent with their heritage. Ambitious frehmin strive to acquire a title related to their accomplishments. Titles usually embody desert life. A title might be "dune walker," "whirlwind," "dark scorpion," or "desert stallion."

Male Names: Agade, Akalam, Alam, Belos, Demuzi, Eannatum, Enki, Enlil, Enshah, Gilmesh, Lugal, Mabaragesi, Manishtu, Meskal, Saladin, Shartan, Udorros.

Female Names: Akala, Ebla, Entemena, Geshtin, Hasag, Inanna, Istara, Jaydah, Kandisha, Narami, Ninbanda, Ningirsu, Puabi, Sabbah, Shanra, Shara, Shubada, Umma.

Frehmin Racial Traits

Frehmin characters possess the following racial traits.

- Humanoid.
- Medium: As Medium creatures, a frehmin has no special bonuses or penalties due to its size.
- Frehmin base land speed is 30 feet.
- Resist Glare (Ex): Frehmin have an extra epithelial layer for their eyes that makes them immune to glare effects and allows them to recover quickly from blindness. Whenever a frehmin is blinded magically or by environmental affects, he or she recovers to normal sight after 1 minute at most.
- Endure Heat (Ex): A frehmin suffers no harm from being

JOINING THE FREHMIN

Any human, half-elf, or half-orc can elect to become a frehmin by consuming a huge dose of desert spice. This is a great honor bestowed by a frehmin tribe. The character exchanges prior racial traits for frehmin traits, including gaining an extended lifespan. Human characters, who lose skill points and a racial bonus feat, may select which skill points and feat to lose. As an option, the character may keep the bonus feat if he or she already possesses the Craft Spirit feat.

in a hot environment. He or she can exist comfortably in conditions up to 140 degrees Fahrenheit without having to make Fortitude saves. Equipment is likewise protected. This ability does not provide protection from fire damage, nor does it protect against environmental hazards such as smoke, lack of air, and so forth. It does not protect allies.

—Dune Stride (Ex): Frehmin move adeptly over sandy surfaces. When moving over sand or sand-like terrain, they ignore the usual penalties, if any, to movement and combat rolls.

—Water Phobia: Frehmin are unfamiliar with water and respond with fear, if not phobia at the sight of open water. While immersed in water, a frehmin is shaken (no save). When a frehmin can only see water in sight (such as when on the middle of the ocean) then she is shaken until land appears.

—Weapon Proficiency: All frehmin are proficient with the scimitar, falchion, and shortbow—traditional genie weapons.

—Genie Affinity: A frehmin enjoys a +2 bonus on all Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with genies and genie-blooded creatures.

—Desert Merchant's Blood: Apply a +2 racial bonus on Appraise checks, on Survival checks in desert terrain, and on one type of Craft check (the player selects one specific expertise).

—Anima Binder: All frehmin gain the Minor Binding feat, except they can only bind spirits of the genie constellation and anima spirits, including spirits created using the Craft Spirit feat. Each day, a frehmin may select one granted ability of a 1st-level genie spirit, anima spirit, or crafted spirit with a binder level equal to his or her character level. This is in addition to any other bound spirits. Each day a frehmin may select a different spirit.

—Spirit Crafter: A frehmin automatically qualifies for the Craft Spirit feat even if he does not otherwise meet the feat's requirements. He must still take the feat to craft spirits, and qualifying for the feat does not by itself grant pactmaking abilities.

—Desert Binder: Desert spice has flowed in their veins since ancient times. A frehmin gains the Focal Constellation (genie) feat for free. Moreover, when binding a spirit of the genie constellation, a frehmin does not need to meet the spirit's requirements, draw its seal, or perform its ceremony; instead, the frehmin meditates for 1 minute. However, a frehmin can never bind spirits of the spider constellation.

—Automatic Language: Common. Bonus Languages: Auran, Draconic, Goblin, Ignan, Orc, and Terran. Frehmin encounter elementals, interact with genies, and learn the languages of their ancient foes.

—Height, Weight and Age: Use half-elf age progression; height and weight as human.

—Favored Class: Ranger. Frehmin are used to surviving stealthily in harsh conditions, including tracking and hunting.

—Level Adjustment: +0.

FREHMIN PARAGON

A frehmin paragon embraces desert spice and the binding of elemental spirits. He makes an effective go-between with genies and can survive on the elemental planes.

Game Rule Information

Frehmin paragons have the following game statistics.

Prerequisite: Frehmin race.

Abilities: High Wisdom and Dexterity synergize with the frehmin paragon's ability boost and stealth skills. High Constitution improves pact magic use. High Intelligence provides more skill points to sample a wide set of interesting class skills.

Alignment: Any (tend toward chaotic good).

Hit Die: d6.

Class Skills: The frehmin paragon's skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha) Disguise (Cha), Gather Information (Cha), Hide (Dex) Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Listen (Wis), Move Silently (Dex), Perform (Dex), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (-), Survival (Wis), Spot (Wis), Swim (Str) and Tumble (Dex).

Skill Points at Each Level: 6 + Int modifier.

TABLE 2-4: THE FREHMIN PARAGON

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+0	+0	+2	+2	Genie wisdom, +1 binder level
2	+1	+0	+3	+3	Greater anima pact magic, elemental endurance
3	+2	+1	+3	+3	Ability boost (Wis+2 or Dex+2), +1 binder level

Class Features

All of the following are class features of the frehmin paragon.

Weapon and Armor Proficiency: You gain proficiency with all simple weapons, light armor, and light shields.

Improved Binding: At 1st and 3rd level, you progress in your former binder class in terms of binder level and maximum level of spirit you can bind. You do not gain any other benefits (such as extra spirits). You can only progress in one binder class at a time. If you do not have levels in a binder class then this features grants no benefits until you do.

Genie Wisdom: You gain a +1 bonus to all Appraise, Diplomacy, Knowledge (the planes), and Perform checks.

Greater Anima Pact Magic. Your innate pactmaking talent improves to include 2nd-level genie and anima spirits.

Elemental Endurance (Ex): Frehmin can survive on the Elemental Planes of Air, Earth and Fire and in the Apocryphal Desert for up to 48 hours without suffering harm from ambient conditions on those planes. Failure to return to the Material Plane before the time expires causes a frehmin to take 1 point of damage per additional hour spent on the plane, until he or she dies or returns to the Material Plane.

Ability Boost (Ex): At 3rd level, select either Dexterity or Wisdom. Increase the selected ability by 2 points.

HOBGOBLIN

Hobgoblins are the most civilized, intelligent and accepted of the "savage" humanoid races, and they are particularly well-suited for, if not highly adept with, pact magic.

History and Legends

Hobgoblins are cousins of goblins and share some traits with their other, large-sized cousin, bugbears. However, unlike other goblinoids who are backward, hobgoblins can fit within civilized societies. Moreover, they are stronger and more agile than humans, can easily see in the dark, and are a stoic and disciplined people. Thus, throughout history, they have seen themselves as superior to humans and other races. Only their tendency to cruelty, tribalism, and internecine violence has prevented them from rising to rule for long periods over other races.

Numerous legends describe fallen hobgoblin empires and ancient warriors of renown. As non-hobgoblins like to say, these empires are always in the past and the great warriors are always dead. Nonetheless, those who search find ruins of empires and tombs of hobgoblin heroes as well as the sturdy strongholds and effective warrior kings of the present day. Unlike other savage humanoids who mire in poverty and scrounge for food, shelter and equipment, hobgoblins boast skilled artisans and engineers. Their results lack the fame of elvish and dwarven construction only because these craft jobs sit beneath a warrior's path. Nonetheless, hobgoblin cities still stand after thousands of years.

Hard work and bloody power struggles are common themes throughout hobgoblin history. Since earliest times, hobgoblins have grown up pledging allegiance to banners, emulating heroes, taking tests and oaths, practicing boasts and put-downs, memorizing the history of their people, and competing in teams and factions. A faction might be a warband, city-state, or religious group. Rivalries are common as members struggle to demonstrate who is best, both within their own group and against other groups. Although legends emphasize great warriors and forceful rulers, the history of everyday hobgoblin life is replete with shrewd merchants, devious spellcasters, and resourceful "hobs" who have applied themselves in situations where folks of most other races would have given up.

Legends across many races describe hobgoblins as the body guards, enforcers, and storm troopers of pact magic users. Under the Atlan Empire, hobgoblins gleefully helped ravage and enslave the Empire's neighbors. Goblinoid legends describe powerful shamans who built an intimidating circle of upright stones; upon the altar in the middle of the circle, thousands of innocents were sacrificed with dagger and fire so that the stones could project the power of the spirits to their soldiers. Such is the cruelty of this race. To this day, hobgoblin binders are known and looked to with respect and deference.

Thoughtful observers of hobgoblin society point to the root causes of their difficulties: lack of imagination, incessant emphasis on martial prowess above other measures of a worthwhile life, and approval of slavery, which inevitably makes them dependent and open to rebellion and collapse. Hobgoblins also tend to disdain elf mores and ethics; many times throughout history, "misunderstandings" between these two peoples have led to warfare, often to hobgoblin detriment.

Physical Description

Hobgoblins combine features of their goblin and bugbear cousins. Although elves and others often deride them as ugly, they

vary in looks as much as humans do. Their hair ranges from dark reddish-brown to dark gray, and their skin is dark orange or red-orange. They possess intimidating upward-jutting fangs. Large males have blue or red noses. Nose color indicates status. Their eyes are yellowish or dark brown. Many have yellow teeth. The yellow color is a racial trait and should not be confused for sickness or poor hygiene; however, noble hobgoblins with bone-white teeth claim yellow is a sign of common birth. Hobgoblins emphasize hygiene and the maintenance of their environment. Because martial skills rate so highly in hobgoblin society, most adults carry weapons. The longsword is a favorite. They keep their weapons polished and in good repair. Their garments tend to be clean and bright. Warriors prefer blood-red with black-tinted leather. These colors signify prowess, both within their own society and—as they well know—to other races.

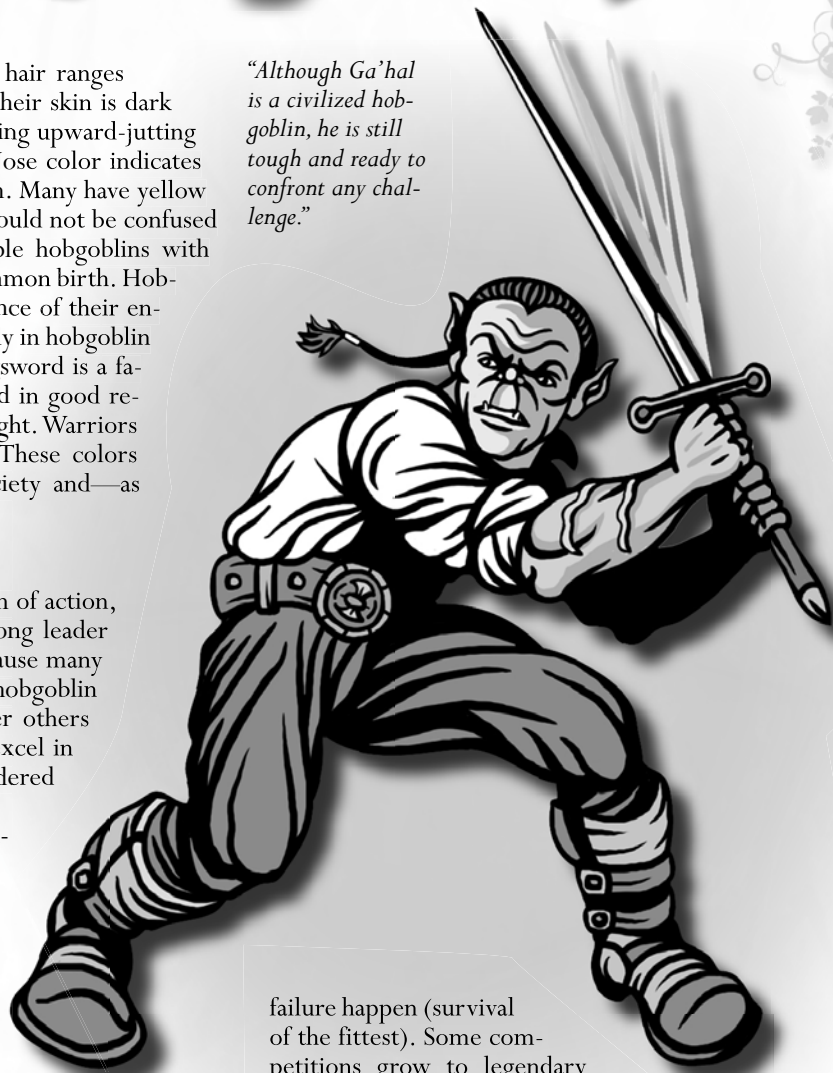
Place in Society

Hobgoblins like to be in charge or have a plan of action, or at least feel secure in knowing that a strong leader with an effective strategy is at the helm. Because many humanoid societies are too chaotic or lazy by hobgoblin standards, hobgoblins tend to either conquer others or carve out territories of their own. They excel in groups and can also be found in any well-ordered society that allows them.

Hobgoblins focus on order and accomplishment, have a strong grasp of strategy and tactics, and are capable of carrying out sophisticated plans, whether for battle, or for victories won through stealth. Winning battles and acquiring new territory is one unmistakable way to boast of one's superior accomplishments. Under the leadership of a skilled strategist, the discipline of thousands of hobgoblins working in unison can prove a deciding factor. They are also skilled with the magical arts and embrace new tools. The more reliable and effective the spell or tool is, the more likely they are to use it so long as it does not disrupt law and order. When hobgoblins declare war seriously, they rarely lose. Some say hobgoblins relish warfare; actually, they love triumphing. Acquiring territory also tends to provide slave labor, which allows them to more fully pursue their competitive urge instead of wasting time on non-glamorous activities such as agriculture. However, every hobgoblin knows that someone must do mundane labor, and anything less than well-executed work may result in punishment. Thus, when there are no slaves, a weaker hobgoblin will acquiesce to bullying to learn the needed trade and do the job; and he must do a good job rather than slouch at it, lest he fall even lower in the social hierarchy.

In daily life, hobgoblins love to gather around a pair or four of their fellows to decide who can trade the best insults or strike the deadliest blow. Hobgoblins adhere to lawful settlement of disputes, either by a recognized judge or an official "challenge." The challenged parties fight each other until one yields. This resolves the dispute. Unlawful methods (foul play) are shameful and grounds for punishment. Death during a challenge is uncommon because a dead opponent is useless while a defeated one may be convinced to owe his allegiance. Sometimes, rivalries become more personal and the loser is maimed or killed. Even then, the perspective is that death and

"Although Ga'hal is a civilized hobgoblin, he is still tough and ready to confront any challenge."



failure happen (survival of the fittest). Some competitions grow to legendary proportions. Two hobgoblin generals and their armies might initiate

individual quests to conquer surrounding territory; they care less about the territory and more about pride and desire to acquire more land than the other one does. Similarly, within families, there is competition as well as a strong hierarchical structure. Usually older, heartier, and sneakier males stand above the others. Unlike most savage humanoids, hobgoblins do not believe in strength alone; thus, a puny or elderly hobgoblin can keep hold of the reins using only guile.

More civilized hobgoblins can live peaceably side-by-side with other races, particularly humans and dwarves. If there are clear laws in place and these laws are enforced then they will fit well. Craftier hobgoblins search for loopholes in laws, which they view as a way to get ahead of inferior peers. While they may dislike the free style that many humans enjoy, hobgoblins admire success and are willing to learn to play whatever game is afoot. A human who hires a hobgoblin will likely be amazed at his hireling's industrious hard work and desire to rouse others to success to crush any competition. Add to this scenario another hobgoblin who works for a competing patron. The rivalry may quickly get out of hand from a human's point of view. Yet communities that learn how to handle these competitive jousts often profit in the long run.

Hobgoblins prize banners and quickly rally around and remain loyal to lawfully sanctioned leaders. Hobgoblin shamans cast spells on banners to boost those serving under them.

Personality

Most hobgoblins are orderly, cynical, and prefer direct, frank communication, whether barking orders or taking commands. They can seem cruel, but this cruelty is rarely personal. They desire to get the job done. If success means utilizing weaker individuals for slave labor or encouraging an ally to take a fall for a team cause, then so be it. They figure, if someone truly deserves better, then he or she will earn it. Similarly, they pledge their loyalty to blood brothers and sisters, even if the ultimate task is to end a blood sibling's misery by helping him along to death. They trust stealth and planning, and may happily allow a foe to dig his own grave over a course of months or years.

Unknown to many outsiders, hobgoblins are just as superstitious as other savage races. However, they tend to hide this fact. They view it as a sign of weakness or insanity, and may not even share their superstitious thoughts with other hobgoblins. Nonetheless, if a hobgoblin experiences an omen or sees superior magic at play, then he may act in atypical ways. Pact magic is one outlet for their superstition, and their binding ceremonies can be more bloody, bizarre, or ritualistic than necessary.

Not all hobgoblins are hopelessly obstinate or cruel, particularly if they have grown up in human societies. When they see that their perspective is outnumbered and they can get ahead by fitting in to the group's norms, then they will do so.

Names

Hobgoblins use personal and clan names and may go by nicknames or titles that describe their prowess and accomplishments. Here are names typically found in clans that emphasize pactmaking.

Male Names: Dah'at, Dagnos, Gah'al, Mogar, Rashaol, Reshnet, Ruin, Shark, Tathek, Theygar, Tue'ot, Voh'ordos.

Female Names: Azah, Bel'look, Galazra, Grezsa, Kala, Li'iria, Mih'ab, Ramaza, Swise, Tree'ab, Tellukka, Vada'ear.

Civilized Hobgoblin & Half-Hobgoblin Racial Traits

Not all hobgoblins are as tough and stealthy as portrayed in the *MM*. Some grow up "soft" in civilized lands with humans and other races. The character missed exposure to the usual conditioning that savage hobgoblin youth receive. Other times, a hobgoblin is not as hearty and stealthy because he is the runt of a litter. Alternatively, a hobgoblin may trace her ancestry to humans or even have a human parent.

A civilized hobgoblin character begins with the following racial traits.

- Medium size. No adjustments due to size.
- Hobgoblin base land speed is 30 feet.
- Darkvision 60 feet.

ROLE-PLAYING A HOBGOBLIN

Here are tips for playing a character of this race:

- » Were you raised with goblinoids, humans, or various races? You may be more tolerant of others, or appear so.
- » Bully creatures weaker or less successful than you are; take ranks in Intimidate to make interactions more effective.
- » Gain several goblin or bugbear henchman. You all speak the same language; and goblins, being smaller and just as agile, are useful to "take care of business" for you.
- » Look or ask for who is in charge whenever you go, or put yourself in charge if no clear leader is present.
- » Remember that you see in darkness with ease. Use the night to your advantage.
- » When you feel ready and likely to win, challenge a rival to a one-on-one competition. Rely on stealth and endurance over strength, so a race or dual in difficult terrain at night is more to your liking than a boring arena.
- » You are physically superior to humans and mentally fit, so take ranks in mental and social skills as well as physical skills.
- » Your people have a long rich history of achievements. Set the record straight for anyone who insults goblinoids.

- +4 racial bonus on Move Silently checks.
- Automatic Languages: Common, Goblin. Bonus Languages: Draconic, Dwarven, Infernal, Giant, Orc.
- Height, Weight and Age: Same as half-orc.
- Favored Class: Fighter. Hobgoblin culture is militaristic.
- Level Adjustment: +0.

Hobgoblin Prince Racial Traits

A hobgoblin prince (or princess) descends from the unlikely union of a hobgoblin and a fey such as a dryad. A hobgoblin prince is both beautiful and fearsome. His goblinoid features glow preternaturally and his voice is both tough and charming. Some hobgoblin princes have minor fey attributes. Regardless of upbringing, a hobgoblin prince invariably finds himself at the top of hobgoblin society and, with tendencies to chaos and evil, rules by cruel wit and malicious whim.

- +2 Dexterity, +2 Charisma: Hobgoblin princes are agile and beguiling but lack the heartiness of other hobgoblins.
- Medium size. No adjustments due to size.
- Low-light Vision: A hobgoblin prince can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of illumination. He or she retains the ability to distinguish color and detail under these conditions.
- Use *charm person* once per day with a caster level equal to the character's level. The DC equals 10 + 1/2 the character's level + his or her Charisma modifier.
- Labyrinth Mind: Immune to *maze* and magical effects that cause confusion or penalize Listen or Move Silently checks.
- +2 bonus to Knowledge (nature) and Perform skill checks. These skills are always class skills for a hobgoblin prince.
- +4 racial bonus on Move Silently checks.
- Fey Dweomer: A hobgoblin prince gains the Focal Constellation (tree) feat for free. However, he or she can never bind a spirit of the ghoulish constellation.
- Automatic Languages: Common, Goblin. Bonus Languages: Draconic, Giant, Infernal, Orc, and Sylvan.
- Height, Weight and Age: Same as half-elf.
- Favored Class: Druid. A dark, twisted aspect of nature runs in their veins. A hobgoblin prince may take levels in the druid class even if he or she is lawful evil or chaotic evil.
- Level Adjustment: +1. When a hobgoblin prince attains 3rd level in a character class, he or she may forfeit 3000 XP to eliminate the level adjustment, losing one class level but gaining XP normally from that time onward.

Savage Hobgoblin Racial Traits

Hobgoblins described in the *MM* have all the traits of a civilized hobgoblin, plus they gain a +2 bonus to Dexterity and Constitution, and have an LA of +1.

HOBGOBLIN PARAGON

These paragons build upon hobgoblin heartiness and agility as well as their innate sense of group strategy. Hobgoblins who wish to pursue pact magic should look to a prestige class.

This path can be taken by savage, civilized and half-hobgoblins. Savage paragons become even tougher. Civilized ones attain their full bloodline potential. Finally, characters with a human parent embrace their hobgoblin half.

Most hobgoblin paragons rise to become community leaders. Being a leader does not always mean standing at the forefront with others. As masters of stealth and guile, hobgoblins feel that sometimes a leader must stand alone, or surprise from behind.

Game Rule Information

Hobgoblin paragons have the following game statistics.

Prerequisite: Hobgoblin race or half-hobgoblin.

Abilities: Constitution and Dexterity are important because heartiness and agility define the hobgoblin way of life.

Alignment: Any (most tend toward lawful evil).

Hit Die: d8.

Class Skills: The hobgoblin paragon's skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (history) (Int), Move Silently (Dex), Profession (Wis), Ride (Dex), Swim (Str), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

TABLE 2-5: THE HOBGOBLIN PARAGON

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+1	+2	+2	+0	Strategic mindset
2	+2	+3	+3	+0	Silent step, allied action
3	+3	+3	+3	+1	Ability boost (Dex+2 or Con +2)

Class Features

All of the following are class features of the hobgoblin paragon.

Weapon and Armor Proficiency: You gain proficiency with all simple and martial weapons, with light and medium armor, and with shields (except tower shields).

Strategic Mindset (Ex): Whenever you continuously observe a situation for 3 rounds while taking no other actions, you enjoy a +1 competence bonus on all attack and damage rolls and saves against fear effects for the next 2 minutes. Any ally who remains within 30 feet of you gains the same benefits. If you are interrupted while observing, you must start over. Observing for a longer period offers no additional benefit.

Silent Step (Ex): When attempting to Move Silently, you can move at your normal speed with no penalty, and you only suffer a -10 penalty to Move Silently checks when running or charging (instead of the usual -20 penalty).

Allied Action (Ex): When successfully aided on a skill check or attack roll by an ally, or when aiding another, you apply or gain a +3 bonus on your check or attack roll (instead of the normal +2 bonus). Moreover, you gain a +4 bonus on attack rolls against a foe flanked by an ally (instead of the usual +2 bonus).

Ability Boost (Ex): At 3rd level, select either Dexterity or Constitution. Increase the selected ability by 2 points.

TROGLODYTE

Troglodytes are usually encountered as savage, rapacious, and foul reptilian humanoids; these are warriors rather than common "fearling" troglodytes, who are weaker and less aggressive, though still primitive. Troglodytes who dabble in pact magic are often more civilized, as the spirits they bind transform them.

History and Legends

Throughout history, troglodytes have remained a race of cruel, foul creatures that may be distantly related to dragons. In civilized lands, tales warn that "trogs" lurk under the earth in dark caverns and lightless swamps from where they emerge at night to hunt. A troglodyte's skin can match the color of stone, adventurers say, and it will happily devour its prey alive after surprising it. A troglodyte warrior may throw a javelin or smash with a club, or he may use his teeth and claws to equal effect. Over the years, monster hunters have confirmed these terrifying facts. But these stories are not the whole picture.

Within every tribe, a few troglodytes use magic. These adepts, druids, and binders have kept watch over their people for thousands of years. They track seasons and lunar phases, ensure hunting and mating, preside over religious rites, and act as tribal historians. Since written records are easily destroyed or never kept, knowledge is passed down by the shamans. Pact-makers are less common than adepts and druids, though they are far more common than in most other races. These binders are the premiere storytellers of their people. The spirits speak far more often than the troglodytes' distant and uncaring gods, and their tough bodies allow them to endure far more of the spirits' energies than typical.

Most troglodyte legends retell the exploits of hearty warriors, crafty shamans, and females who gave their lives to protect tribal egg chambers. These legends encourage awe and fear among fearling tribe members. One story, however, is usually not told except among binder troglodytes. The story describes Sturfus, a troglodyte binder who was tricked by a half-orc into binding with the spirit of Kaiya, the Avatar of Grace. The half-orc interfered with the ceremony and caused Sturfus to be transformed in body and mind, ethics and morals by Kaiya's beneficent spirit. The legend ends by explaining that the troglodyte gods allowed the half-orc to play a trick in order to help restore the former glory of the troglodyte people. A few sages believe that in a primeval age millions of years past, troglodytes were a civilized race that built cities, crafted with skill and beauty, and studied magic, primarily pact magic. For reasons hidden to history, their entire race degenerated into savagery. Maybe these ancient troglodytes failed to heed a warning, and as a result the race was punished with bestial savagery. Whatever the cause, troglodyte gods were barred from aiding their children. Thus, they have resorted to tricking other creatures to perform the difficult task of restoring their people.

Physical Description

Troglodytes are reptilian humanoids. They retain many lizard-like features despite their upright posture. Their skin is tough, green, and pebbled. They are wiry—thin and muscular—with long torsos, squat legs, and long tails. The head is lizard-like. They have alert eyes that are well-accustomed to seeing in both darkness and daylight. In stature, troglodytes are somewhat shorter than humans, with males standing approximately five feet tall and weighing around one hundred and fifty pounds.

ROLE-PLAYING A TROGLODYTE

Here are tips for playing a character of this race:

- » Savagery and superstition run in your veins. Even when you mean well, you may insult, frighten, or confuse others.
- » You may not be as bright as your fellows, but you are just as perceptive and charismatic as the average human. Maybe you can't add, but you know when people like you (or not), are lying (or not), and you can convince others and lead when you need to.
- » You are incredibly hearty. You last for days without food. You can endure optimistically when others worry or lag exhausted.
- » Why do you adventure? Was your tribe slain? Were you exiled? Do you pursue a destiny or roam where life takes you?
- » Most troglodytes respect personal freedom. If you are good, you want others to be free. If you are neutral you just want to be left alone. Otherwise, if you are evil, you don't mind doing what you feel like at others' expense.
- » As a cold-blooded reptile you fear the cold. If you remain cold and cannot eat then you may become exhausted and die.
- » You see in darkness with ease. Use the night to your advantage.
- » Many troglodytes believe they descend from dragons. Be proud of your heritage. Speak Draconic and seek dragon mentors.

A fully developed warrior troglodyte possesses a set of sharp teeth and claws. A warrior also sports a frill which runs from the forehead down the back to the shoulders, or even lower. The frill is colorful, particularly among the most rapacious.

Common fearling troglodytes lack claws, sharp teeth, or a thick hide, and their frill is dull green or plain gray.

Although they may live near water, troglodytes are not aquatic and are comfortable in any hot, humid or arid climate or terrain, especially deserts. They are cold-blooded and eschew cold climates or those with fluctuating conditions. They prefer to live underground, where the earth remains at a constant warm temperature.

Troglodytes lay eggs and will fight fiercely to protect their underground or desert nests.

Troglodytes are chameleons. Their skin instantly blends with earthen surroundings, even adopting patterns of tones matching a mixture of loose earth and worked stone such as brick.

Place in Society

Troglodytes are usually rejected from all but the most barbarous societies and thus form their own tribes. The most savage are too wild even for orcs. Thus, in a city or settlement, the presence of a troglodyte is often a cause for mass panic and a community's call to arms.

Troglodytes hunt and breed in loose tribes. Tribes are based on power rather than on blood ties or loyalty. At night, they tend to sleep in their underground dens. On warm days, they typically lie under the sun's hot gaze.

When engaging in warfare or raids for food, they prefer to move at night. They haphazardly venture out, either in small parties or under the prodding of a charismatic leader. The tribe's leaders are usually the toughest and craftiest warriors and priests who drive tribe events including religious rituals, attacks against others, and mating orgies. Whenever there is food, access to resources, treasure, or mates, there is bound to be violence. Troglodytes are territorial and attack intruders, sometimes without much care for their own

safety. Intruders who are not eaten right away are kept as prisoners for rude feasts and religious offerings. Vile pact magic (see Chapter 10: Encounters) is accepted if not embraced.

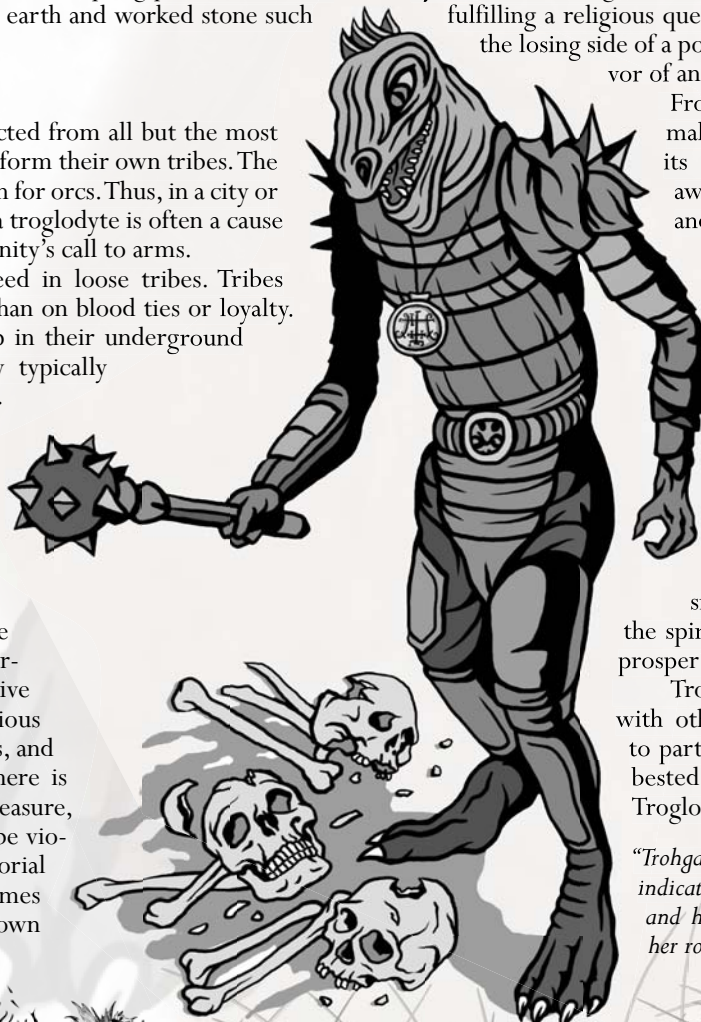
Hunting and mating are the two central activities of every tribe. Highborn males and females hunt, have their first choice in mates, and do not perform any other form of work. In contrast, fearling troglodytes are bullied to perform menial tasks, care for the young, and serve the more powerful. A highborn's claws, frill, and other physical differences are clear signals to weaker tribe members to keep quiet and lie low. Even a fearling magic user will be attacked if he carries a weapon or is otherwise perceived as challenging a highborn troglodyte's prowess.

In contrast to savage troglodyte tribes, civilized individuals have been known to reside near settlements and trade pelts or herbs for magical components or finished tools. These troglodytes are often magic users away from their tribe. They may be fulfilling a religious quest, on a trade mission, or were on the losing side of a power struggle, or are the sole survivor of an attack on their tribe.

From time to time, troglodyte pact-makers are transformed by the spirits they bind into something more aware and civilized. Some remain evil and join a band of brigands or other group. Or they mobilize their tribe toward grand and terrible schemes. Other binder troglodytes are "purified." These are the most sane and trustworthy of their kind. Sometimes, they stumble upon pact magic organizations and locate others like themselves. Binding spirits is essential to this awakened state of being, and a few of these troglodytes have gathered together in small tribes to raise offspring with the spirits as their inspiration and tool to prosper with some civilization.

Troglodytes do not harbor rivalries with other races, though they may stick to particular foes who look tasty or have bested them. Halfling meat is a favorite. Troglodytes may join orcs or hill giants

"Trohga the troglodyte sports a frill indicating her latent dragon heritage, and her jeweled pact focus indicates her role as the tribe's spirit binder."



on a raid. Goblinoids are too regimented for them. Troglodytes claim to descend from dragons, but even evil dragons tend to find them insufferable.

Personality

Most savage troglodytes are chaotic, evil, or both. They seek to satisfy their urges and cannot be counted on to adhere to a promise, person, or plan. They act on impulse without concern or awareness of others. Compared to an elf, halfling, or other civilized humanoid, the average troglodyte is an uncouth sociopath. That said, some troglodytes are lawful or good. Those who grew up with a strong tribe structure or under the guiding claw of the tribe's shaman may view discipline as an asset for personal survival. Magic-using troglodytes possess some patience and principles, if only to prepare spells or adhere to their god's wishes. A beneficent and caring troglodyte rarely survives childhood, although a few are intelligent enough to blend in until they take an opportunity to escape. A troglodyte who has been "baptized" by a spirit and raised by awakened parents is the lucky gem with a personality similar to that of the spirit he bound; however, the bestial urges remain, and under extreme stress these urges may show the troglodyte's savage heritage.

Names

Accomplished troglodytes take titles such as Bone Scratched, Black Stripe, and Proud Tail. Heroes assume draconic titles such as "Green Wyrn." Pactmakers who have been "baptized" by a spirit often take the spirit's name as a title or last name.

Male Names: Brock, Brohg, Dohg, Drahg, Fedth, Gobad, Golar, Korput, Ridth, Siv, Slith, Seeth, Skag, Trohg, Zun.

Female Names: Bine, Feda, Goba, Horta, Kabar, Olpa, Po-hga, Shogha, Shoosh, Siva, Stena, Swalna, Trohga, Zah.

Fearling Troglodyte Racial Traits

These common troglodytes are relatively weak, timid, and retain few draconic traits compared with highborn troglodytes. Nonetheless, they still make potent pact magic users.

— -2 Dexterity, +4 Constitution, -2 Intelligence: Fearling troglodytes are tough but mentally and physically sluggish.

—Medium: As Medium creatures, a fearling troglodyte has no special bonuses or penalties due to his or her size.

—Fearling troglodyte base land speed is 30 feet.

—Darkvision 60 feet.

—Chameleon: These troglodytes possess a +4 racial bonus on Hide checks (+8 in rocky or underground surroundings).

—+1 natural armor bonus.

—Fearful: Fearling troglodytes suffer a -4 penalty to saves and checks against *fear*, fear effects, and intimidation.

—Cold-blooded: Apply a -1 penalty to attack and damage rolls in temperatures below 40 degree Fahrenheit.

—Illiterate: Cannot read or write unless the character's starting class is a spellcaster that prepares spells. A troglodyte must spend 2 skill points to read and write all languages he knows.

—Racial bonus +2 on Knowledge (nature) and Survival skill checks. These are class skills for a fearling troglodyte.

—Automatic Languages: Draconic. Bonus Languages: Abyssal, Draconic, Giant, Orc. Most fearling troglodyte must expend 2 skill points in Speak Language to learn Common.

—Height, Weight and Age: As half-orc, but 6 inches shorter.

—Favored Class: Fighter. Fearling troglodytes must show some martial aptitude to maintain respect within their tribe.

—Level Adjustment: +0.

TROGLODYTE PACT PARAGON

A troglodyte can advance her supernatural abilities. Fearling troglodytes pursue this path more often than other troglodytes, who are more interested in the bloodlust of tooth-and-claw combat. Due to the haphazard nature of troglodyte society, a pact paragon may have little influence over her tribe even after many successful kills. For this reason, they are often willing to strike out on their own.

Game Rule Information

Troglodyte pact paragons have the following game statistics.

Prerequisite: Troglodyte race.

Abilities: Constitution is this race's mainstay. Charisma is also important for binding spirits.

Hit Dice: d8.

Class Skills: The troglodyte paragon's skills (and the key ability for each skill) are Climb (Str), Craft (Int), Hide (Dex), Intimidate (Cha), Knowledge (arcana, dungeoneering, nature, religion, the planes; taken individually) (Int), Listen (Wis), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

TABLE 2-6: THE TROGLODYTE PACT PARAGON

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+1	+2	+0	+0	Dragon pactmaker, +1 binder level
2	+2	+3	+0	+0	Draconic frill, ability boost (Con+2)
3	+3	+3	+1	+1	Fear-bent binder, +1 binder level

Class Features

All of the following are class features of the troglodyte pact paragon.

Weapon and Armor Proficiency: You gain proficiency with all simple weapons, with light armor, and light shields.

Improved Binding: At 1st and 3rd level, you progress in your former binder class in terms of binder level and maximum level of spirit you can bind. You do not gain any other benefits (such as extra spirits). You can only progress in one binder class at a time. If you do not have levels in a binder class then this feature grants no benefits until you do.

Dragon Pactmaker: You gain the Focal Constellation (dragon) feat for free. However, you cannot bind any spirit of the knight constellation at the same time.

Draconic Frill: Beginning at 2nd level, whenever you bind a spirit of the dragon constellation, your frill acquires a striking color matching a dragon ancestor of your choice.

Ability Boost (Ex): Add +2 to your Constitution score.

Fear-bent Binding: Once per day, whenever you fail a save or check against a fear or intimidation effect, you may as a swift action instantly bind any spirit of the dragon constellation that you normally qualify to bind. The binding is in addition to spirits already bound. The binding lasts 3 rounds + your Con modifier. When the duration ends, the dragon spirit departs and leaves you fatigued for the duration of the encounter.

CHAPTER 3

CLASSES

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 is so skilled that he may hold an extra spirit in reserve for special uses. Seven additional new classes draw upon pact magic to enhance what they do best. Each class is designed to be playable with exciting benefits over a full career of twenty levels.

TABLE 3-1: PACT MAGIC CLASSES

Class	HD	Description
Empyrean Monk	d8	A martial artist who cultivates patience as he binds spirits to augment his abilities.
Foe Hunter	d6	An assassin, bounty hunter, or spy that binds a spirit best matching the quarry she hunts.
Occult Priest	d6	A divine spellcaster who forms pacts with spirits to learn key secrets for becoming a god.
Pact Warrior	d8	A binder that melds sword and spirit to transform himself into a tough war machine.
Soul Weaver	d4	An arcanist who uses spells to bolster pacts and turns her spells into supernatural abilities.
Spirit Binder	d8	A premiere pactmaker who binds multiple spirits at once and learns various binder feats.
Unbound Witch	d6	A binder that trusts passion over careful pacts while culling abilities from various spirits.
Warbinder	d10	A leader who shares his abilities with others, facilitates communication, and summons allies.

ROLE-PLAYING CLASS ABILITIES

Frequently, a pactmaker needs to bind a spirit in order to access key class abilities. The spirit provides the character with energy and insight to see or act with ease. Particularly with divination-type class abilities, consider role-playing an inner dialog between a binder and the bound spirit.

FORMING A BALANCED PARTY

Within a successful adventuring band, characters fill complementary roles. All the classes mix pactmaking with unique strengths. A empyrean monk is a light, quick warrior. The foe hunter brings stealth, tracking, and some social skills. The occult priest offers sage knowledge, leadership qualities, healing, and divine spells. The pact warrior uses martial weapons to smack down mighty combat maneuvers and dark tactical tricks. The spirit binder possesses the most options when using pact magic and can bind multiple spirits at once. The soul weaver fills the study-and-prepare role played by a wizard to control the battlefield or create mass havoc. The unbound witch plays the same role as a sorcerer, mixing passion, worldly skill, and a long-term set of handpicked abilities. Finally, the warbinder is a heavily armored, strategic leader capable of sharing granted abilities with others and summoning aid.

EMPYREAN MONK

"I don't need your weapons or spells; and if you're thinking of using them to silence the spirit within me, they won't help you either."

—An empyrean monk, to a corrupt cleric of a local church

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.

Background and Adventures

Use the following information to help define an empyrean monk's background, motives, and interactions with others.

Adventures: An empyrean monk adventures in order to test himself, discover lore regarding new spirits, and maybe promote the agenda of his favored spirit. Because spirits are beyond the multiverse, just learning of a spirit's existence is a first step in a long journey of mastery. An empyrean monk is willing to travel to remote, dangerous locations to unearth what in the end is meant to express and test what is another aspect of himself.

Characteristics: An empyrean monk combine supernatural powers with unarmed, and unarmored, martial practices. He can bind with one spirit each day. A spirit's granted abilities are highly focused, so an empyrean monk must perceive situations with acuity and think ahead about the most relevant spirit to bind. He does not require arms or equipment except for the implements of binding spirits, other than his favored spirit.

Alignment: An empyrean monk's rigorous practices require he be lawful or neutral but not chaotic. First, martial practices require self-discipline. Plus, unlike most binders who rely on persuasion or dominance to manage spirits, the empyrean monk practices "active perception" to patiently stay alert to the best moment to bind a spirit without engaging it directly. Finally, eschewing chaos helps him channel a spirit while sustaining his composure and avoiding its influence.

Religion: Empyrean monks are often agnostic about religion. For many, a major focus is to express perfectly their favored spirit. Others seek to promote that spirit's outlook and agenda—to help return it, in a sense, to the world of the living. Established religions may view the promotion of spirits as undermining their power. Thus, empyrean monks may draw the ire, if not hatred, of religions types. Not all empyrean monks have an irreligious agenda. Some wish to master the power of spirits in general and harbor no ill will toward the gods or religious institutions.

Background: An empyrean monk trains in a monastery or under a mentor. If society eschews pact magic, then the monasteries and mentors are likely located in secluded areas such as wilderness aeries or in ruins below bustling city streets.

Some empyrean monks begin with a focus on pact magic, and then a monastic representative approaches them. After testing and questioning, the character may accept an offer to join the monastery. Other times, a character meets a noted empyrean monk who travels from town to town, challenging people's preconceptions and offering a new way. This traveling monk's supernatural abilities attract the interest of youth who become

“Trusk the half-orc empyrean monk is bound to Aza’zati, the Green Wyrmling. Trusk breathes a gout of acid on his foes after delivering a one-two punch.”

disciples to learn the monk’s ways. Finally, a few empyrean monks start as traditional monks. Either an empyrean representative approaches them, or they discover a remarkable secret: traditional monk abilities come from a lifelong pact with the first, primeval monk, one of many spirits. Whatever the doorway, a budding empyrean monk trains to learn all he can from a favored spirit, including the secrets of martial arts.

Races: The empyrean monk’s path requires strength, devotion, and the flexibility to seal pacts with capricious spirits as the need arises. Thus, humans, half-elves, and half-orcs become empyrean monks more often than other races. Elves, with their long lives and interest in magic and nature, may become empyrean monks who favor binding nature spirits. Because dwarven society does not include martial arts traditions, the opportunity to become an empyrean monk does not usually present itself. A gnome may resonate with the technical and academic challenge as well as the variety that pact magic offers. However, a gnome’s body and mind are ill-suited to strenuous physical devotion. Halflings find it difficult to settle down to pursue a single cause. Among savage humanoids, hobgoblins and other lawful races enjoy the monastic tradition as well as the shamanistic power that comes with sealing pacts; they favor spirits who grant dark, destructive abilities.

Other Classes: An empyrean monk is self-contained. He does not need weapons, spellbooks, faith, special tools, or stealth. With a day’s notice he can bind the right spirit to meet almost any situation. Thus, other characters may find their empyrean monk companion is a self-sufficient loner. Some empyrean monks take strong positions about right and wrong and, to ensure companions are harmonious with their choice of spirits, may assert a leadership role. Other empyrean monks are more accommodating; they bind spirits that fill the party’s needs. When there is social stigma against binders, an empyrean monk may have to deal with bias from his companions.

Role: An empyrean monk fills a specialist role similar to a bard or traditional monk. Although his pacts become very powerful at high levels, they do not match the variety of a wizard or sorcerer’s range of spells. Similarly, he survives front-line combat only when he possesses exceptional defensive magic. However, when a particular situation closely matches a spirit’s granted abilities, the empyrean monk comes to the fore. He is excellent when the party finds itself bereft of equipment. Finally, a number of spirits’ granted abilities boost social interaction, stealth, and travel through hostile environments; an empyrean monk can suddenly shine in these situations too.



Game Rule Information

Empyrean monks have the following game statistics.

Abilities: Wisdom and Constitution are the empyrean monk’s key attributes. Unlike other binders, high Wisdom helps the empyrean monk seal pacts and improves his defenses. High Constitution makes his granted abilities harder to resist and makes him more durable in combat. High Strength adds to his unarmed strikes. High Dexterity improves defensive capability and high Intelligence grants more skills.

Alignment: Any non-chaotic.

Starting Age: As monk.

Starting Gold: 5d4 (12 gp, 5 sp).

Hit Die: d8.

Class Skills

The empyrean monk’s class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (history) (Int), Knowledge (religion), Knowledge (the planes) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All the following are class features of the empyrean monk:

Weapon and Armor Proficiency:

Empyrean monks are proficient with common peasant weapons, including the club, crossbow (light and heavy), dagger, handaxe, javelin, quarterstaff, and sling. They are not proficient with any armor or shields. Wearing armor or using a shield interferes with martial arts moves. When wearing armor, you lose your AC bonus and cannot make a second strike, flurry of strikes, or spirit strike.

Bind Spirit (Su): An empyrean monk may seal pacts with spirits. Each day, you may bind one spirit of your choice. The spirit’s level must be equal to or less than the maximum level indicated on Table 3-2: The Empyrean Monk under Maximum Spirit Level. Your binding check equals d20 + your class level + your Wisdom modifier. The DC to resist one of your granted abilities is 10 + 1/2 your class level + your Constitution modifier (a hearty body is required to effectively channel a spirit’s energy). Because of the empyrean monk’s restriction to a non-chaotic alignment, you likely want to avoid binding with spirits that might draw you to a chaotic alignment. However, there is no strict prohibition. See Chapter 4: Spirits (pages 63–67) for all other rules regarding binding and use of spirits.

AC Bonus (Ex): When unarmored and unencumbered, you add your Wisdom bonus (if any) to your Armor Class. In addition, apply a +1 bonus to your Armor Class at 5th level. This bonus increases by 1 for every five empyrean monk levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level).

d8

TABLE 3-2: 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
5	+3	+4	+4	+4	2nd	Ki strike (magic)	+1	1d8
6	+4	+5	+5	+5	3rd		+1	1d8
7	+5	+5	+5	+5	3rd	Spirit strike (3/day)	+1	1d8
8	+6/+1	+6	+6	+6	4th		+1	1d10
9	+6/+1	+6	+6	+6	4th	Evasion	+1	1d10
10	+7/+2	+7	+7	+7	4th	Flurry of strikes	+2	1d10
11	+8/+3	+7	+7	+7	5th		+2	1d10
12	+9/+4	+8	+8	+8	5th	Spirit strike (6/day)	+2	2d6
13	+9/+4	+8	+8	+8	6th		+2	2d6
14	+10/+5	+9	+9	+9	6th	Diamond soul	+2	2d6
15	+11/+6/+1	+9	+9	+9	7th		+3	2d6
16	+12/+7/+2	+10	+10	+10	7th	Ki strike (adamantine)	+3	2d8
17	+12/+7/+2	+10	+10	+10	7th	Spirit strike (9/day)	+3	2d8
18	+13/+8/+3	+11	+11	+11	8th		+3	2d8
19	+14/+9/+4	+11	+11	+11	8th	Mind ward	+3	2d8
20	+15/+10/+5	+12	+12	+12	9th	Gnostic self	+4	2d10

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

These bonuses to Armor Class apply even against touch attacks or when you are flat-footed. You lose these bonuses when you are immobilized or helpless, when wearing any armor or carrying a shield, or when carrying a medium or heavy load.

Unarmed Strike: At 1st level, an empyrean monk gains Improved Unarmed Strike as a bonus feat. Your attacks may be with either fist interchangeably or even from elbows, knees, and feet. You may even make unarmed strikes with your hands full. There is no such thing as an off-hand attack for an empyrean monk striking unarmed. Apply your full Strength bonus on damage rolls for all unarmed strikes.

Usually an empyrean monk's unarmed strikes deal lethal damage, but you can choose to deal nonlethal damage instead with no penalty on your attack roll. You have the same choice to deal lethal or nonlethal damage while grappling.

Treat an empyrean monk's unarmed strike as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

You can deliver supernatural touch attacks simultaneously with delivering unarmed strikes. You are limited to delivering one supernatural effect per round via a strike.

As an empyrean monk, you also deal more damage with your unarmed strikes than a normal person would, as shown on Table 3-2: The Empyrean Monk. The unarmed damage on Table 3-2 is for Medium monks. A Small empyrean monk deals less damage than the amount given there with unarmed attacks, while a Large empyrean monk deals more damage, as shown above.

Favored Spirit: At 1st level, an empyrean monk picks one spirit. You bind that spirit as a standard action, and you do not need to meet the spirit's requirements or perform its ceremony.

TABLE 3-3: SMALL & LARGE MONK UNARMED DAMAGE

Level	Damage (Small Size)	Damage (Large Size)
1st–3rd	1d4	1d8
4th–7th	1d6	2d6
8th–11th	1d8	2d8
12th–15th	1d10	3d6
16th–19th	2d6	3d8
20th	2d8	4d8

Binding still provokes attacks of opportunity. You also receive a +2 bonus on binding checks with that spirit.

At each level that you learn to seal pacts with a higher level of spirit, you may pick a new favored spirit. For example, at 1st level, Trusk the empyrean monk selects Aza'zati, the Green Wyrmling as his favored spirit. When Trusk reaches 4th level, he gains access to 2nd-level spirits, at which time he selects a new favored spirit: Kaiya, the Avatar of Grace.

Unadept: Your martial arts training and focus on a favored spirit hinders your pactmaking. When summoning a spirit other than your favored spirit, apply a -2 penalty to your binding check. This penalty goes away beginning at 3rd level.

Second Strike (Ex): When unarmored, you may make one extra unarmed attack in a round at your highest base attack bonus, but this attack takes a -2 penalty, as do all other attacks made that round. This penalty applies for 1 round, so it affects attacks of opportunity you might make before your next action. The penalty lessens to -1 at 5th level and disappears at 9th level. You must use a full attack action to gain a second strike, and

you may attack only with unarmed strikes to use this feature. A standard monk's flurry of blows allows weapon use while flurrying, and replaces rather than stacks with this ability.

At 10th level you can use a flurry of strikes to make a second extra unarmed attack at your full base attack bonus.

Spirit Strike: Once per day as a full round action you can combine your unarmed attacks with a granted ability that normally requires a standard action or less to activate.

At 7th level, you can make a spirit strike three times daily.

At 12th level you can make a spirit strike six times per day.

At 17th level, you masterfully blend martial arts and pact magic. You can make a spirit strike up to nine times per day.

Vestige Mind (Su): Your spirit jealously protects your mind from others' influence. Beginning at 3rd level, whenever you fail a Will save against a mind-affecting effect while bound with a spirit, you may attempt a second save 1 minute later. Take the result of the second roll even if it is worse than the first one.

When not bound with a spirit, you still enjoy a +2 bonus on Will saves to resist mind-affecting effects.

Ki Strike (Su): At 5th level, treat your unarmed attacks as magic weapons when dealing damage to creatures with damage reduction. The ki strike improves with your empyrean monk level. At 16th level, your unarmed attacks are treated as adamantite weapons when dealing damage to creatures with damage reduction and bypassing hardness.

Evasion (Ex): Beginning at 9th level, when you make a successful Reflex save against an attack that normally deals half damage on a successful save, you instead take no damage. A empyrean monk that is helpless or wearing medium or heavier armor does not gain the benefit of evasion.

Diamond Soul (Ex): You shrug off magical attacks. At 14th level, you acquire spell resistance equal to your current empyrean monk level + 10. In order to affect you with a spell, a spellcaster must get a result on a caster level check (d20 + caster level) that equals or exceeds your spell resistance.

Mind Ward (Ex): At 19th level, your mental discipline and link to your spirit becomes an unbreakable bond. You are immune to all mind-affecting spells and effects.

Gnostic Self: At 20th level you perfect the union of self and spirit. You enjoy damage reduction 10/magic and are forevermore treated as an outsider-type creature. Unlike other outsiders you can still be brought back from death as if you were a member of your previous creature type.

Ex-Empyrean Monks: An empyrean monk who becomes chaotic cannot gain new class levels but retains class abilities.

Multiclass Empyrean Monks: Multiclass empyrean monks face a special restriction. If you take a level in another class after becoming an empyrean monk then you may never again raise your empyrean monk level, although you retain all your empyrean monk class abilities.

VARIANT EMPYREAN MONKS

When taking a variant path, you forfeit all spirit strikes to gain other benefits. On a martial path, you gain bonus feats at 2nd, 7th, 12th, and 17th levels. Select from these options: Augment Pact, Combat Reflexes, Deflect Arrows, Improved Grapple, Improved Trip, or Stunning Fist. Ignore these feats' prerequisites. On a mystical path, at 2nd, 7th, 12th and 17th levels, select one granted ability of a spirit that you can bind. The selection becomes an innate supernatural ability for you, as if you had the unbound witch's acquire ability class feature.

Character Themes

Consider the following archetypal character themes when role-playing your character.

Enlightened One: This empyrean monk views the integration of martial arts and pact magic as a path to spiritual understanding, for oneself and the world. This character tends to be lawful good, neutral good, or neutral. He seeks inner peace through higher consciousness, which is obtained by communing with the spirits. He speaks of spiritual levels with compassion for those stuck in selfishness or fanaticism. Every adventure is an opportunity to grow. Before adventures, he wonders what lessons or questions lie ahead. During adventures, he tends to stop to examine situations and possible actions in terms of their moral and ethical implications. After adventures, he reviews events and choices made in order to discover new learnings. True steps toward enlightenment often involve surprises, including answers to the questions that were not asked.

Headstrong Dominator: This empyrean monk views himself as a powerful supernatural machine that can pummel, subdue, and kill. Pact magic is a tool to advance his own agenda and eliminate weakness. Such characters tend to be lawful evil or neutral evil, and often seek out opponents they consider worthy challenges. The ultimate test is whether the student can exceed his master. He may be a hard-hearted iron fist, or he may be sublime as he stealthily snatches what he wants. Before adventuring, he focuses on likely challengers and rewards. During the adventure, he show his power and pulls no punches, and may occasionally stumble due to over-confidence. After an adventure, he revels in his victory or sulks quietly in defeat.

Patient Ritualist: This empyrean monk focuses on the histories of the spirits, their ceremonies, and binding requirements, with an eye toward mastery through self-discipline, practice, and careful steps as means to self-perfection. Such characters tend toward a lawful neutral alignment and seek exactness in every act. The spirits are an aid to align body, mind, heart, and soul as one. The dangers of pactmaking are viewed as challenges and obstacles to overcome through wise years of experience. Before adventuring, he will analyze what spirits are needed, meditate, review maps or other knowledge, and run drills. He will execute his plans with precision during the adventure, and may lack flexibility. After adventures, he reviews mistakes and works to ensure they are not made again.

TRUSK STARTING CHARACTER

male half-orc empyrean monk

Str 14 **Dex** 14 **Con** 15 **Int** 10 **Wis** 15 **Cha** 8

HP: 1d8+2 (10 hit points)

BAB +0, **Grapple** +6, **Speed** 30 ft., **AC** 14, **Init** +2

Fort +4, **Reflex** +4, **Will** +4

Skill Ranks: Climb+4, Decipher Script +1, Knowledge (arcana) +1, Knowledge (history) +1, Knowledge (the planes) +1, Spot+4, Tumble+4.

Class Features: Bind one 1st level spirit (+0 or +4 check if Aza'zati), Unarmed Strike (+2 attack, 1d6+2 damage), favored spirit (Aza'zati, the Green Wyrmling), unadept.

Racial Abilities: Darkvision 60 ft., orc blood, speak Common and Orc

Level 1 Feat: Improved Grapple.

Gear: No armor, dagger, 3 darts, backpack, wine skin, 10 pieces of chalk, 1 day's rations, sack, bed roll, flint and steel.

Gold: 8 gp, 5 sp.

FOE HUNTER

"There is no where to hide; I see you and smell you wherever you go. But don't take it personally, it's only my spirit that hates you."

—A foe hunter, to his quarry, a powerful wizard

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.

Background and Adventures

Use the following information to help define a foe hunter's background, motives, and interactions with others.

Adventures: A foe hunter frequently travels while tracking a specific foe or "mark," or to defeat a type of foe such as orcs or spellcasters. A foe hunter may also adventure to learn about a new spirit she can bind; or to discover specialized armor, equipment, and weapons that enhance her ability to seal pacts or defeat her foes. Because the foe hunter can seal pacts with spirits, she can select ones that grant the ability to breathe water, fly, or enter other unusual or hostile environments. Thus, no quarry is safe from the ever-adaptable foe hunter.

Characteristics: Foe hunters focus on tracking, stealth, spying, discerning the location of creatures, and summoning spirits to enhance chances of success. A foe hunter prefers to travel light and uses easily concealable weapons. She gains bonuses when dealing with favored foes, and although she is never able to access the most powerful spirits, she can seal pacts with many useful ones. Since she is limited to one spirit a day, and each spirit grants very specific abilities, a foe hunter tends to take her time researching and observing a quarry to determine which spirit is best suited to defeat it.

Alignment: A foe hunter can be any alignment. Those who are lawful tend to work for organizations or causes, hunting down lawbreakers or enemies of her organization. A chaotic foe hunter is either a loner or work-for-hire who rarely stays in one place, or she operates as part of a vigilante group that strikes to defeat the tyranny and corruption of an oppressive government. Those who are good-aligned track down evil creatures, including other binders who seal pacts recklessly or bring harm. This kind of foe hunter prefers to trap and subdue her quarries. The evil foe hunter is only interested in her own benefit at the expense of other creatures, and does not mind if torture and death are part of the job.

Religion: Like most binders, foe hunters are usually less interested in the gods than they are in spirits. However, a few gods tolerate them or secretly encourage them; namely, gods with portfolios that include vengeance and retribution, and gods who harbor long-standing grudges against other gods and their minions. It is not uncommon for a deity's followers to hire a foe hunter to eliminate a rival deity's clerics, wizards, and other key leaders.

Background: Foe hunters typically begin their careers one of two ways. Either they train in secret as part of a star-chamber or religious circle, or they begin as amateur binders and find themselves seized by a particular spirit that influences them to

pursue and defeat the spirit's ancient foes.

When inducted into a secret group, a foe hunter is often told that the larger organization's leaders are aware of the group's existence and approve of the foe hunter's missions, but in order to maintain face the leaders will deny knowledge if confronted publicly because the populace or the organization's mainstream members might not approve. For example, an elf foe hunter might train to eliminate orc priests, adepts, and warriors while masquerading as a ranger. Not surprisingly, the foe hunter may discover that the leaders have not really approved of her actions; she has been duped. At this point, she must choose whether to take her own path or continue to embrace a secret role.

Every spirit has favored allies and favored foes. For the most part, spirits simply wish to bind to enjoy access to the world. Sometimes, however, a binder is an ideal match for a spirit's agenda—an elf binder of an ancient elf warrior who fought orcs, for example. The binder is attracted to the spirit's agenda because she resonates with it to her bones. This kind of foe hunter may not want to admit that her goals are the spirit's goals instead of her own. When she can face this possibility, she must choose whether to continue binding with that spirit. All too often, a foe hunter discovers a portion of a spirit has left an indelible imprint, and there is no going back.

Races: Among foe hunters who work alone or by commission, humans are among the most common, simply because of their impartial attitude about their quarry and their flexibility to bind with different spirits. In contrast, non-humans are more likely to work as members of foe-specific organizations. Elves and dwarves in particular tend toward strong opinions and harbor ancient feuds against savage humanoids, and even against each other—an elven foe hunter who ferrets out orcs, dwarves, or drow; or a dwarven foe hunter who wipes out giants and goblinoids, or elves, and so on. A few gnomes train with pact magic to defeat kobolds, giants, and goblinoids; they incorporate illusion magic and trickery and use special gnomish pact magic items. A foe hunter's dark path is least comfortable for halflings; however, the idea of travel and stealth, along with memories of foul crimes perpetrated on their community, may sufficiently appeal to some. Among the savage humanoids such as orcs, the foe hunter is a celebrated member of the community who can bring home the trophy that even the best warriors cannot.

Other Classes: A foe hunter may let others assume she is some kind of ranger or perhaps a pactmaker with a particular mission; and unless a party member matches a spirit's favored foe, she will happily work with anyone so long as they are patient and do not leap before they look. Typically, a foe hunter gets along quite well with rangers, rogues, and wizards; and finds it more challenging to coordinate with barbarians, sorcerers, and other quick-to-act types. A paladin and a foe hunter can work well together only if they share the same morals and mission and accommodate each other's differing styles.

Role: In terms of resolve and purpose, a foe hunter fills much the same role as a paladin or ranger, but pursues her purpose more like a rogue. She detects and tracks foes, particularly a party's primary foe that may hide behind layers of followers and henchmen. She can be very patient, gathering information and spying on the foe's followers to define a foe's weaknesses; then in the final encounter she brings all of a spirit's powers and stealth skills to bear directly against the party's foe. With supernatural powers, a foe hunter makes an ideal assassin against spellcasters and other powerful enemies.

Game Rule Information

Foe hunters have the following game statistics.

Abilities: Charisma, Constitution, and Dexterity are important to foe hunters. High Charisma helps the foe hunter seal pacts as well as gather information when tracking foes and interfacing with officials and new societies. High Constitution makes it harder for opponents to resist the foe hunter's granted abilities. High Dexterity is essential for effective stealth such as moving silently and hiding in shadows. High Intelligence grants more skills, high Strength improves weapon damage, and high Wisdom improves the foe hunter's ability to spot, listen, and call others' bluffs, as well as resist mental influence of others.

Alignment: Any.

Starting Age: As rogue.

Starting Gold: 5d4 x 10 (125 gp).

Hit Die: d6.



Class Skills

The foe hunter's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (arcana), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Perform (Cha), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points at 1st Level: (6 + Int modifier) x 4.

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All the following are class features of the foe hunter:

Weapon and Armor Proficiency: A foe hunter is proficient with the crossbow (hand, light, or heavy), dagger (any type), dart, rapier, sap, shortbow (normal and composite), and short sword. Foe hunters are proficient with light armor.

Bind Spirit (Su): A foe hunter may seal pacts with spirits. Each day, you may bind one spirit of your choice. The spirit's level must be equal to or less than the maximum level indicated on Table 3-4: The Foe Hunter under Maximum Spirit Level. Your binding check equals d20 + your class level + your Charisma modifier. The DC to resist one of your granted abilities is 10 + 1/2 your class level + your Constitution modifier (a hearty body is required to effectively channel a spirit's energy). See Chapter 4: Spirits (pages 63–67) for all other rules regarding binding and use of spirits.

Favored Spirit Enemy (Ex): Beginning at 1st level, you receive certain bonuses against the favored enemy associated with any spirit bound by virtue of levels in the foe hunter class. Table 3-5: Spirits' Favored Enemies lists favored enemies by spirit.

You enjoy a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival check against a spirit's favored enemies. Likewise, you receive a +2 bonus on weapon damage rolls against such creatures.

With a spirit's favored allies, you enjoy a +2 bonus on Diplomacy, Disguise, and Gather Information skill checks.

At 6th level and every few levels thereafter (12th, 16th, and 20th level), the bonus against the spirit's favored enemy increases by an additional +2.

Mark Foe (Ex): As a standard action you mark any one foe within 60 feet and line of sight that is not one of your bound spirit's favored allies. For 2 minutes you enjoy a bonus on attack and damage rolls against that foe equal to one-half your favored spirit enemy bonus (above). You can only have one marked foe at a time. When you select a new foe, it replaces any previously marked foe.

Track: A foe hunter gains Track as a bonus feat at 1st level.

Spirit Driven (Su): Whenever you notice a spirit's favored enemy (it is within 30 feet and your line of sight and you are aware of what it is), you suffer the personality influence and show the physical sign associated with the spirit even if you succeeded earlier on your binding check. The shift and sign overcome any form of magical disguise or amelioration unless the level of the spell or effect exceeds the level of spirit you have bound. Due to distraction by the spirit's blood lust, you also suffer a -4 penalty to Concentration checks and Intelligence-based skill checks as well as a -1 penalty to all other d20 rolls except for attack roles made against the spirit's favored enemy for the remainder of the pact. These negative effects end when you deliver a killing blow against a creature that is the spirit's favored enemy.

Evasion (Ex): Beginning at 2nd level, a foe hunter can avoid magical and unusual attacks with great agility. If you make a successful Reflex save against an attack that normally deals half damage on a successful save, you instead take no damage. You can use evasion only if you are wearing light armor or no armor. A helpless foe hunter does not gain the benefit of evasion.

Sneak Attack: This works like a rogue's sneak attack ability. You apply extra damage to your attacks whenever an opponent is flat-footed or denied its Dexterity bonus. The extra damage



Arielle the half-drow elf foe hunter tracks her spirit's favored enemy.

TABLE 3-4: 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
5	+3	+1	+4	+1	2nd	Uncanny dodge
6	+4	+2	+5	+2	2nd	Favored spirit enemy (+4), death attack
7	+5	+2	+5	+2	2nd	Sneak attack (+2d6), scent
8	+6/+1	+2	+6	+2	3rd	Swift death
9	+6/+1	+3	+6	+3	3rd	Swift tracker, improved uncanny dodge
10	+7/+2	+3	+7	+3	3rd	Sneak attack (+3d6), locate creature 1/week
11	+8/+3	+3	+7	+3	4th	Deadly surge
12	+9/+4	+4	+8	+4	4th	Favored spirit enemy (+6)
13	+9/+4	+4	+8	+4	4th	Improved evasion, scry foe 1/week
14	+10/+5	+4	+9	+4	4th	Sneak attack (+4d6)
15	+11/+6/+1	+5	+9	+5	5th	Seal of fate
16	+12/+7/+2	+5	+10	+5	5th	Favored spirit enemy (+8), blindsense 30 ft.
17	+12/+7/+2	+5	+10	+5	5th	Sneak attack (+5d6)
18	+13/+8/+3	+6	+11	+6	6th	Seal of death
19	+14/+9/+4	+6	+11	+6	6th	Blindsight 30 ft.
20	+15/+10/+5	+6	+12	+6	6th	Favored spirit enemy (+10), discern location 1/week

starts at +1d6 at 3rd level and increases every few levels thereafter to a maximum of +5d6 at 17th level. When a foe hunter gets a bonus from another source, the sneak attack dice stack.

Trapfinding: A foe hunter can use the Search skill to locate traps when the task has a DC higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

A foe hunter can also use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. When you beat a trap's DC by 10 or more with a Disable Device check, then you can study the trap, figure out how it works, and bypass it (with your party) without disarming it.

Boon of Lost Souls (Su): When you deliver a coup de grace against a foe that is not one of your bound spirit's favored allies, you may extract its last vital breath to apply a +1d6 bonus to one of your attack rolls at any time during the succeeding 2 minutes. You can use this ability three times per day.

Uncanny Dodge (Ex): Starting at 5th level, you retain your Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker (you still lose any Dexterity bonus to AC if immobilized). If you gain uncanny dodge from a second class then you automatically gain improved uncanny dodge (see below).

Death Attack (Ex): Beginning at 6th level, if you study a victim for 3 rounds and then make a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (your choice). While studying the victim, you can undertake other actions so long as your attention stays focused on the target and the target does not detect you or recognize you as

an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + 1/2 your foe hunter class level + your Int modifier) against the kill effect, the victim dies.

If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per foe hunter level. If the victim's saving throw succeeds, the attack is just a normal sneak attack.

Once you have completed the 3 rounds of study, you must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes the save), or if you do not launch the attack within 3 rounds of completing the study, then 3 new rounds of study are required before you can attempt another death attack.

Scent (Su): At 7th level you acquire the scent quality as a supernatural ability to detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors as easily as humans do familiar sights.

You can detect creatures within 30 feet by sense of smell. If the creature is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When you detect a scent, the exact location of the source is not revealed—only its presence somewhere within range. You can take a move action to note the direction of the scent.

Whenever you come within 5 feet of the source, you pinpoint the source's location.

Scent and Track synergize. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC may increase or decrease

depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by +2. When tracking by scent, ignore the effects of surface conditions and poor visibility.

Swift Tracker (Ex): You move at your normal speed while following tracks without taking the normal -5 penalty. You take only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Swift Death (Ex): If you are not in a threatened square, you deliver a coup de grace as a move action; otherwise, it is a standard action. In either case, you do not provoke attacks of opportunity.

Improved Uncanny Dodge (Ex): At 9th level, you can no longer be flanked. This defense blocks sneak attacks against you. The exception to this defense is that a rogue or foe hunter at least four levels higher than you can flank (and thus sneak attack you). If you gain uncanny dodge (see above) from a second class you automatically gain improved uncanny dodge, and levels from those classes stack to determine the minimum level required to flank you.

Locate Creature (Su): Once per week, a foe hunter of 10th level or higher can use *locate creature* to detect whether a known or familiar creature is within long range. As the spell, you can sense out to a distance of 400 feet + 40 feet per foe hunter level. You can slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range. You also know in which direction the creature is moving, if any. This ability can locate a creature of a specific kind or a specific creature known to you. Running water blocks this ability and you cannot detect objects. The ability can be fooled by *mislead*, *nondetection*, and *polymorph* spells.

Deadly Surge (Ex): Starting at 11th level, whenever you deliver a coup de grace, you gain an extra weapon attack or move action that round. Multiple deadly surges do not stack.

Improved Evasion (Ex): This ability works like evasion, except that while you still take no damage on a successful Reflex save against attacks, you only take half-damage on a failed save. You do not benefit when helpless or unconscious.

Scry Foe (Su): Once per week, a foe hunter can use the *scry* spell. You must be in a pact with a spirit and place yourself in a trance for 1 hour. In the trance, you tap into the spirit's numerous eyes and ears across the multiverse as bound through other creatures past, present, and future (spirits exist beyond time and space). After one hour, for a period of 1 minute per level, you visualize and hear the quarry that you have in mind, which may be at any distance. If the quarry succeeds on a Will save, then the scrying attempt fails. See the *scry* spell for details. This is a supernatural ability and cannot be thwarted using *dispel magic*. Wards that rely on trickery or such work normally.

Seal of Fate (Su): Beginning at 15th level, you can use *slay living* up to 3 times per day against a marked foe. Your caster level equals your binder level. The DC is Charisma-based.

Blindsense (Ex): At 16th level, a foe hunter acquires blindsense out to a range of 30 feet. Using nonvisual senses, such as acute smell or hearing, you notice things that you and most others cannot see. You do not need to make Spot or Listen checks to pinpoint the location of a creature within 30 feet, provided you have line of effect to that creature. Any opponent that you cannot see still has total concealment against you, and you still suffers the normal miss chance when attacking concealed opponents, and poor visibility still affects movement. You are still denied your Dexterity bonus to Armor Class against attacks

TABLE 3-5: SPIRITS' FAVORED ENEMIES

Level	Name	Favored Foe
1	Aza'zati	Humanoid (arcane spellcaster)
1	Forash	Humanoid (dwarf, elf), outsider (celestial)
1	Cave Mother	Undead
1	General Hessant	Humanoid (female spellcaster)
1	Gwenolyn's Ghost	Humanoid (divine spellcaster)
1	Marat	Humanoid (gnome)
2	Kaiya	Humanoid (chaotic evil)
2	Lady Jarah	Humanoid (male without Perform skill)
2	Mute Sylvus	Magical Beast
2	Prince Oszen	Noble or aristocrat not of your bloodline
2	Swan Elashni	Outsider (fiend), binder with fiendish spirit
2	Tyrant Cromwell	Humanoid (lawful good)
2	Ubro	Outsider (evil)
3	Ghato'kacha	Outsider (evil)
3	Catha of Codex	Aberration
3	N'alyia	Living creature that turns/rebukes undead
3	Night Fang	Plant
3	Obba, Ella, Atasha	Humanoid (arcane spellcaster)
3	Vandrae	Giant (male)
3	Xalen d'Marek	[See spirit for details]
4	Ethaniel Midnight	Humanoid (chaotic good)
4	Fey Baraddu	Outsider (lawful)
4	Hexus	Humanoid (divine spellcaster)
4	Loh'moi	Humanoid (evil)
4	Omlan Atlan	Any binder without arcane spellcasting
4	Pavatu	Outsider (any non-elemental)
4	Son of Dobb	Vermin or Insectoid [see spirit for details]
5	Dark Blood	Creature with more Hit Dice than you
5	Green Glomairah	Humanoid (goblinoid)
5	Hollow Eyes	Outsider (good)
5	Merickel	Outsider (evil)
5	Tentacles of Dagon	Humanoid (aquatic) or Animal (aquatic)
5	The Crow	Humanoid (evil)
5	Vodavox	Humanoid (any)
6	Damian Darkstar	Any with sneak attack, brigand or pirate
6	Demos Kalagos	Foe with magical spatial/temporal travel
6	Goliath	Elves, reptiles, and water subtype
6	Jayna Warlock	Elementals and any with elemental subtype
6	Rasputin	Humanoid (gnome)
6	Witch Yaba	Humanoid (human)

from creatures that you cannot see.

Seal of Death (Su): Once per day when bound with a spirit, you can use *power word kill*, instantly slaying a living creature with 100 hit points or less that is a marked foe. Your caster level equals your binder level. The DC is Charisma-based.

Blindsight (Ex): At 19th level, a foe hunter acquires blindsight to a distance of 30 feet. This is similar to blindsense, but far more discerning. A foe hunter relies on nonvisual senses to maneuver and fight as well as any fully sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant,

though you must have line of effect to a creature or object to find that creature or object. You can activate blindsight as a free action but only its benefits during your turn.

Discern Location (Su): Once per week, a foe hunter of 20th level or higher can use the *discern location* spell to locate creatures or objects. Nothing short of a *mind blank* spell or direct divine intervention keeps you from learning the exact location of a single individual or object. To find a creature, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once. See the spell for additional details.

Character Themes

Consider the following archetypal character themes when role-playing your character.

Bounty Hunter: This foe hunter is all about the job, her assigned mark, and which abilities are needed. Pactmaking is a tool to get the job done quickly. She cares little for spirits' stories and may be irritated when a spirit's favored foe doesn't align with the boost she needs. This character trusts her stealth skills and often collects magic items to ensure good bindings at all times, so as not to be distracted by the spirits' agendas.

Occult Slayer: This foe hunter is enamored with the supernatural. She savors binding and seeks new spirits to enhance her repertoire. She may display power for fun or with deadly intent to frighten foes into making mistakes. This character often figures, why go around gathering information from locals when she can bind a spirit that will locate her mark? Some occult slayers specialize in defeating wizards, necromancers, and similar egocentric ilk who consider themselves above everyone else.

Possessed Avenger: This foe hunter hands herself to the spirits to guide her toward their ends, such as they will. She is possessed, voluntarily expressing her spirit's sign and personality influence. She trusts the "dark place" that spirits take her too and may feel less than responsible for who gets hurt. When tracking a foe, she may utterly forget herself. Catching or killing a foe is the high point and reason for being. She will not let go of a foe regardless of where he flees.

ARIELLE STARTING CHARACTER

female half-elf (drow) foe hunter

Str 10 **Dex** 16 **Con** 15 **Int** 12 **Wis** 10 **Cha** 14

HP 1d6+2 (8 hit points)

BAB +0, **Grapple** +0, **Speed** 30 ft., **AC** 15, **Init** +3

Fort +2, **Reflex** +5, **Will** +0

Skill Ranks: Disable Device+2, Gather Information+4, Hide+4, Move Silently+4, Open Lock+2, Survival+4, Tumble+4, Use Magic Device +4.

Class Features: Bind one 1st level spirit (+2 check), favored spirit enemy (+2 bonus), mark foe (+1 attack and damage), Track, spirit driven (-1 penalty to d20 rolls, plus other penalties, after detecting spirit's favored foe until you slay it).

Racial Abilities: Immunity to *sleep* effects, low-light vision, +1 to Listen, Search and Spot; +2 to Diplomacy and Gather Information, elf blood, speak Common, Elven, Undercommon.

Level 1 Feat: Point Blank Shot.

Gear: Leather armor, dagger, shortbow, quiver with 20 arrows, 2 darts, spiked bracer, thieves' tools, backpack, wine skin, 10 pieces of chalk, 1 day's rations, belt pouch, flint and steel, grappling hook, sunrod, silk rope.

Gold: 32 gp 5 sp.

OCCULT PRIEST

"Most say that the faith of a god's followers sustains that god, but I say becoming a god requires unwavering belief in oneself. This was the first secret revealed to me by the spirits, for they reveal truths no others dare utter. Now, will you bow down before me as your god, or do I need to dispatch of you too?"

—An occult priest in a moment of vanity blamed on a spirit

Summary

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 ascendency. Through faith in himself, he acquires a limited set of divine spells as well as the ability to grant spells to others, rebuke outsiders, and set quests or forgive as a god does. His pursuit of the divine also teaches him secrets to summon single aspects of epic spirits, which are normally beyond other binders.

Background & Adventures

Use the following information to help define an occult priest's background, motives, and interactions with others.

Adventures: As with all binders, occult priests adventure to learn about new spirits. A spirit may unlock a divine spark in the character or reveal a ritual or artifact that will further him to godhood. Occult priests also seek knowledge to transcend their mortality. Direct knowledge of this kind is very rare at best, but seemingly random tidbits can help unravel the divine pattern, whatever that might be. Many occult priests also travel to test themselves and to acquire followers, for most gods have legendary adventures that precede their reign! Some also fight organized religion, seeking to encourage fellow mortals to either worship him or her, or pursue their own divine potential. As an occult priest progresses, much treasure is needed for the rituals that summon even a single aspect of an epic spirit.

Characteristics: Occult priests combine pactmaking with divine spellcasting, a limited set of divine abilities, and sage-like knowledge of the world. They seal pacts with spirits, eventually accessing all spirits and even small fragments of epic spirits. Their true focus, however, is acquisition of knowledge. They can answer many questions about various subjects. In addition, by drawing upon their studies and conversations with spirits, they learn how to cast divine spells. Each divine spell domain they learn reflects the god-like form they strive to become, whether that god is their unique invention or a heart-felt imitation of a known deity.

Alignment: Occult priests can be of any alignment, although they tend toward chaos since their path often eschews organized religion. Those who are lawful tend to organize a flock, set routines, and stick with principles that reflect the god they dream to become. There are probably more evil occult priests than good ones because the taste and acquisition of power easily corrupts the mortal soul. Those who are good tend to view their noble quest as fraught with challenges that call for compassion and mercy. Neutral occult priests may view divinity as the destiny of all mortal creatures, and simply describe themselves as somewhat ahead of the curve or perhaps helping to prepare the way for others.

Religion: All occult priests are strongly religious. Regardless of their individual outlook concerning gods and the afterlife, they strive to follow a divine path. This path is often outside established religious norms. This places lawful and good occult priests in unpleasant conflicts with their communities and other priests. Occult priests who claim they are agnostic or believe that the gods are mere imposters are focused on their own providence. Enacting rituals and establishing a dogma around oneself often helps boost belief in oneself. Some occult priests quietly remain in religious organizations to benefit from a church's resources. Their access to divine spells helps them to blend in. Many occult priests design their own symbols and icons, or collect exemplars of what they wish to become.

Background: It is often said that every occult priest is angry at a god, or the gods in general, due to a specific trauma or falling out that occurred early in life. Perhaps as a child, the occult priest's devout family suffered terribly before being killed and he wonders why his god never bothered to help. In fact, there is more diversity of backgrounds. Some are power hungry. Others are self-aggrandizing. They may not really believe they will become gods, except to the townsfolk who will fork over gold in exchange for healing spells that the occult priest has mastered on his own. Equally as often, a novice binder discovers a terrible suggestion of a secret. A spirit whispers to him that the multiverse is not what it seems, that it was once a godling, that it comes from the future and foresees the character will become a god, or it knows of an ancient artifact or ritual from primeval times that was used to raise the gods from humble beginnings. Soon, the binder integrates just enough knowledge to cast a *cure* spell or other divine gift—without prayer or a god's aid—and soon that little bit of knowledge becomes dangerous and all-consuming.

Races: Most folk say that humans are by far the most likely to become occult priests. Their brief lifespan and tendency toward personal ambition encourage this path. Most individuals of other civilized races, such as elves and dwarves, tend to view their people and gods as part of a single close-knit family. To reject these gods would be akin to rejecting one's own parents and grandparents. The savage races, such as orcs, usually lack the patience and academic skills to unlock secrets of power; those who do take this path often begin with the mistaken belief that a few spirits is all it takes to attain godhood.

Other Classes: As a binder, the occult priest gets along with all others who use pact magic. In addition, being independent-minded, cynical, and flexible, he gets along well with monks, rangers, rogues, sorcerers, and similar characters. The most difficult relationships are with those who call upon divine aid, such as clerics, druids, and paladins. Some occult priests view their path as special and suspend their judgment against comrades who are divine agents. Most, however, perceive clerics and other divine agents as the eyes and ears of the gods; because they prefer to stay out of sight of the gods' wrath, they may keep quiet their religious views. Even though they cast divine spells, they do not call upon a deity, which may easily arouse suspicion in the minds of more observant divine agents.

Role: An occult priest's main contribution varies significantly according to the spell domains he selects; however, the knowledge domain is always central, and with his spirit knowledge ability, he easily fills a role normally filled by diviner wizard or bard, whether reading minds, recalling an epic tale or random fact, or foreseeing the future. The occult priest eventually accesses all spirits and thus can offer environment- and foe-specific abilities, such as for underwater adventures. Many occult priests collect a cohort and other followers.

TABLE 3-6: 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)
5	+2	+4	+1	+4	2nd	Secret of divine sanctuary (2/day)
6	+3	+5	+2	+5	3rd	Ungodly blessing (+2)
7	+3	+5	+2	+5	3rd	Bonus domain (2nd)
8	+4	+6	+2	+6	4th	Grant spell ability (1/day)
9	+4	+6	+3	+6	4th	Secret of divine sanctuary (3/day)
10	+5	+7	+3	+7	5th	Detect acolyte
11	+5	+7	+3	+7	5th	Bonus domain (3rd)
12	+6/+1	+8	+4	+8	6th	Spiritual unction, gods-cursed
13	+6/+1	+8	+4	+8	6th	Grant spell ability (3/day)
14	+7/+2	+9	+4	+9	7th	Secret of divine sanctuary (4/day)
15	+7/+2	+9	+5	+9	7th	Bind epic fragment (1)
16	+8/+3	+10	+5	+10	8th	Ungodly blessing (+3)
17	+8/+3	+10	+5	+10	8th	Secret of divine sanctuary (5/day)
18	+9/+4	+11	+6	+11	9th	Grant spell ability (5/day)
19	+9/+4	+11	+6	+11	9th	Bonus domain (4th)
20	+10/+5	+12	+6	+12	9th	Gnostic self, bind epic fragment (2)

Game Rule Information

Occult priests have the following game statistics.

Abilities: Charisma and Constitution are the occult priest's key abilities. High Charisma aids him in binding spirits, makes his divine spells more difficult to resist, improves his healing magic, and attracts followers. High Constitution makes his supernatural abilities more difficult to resist and makes him more resilient in combat. High Intelligence grants more skill points and improves his use of most class skills. High Wisdom improves perception and may afford him bonus divine spells in special circumstances.

Alignment: Any.

Starting Age: As cleric.

Starting Gold: 4d4 x 10 (100 gp).

Hit Die: d6.

d6

Class Skills

The occult priest's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Heal (Wis), Knowledge (all skills, taken individually) (Int), Perform (oratory) (Cha), Sense Motive (Wis), Speak Language (-), and Spellcraft (Int). Domains may grant additional class skills.

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All the following are class features of the occult priest.

Weapon and Armor Proficiency:

Occult priests are proficient with all simple weapons and light armor. An occult priest who takes the War domain gains Weapon Focus for one weapon of choice as a bonus feat and the appropriate Martial Weapon Proficiency feat as a bonus feat, if necessary.

Occult Knowledge: Occult priests tend to seek out and hoard information gleaned from the spirits they bind, often spending many hours listening to spirits. A spirit might trace its origins to a far away kingdom, a few years in the future, or another plane of existence. The result of study is a hodgepodge of lore. Some occult priests prefer to organize this lore into a personal set of journals, while others trust it will be at their fingertips when a situation demands it.

Beginning at 1st level, you may make a special occult knowledge check with a bonus equal to your occult priest level + your Intelligence modifier to see if you know some relevant information about local notable people, legendary items, or noteworthy places. (If you have 5 or more ranks in Knowledge (history), you receive a +2 bonus on this check).

Apply an additional +2 bonus when you have bound a spirit of the portal or magi constellation (see page 184).

A successful spirit knowledge check will not reveal the powers of a magic item but may give hints as to its general function. An occult priest may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

Aura (Ex): As a cleric, a chaotic, evil, good, or lawful occult priest has a powerful aura (see the *detect evil* spell for details).

Bilbados the demon eye occult priest bestows spell ability to his acolyte. Such power is normally reserved to gods and their servants, but spirits have taught him otherwise.

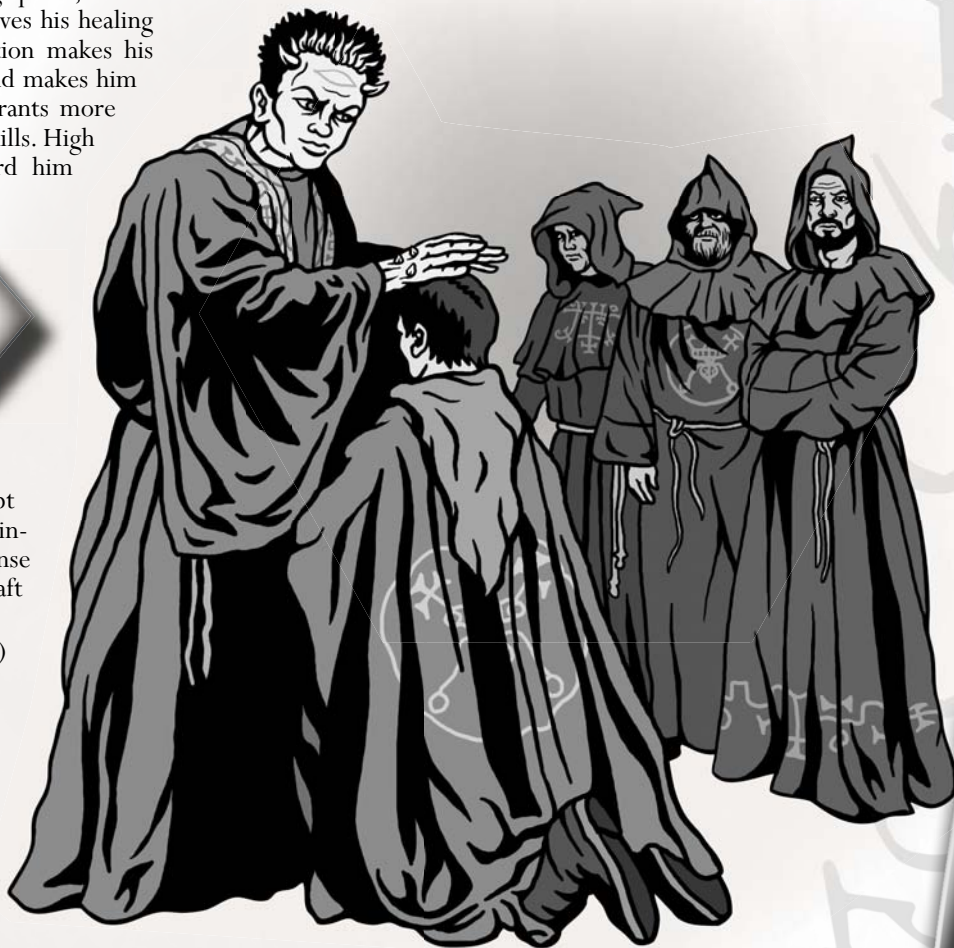


TABLE 3-7: OCCULT KNOWLEDGE GAINED

DC	Type of Knowledge
10	Common, known by at least a substantial minority; common legends of the local population.
20	Uncommon but available, known by only a few people legends.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

Knowledge Domain: You have access to spells on the cleric knowledge domain spell list and as well as the granted ability of the knowledge domain. The highest level spell that you have access to equals the highest level spirit you can bind. Your caster level equals your binder level. The DC to resist your spells equals 10 + the spell level + your Charisma modifier. You can cast each spell you know once per day. You do not receive bonus spells due to a high Charisma score.

Bind Spirit (Su): An occult priest may seal pacts with spirits. Each day, you may bind one spirit of your choice. The spirit's level must be equal to or less than the maximum level indicated on Table 3-6: The Occult Priest under Maximum Spirit Level. Your binding check equals d20 + your class level +

your Charisma modifier. The DC to resist one of your granted abilities is $10 + 1/2$ your class level + your Constitution modifier (a hearty body is required to effectively channel a spirit's energy). See Chapter 4: Spirits (pages 63–67) for all other rules regarding binding and use of spirits.

Secret of Divine Sanctuary (Sp): Beginning at 2nd level, you can use the *sanctuary* spell as a spell-like ability once per day as an immediate action, which means you can activate the effect even when it is not your turn. As with the spell, creatures within the area receive a Will save to resist the effect. The DC to resist equals $10 + 1/2$ your occult priest level + your Charisma modifier. Those who fail their save cannot make an attack roll against you for a duration of 1 round per occult priest level unless you make an attack roll against them. Those who succeed on their save can attack you normally.

You can use this ability twice per day at 5th level, three times per day at 9th level, four times per day at 14th level, and five times per day at 17th level.

Mortality Undone (Su): Beginning at 2nd level, you can draw upon a spirit's power to heal yourself or another creature by touch as a standard action. During a 24-hour period, you may heal a total number of hit points equal to your level x your Charisma bonus (minimum 0). This is a transmutation effect that repairs constructs and corporeal undead as well as the living. Alternatively, you may expend 6 points to restore 1 point of ability score damage or 12 points to use *cure disease* or *neutralize poison*.

Bonus Domain: At 3rd level, select one cleric domain of your choice. You have access to spells of that domain's spell list as well as the granted ability of that domain. The highest level spell that you have access to equals the highest level spirit can bind. Your caster level equals your binder level. The DC to resist your spells equals $10 +$ the spell level + your Charisma modifier. You can cast each spell you know once per day. You do not receive bonus spells due to a high ability score.

At 7th, and again at 11th level and 19th level, you select one additional cleric domain, following the rules above.

Duplicate Domains: You may take a domain more than once. Each time, you gain one additional use of each spell you know. In addition, you gain bonus uses per day due to a high Wisdom score (see Ability Modifiers and Bonus Spells in the *Players Handbook*).

Spellcasting: To cast spells that you have learned from the domains you have selected, you must spend 1 hour each morning in meditation and study to acquire these spells.

Ungodly Blessing (Sp): Once per day you can bless allies within a 50-foot burst centered on you for 1 minute per level. Starting at 4th level, the blessing grants a +1 morale bonus to attack rolls and saves against fear. At 6th, the bonus increases to +2. At 16th level, the bonus increases to +3.

Grant Spell Ability (Sp): Beginning at 8th level, you can grant one or more creatures copies of your spells, and the ability to cast them. Only a creature with an Intelligence score of at least 5 and a Wisdom score of at least 9 can benefit. You touch a creature as a full round action to bestow spells. Any spell you know as an occult priest can be granted. You can still cast granted spells as normal that you have granted to others.

At 8th level, you can bestow three levels worth of spells. The number and level of spells that a creature can be granted depends on its Hit Dice. The recipient must have at least 2 Hit Dice to receive a 1st-level spell, 3 Hit Dice to receive a 2nd-level spell, and 5 Hit Dice to receive a 3rd-level spell.

The transferred spell's variable characteristics (range, duration, area, and the like) function according to your caster level, not the level of the recipient.

To cast a spell with a verbal component, the subject must be able to speak. To cast a spell with a somatic component, it must have human-like hands. To cast a spell with a material component or focus, it must have the materials or focus.

At 13th level, you can use this ability three times per day, each time granting up to four levels of spells in any combination (four 1st-level spells, one 4th-level spell and two 2nd-level spells, or so on). The recipient must have at least 7 Hit Dice to gain a 4th-level spell.

At 18th level, you can use this ability five times per day, each time granting up to five levels of spells in any combination. The recipient must have at least 9 Hit Dice to gain a 5th-level spell.

Detect Acolyte (Sp): At will, you can detect potential adherents within a 60-foot cone-shaped emanation. An adherent is a creature that qualifies to receive spells from you (using the grant spell ability class feature) and has an alignment within one step of your own. This otherwise works like *detect evil*.

Spiritual Unction (Sp): At 12th level the occult priest unravels the power of spiritual unction, which allows you to use *atonement*, *break enchantment*, or *geas/quest* once per day. You choose at the time of use which spell to use, and thereafter you cannot use the ability again until the next day. This ability to send others on quests, forgive their sins, and ruin permanent magic without recourse to the gods comes with a price. You are exhausted for 1 hour after using the ability.

Gods-Cursed: You have attracted the attention of the gods to your detriment. If you die by violence rather than a natural death due to old age, and if you are not restored to life within one week of your death, then you are transformed into a spirit. Once you become a spirit, you cannot be restored to life by any means short of divine intervention.

Bind Epic Fragment (Su): Beginning at 15th level, you can form a limited pact with an epic spirit, even when you are not an epic-level character. The pactmaking is resolved as if you possessed the Bind Epic Spirit feat, except that the ceremony requires 4 uninterrupted hours, and you gain only 1 granted ability of your choice of the epic spirit. Note that you must attempt the binding check and on a failed check you still suffer a side effect. After you pass 20th level, you may take the Bind Epic Spirit feat and gain its benefits in addition to this ability.

At 20th level, you may gain two abilities of an epic spirit when you spend 8 uninterrupted hours performing the rite. You only attempt one binding check to gain both abilities.

Gnostic Self: At 20th level, an occult priest becomes a semi-divine creature. You are forevermore treated as an outsider rather than as a humanoid (or whatever your creature type was) for the purpose of spells and magical effects. Additionally, you gain damage reduction 10/magic. Unlike other outsiders, you can still be brought back from the dead as if you were a member of your previous creature type.

Ex-Occult Priests: A character who chooses to worship a deity retains spellcasting, binding ability, and other features of the class, but he can no longer take additional levels in the class until he foregoes divine aid and renounces worship of a deity.

Multiclass Occult Priests: A character with levels in the occult priest class can freely multiclass; however, he faces a special restriction. Once an occult priest takes a level in another class that grants divine spellcasting ability, the character can no longer continue taking levels in the occult priest class.

By requesting the patronage of a deity or similar divine force and engaging in prayer to receive divine spells, the character is giving up his quest to eschew divine assistance, an act that is at odds with the occult priest class.

PACT WARRIOR

"I lost my arm to its jaws and it breathed frost on me twice. Here, give me my arm, I'll reattach it. Then let's march on!"

—A pact warrior after battle against a powerful dragon

Character Themes

Consider the following archetypal character themes when role-playing your character.

Cult Leader: This occult priest seeks power by gathering worshipers and shepherding them toward a common goal. Some cult leaders view themselves as living gods, while others wish to reflect the divine and act as exemplars for average mortals. A few revel in the sensual and material comforts that come with attention. These occult priests select domains such as protection, healing, and war. Occult priests who specialize in leading hordes of undead select death and evil.

Gnostic Sage: This occult priest believes that the spirits can provide him with the knowledge to become an immortal, omniscient being. He learns every story, channels every spirit, and seeks every rumored library. He may speak on many subjects, but he tends to return to his favorite theses. He revels in books and takes seriously a spirit's random mumbling. This character selects domains such as knowledge, law, and magic.

Insane for Power: This occult priest doesn't care about gods or knowledge or other creatures. He is enthralled by raw power and views the spirits as nothing compared to the gods. For every foe he cowers or destroys, he raises himself another notch in power. This character tends toward evil, and selects domains such as chaos, destruction, fire, strength, and trickery. His greatest weakness is that he may destroy himself.

Marked by Gods: This occult priest may believe he is chosen to join the godly ranks or he may believe that he has been unfairly rejected by the gods. Either way, he confidently tells his story to all who listen as he searches for adoration or sympathy. At his darkest hours, he may question whether he is truly marked. This character tends to select domains such as luck and travel. A self-fulfilling prophecy may be his greatest downfall.

BILBADOS STARTING CHARACTER

male demon-eye human occult priest

Str 14 **Dex** 10 **Con** 14 **Int** 14 **Wis** 10 **Cha** 16

HP 1d6+2 (8 hit points)

BAB +0, **Grapple** +2, **Speed** 20 ft., **AC** 14, **Init** +0

Fort +4, **Reflex** +0, **Will** +2

Skill Ranks: Decipher Script +4, Knowledge (arcana) +2, Knowledge (history) +2, Knowledge (religion) +4, Knowledge (the planes) +2, Sense Motive +4, Speak Language (Celestial, Elvish, Giant, Undercommon), Spellcraft +2.

Class Features: Bind 1st level spirit (d20+3), occult knowledge, aura, knowledge domain (cast 1/day — *detect secret doors*; +1 caster level on divination spells).

Racial Abilities: Darkvision, demon eye (1/day, use one spell from demon eye spell list as a supernatural ability, see page 22, DC 13), +1 natural AC, claw attack 1d4+2 damage, cannot use run action, speak Common, Abyssal, Infernal.

Level 1 Feat: Ignore Binding Requirements.

Gear: Studded leather armor, light crossbow, 10 bolts, quarterstaff, wine skin, 1 day's rations, backpack and bedroll, sunrod, wooden holy symbol.

Gold: 7 gp.

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, defend 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.

Background and Adventures

Use the following information to help define a pact warrior's background, motives, and interactions with others.

Adventures: Pact warriors adventure in order to prove themselves in battle, bring glory to the spirits within them, and learn about new spirits to bind. They can display incredible supernatural maneuvers, survive deadly environments, and fight on when others panic. They are indefatigable and rarely afraid to march forward when others turn back.

Characteristics: The pact warrior is not as resilient as a fighter in terms of combat, nor does he have access to a fighter's range of armor and weapons, but he can use supernatural abilities to aid him in his quests. In practice, he blends the studious discipline of a monk with the risk-taking style and fortitude of a barbarian. A pact warrior can utilize a pact to augment his body and mind in different ways each day, and he learns to direct supernatural abilities through his weapon.

Alignment: A pact warrior may be any alignment. Some pact warriors select spirits of a particular constellation to reflect their favorite fighting style. While spirits don't possess an alignment, they represent particular themes and outlooks. Other pact warriors select an alignment that embodies the traditions and viewpoint of their race.

Religion: A pact warrior may or may not be religious. If he is religious, he will likely identify with a deity of war, combat, protection, or fear. Other pact warriors identify with spirits and may resent gods. This could be ironic if the gods created the spirits. Such paradoxes are just as much religious complexity as most pact warriors care to contemplate.

Background: Many pact warriors begin their careers by training within a band of experienced warriors. A few, however, stumble upon family traditions or seek to train themselves based on their individual study of binding spirits.

For those who receive training, becoming a pact warrior can be a daunting and demoralizing process fraught with unforgiving instructors, difficult rituals, and uncomfortable hazing by other initiates and experienced pact warriors. This can be just as true in an elf society as it is in an orc society. Pact warbands claim these steps are necessary to ensure a recruit is a worthy vessel for the spirits that he will summon and channel until his dying day. The details of pactmaking are not as stressed as proper martial technique and practical training in the use of armor and weapons. Thus, pact warriors begin their careers somewhat inept in binding spirits, and are prone to make mistakes and even fail to bind a spirit. That said, every initiate is offered the opportunity for instruction in the arcane arts, history, religion, and the planes of existence so that he can wisely seal pacts

on his own. Instructors stand by their belief that practice in the real world will quickly teach them how and when to bind spirits. Training also includes grueling tests of endurance to build the body and ensure the initiate can handle the spirits within while he battles foes all around him. The day of “first binding” may be a solemn or jovial occasion, as befitting the character’s culture. Only when he seals a pact with his first spirit is he ready to become a true pact warrior. From this point onward, the character may continue with his fellows, decide to head out and command his own warband, or become a lone wolf who feels a drive to explore the world on his own.

For a character who discovers the ancient spirits on his own, there is less hardship at the start and usually more challenge later on. The spirits he binds may expect a ready initiate, but find instead a disaffected city guard, naïve waif, or desperate youth. In such cases, the character may experience internal dialog and stress as he tries to balance the use of pact magic with the rigorous life of a warrior.

Races: Among the civilized races, human pact warriors are the most common. Dwarven and elven pact warriors also appear because these races have martial traditions and take pride in their ancestry. However, many dwarves lack the negotiation skills needed to finesse spirits, while many elves feel taxed by the physical demands of binding. Halflings and gnomes are not traditionally oriented to war, although tough halfling pact warriors come to the fore in communities beset by harsh environments. Most savage humanoids lack the patience and charisma to deal with spirits. However, hobgoblins equal humans and often excel at the pact warrior’s key attributes: strength, constitution, and charisma. Hobgoblins also resonate with the warband mentality and unbridled

dark power of ancient spirits. Troglodyte are also well-suited to sealing pacts; however, these pact warriors rarely organize into cohesive units. Instead, they tend to roam on their own in search of victories. Despite a lack of finesse, orcs and goblins are also attracted to this class.

Other Classes: Pact warriors get along with most other classes, particularly martial types such as barbarians, fighters, and monks. While a pact warrior may appreciate an arcane spellcaster’s contribution to a party, he may not understand why his comrade lacks toughness; after all, the pact warrior has supernatural abilities at his command along with his armor and weapons. Similarly, rogues and other stealthy types may aid the party but their indirect style is not a warrior’s style.

Role: The pact warrior’s main contribution is his ability to “go nova,” entering a battle trance and using up his spirit strikes and dark seals in a whirlwind of supernatural fury. He also stands well against fear and unusual attacks such as energy drain, and can remain on the front line to deliver nasty supernatural attacks even as foes pummel him. More specifically, his contribution depends on what weapons he uses and which spirits he binds each day. An archer offers a different contribution than the pact warrior who wades into the front line with a greatsword. Finally, with a fair range of spirits to bind and a moderate to high charisma, a pact warrior can contribute in urban situations and unusual environments such as underwater or other planes of existence.

Game Rule Information

Pact warriors have the following game statistics.

Abilities: Strength, Constitution, and Charisma are the pact warrior’s key attributes. High Charisma helps the pact warrior successfully seal pacts as well as get the best use of many class abilities. High Strength enhances the pact warrior’s martial skill on the battlefield. Also useful is high Constitution, which makes his pact-granted abilities harder to resist, allows him to sustain

more damage, and makes his battle trances last longer. High Dexterity improves his defensive capabilities, while high Intelligence affords him more skills and high Wisdom improves his ability to detect foes and their intentions.

“Ga’hal the hobgoblin pact warrior is bound to an angel spirit that enhances his strikes against evil foes and grants self-healing; he reattaches his arm and regenerates a multitude of wounds inflicted by an archer and his vicious dragon steed.”



Alignment: Any.
Starting Age: As fighter.
Starting Gold: 6d4 x 10 (150 gp).
Hit Die: d8.



Class Skills

The pact warrior's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (the planes) (Int), Perform (oratory), Ride (Dex), Swim (Str), Survival (Wis), and Use Rope (Dex).

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All the following are class features of the pact warrior:

Weapon and Armor Proficiency: Pact warriors are proficient with all simple weapons and three martial weapons of your choice, plus all types of armor (light, medium, and heavy), and with shields (except tower shields). You may swap proficiency with two martial weapons for proficiency with an exotic weapon.

Bind Spirit (Su): A pact warrior may seal pacts with spirits. Each day, you may bind one spirit of your choice. The spirit's level must be equal to or less than the maximum level indicated on Table 3-8: The Pact Warrior under Maximum Spirit Level. Your binding check equals d20 + your class level + your Charisma modifier. The DC to resist one of your granted abilities is 10 + 1/2 your class level + your Constitution modifier (a hearty body is required to effectively channel a spirit's energy). See Chapter 4: Spirits (pages 63–67) for other rules regarding binding and use of spirits.

Martial Focus: Combat training has hindered your pact-making skills. At 1st and 2nd levels only, when summoning a spirit that is not of the knight constellation, you fail to bind the spirit if you fail the binding check. When you fail, you can try another spirit that day and try again for the same spirit the next day. This restriction goes away beginning at 3rd level.

Warrior's Mettle (Su): At 2nd level and higher, whenever you have bound a spirit and succeed on a Fortitude save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Fortitude partial), you instead completely negate the effect. You still are harmed by effects that do not allow a saving throw. An unconscious or sleeping pact warrior does not enjoy this benefit.

Spirit Strike (Ex): Beginning at 2nd level, once per day as a full round action you can combine a weapon attack with a granted ability that normally requires a standard action or less to activate. At 7th level you can make a spirit strike three times per day and at 12th level, six times per day. At 17th level, you master the blending of weapons and magic. You can make a spirit strike up to nine times per day.

Battle Trance (Su): Beginning at 3rd level, when you bind a spirit, you gain a special set of supernatural abilities corresponding to the spirit's constellation, as indicated in the sidebar on page 47. You can activate the trance as a free action once per day for a period of 3 rounds + your Constitution modifier, after which time you are fatigued. You may not activate a battle trance if you are already fatigued.

You gain more uses per day at higher levels. At 8th level, you select two trances for the day. Only one must correspond to your spirit's constellation. You may select the same trance more than once in order to use it twice that day or to use it once with double the numerical benefits. You may activate multiple

TABLE 3-8: THE PACT WARRIOR

Level	Base Attack Bonus	Saving Throws			Maximum Spirit Level	Special
		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	
5	+5	+4	+1	+1	2nd	Seal of darkness (1st)
6	+6/+1	+5	+2	+2	2nd	Aura of Courage
7	+7/+2	+5	+2	+2	2nd	Spirit strike (3/day)
8	+8/+3	+6	+2	+2	3rd	Battle trance (2/day)
9	+9/+4	+6	+3	+3	3rd	Undying grace
10	+10/+5	+7	+3	+3	3rd	Seal of darkness (2nd)
11	+11/+6/+1	+7	+3	+3	4th	
12	+12/+7/+2	+8	+4	+4	4th	Spirit strike (6/day)
13	+13/+8/+3	+8	+4	+4	4th	Battle trance (3/day)
14	+14/+9/+4	+9	+4	+4	4th	Death ward
15	+15/+10/+5	+9	+5	+5	4th	Seal of darkness (3rd)
16	+16/+11/+6/+1	+10	+5	+5	5th	
17	+17/+12/+7/+2	+10	+5	+5	5th	Spirit strike (9/day)
18	+18/+13/+8/+3	+11	+6	+6	5th	Battle trance (4/day)
19	+19/+14/+9/+4	+11	+6	+6	6th	Tireless trance
20	+20/+15/+10/+5	+12	+6	+6	6th	Seal of darkness (4th), warrior of one thousand battles

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

trances at once. At 13th level you gain a third battle trance of your choice for the day. At 18th level you gain a fourth battle trance of your choice for the day.

Seal of Darkness (Su): You acquire a seal of darkness, which is a supernatural imprint on your soul that enhances your tactical skill in battle while bound with a spirit. At 5th level, and again at 10th, 15th, and 20th level, you may select any one of the seals listed below. Each seal is usable a number of times per day equal to your Charisma bonus (minimum 1). When you bind a spirit of the knight constellation, you gain one additional use for each seal you know. You may expend a use of a seal to target one foe or you may expend multiple uses at once, expending one use per foe. The DC to resist a seal of darkness effect equals $10 + 1/2$ your pact warrior level + your Charisma modifier. A seal that targets a creature always allows a saving throw. You must have bound a spirit and be armed with a weapon that you are proficient with in order to use this ability. If you lose your pact with your spirit for any reason and seal a new pact later in the day, the number of seal uses is maintained rather than reset. If you bind multiple spirits, select one that maintains the seal of darkness. Using a seal or using multiple seals at once to target multiple foes is a swift action. Here are six seals. Additional seals may exist.

Cloying Tendril: Your spirit projects an inky, cloying tendril-like mist that acts as a blockade, preventing an affected foe from moving more than 5 feet for the remainder of its turn.

Horrid Slean: Your next successful strike on the round you use this seal against an affected foe inflicts double damage.

Living Nightmare: Your empowered voice terrifies foes as if they have heard a breathless void announce their eternal damnation. The effect lasts one full round. An affected foe is panicked if it has a number of Hit Dice less than your level minus 4. It is shaken if it has a number of Hit Dice more than your level plus 2. All others are frightened. Multiple instances of this ability do not stack.

Occult Allure: You cloak your body in an inky aura reminiscent of your bound spirit's visage, causing an affected foe to attack you in preference to your allies, much like a foolish innocent drawn to the mystery of a dark room. Specifically, the affected foe directs its attacks at you provided it is capable of doing so, either because you are within reach or range or because it can move to make at least one attack that round. If it does not meet these qualifications then the lure automatically fails.

Perilous Step: You ignore attacks of opportunity and attempts to trip or grapple made by the affected foe until its next turn.

Taunting Visage: An inky apparition of your bound spirit shifts about like living shadow. An affected foe is flanked with respect to all attacks for the remainder of its turn. Since this is a magical effect, abilities such as uncanny dodge do not protect the target from a taunting visage.

Aura of Courage (Su): Starting at 6th level, while bound with a spirit, you are immune to fear effects, and allies within 10 feet of you enjoy a +4 bonus on saves to resist fear effects, unless you are unconscious, sleeping, or dead.

Undying Grace (Su): Whenever you fall unconscious, your spirit heals you 1d4 hit points + 1 hit point per spirit level as an immediate action. Your spirit can do this a number of times per day equal to your Charisma bonus (minimum 1).

Death Ward (Su): Beginning at 14th level, whenever you bind a spirit, you are immune to all death spells, magical death effects, energy drain, and any negative energy effects. This benefit does not remove negative levels that you have already

gained in the past.

Tireless Trance: At 19th level onward, you are no longer fatigued after ending a battle trance.

Warrior of One Thousand Battles (Su): Whenever you use your battle trance ability, you gain additional benefits. You are treated as a magical creature and become immune to hostile spells and effects that specifically target humanoids. You gain darkvision out to a distance of 60 feet (or if you already possess darkvision, apply a +60 foot bonus to your existing range). You benefit from the *protection from arrows* spell. Finally, you gain damage reduction 10/magic and fast healing 5.

Character Themes

Consider the following archetypal character themes when role-playing your character.

Comrade in Arms: This pact warrior views himself as part of a band of brothers. His military unit or adventuring companions are family. He tends to be lawful and disciplined, and may seek a position of command to ensure everyone works together. However, he steps aside for a competent leader. He is honorable and spares nothing to defend allies and save those who would otherwise be left behind. All who know him trust him.

Glorious Hero: This pact warrior sees himself as the embodiment of an ancient hero or perhaps a hero of future legends. He often goes his own way. When others show timidity or move too slowly, he acts to set an example and show that courage wins the day. This character tends to be chaotic and often uses a notable or exotic weapon such as a greatsword, falchion, or spiked chain. His adventures bring him glory, whether as a savior of the common people or as a destroyer of kingdoms. While not always reliable, he is sure to call out foes for what they are.

Mystic Warrior: This pact warrior views binding spirits as essential to being a warrior. Magic with martial prowess is a paradoxical marriage of opposites. He is many heroes from many times, yet a mere vessel and no hero at all. He is an individual, yet part of a larger tapestry. When he enters a village as a stranger, he may find himself a part of people's stories, binding to fit the village's needs or giving an inspiring performance. Yet in the morning he is off again. This character tends to be neutral, and is often inscrutable to even his closest peers.

GA'HAL STARTING CHARACTER

male hobgoblin (civilized) pact warrior

Str 15 **Dex** 12 **Con** 16 **Int** 10 **Wis** 10 **Cha** 15

HP 1d8+3 (11 hit points)

BAB +0, **Grapple** +2, **Speed** 20 ft., **AC** 17, **Init** +1

Fort +5, **Reflex** +1, **Will** +2

Skills Ranks: Decipher Script +1, Intimidate +4, Knowledge (arcana) +1, Knowledge (history) +1, Knowledge (the planes) +1.

Class Features: Bind 1st-level spirit (d20+2), martial focus (fails to bind a spirit on a failed binding check).

Racial Abilities: Darkvision 60 ft., +4 bonus Move Silently checks, speak Common and Goblin.

Level 1 Feat: Wealthy Pact Magic Patron.

Gear: Breast plate, longsword, longspear, composite shortbow, 20 arrows, light steel shield, camel pack, backpack, wine skin, 10 pieces of chalk, 1 day's rations, sack, bed roll, flint and steel.

Gold: 102 gp.

BATTLE TRANCE OPTIONS

A pact warrior may select a battle trance from the following thirteen options. One selection must match his spirit's constellation.

Portal (Arch of the Third Eye): You gain a +1 insight bonus to your AC and an additional +4 bonus to AC to avoid attacks of opportunity. Furthermore, you can move before and after making a weapon attack so long as the total distance moved does not exceed your speed. Foes targeted by your attack that round do not gain attacks of opportunity against you as you move.

Spider (Faces Beneath the Skin): You gain blindsense to a distance of 15 feet. Moreover, you can move along walls so long as your starting square and ending square are both horizontal. Finally, as a full round action you can resolve one melee weapon attack as a touch attack.

Tree (Strangling Root of Eternity): You make unarmed strikes for 1d6+Str damage without provoking attacks of opportunity. Moreover, you gain a +4 insight bonus on grapple checks and you do not provoke attacks of opportunity from foes you grapple. You also deal +2d6 hit points damage against foes you harm while grappling.

Angel (Torn Wings of Angels): You gain a +1 sacred bonus on all saving throws, your weapon attacks inflict +2d6 hit points of sacred damage against evil foes, and you may deal nonlethal damage rather than lethal damage with any of your weapon attacks or granted abilities. Moreover, you regenerate lost limbs in 3d6 rounds. You do not gain any additional healing benefits.

Knight (Legion of Furious Limbs): Up to once per round, when your mount is hit in combat, you may negate the hit. Moreover, whenever you charge you deal +2d6 damage. Finally, when you are adjacent to a foe that is no more than one size category larger than you and you have hit that foe, then you may push it back by 5 feet and automatically move into its previously occupied square. You can do this multiple times in a round if you hit with multiple attacks. Pushed foes do not receive a saving throw.

Crown (Broken Throne of Sighs): No foe adjacent to you (within striking distance) can take a 5-foot step. You ignore sneak attacks unless the attacker has 4 or more Hit Dice than you do. Moreover, your weapon attacks deal +2d6 axiomatic damage against chaotic foes.

Thief (Bitter Thief of Always): You gain evasion (against attacks that allow a Reflex save for half-damage, you take no damage if you save). Moreover, when you flank foes or catch them flat-footed, you deal +1d6 damage as if delivering a sneak attack. This bonus stacks with other sneak attack damage. Finally, your weapon attacks deal +2d6 anarchic damage against lawful foes.

Dragon (Cry of the Lost Wyrn): You can shout, roar, or otherwise cry out as a standard action. Foes within 30 feet who hear you are shaken for 2d6 rounds (Will save for half-duration). Foes with more Hit Dice than you are unaffected. A creature can only be affected once by your cry in a 24-hour period. You can wield melee weapons one size category larger than you are with only a -2 penalty to your attack rolls. You wield the weapon as if it were normally sized for you.

Fiend (Wheels Turn within Wheels): Your attacks deal +2d6 profane damage against good-aligned foes. Moreover, you gain the benefits of the Improved Feint and Improved Trip feats, gaining a +4 profane bonus on feint and trip rolls and negating attacks of opportunity when resolving your attempt to feint or trip your foe. You can also *detect poison* at will.

Ghoul (Reflections of the Vampire): When you succeed on a save against a mind-affecting attack, the attacker is dazed for 1 round (no save). Moreover, a successful weapon strike causes your foe to lose 1d3 points of Strength, Constitution, or Charisma (your choice). The damage is temporary ability loss. Finally, you have a 25% chance to ignore critical hit and sneak attack damage inflicted on you.

Genie (Blinding Whirlwind of Dune): You gain a +2 bonus to your Strength score and a +1 insight bonus to AC and on Reflex saves. Moreover, each round you may make one extra attack at your highest base attack bonus but with a -2 penalty on all of your attacks that round. Finally, when you confirm a critical hit, your foe is permanently blinded, per the *blindness* spell.

Magi (Vestige of the Hag Countess): You gain a +1 insight bonus to Will saves, and spellcasters that you threaten cannot cast spells defensively. Moreover, you ignore foes' AC bonuses granted by magic. Finally, when a creature successfully strikes you, then you may opt to suffer a -4 penalty to your AC that round in order to make one attack of opportunity against that foe. The foe must be in your threatened area, and you cannot take more attacks of opportunity than normally possible in a round.

Shadow (Descent to Outer Darkness): You gain the *Blindsight* feat (you receive a second roll to overcome concealment, you ignore effects of invisible foes, and you take half the usual speed penalty in darkness). Moreover, you ignore the effects of all magical concealment. Finally, whenever you are successfully hidden, you may emerge to make a single weapon attack and then retreat back to your hiding place. You must make a second Hide check when you retreat back. If you succeed, you are hidden again.

SOUL WEAVER

"Normally I wouldn't seal a pact with half the spirits I know, but with this spell, no worries about a poor binding."

—A soul weaver, to a fellow binder who is skittish about sealing a pact with Hollow Eyes, The Living Scarecrow

The soul weaver combines the prepared spellcasting of wizards with the supernatural abilities of pact magic. Most sorcerers and wizards discover pact magic late in their career and then search for organizations or methodologies to synergize the two forms of magic. In contrast, the soul weaver begins her career with studies firmly in both traditions. She never develops the staying power of a wizard, much less a sorcerer; nor does she learn to seal multiple pacts at once as a pure binder might. However, 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.

Background and Adventures

Use the following information to help define a soul weaver's background, motives, and interactions with others.

Adventures: A soul weaver adventures for many of the same reasons that a wizard or any binder does, to discover new spells and new spirits, and to acquire gold to fund research and item creation. Some soul weavers enjoy testing themselves or pitting their skills against each other—this allows them to test the efficacy of modifications they have made to a bound spirit.

Characteristics: Soul weavers prepare arcane spells and bind with lost spirits. They can learn and cast any spell that a wizard or sorcerer can learn and cast. They also bind with one spirit each day, and eventually seal pacts with the most powerful spirits. However, their true strength goes beyond utilizing both spells and spirits at once. A soul weaver can use arcane spells to modify or enhance how she binds with spirits. For example, she might cast a spell that focuses her mind to ensure a good binding. Alternatively, she might create an area of temporal distortion that allows her to bind faster relative to the outside world. The soul weaver has access to metamagic feats, which allow her to sacrifice granted abilities to augment or recover lost spells. Most uniquely, the soul weaver can modify a spirit, re-crafting it to her own design by losing one or more of the spirit's usual granted abilities in exchange for incorporating her favorite spells.

Alignment: Although a soul weaver can be any alignment, most tend to be more lawful than chaotic. The time, focus, and craftiness needed to analyze and harness spirits with fine precision benefits from pre-planning and an orderly approach. Unlike other binders, the soul weaver uses her keen intellect to bind spirits, much like winning a game of chess. In addition, re-crafting spirits is a highly complex endeavor. Although a minor mistake may accidentally produce a wondrous result, most missteps are disastrous. More than one absent-minded soul weaver has simply vanished from her lab.

Religion: Like most binders and arcane spellcasters, soul weavers are more interested in researching and analyzing lost spirits and new spells than they are in gods and unquestioning faith. However, a soul weaver may pay homage to a god of magic, thankful for the opportunity to explore so much in such a varied way. As these soul weavers say, "Why put all your dragon eggs in one rucksack?"

Background: Soul weavers begin their careers either under a mentor or in a college. Only societies that are open to pact magic will allow colleges; thus, a soul weaver is a rare bird in many civilizations. Nonetheless, a library and laboratory is all it takes for an aspiring mentor to set up shop and earn a recruit or two. If a soul weaver trains without other students, she likely had only the standards and philosophy of herself and her mentor. Alternatively, within colleges housing dozens or even hundreds of students, there can be intense competition. Pact magic is supernatural and less prone to disruption than spell casting; therefore, instructors tend to set up rigorous or bizarre competitions, such as underwater contests, that would be too much for most other novice spellcasters. When competition is high, soul weaver instructors reveal the best spells to their prize students and offer bonus spells for those who can best their peers in unusual contests.

Races: Humans, elves, half-elves, and gnomes are among the most common soul weavers. Their affinity for arcane magic draws them to spellbooks, and their flexible natures allow them to deal with spirits without worrying whether or not they will lose themselves. Gnomes in particular make consummate soul weavers with their strong constitutions and aptitude for the magical arts. In contrast, dwarves, half-orcs, and halflings lack strong arcane traditions. Dwarves do not relish the prospect of a chaotic personality, half-orcs find scholarship difficult, and halflings distrust the destructive nature of many spirits. Among savage humanoids, hobgoblins are the only race with all the assets—intelligence, constitution, plus an orderly mindset—to become soul weavers. In fact, some of the most powerful soul weavers of all time have been hobgoblins.

Other Classes: A few soul weavers view themselves as “just” arcane spellcasters who draw upon spirits. However, this does

not do justice to their methods. Usually, a soul weaver will view herself as more potent than the typical arcane spellcaster. She will gladly admit that she lacks the staying power of a wizard. But she will say, “what most matters is quality, not quantity.” She has a few supernatural abilities that do not require components, are usable at will, and are immune to *dispel magic* and counterspelling. For this reason, soul weavers can be competitive with wizards and sorcerers. Soul weavers can also play out rivalries with each other as they compete to see who can reweave the best spirits. As for other classes, the soul weaver understands rogues and warriors play helpful roles in keeping everyone alive, and although she may view priests as overly muddled in faith, she appreciates their gift for healing.

Role: A soul weaver fills much the same role as a wizard or sorcerer. While she has fewer spells per day than the wizard does, she potentially has access to all arcane spells through a spellbook and can evoke supernatural powers as well. Like a wizard, planning and strategy are valuable. Otherwise, she may find herself stuck with a set of subpar abilities. Unlike traditional arcane spellcasters who lose all their spells in order to bind with a spirit, a soul weaver can prepare a few utility spells or damage-dealing spells such as *fireball* and *cone of cold*. A soul weaver must strategize every day that she adventures. Soul weavers in societies that reject pact magic often find they can use their spells to masquerade as wizards and sorcerers.

Game Rule Information

Soul weavers have the following game statistics.

Abilities: The soul weaver’s key scores are Intelligence and Constitution. Intelligence determines the highest level arcane spell the soul weaver can learn and cast. High Intelligence grants bonus spells per day, makes her spells harder to resist, and improves her ability to seal crafty pacts. High Constitution

TABLE 3-9: THE SOUL WEAVER

Level	Base Attack	Saving Throws			Maximum Spirit Level	Special	Arcane Spells Per Day									
	Bonus	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	-	-	-	-	-	-	-
5	+2	+1	+1	+4	2nd		3	2	1	0*	-	-	-	-	-	-
6	+3	+2	+2	+5	3rd		3	2	2	1	-	-	-	-	-	-
7	+3	+2	+2	+5	3rd		3	3	2	1	0*	-	-	-	-	-
8	+4	+2	+2	+6	4th	Reweave spirit 2	3	3	2	2	1	-	-	-	-	-
9	+4	+3	+3	+6	4th		3	3	3	2	1	0*	-	-	-	-
10	+5	+3	+3	+7	4th	Detect reweave	3	3	3	2	2	1	-	-	-	-
11	+5	+3	+3	+7	5th		3	3	3	3	2	1	0*	-	-	-
12	+6/+1	+4	+4	+8	5th	Spirit spell	3	3	3	3	2	2	1	-	-	-
13	+6/+1	+4	+4	+8	6th		3	3	3	3	3	2	1	0*	-	-
14	+7/+2	+4	+4	+9	6th	Reweave spirit 3	3	3	3	3	3	2	2	1	-	-
15	+7/+2	+5	+5	+9	7th		3	3	3	3	3	3	2	1	0*	-
16	+8/+3	+5	+5	+10	7th	Spirit boost	3	3	3	3	3	3	2	2	1	-
17	+8/+3	+5	+5	+10	7th		3	3	3	3	3	3	3	2	1	0*
18	+9/+4	+6	+6	+11	8th		3	3	3	3	3	3	3	2	2	1
19	+9/+4	+6	+6	+11	8th	Reweave spirit 4	3	3	3	3	3	3	3	3	2	1
20	+10/+5	+6	+6	+12	9th	Spirit casting	3	3	3	3	3	3	3	3	3	2

* A soul weaver can only cast a spell of this level if he or she possesses bonus spells due to a high Intelligence score.

makes her granted abilities harder to resist and makes her more resilient in combat. High Dexterity improves defense and aim, while high Wisdom protects against mental attacks and high Charisma helps the soul weaver deal with colleagues, enemies, and allies, especially while traveling.

Alignment: Any.

Starting Age: As wizard.

Starting Gold: 4d4 x 10 (100 gp).

Hit Die: d4.



Class Skills

The soul weaver's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Gather Information (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Perform (oratory) (Cha), Profession (Wis), Sleight of Hand (Dex), and Spellcraft (Int).

Skill Points at 1st Level: (2 + Int modifier) x 2.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All the following are class features of the soul weaver:

Weapon and Armor Proficiency: Soul weavers are proficient with the club, dagger, crossbow (light and heavy), and quarterstaff, but not with any type of armor or shields. Armor interferes with the soul weaver's arcane spellcasting gestures, which can cause spells with somatic components to fail. Armor does not interfere with supernatural abilities.

Bind Spirit (Su): A soul weaver may seal pacts with spirits. Each day, you may bind one spirit of your choice. The spirit's level must be equal to or less than the maximum level indicated on Table 3-9: The Soul Weaver under Maximum Spirit Level. Your binding check equals d20 + your class level + your Intelligence modifier. The DC to resist one of your granted abilities is 10 + 1/2 your class level + your Constitution modifier (a hearty body is required to effectively channel a spirit's energy). See Chapter 4: Spirits (pages 63–67) for all other rules regarding binding and use of spirits.

Spells: A soul weaver casts arcane spells, which are drawn from the sorcerer/wizard spell list. As a soul weaver, you must choose and prepare your spells ahead of time (see the spellbook section below).

To learn, prepare, or cast a spell, you must have an Intelligence score equal to at least 10 + the spell's level. The DC for a saving throw against a soul weaver's spell is 10 + the spell's level + the soul weaver's Intelligence modifier.

A soul weaver can cast only a certain number of spells of each spell level per day. Your base daily spell allotment is given on Table 3-9: The Soul Weaver. In addition, you receive bonus spells per day if you have a high Intelligence score.

"Ewayla the gnome is bound with N'alyia, the First Vampire, but she has added the magic missile spell to her repertoire of supernatural abilities. Today, she won't need materials, words, or gestures when hurling the missiles."

PSIONIC SOUL WEAVERS

If you take a psionic path, you forfeit arcane spellcasting. Instead, you gain psionic abilities and power points as if you had a wilder level equal to your binder level (see *Expanded Psionics Handbook*). You do not gain any other wilder abilities. *Reweave spirit* transforms psionic abilities instead of spells.

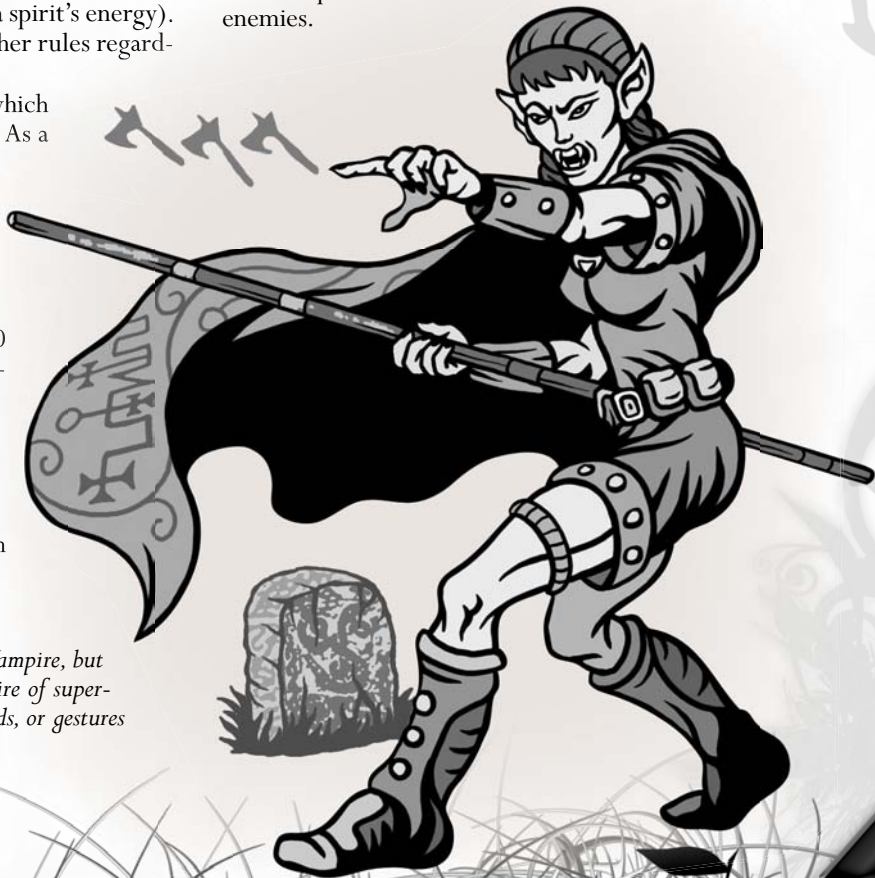
Like a wizard, a soul weaver may know any number of spells. You must choose and prepare your spells ahead of time by getting a good night's sleep and spending 1 hour studying your spellbook. While studying, you decide which spells to prepare.

Spellbook: You must study your spellbook each day to prepare spells. You cannot prepare any spell not recorded in your spellbook, except for *read magic*, which all soul weavers can prepare from memory.

A soul weaver character begins play with a spellbook containing *read magic*, three 0-level arcane cantrips, and two 1st-level arcane spells of your choice. For each point of Intelligence bonus the soul weaver has, the spellbook holds one additional cantrip or 1st-level spell of your choice. At each new soul weaver level, you gain one new spell of any spell level or levels that you can cast (based on your new soul weaver level) for your spellbook. At any time, you can also add spells to your spellbook that you find in other arcane spellcasters' spellbooks or on an arcane spell scroll.

Schooling Feat: At 1st level you gain one bonus feat, reflecting the years of magical training you endured. Choose among the following options: Combat Casting, Eschew Materials, Investigator, Iron Will, Magical Aptitude, Martial Weapon Proficiency, Nose For Books, Scribe Scroll, Secure Binding, Skill Focus, Spell Focus, Spell Mastery, or Spirit Trance.

Spirited Spells: Apply a +1 bonus to the DC of your spells and +1 to your caster level when targeting a foe or set of foes that include one of your bound spirit's favored enemies.



Reweave Spirit: You can replace one of the usual abilities granted by a spirit for one of your own arcane spells and use it as a supernatural ability. Beginning at 4th level, you can substitute one granted ability with a spell that you know. At 8th level, you can substitute two granted abilities for two spells. At 14th level, you can substitute three granted abilities for three spells that you know. Finally, at 19th level you can substitute four granted abilities with four of your own spells.

In order to transform a spell into a supernatural ability, you must select one spell that you have already prepared for the day. Next, you select one granted ability of the spirit you have bound. You lose the granted ability, and the selected spell becomes a supernatural ability for the day.

The spell must meet certain criteria. It must have a casting time of one standard action or 1 round. Moreover, the spell must be at least two levels lower than the spirit's level. For example, you could gain *burning hands* as a supernatural ability in exchange for one of the granted abilities provided by a spirit of 3rd level or higher. In practice, this means you can transform cantrips into supernatural abilities beginning at 4th level. At 6th level, you can transform 1st level spells. At 8th level you can transform 2nd level spells, and so on every two levels, to a maximum of 7th level spells at 20th level.

The new granted ability has a binder level equal to your soul weaver level and conforms to the standard parameters of a granted ability and the spell's usual statistics except as noted from the following checklist.

- » **Type 1:** If the spell targets you or a willing creature or unattended object, has a casting time of at least a move action and a duration other than instantaneous or permanent, then the effect lasts 24 hours.
- » **Type 2:** If the spell targets an area or an unwilling creature or an attended object and has a duration other than instantaneous, or the spell is from the conjuration (summoning) subschool, then the spell is usable at will with a duration per the spell, and you can only affect one creature or area at a time.
- » **Type 3:** If the spell has an instantaneous duration and is from the evocation school, the spell is now usable at will.
- » **Type 4:** If the spell does not meet any of the above criteria and has an instantaneous or permanent duration, it is now usable 5 times per day.
- » **Type 5:** All other spells not covered above. The spell is usable at will for as long as you concentrate.

Table 3-10: Cantrips as Granted Abilities lists cantrips from the *Players Handbook* with their corresponding type for the purpose of transforming them into supernatural abilities.

Note: Type 2 spells that summon or affect creatures for a period work in a special way. If

TABLE 3-10: CANTRIPS AS GRANTED ABILITIES

Spell	Type
<i>acid splash</i>	4
<i>arcane mark</i>	4
<i>dancing lights</i>	5
<i>daze</i>	2
<i>detect poison</i>	5
<i>detect magic</i>	5
<i>disrupt undead</i>	4
<i>flare</i>	4
<i>ghost sound</i>	5
<i>light</i>	2
<i>mage hand</i>	5
<i>mending</i>	4
<i>message</i>	5
<i>open/close</i>	4
<i>prestidigitation</i>	5
<i>ray of frost</i>	3
<i>read magic</i>	5
<i>resistance</i>	1
<i>touch of fatigue</i>	2

ARTIFICE SOUL WEAVERS

These soul weavers, often called soulwrights, focus on crafting magic items. They may spend years working in laboratories rather than venturing to exotic locales. A few, however, are well-known “gadgeteers.” At 1st level, you must take Skill Focus (Craft), Magical Aptitude, Scribe Scroll, or Spirit Trance for your schooling feat. At 2nd level, replace spirited spells with a craft feat that you qualify for, such as Brew Potion or Scribe Scroll. Again at 10th, 12th and 20th level, instead of detect reweave, spirit spell, and spirit casting, you select a craft feat that you qualify for. At every soul weaver level, you gain 50 XP worth of reserve craft points that you may use toward the creation of magic items. XP that goes unused at one level rolls over for use at the next level. Finally, an artifice soul weaver ignores the special requirement (be a gnome or train under a gnome) needed to enter the master soulwright prestige class.

a selected spell would only allow you to affect one target at a time (for example, *charm person* or *animate rope*) then you can only affect one target at a time when using it as a supernatural ability; each time you use the ability on a new target, the effect on a previous target immediately ends. Similarly, when summoning creatures, you can only have the results of one summoning present at a time; if you use the ability again then the previously summoned creatures vanish when the newly summoned ones appear.

If a spell normally requires an XP cost or a material component greater than 1 gp then you must still pay the cost.

You must make any substitutions as you bind a spirit and after you have prepared your spells for the day. If you fail your binding check, you suffer a side effect as indicated on page 65. You also lose the slot taken to prepare the spell, and you lose the ability to cast the spell as a spell for the day in any event.

The game master has final approval on all reweaves. When in doubt, the exchange simply fails to occur for that day.

Detect Reweave (Ex): A successful Spellcraft check reveals if a granted ability used by another soul weaver is an altered arcane spell or a spirit's original ability. The DC is 15 + the targeted soul weaver's level minus your soul weaver level.

Spirit Spell (Su): Once per day when bound to a spirit, you may ask the spirit to recall for you any one spell that you cast earlier that day. You immediately regain the spell and may use it as if you had prepared it normally. After regaining the spell, you lose access to the spirit's granted abilities for 5 rounds. You must show the spirit's sign to use this ability.

Spirit Boost (Su): You call upon spirit energies to make your spells more difficult to resist. At any time you may boost your effective caster level by +4 for 1 round. However, beginning that round you lose access to the spirit's granted abilities for 4 rounds. You must show the spirit's sign to use this ability.

Spirit Casting (Su): The deep link between your spellcasting and pactmaking allows you to bypass the normal limits of magic. Once per day you can cast any spell you have prepared as an immediate action (you can cast it even when it is not your turn). You gain the effects of the Still Spell and Silent Spell feats while doing so. You must show a spirit's sign to use this ability.

Multiclass Soul Weavers: Studying pact magic and arcane spellcasting at the same time requires either extreme dedication or a certain kind of insanity. Thus, like a member of any other class, a soul weaver may be a multiclass character, but multiclass soul weavers face a special restriction. A soul weaver

who takes a level in another class except wizard after becoming a soul weaver may never again raise her soul weaver level, though she retains all her soul weaver abilities.

Prestige Classes: When taking levels in a prestige class, a soul weaver can advance in pactmaking or spellcasting but not both unless the prestige class advances both.

Character Themes

Consider the following archetypal character themes when role-playing your character.

Shy Academic: This soul weaver studiously pours over spellbooks and musty tomes to master complex magics and obscure spirits. She typically has high ranks in knowledge skills and a burgeoning spellbook. When binding, however, she sticks to reliable spirits and spells unless she feels she has mastered a new option. Sometimes, this reclusive binder lets loose when swayed by outgoing chaotic spirits, much to her chagrin later.

Strategic Optimizer: This soul weaver eagerly seeks to synergize arcane magic and pact magic for maximum power. She knows which spells are best utilized with which spirits, devises tactics, prepares contingency plans, and may learn to expel and replace spirits to handle surprises. While she prefers to keep her wits about her, a spirit's influence may add a little fun. This character typically has high ranks in adventuring skills; plus, she is highly competitive and doesn't mind directing others, particularly if they are undermining her plans.

Tinkering Inventor This soul weaver crafts magic items and new spirits, enticed by exciting potential possibilities, amusement, and curiosity. She may have a signature spell or ability; but beware, she easily lulls foes into a false sense of sureness before trying something novel, making her uncanny and unpredictable, particularly against other magic users. This character often has social skills and items to enhance binding.

EWAYLA STARTING CHARACTER

female gnome soul weaver

Str 6 **Dex** 15 **Con** 16 **Int** 16 **Wis** 12 **Cha** 12

HP 1d4+3 (7 hit points)

BAB +0, **Grapple** -6, **Speed** 20 ft., **AC:** 13, **Init** +2

Fort +3, **Reflex** +3, **Will** +3

Skills Ranks: Concentration +4, Decipher Script +2, Knowledge (arcana) +4, Knowledge (history) +2, knowledge (religion) +2, knowledge (the planes) +2, Spellcraft +4.

Class Features: Bind level 1 spirit (d20+3); spells per day: two 0-level, one 1st-level, Spirit Trance (3/day, as swift action, gain a +3 bonus to one class skill check).

Racial Abilities: Small, +2 save vs. illusions, +1 DC to resist illusions, +1 attack vs. kobolds and goblinoids, +4 dodge bonus vs. giants, +2 Listen, +2 Craft (alchemy), Spell-like abilities: *speak with animals*, *dancing lights*, *ghost sound*, *prestidigitiation*; speak Common, Gnomish, Draconic, Elven, Giant, and Goblin.

Spellbook: Level 0: *daze*, *detect magic*, *light*, *read magic*; Level 1: *mage armor* and *comprehend languages*, plus *detect pact spirit**, *suppress sign**, and *color spray*. (* See Chapter 7: Spells)

Level 1 Feat: Sudden Substitution (lose one granted ability to regain one 1st-level spell).

Gear: Spellbook, spell pouch, backpack, ink pen and ink, parchment roll, scroll case, wine skin, 20 pieces of chalk, 1 day's rations, sack, bed roll, sunrod. No armor.

Gold: 80 gp.

SPIRIT BINDER

"You want to see in the dark? Night Fang can see in darkness. Let me bind with him and share his sight with all of you."

—A spirit binder, to an adventuring companion

The spirit binder is the consummate practitioner of summoning spirits. He can bind spirits early and often, and acquires numerous pact magic feats, providing him with tremendous flexibility. He learns to detect and analyze spirits, augur which spirits are best to bind, and even recover a spirit lost to him. 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.

Background and Adventures

Use the following information to help define a spirit binder's background, motives, and interactions with others.

Adventures: Spirit binders adventure in order to learn about new spirits, provide their spirits with the most exciting and rich opportunities to savor, and to complete whatever quests energize them. Spirits are the spirit binder's life blood. Most believe that history hides many more spirits than they could possibly learn about in a single lifetime. They visit old tombs, forgotten libraries, and ruined cities to increase their wealth of knowledge and options. Adventuring can be dangerous; thus, many spirit binders strive to work with others.

Characteristics: By mid-career, spirit binders draw upon multiple spirits at once. They gain access to more powerful spirits earlier than other binders, they tend to have more expertise in dealing with spirits, and they can identify others' bound spirits with ease. For this reason, spirit binders often analyze situations to determine which combinations of spirits will best synergize with each other and with others' capabilities in an upcoming situation. Although spirit binders often search for books that describe ceremonies to bind spirits, they don't rely on spellbooks, components, or armaments. Nor do their abilities run out. Thus, they can be potent and really shine when situations drag on and the party's resources are depleted.

Alignment: A spirit binder can be any alignment. That said, the spirits' stories reflect varied ethos and morals, and a spirit binder who wishes to master all spirits usually adopts a neutral stance. A saying among spirit binders: "Judge not, lest the multiverse judge you." In contrast, some spirit binders hold strong opinions. A lawful binder defines pact magic as a task requiring careful study, preparation, and selection of spirits. A chaotic binder flows with the whims of spirits and rewards their aid with copious carnal pleasures. A good spirit binder aids others, even if doing so involves questionable spirits. An evil binder treats spirits as pawns and acts selfishly or ruthlessly to fulfill his whims and increase his power.

Religion: Where deities support pact magic, the spirit binder will likely pay homage to them. In societies that embrace pact magic, a spirit binder may act as a priest-like figure. At the same time, a spirit binder may be much like a wizard; finding lore and improving one's abilities can easily supersede religious sentiments. For religious spirit binders, deities of community, knowledge, magic, and travel are often appropriate.

Background: Spirit binders aim to become masters of the spirits in their infinite variety. A few are self-taught, but the majority rely on a mentor or academy to learn about spirits and

TABLE 3-11: THE SPIRIT BINDER

Level	Base Attack Bonus	Saving Throws			Special	Maximum Spirit Level	Bonus Spirit Levels
		Fort	Ref	Will			
1	+0	+2	+0	+2	Reserve spirit	1st	-
2	+1	+3	+0	+3	Intuit spirit, binder secret	1st	-
3	+2	+3	+1	+3		2nd	-
4	+3	+4	+1	+4	binder secret	2nd	-
5	+3	+4	+1	+4		3rd	-
6	+4	+5	+2	+5	binder secret	3rd	1
7	+5	+5	+2	+5		4th	2
8	+6/+1	+6	+2	+6	binder secret	4th	3
9	+6/+1	+6	+3	+6		5th	4
10	+7/+2	+7	+3	+7	binder secret	5th	5
11	+8/+3	+7	+3	+7		6th	6
12	+9/+4	+8	+4	+8	binder secret	6th	7
13	+9/+4	+8	+4	+8		7th	8
14	+10/+5	+9	+4	+9	binder secret	7th	9
15	+11/+6/+1	+9	+5	+9		8th	10
16	+12/+7/+2	+10	+5	+10	binder secret	8th	11
17	+12/+7/+2	+10	+5	+10		9th	12
18	+13/+8/+3	+11	+6	+11	binder secret	9th	13
19	+14/+9/+4	+11	+6	+11		9th	14
20	+15/+10/+5	+12	+6	+12	binder secret	9th	15

“When the abilities of his currently bound spirits are less than ideal, Azos the spirit binder briefly calls upon a spirit held in reserve.”



fully master the rituals and techniques to bind easily and often. The nature of the training varies with the culture and a binder's interests. An academy or mentor may be academic; training emphasizes knowledge of history, magic, the planes and so on. Alternatively, an academy might be a spiritual center where binders learn to respect and access the spirits with the same mindfulness that a cleric or druid learns to pray and honor his or her god. Most academies mix these two traditions. In societies that persecute pact magic, secret schools are the norm. The character may experience scrutiny before entering rigorous training. Often, training emphasizes lower-level spirits; knowledge of higher-level spirits is reserved for the few and powerful students who have proven themselves.

Races: Most spirit binders are human or half-elf. Elves tend to lack physical stamina, while half-orcs and dwarves tend to lack the personality needed to excel.

Gnomes and some halflings become spirit binders, although gnomes tend to prefer arcane magic and halflings often distrust the idea of dangerous spirits exerting influence over them. Among the savage races, hobgoblins and troglodytes possess the constitution and charisma needed to excel. Troglodytes revel in the chaos of multiple spirits, while hobgoblins seek to master and control them all.

Other Classes: Spirit binders get along with all those who respect pact magic.

In societies that repress or scoff at pactmaking, a spirit binder may strive to prove himself. He will feel more at ease with comrades who are more pragmatic or agnostic, such as monks, rogues, and sorcerers. Because a spirit binder may exhibit personality and alignment shifts, paladins and clerics pay extra attention to their binder companion, who might appear to be a blessed champion of good one day and an rebellious ruffian the next day.

Role: A spirit binder's role varies with feats and spirits chosen. While decent in combat, he is not a front-line warrior; nor does he possess the powerful spells that a wizard does. Moreover, while he may play a priestly role in a society, he is not a healer or moralist. At his best, the spirit binder seals pacts that meet the needs of the day for everyone's benefit.

Game Rule Information

Spirit binders have the following game statistics.

Abilities: The spirit binder's key scores are Charisma and Constitution, followed by Intelligence. High Constitution makes the spirit binder's granted abilities harder to resist and makes him more resilient in combat. High Charisma aids in sealing pacts. High Intelligence grants more skill points. High Wisdom helps resist mental attacks and gain access to useful feats. High Dexterity and Strength are useful in combat, whether avoiding attacks or bashing one's opponents.

Alignment: Any.
Starting Age: As cleric.
Starting Gold: 5d4 x 10 (125 gp).
Hit Die: d8.



Class Skills

The spirit binder's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Gather Information (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Perform (act) (Cha), Perform (oratory) (Cha), Profession (Wis), and Speak Language (-).

Skill Points at 1st Level: (2 + Int modifier) x 2.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All the following are class features of the spirit binder:

Weapon and Armor Proficiency: Spirit binders are proficient with all simple weapons and with light armor.

Bind Spirit (Su): A spirit binder may seal pacts with spirits. Each day, you may bind one spirit of your choice. The number and maximum level of spirit you bind is indicated on Table 3-11: The Spirit Binder under Maximum Spirit Level. Your binding check equals d20 + your class level + your Charisma modifier. The DC to resist one of your granted abilities equals 10 + 1/2 your class level + your Constitution modifier (a hearty body is required to effectively channel a spirit's energy). See Chapter 4: Spirits (pages 63–67) for all other rules regarding binding and use of spirits.

Reserve Spirit: Once per day, you may bind a spirit in addition to any other spirits you can normally bind. You choose this spirit from among those you are normally able to bind. When you bind this spirit, you do so as if you had failed the binding check by 1 point. You cannot apply any feats, spells, or class abilities to influence this result. Moreover, you do not gain the spirit's abilities immediately. Instead, you can call upon the spirit once per day as a standard action. Doing so grants you the spirit's abilities for 2 minutes, after which time you are fatigued. If you are already fatigued, you are exhausted instead. You can bind any spirit in reserve that you have access to by virtue of levels in this class, but not from other classes.

Intuit Spirit (Ex): As a free action, you can attempt to identify which spirit (or spirits) a creature has bound, but only if the physical sign is visible within line of sight. Specifically, you gain a +2 bonus on Knowledge (arcana) checks to identify the spirit's name, but gain no other insights. The bonus increases by +1 for every two class levels after 2nd level.

Binder Secret: Every spirit binder advances his career along a unique path. Often times, he acquires various secrets that enhance his health, senses, will-power, and even his very soul. At 2nd-level and every even level thereafter you may select either a pact magic feat of your choice that you qualify for or one of the secrets listed below. The level indicated in parentheses with each secret indicates the minimum class level required to select that secret. The secrets are supernatural and function only when you have bound a spirit. When a spell is mentioned, your effective caster level equals your binder level. Here are ten secrets. More may exist.

Undying Aid (2nd): Once per day, as a swift action, you can heal a number of hit points equal to 1d4 + your binder level.

Detect Pact Spirits (4th): You can use the *detect pact spirits* spell

at will to detect spirits in the same way a paladin detects evil.

Fear Immunity (6th): You are immune to fear effects.

Analyze Pact Spirits (8th): You can use *analyze pact spirits* at will.

Everbond Spirit (10th): Any attempt by spell or ability to exorcize any of your bound spirits automatically fails.

Resilient Body (12th): You gain the benefits of the *death ward* spell for a period of 24 hours.

Undying Salvation (14th): Once per day, if you should die, your spirit immediately restores you to life, as if you were subjected to a *raise dead* spell but without need of materials or level loss.

Spiritual Body (16th): Once per day you can acquire the incorporeal subtype for a period of 2 minutes. While incorporeal you may use a ghost's malevolence ability. This works like *magic jar* except that it does not require a receptacle. The Will DC to resist the effect equals 15 + your Charisma modifier.

Resilient Mind (18th): You gain the benefits of the *mind blank* spell for a period of 24 hours.

Eternal Spark (20th): Attempts to trap, destroy, or harm your soul (such as targeting you with *trap the soul*) automatically fail. Such attacks are immediately reflected back at their source.

Bonus Spirits: Beginning at 6th level you may bind one 1st-level spirit of your choice that you qualify for in addition to any other spirits bound for the day. At 7th level and each level thereafter, you acquire one additional level that you may use to bind one or more additional spirits whose level (or levels) total no more than the number of bonus levels indicated in the table. Moreover, no single spirit may exceed the maximum level of spirit you can normally bind.

Prestige Classes: Taking levels in a prestige class or racial paragon class can advance your highest level (1st) spirit and your reserve spirit, but not other spirits that you can bind.

Character Themes

With so many bonus feat options, no two spirit binders are alike. Consider selecting feats to fit a theme. Also consider the character concepts on pages 14 and 15 to define a spirit binder's background, goals, and demeanor.

AZOS STARTING CHARACTER

male atlan spirit binder

Str 10 **Dex** 12 **Con** 16 **Int** 14 **Wis** 10 **Cha** 15

HP 1d8+3 (11 hit points)

BAB +0, **Grapple** +0, **Speed** 30 ft., **AC** 14, **Init** +0

Fort +5, **Reflex** +0, **Will** +2

Skill Ranks: Decipher Script +4, Knowledge (arcana) +4, Knowledge (history) +2, Knowledge (religion) +1, Knowledge (the planes) +2, Perform (act) +2, Speak Language +1.

Class Features: Bind level 1 spirit (d20+2), reserve spirit (1/day, bind 1 spirit to use for 2 minutes).

Racial Abilities: Bind Spirit feat (each day, choose 1 ability of a 1st level spirit that you bind), +1 bonus to Decipher Script and Knowledge (arcana, history, the planes) checks, Spirit Mark, +1 bonus on Cha-based skill checks with goblinoids and fiends but -2 penalty with animals, Swim as class skill, hold breath 4x Con score, cold water tolerant, -2 vs. divine spells. Speak Common, Draconic, Infernal, Goblin.

Level 1 Feat: Ignore Binding Requirements.

Gear: Studded leather armor, light crossbow, 10 bolts, longsword, wine skin, 1 day's rations, 30 pieces chalk, backpack and bedroll, sunrod.

Gold: 30 gp.

UNBOUND WITCH

"It was a monster, with fangs and metallic scales, gills and a lion's mane. I have known spirit binders but she—or shall I say, 'it'—possessed no one spirit. That thing was a fury of all of them."

—A traveling binder's final journal entry, describing his fatal encounter with an unbound witch

The unbound witch is a binder who dispenses with pact magic precautions and conventions; instead, she deliberately invites the spirits to suffuse and inspire her with unmitigated passion. The ardor with which she studies and courts the spirits to acquire and use their abilities is so extreme that she can sometimes 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.

Background and Adventures

Use the following information to help define an unbound witch's background, motives, and interactions with others.

Adventures: An unbound witch adventures to learn about new spirits, express her abilities, and fully live the passion and ideals that move her. Adventuring energizes her. Exploring a crypt, assaulting a keep, battling rude creatures, escaping a bizarre trap in the nick of time—these heighten the unbound witch's feeling of aliveness and inspire her to greatness. The unbound witch contains within herself fragments of many spirits, and adventuring satiates the hunger these spirits have to live again, to perhaps exceed the experiences that they enjoyed in life. Because the unbound witch makes the spirits a permanent

part of herself, the spirits' intense desires become her own. Sitting around studying musty tomes is an anathema to her.

Characteristics: Few will fail to notice the presence of an unbound witch. Wherever she goes, she brings emotional, physical, and spiritual extremes. An unbound witch may brood morosely and then explode with euphoria. She may shift from an angel to a hideous monstrosity in a single moment. She may pursue one goal with grandiose drama and then fragment into a thousand pieces. While this mad life may discomfort some, it is not without tremendous rewards. Only stone-cold corpses fail to respond to an unbound witch's passion.

Alignment: An unbound witch can be any alignment except lawful good. The majority are chaotic or evil. Suffusing oneself with the fragmented energies and inchoate minds of multiple spirits is more agreeable to a chaotic ethos, while many good folks view the unbound witch's path as corrupting the body, mind, and—most dangerously—one's soul. Yet, a few lawful unbound witches find that the conflicting energies of the spirits can be managed through meditation and strict codes as counterweights to their fits of passion. Moreover, many spirits were good in life. A few were angels and saints. Good unbound witches focus on acquiring the supernatural enlightenment that these spirits bring, to come closer to the divine.

Religion: Regardless of an unbound witch's specific outlook, her religious beliefs are likely to be extreme. She might utterly devote herself to a demon god or the holiest of deities, or both. She might deny the gods any due or existence, or seek to pioneer a new religion. An unbound witch might even worship the spirits themselves with the belief that he or she will be rewarded with an afterlife among the spirits. Even when filled with fervor for a deity that is socially popular, the deity's clergy are likely to hesitate to accept an unbound witch's offers for aid, and may pale at her zeal. For this reason, religious unbound witches often begin adventuring careers to further their deity's causes on their own.

Background: Many say an unbound witch is born, not made. However, those who have walked this path know that more than any other binder, an unbound witch is self-made. In childhood, the character may have harbored a fascination for a particular physical characteristic or ability unnatural to her, such as acquiring gills, seeing auras or spirits, or singing as the songbirds do. This often leads to that first risky step—putting aside precautions to fully embrace a spirit—in order to push a granted ability beyond its limits. When the pact is over, one ability granted by the spirit remains, forever a part of the character. This tempts the budding unbound witch to take greater risks and perhaps pursue stranger or more extreme aspirations.

Races: Humans, gnomes, drow, dwarves, and savage humanoids are drawn to this class. Humans are ambitious and eclectic. The prize of acquiring granted abilities of one's choice without having to constantly bind spirits is a path to freedom and power. Gnomes possess a strong affinity for burrowing animals and drow elves feel the same for vermin. These critters fascinate the budding unbound

"Trohga the troglodyte prepares to consume the warm heart of a sacrificial enemy so that she may forever steal for herself a spirit's power."



witch. This path is taken by many savage humanoids, from orcs to troglodytes, who ache for magic to prove themselves or their tribes. They do not shy away from monstrous zeal, plus this path requires no great mental attributes. In contrast, civilized folk besides humans tends to have strong identities. Dwarves make hearty unbound witches, though they are not always interested. Moreover, what elf desires to be a hybrid of a troll, fish, or scorpion?

Other classes: The unbound witch frightens most other binders. She does not contain the spirits, nor does she honor their stories. She will rip apart a spirit to make one of its abilities her own. Her zeal does not surprise barbarians, most bards, or other characters who thrive on emotion. Monks and other disciplined characters may be taken aback unless the unbound witch practices asceticism. Religious characters may find themselves strongly at odds, or strongly in agreement.

Role: An unbound witch's role in a party is similar to a sorcerer's role. Either she works from the back, or she throws herself into a surge of passion that protects her mind, fortifies her body, and makes her supernatural abilities obscenely difficult to resist. She is not a warrior and may suffer terrible fatigue after a surge of passion. Although unbound witches often like to claim they don't want or need help, in fact they benefit from teamwork just as much as characters of any other class do.

Game Rule Information

Unbound witches have the following game statistics.

Abilities: Constitution and Wisdom are the unbound witch's key attributes. High Constitution makes her abilities difficult to resist. Unlike other binders, she does not struggle to form good pacts, so Charisma is not as important. Instead, Wisdom improves some of her class features while high Intelligence al-

lows access to more skills, of which she has many options. High Dexterity improves defenses and touch attacks, while high Charisma is useful to influence others or acquire followers.

Alignment: Any except lawful good.

Starting Age: As sorcerer.

Starting Gold: 3d4 x 10 (75 gp).

Hit Die: d6.



Class Skills

The unbound witch's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Knowledge (nature) (Int), Knowledge (the planes) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Speak Language (-), Spot (Wis), Survival (Wis), Swim (Str), and Tumble (Dex).

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All the following are class features of the unbound witch.

Weapon and Armor Proficiency: Unbound witches are proficient with all light and ranged simple weapons, with light melee slashing and piercing weapons such as the throwing axe and kama, and with light armor and light shields.

Bind Spirit (Su): An unbound witch may seal pacts with spirits. Each day, you may bind one spirit of your choice. The spirit's level must be equal to or less than the maximum level indicated on Table 3-12: The Unbound Witch under Maximum

TABLE 3-12: THE UNBOUND WITCH

Level	Base Attack Bonus	Saving Throws			Special	Abilities Known	Maximum Spirit Level
		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
5	+2	+4	+1	+4	Volatile mind (shaken)	2	2nd
6	+3	+5	+2	+5		2	3rd
7	+3	+5	+2	+5	Terror surge +3	3	3rd
8	+4	+6	+2	+6		3	4th
9	+4	+6	+3	+6	Volatile mind (frightened)	3	4th
10	+5	+7	+3	+7		4	4th
11	+5	+7	+3	+7	Terror surge +4	4	5th
12	+6/+1	+8	+4	+8	Spirit rage +2	5	5th
13	+6/+1	+8	+4	+8	Volatile mind (panicked)	5	6th
14	+7/+2	+9	+4	+9		6	6th
15	+7/+2	+9	+5	+9	Terror surge +5	6	7th
16	+8/+3	+10	+5	+10		7	7th
17	+8/+3	+10	+5	+10	Volatile mind (helpless)	7	8th
18	+9/+4	+11	+6	+11		7	8th
19	+9/+4	+11	+6	+11	Terror surge +6	8	8th
20	+10/+5	+12	+6	+12	Spirit rage +3, monstrous apotheosis	8	9th

Spirit Level. Unlike other binders, you do not make a binding check. Instead you automatically fail the check but gain the spirit's capstone-granted ability and never suffer an alignment shift. You do always show the spirit's physical sign and experience its personality influence. The DC to resist one of your granted abilities is 10 + 1/2 your class level + your Constitution modifier (a hearty body is required to effectively channel a spirit's energy). See Chapter 4: Spirits (pages 63–67) for all other rules regarding binding and use of spirits.

Terror Surge (Su): As an unbound witch, you can let your unbridled passion rise to the surface in a terrifying surge when you use one of your granted abilities. During a terror surge, you enjoy strength, fortitude, and magical power from the spirit that you have bound, but you may harm yourself by the reckless use of your power (see Spirit Enervation, below).

You may invoke a terror surge whenever you use a granted ability. When you do so, you add +1 to the DC to resist the

ability's effects. Engaging the terror surge takes no time itself. You can do it only during your action, not in response to someone else's action.

At 3rd level, an unbound witch can choose to boost the save DC by +2 instead of +1 during the terror surge. At 7th level, you can boost the save DC by up to +3; at 11th level, by up to +4; at 15th level, by up to +5; and at 19th level, by up to +6. Abilities without save DCs are unaffected.

Spirit Enervation (Ex): Pushing oneself by invoking a terror surge is dangerous. Immediately following each terror surge, you may be overcome by the strain of your effort. The chance of suffering spirit enervation is equal to 5% per point of bonus added with the terror surge.

When you are overcome by spirit enervation, you are dazed until the end of your next turn, and for 1d4 additional rounds you cannot use the granted ability that you boosted.

Evasive Nothing (Su): Once per day per class level, you may briefly wink out of existence and apply a bonus to your AC

TABLE 3-13: MONSTROUS CHARACTERISTICS

Feature	Benefit
Angel's tears	Your tears heal 1 hit point on contact. You can heal yourself or another living creature 1 hit point per round, to a maximum of 5 hit points total per day.
Antennae	+2 bonus on Spot and Listen checks.
Beastly chest	+1 bonus on all Strength-based skill checks.
Bird feet	+3 bonus on Balance checks.
Bird song	Gain the druidic Animal Empathy class feature.
Blinding spit	1/day you can target one foe with a ranged touch attack (max 30 ft.) to cause blindness for 10 minutes.
Camel's hump	Ignore effects of thirst for up to 1 week.
Canine nose	Gain the Track feat.
Chameleon skin	+3 bonus on Hide checks.
Cheetah's legs	+5 ft. bonus to land speed.
Clawed hands	Two secondary claw attacks do 1d2 points damage each + 1 hit point per 4 unbound witch levels.
Crocodile tears	+3 bonus on Bluff checks.
Demon's barbed tail	Secondary stinger attack does 1d4 damage + 1 hit point per 2 unbound witch levels.
Distracting squawk	2/day, you cause creatures within 30 ft. to suffer a -5 penalty to Concentration checks for 1 minute.
Extra heart	Ignore death by massive damage.
Eye, back of skull	+3 bonus on Spot checks.
Fangs	Secondary melee bite attack does 1d4 damage + 1 hit point per 2 unbound witch levels.
Feline eyes	Gain low-light vision.
Feline paws	+3 bonus on Move Silently checks.
Fly's bristly skin	1/day, you cannot be surprised for 1 minute.
Flowering hair	+1 bonus on all Charisma-based skill checks.
Frog tongue	Gain 10 ft. reach but only when making touch attacks or to grab objects (unattended or otherwise).
Frog vocal sac	Your unique croak is audible up to 1 mile.
Fungal skin	Foes grappling you must succeed on a Fortitude save or suffer a rotting disease (no incubation period, -1 Con per day). The DC is 10 + 1/2 your unbound witch level + your Constitution modifier.
Gills	Breathe in water for 1 minute per unbound witch level. You may use the time spread out over the day.

Feature	Benefit
Hoofed feet	Secondary melee kick attack inflicts 1d6 damage + 1 per unbound witch level, but -5 ft. to move rate.
Horn	Secondary melee gore attack inflicts 1d4 damage + 1 hit point per 2 unbound witch levels.
Horse's mane	+1 bonus on Ride checks, and gain the Run feat.
Insect eyes	Gain darkvision 15 ft.
Insect hands/feet	+3 bonus on Climb checks.
Insect joints	+3 bonus on Escape Artist checks.
Leathery hide	+1 natural armor class bonus.
Leech succors	+3 bonus on Heal checks.
Lion's mane	1/day, your roar deafens creatures at close range.
Metallic scales	+2 natural armor class bonus, but suffer a -3 penalty on all Dex-based skill checks.
Mirrored skin	+1 AC vs. ray attacks and +4 save vs. gaze attacks.
Moldable fingers	+2 bonus on Open Locks and Disable Device checks.
Monkey limbs	+3 bonus on Tumble checks.
Owl's feathers	+3 bonus on checks for any one Knowledge skill.
Plant body	You gain damage reduction 1/bludgeoning
Plant's green skin	Ignore effects of hunger as long as you have exposure to sunlight for at least 1 hour per day.
Prehensile tail	Tail acts as a third "hand" with 10 ft. reach; you cannot use it to activate magic items or wield weapons.
Reptilian skin	+1 natural armor class.
Serpentine hair	+2 bonus on Intimidate and Sense Motive checks.
Shark eye	Gain normal Spot checks while sleeping.
Skin pouch	Store up to 3 pounds inside your body.
Snake's Hiss	+3 bonus on Intimidate checks.
Spikes or quills	Foes that grapple you suffer 1d4 damage + 1 hit point per 2 unbound witch levels per round.
Stony skin	+2 natural armor class, but -10 ft. to land speed.
Thick fur	+1 natural armor class bonus and immune to cold up to -40 degrees F, but double penalty from high heat.
Third eye	Use <i>see invisibility</i> 1/day, and +1 Spot checks.
Vestigial wings	2/day gain a bonus on Jump checks equal to 10 + your unbound witch level.
Webbed hands	+3 bonus on Swim checks.

against one attack as an immediate action. That is, you can apply the bonus even when it is not your turn. The bonus is untyped and equals your Wisdom modifier (minimum 1).

Dark Nature (Ex): You permanently suffer a -4 penalty on Diplomacy and Handle Animal checks but gain a +2 bonus on Intimidate and Knowledge (dungeoneering) checks.

Acquire Ability: Beginning at 2nd level, you select one granted ability from among the 1st-level spirits that you can bind. You permanently acquire this ability as your own. You cannot lose or replace the ability (but see below). You possess this ability even when you are bound to another spirit or no spirits at all. If you happen to bind with the spirit that grants this ability, there is no extra benefit.

Beginning at 5th level and at every few levels thereafter, you can select one additional granted ability from among the spirits available to you at that level. For example, at 5th level you have access to 2nd-level spirits. You may select one ability from any 1st or 2nd level spirit. You must meet a spirit's binding requirements in order to select one of its abilities.

At 10th level and again at 20th level, you may lose one of your choices for another ability of a spirit of the same level.

Acquiring an ability requires a one-time, uninterrupted 8-hour ceremony, plus special supplies totalling 100 gp x your binder level x the spirit's level. In lieu of supplies, you may sacrifice a sentient creature with Hit Dice equal to or greater than 2 x the spirit's level. You use the sacrifice's blood.

Monstrous Characteristics: Many spirits manifest as terrifying apparitions that mix human, animal, and monstrous qualities. Beginning at 2nd level, when you acquire your first ability, you are inviting a spirit to infuse your being. Each time you acquire a new granted ability, you select one monstrous characteristic from Table 3-13: Monstrous Characteristics. Other characteristics are possible with game master approval. Each characteristic is permanent, provides the equivalent of a skill focus feat, and works like the physical sign associated with a spirit but is more severe. You can show or hide one, some, or all of your monstrous features as a free action, but you must show them in order to obtain the benefits.

Monster Empathy: An unbound witch's monstrous characteristics make you more familiar and persuasive to unnatural creatures. You enjoy a +4 bonus on Diplomacy checks with aberrations, giants, magical beasts, and monstrous humanoids even if you do not speak their language. You also gain this bonus with dragons that are not true dragons, such as wyverns. A successful Diplomacy check is sufficient to make hostile creatures indifferent and make indifferent creatures friendly. Apply a +2 synergy bonus for 5+ ranks in Knowledge (dungeoneering).

Spirit Rage (Ex): Starting at 4th level, when you use your terror surge ability, you gain a +1 morale bonus on attack rolls, damage rolls, and saving throws for a number of rounds equal to the intensity (bonus) of your terror surge. You also gain DR 1/– for the same duration. If you are overcome by spirit enervation following a terror surge, then you do not gain the morale bonus for this use of your terror surge ability.

At 12th level, the morale bonus on an unbound witch's attack rolls, damage rolls, saving throws, and damage reduction increases to +2. At 20th level, the bonus increases to +3.

Volatile Mind (Ex): An unbound witch's temperamental mind is hard to encompass with mind-affecting spells and effects. When any mind effect is directed at an unbound witch of 5th level or higher, the attacker must succeed on a Will save or be immediately shaken for 2d4 rounds and lose the spell or

effect. The DC to resist the effect is 10 + 1/2 your unbound witch level + your Wisdom bonus (minimum 1).

At 9th level, the penalty assessed against mind-affecting powers directed on an unbound witch causes the attacker to be frightened instead. At 13th level, the attacker is panicked, and at 17th level the attacker is rendered unconscious and utterly helpless. All these effects last 2d4 rounds.

As a standard action, an unbound witch can choose to lower this effect for 1 round.

Monstrous Apotheosis: At 20th level, a humanoid or giant unbound witch's type changes to monstrous humanoid. Others retain their type. You also gain darkvision out to 60 feet or a +60 foot range if you already possess darkvision. Do not alter any other aspects of the character.

Character Themes

Consider the following archetypal character themes when role-playing your character.

Exultant Artist: This unbound witch is a performer. Each spirit is literally the role of a lifetime. She may study acting, oratory, or similar skills, and possibly craft props or collect magic items to enhance her dramatic style. An adventure is a living play with an ending no one knows for sure, where the drama and stakes are real. At times, this character may forget her adventuring companions play more than supporting roles.

Tortured Spirit: This unbound witch had a dark experience with the spirits as a youth, or perhaps seals pacts to escape unpleasant mundane memories. Whatever the history, she binds spirits as a mask to safely express her personal anger, fear, and sadness. She adventures to find solace, perhaps catharsis, or because she fears lasting relationships.

Untrained Binder: This unbound witch might have been a spirit binder or other pact magic user. Perhaps she had a tutor or attended a school but could not, or would not, fit in. Alternatively, she may be self-taught and discovered an esoteric key to power. She might be viewed with awe, pity, or concern by other binders. This character adventures to perfect her unique methods, learn about new spirits, or escape those who seek to study her, reform her, or otherwise use her.

TROHGA STARTING CHARACTER

female troglodyte (fearling) unbound witch

Str 8 Dex 12 Con 20 Int 14 Wis 14 Cha 6

HP 1d6+5 (11 hit points)

BAB +0, Grapple -1, Speed 30 ft., AC 14, Init +1

Fort +7, Reflex +2, Will +4

Skill Ranks: Decipher Script +1, Knowledge (arcana) +1, Knowledge (dungeoneering) +4, Knowledge (history) +1, Knowledge (religion) +1, Knowledge (the planes) +1, Listen +4, Sense Motive +1, Spot +4, Tumble +4, Literacy

Class Features: Bind 1st level spirit, terror surge (+1 DCs, +1 level), spirit enervation (5%), elusive nothing (+2 AC).

Racial Abilities: Darkvision 60 ft, +4 racial bonus on Hide checks (+8 in rocky or underground surroundings), +1 natural AC, -4 vs. fear effects, +2 Knowledge (nature), +2 Survival. Speak Draconic, Common, Goblin.

Level 1 Feat: Ignore Binding Requirements.

Gear: Leather armor, light steel shield, light crossbow, 10 bolts, throwing axe, kama, wine skin, 1 day's rations, 30 pieces chalk, backpack and bedroll, sunrod.

Gold: 14 gp.

WARBINDER

"Here's the strategy: We coordinate, we execute, we win. Then we celebrate victory. At least that's what they think we're going to do."

—A warbinder, explaining his real plan to a trusted comrade

A warbinder is a leader among pact mages. Whereas a pact warrior thinks tactically and relies on weapons, a warbinder 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.

Background and Adventures

Use the following information to help define a warbinder's background, motives, and interactions with others.

Adventures: Some say that warbinders adventure for the thrill of victory—massive, overwhelming victories that rewrite history, replace kings and kingdoms, and redraw the threads of fate that map men's souls. Even when a warbinder is placing his comrades before himself and his role is a small one on an epic stage, he envisions the big picture. To obtain victory, warbinders seek knowledge of new spirits, particularly spirits that have fought battles (inner battles as well as martial ones) and spirits that have lived in the future. The spirits exist beyond space and time, offering eternal knowledge and priceless foresight. The spoils of victory also help maintain brigades and strongholds.

Characteristics: In addition to sealing pacts, a warbinder is a warrior. He is physically resilient and proficient with all armor and a martial weapon, but he is not necessarily a front-line combatant. He may wield a greatsword for show as well as combat. Because a leader isn't much without followers, warbinders channel supernatural energies to conjure shadowy vivifiers from the Outer Darkness. Most importantly, they can extend a spirit's abilities to others and magically link allies to keep everyone in synch. A warbinder can borrow an ally's abilities, making him more adaptable than his opponents might assume. Warbinders also excel in social situations, drawing upon diplomatic finesse, knowledge of nobility and royalty, and even a gentleman's training in art, music, and dance.

Alignment: As strategists, warbinders tend toward a lawful perspective. They are known to despise a broken oath more than no oath at all; when a party breaks from their plans, all of a warbinder's preparations may be for naught. Good-aligned warbinders tend to devote themselves to their group's needs, offer diplomatic gestures, and attend to creature's motives. In contrast, evil warbinders use deception and enjoy laying elaborate, devastating traps. Not all warbinders are lawful. Some rely on gut-instinct, circumstance, and intuition to guide their choices. For them, war is as much art as science. Any warbinder may incorporate random moves in order to throw off opponents who believe they have puzzled out their methods.

Religion: Some warbinders openly display their religious convictions, while others reason that religion is a priest's role. When appropriate, a warbinder commissions a ceremony or invokes a prayer as a morale booster; otherwise, he does not reveal his personal views—a leader necessarily maintains distance and mystery as he holds lives in his hands. If no god supports pact magic, a warbinder is likely irreligious but views religion as a tool and engages in rites to maintain expectations.

Such warbinders are careful not to pull hard on the ears of the gods, lest the gods seek to hand him defeat.

Background: An aspiring warbinder may train at an occult war college or he may be a warrior who turns to pact magic during a time of tumult. In the former case, occult war colleges emphasize leadership and battlefield skills; pactmaking takes a backseat to ensure the leader-in-training can even survive his first battle. Because there is only so much space at the top for a leader, these colleges are rigorous, pitting students against each other while altering the practice field to present students with a variety of surprising obstacles. A student who relies upon rote memorization and execution of known strategies is likely doomed. Students who blend charisma, heightened awareness, and a deeply felt sense of principles regarding the art of war are the ones who exit the college gate holding the best commands. Many warbinder students view the occult as a necessary tool—the spirits' gifts are used toward greater ambitions such as gaining a fortress. However, when the first victory is tasted, most warbinders embrace the spirits, who in turn are eager to bind to experience the heart-pumping action and emotional swings of victory in battle.

Races: Humans often enjoy leading and gravitate to a warbinder's path. Similarly, atlans view themselves as above others and may consider this path inevitable. Lawfully aligned races such as dwarves and hobgoblins tend to become warbinders; although in atlan times, hobgoblins were usually pact warriors who served under atlan warbinders. Elves act on individual inspiration, and a warbinder elf functions well leading a group consisting mainly of elves. A warbinder can lead almost any group, even one composed of orcs and troglodytes, provided the group is homogeneous and its habits well-observed.

Other Classes: Warbinders get along with lawful, planful, and group-oriented characters such as clerics, monks, and wizards. A warbinder may try to influence a barbarian or unbound witch, but these companions are difficult to handle. Warbinders have a special relationship with pact warriors. In theory, a brigade of pact warriors might serve under a warbinder; in practice, pact warriors are highly tactical, which may lead them to ignore overall strategy in favor of situational gains.

Role: A warbinder is a natural leader. His talent for communicating with allies and granting others supernatural abilities makes him an ideal standard bearer, strategist, and coordinator. Just as a warbinder supports others, he relies on support in return. When he binds a spirit that is generally useful to everyone, he hopes that as special situations arise his teammates will lend an ability or two of their own to him.

Game Rule Information

Warbinders have the following game statistics.

Abilities: Constitution and Charisma are the warbinder's key attributes. High Charisma helps him seal pacts and get the best use of class abilities. High Strength enhances martial skill on the battle field. Many feats related to awareness and foresight—ideal for a leader—rely upon Wisdom. Constitution makes granted abilities harder to resist and allows the warbinder to absorb more damage. High Intelligence grants more skills and high Dexterity improves his defenses.

Alignment: Any (tend toward lawful).

Starting Age: As paladin.

Starting Gold: 5d4 x 10 (125 gp).

Hit Die: d10.

d10

TABLE 3-14: THE WARBINDER

Level	Base Attack Bonus	Saving Throws			Maximum Spirit Level	Special
		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)
5	+3	+4	+1	+4	2nd	Summon warband (least)
6	+4	+5	+2	+5	2nd	Share the power (1)
7	+5	+5	+2	+5	2nd	Spirit aura (2)
8	+6/+1	+6	+2	+6	3rd	Combat alertness (+2)
9	+6/+1	+6	+3	+6	3rd	Summon warband (lesser)
10	+7/+2	+7	+3	+7	3rd	Leader's bond
11	+8/+3	+7	+3	+7	4th	Combat alertness (+3)
12	+9/+4	+8	+4	+8	4th	Spirit aura (3)
13	+9/+4	+8	+4	+8	4th	Summon warband (greater)
14	+10/+5	+9	+4	+9	4th	Leader's reach
15	+11/+6/+1	+9	+5	+9	5th	Combat alertness (+4)
16	+12/+7/+2	+10	+5	+10	5th	Leader's foresight
17	+12/+7/+2	+10	+5	+10	5th	Spirit aura (4)
18	+13/+8/+3	+11	+6	+11	6th	Combat alertness (+5)
19	+14/+9/+4	+11	+6	+11	6th	Summon warband (dark)
20	+15/+10/+5	+12	+6	+12	6th	Share the power (2)

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

Class Skills

The warbinder's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all, taken individually) (Int), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Speak Language (-), and Spot (Wis).

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All the following are class features of the warbinder:

Weapon and Armor Proficiency: A warbinder is proficient with all simple weapons and one martial weapon of your choice, plus all types of armor (light, medium, and heavy), and with shields (except tower shields).

Bind Spirit (Su): A warbinder may seal pacts with spirits. Each day, you may bind one spirit of your choice. The spirit's level must be equal to or less than the maximum level indicated on table 3-14: The Warbinder under Maximum Spirit Level. Your binding check equals d20 + your class level + your Charisma modifier. The DC to resist one of your granted abilities is 10 + 1/2 your class level + your Constitution modifier (a hearty body is required to effectively channel a spirit's energy). See Chapter 4: Spirits (pages 63–67) for all other rules regarding binding and use of spirits.

Martial Focus: Combat training has hindered your pact-making skills. At 1st and 2nd level only, when summoning a spirit that is not of the crown constellation, you fail to bind the spirit if you fail the binding check. When you fail, you can try another spirit that day and try again for the same spirit the next day. This restriction goes away beginning at 3rd level.

Spirit Aura (Su): You can extend one or more of your spirit's abilities to your allies as a standard action. Affected allies must be within 30 feet of you, and you may affect a number of allies at once equal to 3 + your Charisma modifier (minimum 1). You may extend any granted ability that you currently have access to, but not abilities that you are waiting to use or that have been forfeit. All allies gain the same ability or abilities that you extend to them. You must be able to speak or gesture and have line of sight to each ally that you target. You can use this ability three times per day.

Each targeted ally must attempt a check against the spirit's binding DC. If you attempt to extend a spirit's capstone ability, increase the DC by +10. Each ally attempts d20 + its Hit Dice + its Charisma modifier. If you use a Perform skill in which you have 5+ ranks, and allies can see and hear you perform, then they receive a +2 morale bonus to their binding check. In any case, a successful binding check means the ally gains the ability and also heals a number of hit points equal to 1d4 + 2 x the spirit's level. A failed check means that the ally does not gain any benefits.

An ability remains for 3 rounds + your Charisma bonus (minimum 1), or until you withdraw the ability as a free action, or until you or the ally dies. If the ally dies, you suffer 1 hit point of damage per Hit Die due to a backlash of magical energy. Allies may move out of range and retain the benefits of the spirit aura. You can extend abilities to newly arriving or summoned allies as a standard action.

At 2nd level you may extend one ability at a time. At 7th, 12th, and 17th level, you can extend one additional ability at a time, to a maximum of four abilities at 17th level.

Leader's Voice (Su): Beginning at 2nd level, you can use the *message* spell at will with any and all allies while they enjoy the

benefit of your spirit aura. The spirit relays messages for you. As the spell, you are limited to a distance of 100 feet + 10 feet per warbinder level. This ability is Charisma-based.

Leader's Eye (Su): Beginning at 3rd level, you can use the *status* spell at will with any and all allies while they enjoy your spirit aura in order to learn the direction and distance to them and conditions affecting them. This ability is Charisma-based.

Combat Alertness (Su): Beginning at 4th level, you gain a +1 bonus to Spot and Listen checks while bound with a spirit. This bonus increases to +2 at 8th level, +3 at 11th level, +4 at 15th level, and +5 at 18th level.

Summon Warband (Su): Up to three times per day, while bound with a spirit, you can call vivolors or other creatures as a full round action. Vivolors appear as shadowy bipeds within 30 feet of you and attack immediately from squares you designate unless instructed by you for other tasks (they understand Common but are mute). Each vivolor possesses abilities as if bound to a spirit of your choice with a level as indicated in Table 3-16: Vivolor Statistics. You decide at the time of summoning what spirit or spirits each one has (each vivolor permanently hosts a particular spirit). You can only select spirits that you are familiar with and able to bind. Each vivolor may also enjoy one or more benefits per the Pact Augmentation feat (see Table 5-1: Pact Augmentations, page 181). Table 3-15: Warband Composition lists your options.

TABLE 3-15: WARBAND COMPOSITION

Level	No. Vivolors Summoned	No. of Pact Augmentations	Alternative Summoning
5th+	1d3 least	Class level - 5	1 lesser vivolor or atlan ogre
9th+	1d3 lesser	Class level - 9	1 greater vivolor or priest eater
13th+	1d3 greater	Class level - 13	1 dark vivolor or invisage
19th+	1d3 dark	Class level - 19	1 dalrok

The warband remains for 1 round per binder level or until dismissed by you. You can summon any kind of warband that is an option for you at your level. At 9th level and above, you may summon a warband of a lower grade than you are capable of. If you do so, the warband remains for 1 minute per level if it is one grade lower or 10 minutes per level if it is two or more grades lower.

Share the Power (Su): At 6th level, you touch an ally that has bound a spirit in order to gain the use of one of that ally's granted abilities. Your ally may extend to you any granted ability that you currently have access to, but not abilities that the ally is waiting to use or that have been forfeit for any reason or that have been extended to a third creature. Your ally decides which ability, not you. To gain the ability, you must attempt a check against the spirit's binding DC. If you attempt to gain a spirit's capstone ability, increase the DC by +10. A successful binding check means that you gain the ability. A failed check means that you do not gain the ability. Either way, your ally can still use the ability. You retain the ability until your ally's pact with his or her spirit ends, or until your ally withdraws the ability as a move action, or until you or your ally dies. If you die, your ally suffers 1 hit point of damage per Hit Die due to a backlash of magical energy. You can only gain one ability at a time. If you touch an ally to gain another ability, the first one is immediately gone.

At 20th level, you may gain the use of two abilities at once, either from the same ally or from two different allies.

Leader's Bond (Sp): You can use *ray's telepathic bond* at will with any and all allies while they enjoy the benefits of your spirit aura. Your effective caster level equals your warbinder level.

All affected allies must be within 30 feet of each other when you establish the bond; however, once the bond is formed, it works over any distance (although not across planes of existence). Unlike the spell, you cannot leave out yourself.

Leader's Reach (Su): You can use the *sending* spell while bound to a spirit. Your effective caster level equals your warbinder level. You must wait 10 minutes between each use. Unwilling recipients may choose to ignore your sending.

Leader's Foresight (Su): Beginning at 16th level, you can use the *foresight* spell with any one ally while it enjoys your spirit aura. Your effective caster level equals your warbinder level. This ability is Charisma-based.

Character Themes

Consider the following archetypal character themes when role-playing your character.

Armed Emissary: A warbinder may act as an imposing representative for a power greater than herself, fulfilling the old adage that a mighty leader walks softly while presenting himself with an imposing stick. That stick is the warbinder, who acts as an ambassador, envoy, legate, or even a governor over a conquered region. She tends to start off her interactions with diplomacy, using her weapons and followers as leverage.

Master Strategist: This warbinder focuses on organizing himself and his party toward victory through coordination and preparation. With feats like *Vatic Insight*, he determines the most appropriate spirit for the day so that he can share that spirit's abilities with allies who need it. He tends to keep tabs on allies. While open to negotiation and changes of plans, this warbinder prefers that every move fits within a larger strategy. His failing is often his lack of comfort with chaos and an inability to finesse rogue elements among his own party.

War-Vessel: This warbinder embraces his intuition. Instead of resisting a spirit's personality influence in fear that it will muddle his strategies, he embraces a spirit's influence to inspire greatness. He may take ranks or feats related to acting, bluffing, and even sleight of hand. Instead of forcing a win, victory emerges as he confuses his foes with odd moves, diffuses their attacks through surprises, and utilizes double agents and bluffs to obtain his way. These warbinders are prone to lead exciting but lonely lives unless they learn to keep others' trust.

LANA STARTING CHARACTER

female human warbinder

Str 13 **Dex** 10 **Con** 14 **Int** 12 **Wis** 13 **Cha** 16

HP 1d10+2 (12 hit points)

BAB +0, **Grapple** +2, **Speed** 20 ft., **AC** 15, **Init** +4
Fort +4, **Reflex** +0, **Will** +3

Skill Ranks: Diplomacy +4, Heal +3, Intimidate +4, Knowledge (arcana) +1, Knowledge (architecture / engineering) +1, Knowledge (dungeoneering) +1, Knowledge (history) +1, Knowledge (nobility / royalty) +1, Knowledge (religion) +1, Knowledge (the planes) +1, Perform +4, Ride +2.

Class Features: Bind 1st level spirit (d20+3), martial focus (fails to bind a spirit on a failed binding check).

Racial Abilities: Speak Common and Goblin.

Level 1 Feat: Improved Initiative, *Vatic Insight*.

Gear: Scalemail, longsword, longspear, light steel shield, backpack, wine skin, 10 pieces of chalk, 1 day's rations, sack, signal whistle, bed roll, torch, flint and steel.

Gold: 39 gp 5 sp.

TABLE 3-16: VIVILOR STATISTICS

	Vivilor, Least ("Flit") Small Outsider (Extraplanar)	Vivilor, Lesser ("Wright") Medium Outsider (Extraplanar)	Vivilor, Greater ("Strand") Large Outsider (Extraplanar)	Vivilor, Dark ("Mural") Huge Outsider (Extraplanar)
Hit Dice	2d8 (9 hp)	4d8+8 (26 hp)	8d8+24 (60 hp)	16d8+ 64 (136 hp)
Initiative	+5	+7	+9	+11
Speed	30 ft. (6 squares), fly 5 ft. (poor)	40 ft. (8 squares), fly 10 ft. (average)	50 ft. (10 squares), fly 20 ft. (good)	60 ft. (12 squares), fly 30 ft. (perfect)
Armor Class	15 (+1 size, +1 Dex, +3 natural), touch 12, flat-footed 14	16 (+3 Dex, +3 natural), touch 13, flat-footed 13	18 (-1 size, +5 Dex, +4 natural), touch 14, flat-footed 13	19 (-2 size, +7 Dex, +4 natural), touch 15, flat-footed 12
BAB / Grapple	+1/-3	+3/+4	+6/+12	+12/+24
Attack	Slam +3 melee (1d4)	Slam +6 melee (1d6+1)	Slam +10 melee (2d6+2)	Slam +17 melee (2d8+4)
Full Attack	Slam +3 melee (1d4)	Slam +6 melee (1d6+1)	2 Slams +10 melee (2d6+2)	2 Slams +17 melee (2d8+4)
Space / Reach	5 ft./5 ft.	5 ft./5 ft.	10 ft./10 ft.	15 ft./15 ft.
Special Attacks	Bind 1st-level spirit (BL 2, DC 11)	Bind 1st- or 2nd-level spirit (BL 4, DC 13)	Bind spirit up to 4th level (BL 8, DC 16)	Bound to spirit up to 6th level (BL 16, DC 21)
Special Qualities	Darkvision 60 ft., outsider traits, <i>blur</i> 1/day (CL 2, DC 12)	Darkvision 60 ft., outsider traits, <i>blur</i> 1/day, <i>invisibility</i> 1/day (CL 4)	Damage reduction 5/-, darkvision 60 ft., outsider traits, <i>displacement</i> 1/day, <i>invisibility</i> 1/day (CL 8)	Damage reduction 5/-, darkvision 60 ft., outsider traits, <i>displacement</i> 1/day, <i>greater invisibility</i> 1/day (CL 16)
Saves	Fort +3, Ref +4, Will +3	Fort +6, Ref +7, Will +6	Fort +9, Ref +11, Will +8	Fort +14, Ref +17, Will +10
Abilities	Str 10, Dex 13, Con 10, Int 4, Wis 11, Cha 11	Str 12, Dex 17, Con 14, Int 8, Wis 11, Cha 12	Str 14, Dex 21, Con 16, Int 12, Wis 11, Cha 14	Str 18, Dex 25, Con 18, Int 16, Wis 11, Cha 16
Skills	Escape Artist +6, Hide +6, Listen +7, Move Silently +6, Spot +7	Concentration +9, Craft (any) +9, Disable Device +10, Hide +9, Knowledge (architecture and engineering) +6, Knowledge (the planes) +0, Listen +9, Spot +9	Escape Artist +16, Intimidate +13, Jump +13, Knowledge (the planes) +2, Listen +13, Move Silently +16, Sense Motive +10, Search +12, Tumble +16, Use Rope +16	Bluff +22, Diplomacy +22, Escape Artist +26, Hide +26, Knowledge (arcana, religion, the planes) +22, Listen +21, Move Silently +26, Sense Motive +19, Spot +21
Feats	Alertness ^B , Improved Initiative ^B , Weapon Finesse ^B	Alertness ^B , Improved Initiative ^B , Skill Focus (Craft) ^B , Weapon Finesse ^B	Alertness ^B , Combat Reflexes, Improved Initiative ^B , Iron Will ^B , Weapon Finesse ^B	Alertness ^B , Combat Reflexes, Improved Initiative ^B , Iron Will ^B , Power Attack, Weapon Finesse ^B
Environment	Astral (Outer Darkness)	Astral (Outer Darkness)	Astral (Outer Darkness)	Astral (Outer Darkness)
Organization	Flock (30–120)	Pack (3–12)	Trio (2–4)	Solitary
CR	1	3	7	11
Treasure	None	None	None	None
Alignment	Usually neutral	Usually neutral	Usually neutral	Usually neutral

VIVILORS

Calmly moving toward you is a blurry humanoid shape composed of a inky mass of starry darkness.

Vivilors are native to the Outer Darkness, the boundary between the Astral Plane and whatever lies outside the multiverse. While not innately hostile, vivilors will respond if provoked and are easily directed to attack foes when summoned. Vivilors are animal-like shells that house spirits. The larger the vivilor, the greater the spirit within it. Sages suspect that the spirits communicate with each other through their vivilor hosts, while other sages speculate that spirits seek to reincarnate themselves by nurturing their vivilor hosts. Whatever the case, a binder can gain extra use of spirits and perhaps learn something about them by summoning these creatures.

Vivilors are organized in four grades. Least vivilors, called flits, bob and float in huge flocks amid the starry breathless void of the Outer Darkness. Among them are packs of industrious wrights with innate talents to craft materials and devices from raw astral star stuff. Sages believe the technomagical cyclopes hunt wrights for use as slaves within their flying metallic cities. Protecting the flits and wrights are strands, powerful vivilors

adept with intimidating and smashing foes, all while tumbling about to avoid damage. Highest among vivilors are murals, huge beings akin to whales (though they look like shadowy giants when summoned). Some sages view murals as leaders; however, they act more as sages with keen diplomatic skills and deep knowledge of the multiverse, gods, and magic.

Although vivilors are outsiders, they do not appear to serve under any god, nor are they interested in interplanar events.

Vivilors are mute but understand all spoken languages.

Combat

A vivilor's actions vary greatly according to its rank and the spirit it binds. A vivilor has an effective binder level equal to its Hit Dice. It cannot actually bind spirits. Each vivilor is "born" hosting a particular spirit. The spirit's level defines the vivilor's role and power. Despite wide differences, all vivilors are perceptive and possess defensive innate spell-like abilities as indicated in their entry. Each ability is usable once per day with a caster level equal to its Hit Dice. All DCs for a vivilor are Charisma-based. When summoned, a vivilor fights to the death or until dismissed or its spirit is expelled (in which case it flees).

VARIANT CLASS FEATURES

These variants allow players to better realize their ideal design. A variant is declared at 1st level.

Bardic Binder

You have bardic, musical, and social skills with pact magic.

Class: Bard.

Replaces: You lose arcane spellcasting ability.

Benefit: Able to bind spirits. You can bind 1 spirit per day.

The highest level spirit you can bind equals the highest level arcane spell you can cast as indicated on Table 3-4: The Bard in the *Players Handbook* (you can bind 1st-level spirits as a 2nd-level bard, 2nd-level spirits as a 4th-level bard, and so on). Your binder level equals your bard level.

Special: Consider taking the Musical Binder option below.

Focal Device

You do not bind spirits to yourself; instead you bind spirits into a focal item such as an amulet, orb, staff, or sword.

Class: Any with spirit binding.

Replaces: Binding is more difficult because you are tricking spirits into inhabiting a lifeless item. You suffer a permanent -4 penalty to your binding checks. In addition, to use a granted ability, you must grasp the item with one free hand and press the item as you would a holy symbol.

Benefit: You never suffer the personality shift, physical sign, or other pitfalls of sealing pacts. When grasping the focal item, the spirit accesses your senses and emotions, receiving a brief and only somewhat satisfying window on the world. This jolt grants you a +2 bonus to Spot and Listen checks while grasping the item. In addition, you gain a bonus pact magic feat at 5th level and every 5 levels thereafter (10th, 15th, and 20th level).

The Focal Item: The focal item must be of masterwork quality and worth at least 100 gp per spirit level. The focal item is robust. When infused with a spirit, it gains a bonus to hardness and hit points equal to 10 + your binder level. If the focal item is destroyed, you immediately suffer 1d4 hit points damage per spirit level and the pact ends. Other binders may use the focal item if they touch you and the item at the same time.

Musical Binder

You chant, sing, or orate in lieu of the usual binding ceremony.

Class: Any with spirit binding and Knowledge class skill.

Replaces: You lose access to one Knowledge skill discipline, such as Knowledge (arcana).

Benefit: You gain one discipline of Perform such as singing or oratory as a class skill; instead of the usual ceremony, you deliver a musical or vocal performance for the requisite period.

Occult Druid

This druid uses pact magic instead of divine magic.

Class: Druid.

Replaces: You lose spellcasting ability.

Benefit: Able to bind spirits. You bind one spirit per day. The highest level spirit you bind equals the highest level spell indicated on Table 3-8: The Druid in the *Players Handbook* (you can bind 1st-level spirits as a 1st-level druid, 2nd-level spirits as a 3rd-level druid, and so on). Your binder level equals your druid level. You also gain the Focal Constellation (tree) feat for free but cannot bind spirits of the ghoulish constellation.

Paladin of Holy Spirits

This binder is a holy warrior restricted to good-aligned spirits.

Class: Paladin.

Replaces: You lose spellcasting, cure disease, turn undead.

Benefit: Able to bind spirits. You can bind one spirit per day. The highest level spirit you can bind equals the highest level spell indicated on Table 3-12: The Paladin in the *Players Handbook* (you can bind 1st-level spirits as a 4th-level paladin, 2nd-level spirits as an 8th-level paladin, and so on). Your binder level equals one-half your paladin level (round down).

Special: You are limited to binding spirits of the angel constellation, spirits that draw a binder toward a lawful or good alignment, and the twelve spirits described on Table 6-28: The Celestial Spirits (see page 234). You may also select one bonus benefit to go with any celestial spirit that you bind. You enjoy the benefits of the Ignore Binding Requirements feat and the Rapid Binding feat for the spirits that you can bind, and you never suffer an alignment shift due to a failed binding check.

Shadow Binder

Every spirit casts a shadow. This shadow blights nature at the expense of added magical power.

Class: Any with spirit binding.

Special Requirement: Any evil alignment.

Replaces: Whenever you use a granted ability, all natural plants and tiny or smaller natural animals and vermin within 5 feet per spirit level are instantly killed and become natural shadow, which "salts" the denuded area. The area remains barren for a period of 10 years per spirit level. You cannot use a granted ability again in the same area and must move to do so. You also gain the Focal Constellation (shadow) feat for free.

Benefit: You gain a permanent +10 bonus to binding checks and free pact magic feats every 4 levels (4th, 8th, and so on).

Renouncing Pact Shadow Magic: You can renounce this ability before 5th level. You lose the +10 bonus and cannot use shadow pact magic. At 5th level and later you are suffused with spirit shadows and cannot rid yourself of this option.

Spirit-Wracked

You always fail binding checks, but gain pact magic feats.

Class: Any with spirit binding.

Special Requirement: Cannot be an unbound witch.

Replaces: It is obvious to others that you are possessed or unnatural. You always fail your binding check and experience the personality shift and physical sign associated with a spirit. You can never gain a spirit's capstone granted ability.

Benefit: You gain a bonus pact magic feat every 5 levels (5th, 10th, 15th, and 20th).

Woodland Spirit Binder

This stealthy woodland warrior is adept with pact magic.

Class: Ranger.

Replaces: You lose spellcasting, the animal companion, and woodland stride.

Benefit: Starting at 4th level, you can bind one spirit per day. The highest level spirit you can bind equals the highest level spell indicated on Table 3-13: The Ranger in the *Players Handbook* (you can bind 1st-level spirits as a 4th-level ranger, 2nd-level spirits as an 8th-level ranger, and so on). Your binder level equals one-half your ranger level (round down).

CHAPTER 4

SPIRITS

In this chapter, you will find rules for binding spirits and descriptions of fifty-four spirits. The new classes in this book allow characters to bind spirits. Alternatively, if you are a spellcaster of any sort, then you may forego your daily allotment of spells to seal a pact. Either way, you do not need to be near a spirit or have any special relationship with it to bind it. Nor do you need to match its ethos or goals. Although a spirit cannot actively direct any kind of agenda through you, simply using its abilities may help fulfill its values. Moreover, you may adopt some of its personality if you are unable to handle its power.

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.

BINDING SPIRITS

This section describes how to bind spirits. These rules apply to all characters unless a class or feat rule says otherwise.

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.

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 use Minor Binding and related feats to gain one or more of a spirit's abilities.

Constellation

Each spirit belongs to one of thirteen constellations (see Table 5-3: Spirits by Constellation, page 184). 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. 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.

Apply a -4 penalty to the binding check when you qualify as the spirit's favored enemy.

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 you meet the criteria plus two additional rounds. Bonuses granted by meeting criteria from multiple 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 (see page 181), you can summon a new spirit to replace one that 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 4-1: 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.

PACT MAGIC STRATEGIES

Pact magic differs significantly from spellcasting. Picking the wrong spirit for the day is perhaps the most deadly mistake a binder can make, so preparation and strategy are key. You will find here survival advice for binders to get the most of pacts.

General Strategies

Here are some suggestions that everyone can use to maximize the benefits gained from a spirit.

Focus on the Day's Theme: A spirit's abilities are thematic. Think beyond raw power. What environment and creatures will your character likely face? For example, Dagon the Sea Fiend is ideal for aquatic environments. Moreover, some abilities only function against specific creatures. The Dark Sisters' silence person ability is ineffective against non-humanoids such as trolls, oozes, and outsiders. While you cannot foresee every possible encounter, you can select a spirit with a general environment in mind such as urban or aquatic.

Apply Abilities Imaginatively: Feel free to use pact abilities in new ways. For example, the Dark Sisters lack offensive abilities. Yet their love spell can cause an aggressive troll to fall in love with a party member to avoid a fight or stall until help arrives. The troll might join your quest as long as you stay in the local area; and it will attack the foes of the now-beloved character. That said, a troll does not take spurned love lightly!

Use Your Abilities Early and Often: Your abilities are supernatural. These do not require spell components. There is no spell failure if you wear armor. You can use both hands to climb, wield weapons, or what-not and use your pact abilities. Supernatural abilities require minimal concentration. Thus, you can use the Dark Sisters' love spell while standing before a king in full view of hundreds without people identifying you as casting a spell. You can also use supernatural abilities while you are grappled or standing at the front line of combat. Noticing all the options and feeling comfortable with them may require time, exposure, and maybe a few mistakes!

Have Magic Items of Your Best Spells: If you are a spellcaster swapping your daily repertoire of spells for a spirit's abilities, then stock up on scrolls, potions, wands, and similar items to replace your best spells. Scrolls are cheap to scribe, and a wand of *divine might*, *fireball*, or *summon nature's ally* can assure firepower if a situation is not what you expected.

Synergize with Multiple Pacts: Remember that you may be able to make multiple pacts, and lower-level spirits are not necessarily worthless, particularly if you possess the Capstone Binder feat, which allows your pacts to better scale in power through 20th level. Binding with multiple spirits does not give you more raw power; instead, you gain flexibility and more options. For a few spirits, you cannot normally bind them together, but quite a number synergize. For example, Aza'zati the Green Wyrmling and Dagon the Sea Fiend work well together since the Green Wyrmling's acid breath and entangle abilities work underwater and its swim bonus is a plus.

Look for Tactical Bonuses: Each spirit offers bonuses to d20 rolls if you meet certain tactical criteria, such as moving through an area in darkness or on a horse, or wielding an axe. Meeting one criterion can be challenging and a +1 bonus may not seem significant. However, if you plan beforehand to meet multiple tactical criteria at once, then you can gain a bonus as

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 (like 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.

high as +4 when binding one spirit. In theory, a spirit binder can gain ever higher bonuses, although meeting so many requirements is truly legendary heroism.

Binder Strategies

The following suggestions are aimed at characters who bind spirits as a class feature.

Empyrean Monk: You eventually gain access to spirits of all levels. However, you cannot bind multiple spirits at once and will often find yourself toe-to-toe with foes. Therefore, spirits with defensive and movement-oriented abilities work well. Abilities that function as free or swift actions work best to let you use your martial arts each round. For example, N'alyia grants the ability to step 5 feet as often as every round without missing an opportunity to attack. At higher levels, use offensive abilities with your spirit strike class feature.

Foe Hunter: You gain limited access to spirits. You should focus on two kinds of spirits: those that help you locate your foes, and those that give bonuses to the type of creature you are hunting. You do not always need to select a spirit based on your main foe. That may not even be possible. However, you can select a spirit to match your foe's allies, such as henchmen. Although stealthy and perhaps a loner, you perform best with a few rounds preparation to target foes. Don't hesitate to kill.

Occult Priest: You eventually gain access to spirits of all levels, and you possess limited divine spellcasting. Though you can heal, you are not a traditional cleric; you focus on lore and guiding others. By mid-levels you can bless allies, take sanctuary from foes, and share your divine spells with allies, which frees you to act your own. Potent spell domains are death, fire, healing, travel, and trickery. You are also advised to use your charisma and class abilities to lure NPCs to aid you.

Pact Warrior: You are a warrior with the best possible base attack bonus, so the most fitting spirits allow you to move swiftly, shoot with accuracy, and so on. Mute Sylvus is a great example with his *true strike* ability and proficiency with bows. Even if you lose your equipment, you can turn to Tyrant Cromwell to provide you with phantom armor. Abilities that work as free or swift actions synergize with your spirit strike ability. Ultimately, your choice of battle trance is critical, since this ability adds up to truly transform you into a heroic warrior.

Soul Weaver: You possess a mix of arcane spells and can

eventually bind spirits of all levels. Your strength, however, is your ability to transform spells into supernatural abilities. Many of these are practical such as *fireball* or *magic missile*. Since you cannot transform spells until several levels after you first add them to your spellbook, pick spells that scale well. For example, *fireball* is nearly as useful at 9th level as it is at 5th level. Overall, select spells to transform as the most needed magic for the day; then select a spirit that fills the role for miscellaneous abilities.

Spirit Binder: You can seal pacts with multiple spirits at once and hold a spirit in reserve for emergency use. At higher levels, multiple bindings allow for a full range of offensive, defensive, and miscellaneous capabilities, from Witch Yaba's teleportation to the crushing tentacles of Dagon the Sea Fiend. A hidden bonus is the wide range of tactical options you gain; at 20th level, four spirits means sixteen options that can provide bonuses in many different situations.

Unbound Witch: You break pact magic conventions. You don't make binding checks and you select abilities from different spirits. Similar to a sorcerer, your selections are more or less permanent. Most importantly, you can heighten an ability's DC, making it harder to resist. Feel free to focus on so-called save-or-die abilities. Consider a 20th level unbound witch who began her career with a 17 Constitution and invested all ability increases in Constitution. When using her terror surge on a 9th level granted ability, the DC to resist the effect is 31 without any magic items, feats, or other improvements. Consider taking the Ability Focus feat in one signature ability to make its DC even higher.

Warbinder: You can share granted abilities with your allies; coupled with your high Charisma, powers of communication, and ability to summon a warband, you make an effective party strategist and face to present to the world. Even though you are ultimately limited to 6th-level spirits, you can temporarily gain one or possibly two abilities of a higher-level spirit from one of your allies. A spirit imp or cohort can aid you with scouting and support. Be sure to reserve *cure* potions and similar restorative magic. Feats such as Supernatural Consciousness and Swift Binding keep you adaptable and on top of situations.

Spellcaster Strategies

The following suggestions are aimed at traditional spellcasters who dabble in pact magic.

Clerics and Paladins: As a divine caster, you keep class features such as turning undead and granted powers associated with your domain spells if you are a cleric. You can wear heavy armor and use your best weapons while binding a spirit, and granted abilities do not require concentration or free hands. This means you can move to the front of combat. However, clerics lose spontaneous casting of *cure* spells, which is often their primary contribution to a group. Clerics should carry a wand of a lower-level *cure* spell plus several scrolls of higher-level *cure* and *restoration* spells. Paladins lose a small number of spells, and gain low-powered but useful abilities in return.

Druids and Rangers: You keep class features such as your animal companion and wildshape ability. You can use supernatural abilities while in wildshape form. In addition, pacts let you explore abilities outside the nature theme. A druid could wear metal armor while bound with a spirit, but she would still lose her druidic spell-like abilities and supernatural abilities.

Bards, Sorcerers, and Wizards: Pact magic is most like the sorcerer's spontaneous spellcasting and draws upon a small pallet of options. An arcanist can use knowledge skills and divi-

WORD TO THE WISE

Binding the wrong spirit for the day can be a deadly mistake. Feats such as Expel Spirit, Rapid Binding, and Vatic Foresight allow you to select (or reselect) more appropriate spirits.

nation spells the day before a pact to help define what to bind. Arcanists with item creation feats can craft backup items to maintain firepower. Bards can benefit greatly from pact magic; you replace their light use of spells with unlimited use while losing none of the bard's musical abilities.

Team Strategies

When on a team, coordinate who binds which spirit to cover all likely situations and to avoid major setbacks when a particular spirit proves to be an inappropriate selection. Consider matching likely obstacles to spirits. A binder who shares abilities, such as through magic item creation or a spirit aura, is also a boon.

What Do You & Your Foes Know?

How much do you know about an opponent's bound spirits, and how much do they know about you? A character may use a knowledge skill to glean information about a spirit. Characters with the Bardic Lore or Binder Lore class feature can use that ability instead of a knowledge skill.

TABLE 4-2: DETERMINING SPIRIT KNOWLEDGE

Knowledge Skill	Characteristic Learned
Arcana	Official name, level, seal, binding check, summoning ceremony, granted abilities
History	Legend, favored ally, favored enemy, tactical bonuses, alternate names, alternate legends
Religion	Personality influence, alignment shift, inspired companion, capstone granted ability, alternate abilities
The planes	Manifestation, binding requirements, special binding requirements, physical sign

The Knowledge skill DC to obtain a correct answer equals the spirit's binding check. Here are some check modifiers:

- » Witnessed a binder evoke the spirit or use its abilities: +5
- » Access to a general library: +3
- » Access to a pact magic library: +10

Roll separately for each piece of information.

OPTIONAL RULE: LIMITING PCS

Do pactmakers know all spirits in this book, or do they possess limited knowledge? Using this rule, binder characters start with knowledge of a few spirits and must focus on discovering the remainder. This approach is well-suited for a low-powered campaign that transforms the acquisition of new spirit lore into a compelling central feature of any adventure. Use the table below to figure how many spirits a binder gains at each level.

TABLE 4-3: SPIRITS KNOWN BY CLASS AND LEVEL

Class	Spirits Known	Class	Spirits Known
Empyrean Monk	2 + 1/level	Soul Weaver	2 + 1/level
Foe Hunter	3 + 2/level	Spirit Binder	5 + 2/level
Occult Priest	4 + 2/level	Unbound Witch	2 + 1/level
Pact Warrior	1 + 1/level	Warbinder	2 + 1/level

TABLE 4-4: 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 truenam, command by name, learn truenam, 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 4-4 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, stonewalk
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>The 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, snake staff
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 Aviv <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>Grandmother Earth</i>	176	Banishment, create life, nature sense, revealing aura, summon nature's ally, undeath to death

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."

had grown larger than a full-grown man. More importantly, 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 soothe 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, because a wyrmling was neither ample nor anyone's dull-minded, docile steed.

"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

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 no matter where you go. At your option, when 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, flat-footed 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."

CAVE MOTHER SORCERESS OF SECRETS

She is the ageless wise woman who tends the sacred fire. Cave Mother grants those who call upon her the ability to manipulate fire, discern the presence and nature of magical auras, know true north, repel undead, and fend off or confuse intruders with obscuring smoke.



Level: 1

Magi Constellation

Legend

In primeval times, before people tilled the fields, when men hunted and women gathered plants, Morigan, the clan elder woman, tended her tribe's fire pit.

In the year of the wolf spider, a drought year with no game, her tribe moved south for many weeks until they came to a new warren of caves.

"Light a new fire," the chief told her.

Morigan took brush and searched the caves for flint. She lit her way with a small torch dipped in tar. The torch sputtered at first with the wind, but as she wandered deeper, all grew silent, dark, and calm. In one large cave she found a rune scribed across the wall. "This place has been inhabited before," she surmised. She brought her torch low to scan the floor. It was flat with a few stones, and among the stones were the remains of a hearth, broken spearheads, and bones.

"Who are you?" a raspy voice whispered.

She saw no one in the darkness beyond the torch's light.

"Light a fire and you shall see me," the voice commanded.

Afraid, she checked her blade in her waist belt, then knelt and began a fire. "We are sorry to intrude," she offered as she worked her hands. She wondered if there were more strangers, and if her own tribe would come rescue her. She applied the torch and blew on the fire. Sparks danced.

"You are skilled," the voice rasped. As the new fire crackled, a nearby corpse trembled and slowly began to pick itself up.

She rose. "Go away, demon!" she shouted. Then she added, "We are sorry to disturb you. I can leave you a gem or a pelt. We will leave. The warriors trust me. They will listen."

The figure stumbled up. It was a terrifying sight. Where there was skin, it was charred black. Where there was no skin, its bones were white as if burned by fire. Two burning embers sat in its skull sockets where eyes should be. Old Gutaba, Morigan's teacher from her childhood, had warned her

of the undead and their thirst for souls. She shuddered, as the cave chamber grew cold despite the fire. Her breath filled the air and wafted toward the creature as if drawn to it. She ran.

"Hello, help!" she yelled as she ran down a tunnel. Light and familiar voices did not come. Perhaps she took a wrong turn? She puzzled as she stopped to catch her breath. Perhaps this was a trick of the mind caused by this ghoul? If she continued running, would it then catch and devour her? What to do? Wait, she thought, Old Gutaba had said some ghouls would bargain, at least when it suited them. She had a plan.

Morigan checked her pouch of nuts and walked with a steady pace back to the fire chamber. The fire now burned strong but frost and icicles coated the cave.

"You are brave," the creature rasped as she entered. It emerged from the dancing shadows.

"I have a deal," she said to it, mustering all the confidence that she could.

"Really?" it replied in its raspy voice. "I'm listening."

With shaking hands, she showed it that her bag had equal numbers of black and white nuts. Then she offered, "You and I will each draw one nut. If we draw the same color then I stay with you. If we draw different colors then I leave in peace."

It sniggered, "I agree, a gamble well done."

What the creature did not know was that black nuts weighed slightly more than white nuts. Morigan knew that what weighs more would sink to the bottom of the bag. But nothing was assured.

The ghoul, with its boney hand, drew white. So Morigan reached into the bottom of the bag. She drew black.

"Humph," the ghoul replied. It did not move.

She wondered if it would argue and still kill her. Its eyes smoldered. What did her few remaining years of life have in store for her? More tending the fire and the chief's needs?

"How about we play for more?" she offered.

"Yes, we shall," it rasped with satisfaction. "I'm listening."

"I am old," Morigan began. "Years ago my tribe's chief forced me to give him a child, a son. But he never married me. My boy was strong but stupid and died in a skirmish before he grew a man's hair. If I win, you will give me your power over life and death, and I will return you to life as my son."

"And if I win," the ghoul said, "I shall father you a son of darkness like the world has never known." Morigan did not know how a ghoul could make fertile an old woman like her or father offspring. She shuddered at the thought of a boney little hand clawing out of her womb. Nothing the ghoul said suggested she would live either.

She returned the nuts to the bag and shook it vigorously.

"This time," the ghoul said, "you draw first."



She reached into the bag and drew a black nut.

The ghoul, with a tortured grin on its face, placed its burnt boney hand within.

Morigan's tribe saw her later that afternoon, accompanied by a dark haired youth at her side. She strode proudly with vigor. In a year, she taught the people to sow and reap, smith swords, and draw runes. She rained a merciless white-hot fire upon the tribe's enemies.

Far and wide, people invoked her name in fear as a Sorceress of Secrets.

"But mother, who can keep hold of power," her son posed to her one evening by the fire. "Who can wield my power without losing hold of her own soul?"

And so it was, over the years, that the ghoul's power slowly consumed Morigan from the inside out, until all that was left was her name, her legend, and a chilly pile of charred bones.



Summoning Rules

The following rules describe the requirements and rituals for binding Cave Mother, the Sorceress of Secrets.

Binding DC: 15.

Requirements: Survival 2 ranks, or inside of a cave.

Ceremony: Build a small fire and throw into it a mix of twigs, rock filings, and herbs sealed by your saliva and mud. These may be gathered from the local environment and cost 1 gp in any event. Your binding check indicates whether you have intuited the correct ingredients for the fire.

Manifestation: The laughter of children and the sounds of daily chores give way to the ghostly voices of your many ancestors telling stories both well-known and long forgotten. You hear only fragments of each story. As you begin to choke from the fire's smoke, the vision suddenly ends with a warning or phrase of wisdom from one of your distant ancestors. When you first try to speak afterwards, your voice is raspy.

Granted Abilities

Cave Mother grants the following supernatural abilities.

Burning Hands: You can use the *burning hands* spell, inflicting 1d4 points of damage per level (maximum 5d4) to creatures in a 15-foot cone that fail their Reflex save. You must wait 5 rounds between each use of this ability.

Detect Magic: You *detect magic* at will. As the spell, thorough analysis of an area requires three rounds of concentration.

Disrupt Undead: Similar to the cantrip, you project a ray from your outstretched hand that delivers 1d6 points of positive energy damage +1 point per level to an undead creature.

Know Direction: You always know which direction is true north. The effect lasts 24 hours.

Obscuring Smoke: You can protect yourself and allies with a 20-foot radius sphere of white smoke. This works as the *obscuring mist* spell. At your option, you may shape the area as a ring. The smoke does not cause choking or other conditions, and lasts for as long as you concentrate + 1 minute per level.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Your hands are callused from work and wrin-

kled by age, and your skin is ashen by the soot of a hearth or campfire. Your back stoops from decades of hard work tending a house, crops, and children. At your option, whenever you use a granted ability, your nails grow long and black.

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

Personality Influence: You lose patience with all who demand your aid. Whenever someone questions you, Cave Mother compels you to respond with a question of your own, scold the questioner, or give a cryptic remark suggesting a possible future failure.

Favored Ally: Humanoid (arcane spellcaster). Other arcane spellcasters intuitively recognize the Cave Mother's deep influence on you.

Favored Enemy: Undead. It does not matter whether the Cave Mother won or lost her bet, she considers undead a scourge upon the world.

Capstone Granted Ability

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

Transform Items: You can transform the surface characteristics of one or more small objects, causing them to seem different than they really are. You can affect up to 5 pounds of objects, which must be within close range and occupy the same 5-foot square. You can alter color, texture, taste, hardness, and so on. For example, you might briefly cause a handful of copper coins to take on the surface qualities of gold coins. You might cause a new short sword to appear chipped and rusted. The effect lasts 1 round per level if the transformation substantially increases the item's value. Otherwise, the effect lasts 10 minutes per level. The effect is a transmutation, not an illusion, so creatures normally immune to illusions may still be fooled.

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:

- » Interact with undead (non-combat action).
- » Move through an underground area.
- » Succeed on a Sleight of Hand check.
- » Use magic action within 5 feet of a fire.

Role-Play Text

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

- » "At the dawn of history, a primitive tribe's medicine woman could manipulate fire and smoke, and had a bat familiar."
- » "One day, while exploring caves for her tribe, Cave Mother stumbled upon a malicious undead creature called a flame ghoul."
- » "She lacked the raw power to fight or escape her undead nemesis."
- » "Even when her life seemed doomed, Cave Mother kept her wits and offered the flame ghoul a game of chance using black and white nuts drawn from a bag. If she lost, it would get her soul. If she won, it would grant her dark power."
- » "The ghoul did not know Cave Mother's trick that black nuts weighed more than white ones. She gained its power and became renowned as a Sorcerous of Secrets. Yet its power was too much for her to handle. In time, she transformed into a spirit."

FORASH PRECIPICE OF SPIRITS

Forash is a lord of spirits and sage of pact-making. He grants summoners the secret of invisibility, useful knowledge of herbalism and morality, eloquence of speech, insight to locate lost objects, and a regal bearing that stops foes from holding off attacks.



Legend

In the early days of the atlan people, before they drew together as an unified empire, twelve kings vied for control of the many islands. One king, Theykos of Atlan, commanded his court sorcerer Kontaros to procure magic to defeat his foes.

"Faithful Kontaros," the king said. "Our tropical gem is a small island, and foes surround us. The merchants complain of pirates sent by my fellow kings. What do you propose?"

"My noble king," Kontaros replied. "Travel between islands is difficult, and those with the greatest navies control the seas."

"Then you suggest we build a navy?" the king asked. "If so, we must tax the merchants, our only allies."

"You are wise to observe this paradox," Kontaros replied. "That is why I propose we be the first to control the skies."

"We are intrigued," the king answered, and raised his brow. "If any sorcerer can succeed at such a task, it is you, old friend."

And so they parted for the day, and Kontaros returned excitedly to his tower to gather supplies. His magic would make an empire, and perhaps one day make him king.

"Where you are going?" his apprentices begged of him.

He spoke little and instructed one apprentice boy to prepare for travel. The boy stuck out his tongue at the others, knowing he was favored. Together, they hiked for three hours to the rim of the island's volcano. Waves of heat and spitting globes of lava danced in the air. There at the rim, Kontaros drew a magic circle and cast the most powerful spell he knew.

"Oh hear me, Forash, president of Hell's armies and commander of twenty-nine legions, I beseech your advice."

"How delightful," Forash boomed, appearing within the circle. He was a man nine feet tall with the head of a lion, a golden mane, bulging muscles, and crackling ruddy skin like iron coated with blood on fire.

Kontaros was confident and ambitious but not stupid. He had prepared an offering to ensure the fiend did not devour him.

"I offer you this apprentice of mine," Kontaros said in the fiend's infernal tongue. The apprentice was his best, crafty in many things, but ignorant of infernal speech.

"Scrawny," Forash replied, eyeing the nervous boy. "But his lips are thin and tight, suggesting he is quiet and crafty, and his hands will work themselves well in my shop."

"In exchange," Kontaros said, "I require aid to defeat my king's many foes who rule the seas with brash navies. I hope and trust there is some way to rule the skies above them all."

"You are clever in imagination," Forash answered. "In reward, I will do better than advise. I will teach you to bind the spirits of long-forgotten fiends onto your own flesh, blood, and bones."

At this, Kontaros fed his apprentice to Forash. To the boy's credit, he screamed only a little as he lost his hands. Forash then consulted his own master, Haures, and together they taught Kontaros the history of the multiverse, how to bind forgotten spirits, and how to evoke lesser fiends from the clouds.

Level: 1

Crown Constellation

In a dozen years, King Theykos commanded the skies with Forash's minions at his call. When a rival army approached, Kontaros would summon a storm. As lightning crackled and thunder boomed, dozens of winged tarry devils would pour forth from the swirling clouds. As each rival king was defeated, Theykos rose in power, as did his sorcerer Kontaros.

But all was not perfect. Each calling of the sky devils required sacrifices at the volcano. Kontaros offered mostly war prisoners and criminals, but citizens groused. Moreover, even as the rival kings fell, a thirteenth king emerged. The prophets of yore called him the Shadow King. He brought huge black ravens.

One day, in the marble palace, Kontaros visited his king a last time. The king smiled grimly on his high gemmed throne.

"Old friend, my king," the sorcerer said, "I have bad news."

"Speak it, and hold nothing back."

"Though the tide has swelled in our favor for thirteen years, our last foe, the Shadow King, has routed our aerial forces."

"How can this be?" The king was incredulous. All remnants of the other kings had either conceded to Theykos or had joined with the Shadow King. Their sides were equal, but the sky devils should have given an Atlan victory.

Kontaros explained. "The fiend I spoke of, Forash, his sky devils did not arrive." He paused. "The pact I sealed with Forash was for thirteen years, and by the last moon, it ended."

"What can be done?" the king asked.

"How can I say this terrible news," Kontaros offered in a low voice. Next was a lie that he had to weave perfectly in order to gain the last prize that Forash offered. "The fiend demands a king's soul, your soul, in exchange for your people's welfare." He quickly added, "You could abdicate and crown one of your sons king, thereby saving yourself if you wish."

"No." Theykos rarely brooked weakness. With all his courage, he accompanied Kontaros up to the lip of the island's volcano. As they walked, Kontaros produced a potion from his cloak.

"Drink this, my king, and it will not hurt. Most importantly, you will fool the fiend, and your soul will fly free to the seven heavens where you belong." This last part was a lie.

Theykos drank the potion, for he knew not what else to do. His mind grew cloudy. He stumbled and could not rise. He watched helplessly upon the sharp volcanic ground as Kontaros drew a magic circle around him and summoned Forash.

"Forash, grant me presidential power over all this empire."

"How delightful," Forash spat, appearing within the circle. "To dine on a king, so that a new king is made in my image."

As Theykos drew his last breaths, he cried out to Kontaros, "My friend, despite your betrayal, you did what I commanded of you to save our citizens. But you underestimate my spirit. By the gods, one day this empire shall fall. On that day, Forash will be sundered just as this island will be sundered, as punishment for misleading you, who I forgive with my whole heart."

Forash laughed as he devoured Theykos, but the clear blue sky stirred with distant thunder. The gods had heard King Theykos and in one thousand years to the day, would honor his curse.

Summoning Rules

The following rules describe the requirements and rituals for binding Forash, Precipice of Spirits.

Binding DC: 17.

Requirements: Knowledge (arcana) 1 rank, Knowledge (the planes) 2 ranks, speak Infernal.

Ceremony: You sacrifice a raven in a flaming brazier. Slit its throat, drain its blood into a marble bowl, and then anoint

yourself with the blood in Forash's name. Then allow the brazier's flames to consume the sacrifice's remains.

Manifestation: Sea water and then steam surge from the seal as an apparition of Forash appears in his regal splendor, seated on a fiendish mule. He is a lordly man with a lion's mane, a suit of fine aquamarine scalemail, and bat-like wings. On his head sits a golden crown with six diadems and six points. In his right hand he wields a matching scepter adorned with icons of the world's oceans. Across his chest is a sash of purple and gold. Forash emits a terrible roar, which causes you to close your ears and eyes.

Granted Abilities

Forash, Precipice of Spirits, grants summoners the following supernatural abilities.

Brief Invisibility: You turn invisible for the duration of your turn. While invisible, you gain a +4 bonus to Move Silently checks. You must wait 5 rounds between each use of this ability.

Regal Bearing: It was said that Forash was so intimidating that even his greatest foes could not afford to hesitate against him. Foes within 60 feet cannot ready actions or use the delay action while in combat against you. The effect lasts 24 hours.

Locate Object: Once per day, you can use the *locate object* spell. As the spell, you sense the direction of a well-known or clearly visualized object within long range. For as long as you concentrate, up to a maximum of 1 minute per level, you can search for general items, in which case you locate the nearest one of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the ability fails and is used up for the day. You cannot specify a unique item unless you have observed that particular item firsthand (not through divination). This ability is blocked by even a thin sheet of lead. Creatures cannot be found by this ability, although an object worn by a creature can be found.

Resist Flame: You gain energy resistance 5 to fire. That is, you ignore the first 5 hit points delivered by any fire damage.

Sagely Knowledge: You are granted a small bonus in knowledge, moral clarity, and eloquence. You gain a +1 bonus to Craft (gemcutting), Craft (poisonmaking), Knowledge (religion), and Perform (oratory). For a skill that cannot be used untrained, you must possess ranks in that skill in order to benefit from a bonus. The bonus increases to +2 at 10th level and +4 at 20th level. The effect lasts 24 hours.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: You acquire Forash's continence, with toned muscles, ruddy skin, charcoal-black hair, a golden tongue, and a leonine mane. At your option, when you use a granted ability, you shed a preternatural, golden glow.

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: Forash promised much with a golden tongue and usually delivered both allies and enemies to his binders, but woe to those unprepared for the consequences. Forash compels you to treat allies with cruelty when they least expect it and betray supporters in their moment of weakness.

Favored Ally: Atlan, goblinoid, and outsider (fiend). Forash united these three cruel forces to raise a powerful empire.

Favored Enemy: Dwarf, elf, and outsider (celestial). Forash only remembers the atlan's ageless foes and has forgotten his true enemies—the gods who destroyed his soul.

Capstone Ability

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

Lion's Roar: You roar like a lion, causing foes to shake with fear. All foes within 30 feet must succeed on a Will save or be shaken for 1d6 rounds. Being shaken imposes a -2 penalty on attacks, saves, skill checks, and ability checks. Binders, goblinoids, and fiends suffer a -4 penalty on their saving throw. Once you use this roar, you must wait 5 rounds before using it again.

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:

- » Drink a magic potion.
- » Make an attack roll against an invisible foe.
- » Stand in an area of ongoing magical fire.
- » Within 5 feet of a binder, goblinoid, or fiendish outsider.

Inspired Companion

If you forego the brief invisibility granted ability and are lawful or evil, you gain a lesser sky devil as a companion.

Lesser Sky Devil (CR 1)

Small Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 1d8 (+4 hp)

Initiative: +2

Speed: 15 ft., Fly 30 ft. (average)

AC: 14 (+1 size, +2 Dex, +1 natural) touch 13, flat-footed 12

Base Attack/Grapple: +0/-4

Attack: Talons +3 melee (1d4) or trident +0 (1d6)

Full Attack: 2 talons +3 melee (1d4) or trident +0 (1d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: None.

Special Qualities: Darkvision 60 ft., resistance to fire 5, immunity to poison, damage reduction 2/good or silver, see in darkness; speak Infernal, Celestial and Draconic.

Saves: +3/+4/+1

Abilities: Str 10, Dex 15, Con 10, Int 7, Wis 8, Cha 6

Skills: Hide +6, Move Silently +4, Spot +11

Feats: Weapon Finesse^B.

Alignment: Lawful evil

Role-Play Text

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

- » *"In an age long past, twelve kings vied for control of the many islands that would come together as the Atlan Empire."*
- » *"One king, Theykos of Atlan, commanded his court sorcerer Kontaros to find magic to defeat his foes."*
- » *"Kontaros summoned a mighty fiend named Forash, who gave him knowledge of the multiverse, the secrets of pact magic, and the ability to call fiends from the sky."*
- » *"With these assets, Kontaros aided his king to victory. Yet a thirteenth king emerged, the Shadow King, and many drew to that side."*
- » *"When Forash withdrew his magical aid at a decisive battle, Kontaros sacrificed his king so that he might win and become the first emperor of the Atlan Empire."*

GENERAL HESSANT

PATRON OF LOST SOLDIERS

General Hessant is the army commander who brooks no quarter and accepts none. Hessant grants those who summon him the ability to use a longsword with skill, conjure water from the ground, bury foes to their necks in the earth, and daze a foe on an exceptional hit.



Level: 1

Crown Constellation

Legend

General Hessant ordered the men buried at sundown. He hated losing skilled soldiers. He ordered them stripped of gear. Their personal effects were burned, and their armor, boots, camelpacks, and weapons were distributed to others.

"I bury them as a lesson for the whole army," the general said to his lieutenant, Calcos, as they examined maps in the dying afternoon desert light, within a tent not ten yards from the burial site.

One of the buried men shouted. They were all entombed in earth up to their necks. After digging their own earthen tombs and being whipped for twenty lashes, Hessant figured most of the traitors were too tired to do more than whimper. One traitor, a young human recruit, had fought back with his shovel, which Hessant admired. Why die like a helpless blathering idiot over two days when one could go down fighting nobly?

These traitors troubled him. It was as if they had never been soldiers, or were confused by the desert heat. Hessant did not believe in unnecessary cruelty, but these men had started talk of returning home, mouthed off at officers, and ignited a riot over the lack of food. As a leader of twenty brigades camped in a hostile desert terrain, a show of discipline was necessary.

"I don't understand, sir," Lieutenant Calcos said. He was examining a new scout report. "General, we should be at Fort Snapjaw, but scouts find no signs. No reaped fields, not even roads that have been paved for centuries. I can't imagine..."

Besides mutiny, which Hessant sensed might return in a day or two, another situation had occurred, utterly unprecedented in his long career. His entire army was lost in the wilderness.

"Five Peaks is confirmed to the southeast," Calcos added. "There are mountain towns with familiar names there, but they are mere hamlets. Not the fortresses we know."

"And reports from the northwest?"

"Nothing but early winter mist. The scouts turned back due to poor visibility, and zombies." Calcos looked shocked by the last part. To the northwest was the heart of the Atlan Empire.

"We should consider, sir," Calcos turned to Hessant with gravity, "that we are under a curse, or perhaps illusion magic."

"Or the scouts are also traitors," Hessant added cynically. "Bad reports would fuel a mutiny." He saw Calcos found this hard to swallow. Mutiny against what? Many men had families, farms, or factories back home; and despite the desert, Hessant had a magical gift to draw out water from stone, and the prostitutes brought in a week prior plied their trade as usual.

Hessant knew, one must give orders to keep order: "Lieutenant, search the prostitutes for witchery. And the servant boys too. One might be a rebel in disguise."

Most of the prostitutes were human women. Hobgoblin women would sooner be soldiers, and females of other races either lacked stamina, or were too small or ugly. However, Hessant found that human women were untrustworthy and

overly ambitious for their station. One witch could lurk in the shadows and bring down a whole kingdom. All this was why Hessant preferred to campaign without prostitutes and request extra servant boys instead. Calcos was human, so Hessant said none of this, and probably did not need to.

"Also," Hessant said to his most trusted aide. "Give me an hour with the buried traitors and then sever their tongues to end their infernal gibberish. Also let the teamsters know we will head west in the morning. The engineers will prepare boats. And I want you to go west tonight personally, Calcos, with a handful of your most trusted men, to where the Great River surely lies." Finding the Great River would kill several birds and present an unmistakable path home.

Hessant went to the burial site. He signed to the guards; they were trained to detect magic and stay alert for mischief. If anyone were to try to free the traitors, it would be this night.

"Give us a few moments," Hessant told the guards, and they obeyed. He relished their obedience. Of course his prowess in battle was unmatched. How many limbs and heads had he removed with his self-trained combat style? He was "infamous," as bards mewed, for betraying and subjugating his own people to the human Empire, which he felt was only right. The humans brought boons and offered the hobgoblin people an unprecedented role in a world much larger than they once knew. But these men did not follow just for his prowess, nor for fame, ideology, or greed. Time and again, they obeyed out of love.

"Why did you bring the spirit of mutiny upon your brothers?" he asked the traitorous men. They had stopped hollering in the last hour, and some now slept. One head perked up.

"Sir, please forgive us," the young human among them said. "We merely wished to go home."

No pleading or lies would change his mind. A fickle general is a dead general. But Hessant believed the boy and sat beside him. Not even a general is above sitting in the dirt.

"I shall tell you a story about our home," he began. He felt he was reading to his sons. "Like most of you, I have a wife and children." He actually had four wives and two concubines and nineteen children. "I miss them terribly, as you do. He had caught the attention of half of them; the others remained asleep or eyed him with sincere hatred.

"My family is dead!" one man in the back cried weakly.

"What happened?" Hessant asked with genuine concern, if not anger. Everyone knew he took care of his soldier's families. "I swear to you, murder will be avenged." Hessant had personally killed over one thousand brigands, who were the usual suspects. He delighted in stringing up criminals, burying them alive, or having them pulled apart by horses.

"I sense in my bones," the soldier said, weeping. "Something horrible had been done to them. They are lost, like us."

Hessant wondered if he had been too harsh on the men. Perhaps they were mad. But sparing them now would kill morale.

Instead, he recounted to them how his life had begun. His farming family had been slaughtered by so called "adventurers." He had been the sole survivor. While shadowing the killers with vengeance in his heart, he had run into a human soldier whose brigade had also fallen to their magic. Together they fell upon the killers as they slept after fighting a multi-headed swamp monster. The soldier kindly took Hessant home and adopted him, which made him a citizen of the Empire.

Hessant spied a tiny scorpion approach one of the entombed men. It could kill. This tiny foe was the night's true danger. Sparing the man now would mean agony in tomorrow's desert

sun, but he did not want his story disturbed.

He stood up and smushed the insect under his boot.

He continued, reminding them of the Empire's vineyards and farms, palaces and parades; all the glories of civilization including, ironically, freedom. The irony was not lost on him.

"This freedom is safe only by your sacrifice," he said.

Hessant bid the buried men good night and returned to his empty tent. He did not care for a woman and slept two hours until Calcos returned.

"What news?" Hessant asked, getting them both strong tea.

"The Great River!" Calcos announced with a smile. "We also stumbled upon some halfling brigands."

"Oh?" Hessant was excited.

"Their dinosaur mounts will be ready as breakfast, and for the officers, halfling meat." Fondness flooded Hessant's heart, that Calcos put aside his human instincts to serve a hobgoblin delicacy and satisfy his general.

"It is a good day," he told Calcos as they stood outside the tent, watching the sun rise over the valley of stones.

By the late afternoon the army made it to the Great River. Rejoicing filled the camp. Although, Calcos reported there was nervous twittering as if mutiny's spirit still lingered.

The boats took the army down river. There were not enough boats for all, so a few strong men would row back and hand off the boats in waves. As expected, the countryside turned lush, though it remained eerily quiet.

A thick fog, typical near the sea, set in on the second day.

After three days they reached the Great River's mouth as it would pour out and around the Glorious City.

The fog did not lift immediately, obscuring the city.

Hessant sent out scouts but none returned. No one located the city's docks or outer neighborhoods. Inhuman shrieks pierced the night, and they spotted zombies.

Finally, on day six the fog melted to reveal their destination.

The men gathered along the hillsides to look down on the water, their mouths agog. Some shed tears. Most stood in disbelief, which was understandable after a month of being lost. Waves lapped softly against the bay beach as they always had.

Calcos looked to Hessant, as a boy looks to his father.

"Sir?" he said in total confusion.

Hessant could only raise an eyebrow. The bay where a great city of millions should stand was now empty. There were no boats, fisheries or factors, not to mention palaces and hanging gardens. The cliff faces, where the heads of the Elders should be carved, now stood plain as if the Elders had never been born.

"It is all gone," Hessant said coolly. He was not one to fall in dismay. His army, a vestige of an Empire suddenly erased from time and history, still needed a leader. "Pull out, men!" he said.

Summoning Rules

The following rules describe the requirements and rituals for binding General Hessant, Patron of Lost Soldiers.

Binding DC: 15.

Requirements: Male, human or goblinoid or half-orc.

Ceremony: You bury one of your foes up to its neck. It must be alive when buried. You may release it after the ceremony.

Manifestation: Hessant's apparition comes, sits, and recalls how as a child he took revenge on a band of adventurers.

Granted Abilities

General Hessant grants the following supernatural abilities.

Create Water: You can create water at will. Two gallons per

round bubble up from nearby earth or stone. The water keeps flowing as long as it is drunk. Once two gallons go unused, you must wait 5 rounds before using this ability again.

Dazing Strike: A foe struck by your longsword is dazed for 1 round (Fortitude negates). Dazed foes can defend but not attack. You must wait 3 rounds before using this ability again.

Longsword Focus: You gain proficiency with the longsword and a +1 bonus to attack rolls with this weapon.

Resist Fear: Apply a +4 bonus on saves to resist fear. The effect lasts 24 hours.

Sudden Burial: At your whim, 5 Hit Dice worth of creatures at close range must make a Reflex save or instantly sink into the earth for 1 minute per level with only their heads showing (see *sudden burial*, Chapter 7: Spells, page 245). You can only have one set of foes buried at a time. You may end the effect at will.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Your eyes turn completely black.

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

Personality Influence: You brook no mercy. Hessant's spirit compels you to ignore requests for sympathy, clemency, or other requests for reduced pain and suffering.

Favored Ally: Humanoid (any male warrior). This includes any character with levels in a class with a Fighter's base attack bonus or characters proficient with all martial weapons.

Favored Enemy: Humanoid (any female spellcaster). Hessant blamed a witch for destroying his beloved empire.

Capstone Granted Ability

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

Silent Command: You can use the *command* spell out to a Medium distance, but only the target hears you. A command might be approach, drop, fall, flee, halt, or a similar one-word action. The target gets a Will save to resist. Once you use this ability, you must wait 5 rounds before using it again.

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:

- » Fight within 5 feet of a hobgoblin ally.
- » Drink a cup of strong tea.
- » Main a foe using your disabling strike.
- » Move through an area of heavy mist or rocky terrain.

Role-Play Text

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

- » "General Hessant's imperial army was lost in the desert and suffering mutiny by soldiers who babbled that all they loved was lost."
- » "The General was a battle-hardened hobgoblin. As a boy, his family was slain by adventurers and an imperial soldier adopted him. In time, he brought the weak goblinoid kingdoms under the iron hand of his new people, who were mighty and made the goblins their soldiers."
- » "Hessant buried alive the mutinous soldiers to show his power."
- » "The army located a familiar river and journeyed back to the empire's heart, where mist and zombies filled the land."
- » "When the mist lifted, the capital city and Hessant's entire empire were gone, erased from history."

GWENOLYN'S GHOST, THE HAUNTING LOVER

Gwenolyn's ghostly lover represents eternal love, whatever the cost. He gives his summoners the ability to speak with incorporeal undead, produce haunting sounds and ghostly lights, view a creature's last moments before death, and take on a frightful appearance.



Level: 1

Ghoul Constellation

Legend

Antoros lay beside the marble garden fountain of his estate. His eyes were half closed. His crimson blood was draining copiously from the sharp, neat cuts of suicide he had just inflicted on himself.

"What have I done?" he bemoaned, to no one in particular. "No woman is worth my life, least of all Gwenolyn." Unfortunately, no one was present to rescue him from his folly. He had sent away the servants, and the woman in question had left him to his miseries earlier that morning. As his mind faded, he did not recall if her stormy departure was the sixth or seventh time.

"If you can't live without me," she had screamed at him, "Then die already!" Yet even then, the way her cheeks flushed captivated him.

I am cursed, he thought. Then he died. Yet his spirit did not travel to the afterlife. As he lay dying upon the red and white fresco tiles, someone had heard him. Perhaps it was an ancient god. Perhaps it was a spirit. Perhaps it was only a dying hope, and actually no one. Whatever it was, his soul remained on the premises as a ghost.

After Antoros's terrible suicide, the estate was remanded by the local lord who passed it to a nephew, who sold it to a hobgoblin merchant named Azon d'Caltis. Azon had made a fortune in a nearby city and was coming to the estate and its country town to retire.

"It's haunted by Gwenolyn's ghost," the town's people kept telling Azon. They all knew the tale, and hoped the estate's secrets might bring business to the town.

"Good," he said. "Then I will have some brooding company to inspire me as I write my first mystery novel." This was when Azon was staying in the local hotel while workmen were repairing the estate for his arrival. Even though Azon was "retiring," he was still young, the same age Antoros had been.

"Oh, isn't he a fine one," the mothers would tell their daughters when Azon would ride around on his steed, or even turn his back still within hearing range. In those days, hobgoblins were more civilized, and with their talent for warcraft and business acumen, they could command great attention.

The estate was far more impressive to Azon than people had told him. It had seventeen bedrooms, each a different theme, from the last decade of court fashion, to rooms decorated as they were when the house's first owners began building four centuries earlier. It had four gardens, each with a cozy central pool inlaid in marble and circled by fine tall pillars. Azon could look down from an upstairs balcony and view a pool, the lush garden beside it, or even the entire sweep of the hills across the

rolling countryside. The day Azon arrived, he realized how much gold he could profit from the place. He put away any thought of mystery novels and summoned a spirit medium to the estate.

"Yes," she said, "I feel great energies at work here."

"The guests will need proof," he told her. "They will want to feel the presence of Gwenolyn's ghost. Otherwise, they will not return. And a successful business needs repeat customers."

The medium shook her head. "He is burned by false love, this Lord Antoros, but I sense he will listen to you."

"Of course," Azon said. He fired the medium. He hired another, who was a man, which took two weeks. Male mediums were still uncommon then. Azon thought, I should promote this idea too, of "the gentleman medium."

Understandably, Gwenolyn's ghost was skittish about dealing with women again. Fortunately, Azon had been a merchant and could sell almost anything. He and the male medium sat and spoke with him at great length, proposing all the adventures that a renewed bachelor's life could provide him.

"I shall give it a go," Antoros finally said. He had already grown bored of his endless nights as a ghost and the tedium of his own misery. The medium also taught him how to manifest himself to the living, alter his form, and move objects at will.

Then the women began to come. First, they came like the afternoon raindrops of early summer.

"This will require a whole culture," Azon explained to Antoros.

"The ladies must tell their fellow wives and unbetrothed girlfriends that the estate is a spa, or religious retreat." Azon chuckled at his idea. "And we must provide them with tiny, darling mementos to show as they share the secrets of their ghostly trysts." Azon put into place all these things. He hired a painter, fine chefs, and chauffeurs to escort the women on country picnics. These servants were only the most well-behaved goblins and kobolds, who at best looked like ugly children. "We don't want the women lured by the wiles of human or hobgoblin bus boys now do we!" he explained to Antoros.

"A pregnancy will be the death of this place."

Antoros enjoyed visiting the women each night.

The business grew. The town grew.

Even Azon enjoyed a woman or two, which was his undoing. He impregnated a girl and her father called on the church for restitution. Azon thought he would just pay them off, and he did at first, but no amount of money was enough for them. "Perhaps they are jealous," Antoros offered. Azon wished such an easy answer were true.

Finally, the day came when a troop of priests arrived. Among them was an exorcist. The exorcist donned fine white robes, burned incense, and shouted for Antoros to face the judgment of the Living Flame. It took but three hours. Antoros found nowhere to run from the holy symbols.

"I have made many mistakes," Antoros cried as his ghostly body vanished. "But love was not one of them." He was gone.

"Another ghost turned!" the exorcist and priests cheered with victory, cleaning their hands as they left.

The townsfolk boarded up the estate and a court tried Azon and sent him to jail. However, this was not really the end for Antoros. True, the exorcist had destroyed his haunting spirit, but the curse that plagued Antoros was not done with him, nor was Antoros done tasting the world.



Summoning Rules

The following rules describe the requirements and rituals for binding Gwenolyn's Ghost, the Haunting Lover.

Binding DC: 15.

Requirements: Knowledge (religion)
1 rank, Knowledge (the planes) 1 rank.

Ceremony:

Prepare a doll or similar totem of someone you love but cannot have. The doll must cost at least 10 gp. You can use the doll again in future ceremonies. Your binding check indicates whether you can convince yourself to believe in true love.

Manifestation: An apparition of the beloved emerges from the doll, surrounding and caressing you with haunting words of affection. Suddenly, a sword pierces its heart, or other terrible end befalls it. It vanishes. You feel empty and alone.

Granted Abilities

Gwenolyn's Ghost grants the following supernatural abilities.

Commune with Spirit: You learn about the local environment from one minor, benign incorporeal creature that is nearby. You may ask up to one question per two levels. Creatures are limited to what they could reasonably know. You can use this ability a number of times per day equal to your Charisma bonus (minimum 1).

Dancing Lights: You can create and manipulate globes of light or a glowing, vaguely humanoid shape, as if using the *dancing lights* spell. Evoking, suppressing, or altering the lights is a standard action but the ability is otherwise usable at will.

Fearful Visage: You can change your appearance to frighten a creature. This works like the *cause fear* spell. You must wait 5 rounds between each use of this ability.

Ghost Sound: You can create a variety of sounds, eerie or otherwise. Evoking, suppressing, or altering the sounds is a standard action but the ability is otherwise usable at will. See the *ghost sound* spell for details.

Last Impression: You can see, hear, and feel everything a corpse did for one round per level before the corpse died. You must touch the corpse. This works like the *last impression* spell (see Chapter 7: Spells, page 242), except that you are left fatigued after using this ability.

Resistance: You gain a +1 insight bonus on saving throws for 24 hours.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: You become ghostly pale. At your option, whenever you use a granted ability, you become somewhat

transparent, as a ghost. The effect is a harmless illusion.

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

Personality Influence: You daydream of your one true love, real or imagined. After 1 minute of conversation with anyone, Gwenolyn's Ghost compels you to harp on plans with your love, such as the castle and quests you will share.

Favored Ally: Undead. Undead, particularly incorporeal undead such as ghosts, immediately recognize your sadness, and feel more favorable toward you.

Favored Enemy: Humanoid (divine spellcaster). An exorcist, not Gwenolyn or suicide, turned him into a spirit. He forever dislikes priests.

Capstone Granted Ability

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

Ghost Hand: You can use the *mage hand* spell. You point your finger at an object at close range, and can lift it and move it

by mental command. The object can weigh up to 5 pounds. As a move action, you can propel the object as far as 15 feet in any direction, though control ends if the distance between you and the object ever exceeds the ability's range. Alternatively, you can touch or caress an object or creature as if caressing it with your hand from a distance; a touched creature feels the ghostly hand. You must wait 3 rounds between each use of this ability.

Tactical Bonus

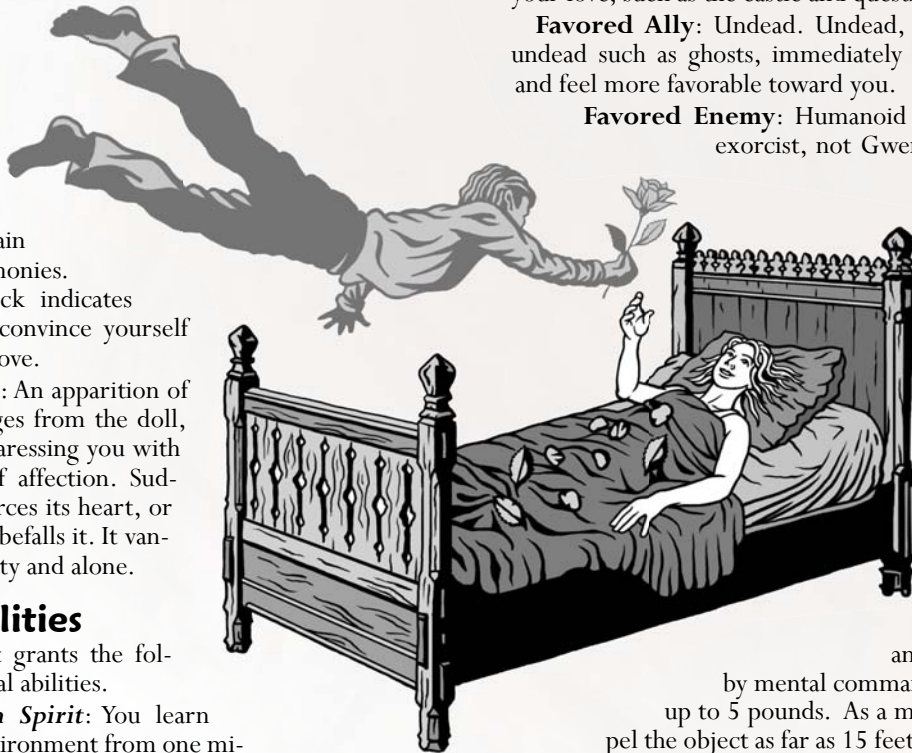
While bound to this spirit, apply a +1 bonus to all your d20 rolls for the round you meet any of these criteria:

- » Attempt a Diplomacy check with a humanoid female.
- » Interact with an incorporeal undead creature.
- » Stand within 5 feet of a corpse.
- » Move through water (but not underwater).

Role-Play Text

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

- » "A noble named Antoros committed suicide after being scorned by his love Gwenolyn, and his magnificent estate passed to a successful hobgoblin merchant named Azon."
- » "Azon discovered Antoros's ghost and convinced him to help make the estate a ghostly romantic getaway for lonely noblewomen."
- » "Sure to his plan, ever more women visited to experience the estate's haunting lover."
- » "After Azon got one of the patron's pregnant, priests arrested him and an exorcist destroyed Azon's ghost, or so it was thought."
- » "Who knows if Antoros continued as a spirit out of lingering love for Gwenolyn, or a desire to continue tasting the fruits of the world, or as a fitting afterlife delivered by a spirit called the Living Flame."



MARAT, GUARDIAN OF SHIELDS

Marat is a strong, faithful, and protective servant of mortal needs. Marat grants those who summon him the ability to protect others, project a force shield, carry added weight, see in low-light conditions, and utilize a magical alarm that alerts one against intruders.



Level: 1

Knight Constellation

Legend

"I am awake and ready," Marat announced, its senses now suddenly inundated with light, smells, and sounds.

"Good," its master said. The master, a gnome named Mage Habagos, was touching Marat's chassis to make adjustments.

"Why am I missing an arm?" Marat asked, unsure if it could safely move. It would wait for the master's instructions.

"Oh that," the master said, "I'm crafting an upgrade for you, but it will take a few days and I need to confirm you're still functional." Marat wondered why it might not be functional, or where—if anywhere—it went when it was not functional.

"Can I die?" it asked the master. The master chuckled and described how the night before, two assassins sent by the jealous Mage Portos had broken into the lab. If it were not for Marat's sleepless acuity the master would not have lived.

"You are very lucky," the master explained to him. "I crafted your magic very carefully, so that even if Mage Portos himself uses a disintegrate spell on you, I can craft a new chassis to house your spirit." The mage looked up to Marat, who was at least three feet taller than he was, as tall as most of the human workers who came now and then to help. "You see, my son, you will live forever," the master added with the pride of a father in his heart.

Later that afternoon, Marat moved crates and then mixed dangerous alchemical concoctions. Afterwards, time passed as it stood and did nothing except listen to birds as the master napped. Marat wondered, what if it could sing too. It considered, to live forever meant an unlimited amount of time.

"Master," Marat asked while serving dinner, "Can I learn anything?"

The master sighed, for his creation was yet imperfect. "Alas, you only learn the spells I place into you, beyond what you knew at birth, from the livewood graft, at least so far. Patience, Marat. I am working on expanding your repertoire."

Marat contemplated all night long as it stood near a window in view of the dark twinkling heavens. The master often read books; Marat considered, perhaps I shall try a book. It sat in the twilight and read about a girl who grew up in a farm town. She sorted seeds and hauled water, and later spoke to plants to defend her town against marauding hobgoblins. Then she got old and died. Marat wondered why someone would write about this.

Marat did not mention to the master this reading since the master did not ask.

The next night, Marat found itself speaking to the girl from the book. Her name was Green Glomairah. Then Marat awakened as if from a dream.

The daily routine continued, moving crates and mixing potions. Marat might bump its head when it forgot to stoop.

Less than a week later the master fitted it with a new arm, which was enhanced with a shield spell. The master whooped

and laughed as they tested it. The master generated magical missiles, which frightened Marat, but the shield deflected the missiles harmlessly, and the missiles dissipated.

Then the master took his nap but he did not wake up as usual.

"Master," Marat said, nudging his body, for it was dark and dinner was getting cold. The master's body was cold, like Marat's own.

There was a funeral. Marat considered, the master did not appear very old for a gnome, but the master's daughter and her family did not seem surprised by his passing.

"And what shall we do with it?" the daughter asked her husband, referring to Marat.

"I'll hire some humans to carry it to the attic. Perhaps we can sell it to Mage Portos." The husband laughed, as if he did not know about the assassins. In any case, workers indeed took Marat to the attic but no new master ever came.

Over the years, ivy and honey-flowers crept like a blanket over the attic, and Marat passed the time dreaming and talking to Green Glomairah. She taught Marat with her sweetness.

One night, a flood inundated the house.

A few years later, Marat observed from the attic window as plague left the city barren.

Moons and countless seasons passed.

Marat rusted.

Centuries passed, its body was gone. Yet Marat found itself still awake, and still dreaming.

Summoning Rules

The following rules describe the requirements and rituals for binding Marat, Guardian of Shields.

Binding DC: 15.

Requirements: Craft (metal working) 1 rank. Knowledge (the planes) 1 rank, speak Gnomish.

Ceremony: After drawing the seal, chant in Gnomish, wave a tree branch, and breathe upon it.

Manifestation: Two eyes appear in the seal. They blink. Then a mouth appears and says in a deep metallic voice, "I am awake and ready." If you make the binding check, Marat's spirit is convinced that you are its true master.

Granted Abilities

Marat grants the following supernatural abilities.

Enhanced Carrying Capacity: You can carry an additional 50 pounds per level for a period of 24 hours. The items you carry do not weigh less, nor are you stronger. Rather, an intangible force continuously supports the weight. The items must be contained in some way (they do not float or stick to you).

Low-Light Vision: You can see twice as far as a normal human in conditions of poor illumination. If you already possess low-light vision, you gain the benefit out to double your normal visual range. The effect lasts 24 hours.

Phalanx Fighting: Allies immediately adjacent to you gain a +1 shield bonus to their AC provided you are using your shield granted ability.

Shield: For up to 3 rounds + 1 round per level per day, you can project an intangible protective force, per the *shield* spell, gaining a +4 shield bonus to AC. The shield does not interfere with your abilities but it does not work with a normal shield. You can activate or suppress the shield as an immediate action. That is, you can activate it even when it is not your turn.

Silent Alarm: An area you specify is warded and alerts you to intruders of size Tiny or larger, per the *alarm* spell. You affect up to a 20-foot radius around you. The area does not move. Like the spell, you can specify a password and your preference for an audible or mental alarm. The alarm lasts for as long as you are bound with Marat. You can specify a new area by concentrating for 1 minute. You can ward only one area at a time.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Your skin takes on the color of steel, your hair becomes a chrome plate, and your eyes become a rich, golden hue reflective of the Astral Plane. Whenever anyone looks into your eyes, they see a reflection of their last night's dreams. At your option, whenever you use a granted ability, a ghostly visage of Marat's construct chassis enshrouds you.

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

Personality Influence: Marat daydreamed. Whenever you are not in conversation, Marat compels your mind to wander. Your eyes glaze over, which may be disconcerting to others.

Favored Ally: Construct. All constructs, intelligent or not, instinctively relate to Marat's plight of abuse and lack of recognition by humanoid.

Favored Enemy: Humanoid (gnome). While Marat understood it should not blame its master, it resented the gnome's ignorance. Every gnome who meets you recalls a contraption, illusion, or trick of his or hers that did not work.

Capstone Granted Ability

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

Steel-spiked Fist: Your fist (or similar appendage if you are not a humanoid) sprouts spikes and becomes as hard as steel. You are treated as armed. On a successful hit, you deal 1d6 damage + 1 point per two levels + your Str modifier. You can use the fist as a primary or secondary attack.

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:

- » Attack right after an opponent surprises you.
- » Interact with a gnome (combat or non-combat).
- » Move with a medium or heavy load.
- » Stand in the same square for 1 minute or more.

Inspired Companion

If you forego the shield granted ability, Marat provides you with an astral iris as a companion.



Astral Iris (CR 1)

Small Outsider (Extraplanar)

Hit Dice: 1d8 (4 hp)

Initiative: +4

Speed: Fly 60 ft. (perfect)

AC: 15 (+1 size, +4 natural), touch 11, flat-footed 15

Base Attack/Grapple: +1/-8

Attack: Light ray +2 ranged touch (1d6)

Full Attack: Light ray +2 ranged touch (1d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Light ray (positive energy)

Special Qualities: 3/day astral hop (as *dimension door* but close range and can only move self), damage reduction 5/magic, darkvision 60 ft., immunity to electricity and petrification

Saves: Fort +2 (+6 against poison), Ref +2, Will +0

Abilities: Str 1, Dex 11, Con 10, Int 11, Wis 6, Cha 10

Skills: Concentration +4, Craft (metalworking) +4, Craft (alchemy) +4, Hide +8, Knowledge (arcana) +4, Knowledge (the planes) +4, Listen -2, Sense Motive +2, Spot -2, Spellcraft +4

Feats: Improved Initiative^B

Alignment: Neutral

Role-Play Text

Read aloud the following points to quickly convey all or part of the legend of Marat:

- » "A gnome artificer named Habagos crafted a hulking humanoid construct and awakened it to sentience; he named it Marat."
- » "Marat learned quickly. It acted as a guard while the gnome slept and it aided 'Master' as a laboratory assistant during the day."
- » "One night, two assassins sent by a rival tried to kill Habagos. Marat saved his life but was damaged. Marat was repaired and augmented with a force shield, and was left with a unique gift, a soul."
- » "Since Marat did not sleep, it read books, wondered about the world, and experienced waking dreams of the spirit Glomairah."
- » "After the gnome died while napping, Marat was stuffed in an attic. However, it continued learning and daydreaming, outliving even the end of its world."

KAIYA, AVATAR OF GRACE

She is the angel of all that is good, wise, and beautiful; no evil escapes her gaze. Those who summon Kaiya can detect evil, resist evil influence, flow gracefully in combat and conversation, and transform incoming missiles into harmless flowers and birds.



Level: 2

Angel Constellation

Legend

In a forgotten age, Kaiya the angel sat at the right hand of her god, the Lord of Grace, adorned in shining plate mail and purple robes, amidst radiant clouds at the peak of the Seventh Mountain of Heaven.

"Dearly beloved Kaiya," was all her god needed to say. What beneficence, to weep with joy each day in his compassionate embrace, certain that all was right and good. Then one day her god said, "Kaiya, you are my most lovely and bright child."

"You are too kind," she answered him. Angels are not mortals; they form from the vital essence of heaven, from clouds of good deeds. She possessed no free will, and responded to him as any angel would. "It is you, my God," she added, "who have sowed and worked the land of Heaven so that I might grow, and it is the love of your mortal creations that are the fertile womb of my birth."

"It's true," her god replied. "Now is time to reap what has been sown. You have served me well, from scout to general, as a bulwark against evil. Thus, I grant you a glorious reward."

Kaiya, as an angel, earnestly believed with all her heart that just existing and being in the close embrace of her god was all the reward she could ever require or want. Any more and she might burn up. Thus, she was happy, but now confused.

"I know you are confused," her god said with a gentle touch. "I send you forth with the greatest of gifts, the gift of unbinding, to serve me no more." That was the first dark cloud crossing Kaiya's heart, the first moment when the sun turned away its rays of warmth, the first time she stirred. At that moment, his words granted her a soul, leaving her speechless, puzzled by his lukewarm smile, and bedeviled by the unbearable lightness of the heavens.

"What might I do?" she asked her god after three days of sleep, visions, and silent treatment from the other angels.

"You choose," he replied. "Though I lament your loneliness here. The angels cannot speak to you unless I command them so, for they are not made to do otherwise."

It did not make sense to her that the others could not freely speak of

their own volition. She could choose. This was the first sign to Kaiya that her unbinding was a blessing as well as a curse.

"My heart has not wavered," she replied to her god. "I remain immortal, as you say. I will fight demons and devils as always under your banner."

"Then go with my blessing," he said warmly and bowed.

Kaiya gathered a squad of angels as usual and descended from Heaven to battle back fiends to their hateful, hellish pits. But all was not as before. Soon enough, Kaiya realized that when she had been an angel, no forked tongue could trick her, as her heart had stayed fixed upon Heaven. With a soul, however, care was needed, and choices meant mistakes.

Later that year, as she shepherded a squad of angels through Hell's canyons, she bribed an imp to show them a secret path. Surely, like all Hell's minions, an imp could be bribed? But it betrayed her into ambush. The fiends did not cut her down as they did her men. She ended up in Hell's prisons, where she sat chained, perhaps for eternity.

Kaiya sat alone in the burning hot cell. Sparks of fire popped with the screams of wailing souls. The cells cinder blocks and metal plates were molded from souls. The air wavered with undulating heat, as if it were the intangible skin of flayed mortals who had unwisely chosen the path down to the Nine Hells.

"I am utterly alone," Kaiya lamented, her heart pulled down by weighty chains and dark nothingness.

Not so long ago she had been a content, white-feathered angel. One could still spot the soft down of her wings beneath soot and grime, and the smoothness of her skin beneath claw marks, dagger-like bites, and devilish slave brandings.

A barred devil unlocked and opened her heavy cell door. "Heh-heh," it snickered. "I've come with a meal for you." It scampered over and laid a plate, then retreated. Kaiya could not stand to look at the plate, yet curiosity tempted her.

The plate, adorned with a mortal's still-conscious head, writhed with maggots. Her stomach turned.

"I do not need sustenance," she said. "You waste your time."

"Your god has forgotten you already," it mocked. "He is too busy sitting on his throne built by the likes of you." Kaiya sensed fear in its voice. She wondered if it was always afraid as it struggled against Hell's machinations, or if she—though feeling pathetic—frightened it.

"Why are you a devil?" she asked it plainly.

"I was born in glory," it spat. Kaiya could not influence it. Like the angel she had once been, its heart was fixed.

Years passed.

Kaiya prayed for guidance. None came. She practiced breathing in the odd hope of becoming mortal.

One night, a greater devil, its head encased in black leather with muscular bloody arms, entered her cell.

"Court has judged you fit for execution," it boomed. "Or, you may repent to join us."

During all the years, Kaiya had wondered where her god had been. Why had he not sent angels to rescue her? What would a mortal do? As an angel, she had watched many mortals fall into sin and ruin, and just as many face Heaven with their dying breaths and even act to save others with them.

"I shall follow you to the guillotine," she said. The executioner likely had more painful plans. She had heard screams and murmurs for mercy since she had arrived.

In due time, Kaiya's tortured and broken body, stripped of its wings, was thrown to an infernal machine to digest her. The machine's jagged metal teeth gnashed with hunger, and its leathery tongue wiggled with glee, eager to suck her vital essence. It found only a corpse. It did not find an angel's spirit, nor a mortal's soul. No memory, thought, or feeling remained.

"Where in the Nine Hells?" the machine rasped angrily. Its infernal tentacles slithered out to search the eternal realms. It sniffed no trace of Kaiya. Where was she? it mused.

With her last breath Kaiya had chosen for herself, "Oh, Lord of Grace, I give away to every mortal a piece of my soul."

How exactly Kaiya managed to loose herself like a freed bird to a realm beyond even her Heaven and Hell, no one knows. Perhaps, as her god would say, all that was necessary was for her to choose.

Summoning Rules

The following rules describe the requirements and rituals for binding Kaiya, the Avatar of Grace.

Binding DC: 20.

Requirements: Knowledge (religion) 2 ranks. Kaiya utterly rejects evil; she cannot be bound at the same time as Kaylos, Evening Star, Hollow Eyes, or other once-evil spirits except Ethaniel Midnight. You must be a non-evil alignment.

Ceremony: You list and ask forgiveness for your sins and moral failings by all who have ever known you.

Manifestation: The geometric seal illuminates and birds fly forth. Kaiya's voice softly but firmly urges you to go forth with love and good will, and with a sword against unrepentant evil.

Granted Abilities

Kaiya grants the following supernatural abilities.

Abjure Missiles: Once per round as an immediate action, you can deflect one ranged weapon attack made against you that would otherwise hit (an arrow, bolt, thrown dagger, thrown spear, etc). A spray of items that is resolved using a single attack roll counts as a single attack. If multiple ranged weapon attacks successfully hit you, then you specify which one you deflect before damage is determined. Moreover, all ranged weapons that miss you or otherwise cause no damage instantly transform into harmless birds or flowers. If a thrown weapon or ranged ammunition is nonmagical, then the change is permanent; otherwise, the change lasts 1 round per level. You can use this ability a number of times equal to your binder level.

Detect Evil: Like a paladin, you can detect at will the presence of evil within a 60-foot cone. This ability ignores spells such as *undetectable alignment* that mask alignment, although 1 full minute is required to bypass the effect of such masks.

Flowing Personality: Kaiya's pleasant voice and calm demeanor suffuse you. You gain a +3 sacred bonus on Diplomacy and Perform skill checks for a period of 24 hours.

Graceful Composure: Regardless of the odds against you, wounds suffered, or how intense the combat, you maintain a subtle, beneficent smile and graceful composure. At any time, if you fail a save against any spell or effect that would lower your Charisma, you can immediately re-roll your save. You must take the result of the second roll even if it is worse than the first.

Protection from Evil: You can radiate *protection from evil* for a number of rounds per day equal to your level. You can activate the effect as a swift action. You may use the rounds consecutively or spread out over the course of the day. Dismissing the

aura is a standard action. Unlike the spell, you gain a +6 sacred bonus to resist possession rather than total immunity. Otherwise, this ability works like the *protection from evil* spell.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Insubstantial, ethereal angel wings of plush white feathers sprout from your back and flowers seem to fall from you now and then as you move.

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

Personality Influence: As an angel, Kaiya believed in confronting evil in a spirit of compassion; whenever you encounter a creature that you know is evil, you feel compelled to offer it a chance to stop attacking and repent for its sins. You must do this before initiating combat. However, you can make the offer as a free action while attacking in the event the creature attacks you first.

Favored Ally: Humanoid (lawful good). Kaiya sacrificed her immortal existence to aid the cause of lawful good beings, who instantly recognize that they owe her a debt of gratitude.

Favored Enemy: Humanoid (chaotic evil). These creatures shiver and feel confusion at the mere suggestion of her presence. How a being could actually sacrifice its soul as she did is beyond them.

Capstone Granted Ability

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

Blessed Aid: You gain two benefits. First, your maximum number of hit points increases by $1d8 + 1$ per level. These are not temporary hit points; you gain this number of hit points at the start of the day, and your total number of possible hit points remains at that new higher number. If you lose hit points, healing can restore you to this higher number. Second, you continuously project an aura, such that allies within 10 feet of you gain +1 on attack rolls and +1 on saves against fear.

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:

- » Escape shackles, rope binding, or other restraint.
- » Loss 25% or more of your hit points from 1 attack.
- » Make an attack roll against an evil outsider.
- » Move through a desecrated area.

Role-Play Text

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

- » "A noble god, the Lord of Grace, had many angels, and sitting at his right side was Kaiya. For millennia she fought evil, as was proscribed into her very nature as an angel."
- » "As a gift, Kaiya's god gave her a soul and free will."
- » "Kaiya found herself perplexed and did not fit with the other angels. She continued to fight for her god, but was eventually lured into a trap and imprisoned in the deepest layers of Hell."
- » "She suffered alone for centuries without rescue. But no cruel imp, searing fire, or silver-tongued devil could sway her faith."
- » "Her soul was condemned to be eaten by an diabolical machine, but she made the ultimate choice and became a spirit so mortals could summon her and continue the cause of righteousness."

LADY JARAH, MISTRESS OF MANY FACES

She is the elusive shapeshifting woman who can mask her form and lead fools astray. She grants her summoners the abilities to intimidate and bluff with skill, alter their appearance at will, tell stories with mastery, and send waves of evil power upon her foes.



Level: 2 Thief Constellation

Legend

Lady Jarah never existed. She was first conceived over tea by the elder bard Jomel and his scribe Ya'hir. Few recall how the rumors first spread, but she quickly became famous about town. Soon her story was carried by traveling bards across the land.

"She is a fine beauty, in search of her man," they would sing. "Jarah is faithful, she won't let go your hand." It was not long before young men arrived at Jomel's doorstep to meet her, thinking she was his niece or neighbor and in need a suitor.

"Jarah's already taken," Jomel would tell them; or, "perhaps you had better return with more of a gift or two."

Even a famous seamstress who thought Jomel was courting Jarah offered to sew her a silk wedding dress.

"I am already married!" Jomel replied.

Later he told his barber about the dress.

"Then your wife must be quite jealous," his barber said with a wink as he applied more shaving cream.

"Nonsense," Jomel replied to the barber, "And I took the dress, thank you. The seamstress was none the wiser." The barber laughed, as all Jomel's audiences did.

Surely, there was a problem though. One evening at the theater, his wife was mistaken for "Jarah's maid" and someone asked if Jarah were home ill, as some had heard.

Jomel replied in all seriousness, "I'm afraid it's worse, she has gone off with the king's son."

After this, Jomel took a couch at the neighborhood teahouse and took his quill to collect his thoughts and begin writing Lady Jarah's story.

"Perhaps she is the maidservant whose true aristocratic station has been denied?" So the barmaid suggested. Others quickly chimed in with their own versions. A fight broke out.

Jomel tried the quiet hills.

"Are you writing about Jarah?" a shepherd asked.

Jomel fled to his private library until Ya'hir came, then his attic. He tapped his quill in frustration. Is her hair red like fire or black as the evening sky? Does she wear gowns or riding pants? He fretted to the muses, "How to capture every woman?" Surely she was a shapeshifter, a changeling woman of a thousand faces, even male faces, for everyone knew changelings

were troublemakers. Yet still, who was she on the inside? He searched in the mirror for his own shadowy Jarah to no avail.

Perhaps the worst day of Jomel's good life came when the court summoned him. He stood confused before a high bench where three magistrates in wigs presided. Apparently, a nobleman who had first heard of "Jarah" while on a hunt demanded the court block Jomel from telling her story.

"She was my idea years ago," the man insisted. "This interloper Jomel cannot have her all to himself!" he said angrily, pointing to Jomel. Jomel shook his head in amazement. He took to his bed in despair soon after.

"Are you afraid," his wife offered, "that the pretty thing won't live up to her reputation?"

Jomel replied, "Good woman, I can write her better than they all know! Alas," he sighed, "Jarah has become too selfish. Wherever I go, it is about her, Jarah. This mistress has taken over our lives."

He smiled lovingly at his wife, and said, "I will heed her siren call no longer."

From that day onward he spoke no more of her, and Lady Jarah's story was not scribed. Yet her name was still sounded at his funeral, and at his wife's funeral, and in the bedchambers and dreams of men for centuries since.

"I shall not be gotten rid of so easily by men," Jarah might have said. "It is I who shall live on forever, not them."

Summoning Rules

The following rules describe the requirements and rituals for binding Lady Jarah, Mistress of Many Faces.

Binding DC: 17.

Requirements: Perform (storytelling) 2 ranks. In sight of a mirror.

Ceremony: Use a fine hairbrush before a mirror. Your binding check indicates whether you become smitten with your own reflection.

Manifestation: In the mirror, a dark, seductive apparition of you floats, wearing the finest aristocratic clothing. The apparition alternates between sarcastic and flirtatious comments. Just as you have had enough, you have become the apparition.

Granted Abilities

Lady Jarah grants her summoners the following supernatural abilities.

Alter Appearance: You can alter your appearance using the *disguise self* spell, except that the effect is a transmutation rather than a mere illusion. You can also alter your scent to match your new appearance, possibly disguising yourself against creatures with the scent ability that are trying to locate you specifically among several creatures. You can alter the cosmetic qualities of clothing and other equipment, but not their weight, function, or game statistics. For example, you could alter your black pants and white tunic to become a red ball gown but not armor. Altered items revert to their normal appearance when removed. Adopting a new disguise is a swift action, but you must wait 5 rounds between each use of this ability, or to revert to your normal form.

Lesser Eyebite: You target a single living creature, striking it with waves of evil power. A creature with less than 6 Hit Dice is sickened; a creature with 1 or 2 Hit Dice is also panicked. A successful Fortitude save negates the effect. You must wait 5 rounds between each use of this ability.

Impish Demeanor: You gain a +3 bonus to Bluff and Diplomacy checks. This bonus increases to +6 at 13th level.

Storytelling: Like your creator, Jomel, you become a gifted storyteller. You gain +4 bonus to Perform (storytelling) checks. Moreover, you can take 10 on Perform (storytelling) checks even when you are distracted or otherwise normally incapable. This bonus increases to +6 at 13th level.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Whenever you are not using your alter appearance ability, your hair is a silky midnight black and you smell of flowers and rare, expensive perfume.

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

Personality Influence: You acquire a propensity to plunge into tricky social situations while avoiding disapproval as others take the fall for you. Every time you make a Charisma-based check, Lady Jarah compels you to try to gain something from the other party for yourself.

Favored Ally: Any shapeshifter or humanoid with the shapeshifter subtype. Jarah does not even trust her own kind of course, but at least she fancies good will toward them.

Favored Enemy: Humanoid (any male without Perform ranks). Jarah has no patience for men without artistic and social sophistication.

Capstone Granted Ability

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

Distracting Aura: Your beauty causes creatures (allies and enemies) that come within 30 feet of you to attempt a Will save or suffer a -4 penalty to all Concentration, Listen, Search, and Spot checks for 2 minutes. Moreover, affected creatures with at least 4 Hit Dice less than you can only take standard or move actions each round but not both (Will save negates). Activating and deactivating this aura is a free action. Otherwise, the effect is continuous.

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:

- » Attempt a Perform (storytelling) check.
- » Be mistaken for someone else.
- » Suffer a fear or Intimidate effect.
- » View your reflection in a mirror.

Role-Play Text

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

- » "Jarah never existed. Her character was invented by a bard named Jomel, although many others built upon or altered her story as her fame spread."
- » "Jomel was often besieged by suitors, clothiers, courtiers, and others searching to meet Jarah. He was taken to court by a noble who claimed he invented Jarah first."
- » "Jomel tried without luck to write down and publish Lady Jarah's story. He decided that she was a changeling capable of taking any humanoid form."
- » "After Jomel's wife was mistaken for Jarah's maid, Jomel put Jarah aside, never to utter her name again, though her fame continued to grow even after he died."
- » "Lady Jarah, a mistress in daydreams to many, has long outlived all the men who loved her."

ALTERNATE LEGEND

Some binder sages reject the notion that a fictional character can become a spirit. They speculate that Lady Jarah was either a shapechanger that disguised itself as a bard named Jomel, or she was Jomel's changeling daughter from an affair with a scorned doppelganger mistress who sought revenge.



MUTE SYLVUS, SOLE SURVIVOR

He is innocence lost—the hunter who has been both predator and prey. The spirit of Sylvus grants summoners the ability to move with haste, see far at night, track through woods, hit one's target with great accuracy, and scream so intensely as to stun even a powerful wizard.



Level: 2

Tree Constellation

Legend

The half-elf Sylvus was named so to honor the woods of his birth, and after a wise witch's prophecy that he would grow to be a swift and great hunter. Like the other boys of his mountain town, he learned to track and strike game with the bow. They enjoyed hunting rabbits, foxes, and deer. Unlike the other boys, he often released his struggling prey and did not boast of his prowess, though in his eyes he was the best of all of them.

Years later as a young father, Sylvus took his own boys hunting when all the townsmen gathered at deer season. They planned a trek as a group along the mountains, which shone in the full radiant colors of autumn.

As they went, Sylvus eagerly showed his boys the tracks, signs, and paw prints of the woodland's predators. "These woods are not for men and elves alone," he told them.

The other fathers laughed. "Old wives' tales of barghest wolves and owlbears won't keep us away." Sylvus responded by making sure his bow and tools were in fine order.

On the third night, when the hunters were past the great river, a scream like a demon's voice pierced the still, starless sky. The men shrugged and continued their ghost stories as they drained their wine skins.

When morning came, one man's boy was gone. The boy's father fought with the sentry who swore that he saw nothing. Some men were from the mills and others from the farms. Each side traded insults. Sylvus shook his head and kept his boys close. He set a trap at the entrance to their tent. The hunters stayed put that day to find the lost boy.

"Where are the tracks?" they chided Sylvus but he found none. No one did.

"Will he come back, father?" his youngest son asked.

Sylvus replied, "The woods are not just for men and elves."

That night, a terrible wind shook the camp. Towering pines swayed like reeds in the river. Lamps fell. The moon hid behind clouds.

Past midnight, screams filled the air.

The trap at Sylvus' tent door sprung as he and his sons huddled together, but nothing entered.

The next morning, half the hunters were gone. Yet no one could find animal tracks, only a few huge feathers. Terrified, the few shaken fathers and remaining boys forgot their gear as they fled back to the great river.

Before he left with them, Sylvus prepared an elven charm of protection and true aim, using some simple spells that his great-grandmother had taught him.

Night fell. The wind returned, churning up the waters of the great river to lap their tents.

More men vanished screaming into the air.

Sylvus' drew his bow and shot into the darkness, calling upon the charm's magic.

"Papa," cried his sons in terror. "Papa!"

The arrow struck true. Whatever ravaged the men left him be. But it did not leave all his sons.

Under the morning sun, giant feathers and dark coarse fur, some hairs as thick as a man's finger, littered the riverbank. Sylvus went up and down the river calling the names of his two eldest sons.

As evening threatened to descend, he fell to the banks and cursed in despair.

"Papa, I'm afraid," his youngest said, pulling on his sleeve.

"Then we go," Sylvus said glumly. He improvised a ferry from broken boats. As they rowed, they did not look back.

Though he had lost two sons, Sylvus and his youngest escaped alive. "The monsters retreated because of your charm and bow," the boy said to his father.

"No," Sylvus replied, "they let us go to tell their tale." From that day forward, Sylvus never ventured past the great river, or spoke of that frightful hunt again.

Summoning Rules

The following rules describe the requirements and rituals for binding Mute Sylvus, the Sole Survivor.

Binding DC: 17.

Requirements: Survival 2 ranks, speak Elvish.

Ceremony: Prepare a pack for a wilderness hunt.

Manifestation: A cacophony of terrible, beastly squawks fills the air as globs of fur and huge feathers rain down on you.

Granted Abilities

Mute Sylvus grants the following supernatural abilities.

Bow Expertise: You gain proficiency with regular and composite bows, plus the benefits of the Precise Shot feat, which allows you to fire at foes without penalty even when they are engaged in combat with allies.

Fast Movement: You gain +10 feet to your speed. This bonus increases to +20 feet at 10th level and +30 feet at 20th level.

Low-light Vision: You gain low-light vision for a period of 24 hours. If you already possess low-light vision, then your range of low-light vision doubles.

Primal Scream: Creatures within a 30-foot cone that can hear you must succeed on a Fortitude save or be stunned for 1 round (if Intelligence score 20+), dazed for 1 round (if Intelligence score 10–19), or shaken for 1 round (if Intelligence score 3–9). All creatures in the area also suffer a -4 penalty on Concentration checks for 1 round, no save. You must wait 5 rounds between each use of this ability.

Tracking: You gain the Track feat for a period of 24 hours and a bonus on your tracking checks equal to your level.

True Shot: You gain a +20 competence bonus on a single ranged weapon attack roll as if using the *true strike* spell. Using the weapon activates this ability as a free action. You must wait 5 rounds between each use of this ability.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Scratches of branches and welts from insect bites cover your body. Bird feathers suffuse your hair.

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

Personality Influence: Mute Sylvus rarely spoke of his ordeal. He compels you to speak tersely if at all.

Favored Ally: Humanoid (any with ranks in Survival or the trackless step class feature).

Favored Enemy: Magical Beast. Mute Sylvus views owlbears and other magical beasts as terrible corruptions of the natural world by magic.

Capstone Granted Ability

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

Survival: You gain a +10 bonus to Survival checks. The bonus increases to +20 at 10th level and +30 at 20th level. The effect lasts 24 hours.

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:

- » Attempt a Survival check.
- » Stand within 10 feet of a magical beast.
- » Move through an area of temperate wilderness.
- » Use a bow (any kind) or crossbow.

Inspired Companion

If you forego the primal scream granted ability and are neutral or good, you gain a celestial eagle as a companion.

Celestial Eagle (CR 2)

Small Magical Beast

Hit Dice: 1d8+1 (5 hp)

Initiative: +2

Speed: 10 ft., fly 80 ft. (average)

AC: 14 (+1 size, +2 Dex, +1 natural) touch 13, flat-footed 12

Base Attack/Grapple: +0/-4

Attack: Talons +3 (1d4)

Full Attack: 2 talons +3 (1d4) and bite -2 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Smite Evil 1/day +1 damage

Special Qualities: Low-light vision; darkvision 60 ft.; resistance 5 acid, cold, electricity; Spell Resistance 6

Saves: +3/+4/+2

Abilities: Str 10, Dex 15, Con 12, Int 3, Wis 14, Cha 6

Skills: Listen +2, Spot +14

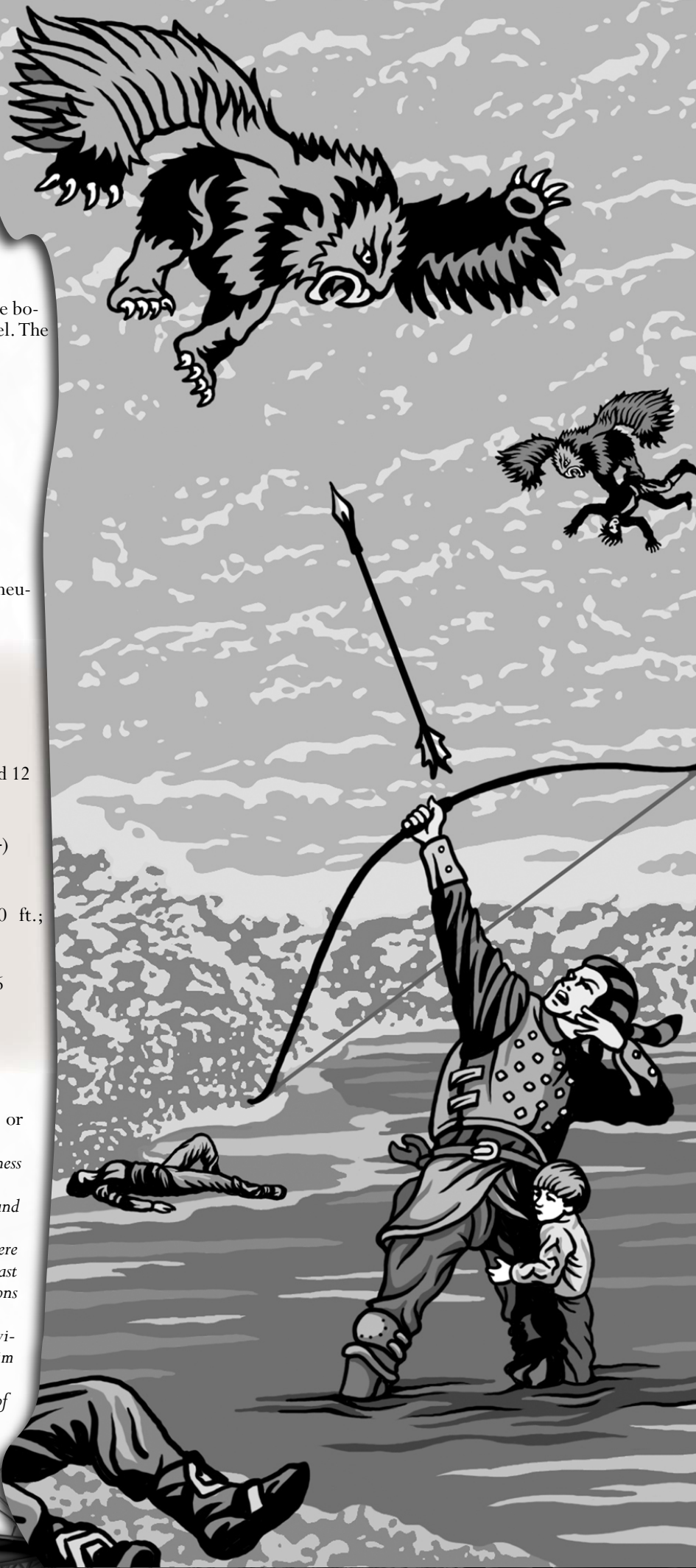
Feats: Weapon Finesse^B

Alignment: Neutral good

Role-Play Text

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

- » "A half-elf named Sylvus grew up in a remote wilderness village. He had remarkable talent with the bow."
- » "One autumn Sylvus joined the village's hunting party and took his three sons along, to learn respect for nature."
- » "After traveling days and pitching camp, the hunters were attacked in the dark of night by terrible flying creatures. At least one boy was lost and the hunters argued. Sylvus kept his sons close."
- » "On the second night, the owlbears took many and the survivors fled toward home. Only Sylvus's marksmanship saved him and his youngest son. All others were lost."
- » "Sylvus kept his respect for the woods, and did not speak of those terrible nights, when the hunters became the hunted."



PRINCE OSZEN, HEIR TO THE EMPTY WELL

He is the man who never escapes the family curse, the curse of nothingness. He grants his binders deep knowledge of architecture and engineering, plus the ability to burrow through earth, boost a creature's life force with false energy, and dispirit a foe with a magical ray.



Level: 2

Thief Constellation

Legend

Oszen returned to his hometown after working as a guard for a desert caravan. He hadn't seen his father in nine seasons and his mother had died years earlier. Sadly, when he returned, his father had just passed on, three days prior.

"Here is the will," the lawyer explained to Oszen. "Your father rented a room at the local inn in his final years. There's no property for you."

"And no stash?" Oszen asked. He was in his mid-thirties, not a spring chicken, and had hoped that extra gold, plus his recent pay might buy a house, or after investing, a small manor.

"His coin paid his funeral," the lawyer replied. "Plus, my fee was five gold." The lawyer, well-dressed in fine leather and silk, sat amid antiques. He closed his record book.

Oszen was shocked by the callousness, by everything. "What exactly have you done for five gold?" he asked.

The lawyer frowned. "I administered the will. I stored your father's belongings for you. They lie in a chest." He pointed to a closed door. "And I personally visited the well he bequeathed to old witch Cathara."

"A well?" In dry lands without many rivers, a working well was a gift. "Who's this witch?" He had many questions. "When did Father add her to his will? How far is it? Most importantly, is it a working well?"

"The well is three and a half miles due east, along the Taffath Trail," the lawyer said. "The witch's keep lies not far from there, on a hill. It's rocky, so wear sturdy boots."

Oszen's boots had been sturdy. He needed new ones.

"So." The lawyer stood. "Let me show you the chest. It contains little but it's heavy. As a courtesy, I can have my page bring it to your residence. Where are you staying?"

Oszen had taken a room at the local inn. As a boy, he had mocked travelers at the inn, which was known for its bawdiness and lice. Oszen's cantrips erased the lice.

The chest came. Tears filled his eyes as he sorted the belongings, some from his father's childhood. Oszen looked for a final note, to enjoy some kind of "goodbye," but found none.

The only thing worth a coin was a gold ring with lines and icons on the inside rim, aligned as a magic circle. Two centuries past, Oszen's family had led the royal court. Perhaps this was a last token. Surprising no one stole it, he thought to himself.

Oszen hiked to the well. The day was cool. Colorful fallen leaves filled the path. He wondered who the witch was. Maybe she and his father had a relationship? Perhaps she was his real mother? Oszen trusted that his dearly departed mother was his, but his father had been a prankster. Perhaps the old man had one last surprise left in him.

A squat stone keep surrounded by chickens and pigs stood on a hill top. He trotted up into its yard, wary of wards and guards. In some legend, a forest hag kept a huge spider near her house to eat anyone who came near. The door was solid oak.

"Who is it?" a voice called just before he knocked.

Oszen was startled. He looked around for someone. The door opened. An older woman in well-made robes greeted him.

"You must be Oszen's little prince," she said. "I see the resemblance. Come in." His father was also named Oszen, as was his father before him, back to nobler days of yore, so that no son would forget his heritage.

The witch chatted pleasantly as she showed him a table and offered cheese. Perhaps she was too pleasant, Oszen thought. She wore no knots. Was she a witch? No wonder she lived here. The church disapproved of witches, warlocks, and binders. All traitors to the gods, priests said. But this backwater kingdom needed every magic user, what with brigands, bad weather, and the ever-present pall of drought.

Oszen considered, if the well were useful, and the witch did not cooperate, he could report her to the church.

"I too have some magical training," he commented as she caused two glasses to fill with wine. "Father sent me to a spellwright academy up north." He looked around. The place was not wealthy by any means, but comfortable and well-stocked.

"I visited there," she said, "in my adventuring days."

"Is that when you met my father?" What a joke, Oszen chortled to himself. His father was no adventurer. He might have been a prankster, but the only "dragon" he could make a fool of was the pipe-smoking woman at the orphan's home.

"He came to me, complaining your lineage was cursed."

"He would say that," Oszen replied, snorting in disgust. "Apparently, keeping me from a good well was part of the curse."

"It's not like that," she replied. "And no charms." Decades ago, a king had grown wary of claims of curses stirring up the kingdom into paranoid chaos. Instead of outlawing them, he declared that curses and charms could be bought from witches, but only with the approval of a tax stamp. Witches were also ordered to charge less for removing magic. Now, by one copper piece one could play a deadly game with one's neighbors, all with a king's blessing and official notice to the tax man.

"Perhaps after this fine wine," Oszen said, "you could show me to the well, to fulfill my curiosity?"

She took him to the well. It was stone, crafted by hand with simple, strong mortar. The bucket was a fine metal that had lasted the years. Dark leaves filled the well's depths.

"Do you hope to reclaim the well?" he asked the witch.

"It's been filled with muck for years."

"I never even knew he had a well," he said, as if sad.

"It's your family's from back when, that's what he said."

"Oh." He gauged her mood, then offered, "With no expectation, could I dig the well to see if it's viable? Perhaps if I did some work, we could benefit together." She looked healthy but was not a workhorse.

"Your father expressly hoped to rid it from your family." She saw Oszen did not like her answer. "But I'll give you three days." His father had been kind to her. It was the least she could do.

Oszen dug for three days. The witch watched in the form of a raven high in the sky. On the third day, he hit water, which first came bubbling up like swamp drudge, and then with more digging, as clear water.

Oszen cleaned the well top to bottom.

"How about I lay a path to the well, build a post to alert travelers and their horses, and build a small cabin here?" He smiled at her sweetly. He had no intention of living in the wilds, but the well might bring just enough coin that after a year or so he could buy in town. He added, "Since I have worked, I will take

the profit while I'm here and you get the profit when I leave."

The witch felt uneasy. Had the old man truly meant to keep his son from an inheritance? She figured, if anything bad occurred she could reclaim the well from Oszen.

"A deal," she said. Instantly, strangely, she felt great regret.

That winter was harsh and Oszen found himself outside daily, unclogging ice from the well. Travelers came, but who needed water with snow up to one's thighs? Later, in the dry summer heat, the money began flowing in. Then the bridge a few miles beyond washed out, and travelers took another path for months while the king's engineers rebuilt it.

Three years passed. Oszen found himself still living by the well, neither richer nor poorer than on the day he had arrived. He began to think of the witch as the mother he never had.

That next winter the witch vanished, never to be seen again. She had left no will so the well went to him. The town marshal cleared Oszen of foul play, but people whispered rumors whenever he walked into town for supplies.

"Of course you're innocent," people would say.

Later that year, Oszen injured his leg while climbing the well to unplug it. He could not take farm work or lumbering, so he began selling cantrips. He had been seeing a nice girl in town. She believed he was innocent. But he could not provide for her with a gimpy leg and cantrips, and she married another man.

Years passed, and as Oszen aged he swore he heard voices from the well, the voices of his family going back to the day when they were betrayed by the ancestors of the current king.

On hot days, the well practically cried.

Oszen realized one day that he felt helpless, as if chained. He resolved to learn more about the well, and made his way to the witch's abandoned keep and musty tomes. "Perhaps I can even learn some more magic," he thought. He found little.

Soon after, Oszen died of swamp cough alone in his cabin. Travelers alerted the lawyer from town, who came to collect his items and discovered there was not enough for burial. The well was thoroughly dry and reeked of ghosts and grime. The lawyer threw Oszen's body into the well.

Ten years later, a young man came to the well, which was in good condition next to a rotting, broken cabin. The youth, born in a desert caravan, had walked a long way.

"Father?" he called down into the dark well. "It's Oszen. I have come for my inheritance."

Summoning Rules

The following rules describe the requirements and rituals for binding Prince Oszen, the Heir to the Empty Well.

Binding DC: 17.

Requirements: Knowledge (nobility and royalty) 2 ranks, Knowledge (architecture and engineering) 2 ranks.

Ceremony: Empty a pail of water upon the ground.

Manifestation: The outline of a well appears with its lip as the edge of the binding circle. A chaos of voices bemoan their failures as a badger-like man climbs up and out of the well. He rests against the well's edge, sighing as if too tired to go on.

Granted Abilities

Prince Oszen grants the following supernatural abilities.

Burrow: You gain a burrow speed of 30 feet. You can burrow for 1d4 rounds before having to rest for 5 rounds.

False Life: Once per round, you can boost a touched creature's hit points by 1d10 + 1 points per level. These temporary points last 10 minutes or until discharged by you (no touch

required to end the effect). A creature can only benefit from one boost at a time. See the *false life* spell for other details.

Building Knowledge: You gain a +4 bonus on Knowledge (architecture and engineering) checks. You can use the skill untrained, and you can take 10 even when rushed or threatened. The bonus increases to +6 at 12th level and +8 at 20th level.

Ray of Regret: Your ranged touch attack causes a foe up to 6 Hit Dice to feel empty, such that it can only take defensive actions for 1 round (no saving throw).

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: You cannot help but sigh loudly in despair every time you attempt a skill check or enter combat.

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

Personality Influence: Despite feeling empty and pitiable, you act certain that you can outsmart any foe or succeed at any task even before you've started.

Favored Ally: Any blood relative. You and they share the same blood; how could you not smile on them?

Favored Enemy: Any creature of noble birth or aristocratic station who is not your blood relative. You despise them for not understanding your true heritage.

Capstone Granted Ability

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

Ancestral Voices: As long as you wear a gold ring worth at least 10 gp, you can hear voices and see scenes of your current location's past. You experience past events linked to strong emotions such as battles and betrayals, marriages and murders. Beginning with the most recent significant event at the location and working backward in time, you can sense one distinct event for every 10 minutes that you maintain concentration, if any such events exist to be sensed. Your sensitivity extends into the past a maximum number of years equal to 100 x your 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:

- » Interact with a creature with noble blood.
- » Move through woods (trees always within 10 feet of you).
- » Succeed on a Diplomacy or Intimidate check.
- » Within 5 feet of a well, pond, or other small water body.

Role-Play Text

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

- » "A man named Oszen returned to his childhood village to discover he was the last of his family line. He was left only a chest with a ring, and heard that a witch had been willed the family's well."
- » "Because the region was dry, Oszen visited the witch and convinced her to aid him to rehabilitate the well for profit. He was descended from lycanthropes so physical tasks were easy for him."
- » "The well brought nothing but bad luck but he did not leave."
- » "After years, Oszen realized the voices in the well had enchanted him to feel hopeless, but he failed to free himself from its curse."
- » "Oszen died of disease; there was no money to bury him and the witch was gone, so his body was thrown into the well. Ten years later a son he didn't know of found the well and also became trapped."

SWAN ELASHNI

DANCER OF SPURNED LOVE

Swan Elashni is the spirit of love and kindness never reciprocated. She grants her summoners the ability to inspire allies with music, fascinate crowds, counter sonic attacks, punish foes with an acidic arrow, and seduce a creature for a night.



Legend

Elashni loved to dance.

"One, two," the director chanted as Elashni and the other six girls rehearsed. They were costumed as enchanting white-feathered swans with beaked masks. In harmony with the choir's lines, musicians played to evoke a summer lake. It was the dance before the dragon Omachio, played by Elashni's lover, Trayton.

"I, Omachio, wish to spy as you seven dance for your lives," Trayton boomed as Omachio. He flapped his winged costume and flew up and across the stage as Elashni and the other swans twirled in a complex pattern. From each swan, veils pulled by wires unfolded in unison, suggesting a whirlpool. Trayton did not require wires. His was no well-veiled trick. He was bound to the spirit of a nalfeshnee, a demon that granted the power of true flight.

"Yes!" the director hailed. "This is what I've killed to see."

For Elashni, the play was about love. Omachio was interviewing the swans to find his bride. Or so her mother had said when she had watched the play as a little girl. But the director had rejected that interpretation in favor of, as he said, "A more atlan theme, of trial and triumph of will."

A dancer stumbled.

"Stop, stop!" the director shouted. They halted. "If only there were a demon to guide your dance," he said. "But there isn't!" He was angry. "Thus, I pay you in platinum to bring me gold."

"It's late!" one swan shouted out. Trayton landed.

"Fine. We reconvene," he said, "at the morrow's first light."

Elashni did not remain to gossip. She retreated to her private chamber, wondering if Trayton would follow. He did. He closed the oak door behind him and latched it. He smiled, briefly.

Elashni gave herself to him, without words. That's what he liked. But he was rough and selfish, and he turned away from her when he was done, which was all too quick.

"So, what fiendish spirit did you bind today?" she asked him cynically. She knew the answer.

"Don't blame your fears and dreary loneliness on a spirit," he said as he rose to dress.

She tried to glare at him as a demon would. She was just a dancer. He, the shining star, could have anyone in the company, as he did. "Why me?" she asked him, breaking the silence.

"Because," he said with a snicker, in a voice that was not his own, but that of a deep and powerful spirit, a hissing snake. "You are the most delicious."

Elashni shuddered. The demon spirit within him savored stealing away her innocence, a small piece of her soul.

"You," she whispered to him. "You have become a monster."

Neither of them moved for some moments.

"I cannot disagree," he finally said matter-of-factly. "Now get up. We're late to the ball."

"I must check on my pa'pa," she replied, giving up on him for the moment. "I'll meet you there."

"Fine," he said indifferently. He opened the door and left.

Level: 2

Dragon Constellation

Elashni felt empty inside, but she had no time to stew.

She hurried home, to her father's house. Her mother had been dead for some years. Her father was not old, but he was sick and despairing after caring for her ill mother for so long.

Elashni opened the atrium's curtains as she stepped in. The sun hung low over the sea. Her father was on his sofa, looking studiously through spell scrolls.

"I'm opening the curtains for you, pa'pa," she said.

"I don't need your help," he replied, not looking up at her.

"Oh, no need to be modest," she offered. She knew it was hard for him to get up, with his stiff bones.

"I'm not modest," he growled. "Just go away. Leave me be!"

Elashni was shocked. He often spoke like this, but each time it still struck her like a sword. He had become bitter. Yet, why push away the only person who loved him? Surely, one day he would pull out of it, she reasoned. She forced a smile.

She ate alone in the kitchen, missing the sunset.

Later, after leaving to "go out on the town" as she told her father, she stepped into a nearby alley and cried for a moment.

"You'll get no sympathy from me, harlot," an old beggar shouted at her from dark shadows. He shouted like a demon.

She wanted to shout back "shut up," but she pitied him too.

She ran down the avenue as fast she could, back to the theater to don her dress for the evening.

The theater was dark, but she knew it well and found her chamber. She sat before the mirror and sighed.

"Oh gods," Elashni said, prayerfully. "If you exist, and I believe you exist even if the fiendish spirits say no, pray tell there is love in this world. Without love I will surely become bitter." At this, tears spilled from her eyes in a great torrent.

In the highest heavenly realms, the Lord of Grace heard her sobbing plea, as brought to him by an angel on a satin pillow. So moved was he, that he sent her the Goddess of Love.

In the shadowy theater entered a graceful woman of power.

"Elashni," she said in a soft voice, "It is me."

Elashni stopped crying. It was her mother's voice.

There her mother stood. Not a frail bedridden witch-woman but the healthy radiant swan that Elashni barely recalled from her girlhood. This radiant vision of her mother smiled at her.

"Ma'ma?" Elashni said with wonder, hope, and fear. Surely this was an extortion witch, or a loveless apparition, or perhaps a friend from the theater playing a cruel prank?

"I come," the goddess said, "because your mother worries."

Elashni sat in disbelief. The world was filled with magic, but it was the practice of moneymongers, tricksters, and warlocks.

"We in heaven heard your prayers," the goddess continued.

"If you are a goddess," Elashni said, "Then where have you been?" She suddenly felt angry and passionate.

"I couldn't just shoot arrows to make Trayton love you," the goddess explained. She sat in a chair by Elashni. "All the people of your empire are so afraid of being taken in by magic, that they have forgotten to give. The people have also forgotten us, their gods, and turned to spirits taught to them by fiends. If they do not pray to me then I cannot help them."

Elashni sat silently for a long time. She wondered if goddesses were busy and needed to be places, but if this were all true then surely she could take her time.

"You speak truth," Elashni finally decided. "What can I do?"

The goddess's heart leapt for joy, and also sadness. She began: "Your people require a spirit that they will welcome into their homes, a spirit that will make their hearts dance."

The goddess's terrible proposal was clear. Since childhood,

Elashni had heard the priests say that the gods made the spirits long ago. Some spirits were fiends, but many were once good, and mortal, like Elashni.

"I'm very afraid," Elashni said, trembling. "Why me?"

"Because, like a mother, I love you," the goddess replied.

What would ma'ma say? Elashni wondered. If life is a play, this was a moment for love, and love should not be spurned. Besides, Trayton loved binding spirits.

Thus, Elashni replied, "I have hope, to bear your proposal."

On that night in a lonely theater in a corner of the cruel Atlan Empire, Swan Elashni became the Dancer of Spurned Love.

Summoning Rules

The following rules describe the requirements and rituals for binding Swan Elashni, the Dancer of Spurned Love.

Binding DC: 17.

Requirements: Perform 2 ranks, speak Draconic.

Ceremony: Don a costume of white swan features and lay in front of you the mask of a dragon's face. Recite Elashni's lines, following the script of the last play that Elashni performed.

Manifestation: The dragon mask recites with you the play's lines of love lost and found.

Granted Abilities

Swan Elashni grants the following supernatural abilities.

Bardic Music: For 24 hours, you enjoy a +8 bonus to one kind of Perform skill check such as acting or dancing.

Countersong: At your option, when using the Perform skill, any creature within 30 feet of you (possibly including yourself) that is affected by a sonic or language-dependent magical attack gains two saves, or a second save, to resist the effects of the attack. When making two saves, take the more advantageous roll. The protection lasts 1 minute. After using this ability, you must wait 5 rounds before using it again.

Fascinate Crowd: All creatures within 30 feet of you must succeed on a Will save or become fascinated. Creatures automatically succeed on their save, or gain a new save, whenever they notice an attack roll or spellcasting. You can fascinate a crowd for up to 1 minute per level. You can attempt to use the ability repeatedly to prolong the effect, but when a creature makes its save, it cannot be affected again for 24 hours. Creatures that fail their save suffer a -4 penalty on Spot and Listen checks and take no actions though they can defend themselves normally. You can only fascinate one crowd at a time.

Inspire Performance: At your option, when using the Perform skill, all allies within 30 feet of you enjoy a +2 bonus on skill checks, a +1 bonus on saves against charm and fear effects, and a +1 bonus on attack and weapon damage rolls.

Punishing Arrow: A magical arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit. The target must be within long range. The arrow deals 2d4 points of acid damage with no splash damage. For every three levels the acid lasts for another round (maximum 6 rounds), dealing another 2d4 damage in that round. You must wait 5 rounds between each use of this ability.

Seductress of Night: You can charm a dragon, fey, giant, humanoid, or monstrous humanoid. If the target fails a Will save, you consume its attention with romance for 8 hours, during which time it suffers a -4 penalty to Listen and Spot checks and does not move more than 30 feet from you. Even if it saves, it is distracted for 1 minute. If the locale is romantic or the target is

willing, apply a -2 modifier to the target's save. Modify the roll by +4 if the target is a different creature type than your own. A creature automatically succeeds on its save, or gains a new save, whenever it notices an attack roll or spellcasting.

Signs and Influence

This spirit may affect you in the following ways.

Physical Sign: You grow white features at your nape and brow, and your skin takes on a pure-white sheen.

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

Personality Influence: Elashni's life was filled with drama. She compels you to pursue love interests whenever possible and chastise those who take and do not give back.

Favored Ally: Animal, dragon, or fey type creature.

Favored Enemy: Outsider (fiend) and any pact magic user bound with a spirit of the fiend constellation. Elashni resented how fiendish spirits had destroyed her relationships.

Capstone Granted Ability

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

Draconic Swan Form: Once per day, you can transform into a dragon-blooded swan for a period of 1 round per level. See the statistics block below. This works like the *polymorph* spell except that you gain the swan's supernatural breath weapon.

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:

- » Stand on a stage.
- » Surrounded by 20+ creatures within 30 feet of you.
- » Use the Perform skill.
- » Within 5 feet of a dragon or swan.

Role-Play Text

Read aloud the following points to quickly convey all or part of the legend of Swan Elashni.

- » "*Elashni was a ballet dancer during the decadent height of the Atlan Empire. Due to talent and practice she entertained many.*"
- » "*In her final play, Elashni played one of seven swans courted by the dragon, Omachio, who searched in vain for love.*"
- » "*Elashni's circle of friends—her lover, aging father, harsh teacher, and jealous fellow dancers—taught her that the world lacked love. Yet she struggled to give of herself, regardless.*"
- » "*She was so disappointed that she cried to the gods to relieve her of life that she might not become jaded and bitter as those around her.*"
- » "*A goddess of love heard Elashni and offered her an eternal role, to spread love to others as a spirit.*"

Draconic Swan Form (Small Magical Beast)

Speed: 5 ft., Fly 60 ft.

AC: 15 (+1 size, +2 Dex, +2 natural) touch 13, flat-footed 13

Attack: Slam +4 (1d4)

Full Attack: 2 slams +4 (1d4) and bite +1 melee (1d3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Bite (DC 11 Reflex or blinded), breath weapon (15 ft. cone, 2d6 fire damage, must wait 1d4 rounds)

Special Qualities: +4 saves vs. fire, +3 Swim bonus.

Abilities: Str 10, Dex 16, Con 15

TYRANT CROMWELL, THE BLACK KNIGHT

He is the fallen paladin, the once noble heart which now delights in random bullying and mayhem for amusement. He grants summoners strength, powerful blows, proficiency with some martial weapons, a phantasmal suit of plate mail, and awareness of good creatures.



Level: 2 Knight Constellation

Legend

At age seven, young Titus Cromwell, youngest and last son of the wealthy lord Tobarus Cromwell, was presented to the elder clerics of the temple as the family's offering.

Soft golden rays plowed through the temple's ornate high windows. Silver tassels dangled from the priests' spotless white robes. The oil rubbed into the cedar pews reflected the flickering chandeliers. All this and more dazzled even the boy of a lord. Across the arc of the ceiling were the painted tales of a paladin beside a team of unicorns pulling the litter of a god.

"You shall be a fine cleric," they told their boy as they waved goodbye. Being a quiet boy, he did not cry or complain.

Each morning in his new routine, he rose to fetch water, eat soup and bread, and pray. The temple lay at the heart of a sprawling, prosperous walled city. He saw pageants, royal marriages, and baskets of gold coins fill the temple's coffers.

"All this shall be mine someday?" he wondered; he worked hard.

One day during services, an older girl smiled at him, and even after months and years, he could not forget her, though he had learned that he could never have her, or any wife, because of his vows.

When Cromwell came of age, he took up the mace, donned plate mail, and rode a pure-white steed. In those days, clerics could not use weapons that drew blood, but his prayers and strength were useful on the battlefield. The temple of the Living Flame and the cult of the Flame Demon were at war, not over land, money, or food, but over ripe souls.

At a battle's end late one summer, Cromwell spotted a gleaming helm showing the holiest of symbols, though no owner lay nearby. The helm sat alone.

Cromwell picked it up. He placed it on his head.

As he admired its grace in a mirror held by a flag boy, the mirror reflected a dark version of him, with an apparition of the smiling girl

"Who am I?" he wondered. "Shouldn't I care for her?" The dark version of him spoke back, "What a sham I am to live under the bough of castrated old men, who have traded gold for freedom and power for love."

The helm's terrible curse magic—and a twisted smile—struck Cromwell. His eyes turned black as night. He threw the mirror to the ground and quickly garroted the flag boy so no one would know of his change of heart.

"What happened to the flag boy?" a soldier asked.

"Oh, he ran off in fear," Cromwell lied, "and is likely cowering under a tree somewhere."

As Cromwell's ragtag army returned through the mountains, he betrayed them to an orc band.

"Why?" his men cried in disbelief.

"I am the black knight," he barreled.

On that day he took a new name, Tyranthus. He married the orc chief's daughter in a lavish ceremony while the captured soldiers were roasting on spits. That is how orcs feast. However, his heart lay with the smiling girl back home.

"The city temple is a mountain of gold coins," he told the orcs. He drew maps of the temple for them, and for the overlord of the bandit kingdom to the north, and for the queen of the swamp trolls.

After a few months, just before the first snows, he made for the city with the orcs, bandits, and trolls. They disguised themselves using the standards, horses, and colors of the soldiers he betrayed earlier.

The city guards ignorantly opened the doors wide and let them in.

Mayhem ensued. Cromwell who was once quiet was now loud. Good was now evil. Obedience, rebellion. Vanity, pragmatism. Docility, ambition. Only Cromwell's love for the girl remained fixed.

"Pray tell, where the girl is?" he would demand from every cowering person he came upon.

He searched for her. He hoped for even a glimpse of her smile. However, he did not find her at the temple, so he beheaded the monks and toppled its pillars. Nor did he find her in the city's palaces, so he pillaged the lavish rooms and sold into slavery the princes.

"I am unsatisfied," he growled. As he rode out of the burning city, he spat, "I will find her and make her my wife, even if I must conquer the whole world."



Summoning Rules

The following rules describe the requirements and rituals for binding Tyranthus Cromwell, the Black Knight.

Binding DC: 18.

Requirements: Strength 11, speak Orc. You cannot be a celestial, a paladin, or a lawful-good divine spellcaster.

Ceremony: Lay out a pure-white cloth. Shatter a holy symbol of a lawful-good deity or faith on the cloth, stomping it with your foot or bashing it with your fist. Then sprinkle the blood of a slain enemy on the broken symbol and cloth. As you do this, softly curse in Orc against all those who are weak, cowardly, and supposedly sinless.

Manifestation: The drops of blood on the cloth expand to a pool of dark coagulate, and an apparition of Tyranthus, the Black Knight, rises up from the shattered holy symbol. His apparition stands on the slain body of himself (as a paladin), and presents to you his own severed head as a gift.

Granted Abilities

Tyrant Cromwell grants the following supernatural abilities.

Bull's Strength: Three times per day, you gain a +4 bonus to your Strength score for 1 round per level. Activating the ability is a swift action.



Detect Good: You can detect the presence of good creatures in the same way that a paladin can *detect evil*. This ability is usable at will.

Phantom Armor: If you wear armor then your armor turns black and you gain a +2 profane AC bonus. If you do not wear armor then you can cloak yourself in a suit of phantom plate-mail that provides a +4 profane AC bonus. Although this mail looks and feels solid, it is pure force and works like the *mage armor* spell. The effect persists for 24 hours.

Power Attack: You gain the Power Attack feat. You can subtract a number from your attack rolls and add the same amount to your damage rolls. If you use a greatsword or other weapon in two hands, the damage bonus equals twice the number subtracted. The number cannot exceed your base attack bonus.

Weapon Familiarity: You gain proficiency with the greatsword, lance, and garrote.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: You gain blond hair and blue eyes, and if it were not for the crazy look in your eyes you would appear dapperly handsome, with a hint of elven ancestry. At your option, whenever you use a granted ability, your eyeteeth become short fangs and your eyes turn pure black.

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

Personality Influence: Tyrant Cromwell compels you to bully and slay his enemy, elves. He also encourages you to seek out the company of orcs and recruit them to your side whenever you can. Finally, when a foe looks ready to fall, Tyrant Cromwell compels you to offer it safety if it surrenders, then torture and slay it in the most humiliating manner possible.

Favored Ally: Humanoid (chaotic evil). Tyrant Cromwell revels in the indulgence of his dark desires; chaotic evil crea-

tures recognize the power and ambition of those who bind him and seek to emulate and follow them.

Favored Enemy: Humanoid (lawful good). Tyrant Cromwell despised the hypocritical dogma of his church and, having grown up in it, knows the strengths and weaknesses of these individuals.

Capstone Granted Ability

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

Trophy Bonus: You gain a profane bonus on your next attack roll whenever you behead a foe, either as a killing strike in combat or when claiming a foe's head within one round of its death. The bonus equals one-half

the foe's Hit Dice (round down). If you take multiple heads as trophies before your next attack roll, then you use the highest bonus gained. If you behead one of own your allies, you gain an additional +2 bonus to the attack.

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:

- » Hold aloft a slain creature's head.
- » Stand within 5 ft. of an orc.
- » Make a death blow against a good-aligned creature.
- » Make a melee attack on a paladin or lawful-good cleric.

Role-Play Text

Read aloud the following points to quickly convey all or part of the legend of Tyrant Cromwell:

- » "Tyranthus was left as a boy at the city temple to become a priest. He was quiet and obedient. He witnessed many church splendors."
- » "As a youth, Tyranthus spotted a girl who smiled so sweetly that he could not forget her face. Alas, priests were not allowed to marry."
- » "Tyranthus became a warrior against evil, but after battle one day donned a cursed helmet that utterly transformed him."
- » "He betrayed his men, formed an alliance with orcs and brigands, and snuck into his home city, where he loudly slaughtered the corrupt priests and princes, and toppled the temple's pillars."
- » "Tyranthus longed for the girl who smiled at him, and searched in vain. Great was his ambition! After he scoured the city, he left on his war steed determined to conquer the whole world to find her."

UBRO, THE BLIND HOSPITALER

Ubro is the kind-hearted and insightful healer who cares for the weak and injured before his own wounds. Ubro grants those who summon him the ability to foresee future danger, know others' health status and heal them, play a musical instrument, and speak with animals.



Level: 2 Angel Constellation

Legend

Ubro was a halfling born to a famous line of healers. For generations his family had allied with the Living Flame church. When war came, he was recruited as the most able of his kin.

"I accept this onus," Ubro replied to his family, and rode with the holy soldiers to the front lines to administer healing.

Most of the soldiers were humans and elves. They stood twice Ubro's height and sometimes treated him like a child, but he believed that next to the Living Flame they were all children.

In the ninth month along the front lines, as the soldiers fought and Ubro ran to and from one crying wounded soldier to another, a terrible spell smashed the battlefield.

Blinding light and a deafening roar peeled the sky like thunder and lightning crashing together.

"I cannot see!" Ubro shouted. Whatever the terrible spell was, it had blinded him utterly. He saw only darkness.

"Agh!" shouted the wounded soldier he had been healing. Ubro kept working. He had sewn many wounds under moonless night skies. But as he felt over the flesh, he found much blood. Perhaps the soldier had been injured more by the spell?

"Where are you injured now?" Ubro asked him.

"Ugh," was all he heard.

Something was wrong. The soldier's flesh was pliable like quicksand. Ubro snatched back his hands when they began sinking into the body.

The soldier bit him. Or something did. He was still blind.

"Agh!" Ubro screamed and jumped back. He hit his head and felt light on his feet as he tried to get up.

"Hello, help me!" he shouted in his native halfling tongue.

Something else bit at him. Had magic turned the soldiers into zombies? He ran to the last place that he had seen his pony.

"Help! Anyone!" he cried as he ran. He stumbled over a rock and fell, and clambered up again. Where to go? he wondered.

A low, terrible voice boomed. "I am coming for you," it said. The voice was not anyone Ubro knew. He shivered with chills. "Oh, Flame of Life, help my need!" he cried.

Light filled his mind's eye. A vision of him running to the left safely along a road catapulted him in that direction.

Three days later, Ubro was still blind and covered with mud when he stumbled into an allied camp.

"A healer from 4th Company!" he heard a woman exclaim.

"Thank you, Flame of Life," Ubro whispered. He lost all consciousness as he fell to the earth's warm embrace.

A few weeks later, Ubro awoke in a church hospital. He could see. He could not believe that weeks had passed when a kind nurse named Lyandra informed him so.

"And I bet you're hungry?" she said. She was half-elf. But her smile was like the warmest halfling smile he had ever seen.

"I am full with joy to be alive," he exclaimed with all the air he could muster as he sat up. "And yes, I'm very hungry!"

"Well, then," Lyandra said as she went off. "Let's see what

scraps I have."

As he waited, he scanned the chamber. It was the church's main room. The holy sanctuary was only twenty feet away. The high ceilings and stained glass belied great wealth, once upon a time. Bandaged soldiers on pallets took the place of pews.

He was bandaged over half of his torso, where the soldier from the battlefield had bitten him. It throbbed lightly.

When Lyandra returned, he saw her hands were soft, though covered with grime from dressing wounds. She brought porridge and mutton, sweet cake, and a nip of wine.

"Thank you for the rare treat!" he said with a wink, and dove into the meal. He knew the church likely had few supplies.

"My pleasure," she said. Then she was more serious. "There are wounded to tend, and I see you bare the healer's mark."

"I will certainly help," he said, then added with humor, "right after I ensure that this meal does not go to waste." For the first time in months he felt relaxed.

"Thank you," she replied. "But your wound has not healed. Indeed, it has grown slowly."

He followed her stare down to the bandage. She removed a corner. The flesh quivered like quicksand.

"I felt I should show you. If you wish to rest, let me know."

But Ubro would have nothing of laying around, and that day he and Lyandra healed many. She was the only healer left at the church. The others were at the front lines.

"You're amazing," she said later, as they rested on a couch just outside the main room. "You can heal the impossible."

"This much power is new to me," Ubro said, and shrugged. He had never been able to mend bones to wholeness or close festering poisoned wounds with a touch. Such power was new, and uncomfortable.

"Then you are blessed, little one," she said.

Ubro wasn't so sure. He searched for words. "In my dreams, a terrible voice calls to me from the battlefield."

"Many who return from the front lines report this, sometimes for months. It is sad to think that our friends are gone, but don't let it get to you, Ubro. We pray that their souls are safe with the Living Flame." Lyandra gently placed her soft, warm hand on his, and continued, "Rejoice today, even when so many have suffered. Your gift for healing is a great comfort."

"Nothing comes without a price," he replied skeptically.

"You're very brave." She smiled. "This evening more wounded will likely come, but I can handle them until the morrow."

"No," he said, resolutely. "What I meant was, as I healed today, I sensed in my heart that something is terribly wrong. All day, the power within me keeps growing."

Lyandra crinkled her brow with concern.

He looked up at her with his big eyes, with a subtle, twisted expression on his face, almost unnatural. He added in a hushed tone, "Lyandra, I don't feel like me. It's like someone else lives here." He looked down at his bandaged side.

Lyandra wondered what her mother would say, the Living Flame bless and keep her soul. She knew the holy texts and could not imagine that Ubro was possessed, for what demon would heal people or touch holy water?

"Life changes us," she replied. "We can never go back. What is important is what you do today. That is what I believe."

Ubro nodded in agreement and thought that, yes, even if he were to yet suffer some horrible fate in the future, he would aid as many people as possible before his end came.

He smiled into Lyandra's kind face. "I feel better!"

She rose and extended her hand to help him down from the

human-sized couch. She said with a wink, "I hear there are one or two patients in the other room." Even Lyandra was capable of devilish humor once in a while.

Birds sang sweetly outside.

It occurred to Ubro that maybe whatever infected his flesh also infected his magic, his gift of healing. This thought came like a thief slipping through a window during the night. What if, he wondered, everyone that he was helping now was being infected too, and some day soon they would suffer because of him, and even infect others, and it would have all been his fault, and maybe even Lyandra would fall prey to it to, and Ubro felt a terrible dark nothingness in the pit of his stomach.

He burst into tears. Where was his mother? He longed for her assuring embrace. But like Lyandra's mother, she had been killed in the early days of the war.

Lyandra knelt and hugged him, but he slowly pushed her away. He twisted his whole face to keep back his tears.

She did not have words, which perhaps was for the best.

He composed himself. He needed to say the next part with confidence. He said, "I appreciate your help, and I know how frightening it is to be alone. But I must ride to the High Church. I will need a pony, if you have one."

"Your pony's outside," Lyandra replied. "And ask the Archon, for me, for one more healer?" She looked confused.

"If my healing is untrue, a gift of evil, then the Archon can heal me," he explained. "Pray that I return."

Late that afternoon, after a hug goodbye, Ubro took off toward the High Church, a day's ride away. Birds twittered from gravestone to gravestone in dulcet song.

As he crossed over the threshold of the church yard, he doubled over in pain. A church like this one was a place of peace where no blood had ever been spilled in the entire history of the world. Demons cannot abide such places. But Ubro had just left this sweet embrace.

"Flame of Life!" he cried. The intense pain blinded him.

"I am so hungry," spat the deep voice of a demon within him. "Feed me, or I will make you kill everyone around you."

Ubro was doubled over his pony in shock. The pony did not even seem to notice as it trotted slowly onward. Ubro considered going back. Lyandra was not an exorcist. Indeed, he might draw her into the demon's claws as it overcame him. Nor could he see where to go forward, for he was blind again.

"To end your pain," the demon offered, "You must choose."

"Say it!" Ubro demanded.

"You and I are bound, flesh and spirit," it said. "Banish me and kill yourself. Or freely feed me your soul, a morsel a day while many live by our healing hands. What say you, little one?"

"I am not a child," Ubro replied. He breathed deeply. "I accept this onus." He dismounted and headed back to the church. Lyandra's prayers would be answered sooner than expected.

Summoning Rules

The following rules describe the requirements and rituals for binding Ubro, the Blind Hospitaler.

Binding DC: 17.

Requirements: Heal 2 ranks. You must not be evil.

Ceremony: Light incense that produces a thick cloud, tie a blindfold over your eyes, and recite the Healer's Oath.

Manifestation: The geometric seal bleeds profusely.

Granted Abilities

Ubro grants summoners the following supernatural abilities.

Augury: Once per day you can use the *augury* spell.

Healing Touch: You heal yourself or a touched creature. When you succeed on a DC 15 Heal check, you heal a creature a number of hit points equal to 1d4 + your Wisdom bonus (minimum 1). The healing is positive energy and, except as described here, works like a cleric's *cure* spell.

Know Status: At the time of binding Ubro, select one comrade within 440 feet. Any time during the day as free action, you know the health of your comrade as if using the *status* spell.

Musical Talent: You enjoy a +4 bonus to all Perform checks using a harp.

Empathic Restoration: You can heal others of ability score damage. You touch the creature. You can heal a total number of points per day equal to one-half your level (round down).

Speak with Animals: You can speak with natural animals at will, as the spell. This doesn't increase an animal's intelligence.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Your eyes turn opaque as if you are blind. At your option, whenever you use a granted ability, you show a tattoo in the same place and style as Ubro's tattoo of healing.

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

Personality Influence: Ubro compels you to attend to others' feelings and adopt their needs as your own. Whenever you can heal or otherwise aid someone, you do so.

Favored Ally: Any animal or lawful good creature.

Favored Enemy: Any evil outsider. Although Ubro is compassionate, he moves to thwart true evil without hesitation.

Capstone Granted Ability

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

Cure Blindness/Deafness: As the spell. You can cure one creature per day per 2 binder levels (round down).

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:

- » Make a successful heal check.
- » Move through a consecrated area or touch holy water.
- » Play the harp for 1 round.
- » Stand within 5 ft. of an animal.

Role-Play Text

Read aloud the following points to quickly convey all or part of the legend of Ubro:

- » "The halfling Ubro, healer of the Living Flame, was blinded by a terrible spell on the battlefield. He was the only one to escape alive."
- » "Ubro awoke in a church, which had been converted into a hospital. He felt healthy but still bore a strange open wound from one of the battlefield soldiers who had been struck by the terrible spell."
- » "With the healer Lyandra, Ubro aided many. His healing power grew tremendously, but he suspected the new power came at a price."
- » "At first he was happy to heal others, even though he might lose this life. Then he realized that he might corrupt others too."
- » "As he left the church, a demon hiding within him made itself known; if Ubro wished to keep healing others, he would lose more than his life. He would forfeit his soul."

CATHA OF CODEX, SLEUTH OF TRUE NAMES

Catha of Codex is the keeper of all creatures' true names. She grants her summoners the ability to learn and pronounce a creature's true name, cloak one's own true name from misuse, and beckon or repulse a creature by uttering its true name.



Level: 3

Genie Constellation

Legend

In the Desert of True Names, amid infinite dunes, are found random pages, each page a minute of someone's life.

A blast of light, sand, and wind struck Catha hard in the face.

"Stand back, my lady," the soldier said, too late after the fact.

She stepped back and put her hand to her face. This marble doorway had led into a cool library chamber just minutes ago, but it now opened onto a desert. This was where the codex had transported them. The intense radiant heat of the sun—several suns—oozed through her fingers.

She looked back. Her teachers, Memtaros and Seleshin were but a few feet behind her, but they felt miles away. Their color was bleached yellow in the intense light.

"You look like you've been turned into gold," she said with humor, then gave a half-hearted laugh. Neither of them laughed.

"Catha," Memtaros said. "We may have made a mistake. The codex said there would be heat and light here, but not like this."

"The codex didn't say anything about bloody swords either," Seleshin replied, referring to the enemy army that had just broken through their city's defenses. Catha wondered if she would ever see her beloved city again. She hated the atlans. Why did they have to conquer everything?

"What do you see?" a voice called from behind them. Catha estimated twenty or so librarians and orators had escaped with them in the Vault of True Names, her city's great and infamous treasure.

"I foresee thirst, blindness, and sunstroke," Memtaros whispered to Catha. He yelled back, "Patience, brothers. We are doing as we preach, analyzing before judging."

The soldier pointed outside to Catha. She considered, she was the only woman to escape, and she was still young. The others were old or weak men, except the soldier. Once or twice, she had conversed with him by the library's gate. He was quiet but bright. All the better to guard books, to care about them, she thought. She would stick with him.

"Yes, what do you see in the dunes?" she asked the soldier, shouting against the wind.

"Desiccated corpses," the soldier replied, pointing.

Catha saw them. Strange, the corpses had not been there a minute prior. Her memory was perfect. Such was her training and not just for words. Many fine books were illustrated.

"Gods, we're all going to die, no doubt by sand worms or moon hounds, or night raptors," Memtaros commented as he stretched his neck to view the corpses.

There was commotion behind them. She heard her dog, Logos, bark. He was still back in the vault's core. She wanted him up here.

"Why don't you shut your mouth, Elto, before your tongue goes missing," someone shouted with great irritation.

"Calm!" Memtaros yelled back. "We're developing a plan."

An old man screamed.

"By gods, Elto's tongue is gone!" another cried with shock.

Suddenly the truth of it all hit Catha. She looked at Seleshin, who had been quiet and rigid. He was now frozen in mid-sentence, and made of gold.

"Memtaros," Catha whispered, "First, everyone keeps quiet." The Desert of True Names, as the codex had called it, was no paradise to flee to. It was a hell where utterances came true.

And so ends in words a one-minute page of the life of Catha, Sleuth of True Names.

Summoning Rules

The following rules describe the requirements and rituals for binding Catha of Codex, the Sleuth of True Names.

Binding DC: 20.

Requirements: Decipher Script 3 ranks, know five or more languages, able to speak and hear your own speech.

Ceremony: Write the date and your birth name and assign a mystical value to each symbol. Manipulate the values using an ancient formula to produce a set of sounds, which you speak. These sounds are your personal key for the day to summon Catha.

Manifestation: A chimera rises with a turkey's head, canine body, fish scales, and a lizard's tail. All over its body are runes that represent "logos," the phonetic elements of the language used to create the multiverse. The runes animate and dance around you, first playfully and then cramming themselves into your mouth and ears, as if to suffocate you. As you choke, the manifestation ends. You hiccup and utter the first syllable of your own true name.

Granted Abilities

Catha of Codex grants the following supernatural abilities.

Cloak Truename: While bound with Catha of Codex, your true name is cloaked from other creatures, excluding deities. Your true name may not be used to directly harm you or influence you in any way, except by a deity.

Command by Name: When you target a creature within medium range and utter its true name, you cause it to perform for 1 round one of five actions: approach you, drop its weapon, fall to the ground, flee from you, or halt its movement. See *command* for details. The target can attempt a Will save to resist the command if it has more Hit Dice than you do. When commanding a creature to approach, it can pass through squares occupied by other creatures but not by objects. Nor can it stop in a square that is already occupied. If it would, it stops short or remains in its starting position. A moving creature otherwise provokes attacks of opportunity as normal. Using this ability is a move action, but you must be able to speak and you must wait 3 rounds between each use on the same target.

Learn Truename: You learn a creature's true name. The time required to learn a name varies with how far away it is and your knowledge of it. Use the best time if multiple criteria are met.

Relationship	Time to Learn True Name
Close range	1 standard action
Long range, audible or visible	1 round
Know intimately, not present	1 minute
Met once before, not present	1 hour
Never met, but possess piece	8 hours
Never met, lack data, no piece	Impossible

When you learn a creature's true name, you gain power over it and may use Catha's other granted abilities against it. The creature must have a soul for you to learn something about its name. The knowledge gained is purely mental, and while Catha grants the ability to speak a name, she does not grant the ability to inscribe it. When her spirit departs, you retain a sense of the names, but you cannot pronounce or write them in any useful way. Moreover, whenever you bind with Catha, she erases all prior knowledge she might have once granted you. Such is the failing of a once-great sleuth.

Repulse by Name: You and all of your allies within 20 feet are protected from one specific creature. You utter the creature's true name to gain benefits similar to the *magic circle against evil* spell. The effects apply to the specific creature named (regardless of its alignment). The creature cannot make physical attacks against you and your allies unless it succeeds on a Will save. You and your allies all gain a +2 insight bonus to saving throws against the creature's attacks in any event. Finally, all mental effects the creature may have against you and your allies are held at bay until the effect ends. The protection lasts while you are bound to Catha or until you dismiss the effect or you name a different creature. You can only be protected against one specific creature at a time. You must be able to speak to use this ability.

Truename Magic: The DC to resist your spells increases by +1 for creatures whose true names are known to you.

True Speech: Catha provides you with the ability to speak true names, which are otherwise convoluted and impossible to pronounce correctly by any creature less than a deity. Unlike abilities granted by other spirits, Catha of Codex requires that you be able to speak to use most of her granted abilities.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: You gain a lupine appearance, with pointed ears, pointed teeth, and a light coat of tan fur.

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

Personality Influence: Catha was uncomfortable in social interaction and preferred the safety of books over people. She compels you to avoid initiating social interactions, waiting for others to approach or speak first.

Favored Ally: Magical beast. Catha loved her "hound" and took him everywhere. Magical beasts detect her love and are more friendly with you.

Favored Enemies: Aberration. Ultimately, it was bizarre creatures of a terrible and far realm of existence that annihilated Catha and her peers in the most frightening ways possible as they wandered the Apocryphal Desert.

Capstone Ability

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

Sunder by Name: You target a creature within medium range and utter its true name. It immediately suffers 1d6 hit points of nonlethal damage (no save) per 2 binder levels (maximum 10d6). The damage bypasses damage reduction and other protections as it injures the named creature's soul. You must be able to speak but the creature does not need to hear you. Even if it is within the confines of a *silence* spell or otherwise shielded

against your voice, it hears your utterance (within its mind). Using this ability is injurious to you, as the destructive waves of power used against the named creature lap at your ears. You take 1d4 hit points of untyped damage. You must wait 5 rounds between each use of this ability.

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:

- » Attempt to dispel or counter the magic of a creature for which you know its true name.
- » Cast a spell at a creature that you know its true name.
- » Utter your own true name as a move action.
- » Whisper a creature's true name into its ear.

Inspired Companion

If you forego the command by name granted ability and are lawful or neutral, you gain a speech-bred hound as a companion.

Speech-bred Hound (CR 3)

Medium Magical Beast

Hit Dice: 3d10+6 (22 hp)

Initiative: +7

Speed: 40 ft.

AC: 16 (+3 Dex, +3 natural) touch 13, flat-footed 13

Base Attack/Grapple: +3/+5

Attack: Bite +5 (1d4+3 + steal voice)

Full Attack: Bite +5 (1d4+3 + steal voice)

Space/Reach: 5 ft./5 ft.

Special Attacks: Steal voice (on a successful bite the target must succeed on a DC 13 Will save or be struck permanently speechless, a successful save reduces the duration to 1d4 rounds, Cha-based), sonic howl (targets within 30 ft. cone must succeed on DC 13 Will save or be stunned 1d4 rounds and forget all true names they know for 24 hours, Charisma based).

Special Qualities: Darkvision 60 ft., low-light vision, scent, speak common.

Saves: +5/+6/+4

Abilities: Str 15, Dex 17, Con 15, Int 7, Wis 12, Cha 12

Skills: Listen +5, Spot +5, Survival +3

Feats: Alertness^B, Improved Initiative^B, Iron Will^B, Track

Alignment: Lawful neutral

Role-Play Text

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

- » "In ages past, Catha the Librarian helped to protect and maintain the Vault of True Names, which was located in the city of Codex."
- » "Codex was a Frehmin desert city seiged by the Atlan Empire. It was famous for its countless bookstores, its great library and vault, and for its sages who could create gold from lead. They knew gold's name."
- » "Neighboring cities grew jealous of Codex's gold, and laid siege to her. Catha and others sealed themselves within the Vault of True Names as part of a plan to protect it."
- » "The city fell but no invader found the Vault. It had been transported to another plane of existence. In time, sand covered Codex."
- » "When Catha and her colleagues emerged from the Vault, they discovered a terror beyond imagining. Their souls were devoured by strange beings, living words. Catha fled to close the Vault once more; her soul alone survived, and only a vestige of it at that."

GHATO'KACHA THE GENTLE FIEND

He is the eternally reborn hero who tirelessly battles evil, particularly the rakshasa. He grants his summoners the ability to use a holy bow, resist piercing weapon damage, detect fiends, reflect back upon foes their own damage, and fight with the speed and ferocity of a tiger.



Level: 3

Angel Constellation

Legend

Ghato'kacha opened his eyes.

"Go, run!" A voice shouted from a distance.

The *clank clank* of swords against each other echoed along the rocks around him as an arrow whizzed overhead.

"Men!?" Ghato'kacha called out as his vision adjusted to the noon sun. There was no response.

He last recalled galloping on his steed just before dawn. Then a cloud of arrows struck his brigade; he had pulled out dozens of arrows without reluctance. Then a spell had hit his mind.

"Gamrei?" he called to his friend and aide. But the brave man lay face down in the grass. The arrow-filled bodies of his men lay all around. Blood stained the boulders and thick grass.

From over a nearby hill, battle sounds accompanied a woman's cry for mercy. "No!"

Ghato'kacha rose, the woman's need revitalizing him.

He felt wet under his helmet. He carefully removed it. Blood dripped from a head wound. He took a swig of water from his canteen to refresh his tongue, and patted his head and eyes.

He was without a sword, or much armor. Bandits, perhaps?

"I continue our quest for all of you," he stated quietly to the bodies of his friends, and then ran up the rocky hill.

A town burned below. Warriors of the Midnight Sun were ravaging the villagers and kidnapping them for sacrifice. A mounted warrior speared one fleeing child and then another. Ghato'kacha felt sick to his stomach.

"Dramatic, yes?" a deep, feline voice said from behind him.

Ghato'kacha turned. A rakshasa warrior was but thirty feet away. Like a tiger, it had crept up. Like him, it had no weapons. It needed none. Its claws, teeth, and magic were enough. Ghato'kacha knew this fiend from several prior lifetimes.

"You do not try to fool me?" Ghato'kacha asked. A rakshasa could take many deceptive forms.

"You decide," it said, "between me and the mortals below."

Save the lives of a few? Or defeat this rakshasa to spare hundreds or more, beginning this morning hour. He had defeated it seven of nine times in past lives. But there were two losses.

They leapt at each other, embracing each other furiously as they clashed in midair.

The rakshasa's sharp claws dug into Ghato'kacha's breast.

"Agh!" Ghato'kacha punched back. Many said he was impossibly strong, or that he had learned combat tricks from his mother—she was a terrible rakshasa but his father was a compassionate mortal of great wisdom. In fact, Ghato'kacha was neither strong nor a trickster. Instead, he understood the laws of the multiverse. Among these laws, evil and violence return upon themselves. He was only hastening the process.

"You pack quite a punch," the rakshasa snarled as they both landed on the ground. "You are still stronger than a titan."

"My punches are as hard as what you dish out to me. Such is karma." Ghato'kacha spoke with all the conviction he could

muster, but his body was still weak and his head still bled.

"I see your thoughts," it purred as they wrestled, tumbling over the stones and mangled bodies of his men. Ghato'kacha cloaked his mind, but imperfectly.

The rakshasa had found weakness. It reached its paws behind Ghato'kacha's head and dug into his wound, reaving into his brain. Ghato'kacha slumped over, dead.

The rakshasa, hungry and flush scarlet with insatiable blood lust, devoured his fallen foe, stopping only to lick its lips.

"Your karma," it whispered into Ghato'kacha's lifeless face, "Is to be eaten by me time and again." The rakshasa knew Ghato'kacha would reincarnate, as they both did. Yet why did this mortal choose an endless cycle of birth and death, sacrificing for "the innocent?" The rakshasa did not know or care. He roared, filling the mountain and the valley below with terror.

Nine months later, in a city two hundred miles from his death, Ghato'kacha was reborn to a noble woman. It was an easy birth as he returned the world, ready to live a life of love, again.

Ghato'kacha opened his eyes.

Summoning Rules

The following rules describe requirements and rituals for binding Ghato'kacha, the Gentle Fiend.

Binding DC: 22

Requirements: Knowledge (the planes) 4 ranks. Within 1 hour before or after sunrise. You must be good.

Ceremony: Grasp an arrow bathed in holy water and pray fervorantly or all that is good and kind to vanquish villainy.

Manifestation: The arrow glows and drips red with blood.

Granted Abilities

Ghato'kacha grants the following supernatural abilities.

Detect Fiend: You can detect evil outsiders within a 60-foot range in the same way that a paladin uses *detect evil*.

Karmic Strike: As a free action you can deliver damage to a foe equal to the damage the foe previously delivered to you. For each foe you engage, keep track of the most recent hit point damage delivered to you by that foe. The next time you successfully strike that foe, you deliver either your normal damage or the amount delivered to you earlier by that foe, whichever is higher. Karmic strike only applies to hit point damage. Only consider damage you suffer after applying damage reduction and other adjustments. You must wait 3 rounds between each use of this ability. Alternatively, you can use it again immediately but you suffer 1 point of temporary Constitution damage.

Sacred Archery: You gain proficiency with all bows, and arrows fired from your bow are chaotic and good-aligned. You also gain the Rapid Shot feat for free. As part of a full attack, you receive one extra attack per round with ranged weapons at your highest base attack bonus, but each ranged attack you make in that round takes a -2 penalty.

Stabilize: Whenever you fall below 0 hit points and remain alive, you automatically stabilize.

Resist Arrows: You gain DR 10/bludgeoning or slashing. You must show Ghato'kacha's sign to benefit from this ability.

Tiger's Blood: You gain +10 foot bonus to your land speed, a bite attack that delivers 1d6+Str damage, and two claw attacks that deliver 1d4+1/2 Str damage. You can rake for an additional 2d4+1/2 Str hit points if both claws hit. You are proficient with these natural weapons. You must show Ghato'kacha's physical sign to use this ability.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: You gain tiger fur and feline features typical of a rakshasa, your nails and teeth grow long and hard as iron, and your hands and feet become somewhat like paws.

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

Personality Influence: Although born a half-rakshasa, Ghato'kacha was known as being affectionate and kind, and always came to the aid of friends. Ghato'Kacha compels you to come to the aid of innocents and allies in need, regardless of the inconvenience or difficulties involved. The aid does not necessarily need to be in the form of combat.

Favored Ally: Humanoid (human). Ghato'Kacha follows in his father's chivalrous footsteps to protect humans. In return for his chivalry and despite his fierce appearance, humans recognized and welcomed him as their hero.

Favored Enemy: Outsider (any evil). Although born a yaksha, Ghato'Kacha fought tirelessly to repulse the destructive and malicious plots of the rakshasa as well as other fiends.

Capstone Granted Ability

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

Reincarnate: Once per day if you die and are not restored to life within 10 minutes, then you may, if you so choose, automatically reincarnate. As the spell, your level is reduced by 1 upon returning to life. Unlike the spell, no components are required. You awaken fully refreshed and youthful. If you die on a plane other than the Material Plane, then you may elect to reincarnate where you died or within 5d100 miles of your home base

(or place of birth if no home base) on the Material Plane. If reincarnating causes you to drop to a level where you could no longer bind Ghato'kacha, then the ability succeeds but the pact ends the moment the reincarnation is complete.

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:

- » Arrive on the battlefield to aid an ally.
- » In attendance at a wedding.
- » Show kindness or affection (as a move or standard action).
- » Within 5 feet of a human or a rakshasa.

Role-Play Text

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

- » *"Ghato'kacha was a wily yet humane yaksha—as affectionate, kind, and chivalrous as his human father, and as artful in deception and manipulation as his rakshasa mother. From boyhood, he was an ally to mortals, often arriving whenever the people called for him."*
- » *"Ghato'kacha's great nemesis was a fiendish rakshasa lord who plotted endlessly to subjugate mortals."*
- » *"Each generation, just as the rakshasa lord reincarnated, so too did noble titans afford Ghato'kacha the opportunity to be reborn."*
- » *"Fiends might come to negate Ghato'kacha's reincarnations, hinder him from regaining his sacred bow, or cause ruin to innocents to distract and wound him. Strife and dark wars invariably ensued."*
- » *"After ten thousand years, to alleviate mortal suffering, Ghato'kacha embraced the rakshasa lord with a kiss and then threw himself and the lord into a pit of soul fire, from where they were never seen again."*



N'ALYIA, THE FIRST VAMPIRE

She is the first vampire, the creature of night that takes the sweet blood of the living to sustain her eternal damnation. N'alyia grants those who summon her the ability to exhale diseased bats, create darkness, bite foes, walk with the undead as one of them, and harm creatures with a vampiric touch.



Level: 3
Ghoul Constellation

Legend

"I live on through the blood of all my children, even though my foes believe they have vanquished me. I live on even through my lost children, who abuse or forget my name's power over them." A rare creature, the vampire binder, channels words such as these.

Joshua took his time on the evening that he began his journey back to his roots. He knew hunters of the undead surely stalked the streets, ready to end his eternal life. Not that he could not rebuff them. The last hunter who had dared give chase had received a surprise; Joshua had bound Pavatu, the Child of the Wind. This present night, however, he sought answers to mysteries, not sweet blood.

"Yes, move quickly," the cobblestones whispered as he trampled them.

"Shush," he scolded them back. "It is my nature to trample you, just as the lion snatches the deer and sheep."

He reached his destination. The house was a decrepit three-story mansion built from bloodstone and live wood. He wondered if a dryad still lived within its half-fallen frame. Weeds poked through the walkway. Roof tiles lay in the yard. The windows were shuttered tight. However, light poked through one high window.

He knocked. With his keen ears he heard the bated breath of a young spirit binder studying by candlelight upstairs. This was surely Latham, the mortal that he sought.

The door twittered and opened. A serene, elf-like woman in emerald garb with flowering hair greeted him. She spoke softly, "Come, friend of Latham."

"Thank you," he replied, and entered. He scanned the richly appointed but ill-kept downstairs. The dryad stood back from him, but he did not smell fear from her. How remarkable, he thought, that the multiverse still contained such guileless creature as dryads.

He could smell Latham hesitating at the top of the stairs.

"Come, Latham," Joshua called, as he examined the contents of the nearby fireplace. The dying fire crackled and the wood spoke volumes with its bursts and sighs. On the mantle was a trinket of far travels, or perhaps it was a family heirloom. Same thing, Joshua thought.

"The conversation is getting cold without you," he called again to Latham.

Latham descended the stairs with noise and as he came into view he joyfully cried, "Joshua!" He offered a hug.

The two binders embraced like old friends, although they had met only once before. Joshua wondered if the binder were deliberately testing him, because what insane mortal fool would embrace a known vampire?

"How about some wine?" Latham offered.

The dryad brought them crystal goblets filled to their brims

with strong ruby-red wine. Wine was one of the few fruits of the natural world Joshua could still savor.

They spoke for hours over the wine. Joshua and Latham became intimate friends, even more so when the dryad excused herself to retire for the evening.

Strange, Joshua thought. He had never felt this close to a mere mortal before, as if they shared the same blood.

Latham toasted their friendship, as if reading his mind.

"You are amazing!" Joshua replied. He scolded himself. Two centuries of undeath had left him cynical. He resolved then and there that he would stop more often to speak to mortals before he drank their blood.

"So I went back and reread the first chapter," Latham continued, referring to his research for Joshua.

"Like smelling the flowers," Joshua interjected. This was a pleasant metaphor for drinking blood as well as re-reading books.

"Yes, yes." Latham nodded in agreement, and he then stopped. "Your mind is elsewhere, Joshua."

"My," Joshua replied, "little passes your attention. And to think I took you for a mere academic."

Then words turned to N'alyia.

Latham explained, "I discovered N'alyia's seal and her binding ceremony. But brother, I'm sorry, this formula gains you nothing." N'alyia granted her mortal summoners powers that Joshua as a vampire already possessed. Joshua had hoped that she had a prize for her children of the night as well. This he ardently believed with all of his still, cold heart.

"I'm sorry," Latham offered. He shrugged.

Joshua had guessed as much. Most vampires said N'alyia would sooner feed on her own descendants than aid them.

Latham continued, speaking quickly as if trying to use up air. "But, I have located a soul weaver who specializes in developing new ceremonies."

Joshua felt out Latham's breathing. There was no bluff or deceit, only care as a brother binder, forever under threat by priests, their gods, and even wizards.

"Perhaps, we can devise a new ceremony," Latham offered.

"Enough!" Joshua cried out. He put his head in his hands. This boy, Latham, clearly would travel with him over the ocean to the far jungles, to find and open the First Vampire's tomb.

"Sorry," Latham said, unsure what to add.

"No, it is I who am sorry," Joshua replied. With lightning speed, Joshua reached out to grapple Latham, who would surely be more motivated to give aid after he was made into a vampire.

But Latham stepped back just as quickly and exhaled a swarm of bats.

What! Joshua thought. A gift from N'alyia, he realized. No wonder Latham felt like a child of the blood. Latham was bound with N'alyia's spirit.

For three hours they wrestled, Joshua the vampiric binder and Latham the mortal spirit binder.

"Let me give you a true taste," Joshua told Latham as he pinned him down. Just as quickly though, Latham would vanish like a shadow and reposition himself.

The dryad came into the room. "Master Latham?" she cried out with great concern.

"Not now!" Latham yelled to her. "I do this myself or I am dead anyway." Joshua wondered what he meant.

They kept wrestling.

"Like these two souls," N'alyia would say as a cool observer,

"My children wrestle between banal mortality and infinite life. In the end, we all share the same destination."

Just shy of sunrise, Joshua carried the unconscious and beaten Latham to a bedroom. He drew tight the curtains from the sun's fire. They would leave for N'alyia's far-off tomb the coming evening.

Summoning Rules

The following rules describe the requirements and rituals for binding N'alyia, the First Vampire.

Binding DC: 19.

Requirements: N'alyia completely embraced evil; thus, she cannot be bound at the same time as Jayna Warlock, Roshar, Brother Calvis, Solterra, or any other spirit that could move your alignment a step closer to good. Moreover, you must be a non-good alignment.

Ceremony: You prepare a chalice with blood just shed from any living creature. You drink from the chalice.

Manifestation: Blood wells up along the geometric lines of the pact seal. The blood coagulates and stills, forming a reflective mirror in which you see yourself as a vampire splattered with blood. Your binding check indicates whether you hunger to taste the blood.

Granted Abilities

N'alyia grants the following supernatural abilities.

Death Mask: You are easily mistaken for an undead creature by the undead. Nonsentient undead, such as zombies, automatically ignore you. Sentient undead view you as undead unless you attack them, at which time they receive a Will save to ignore your ruse. This effect lasts for 24 hours.

Exhale Swarm: You use *summon swarm* to call bats upon your foes, except that the bats carry disease as rats do. As the spell, the bats last as long as you concentrate, plus 2 rounds. Once you use this ability, you must wait 5 rounds before using it again.

Shadow Bite: Your shadow briefly animates to deliver a bite that deals 1d4 hit points and drains an equal number of Constitution points. The shadow uses your attack bonus, ignores natural armor, attacks on your turn, and vanishes after it strikes.

Vampiric Step: You teleport 5 feet as a swift action and may move up to 10 feet in elevation as part of the 5-foot move. You ignore gapping, nonmagical restraints, and difficult terrain. You must have line of site to the new location, cannot bring creatures or objects with you except as worn on your person, and cannot move into an area of daylight. When escaping a grapple, you arrive in your new position prone. If you use this ability to change elevation, you must wait 5 rounds before using it again. Otherwise, you can use it once per round.

Vampiric Touch: Your successful touch attack deals 1d6 points of negative energy damage per two levels and grants you an equal number of temporary hit points lasting 5 rounds. You must wait 5 rounds between each use of this ability.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Your facial features grow hard and feral and your skin is pale unless you use your enervating touch or bite attack, in which case your skin glows rosy and warm for 1 hour. In addition, you do not cast a reflection in mirrors. At your option, when you use a granted ability your eyes become red and your eyeteeth elongate.

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

Personality Influence: N'alyia was born in a jungle of wild beasts. She compels you to view interactions in terms of survival, predators, and prey. Whenever you find yourself alone with a living sentient creature that has 4 or fewer Hit Dice than you do, you feel a powerful urge to attack and kill the creature.

Favored Ally: Undead. Although she is the mother of vampires, N'alyia is unsympathetic to most undead, which she views as weak or grotesque imitations of herself. Undead fear and respect her for this, and are fawning or obeisant in the presence of those who have bound her.

Favored Enemy: Any living creature with the ability to turn or rebuke undead. Those who can turn undead are the bane of all vampires, while those who can rebuke them are arrogant fools to be taught a lesson.

Capstone Granted Ability

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

Charm Person: You can captivate a person to be your friend just by looking into his or her eyes, as if using the *charm person* spell. You can only have one person charmed at a time. If you charm someone while another person is already under your influence, then the previous person is released from the effect.

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:

- » Drink blood (from a creature, chalice, or other source).
- » Invited into a person's home.
- » Stand within 5 feet of an undead creature.
- » Move through an area in darkness.

Role-Play Text

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

- » "N'alyia was a powerful vampire who was born in a jungle eons ago. Many modern vampires trace their blood to her, so she continues to influence them even though she is long since destroyed."
- » "N'alyia grants the living various vampire-like abilities to whet their appetite for darkness and blood."
- » "Spirit binders who fail to take the necessary precautions yearn to become vampires."
- » "N'alyia grants her vampiric binders abilities that allow them to walk in daylight. This secret rite is be found in a jungle temple."
- » "Unlike typical undead, those who are born vampires while bound with a spirit retain their soul and conscience; however, this does not necessarily make them more trustworthy or good."

ALTERNATE ABILITY

If you succeed on your binding check, you may substitute N'alyia's vampiric step ability for a bat-like form.

Deathbat Form: As a move action, you can hide or reveal bat-like wings to gain a fly speed of 30 ft. (poor maneuverability). You can fly for up to 1 minute before having to land. You can resume flying after 1d4 rounds. In deathbat form, your arms become part of your wings. You cannot use weapons to make attack rolls. However, you can hold items and cast spells as usual. You can only use this ability at night or in an area not exposed to sunlight. This ability is otherwise usable at will.

NIGHT FANG, THE HAG'S CHILD

He is the ugly step-child, a patchwork creature born of the night. He grants his summoners the ability to see in darkness with ease, climb like a spider and spin a spider's web, hypnotize one's foes, and transform into one of his four friends, the wolf, the spider, the bat, and the crocodile.



Level: 3 Spider Constellation

Legend

Night Fang lived deep in a lightless wood now long forgotten, or perhaps chopped down. He lived alone with his mother in a tiny log cabin with a stone roof, and he spent his night hours hunting for rabbits and other small game with a small bow that he had fashioned.

As he got older, Night Fang observed that the rabbits, deer, and foxes—and even his friend, the griffon—had two parents. He tugged at his mother's gray robe and asked, "Oh, mother, oh, mother, tell me, who is my father?"

She chortled and said, "I am busy cooking these bones; go and ask the wolf, won't you?"

Night Fang ran out into the woods to find the wolf's den.

"Oh, Mr. Wolf?" He called out. The wolf came out and angrily complained that Night Fang was scaring away the rabbits. "But do you know my father, do you? He asked.

The wolf replied, "I am your father. Now I shall eat you!" Night Fang was terrified that his own father would devour him.

He ran and become lost deeper in the woods.

Suddenly he became tangled in the sticky strands of a spider web that spanned a hundred paces between two bowed oaks, each as wide as an ogre.

"Help me!" Night Fang cried.

A giant furry spider skittered along its web to him. "Let me introduce myself," said the spider.

"Please do not eat me," Night Fang begged. He could barely turn his head or move his arms.

"Oh no, my son," the spider replied, "You are in luck. I am already full today from a passing hunter." Night Fang sighed, relieved the spider would not be evil this day.

In exchange for his life, Night Fang told his quest to the spider, and promised to lead the spider to his mother's heart stone, which allowed her, as she said, "to move like a ghost and enter men's dreams." He had never actually seen any of these men.

Night fell as he and the huge spider ambled to his home, and a thick swarm of bats swept through the woods. One rested on Night Fang's shoulder. The bats had inhabited the local caves for thousands of years.

"Surely," Night Fang wondered, "they knew my father."

After much commotion, the bats decided that Night Fang had countless fathers. "That's impossible," Night Fang retorted. He looked at his hands, feet, and torso. He had scales, fur, and multi-faceted eyes. He felt his face. His mother had green skin and hair like twisted vines. He was green, but without vines. "I don't see how I could have more than three or four fathers."

Thus, Night Fang and the huge spider shoed away the bats and continued to the pond near his house where his mother hid her heart stone.

"Perhaps she shall be better off without it," Night Fang reasoned.

"No doubt," the spider offered, "the heart stone seduced your father, whoever he was."

"What is a heart stone, anyway, do you know, Mr. Spider?"

"It is a stone alright," it replied. "It allows a woman to drink a man's soul. How sad that she does not have a useful proboscis like I do."

"Gosh," Night Fang replied, amazed. "But I guess everyone must eat something."

When they arrived at the pond, Night Fang suddenly remembered that a crocodile guarded the heart stone.

The crocodile popped up from the pond and snapped its jaws, then yelled, "Your mother will kill me if I eat you, so go away!"

Terrified by its snapping jaws, Night Fang ran home to his mother's arms, leaving the spider there to fend for itself.

"What's wrong, my sweet cherub?" His mother rasped.

"Oh mother, please tell me who is my father?"

She gave a toothy grin. "Let's keep it my little secret," she replied. "Men are no good. And if even the gods knew, they would chop you." She gave a chopping motion with her cooking knife.

From that night onward, Night Fang never again asked aloud about his father. Many say he lives on as a spirit of the deep woods. Some say his wondering and the clearing of trees have driven him mad. A few bards proclaim that by magic was Night Fang born, woven in a loom by his mother from the skin of men and beasts, so she would not have to suffer the face of any one man in him.

Summoning Rules

The following rules describe the requirements and rituals for binding Night Fang, the Hag's Child.

Binding DC: 20.

Requirements: Must be located within sight of woods.

Ceremony: Swallow a tiny spider. Your binding check indicates whether you choke on the spider. Then lie down and close your eyes as if to sleep.

Manifestation: A grotesque hag-like apparition hovers over you. Her flesh is violet and covered with warts and blisters. Her black hair is stringy and her teeth yellow. Her eyes burn like bright red coals. This is Magenta, Night Fang's mother. She torments you with sharp branches, soft feathers, and evil laughter. The vision feels as if it lasts for hours. You awaken to hear the hag croon, "Hunt well, my son."

Granted Abilities

Night Fang grants the following supernatural abilities.

Darkvision: Like Night Fang, you can see well in pitch darkness. You gain darkvision to a distance of 30 feet. The effect lasts 24 hours.

Frightening Form: Choose one form for the day: wolf, large-sized monstrous spider, giant bat, or crocodile. You can change into this form and back again as if using the *polymorph* spell, except that you can remain in the new form until you choose to change back. See the statistics sidebar at right for these four animals. Your choice of form is fixed for 24 hours. You do not heal when changing form. You can use your supernatural abilities while in your form.

Hypnotic Gaze: Your eyes and motions confuse the unwary. You can use the *hypnotize* spell, except you can only target one creature at a time. Once you use this ability, you must wait 5 rounds before using it again.

Forest Speech: For up to one round per level per day, you may speak with any animal, magical beast, monstrous humanoid, or vermin. You do not gain any special influence.

Spider Climb: You can climb at will on walls and ceilings like a spider, as the spell of the same name.

Web: As the spell, you can create thick, spider-like strands to immobilize prey in a 20-foot radius spread. Once you use this ability, you must wait 5 rounds before using it again.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Your eyeteeth elongate to become slim sharp fangs, and your skin becomes a mélange of rust-colored wolf fur, ebony spider chitin, grey bat fur, and pebbly green crocodile skin. Your eyes turn orange. At your option, whenever you use a granted ability, you emit a high-pitched bat-like squeal.

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

Personality Influence: Your emotions are a stew of angst, nervousness, anger, and fear. Normal animals flee from you. Night Fang hates the sun and compels you to move only at night, indoors or underground. In addition, when you see a small child who is not within 20 feet of an adult, Night Fang compels you to try your hypnotic gaze on it. Once hypnotized, you are able use your web or other ability to trap or devour the child but that is up to you.

Favored Ally: Magical Beast. Night Fang relates to all magical beasts like him.

Favored Enemy: Plant. Night Fang does not harbor particular ill will against plants, but he knows the woods very well. On more than one occasion he avoided a carnivorous plant that tried to devour him.

Capstone Granted Ability

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

Improved Darkvision: Your darkvision improves to 90 feet and you can see in magical as well as normal darkness.

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:

- » Change your form.
- » Escape from a web or quicksand.
- » Interact with a vermin or magical beast (non-combat).
- » Learn a meaningful secret about a foe.

Role-Play Text

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

- » "Night Fang was a monstrous-looking spawn of a hag and multiple animals: a wolf, a giant spider, a giant bat, and a crocodile."
- » "Often times, Night Fang would wander the forest, talking to its denizens. One day he was very curious about where he came from, because his hag mother did not explain his origins."
- » "Each creature—the wolf, the spider, the bat, and the crocodile—acted aggressively at first and then joined Night Fang on his quest to discover his roots."
- » "He promised the wolf, spider, and bat his mother's heart stone, but when the crocodile guarding it tried to eat him, he ran home."
- » "As he grew up, Night Fang became a father to all the creatures in the woods."

Wolf Form (Medium Animal)

Speed: 50 ft.

AC: 14 (+2 natural, +2 Dex), touch 12, flat-footed 12

Attack/Full Attack: Bite 1d6+1

Space/Reach: 5 ft./5 ft.

Special Attacks: Trip. If your bite hits, you can trip as a free action without making a touch attack or provoking an attack of opportunity.

Abilities: Str 13, Dex 15, Con 15

Monstrous Spider Form (Large Animal)

Speed: 30 ft., climb 20 ft.

AC: 14 (-1 size, +2 natural, +3 Dex), touch 12, flat-footed 11

Attack/Full Attack: Bite 1d8+3 plus poison

Space/Reach: 10 ft./5 ft.

Special Attacks: Poison (Fort DC 13, -1d6 Str), Web 8/day as ranged attack 50 ft. + 10 ft. increments, struck foe are entangled (Escape Artist DC 13, Break DC 17, HP 12).

Abilities: Str 15, Dex 17, Con 12

Dire Bat Form (Large Animal)

Speed: 20 ft., fly 40 ft. (good)

AC: 20 (-1 size, +5 natural, +6 Dex), touch 15, flat-footed 14

Attack/Full Attack: Bite 1d8+4

Space/Reach: 10 ft./5 ft.

Special Attacks: None.

Abilities: Str 17, Dex 22, Con 17

Crocodile Form (Medium Animal)

Speed: 20 ft., swim 30 ft.

AC: 15 (+4 natural, +1 Dex), touch 11, flat-footed 14

Attack/Full Attack: Bite 1d8+6 or tail slap 1d12+6;

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved Grab. If your bite hits, you can grapple as a free action without provoking an attack of opportunity. If your grapple wins, you hold the foe in your mouth.

Abilities: Str 19, Dex 12, Con 17

OBBA, ELLA, ATASHA, THE DARK SISTERS THREE

The three sisters represent the charms and tricks of woman. When binding with one of the three sisters, the summoner can tempt creatures against their alignment, silence critics, make others fall in love, siphon others' strength for oneself, and blind the unwary with beauty.



Level: 3
Thief Constellation

Legend

Centuries ago, a canny merchant adopted Obba, Ella, and Atasha as infants. No one knows the sisters' true parents or even if they were blood siblings, though rumors say their parents died from plague. Other stories tell that the merchant never married, or that his wife died with their infant son during childbirth or during a fire. Whatever the story, no one knew the origin of the three sisters. The merchant never spoke of it.

As girls, the "sisters three" as they called themselves, delighted in fine lace dresses, splendid picnics, and silver baubles. Their nursemaids attested with pride and weariness that "uncle," the merchant, treated the girls royally.

Obba would add, "Princesses must have carriages."

Atasha would say, "Princesses must have princes."

Ella would finish, "Princesses live forever, and they never have to grow up."

Though all three agreed they were princesses, they could not agree on much else. As girls, they fought over the prettiest dress, the liveliest carriage, and the boy with the cutest tie. As young women, they applied themselves even more earnestly to fulfill their uncle's dream of marrying them off to rich men, who would provide them with dresses and carriages.

"Each of my lovely daughters has her own radiance," their uncle described to potential suitors, and thus each sister would surely find a different husband. Yet whenever one sister took an interest in the best suitor available, or a man took interest in one of the sisters, then the other two sisters did their best to secure the suitor for themselves.

Obba



So fiercely competitive were the sisters that they turned to magic to aid their cause. Simple cantrips to pamper their cheeks gave way to more powerful *dweomer*, to make men fall in love with them, or to trick a sister to fall for a stableman with a gimpy leg, or to tempt young priests in training against their vows. While effective at times, the spells invariably spelled disaster.

"This is a mansion of madness!" a suitor would exclaim, throwing up his hands. "You will all be the death of me." Or, "I have joined the army instead, to escape this so-called princess." Sometimes a man would leave quietly, transformed into a fluffy white-and-beige guinea pig.

After years, the sisters were none the wiser, either.

"We are princesses, after all," they would say. Surely a perfect spell or perfect man would find its way to them.

After their uncle died—some say of grief or exasperation—the sisters discovered that they had to work, for such was the "most unkind" stipulation of his will. Work they did, selling their spells to ever-richer clients with ever-darker needs. Even with platinum coins, the passage of years left them spinsters.

"No sane man comes here," neighbors would say. Yet the sisters never surrendered hope of marriage, nor their dramatic quibbles. Indeed, all who knew them said the sisters never really died.

As decades passed, the manse was lit less often, the sisters were spotted out and about less often, and then only on grey somber days. Sometimes they might roam about laughing as the young ladies they once were; at other times they would paddle along as grey-haired spinsters in wheelchairs.

One hundred years passed.

The courts declared the manse vacant and demolished it because, "who wants to live with feuding ghosts?"

Even when the mansion was gone, however, and a church erected in its place, people continued to glimpse the sisters about town, at night for the opera or perhaps a midnight sale or *séance* or ball for a local prince. By this time, the young men had forgotten the sisters' reputations, and not a few ended up dallying in an alleyway or inn, seemingly alone but chatting excitedly to someone.

Perhaps one may spot the sisters to this very day, the same as always, if one is extremely lucky. Most have only heard the legend, however, and wonder if the sisters were ever born at all.

Summoning Rules

The following rules describe the requirements and rituals for binding Obba, Ella, and Atasha, the Dark Sisters Three.

Binding DC: 19.

Requirements: Craft (alchemy) 3 ranks, Spellcraft 3 ranks, must be in sight of a handsome male (Charisma 15+).

Ceremony: Simmer a vile-tasting brew from various herbs, alcohol, and minor monster parts. Your binding check indicates whether you resist intoxication by the brew's vapors.

Manifestation: Apparitions of the three sisters manifest and surround you. You enter a light trance and begin speaking in tongues, answering the sisters' many questions. Soon their questions are too many and too confused, and you shout, scaring two of them away. The remaining sister merges with you.

Granted Abilities

Obba, Ella, and Atasha, the Dark Sisters Three grant summoners the following supernatural abilities.

Love Spell: You charm someone to have amorous feelings for another. This works like *love spell* (see Chapter 7: Spells, page 242). You can only affect one creature (humanoid, monstrous humanoid, or giant) at a time. If you affect a second creature, influence on the first creature ends.

Nymph's Blinding Beauty: You are as comely as the fairest nymph. All humanoids within 30 feet must pass a Fortitude save or be blinded for 1 round per level, as the *blindness* spell. You must wait 5 rounds between each use of this ability.

Serpent's Coil: You gain the ability to siphon away your enemy's strength for your own use. Your weapon or touch siphons 1 point of Strength each time you hit, and grants you the same amount to your Strength as an enhancement bonus. Keep track of bonuses from each foe separately, counting only the foe with the greatest contribution, with a maximum bonus of +8 from any one foe. The bonus lasts 1 hour.

Silence Person: A creature that fails its Will save is unable to say anything that it knows is insulting or defamatory about you, whether the utterance would be true or not. The effect lasts 10 minutes per level. You can affect a creature only once per day.

Temptation: This works like *suggestion* except that you must offer the creature a gift of value and if the creature fails its save, then it takes the gift and the effect lasts 1 minute per level. The offered gift's value must be equal to or greater than the creature's Hit Dice x 10 gp. You can affect a total number of creatures per day equal to your Charisma bonus (minimum 1).

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: You become stunningly attractive to creatures that would normally have romantic interest in you. At your option, whenever you use a granted ability, you become terrifyingly ugly. Either way, your appearance has no specific effect on other creatures.

Alignment Shift: When you fail your binding check by 10 or more, your alignment moves a step closer to chaotic good, chaotic evil, or lawful neutral for 24 hours. The chance of each is one in three and matches the sister you bind.

Personality Influence: Your personality reflects the sister you channel. Lawful neutral Obba compels you

Atasha



Ella



to be polite and put into order every mess. Chaotic good Ella compels you to express concern at every sign of oppression of others. Chaotic evil Atasha compels you to gossip and share others' most intimate secrets whenever possible.

Favored Ally: Incorporeal undead.

Favored Enemy: Humanoid (arcane spellcaster).

Capstone Granted Ability

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

Ghost Sight: You notice invisible and ethereal creatures and objects including incorporeal undead out to the range of your normal sight. You perceive these as naturally as you perceive real world creatures and objects; no concentration is required. See the *see invisibility* spell for details.

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:

- » Give a creature a gift.
- » Hold no weapons.
- » Kiss a creature.
- » View an incorporeal undead creature.

Role-Play Text

Read aloud the following points to quickly convey all or part of the legend of the Dark Sisters Three:

- » "Once upon a time, a wealthy and lonely merchant adopted three sisters. He raised them kindly and gave them all he had."
- » "The three girls, Obba, Ella, and Atasha were very different in personality, mores, and tastes, yet they could not help but fight over the same gentlemen, as if to thwart each other."
- » "As the sisters aged, their feuds and magic charms scared suitors. After their 'uncle' died they inherited his estate and lived as spinsters who sold their magical talents to keep themselves from poverty."
- » "Years passed and the old sisters were seen less often."
- » "Yet even after the house was deemed abandoned and demolished, the ghosts of the sisters can be seen about town, sometimes younger than ever. Some wonder if the sisters were always ghosts!"

VANDRAE, DROWESS POISANTOUCH

She is a castrating dark sorceress who uses stealth to befuddle and humiliate her foes. She grants her summoners sneak attack damage, a poisonous touch that renders foes unconscious, the ability to create and see in magical darkness, and a bonus to hiding in shadows.



Level: 3

Shadow Constellation

Legend

Vandrae was one of nine drow women competing to become the queen of her jungle village. Drow do not abide the sunlight, and their village lay in the dark recesses of huge ferns, strapping vines, towering trees, and the tumbled stone pillars of a dead civilization.

“One of you...” the venerable queen announced on her sick bed to her most promising daughters. Each daughter had been born by a different consort. “One of you shall defeat every last giant, and she shall be made queen.”

At this, Vandrae and her half-sisters left the men and children in the village’s safety and sought out a nearby tribe of nasty and quarrelsome giants living like animals in huts.

Vandrae knew three things: stealth and magic were needed, the giants would be lost without their leader, and humiliation was a more powerful weapon than death.

“Charge!” the drow women shouted when the giants came foraging. Most of the sisters fought side-by-side but lacked coordinated tactics. Some had more blades eyed to each others’ backs than at the giants. As the giants stomped in, some of her sisters were trampled. Other sisters tripped a giant or two. Soon everyone was skirmishing all over the jungle as more giants joined the fray.

Vandrae focused on the leader giant, the “king.” She led him on a chase into a ravine and then from a ledge fired poison darts. Three darts took him down. The earth and trees with their heavy fruit shook as he fell with a satisfying thud.

Vandrae considered what spell she might used to slay him.

The pelt-cloaked shaman of the giants came at Vandrae, prepared with a spell of his own. She stood frozen, patiently watching to determine the nature of his spell. She wondered, maybe he assumed she stood frozen in fear, but what a fool. As his spell became real, she countered his magic with a flick of her wrist and then tossed her dagger into his eye before he could regain his composure.

The shaman ran off screaming. She smiled. His eyes were the source of his magic.

Vandrae was alone in the jungle with the giant king’s body. Far off, her sisters whopped in triumph as they darted back to the village, though they had accomplished little against the giants, like generations of drow before them.

“I shall not kill you,” she explained to the sleeping giant king. “Go home to your tribe and let them see my mark.” She took the giant king’s prized sword and cap, and then gelded him.

As she retreated, four warrior giants happened to enter the clearing. She observed from the shadows as they looked over their king, first with concern, then wonder, and finally great belly laughs as their “king” awakened in groggy pain.

“I will come back for all of you,” she whispered to herself.

Back at her village, her trophy garnered applause and envy. She took three fine consorts that night, but let only one among

them, Malzicon, stay warm in her bed.

“Why don’t you spew vanities at me like the others?” she asked him with curiosity the next morning.

“Why insult you?” he replied with the faintest smile.

“You shall make a fine consort,” she told him. “Now come back tonight, and return with a story to amuse me.”

That he did, and while Vandrae was slightly disgusted at herself for picking a consort so quickly, she liked his company.

Later that month, Vandrae was crowned when the old queen gave up her last breath and died.

“But the prophecy, to defeat every giant, remains unfulfilled,” she told Malzicon. “I must hunt.”

In the darkness of the next new moon, she headed to the giants’ village, and in a clearing before it found four giants sleeping soundly. They were the four she had spied earlier. One by one, Vandrae went to them, stuck them with her poison to assure they slept, and then pilfered their prize possessions. Finally, she gelded each one of them.

“You laughed at your once-mighty king,” she explained to their unconscious forms. “Now who’s laughing!”

She entered the giant village and by magic began a fire. Soon the tribe was up. They were panicked and grabbing whatever they could to escape when their warriors failed to arrive.

Crows cawed, as if presiding over the giants’ ill fortune.

Vandrae returned to the clearing just in time to witness the warrior giants awaken. She taunted them with their own severed parts as they groaned and flailed at her.

“You are penned animals,” she chided, with a wink to one.

After a while, she grew tired of bobbing around them and bounded off, quickly losing them amid a trail of thick darkness that wafted up behind her.

Should she keep the trophies? she wondered. No, they were worth nothing to her. After she returned and showed the tribe the proof, she tossed the trophies to the animals to eat.

No drow in those parts saw a giant again for generations.

After Vandrae defeated the giants, the tribe celebrated her prowess and committed to her as queen. She was bored with them but said nothing, and retreated into her cabin with her consort Malzicon, who welcomed her quietly, opening his arms to her. To her surprise, she found herself relaxed with him, and realized she no longer even needed to claim she loved him. They were simpatico. Nor did he say, “I love you,” for such duty was no longer needed.

“I could be happy,” she found herself thinking one day as she practiced writing a law with the tribe’s blood pen.

A year later, on the anniversary of the giants’ defeat, she prepared a large celebratory fruit. She sliced into its soft flesh many times and shared it privately with Malzicon in a large porcelain bowl that an ancient queen had found in the nearby stone ruins. It was used only for special occasions. What Vandrae did not tell Malzicon was that beforehand she had drunk an antidote for poison now on the fruit. She smiled to him as they ate together with relish and shared a joke in relaxation.

He began choking and frothing at the mouth.

“Why have you done this?” he exclaimed in utter disbelief. So very rare is a drow flower of love.

“Because,” she said coolly. “It is one thing to look upon the face of pure love, as we have. It is a rare trophy to see the look upon a true love betrayed. It is every drowess’s dream, the sugar sprinkled into the blood of victory.”

As he died, she tidied the cabin, considering whether to leave the village and find her fortune amid ruins to the north. Or she

would take another consort who could give her a child.

Little did Vandrae know, someone had been watching her.

The Goddess of Love would not abide this betrayal. Though Vandrae paid this goddess no heed, or even knew she existed, the goddess had been observing the rare flower born between Vandrae and Malzicon. The goddess was so horrified that she descended into Vandrae's cabin.

"Who are you?" Vandrae demanded. She sensed the beautiful and strong woman in her home was no ordinary competition.

"I am appalled that you have discarded my gift so callously," the goddess replied.

"It is the drow way," Vandrae explained as a matter of fact, understanding that the woman meant Malzicon.

"And this is my way," the goddess said with sadness. "For what you have done, Vandrae, you shall live alone, your soul sliced to ribbons for eternity."

A white dove emerged from the goddess's white robe. It looked about and cooed.

The dove flew to Vandrae and pecked her eyes out. She could not help but scream. From the bleeding sockets her dark naked soul leaked into the air, where the dove bit it to shreds.

The goddess, with a heavy heart and grim beauty, gathered Vandrae's moaning remains and tossed them into an unknown place of eternal nothing.

Summoning Rules

The following rules describe the requirements and rituals for binding Vandrae, the Drowess Poisonsoul.

Binding DC: 19.

Requirements: Female, located in an area of darkness or shadow. Vandrae hates giants and refuses to bind with them.

Ceremony: Use a small blade to bleed a sacrificial male of 1d4+1 hit points damage. Mix his blood with liquid shadow in a burnished gold goblet and drink the concoction. Liquid shadow is magical and costs at least 5 gp. If you are male, you must write a woman's name on a slip of paper, which you drop into the goblet before drinking.

Manifestation: A gorgeous drow sorceress in war paint and bone piercings emerges from a cloud of shadow. If you are female, she grants her blessing. If you are male, she demands you swear service to the woman named on the slip.

Granted Abilities

Vandrae grants the following supernatural abilities.

Dark Mantle: As an swift action, you can create an area of intense magical darkness that cloaks a 20-foot-radius area around you for 1 full round. Only you and creatures that can see in magical darkness see normally. All foes caught in the mantle glow as if illuminated by the *faerie fire* spell. Once you use this ability, you must wait 3 rounds before using it again.

Poison Touch: A touched foe must succeed on a Fortitude save or be rendered unconscious. A failed 2nd save after 1 minute makes it sleep for 2d4 hours; otherwise it awakens. You cannot poison yourself. Giants suffer a -4 penalty to their save. You must wait 5 rounds between each use of this ability.

Shadow Blend: You become harder to spot. In any condition except full daylight, you gain a +6 bonus to Hide checks. The bonus increases to +8 at 12th level and +10 at 20th level.

Sneak Attack: Whenever you strike a foe you are flanking, you add an additional 3d6 hit points of profane damage. This works like a rogue's sneak attack except that it is supernatural and works against all creature types.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: You gain war paint, tattoos, and piercings.

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

Personality Influence: Vandrae compels you to humiliate your foes whenever possible, preferably crippling them in some way or rendering them impotent instead of killing them.

Favored Ally: Drow female. Vandrae encourages drow girls to attain their loftiest goals, provided they thank Vandrae.

Favored Enemy: Male giant. When Vandrae became a spirit, she was enraged to learn of the number of giants in the world.

Capstone Granted Ability

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

Counterspelling: You may attempt a counterspell action as if using *dispel magic*, rolling d20 + your binder level + your Constitution modifier. You must wait 5 rounds between each use.

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:

- » Kill a creature with a coup de grace.
- » Make a successful sneak attack.
- » Remain hidden for 3 or more rounds.
- » Take a portion of a foe as a trophy.

Inspired Companion

If you forego the sneak attack granted ability and are chaotic or evil, Vandrae provides a drow consort as a companion.

Drow Consort (CR 3)

Medium Male Drow Elf Ranger 2

Hit Dice: 2d8+4 (13 hp)

Initiative: +9

Speed: 30 ft.

AC: 18 (+5 Dex, +3 studded leather), touch 15, flat-footed 13

Base Attack/Grapple: +2/+4

Attack: Rapier +3 (1d6+1) or shortbow +8 (1d6)

Full Attack: fire shortbow twice, each +6 (1d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: 1/day *dancing lights*, *darkness*, *faerie fire*; poison (DC 13 Fort or unconscious; 2nd save 1 minute later or unconscious 2d4 hours. Comes with 1d4-1 doses).

Special Qualities: Darkvision 120 ft.; light blindness 1 round then dazzled; favored enemy (giant); speak common, elvish, giant, and undercommon; SR 13, Track, wild empathy

Saves: +5/+8/-2 (add +2 vs. spells and spell-like abilities)

Abilities: Str 12, Dex 20, Con 14, Int 10, Wis 6, Cha 14

Skills: Climb +4, Hide +10, Jump +7, Move Silently +10, Perform (any) +3, Survival +3, Tumble +6.

Feats: Improved Initiative^B

Alignment: Chaotic evil

Role-Play Text

For reasons unknown, Vandrae's legends are not found in brief form. Characters bound with her spirit who try to communicate her story in a brief form fail and are dazed for 1d4 rounds.

XALEN D'MAREK, ARCHIVIST OF FELL SECRETS

He is the consummate researcher of occult mysteries. He grants those who bind him the ability to comprehend all languages with ease, locate objects and identify their many properties, shrink items for safekeeping, and place a magic sigil to protect the fruits of one's discoveries.



Level: 3

Magi Constellation

Legend

From an early age, the aristocrat Xalen d'Marek was an avid reader. He liked stories of all kinds, but the bestiaries of explorers, their meticulous travel journals, and their varied philosophical musings grabbed him far more than the florid tales of princesses or the plush country estate he lived on. His parents were mostly delighted with their only son's keen intelligence, and hired the best tutors and sages their gold coin could buy.

"Surely," his father often said with hope, "my son will soon look upon politics and warcraft." He knew men and their plots were far greater mysteries to unravel than the alchemy of dragons. However, Xalen's focus never wavered. At age twelve he built a laboratory that over the years would ultimately grow more sizable than the main house.

One afternoon, a servant girl named Amatheia came and stared at this lad. They stared at each other oddly for a good ten minutes. He told her to go away.

At seventeen, the army called. Xalen was furious at first. For days he locked himself in his laboratory or its library annex.

"Son," his father explained from outside the locked door, "military service will be an introduction to cultures and kingdoms beyond your own."

"Will there be dragons, or chimera, or naga spirits?"

"I saw one or two," his father answered truthfully, "Armies travel far. Seven owlbears we took one evening. And nearby was a cave with eggs, the very ones over the mantlepiece."

"In that case, I shall go!" Xalen announced with excitement, flinging open the door. He had never felt closer to his father, nor more excited to leave the estate. "Enough of books!" he told his mother, who was greatly disappointed, for what mother wants to lose her son to a sword or a dragon's gullet? At least with books and beakers he usually came to the dinner table.

A month later, a carriage came for Xalen. His parents and the staff stood to wave goodbye. There was Amatheia, now with full breasts and porcelain skin in an apron. He did not know what to make of her smile at him, and stumbled into the carriage.

Xalen reported for duty and volunteered for far travel, which in due time reaffirmed his passion. Besides dragons, his men fought wolves with tentacles, floating mists that drew blood, and other monsters he had never imagined. Besides staying alive, nothing motivated Xalen the Monster Hunter like a tooth or scrap of hide. With his pay he skipped the carnal night houses and paid to ship home his trophies to someday examine.

After four tours of duty, he retired.

"Oh son, you are home at last!" his mother cried as he stepped from his carriage to the old estate. She added, as she took him in for tea, "I am sorry your father did not live to this day, but you shall make his estate proud."

Xalen had waited years to unpack his crates. No sooner was the house asleep than he crept to his old laboratory for a peak.

"Oh, this sorry place will not do," he said shaking his head.

The old lab was childish and cramped. It needed renovation.

Even as carpenters came and went, he worked in his lab day and night to unlock the puzzles scribed in his military journals. He had now inherited the estate but took little interest in it. He preferred to fund expeditions to new lands, construct magical devices, and service charities to keep quiet his aging and bored mother. He devised magic to locate any treasure so long as he could describe it well, and to shrink said treasures, to carry many, even dozens, at once while evading traps, bandits, tax collectors, and inquisitive colleagues. For three score years, Xalen collected and published. He was the envy of imitators who snickered at his poor hygiene, curious tastes, and odd habits acquired from strange lands.

Though he never married, Xalen was close with his sister's bright nephews. And he enjoyed Amatheia's dotting. Over the years, he let go of all of the servants except her.

"I am going on a last adventure," he told Amatheia one morning. "I shall be gone three months and then I shall remain here forevermore, and the time of books and beakers will be done."

Amatheia was privately pleased. "How long I have waited as a spinster," she confided to her best friends.

In three months Xalen returned, though this time with nothing in his hands. Only he and his ogre sideman had survived the dread tomb of an evil lich that could crumpled up a man into a small ball like Xalen crumpled up paper.

"Did you destroy it? Did you?" his nephews asked excitedly?

"Oh no, much better than that. I discovered a secret." He indicated his brow. "My treasure is in here." Indeed, Xalen had uncovered a key to eternal life, and by this he did not mean to become an evil lich. He had learned a way to free his mind, to explore every mysterious object, location, person, and piece of lore in the multiverse, even many at once, without ever leaving home! So many tantalizing potential possibilities! Unfortunately, this path could free only him and no one else.

"Please know," he told Amatheia as she brought him tea the next day, "I will always be here watching over you."

"Don't be dour, Xalen," she said, and smiled with love. "We have many years left in us." Behind her smile, however, she wondered why he had not yet proposed to her.

One misty morning soon after, she and his nephews found only a will and a vacant lab. Following the will, Amatheia lived out her days on the estate, some say in quiet sorrow.

Xalen watched Amatheia and his nephews from a distance, from a gray netherworld of spirits that he had transported himself to. He was beyond heavens and hells in a place that should not exist. At first, in this gray place, he saw nothing. Soon he spied tiny floating windows, which he could peer through to watch the world. After Amatheia's death, and after his nephews had departed too, he entertained his mind and distracted his lonely heart for decades through these windows, and various puzzles and riddles he remembered from his childhood.

One day, a magic user called a binder summoned him. He heard someone shouting his name. Suddenly, he saw the world through the grizzled man's eyes, as if riding within him. He saw, heard, and felt as the man did. It was so exciting! But at night the man retired to pursue his loves, discarding poor Xalen's spirit back in the cold gray of nothing.

After centuries, with the puzzles and riddles old and tired, the ache of something missing haunted Xalen. Who returns from nowhere? he wondered with regret. Amatheia's absence after millennia slowly drove him into depression and then madness. Which some might say is where he started from.

Summoning Rules

The following rules describe the requirements and rituals for binding Xalen d'Marek, the Archivist of Fell Secrets.

Binding DC: 19.

Requirements: Knowledge (any three) 2 ranks.

Ceremony: Prepare a book of blank pages to be filled with the day's forthcoming discoveries. The book must cost at least 12 gp and be bound within a cover wrought of dragon's hide.

Manifestation: The book's pages flip wildly to and fro, until a page lies open and still. The ghostly gnomish hand of Xalen begins to write, penning another of his famous lectures on how to find, capture, preserve, and display objects of value. Alas, the lecture is given in an indecipherable secret language.

Granted Abilities

Xalen d'Marek grants the following supernatural abilities.

Comprehend Writings: You instantly understand any written language and can read magical writings.

Identify: Three times per day, you can determine all the magical properties of an object, including command activation words, simply by handling it for 10 minutes. Unlike the *identify* spell, no material component is required.

Locate Object: You can attempt to locate a kind of object or specific familiar object that you have seen before. The object must be a written document, magic item, or part of a non-humanoid creature (for example, a dragon's tooth). If the object is within 400 feet + 40 feet per binder level then you learn which direction to move. You can try to locate only one object at a time. See the spell of the same name for details.

Shrink Item: You can shrink an object to 1/16th its normal size, reducing it by 4 size categories. It becomes a flat, cloth version of the original object. The effect lasts for 24 hours or until dispelled. You can shrink anything from a rock to a burning campfire. See the *shrink item* spell for details. You can only have one shrunken item per binder level.

Snake Sigil: You place a magical sigil on a written page. When someone reads the page, a snake appears and strikes at the reader; if it makes a successful touch attack, the reader is immobilized for 24 hours. See the spell of the same name for details. You can only have one snake sigil active at a time.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Whenever you speak, your words appear as luminous animated sigils that dance to your cadence.

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

Personality Influence: Xalen d'Marek compels you to correct improper spelling and word usage, and offers definitions for every interesting (or trivial) object, creature, or situation you encounter, or hear others describe.

Favored Ally: Humanoid (any with 1+ ranks in 2 or more different Knowledge skills). Xalen is interested in knowledge before all else. His summoners feel an instant conversational rapport with fellow experts.

Favored Enemy: Any 1 specific creature of type Aberration, Dragon, Giant, Magical Beast, Monstrous Humanoid, or Ooze. Xalen can provide deep knowledge to any one particular creature given preparation time.

Capstone Granted Ability

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

Shrink Creature: By concentrating and remaining in continuous touch contact with a creature for 1 minute, you shrink the creature by two size categories for a period of 24 hours. Creatures with an Intelligence of 5 or less enter a sleep-like torpor. See the *shrink creature* spell (Chapter 7: Spells, page 244) for details. You can only have affected one creature at a time.

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:

- » Attempt a Knowledge check (any knowledge area).
- » Interact with an aristocrat (noble or royal blood, whether it knows it or not).
- » Remain silent for 1 full round.
- » Within 30 feet of a creature type you haven't met before.

Inspired Companion

If you forego the identify granted ability and are lawful or neutral, Xalen d'Marek provides you with an ogre companion.

Atlan Orge Servant (CR 3)

Large Axiomatic Giant

Hit Dice: 4d8+11 (29 hp)

Initiative: -1

Speed: 30 ft. (40 ft. without armor)

AC: 16 (-1 size, -1 Dex, +5 natural, +3 studded leather), touch 8, flat-footed 16

Base Attack/Grapple: +3/+12

Attack: Greatclub +8 (2d8+7)

Full Attack: Greatclub +8 (2d8+7)

Space/Reach: 10 ft./10 ft.

Special Attacks: Smiter Chaos 1/day +4 damage.

Special Qualities: Darkvision 60 ft.; low-light vision; damage resistance 10 to fire, electricity, cold and sonic; SR 8; continual telepathic link with binder if binder is lawful; axiomatic appearance (clean, symmetrical, perfect), mute (cannot speak).

Saves: +6/+0/+1

Abilities: Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

Skills: Climb +5, Listen +2, Spot +2

Feats: Toughness^B, Weapon Focus (greatclub)^B

Alignment: Lawful neutral

Role-Play Text

Read aloud the following points to quickly convey all or part of Xalen d'Marek's legend:

- » "Xalen d'Marek, the only son of a wealthy aristocrat, spent his days reading travel journals and alchemy texts."
- » "Xalen's father hoped he would grow up and take more interest in politics and warcraft. Indeed, Xalen enjoyed traveling in the army."
- » "After he returned home and his father had died, Xalen devoted himself full time to magical experiments. He became quite famous for this collection of the exotic and supernatural."
- » "Xalen neglected his personal life and let all the servants go except the maid whom he was found of, though he never courted her."
- » "Finally, Xalen found a rite to become a spirit so that he could explore and experiment forever; alas, his loveless spirit life drove him mad."

ETHANIAL MIDNIGHT, THE INQUISITIVE TORTURER

He is the polite and handsome youth by day who transforms into a sadist at night. He grants his binders the ability to extract pain to make magic items, convert others from good to evil, speak with any creature living or dead, or discern whether a creature is lying to him.



Level: 4

Ghoul Constellation

Legend

Ethaniel was not a normal boy. Of this, he was sure. He had rosy-red cheeks and his parents and teachers loved him well. Even girls liked him. However, at age twelve he led a nine-year-old friend down to his family's dark basement, where he promptly bludgeoned the boy with a metal pipe and used his father's clockmaker tools to dissect him.

"What have I done?" Ethaniel wondered aloud to the boy's still body. Giddy with excitement but fearing discovery, he used the basement's incinerator, which in time would become his most-familiar "friend."

After this sudden and confusing day, Ethaniel realized he disliked many boys, perhaps most.

"I dislike those who are too loud, and you are too loud," he explained to one tied-up boy whose eyes begged to know "why?" To another he would say, "I dislike bullies, and you bullied me, don't you remember?"

"I swear I will never do it again," a boy might say.

"What's that? No, you won't."

He also disliked boys who spat at girls, or who were better than he was at sports. Ethaniel was neither strong, nor fast, nor well-coordinated. This physical lacking, an accident of birth—much like being a born killer—encouraged him to use his mind to develop routines and tools in order to lead uncouth boys to their doom. At first, he set a modest quota, no more than two a year, he thought. But with the ongoing war, mass civil confusion, and regular influx of refugees, he could afford to sequester many more.

"What's going on down there?" this mother would yell.

"This is no good," he said one day. "They will take me away if I'm found out. I will get into trouble." Thus, his first invention was a muzzle that he had snatched and modified from the dog breeder's shed next door.

Ethaniel was upright and patriotic, which meant that he volunteered at the poorhouse and at the offices of the local army camp.

"Good morning, Ethaniel," the soldiers and coworkers would say with a smile as he passed into the camp each morning.

"How are your parents?" the general would even ask him.

The children, mainly the girls in the poorhouse would run to him, smiling and laughing, because they felt he cared about them.

It was at the army camp and poorhouse where Ethaniel found his talent as a butcher, a trade of great benefit to the whole town, with fine pay that made him an attractive bachelor. The local butcher was getting old, and sadly his son had recently disappeared. Some thought he might have run off to war.

"I too heard that," Ethaniel said to the old butcher. "I am sorry to say."

Now, Ethaniel had no quarrels with girls, and in those heady days, he found himself engaged. After all, who did not want the



rich life of a butcher's wife?

"But how to keep my hobby from my lovely Anna?" he wondered, "And gods forbid we have sons."

Marriage was the first answer. His father had long since passed away, and in those days, a man gained his family's estate when he married if his father were dead. He was fond of his childhood home's incinerator; so he married, moved his ailing mother into a new cottage, and rented the old house to the army, who had quietly hired him as an interrogator.

"To think I can get paid for what I love to do most," he explained to one captive youth, "in the name of our king no less."

Ethaniel enjoyed this life, along with the daily visits and complements by all manner of townfolk to his butcher shop. He enjoyed most of all those men who "visited" his old house. When the armistice came two years later, one might think he would have felt crushed. Instead, he rejoiced.

"Never mix work and pleasure," as his eulogists would mention decades later, as a tidbit of his wisdom.

In his later years, Ethaniel's greatest triumph was the incorporation of the healing arts. Do not just hack, Ethaniel, he would say to himself. Soon he had the chance to practice.

By happenstance, a soldier came to his door one night.

"I can't stand the camp," the soldier had explained, with not a few tears. "I miss my family. They have lost all my brothers. And the general is a cruel man." Ethaniel felt the boy was a whiner, but comforted him.

"Here, I'll hide you in my basement, and after a few days they'll give up and forget all about you." The soldier followed

him, expressing gratitude.

This is my chance, Ethaniel thought, to try my new techniques. So he did. Over seven weeks he carefully removed the soldier's limbs and other parts, one by one, using ointments and precise instruments to minimize damage and pain.

In the end, only a torso and head remained, which hung jabbering in his basement until a week before his own passing.

In his last few days of life, Ethaniel's lovely granddaughters warmed him on all sides of his sickbed. Yet he fretted to himself, that surely his soul would burn in the Nine Hells. "Yet I was born this way," he mumbled. "How unfair!"

Then for a few moments he might think that perhaps he deserved it. He might even be granted a throne in hell.

"Where does one go?" he asked his eldest granddaughter as she tidied his white sheets.

"Hush and sleep," she said. Everyone knew she had a kind soul. "You are just delirious, Grandpa, having a bad dream."

Death came. Fortunately or not for Ethaniel, even Hell turned him away at its door.

Summoning Rules

The following rules describe the requirements and rituals for binding Ethaniel Midnight, the Inquisitive Torturer.

Binding DC: 21.

Requirements: Heal 4 ranks, Knowledge (religion) 2 ranks, Bluff 2 ranks, must be within sight of a flight of stairs. Fey Baraddu and Loh'moi are Ethaniel's rivals and cannot be bound at the same time.

Ceremony: You briefly endure lacerations from a barbed whip or similar weapon, as nonlethal damage that goes away by the ceremony's end. Someone can assist. Your binding check indicates whether you cry out in pain.

Manifestation: Sobbing voices of men entreat you to spare their lives. There is an agonizing scream. The voices subside.

Granted Abilities

Ethaniel Midnight grants the following supernatural abilities.

Conversion: The targeted creature must succeed on a Will save or its alignment moves a step closer to your alignment. The effect is permanent. The conversion effect cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Discern Lies: Once per round, you can focus on a creature to determine whether its utterances are deliberately true or false. You cannot determine actual truth. You can use this ability a total number of rounds each day equal to your binder level. See the *discern lies* spell for details.

Extract Pain: By inducing pain in a touched creature, you extract XP usable toward magic item creation and spellcasting. Over one day (8 hours), you can extract 3 XP per point of

Constitution that the creature possesses. Each point drained is temporary loss, so you cannot reuse a subject for several days unless magic restores its health. See *extract pain* (Chapter 7: Spells, page 241) for details.

Instant Manacles: The touched person's hands are instantly bound by irons. A DC 20 Strength check or DC 25 Escape Artist check is required to break free. Human males suffer a -4 penalty to their check to break free. You can only affect one Medium or Small humanoid at a time.

Speak With Dead: You can ask a corpse one question per two binder levels. You hear the psychic residue of the creature, not its actual spirit, so knowledge is limited. You can only speak with a particular corpse once per week. You must wait 5 rounds between each use of this ability on a different corpse. See the spell of the same name for details.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Markings of whips, chains, collars and other torture devices cover your skin. At your option, whenever you use a granted ability, phantom voices moan.

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: You gain an twisted sense of humor. Ethaniel Midnight compels you to tell a joke whenever you or a nearby creature is harmed in some way.

Favored Ally: Humanoid (lawful evil). There is something outwardly perfect yet inwardly corrupt about Ethaniel that other lawful evil humanoids cannot miss.

Favored Enemy: Humanoid (chaotic good). Ethaniel's mere presence deeply disturbs these folks.

Capstone Granted Ability

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

False Alignment: This ability masks your alignment from detection, even by other granted abilities that normally bypass magical concealment of alignment. You may cloak yourself with the appearance of a specific alignment if you wish; this causes detection spells to give a false result and allows you to use magic items that inflict harm on creatures that share the chosen alignment. The effect lasts 24 hours.

Tactical Bonus

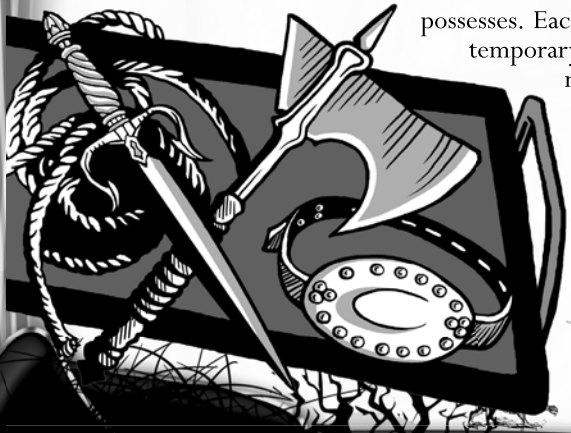
While bound to this spirit, apply a +1 bonus to all your d20 rolls for the round you meet any of these criteria:

- » Hold a dagger, garrote, hand axe, or knife.
- » Interact with an evil-aligned humanoid male.
- » Move up or down a stairway.
- » Succeed on a Bluff or Use Rope check.

Role-Play Text

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

- » "Ethaniel was a born sadist and killer."
- » "While he maintained a mild, respectable, and patriotic life with a wife and daughters, he lured young men to his instruments of torture and savored their painful doom. He hated any man who was better than him, or simply rude."
- » "Ethaniel could coax his restrained victims to admit any lie and recant every wrongdoing."
- » "Fine tools and healing magic sustained victims for long periods."
- » "When death finally came, Hell's jealous lords rebuffed his soul, leaving him a wandering spirit."



FEY BARADDU, THE BEAST IN THE WOODS

He is the charming lord of the fey ballroom whose true yearning lies among the trees and animals of the woods. His summoners can transform into animals, resist fey charms, send foes flying through the air, and charm animals, fey, and humanoid.



Level: 4

Tree Constellation

Legend

Baraddu's story is a sad one. He was a deity; not literally, but celebrated so by his uncountable fey admirers—dryads, satyrs, pixies, and nymphs.

"He's one of us," they would sing, "for trickery and lust, by light of moon, he walks the woods, and makes us swoon." They would sing mostly among themselves but just within earshot of the potentially jealous, not to mention Baraddu himself.

This adulation brought down upon Baraddu's shoulders the weighty jealousy of the true gods, whose volcanic emotions know no bounds, neither in this world nor in the next one.

"I did not wish for this one bit," he would declare while pleading innocence before one god or another. The gods would appear in his grotto any time, day or night. "Why they worship me is inexplicable." That gods visited a mortal like Baraddu further inspired bards and gossiping courtiers, who fanned his bright flame sevenfold.

In Baraddu's time, the fey took company with mortals. A mortal who was lucky, beautiful, young, interesting, or even—very rarely—wealthy might receive a silver-tipped invitation to a secret midnight ball held at this or that Seelie court. There were many balls across the kingdom. Clothiers, carriage builders, and mask makers were but a few of the merchants who enjoyed strong business in those days.

"Oh, but have you been to Baraddu's court?" many would say, referring to the mansion Baraddu's grandfather Merickel had left him. Built within a lush grotto in a yawning cavern beneath

the earth. The grotto was a maze of crystal pools, fern hedges, and fruit trees fed by a milky-white, starry glow that emanated as if from the heavens themselves. Some said it was the grotto's magic that made Baraddu shine.

"He is so handsome," mortal women would pine, with a blush to their cheeks, while dryads and nymphs whispered with giddy glee as they flit nervously in his presence. Many a night he had to dance for hours so as not to slight any one of them and risk rousing their, or their husbands', scorn.

"He is a brilliant, humorous fellow," men would chime in or toast at feasts, though many of these men enjoyed more the perfumed fey women who clambered around Baraddu, or lusted after the treasury of his estate.

Thus, by all this, Baraddu grew up caressed by endless attention and gilded dweomer; but unlike his fey admirers, he sometimes strayed from the carriages and parties to purchase an apple or a pie in a humble marketplaces. He knew the ugly poverty of mortal slums and the tedious hatred and warlike aspirations of his kingdom's jealous neighbors.

"Shouldn't you tend to the poor and punish evil?" he decried to the God of Knowledge one day. "I try to redirect the largess of the wealthy to those in need. I meet with lords of kingdoms to ease tensions. Yet you pester me, Glorious Sir, as if you have nothing else to do. No offense intended."

"None taken from a mortal, I assure you," the God of Knowledge replied. Then the god explained, "Quite simply, the other gods wish to learn the secret of your magnetism."

"Perhaps we are victims of chance," Baraddu offered. "Or a fey prank." Indeed, though no fact could prove it, and no master plan had ever been laid, the dryads, satyrs, pixies, and nymphs loved nothing more than to irritate the gods.

"We shall leave you in peace," the God of Knowledge announced that day, and so they did. Alas, the adulation of the fey did not also cease as Baraddu had hoped.

Years and decades passed in merriment. He took wives but the gods did not grant him children, and though blessed with a gift of long life and lasting youth, the sands in Baraddu's hourglass of life grew thin. He did not care to visit blood-soaked druid stones, bathe in fiendish black roses, or sacrifice infants to hag witches to obtain a fresh body, as some wealthy men did.

When his time expired, his ghost made its way to the dais of the afterlife. There, the gods gathered together as they almost never did, and demanded he explain himself.

He replied, "The moon serves no purpose, yet it stirs hearts; none can say why, though it travels only with your blessings."

The gods could find no fault in his words—the Moon Goddess even kept them for posterity—but nonetheless they pronounced, "Mortals and fey cannot elect their gods. Nor may any mortal be upheld as one of us. This is law. Thus, from this day forward, Baraddu, you shall feel our wrath as you live forever as a beast in the woods."

Summoning Rules

The following rules describe the requirements and rituals for binding Fey Baraddu, The Beast in the Woods.

Binding DC: 23.

Requirements: Survival 3 rank and Perform 2 ranks. Fey Baraddu and Ethaniel Midnight are ri-



vals and cannot be bound at the same time.

Ceremony: You strip your clothing and dance wildly after imbibing a cup of strong alcohol mixed with animal blood. Your binding check indicates whether you feel embarrassed or can forget any modesty.

Manifestation: As you dance, intense drumbeats fill your ears, and the scent of flowers and earth strike your nostrils. Your pulse quickens like a lion's as it homes in on a kill. You envision yourself sprinting and leaping over obstacles with ease. Suddenly sharp pain seizes your neck, as if bitten at the throat, and you collapse.

Granted Abilities

Fey Baraddu grants the following supernatural abilities.

Animal Magnetism: You may charm a humanoid, fey, or animal as if using the *charm monster* spell. You can only have one creature under your influence at a time. If you charm a second creature, then you lose influence over the first one.

Awesome Blow: You can take a -4 penalty on a melee attack; if you hit, you deal damage as usual and send your foe flying 10 feet if it is smaller than you are. It must succeed on a Reflex save or lie prone where it lands.

Dire Beast Form: You transform into a dire beast—a chimera of various animals of dire disposition and proportions. See *dire beast form* for details (Chapter 7: Spells, page 240). You may remain in the form for as long as you like. However, after you return to your normal form, you must wait 5 rounds before using this ability again.

Fey Immunity: You are immune to all innate spell-like abilities and supernatural abilities produced by fey-type creatures that allow a saving throw. This does not help against effects that allow no save. Nor does it protect against abilities a fey has by virtue of levels in a particular class. Typically, you gain immunity to a nymph's stunning glance, a satyr's pipes, and so forth.

Nature's Warrior: You gain proficiency with any natural weapons you possess such as claws, tail, wings, or bite.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: You acquire an animalistic, feral look, lean, with unkempt hair and woody odor. At your option, whenever you use a granted ability, you take on a striking fey appearance; your fur is unnaturally lustrous, your colors bizarrely bright, and your claws and teeth shine preternaturally.

Alignment Shift: When you fail your binding check by 10 or more, your alignment moves one step closer to chaotic good for 24 hours.

Personality Influence: You have a strong sex urge. Whenever you meet a creature you would normally be romantically attracted to, Fey Baraddu compels you to try to become intimate, even in an awkward location.

Favored Ally: Fey. For some strange reason, fey creatures feel compelled to praise and aid Baraddu.

Favored Enemy: Outsider (lawful). Baraddu still laments the gods' use of obtuse laws to justify demoting his soul to an animal spirit.



Capstone Granted Ability

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

Greater Magic Fang: Your natural weapons count as magical cold iron for the purpose of damage reduction and striking incorporeal creatures. See the *greater magic fang* spell for details.

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:

- » Engage in combat against a lawful-evil creature.
- » Stand within 5 feet of a fey creature.
- » Move through a temperate wilderness area.
- » Use a natural attack.

Inspired Companion

If you forego the awesome blow granted ability, Fey Baraddu provides you with a living glitterdust spell as a companion.

Living Glitterdust Spell (CR 4)

Medium Ooze

Hit Dice: 7d10+7 (45 hp)

Initiative: -1

Speed: 40 ft.

AC: 11 (-1 Dex, +2 deflection), touch 11, flat-footed 12

Base Attack/Grapple: +5/+7

Attack: Slam +6 (1d6+1)

Full Attack: Slam +6 (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Glitterdust (foe struck by slam attack is coated with glitter per the *glitterdust* spell, and it must succeed on DC 13 Will save or also suffer blindness); engulf 1 square (DC 13 Reflex save; if succeed pushed back 5 ft. and covered with glitter; else grappled and suffers blindness as well as glitter coating). Glitterdust imposes -40 penalty to Hide checks, outlines invisible targets, and lasts 7 rounds.

Special Qualities: Ooze traits, DR 10/magic, SR 17.

Saves: +6/+4/+4

Abilities: Str 12, Dex 9, Con 12, Int —, Wis 9, Cha 12

Skills: None

Feats: None

Alignment: Neutral

Role-Play Text

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

- » "Every dryad, nymph, sprite, and satyr loved the half-elf Baraddu. At their grand and terrible fey balls, they marveled at him, calling him a god."
- » "Baraddu did not like or understand the adulation he received, and wondered if it were some cruel trick."
- » "Although born to a life of easy luxury, he often used his status to aid the poor and prevent wars."
- » "The gods grew jealous and often visited Baraddu to scold, interrogate, or befriend him."
- » "Upon his death, the gods convened a forum and turned Baraddu into a beastly spirit that would forever wander the woods."

HEXUS, THE LIVING CURSE

This spirit is the essence of curse magic, a living spell forever wandering the world caught between life and death. Those who summon it are granted the ability to bestow curses, rebuke or even command the undead, agitate and possess animals, and temporarily restore the dead to a twilight state of half-life.



Level: 4
Ghoul Constellation

Legend

“Ominous Hexus!” were the last words uttered by the high wizard, Calmiot, as enemy soldiers broke through defenses and trampled him. These were also the first words heard by the spell that Calmiot had cast, at the moment of the spell’s creation. Very rarely, a wizard’s spell does not fade, as magic should. It awakens to life with a will of its own to live on.

The infant Hexus, an invisible cloud of magic, was alone and confused. It searched the battlefield for its creator but found no living souls. All had died and no one had won. All it could guess was its name, which was the very first word it had heard.

Lonely and afraid, Hexus breathed an inky mist into a nearby soldier’s corpse, calling his spirit back to life. The man awoke, felt over himself, and rose not knowing he had died.

“Bless the lords,” the soldier said. Then he stumbled north. Hexus followed him home. When the man arrived at the picket fence around his farm, his family swarmed out into the wide yard and rejoiced. They had heard all had perished.

Hexus too felt joy and surprise.

Yet when the man drew near his family, their joy turned to confusion, and then to sorrow, and fear. The man—the family’s eldest son—could barely remember his wife, parents, or siblings. He could not eat or sleep. He mumbled day and night of blood, guts, and battle. They called a priest.

“Evil lives here!” the priest exclaimed, and promised to return soon with exorcism rites.

The family waited anxiously.

Hexus longed to tell the family what happened, but they could neither see nor hear him. Moreover, as he floated about the farm, he brought bad luck. A candle fell and burned the barn. The youngest girl fell from a horse and died. After a week of baying, crowing and howling, all the animals scratched their way through the farm’s fence and fled for the hills. Only a pig remained. Hexus possessed the pig but the pig could not speak; then the hungry family killed the pig with Hexus in it.

On that day, Hexus learned the pain of death as he floated from the pig’s hot corpse. Newly enlightened, he let go of the soldier’s soul. Inky mist rose up as the man died a natural death and Hexus fled the farm.

For years, Hexus roamed the countryside. At each town, ill fortune and death came. Yet Hexus consoled himself, reasoning that death is a part of life. He wondered whether someday he too might die. He visited morgues and cemeteries, houses of the sick and old, even nurseries.

One wintry day, he witnessed two men quibbling in the woods. One killed the other with a sap, snatched some coins, and buried the body.

Who says you can just bury the dead, Hexus thought, after witnessing the altercation.

He called the dead man’s spirit back into his corpse. The man

open his eyes, pushed his gushing innards back into his stomach, and returned home as a zombie to tell his wife and neighbors about the crime.

The zombie wondered through the front gate and into his garden where his wife was hanging the laundry. She screamed and the children hid as Hexus knew they would.

The little hamlet’s marshal called in a priest, who interviewed the dead man and confirmed the crime. To Hexus’ delight, the killer soon confessed. The marshal strung him up in the town’s square for all to see the very next morning. The killer’s wife and three small children wept at his feet. For their tears they were given his shoes.

“Why let good shoes go to waste during a winter like this,” the hangman said with a grim smile.

Hexus now perceived the meaning of his fateful birth and life as he floated forever on a line dividing life and death. One man’s curse of death, he realized, is yet another man’s misfortune.

Summoning Rules

The following rules describe the requirements and rituals for binding Hexus, the Living Curse.

Binding DC: 21.

Requirements: You must be in sight of a corpse.

Ceremony: Drive a nail through an iron tablet and then either place the tablet within a tomb in use, or sprinkle grave dirt on the tablet.

Manifestation: As you drive the nail through the tablet, a nightmarish howling spirits emerge and swirl around you. Your brow beads with sweat. As the spirit swarm closes in to you feel suffocate you, you pull away from the reverie with a scream.

Granted Abilities

Hexus grants the following supernatural abilities.

Agitate Animals: Animals within close range to you and within 30 feet of each other become irritable and prone to attack anyone except you. You agitate 2d4 Hit Dice + 1 die per level. See *agitate animals* (Chapter 7: Spells, page 237).

Bestow Curse: You can use the *bestow curse* spell at will. Even if the creature makes its save it suffers a -1 penalty to attack rolls for 1 round per level. Effects of this ability do not stack.

Possess Animal: This works like *magic jar* except that you can only possess a natural animal for a duration of 1 round per level. You must wait 5 rounds between each use of this ability.





Reanimate

Corpse: You cause the spirit of a recently deceased creature to reinhabit its corpse for the day. The creature is alive rather than undead and regains some mobility and limited mentality, and has a maximum of 1 hit point. You can reanimate only one body at a time. This otherwise works like the *reanimate body* spell (Chapter 7: Spells, page 243).

Rebuke Undead:

You can rebuke undead as a cleric of your level.

If you can rebuke undead from another class, then those levels stack with your binder level when determining your rebuking ability. Once you have used this ability, you must wait 5 rounds before using it again.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Your skin takes on a greenish tinge. Your teeth turn copper. Warts and boils erupt on your skin. At your option, whenever you use a granted ability, a geometric sign similar to a magic circle marks a visible spot on your body.

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

Personality Influence: Even though hexus was cursed to be evil, he was compassionate for the fallen. Whenever an ally loses consciousness or dies, Hexus compels you to aid the creature for at least 1 round in lieu of other actions.

Favored Ally: Ooze. Though a living spell is a strange ooze, Hexus and these creatures feel at home with each other.

Favored Enemy: Humanoid (divine spellcaster). Divine casters, particularly those skilled at exorcism or dealing with the dead, are somewhat shaken by Hexus's ability to shift the boundaries of life and death.

Capstone Granted Ability

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

Undying Form: You do not die when you reach -10 hit points. Instead, you remain in a state akin to death but can be revived using magical healing. Normal healing does not occur if you are at -10 hit points or below, but you heal normally at -9 hit points and above. If you possess a feat or class feature which allows you to remain conscious while at negative hit points, then you remain conscious even if you fall to -10 hit points or lower. This ability does not protect you against death when you

Constitution is reduced to 0 or when effects kill outright.

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:

- » Make a melee attack against an arcane spellcaster.
- » Move through a battlefield (defined as twelve or more combatants in a 100-foot radius area).
- » Remove or avoid a curse.
- » Successfully possess a creature (whether using a granted ability or a spell such as *magic jar* or by other means).

Inspired Companion

If you forego the bestow curse granted ability and are neutral or evil, Hexus provides you with a living curse spell as a companion.

Living Minor Curse (CR 4)

Medium Ooze

Hit Dice: 5d10+5 (32 hp)

Initiative: -1

Speed: 10 ft.

AC: 11 (-1 Dex, +2 deflection), touch 11, flat-footed 12

Base Attack/Grapple: +3/+4

Attack: Slam +4 (1d4+1 + bestow minor curse)

Full Attack: Slam +4 (1d4+1 + bestow minor curse)

Space/Reach: 5 ft./5 ft.

Special Attacks: Bestow minor curse (foe struck by slam attack must succeed on DC 13 Will save or suffer *bestow minor curse* effect); engulf 1 square (DC 13 Reflex save; if succeed pushed back 5 ft.; else grappled and suffers *bestow minor curse* effect). The effect spell works like *bestow curse* except the penalties are halved: -3 to an ability score, -2 penalty to all d20 rolls, or 25% chance to do nothing each round. You choose the curse effect for each attack.

Special Qualities: Ooze traits, DR 10/magic, SR 17.

Saves: +4/+3/+3

Abilities: Str 12, Dex 9, Con 12, Int —, Wis 9, Cha 12

Skills: None

Feats: None

Alignment: Neutral evil

Role-Play Text

Read aloud the following points to quickly convey all or part of the legend of Hexus:

- » "Hexus was born on a battlefield. A wizard was slain while casting a mass bestow curse spell. Some of his life force infused his spell, which awakened to sentience."
- » "Hexus floated over the battlefield as a disembodied spirit. It reanimated a dead soldier and followed him as he walked home. So began Hexus's journeys."
- » "After half the reanimated soldier's family died, Hexus fled for the hills. Wherever it went, misery, disease, misfortune, and despair followed."
- » "From nurseries to mortuaries, Hexus found no solace or purpose for its life."
- » "Hundreds of years later, Hexus observed a murder over coins. It animated the murdered man, who told the townsfolk and caused the other man's execution. Hexus discovered his life's meaning, that the fruit of one man's misery becomes yet another man's despair."

LOH'MOI, THE MAD GEOMETER

Loh'moi the Mad Geometer is a master of bending space. He grants summoners the ability to create extra-dimensional spaces, dimension leap, escape bindings and release locks with ease, flatten oneself into two-dimensions, and project a ray of force that bypasses most obstacles.



Level: 4

Legend

"Where does it lead to?" Loh'moi's mother asked, referring to the complex diagrams he had carefully drawn all over the sloped attic ceiling, which doubled as a wall.

"No where," Loh'moi replied. He didn't understand why he even bothered to answer, since she would not understand.

"Yes, I can see quite clearly that it leads no where, at least you're talking some sense." She shook her head in dismay. Loh'moi was sad that he did not align with his mother's hopes for him. But he had something better in mind.

"Now come down to dinner," she said, patting her apron, "before you fall asleep." She left in her clanking shoes down the stairs. She mumbled to herself, "To think I had a genius son who sleeps standing up, and spends days in artwork no one buys."

Loh'moi had to admit that he was hungry. And he needed more ink, which was in the pantry next to the kitchen.

He stepped forward toward the geometric diagrams he had drawn. One of them looked rather like the floor plan for their three-story house. He touched it and immediately appeared in the pantry downstairs.

After finding the ink, he emerged into the dining room. His mother was placing a steaming bowl of soup and noodles on the table. Loh'moi smiled. It was his favorite.

"Oh ma'ma," he said happily. "How much you think of me."

"I only try to set a healthy example for my children, as your father would have." Loh'moi was an only child, and his father who had been a carpenter had died years before, by some accident while repairing the roof of a rich merchant's home. The merchant never paid funeral respects or offered to help them. Loh'moi's stomach knotted up just thinking about it.

They sat to eat.

"So, any tutoring this week? Hmm?" She asked, clearly hinting for him to work. Occasionally he managed to pull himself from his geometry to make a coin or two, tutoring the neighborhood children in mathematics and the temple priests in accounting.

"Yes, ma'ma, it's temple exams," he replied. "Many eunuchs are studying this year for the temple. They all need help." The temple took the top ten percent regardless of how any one man fared, making Loh'moi's tutoring a humorous if sad joke.

"It's very sad," she commented. "And to think they can take it only once. I'd think you would be in great demand!" She motioned, "Pass me the salt, please, dear. How unfortunate, they'll never have children. At least you can still marry." She said this with a hint that required no explanation. Loh'moi did have a few female admirers in his school years, but that was a decade ago. In his view, young women were like visual illusions, diagrams that no one could transcribe, much less solve.

"I get ten gold at week's end," he said, hoping for so much.

"Oh?" She stopped, genuinely intrigued. "Tell me more."

"It's the usual. But I have a request."

"You just can't help but tease me, can you, smart one?" She said with bitter humor. "Go on."

Portal Constellation

"I will be starting on a very difficult geometry problem, and I need a larger continuous wall than the attic."

"What a surprise," she interjected, with some anger.

"I would like to use the interior hallway wall, but not in the hallway of course. I don't wish to disturb you. I will create a doorway against the wall between my bedroom and father's old study, and use that instead."

She stopped eating. "I don't know why you can't use paper like every other scholar. And why..." She almost broke down in tears. "...Your father's memory. If only he hadn't passed on."

"I am asking a lot, ma'ma, I know. It will not be forever."

"No, the house will fall down first," she said. "But it is your house, as the law says, and I am very grateful that you have allowed me to stay here. Do as you like."

For the rest of dinner they chatted intermittently about the neighbors, their barking dog, and an old butcher named Ethaniel who had recently died.

"Now, Ethaniel," his mother said with the pride of youth, "he helped make this town a place we could all be proud of. He got married during the war. It wasn't easy at all then." She said this as if her life now was hard. She was retired and spent her days in the garden, or shopping and gossiping over tea.

Loh'moi excused himself when he was done.

"You want a snack plate?" She asked. "You like snacks."

"Oh yes, thank you." He didn't eat the snacks. They were for his secret pet, Goh'moh. Goh'moh was sort of like a ghost dog, but not. It was an extra-dimensional creature, about the size of a dog, that he had raised since it was a pup. He had discovered it between two angles in a parallelogram. But he would never tell his mother. She might think it was invisible, or a monster, or if he were lucky, an imaginary friend.

After she packed a plate, he climbed the stairs normally to the attic. As he often did, he found the stairway geometry simple yet endlessly fascinating when viewed with perspective. As a boy he had sometimes gotten lost just walking up the stairs.

Back at his desk, Loh'moi sketched on paper the diagram he would draw on the new wall. If the calculations were correct, and the angles drawn exactly, then the project might succeed.

He sat back in quiet of satisfaction, nodding to himself.

It was really very simple now. His original plan had been to bend space and time back upon itself, so that he might return to the past and prevent his father's death. And time permitting, kill that evil man, Ethaniel, who Goh'moh had yapped was a serial killer. But bending time proved far too complex. The mind of a humanoid such as himself was simply too... enclosed... to move itself through time.

However, humanoids were remarkably self-aware. If only he could make himself smarter. The wall downstairs would be just large enough to create a diagram, a portal, into his own mind. He wondered what would happen when he stepped in there.

One afternoon, while his mother was at tea, he did just that.

Perhaps he should have wondered how he would get out.

Summoning Rules

The following rules describe the requirements and rituals for binding Loh'moi, the Mad Geometer.

Binding DC: 25.

Requirements: You cannot have bound Ethaniel Midnight.

Ceremony: Drawing the geometric pact seal is sufficient.

Manifestation: Floating multicolored motes appear. Each shows a landscape within, as if it were a window onto a world. Perhaps it is you stuck in a room, with the real world beyond.

Granted Abilities

Loh'moi grants the following supernatural abilities.

Many Pockets: When the pact is sealed, one article of your clothing acts as an extra-dimensional bag for 24 hours. It can hold up to 250 pounds or 30 cubic feet. Every 10 pounds added to the bag adds 1 pound to your load. Living creatures can remain in the bag for up to 10 minutes before suffocating. If the clothing is destroyed or the pact ends, all contents fall harmlessly to the ground. If the clothing is placed within another extra-dimensional space, except for Loh'moi's rope trick, then the clothing is torn to shreds and all pocketed items are lost.

Dimension Leap: You freely ignore the constraints of distance and physics as you move at will to any open space within close range. This works like the *dimension door* spell, except that you are limited to 20 feet and can only move yourself.

Rope Trick: You create an extra-dimensional pocket space to contain you and up to 5 of your allies. This works like the *rope trick* spell except that the space remains for up to 24 hours. As the spell, you use a normal piece of rope. You can only maintain one space at a time.

Flatten and Fold: For up to 1 round per level per day, you enjoy the benefits of *displacement*, causing attack rolls against you to suffer a 50% miss chance as your form flattens to two dimensions. While in this form you can squeeze through spaces as narrow as one millionth of an inch. Such spaces must still accommodate one-half your height (you crouch while squeezing through). Activating and ending this ability is a free action.

Transdimensional Ray: You project an invisible ray of force that strikes a target within 20 feet with unerring accuracy. The ray ignores anything less than total cover or total concealment, and even ignores incorporeality as it bypasses normal paths of spatial and planar geometry to home in on the target for an automatic hit. The ray delivers 1d4 hit points of force damage + 1d4 points per two binder levels beyond 1st (2d4 at 3rd level, 3d4 at 5th, to a maximum of 6d4 at 13th level). You can use this ability at will but no more than once per round.

Bend to Freedom: You gain a +8 bonus to Escape Artist, Jump, and Open Locks checks. The bonus increases to +10 at 14th level and +12 at 20th level.

Signs and Influence

This spirit may affect you in the following ways.

Physical Sign: Geometric lines cover your skin as tattoos. At your option, when you use a granted ability, the lines glow and move as a drawbridge or wheel might.

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

Personality Influence: Loh'moi was kind but reclusive. Whenever possible, he travels and works on his own.

Favored Ally: Creatures native to the Ethereal Plane such as ethereal filchers and ethereal marauders.

Favored Enemy: Humanoid (evil), particularly those who are miserly, corrupt, or greedy.

Capstone Granted Ability

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

Dimensional Anchor: You project an emerald-green ray at a target. If the ray hits, the target is surrounded in a shimmering green field that prevents transdimensional movement of

any kind, such as *astral projection*, *dimension door*, *shadow walk*, or *teleport*. The effect lasts 1 minute per level. This works like *dimensional anchor*, except you have an option regarding how you strike the creature. You can make a ranged touch attack as usual, which means you may hit or miss. Alternatively, you force your mind to "see through" space and time to unerringly hit the target unless it has total cover or total concealment; however, you immediately suffer a -8 penalty to your Wisdom for 1 hour. You cannot use this option if your Wisdom is less than 9. You must wait 5 rounds between each use of this ability.

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:

- » On the Ethereal Plane or in an extra-dimensional space.
- » See a father and son together.
- » Spend one full round drawing a pact magic symbol.
- » Within 5 feet of a ghost or other ethereal creature.

Inspired Companion

If you forego the transdimensional ray granted ability, you gain an ethereal marauder as a companion.

Ethereal Marauder (CR 3)

Medium Magical Beast

Hit Dice: 2d10 (11 hp)

Initiative: +5

Speed: 40 ft.

AC: 14 (+1 Dex, +3 natural), touch 11, flat-footed 13

Base Attack/Grapple: +2/+4

Attack: Bite +4 melee (1d6+3)

Full Attack: Bite +4 melee (1d6+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: None

Special Qualities: Darkvision 60 ft., ethereal jaunt (shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action. The ability is otherwise identical with the *ethereal jaunt* spell, caster level 15th. The marauder cannot take anyone with it. Moreover, it cannot move more than 10 feet from the binder). Is mute and illiterate.

Saves: +3/+4/+1

Abilities: Str 14, Dex 12, Con 11, Int 7, Wis 12, Cha 10

Skills: Listen +5, Move Silently +5, Spot +4

Feats: Improved Initiative^B

Alignment: Neutral

Role-Play Text

Read aloud the following points to quickly convey all or part of Loh'moi's legend.

- » "Loh'moi was a teacher and sage of mathematics who lived alone with his mother, for his father had died years before in an accident."
- » "Although his mother thought he was useless, Loh'moi knew the secret of geometric symbols, which allowed him to move through space, create extra-dimensional spaces, and bend space to his will."
- » "Loh'moi worked for years to find a geometric pattern that would bend time so he could go back to rescue his father."
- » "After deciding that bending time was too complex, Loh'moi believed he could expand upon and warp his own mind, to make himself smarter and thus capable of bending time."
- » "Loh'moi physically vanished into his mind, which was a logical impossibility, and thus ceased to exist in any understandable form."

OMLAN ATLAN, FATHER SOUL WEAVER

Omlan is the first magic user to meld pact magic and arcane spellcasting. He grants the ability to smoothly transact with goblins and fiends, parent demonic offspring, revise past choices, captivate foes with a siren voice, and use up to three spells once as supernatural powers.



Level: 4

Magi Constellation

Legend

“Without further ado, I present Omlan of Atlan.”

The crowd of two hundred or so cheered in the open marble-and-oak amphitheater. The crowd was mostly Omlan’s fellow binders and their apprentices from the university. There was little hostility, yet. Omlan stepped to the podium. An imp handed him a gavel in case he needed to call order, or strike someone.

“Thank you,” Omlan said to the imp out of habit, though he knew this creature of the Nine Hells cared nothing of him. Nor did Omlan like the use of devils and demons.

“Good afternoon, binders. As some have guessed, I may have some controversial ideas today.”

Many cheered. Omlan’s infamy brought gold and even greater treasures to the university’s coffers.

“I have returned from exploring caverns of the Frost Kingdoms, which you might think was not as eventful as the Apocryphal Desert.

The crowd cheered again. Two years ago, Omlan had led the Emperor’s best soldiers into that strange desert to retrieve the legendary Vault of True Names, which had the eluded discovery by the Emperor’s grandfather.

“So tell us already!” someone shouted.

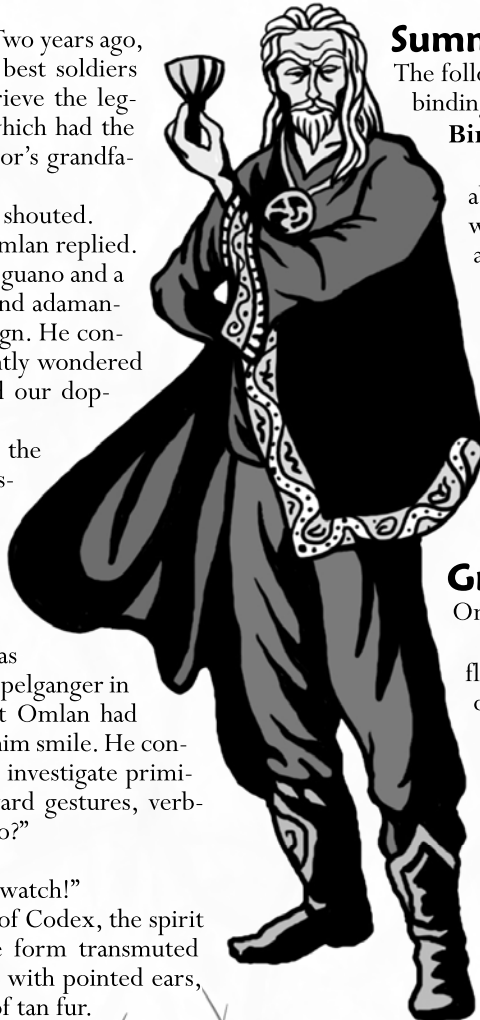
“I’ll do you all one better,” Omlan replied. “I’ll show you.” He took out bat guano and a pinch of sulfur from a leather and adamantite spell pouch of his own design. He continued. “Many of you have rightly wondered why I and my apprentices, and our doppelgangers...”

More cheers. The priests of the Spirit Temples had sent assassins against Omlan numerous times, even while teaching publicly. They were angry that he denounced their corruption by fiendish spirits. However, few knew when Omlan was himself or had summoned a doppelganger in his place. Some whispered that Omlan had died years before, which made him smile. He continued. “Seriously, why would I investigate primitive spellcasting with its awkward gestures, verbiage, and materials like bat guano?”

More supportive laughter.

“Yes, bat guano is weird. But watch!”

He showed the sign of Catha of Codex, the spirit of True Names. His handsome form transmuted to acquire a lupine appearance, with pointed ears, pointed teeth, and a light coat of tan fur.



“Here is Catha,” he said, for the youngest apprentices who might not know this low-level spirit. He leaned toward a nearby student. “Tell us, what does Catha grant?”

The student eagerly answered. “Catha of Codex grants her summoners the ability to learn and pronounce a creature’s true name, cloak one’s own true name from misuse, and beckon or repulse a creature by uttering its true name.”

“Good!” He looked over the audience. They expected results. If they didn’t get results, they would turn on him in an instant. He stood away from the podium in full view of everyone.

“These components I show you, bat guano and sulfur, are used for what the Lemurians called a fireball spell.” He threw the components on the ground and obliterated them with his boot. “I do not need them today.”

He raised his index finger skyward. A red line, the width of a stick of chalk, shot through the air to blossom into a fireball above the crowd. It shot without the usual demands of spells.

The crowd sat quietly, then murmured as if not believing.

“What you have seen colleagues, apprentices, friends? Today I replaced one of Catha’s abilities with a fireball, usable every thirty seconds, without preparation or materials or gestures.

A few students, and then faculty stood and clapped vigorously. Fortunately, no assassins popped out to ruin the occasion.

Omlan smiled as he returned to the podium to continue the lecture. The real Omlan—then busy performing in disguise at an opera across town—would be proud. He would tell his master about the day, after handling dinner with his wife.

Summoning Rules

The following rules describe the requirements and rituals for binding Omlan Atlan, Father Soul Weaver.

Binding DC: 21.

Requirements: Knowledge (arcana) 3 ranks, able to cast arcane spells, within sight of a pregnant woman. An illustration or figurine of a pregnant woman will meet the requirement.

Ceremony: You go through the motions of preparing a daily repertoire of arcane spells.

Manifestation: A bizarre humanoid creature rises from the seal. It has horse’s hooves, a demon’s small horns, and one or more muscled arms with sharp claws. The creature sings. Its song captivates all of your attention. To your horror, you find you cannot move as the creature grapples and begins devouring you. The manifestation and reverie end.

Granted Abilities

Omlan grants the following supernatural abilities.

Atlan Tongue: You speak infernal and goblin as fluently as if you grew up speaking these languages. Additionally, when speaking to a devil or goblinoid (goblin, hobgoblin, or bugbear) in its native language, you gain a +6 bonus on all Charisma-based skill checks. This bonus increases to +8 at 14th level.

Demon Eye Parent: Intimate relations cause you (if you are female) or your romantic partner (if you are male) to become pregnant with a demon eye child (see Chapter 2: Races, page 20).

Mnemonic Enhancement: When you bind with Omlan, you select three spell levels’ worth of arcane spells, either one 3rd-level spell, three 1st-

level spells, or one 2nd- and one 1st-level spell. These spells can be ones you know or do not know. You can select the same 1st-level spell more than once. You may use each selected spell one time as a supernatural ability. You can use the spells to craft scrolls or other magic items.

Revise Destiny: Your touch allows a willing creature (including yourself) to revise how it recently assigned skill points, an ability score improvement, a feat selection, spell(s) known, or other choices that it made when advancing from a previous level to its current one. You and the subject must agree what change will be made before the revision is applied. You must abide by the standard rules for selecting skills, feats, spells, and so on. For example, a creature cannot take a feat for which it doesn't qualify. Each specific change requires 1 hour of continuous meditation. Any interruption that causes a failed Concentration check negates the revision. To seal the change, you and subject must both pay 25 XP for each level the revision reaches back to. For example, when a 10th level character revises a feat selection made at 3rd level, the character and binder must both pay 175 XP (calculated as (level 10 – level 3)*25 XP). Choice of class levels and prestige classes cannot be revised.

Siren's Call: All creatures within Medium range that can hear must pass a Will save or be captivated by your harpy-like song. This is a sonic, mind-affecting charm effect. A creature that successfully saves cannot be affected again by your call for 24 hours. Captivated creatures walk toward you, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), a creature gets a second save. Captivated creatures take no actions other than to defend themselves. A charmed creature that comes within 5 feet of you stands there and offers no resistance to your attacks or other actions. The effect continues for as long as you sing and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save once.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Omlan's pact magic seal forms like a birthmark over a portion of your body, covering one square foot. Moreover, you are unable to sing unless you are using your siren's call, though you may still talk normally. At your option, the birthmark glows whenever you use a granted ability.

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

Personality Influence: Omlan was neither good nor evil, lawful nor chaotic. He valued magic above all else and happily studied and borrowed the abilities of many creatures. Whenever you encounter a creature with supernatural or spell-like abilities (except another binder), Omlan compels you spend a move-equivalent action assessing the creature's abilities.

Favored Ally: Any binder with arcane spellcasting ability.

Favored Enemy: Any binder lacking arcane spellcasting.

Capstone Granted Ability

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

Voltanna's Wisdom: You are in contact with the spirit of Voltanna, Omlan's wife. For every 4 binder levels (round down) you may ask her one question as if using the *divination* spell. The base chance of success to receive an answer is 70% +

1% per binder level (maximum 90%). If you fail, you know you fail and gain nothing. If you succeed, you receive a one-sentence answer that is truthful but often indirect. For example, a question about the denizens of a nearby town might be answered with advice to "ready garlic, mirrors, and wooden stakes."

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:

- » Cast an arcane spell.
- » Finish using your siren's call ability.
- » Have intercourse.
- » Stand within 5 feet of a shapechanger.

Inspired Companion

If you forego the siren's call granted ability, Omlan Atlan provides you with a doppelganger sorcerer as a companion.

Doppelganger Sorcerer (CR 4)

Medium Monstrous Humanoid Sorcerer 1

Hit Dice: 4d8+1d4+5 (25 hp)

Initiative: +5

Speed: 30 ft.

AC: 15 (+1 Dex, +4 natural), touch 11, flat-footed 14

Base Attack/Grapple: +4/+5

Attack: Slam +5 (1d6+1)

Full Attack: Slam +5 (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Detect thoughts (as *detect thoughts* spell, continuous, caster level 18th, Will DC 13, can end or resume as a free action, when is can read thoughts, it gains a +4 bonus on Bluff and Disguise checks)

Special Qualities: Change shape (any Small or Medium humanoid, cannot be dispelled, when changed it gains +10 on Disguise checks), immunity to *sleep* and *charm* effects, shapechanger traits; sorcerer spells known: 1st) *alarm*, *comprehend languages*, 0th) *detect magic*, *detect poison*, *message*, *prestidigitation*; spells per day: 1st) 4, 0th) 5. Spell DC: 11 + spell level

Saves: +4/+5/+8

Abilities: Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13

Skills: Bluff +10, Diplomacy +3, Disguise +9 (+11 acting), Intimidate +3, Listen +6, Sense Motive +6, Spot +6

Feats: Dodge, Great Fortitude^B, Improved Initiative^B

Alignment: Neutral

Role-Play Text

Read aloud the following points to quickly convey all or part of the legend of Omlan Atlan:

- » "Near the end of the Atlan Empire, a powerful binder and arcane spellcaster named Omlan was the envy of other magic users."
- » "Omlan knew how to trade a spirit's granted abilities for arcane spells and turn arcane spells into supernatural abilities."
- » "Many spies and assassins haunted Omlan and his wife, but Omlan kept them guessing with the doppelgangers that he summoned."
- » "The High Court of binders arrested and executed Omlan when he preached that the binder clergy were deranged by spirits and that everyday usage of elemental spirits was going to cause disaster."
- » "Before he died, Omlan crafted a spell that would allow him to return as a spirit, to impregnate his wife with a child who would better rule the Atlan Empire."

PAVATU, CHILD OF THE WIND

He is the wind, from where it comes and to where it goes no one is sure. Pavatu grants summoners the ability to blast foes to the ground, repel touch attacks, make great leaps, whisper messages, and surround themselves with an antimagic wind that blocks and unravels spells.



Level: 4

Portal Constellation

Legend

After the gods created the multiverse, they moved to expel their elemental servants because they feared the elementals might rebel against their masters and undo or conquer what they had wrought.

Auram, the force of air, heard the news before the other elements, for his ears were everywhere and he could overhear even the softest whispers.

"What shall I do to save us?" he exclaimed. "There are only moments before they toss us from creation!" He began to weep.

A woman was nearby. She stopped to console him.

"What torments your heart?" she asked, seating herself next to him.

Auram explained the gods' evil plans.

The woman exclaimed, "Though I owe my soul to the gods, I owe my form and livelihood to you. This cannot be." The woman offered to have a child with Auram, that she might return his favor and allow the elements to live on through her child.

"You would do this for us?" he wondered, incredulously. "We elements have asked nothing for ourselves. You are a wondrous mixture of all our efforts. What is your name, if I may ask?"

The woman said she was Amantha. She then hurried Auram

into her home while the gods rounded up the other elements to execute them. For seven days and seven nights as the gods searched for him, Auram and Amantha shared each other's company.

"Truly," Auram exclaimed each morning and evening, "you are the finest creation." On the seventh evening he wept.

"Why are you sad," she asked. "You are safe with me here."

He replied, "I weep for my fellow servants who have not tasted the kindness and courage of their own creations."

That evening Amantha finally became pregnant and told Auram it would be a boy, for mortals in those days perceived such things.

"This is joyous news!" Auram exclaimed. "And now if it does not break your heart I will surrender myself. The gods are now murdering your brothers and sisters and the cloak of my breath can only suppress their divination spells for so long."

"My heart breaks," Amantha said, "but I wish for little Pavatu to live."

Early the next day before the sun rose, Auram left her home. The authorities had closed and locked strong the city's gates but Auram passed through them as the wind passes through even the tiniest of holes. From there, he journeyed into the wilderness.

The gods' magic soon caught his trail and though he leapt over wide chasms and blew away their minions, he could not escape.

Many years later, when the boy Pavatu became a man, he asked his mother to let him tell the people their story.

"The gods have built palaces for themselves," she explained. "If they find you they may kill us all."

He nodded.

"So, my son," she advised, "hide between their estates, and tell our story to those who listen to the wind."



Summoning Rules

The following rules describe the requirements and rituals for binding Pavatu, Child of the Wind.

Binding DC: 21.

Requirements: Jump 4 ranks, speak Auran.

Ceremony: You meditate, listening intensely to hear Pavatu whisper his father's story.

Manifestation: A light breeze becomes gale-force winds that surround but do not affect you, as if you are within the eye of a storm. The geometric lines of the pact seal disassociate, as if being blown apart. They explode and vanish as the wind ends.

Granted Abilities

Pavatu grants the following supernatural abilities.

Gale Blast: You can project a 60-foot line of gale-force wind. Creatures along the line who fail their Reflex save are blown 10 to 60 feet and must make a Fortitude save or be permanently deafened. You can affect creatures up to one size category larger than yourself, but they are blown 10 feet less. Blown creatures suffer damage if they strike a hard substantial barrier such as a wall, or they suffer nonlethal damage if they strike a soft barrier such as bushes. The damage equals 1d6 for each 10 feet blown before striking the barrier. In either case, blown creatures begin their next turn prone. You must wait 5 rounds between each use of this ability.

Leap of the Wind: You gain a +10 bonus to Jump checks and the benefits of a persistent *feather fall* spell. The Jump bonus increases to +20 at 12th level and +30 at 18th level.

Pave the Way: You can use the *open/close* cantrip at will, and you can use *knock* to open portals up to every 5 rounds.

Suppress Magic: For one round per level per day, you emit a 20-foot radius emanation of blustering, antimagic wind that deflects low-level magic and hinders spellcasting. First, a caster in the area who fails his Reflex save loses any spell with a verbal or somatic component. The wind does not interfere with quickened spells, but creatures that have multiple standard attacks to cast spells must attempt a save for each spell. Second, the wind's antimagic effect works like *minor globe of invulnerability*, blocking the effects of spells of 3rd level and lower. The wind automatically moves with you if you move no more than 5 feet in a round. Activating the antimagic wind is a free action. Suppressing the wind is a standard action.

Repel Touch Attack: Several times per day, you can instantly repel one melee touch attack made against you. The attack automatically fails as a blast of supernatural wind pushes away the attacker's hand or other appendage. The attacker cannot resist the effect, but secondary or later attacks by the creature or by other creatures in the same round work normally. You can use this ability a number of times per day equal to one-half your binder level (round down). Incorporeal foes ignore this ability.

Tongue of the Wind: You can use *message* at will, communicating up to long range.

Signs and Influence

This spirit may affect you in the following ways.

Physical Sign: Your voice becomes as variable as the wind. At any moment it may be half or twice as loud as you intend.

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

Personality Influence: As a rebel who refused to submit

ALTERNATE GRANTED ABILITY

If you forego the gale blast ability, you are granted the following ability instead.

Gale Form: You become a Medium air elemental (see *MM*) for 3 rounds. This works like *shapechange* except you can use granted abilities. Changing form is a standard action. You must wait 5 rounds before using this ability again.

like the other elemental spirits, Pavatu compels you to flee, possibly making a full withdraw action, whenever someone attempts to capture you or restrict your movement.

Favored Ally: Elemental. Pavatu is particularly partial to elemental beings that are controlled or hunted by outsiders.

Favored Enemy: Outsider. Pavatu recalls the injustice perpetrated against his father and the primal elemental forces by the gods and their angels and demons.

Capstone Granted Ability

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

Sudden Flight: After using any of Pavatu's granted abilities, you gain a fly speed for the remainder of your turn. Your fly speed equals 5 feet x one-half your level (round down).

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:

- » Defend a pregnant creature.
- » Engage in combat against a divine spellcaster or outsider type creature with spellcasting ability.
- » Succeed on a Hide check.
- » Use the Run action.

Role-Play Text

Read aloud the following points to quickly convey all or part of the legend of Pavatu, Child of the Wind:

- » "The multiverse was crafted by seven powerful elementals. When the elementals' work was done, the gods feared their power and schemed to get rid of them."
- » "The wind carried the gods' scheme to the ears of Auram, Lord of Air. He ran away in order to save himself."
- » "Auram met one of his creations, a woman, who offered to shelter him for as long as he needed. He told her that he was doomed no matter what. The woman took pity and in thanks for being created, offered to give Auram a son."
- » "Auram waited until the woman conceived before leading the gods and their soldiers on a chase. They caught and destroyed his soul."
- » "His son, Pavatu, took to hiding himself so well that no mortal or god has ever been able to find him."

Air Elemental Form (Medium Elemental)

Speed: Fly 100 ft. (perfect)

AC: 18 (+5 Dex, +3 natural) touch 15, flat-footed 13

Attack: Slam +8 (1d6+1)

Full Attack: 2 slams +8 (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Air mastery (airborne foes suffer -1 attack / damage), whirlwind (5 ft. base, 30 ft. diameter at top, up to 30 ft. height, Reflex DC 13, 1d6 damage)

Special Qualities: Darkvision 60 ft., elemental traits

Abilities: Str 12, Dex 21, Con 14

SON OF DOBB, THE TWICE BLESSED MAN

Son of Dobb is the rebel who acts to prevent invasion and set free individuals from slavery. He grants his summoners the ability to detect insectoids, evade traps and magical attacks with ease, work mechanical and magical devices, avoid being flanked, and interpret omens and similar signs.



Level: 4
Thief Constellation

Legend

In a future age, on a distant world, there lived a dwarf whose name has been lost to history, now known only as the Son of Dobb. His world, like hundreds of others, was invaded by a race of wasp-like humanoids from another dimension.

Some speculate that the wasps were mere servants of another, aberrant race of beings that bred them by weaving together the flesh of wasps and humans. Whatever they were, the wasps marched with a strategy. First, they would set up secret observation posts and run experiments to be sure their invasion would succeed, because the hive army would starve without food procured in good time.

Before the full-fledged invasion of his world, Son of Dobb was an ordinary dwarf living an ordinary life. But accidents happen. Secrets get out. Plans go astray. Son of Dobb discovered that he was a creation of the wasps, bred as a mole, a living scrying device to arrange the battlefields of his world. Yet, for some reason the wasps had lost control of him.

The wasps came to collect the Son of Dobb. They killed his family even as he escaped. He swore to be their undoing.

For one dwarf to stop a world-spanning invasion might seem impossible; however, early in his investigations, the Son of Dobb discovered an ancient text written by the prophet Nozarro who called himself a binder of spirits. The text gave clues to when, how, and why the wasps were invading. They would invade in three frightening waves: first spies, then soldiers, and finally drones escorting their leader, Vodavox, who would gorge itself on Son of Dobb's people for thirteen hundred years. In his time, the first wave had already arrived and he found his own name within the book's text. How was this possible? he wondered. And what other secrets did the text hold? He struggled to puzzle out the text's secrets to prevent the invasion. But the prophecy had created him, and to thwart it would be to deny himself. He merely ended up delaying the wasp's invasion, just as the prophecy had foretold.

When the last wave of the invasion came, all of the Son of Dobb's civilization was destroyed except for those kept as foodstock and slaves, and a handful of brave insurgents who struggled to resist amid deep mountain ruins.

The Son of Dobb learned to use the wasp's artifacts. They had hauled with them booty from many worlds, places of magic. There had been no magic on the Son of Dobb's world before the invasion. Among the treasures was a tabernacle that restored the dead into new bodies.

The Son of Dobb stole the life-restoring tabernacle.

Even when the wasps thought they had killed the Son of Dobb, the tabernacle's magic restored him and his rebels to life. The wasps, abuzz with confusion, could not defeat insurgents who kept returning in fresh bodies.

Great massacres of the enslaved population began as the

wasps searched for insurgents. Finally, they caught the Son of Dobb and destroyed his soul to prevent his return. But to no avail. As the prophecy had foretold, Son of Dobb returned as a spirit for his people. In time, a prophet was born, named Nozarro, who could bind his spirit, and a hundred other spirits. Through his binders, the Son of Dobb has continued the fight to this day, to drive the wasps from all mortals' worlds.

Summoning Rules

The following rules describe the requirements and rituals for binding the Son of Dobb, the Twice Blessed Man.

Binding DC: 20.

Requirements: Disable Device 1 rank and Use Magic Device 1 rank. You must be a living humanoid. Vodavox and Son of Dobb are archenemies and cannot be bound at the same time.

Ceremony: Read aloud the Prophecies of Nozarro the Unbound. Your binding check indicates whether or not you glean a very minor insight about your current adventure.

Manifestation: A small tear opens at the intersection of two or more lines in the seal. A diminutive insect emerges. As it scouts the seal, you sense a tingling or whispering in your mind. More insects emerge, some with tiny humanoid heads. As they scamper over you, your mind floods with grotesque, depraved images. In a moment of clarity, you "awaken" to a compelling sense of purpose to free all who are enslaved and to destroy all insects. The insects are gone. You have taken them into yourself, and by doing so, destroyed them.

Granted Abilities

Son of Dobb grants the following supernatural abilities.

Detect Insectoid: You detect the presence of sentient insectoid creatures within a 60-foot cone by concentrating for 1 round. See Vodavox on page 136 for a list of insectoid creatures. This otherwise works like the *detect undead* spell.

Double Luck: As an immediate action, you can add the result of a 1d6 roll to any d20 roll you have just made, prior to learning the roll's result. After using this ability twice, you must wait 2 minutes before using it again.

Evasion: You gain evasion as a rogue of equal level. Evasion can be used only if you are wearing light armor or no armor. If you already possess evasion, then you gain the benefits of improved evasion instead. The effect lasts 24 hours.

Improved Uncanny Dodge: You gain improved uncanny dodge as a rogue equal to your level.

Interpretation: You gain a +4 bonus on Sense Motive checks and Knowledge checks to interpret the meanings of dreams, omens, and signs. This bonus increases to +8 at 14th level and +16 at 20th level.

Stone Cover: You can use *meld into stone*, merging or exiting as a move action. You must wait 5 rounds between each use.

Utilize Device: You gain Son of Dobb's talent for bypassing mechanical devices and activating strange magic items. You can disable magical traps as a rogue, and you gain a +8 luck bonus to Disable Device and Use Magic Device checks. The bonus increases to +12 at 10th level and +16 at 20th level.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Two sigils appear somewhere discrete on your body. The sigils, taken together, clearly indicate you as the Son of Dobb, patron of those hunted and enslaved by others.

Alignment Shift: When you fail your binding check by 10 or more, your alignment moves one step closer to chaotic good for 24 hours.

Personality Influence: Son of Dobb was strong, agile, tough, logical, perceptive, and exceedingly charismatic. Sadly, none of these heroic qualities prevented him from becoming an egotistical, paranoid leech. Son of Dobb compels you to take credit twice for every victory, investigate twice-over every suspicious situation involving insectoids (including normal vermin), and seek to “commune mind-to-mind” with every available romantic partner.

Favored Ally: If you are humanoid, than your favored ally is other humanoids of your kind. Otherwise, it is dwarf.

Favored Enemies: Sentient insectoids. These creatures killed Son of Dobb’s family and destroyed his world, and he will do anything and everything for his binders to continue the fight and destroy every last one of them.

Capstone Ability

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

Second Life: Once per day, if you die, you are granted a second chance at life. You are restored to life 1 hour after death, as the *raise dead* spell. All benefits and limitations of the spell apply, except that no material component is required and your level is not reduced by one.

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:

- » Make a save only due to using Son of Dobb’s double luck ability.
- » Make a successful Reflex save against a trap.
- » Move to or from the Ethereal Plane.
- » Stand within 10 feet of an insectoid-type creature.

Role-Play Text

Read aloud the following points to quickly convey all or part of Son of Dobb’s legend:

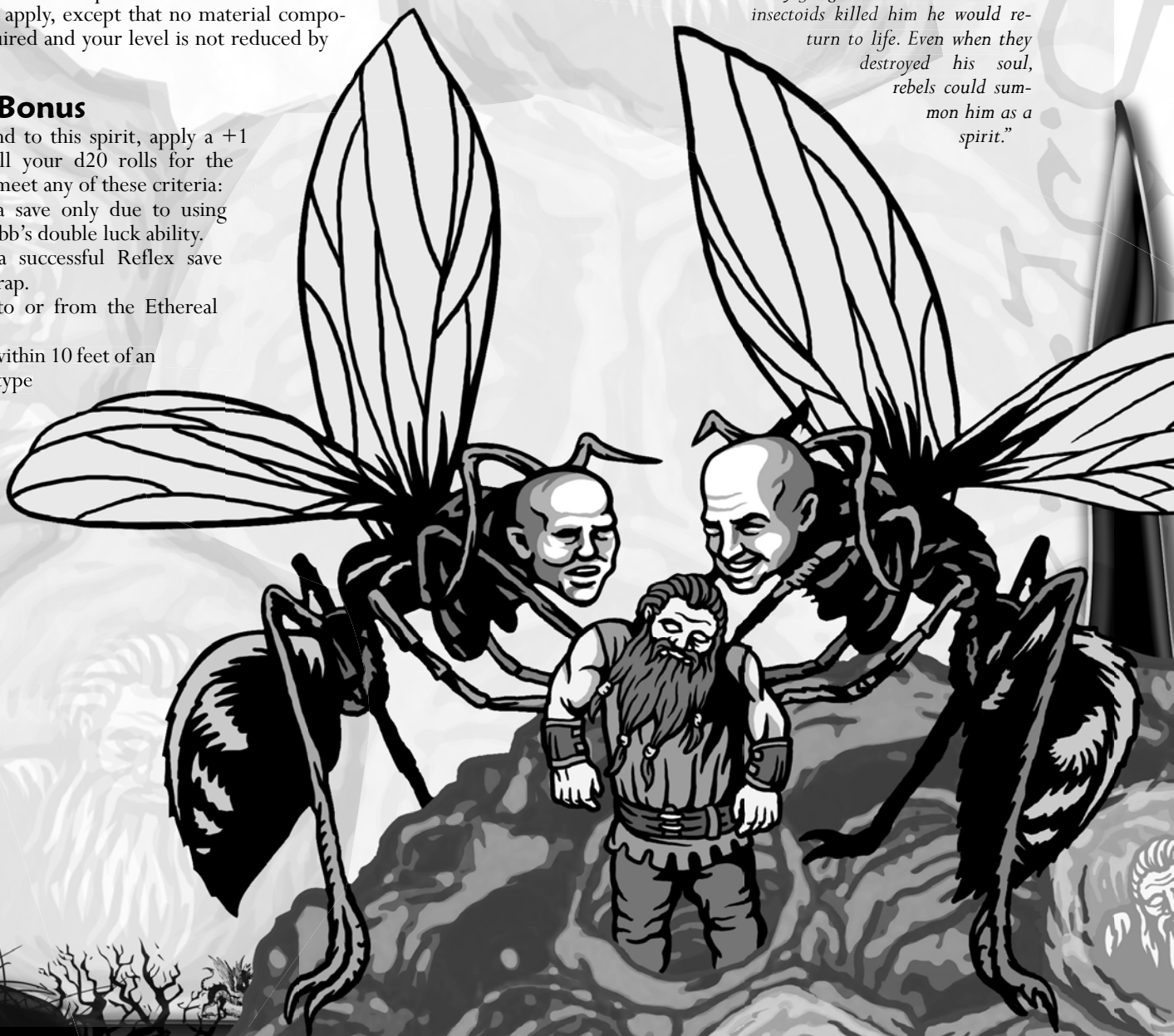
» “On a distant world in ages past, Son of Dobb and his people suffered a surprise invasion by a terrible race of insectoids from the Ethereal Plane.”

» “Unlike his fellows, Son of Dobb had prior knowledge of the invasion due to his study of ancient prophecies that foretold the end of his world. He used these prophecies as a guide to hunt the scouts and other vanguards of the insectoid invasion.”

» “As Son of Dobb investigated, his family fell victim to the creatures and he discovered that he was a clone grown by the insectoids to be used as a living scrying device to spy on his world. However, they had lost control of him years earlier. This was the true reason he knew of the invasion beforehand.”

» “The destructive invasion occurred despite Son of Dobb’s attempts to thwart it.”

» “Son of Dobb and his rebel army fought hard. Even when the insectoids killed him he would return to life. Even when they destroyed his soul, rebels could summon him as a spirit.”



DARK BLOOD, THE RAKSHASA PRINCES

This collective spirit of young men epitomizes deceit, rage, and feline prowess. Dark Blood grants binders the ability to detect thoughts, disguise their pactmaking as spellcasting, empathize with felines, wildshape into feline form, and fly into a rage.



Legend

"You snot-nosed, undisciplined brats," the hobgoblin officer shouted at the six young hobgoblin soldiers in his charge. The six had abandoned their posts earlier in the day to investigate a cave. They could be subject to court martial for desertion.

The six youths did not repeat "yes sir" as they should, much less repeat in unison. The officer deemed it his duty to break their pride if it took the rest of the night.

"You are disrespectful!" the officer continued. "Weak cowards!" He got into Ra'shaol's face. Ra'shaol, the ring leader, did not even understand the word "order." Worse, his silver tongue took down others with him.

"And you, boy..." the officer began, at Ra'shaol.

Ra'shaol punched him hard in the face—he was no "boy."

The officer staggered to the side.

"I am a prince," Ra'shaol shouted hatefully. True, Ra'shaol had no throne, castle, or kingly father. His mother was a dryad, his throne was the woods, and his castle would be the world.

The officer was speechless as he wiped blood from his chin.

"See," Ra'shaol added, "None of these men respect you."

The officer briefly looked at the other soldiers, which was the distraction Ra'shaol needed to ready a surprise dagger.

"At last," the officer spat back. "Blood runs through your veins." He came back into Go'shaol's face. His breath stank of roasted halfling meat. "If Little Ra'shaol wants to go play with the pixies instead of plunge a blood-stained sword into heaven and earth, go now. This army has no place for faeries."

Ra'shaol flicked his dagger into his wrist from under his sleeve and stabbed the stupid officer right straight into the jugular. The officer's eyes popped up as hot blood spurted everywhere, on Ra'shaol's face, on the other soldiers.

A couple of the others gasped as Ra'shaol twisted the knife to ensure death, and to keep the officer standing with his eyes fixed on his. The others had killed their fair share of orcs and humans, and even killed their own in a tribal feud a few years back. All had watched Ra'shaol kidnap and murder one of their own just weeks earlier, as a sacrifice to some dark god of Ra'shaol's that they had not heard of. But never had he been so brazen.

Ra'shaol lifted the officer's sword from its sheath and let the corpse fall to the ground unceremoniously.

"Tonight," Ra'shaol said strongly, sword in hand, as if he were now the officer. "I have what we need. The dark blood is ripe."

"They will kill us all," Mar'ok erupted, almost in tears. He was the smallest in stature of the six of them.

Ra'shaol came over to him. "Poor Mar'ok. He is confused by the sight of blood and the thought of tasting more."

"We're hobgoblins," Mar'ok spat through tears. "You're not."

Ra'shaol figured he needed to use a gentle hand here. He had learned long ago that to defeat an emotion, you must mirror it with more than it can stand of itself. Anger is defeated with rage, and tears defeated with weeping.

Level: 5

Fiend Constellation

"I admit," Ra'shaol said, making the face of a grieving father at a funeral. "I look too pretty. My arms are not as strong. My voice is not quite deep enough. That is why, my friend, I want you here with us." This would busy Mar'ok's mind, puzzling the meaning of the words.

Ra'shaol turned to the other four. They were silent, and for a moment so was he. "I have been raised among you since a midwife's tit. Hobgoblins are proud and strong, but ruled. Not by any mortal sword, but by petty gods from beyond."

The four nodded in agreement, almost imperceptibly.

"Do not the priests scold," Ra'shaol continued. "that some of us are rewarded to join the godly ranks?"

"Enough royal speeches," Hezaro snapped. "Are there six vials of the blood or what?"

Ra'shaol barred his teeth. He appreciated Hezaro's ability to get to the point, though he lacked subtly and drama. "Six vials of the blood of the damned, for all of us." He looked at Mar'ok. Each of them had strengths and weaknesses. How else for them to rule each other?

"Mar'ok!" Hezaro commanded, "Hide the officer's body."

"We return to the cave," Ra'shaol said coolly. He would comfort them with instructions. "There we form a circle, drink the blood, invoke the spirits, and transform into rakshasa princes."

Summoning Rules

The following rules describe requirements and rituals for binding Dark Blood.

Binding DC: 23.

Requirements: Pint of angel's blood, speak Infernal, male.

Ceremony: You strip and cut yourself in six places, each cut indicating one of the Dark Blood princes. Anoint yourself with the pint of blood and chant in Infernal, calling upon the power of Dark Blood to fill your body and soul.

Manifestation: You are joined by six chanting apparitions of the young hobgoblin males who sold their souls to become rakshasas so that they might avoid the wrath of their parents.

Granted Abilities

Dark Blood grants the following supernatural abilities.

Detect Thoughts: At will, you detect the presence and nature of thoughts within a 60-foot cone, as the spell. Your effective caster level equals your class level.

Disguise Pactmaking: You gain a +4 bonus to Bluff checks, and you can attempt to disguise your use of granted abilities to appear as arcane spellcasting. As a free action, you make a Bluff check against a primary observer's Spot check. If the check succeeds, the observer is deceived into believing that you have cast an arcane spell rather than use a granted ability. If you are normally able to cast arcane spells, you may imitate any spell you know, or imitate a spell that you do not know with a -4 penalty on your Bluff check. Otherwise, the observer believes you have cast a spell most relevant to the ability used.

Feline Empathy: A rakshasa prince can improve the attitude of a feline animal or feline magical beast (cat, lion, sea cat, sphinx, tiger, and so forth). This ability functions like a Diplomacy check made to improve the attitude of a person. Roll d20 and add your binder level and your Charisma modifier to determine the result. A typical domestic animal has a starting attitude of indifferent. Wild animals and magical beasts are usually unfriendly. To use feline empathy, you and the creature must be able to study each other, which means you must be within 30



feet of one another under normal conditions. Generally, influencing in this way takes 1 minute but, as with people, it might take more or less time.

Feline Wildshape: You turn into any Small, Medium, or Large feline animal or feline magical beast. Medium and Small felines include cheetahs, leopards, servals, and wildcats. Large felines include the lion, tiger, displacer beast, griffon, sea cat, and weaker sphinxes. The new form's Hit Dice cannot exceed your binder level. While in feline form, you gain all the creature's statistics except you retain your Hit Dice, hit points, mental attributes (Intelligence, Wisdom, and Charisma) and alignment; also, you never gain a creature's magical abilities (if any). You retain use of your supernatural abilities and abilities gained from class levels. All worn items are absorbed into your feline form when you change, and items you don while in feline form fall to your feet when you revert to your normal form. The effect lasts for as long as you like. Changing form (to a feline or back) is a standard action that does not provoke an attack of opportunity. You lose the ability to speak while in feline form (intelligent magical beasts can speak as a supernatural ability, which you do not gain). You can communicate with felines.

Rakshasa's Rage: Twice per day, you can become a blood-thirsty tiger hybrid and gain the following qualities:

- » +4 bonus to Dexterity, +4 bonus to Constitution
- » +10 foot bonus to base movement rate
- » Darkvision out to 60 feet
- » Primary bite attack that inflicts 1d6+Str hit point damage plus two claw attacks that deal 1d4+1/2 Str damage. You gain the Multiattack feat
- » Damage reduction 5/piercing and good
- » +3 bonus to your natural Armor Class

The increase in Constitution grants you 2 bonus points per level, but these Hit Points go away at the end of the rage. Similarly, the DC to resist your granted abilities increases by +2.

The rage lasts for a number of rounds equal to 3 + your (newly improved) Constitution modifier. You may prematurely

end the rage. When the rage ends, you lose the modifiers and become fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run).

You cannot use this ability if you are fatigued or exhausted. When you use this ability while in feline form or otherwise not in your normal form, adjust ability scores, speed, and AC. For other benefits, use the rage statistics or the alternate form's statistics, whichever are better.

Although this ability is similar to a barbarian's rage, it is a supernatural effect that does not hinder concentration, spell-casting, or other activities. You must show Dark Blood's sign to use this ability.

Signs and Influence

This spirit may affect you in the following ways.

Physical Sign: You look like a rakshasa, except your hands remain in the normal position. At your option, whenever you use a granted ability, your hands change position to be like a rakshasa's. This does not hinder you in any way.

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: Whenever you encounter a noble, guard, magistrate or other authority figure, Dark Blood compels you to speak and gesture belligerently. At all other times, you tend to be as quiet and mysterious as a cat.

Favored Ally: Rakshasas and all felines. Although the boys never became rakshasas, they revere these crafty creatures.

Favored Enemy: Any creature with more Hit Dice than you that is not a favored ally. The princes of Dark Blood resent most those who are actually more powerful than they are.

Capstone Granted Ability

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

Silver Tongue: You can use *charm monster* at will. However, you can only charm one creature at a time. When you charm a second creature, the effect on the first one ends.

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:

- » Interact with a rakshasa (non-combat action).
- » Move through any public space while naked.
- » Succeed on a Bluff or Disguise check.
- » Within 5 feet of a feline animal or magical beast.

Role-Play Text

Read aloud the following points to quickly convey all or part of the legend of the Princes of Dark Blood:

- » "In ages past, when hobgoblins ruled over great swathes of land, a group of six young hobgoblin males schemed to become rakshasa."
- » "The six were just barely of age, but in their militant culture already knew the blood and glory of battle."
- » "However, what was heroic in their eyes was reckless in the eyes of their leaders., who viewed them as a danger. The boys were to be court-martialed for killing an officer in anger."
- » "Believing themselves entitled to rule kingdoms, the boys gathered late one night and anointed themselves with the blood of fallen angels in order to become rakshasas, fiends of terrible power."
- » "Under the moon they transformed, but a goblin god appeared as a terrible wolf of legend and devoured their arrogant souls."

GREEN GLOMAIRAH, THE WORLD TREE

She is the gardener of all living green things great and small. Those who summon her gain the ability to grow plants in abundance, ask questions of Nature, speak with plants and move between them magically, and remove fatigue, poison and disease with a gentle touch.



Level: 5 Tree Constellation

Legend

Glomairah was born on the first day of spring in a prosperous farming village, and as a young woman she was the apple of the town's eye. When water needed fetching, she was there with three buckets and a smile. When fruit or seeds needed gathering and sorting, she sang sweetly as she worked, to lift the older women's spirits.

"Glomairah is the best daughter we could have," her parents would say with pride. More than a few of the local families, and even the land's nobles, kept their eye on her as the fondest daughter-in-law they could want.

"Please, dearest, have you met my son?" mothers would ask her often enough. Her village and the two down the road were all small, and Glomairah found it hard to say no.

One young man touched Glomairah's heart. Japh was quiet, handsome, and kind; he was an unassuming flower in a garden of loud poppies. He would smile when they passed on the street, and at seasonal dances he would ask her hand and tell her a joke as they twirled. Unlike the other boys, he did not write poetry to her—nor did a monk or a bard write for him. He did not present her with cut flowers or sing odes to the sun. However, he did visit her garden late one spring night and offer its sprouting shoots some gentle words under the moon's soft light. He taught the shoots an ancient hymn that he asked they sing for her.

In time, Glomairah and Japh traded engagement rings, but soon war arrived to the steps of their village, and like the other young men he took up arms and rode off.

"If you can wait," he said with his hand gently touching her cheek, "I will be back."

Alas, months and then winters passed. Some of the boys re-

turned but Japh did not. Meanwhile, new suitors came. Glomairah would smile politely or tell a joke, but refuse them.

"Oh daughter," her weary mother said one day with worry, "You shall grow lonely."

"Living is good!" she replied earnestly, as she tended the garden behind her parent's home. Her heart beat quickest when tending the garden.

"How much water shall I fetch you this morning?" she would ask the peas. "More or less shade today?" she would say as she pulled out a tent to shield the tender spinach from an early summer's hot sun. Among the villagers, she alone could hear the plants. She knew this, and took their kind murmurs as a blessing and gift of the earth.

One frosty day, seven winters after Japh left, a rough band of hobgoblin mercenaries rode into town. They were cold, hungry, and bloody, having just survived a heavy battle the night before. Their banner indicated they were paid by her country's coin. Since her family's homestead was first along the road, the hobgoblins strode in and demanded attention, food, healing, rest, and love.

Glomairah's parents were old and her brothers were off to work so she did all she could to appease the hobgoblins' ill tempers, for "only some good comes from hobgoblins, least of all, compassion."

As she bandaged the hobgoblin chief, he growled, "I wish you as my wife today."

She said, "I am already engaged, it would not be right."

He replied sarcastically, "Where is he now? I shall kill him."

Glomairah swallowed her sadness and gave the chief strong wine to appease his appetite.

Nevertheless, to show his displeasure, he said, "You are too sweet for me." He ordered his men's horses to trample the garden and break the family's wares.

Afterward, he demanded, "Aren't you angry I trampled your garden?" He hoped to make her cry. That is what hobgoblins do.

She replied, "It is not my garden, it is the earth's. I enjoy its company."

The chief fumed inside. To save face before his men, he said to her, "I would throw you over my shoulder and carry you to your bed, but I wish you to give yourself freely." Then he whispered in her ear, as if saying sweet nothings. "It would be a pity if the horses ended up trampling your parents."

With a heavy heart, Glomairah took the chief up the rickety stairs to her simple bedroom and welcomed him into her arms. She knew that hobgoblins were cruel, but they also kept their word.

When the chief and his mercenaries finally left, she fled the house and trekked through mud and vines to a secret forest pool and its great oak.

"How I have longed to see you," she cried out as the oak came into view. She ran, and knelt and sobbed over the pool's still waters, her tears like rain. She lamented, "Surely, I shall never again love life like I have." The earth took pity on her and spoke through the great oak, "I have enjoyed your company most immensely, my daughter. Know that you are not alone."

"Tell me, I beg of you," she asked. "Does Japh live or lie among the roots?" Hope and fear swirled inside her, that she finally dared to ask this question.

Wind shook the forest as trees spoke to each other across miles. Dusk came. After a time, the great oak spoke. "My



daughter, he lies among the roots.”

“Thank you,” she said heavily, “for the truth.” She considered; she could drown herself in the pool and join Japh.

The great oak continued. “His spirit asks me to say, ‘I am willing to wait, if you would still be my bride.’”

“Oh, why wait one more winter?” she asked with tears.

“He says to tell you,” the oak replied, “that more sorrow marches with iron and fire toward your land, and as you have tended your garden, so too you must tend your people.”

From that day forward, Glomairah aided her village, and other helpless villages across the lands, by calling upon all green things of the earth, from stout oaks, to burrs and thistles, and entangling vines. The grass itself rose up against the army that threatened them. Finally after years, war and hatred were utterly repulsed.

Glomairah was now old with white hair. She journeyed again to the pool and its great oak, and in the pool’s waters saw reflected back to her Japh’s gentle face and smile. It was him.

“I have come home,” he said.

Summoning Rules

The following rules describe the requirements and rituals for binding Green Glomairah, the World Tree.

Binding DC: 23.

Requirements: Knowledge (nature) 5 ranks, Handle Animal 5 ranks, speak Sylvan, not a hobgoblin.

Ceremony: You tie together locks of your own hair with twigs and flowers. Your binding check indicates whether the pattern of ties is correct.

Manifestation: You feel rooted to the spot. Your limbs become heavy and stiff with bark. Your skin and hair sprout delicate leaves and aromatic flowers. You are a tree, unable to move but utterly linked to and at peace with nature. With a few sharp and painful thumps to your base you are felled and feel vertigo. As you hit the ground, the vision ends. You suddenly feel great empathy for plants and animals, and outrage at those who despoil nature.

Granted Abilities

Green Glomairah grants the following supernatural abilities.

Plant Growth: As the spell, you cause heavy plant growth in a wide area that severely impedes movement. Or you can enrich crops. You can use this ability a number of times per day equal to 3 + your Charisma modifier (minimum 1). See the spell for details.

Commune with Nature: You can gain knowledge about the natural environment around you. You can use the *commune with nature* spell once in 24 hours while channeling Glomairah’s power. See the spell for details.

Healing Touch: Five times per day, you can remove fatigue or exhaustion, remove paralysis, neutralize all poisons, and cure all disease in a creature you touch.

Tree Stride: You can repeatedly step from one tree to another tree far away. At each step, you must use living trees of the same kind. Once you step into the first tree, you know all others of its kind present, if any, within range. You can remain

within a tree for up to 1 hour per binder level. You must wait 5 rounds between each step from one tree to the next.

Speak with Plants: You can communicate effortlessly with normal plants and plant creatures, as the spell, for a period of 24 hours.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Your body grows mossy patches of bark, your hair is leafy, and a rustling sound similar to wind through trees follows your every step. Your hair color and shading of extremities match the current season.

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

Personality Influence: Green Glomairah compels you to change your moods to mirror the seasons. Also, whenever you see nature despoiled or animals held captive or treated badly, you feel compelled to confront the abuse and demand that the despoiler change its ways or suffer for lack of reverence.

Favored Ally: Plant. You gain Glomairah’s loving touch with plant life.

Favored Enemy: Humanoid (goblinoid). These creatures feel uncharacteristic shame when they are in the presence of someone bound to Glomairah.

Capstone Granted Ability

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

Negativity Ward: Once per day, for a period of 1 minute per level, you are immune to all spells, auras, and other effects that cause fear, sadness, anger, or other negative emotions. The ward also grants immunity to death effects such as energy drain. You may activate the ward as an immediate action, which means you can begin using it even when it is not your turn.

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:

- » Attempt a Heal check or cast a *cure* spell.
- » Interact with a goblinoid (non-combat).
- » Stand within 5 feet of a plant-type creature.
- » Refrain from combat after others attack you.

Role-Play Text

Read aloud the following points to quickly convey all or part of Green Glomairah’s legend:

- » “Glomairah was a kind young woman who lived in a farming town. She brought joy to others’ lives and many suitors courted her.”
- » “She had a gift for speaking with plants, and tending her garden was a great joy.”
- » “One young man treated Glomairah’s plants with as much love as she did. Sadly, their marriage plans were cut short when he went to war. He hoped she would wait for him. He never returned.”
- » “One day, hobgoblin mercenaries passed through town. Glomairah took their abuse to save her family even as they trampled her garden.”
- » “Until the end of her days, Glomairah protected the town’s people, and then found reward with the spirit of her beloved in the sweet embrace of the World Tree.”



HOLLOW EYES, THE LIVING SCARECROW

He is the monster that you hope does not awaken, and when he does, you hope it's just a bad dream. Hollow Eyes grants his summoners the ability to induce fear, take flight with fiendish wings and snatch foes from the air, detect prey by scent, and regenerate lost limbs and repair damage by eating prey.



Level: 5
Fiend Constellation

Legend

No one recalls Hollow Eyes' true name, only his many stage names: Ethan Firehand, Justice Dragonheart, Aphalon the Lion. He was an actor, singer, and dancer—a promising young lad who would surely become a bard of the highest caliber.

"You are very special, so talented," His mother would say as she hugged him with pride after each performance.

"That lad plays anyone," adoring fans would extol, and even critics admitted he had a true spark. A spark there was, for his birth was no accident, nor was he his father's son.

"But I don't complain," his father once confided sadly with a shrug to a close friend. "I couldn't give Marza a child for twenty years, so it became another man's turn."

Hollow Eyes's mother, Marza, was an aging conjurer. When past her childbearing years, she summoned an angel and a demon to decide who should father her child.

"I wish for my boy—and he will be a boy—to be a vaulted actor, something people will always remember," she told them. "He will play anyone.

And he will always be young like an elf, with pristine features, a happy tune on his lips, and, and..." Marza could barely contain herself that fateful night even though she had prepared for months. Decades before that night, as a young miss, she had been madly in love with a bard. The two had been set for marriage, as soon as he returned from the Singing Caves, but he died in the clutches of a terrible bird there. One of his fellow explorers, a paladin named Javi, told her it must have been a harpy, although a diviner Marza had consulted said that he died from a vrock demon's bite.

"Well," offered the angel, "I will father you a comely son. He shall be noble and compassionate, and his stories will bring joy into the world." The angel asked nothing in return. "Such a child is reward enough."

"Spare us," the incubus demon replied, rolling his eyes. "Dear Marza, I will do far better than you hoped for. Put away that sketch of your lost love. Why have imitations when you can enjoy the real thing?" The demon smiled.

"What do you mean?" Marza asked, incredulous.

"Your lover was devoured by an acquaintance of mine, a vrock" the demon explained. "To this day his soul is tormented in the abyss. I have seen him! I can buy his release and deliver his soul as your new son." The demon did not actually know the vrock or the whereabouts of the bard's soul, but he had plans.

Marza dismissed the angel immediately and spoke for hours with the demon, Shad'azok. He told her mesmerizing tales of the far planes back to time's beginning. He told her of lower-court intrigues and tragic romances from kingdoms and ages that were, to Marza, only shrouded in legend.

"I didn't know demons could be so, so divine," Marza confided to him, amazed. "Perhaps you are not like others?"

"I try to rise above my heritage," he said, truthfully. "I have traveled the many planes to expand my horizons, seeing almost everything. Yet the Abyss demands I call it home." He shrugged with a sad smile. As dawn broke, he said, "I must return to the abyss to retrieve your lost love's soul."

"What payment will your acquaintance require?"

"Normally it would be a soul in exchange, but..." The demon had a hard time restraining himself. He did not really need a soul. He only needed to pay a succubus sorceress for the magic he needed. "I need only gold coins," he told her.

Marza furnished the demon with her entire fortune from her adventuring days. Her son would surely earn back the gold ten fold for her old age.

The demon took the gold to the succubus. "This will be just enough," she said. "For you, my best customer," she added, slyly biting her blood-red lips and modestly drawing in her wings.

Nine months later, Marza gave birth.

As the boy grew, Marza questioned whether he was truly her lost lover. He looked just like him. Perhaps he was acting already? Did he suffer amnesia? She kept quiet. The truth was that the demon had birthed himself into the world of men. And true to his plan, he grew to be the lad that audiences and critics adored.

Now, Marza's bard lover had died when he was twenty-three. When that birthday came for Hollow Eyes, he was at the height of fame. Kings paid thousands in gold so he might compose even a skit for them. Then tragedy struck. The

succubus's magic wore off. Hollow Eyes' porcelain skin began to peel. Knobby black bulbs of bat wings sprouted from his shoulder blades. He grew weak. At first he thought his demonic heritage was simply showing itself, but he realized that he was decaying into nothing. He hid from his mother. He tried cures to no avail and then magical disguises to hide the wasting.

One night, Marza's acquaintance Javi came by. Paladins like Javi hunted demons. But he had no clue and was on his way.

In the days that followed, Hollow Eyes' compositions grew darker. In his last public performance, he played "Hollow Eyes," an aging actor in a play about a scarecrow who is going to die when winter comes, and will never get to live his dream to be an actor. In the play, a farmhand has the right scent, the scent of talent. The scarecrow kills the youth to wear his skin, to rejuvenate and live his dream. Critics and audiences alike agreed it was very sad. Without skin, meat, and bones the scarecrow would die and lose his brief soul forever, while the youth's soul would just travel to Heaven.

"Yet," as a critic derided, "A demon haunts this prodigy."

Offstage, the real murders piled up all too fast. Hollow Eyes killed and ate, day and night, to halt the wasting of his body and soul. On the anniversary of when the real bard died, the paladin Javi burst onto the stage and slew Hollow Eyes for real.

"Be gone forever, demon!" Javi shouted. The audience rose



and clapped, their breath taken by the performance of death.

Thus, the demon's spirit still lingers, buoyed by his fans. Now everyone can play a part, by summoning him.

Summoning Rules

The following rules describe the requirements and rituals for binding Hollow Eyes, the Living Scarecrow.

Binding DC: 23.

Requirements: Heal 2 ranks, Knowledge (the Planes) 4 ranks, Perform (any) 6 ranks, speak Abyssal. Alternatively, age 23 or the 23rd day of the month, of the 23rd hour of the day.

Ceremony: Use a knife to shape a square of human skin into a mask over your face.

Manifestation: You stand in a lab with corpses that are autopsied, skinned, taxidermied, or embalmed. You hear a catchy musical tune typically heard on a warm summer's night.

Granted Abilities

Hollow Eyes, the Living Scarecrow grants summoners the following supernatural abilities.

Fear: Creatures you gaze at in a 30-foot cone-shaped burst must succeed on a Will save or become panicked and run, or cower if cornered. This works like *fear* except that you must hum, whistle, or sing a tune as part of initiating the effect (thus, you need to be able to speak).

Fiendish Flight: You sprout demonic wings and can fly at will at speed 60 feet, as the *fly* spell. Unfurling or closing the wings is a move action. Closed wings merge into your body.

Fiendish Talons: Whenever you sprout wings, you can transform your feet into talons. The talons only do 1d3 hit points of damage but you use them proficiently. If used as your main attack, you may also use your improved oversized grab ability.

Improved Oversized Grab: You do not provoke attacks of opportunity while using the grab action, you grab creatures as if you were one size category larger than you actually are, and you can grab in midflight as if you had the Flyby Attack feat.

Scent: You gain the scent ability. In addition, you can determine through smell if a creature is suitable to regenerate you.

Vile Regeneration: You can devour a freshly killed humanoid's body to heal and possibly regenerate. The creature must have been killed in the last 3 rounds. Feeding takes 1 full round and provokes attacks of opportunity. You regain 5 hit points for each of the creature's Hit Dice. One in ten creatures is exceptional and suitable for you to regenerate a missing limb instead of regaining hit points. You can use the scent ability to determine whether a particular creature is exceptional. You must wait 5 rounds between each use of this ability.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: You become fiendish, with fangs, a barbed tail, and short horns. When you fly, you grow leathery bat-like wings.

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

Personality Influence: You are curious about anatomy and sniff or try to lick everyone new within 5 feet of you.

Favored Ally: Outsider (evil). Hollow Eyes is a demon, and though utterly unconcerned with the welfare of other demons, recognizes their wants and needs.

Favored Enemy: Outsider (good). It ultimately took thirteen angels to expel Hollow Eyes from the multiverse, and he managed to take twelve of them with him.

Capstone Granted Ability

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

Distracting Melody: You can sing or otherwise verbally perform as a move action during any round that you make a melee attack. All creatures within 15 feet of you must succeed on a Will save or suffer *confusion* as the spell for 1 round per level. Creatures that make their save one round must still attempt saves on later rounds that you use the ability. Confused creatures behave randomly, either attacking you or others, fleeing, babbling incoherently, or possibly acting normally.

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:

- » Make a Perform check (act, sing, etc).
- » Regain 5 or more hit points.
- » Subdue a humanoid.
- » Use bardic music ability.

Role-Play Text

Read aloud the following points to quickly convey all or part of the legend of Hollow Eyes:

- » "An aging conjurer named Marza summoned an angel and a demon to solicit the best offer to father with her a supernatural child."
- » "Marza took the demon's offer to infuse the child with the spirit of a long-lost love, now supposedly tormented unfairly in Abyssal fires. In fact, the demon crafted the child with his own spirit, becoming both father and son."
- » "The boy became an accomplished actor, dancer, and singer in his youth, just as Marza's lost love had been. He had many stage names."
- » "On his twenty-third birthday, he began decaying into a wretched form. He fed on youth to sustain his life force, for without their flesh his spirit would disappear."
- » "Although a paladin slew Hollow Eyes, his spirit lives on, stuck forever between mortality and the Abyss."



MERICKEL, HERO OF FALSE DESTINY

He is the traveler who never settles; the pain of a lost destiny drives him onward. Merickel grants his summoners the ability to dismiss outsiders, endure nature's elements, ignore mundane and magical restraints, and wield a greatsword and short composite bow with heroic skill.



Level: 5
Knight Constellation

Legend

Late one morning in his nineteenth year, Merickel the half-elf came to a warm, mist-shrouded lake that he had never seen before, even though it sprawled squarely in the midst of his native wood. Sweat covered his brow from riding. He dismounted his unicorn and dove in to bathe.

He floated lazily under the warm sun.

Fierce tritons, men with fins, grappled him. He fought back. "Hey, stop it!" He thrashed mightily. Nevertheless, they subdued him and dragged him down to the lake bed.

Merickel awoke in a shadowy shrine. Its small windows revealed dark water. Light emanated from a cracked, lonely altar, where lay the lost greatsword of a dead war god.

"You are destined for greatness!" the sword called to him. Bards say the sword granted wishes too, and promised Merickel much, but other bards sing that the sword was the font of Merickel's suffering from the get-go.

When Merickel staggered from the lake with the sword firmly in hand, he found a bustling town at its shores.

"Where did this town come from?" he wondered aloud in shock.

"I will follow you inside," offered the sword. "We can handle anything that comes our way!"

"Hmm," Merickel mused. "May someone good live here."

He entered the gates. Old women and dirt-faced boys, beggars and nobles rushed about shouting, haggling over food stuffs with coins in hand. How sad, he reflected, to pay for food.

"Find the Dragon Quest Inn," the sword urged.

At the inn he met his future wife, the elf maiden Erah, and they savored many fine evenings that summer after he returned from work in a nearby scorching smithy.

"I wish you to be my bride," he whispered to her under the twinkling stars one warm night.

Erah's stepfather, a town magistrate, moved to thwart the marriage in favor of Erah's arranged suitor, a human paladin named Justinian.

"I too wandered upon this strange town," Justinian said when he and Merickel met. However, they had little else in common. The paladin spoke incessantly of great deeds and holy plans. Merickel closed his ears and thought; I cannot imagine I came from the same place as this bore.

Erah was partial to Merickel, so they eloped. He made her his wife by the blessing of an itinerant priest.

"Now, let's locate my home!" he announced after he sealed the marriage vows with a deep kiss. The town and its land reeked of mud and vermin. There were no satyr pipes, nymphs, or prancing unicorns to inspire anyone. "Rejoice in your marriage," the priest shouted as they galloped off.

Search as he did with Erah in tow, Merickel found no familiar landmarks.

"Never heard of this fey wood," people said when he would tell them about the lake, the sword, and the town.

"I have always lived here," Erah added. "Perhaps your childhood was a dream, or you are a changeling." She winked and kissed him. Merickel vowed to put aside his longing.

He found and cleared a mountain keep. The two settled in. Merickel used gold from the keep's horde to restore it to its former glory. Two years passed.

When Erah bore him twins she said, "I am so happy you came into my life."

"I am all here," he replied, "for this day is my dream."

Then, like the tritons before, demons came one dark night to steal the dead war god's greatsword.

"Ah, my prize!" the demon lord exclaimed. "Give it!"

"I am yours, protect me," the sword cried to Merickel.

Merickel fought the demon lord, who grabbed Erah in his claws and flew away on his bat-like wings, howling, "The time will come when you will happily give away that sword."

With newborns in tow, Merickel set out to find beloved Erah. He hiked to the orc badlands, where a spirit shaman directed him to a wondrous island kingdom.

"What marvels the world holds," he told his twins as the island's golden spires came into view. His children had grown quickly, as if by magic. In three years, his son stood as high as a pony and fenced using a man's sword.

At the island kingdom, he met the mystic Jessica, her brother, and the thief twins whose names are lost to history. Others also joined his inspiring quest for Erah.

"Like bears to honey," Merickel would say, "they come."

All the while, the demon lord spied, ambushed, and taunted Merickel. "Come and get me, oh, little god of war." Merickel was undeterred, with Erah etched in his heart and the visions of mystic Jessica to guide them.

With the visions as his treasure map, Merickel and his band found beloved Erah. Yet he was shocked. She was not chained in a demon's dungeon, but living comfortably in the floating sky castle of her true father, the elven mage Agazon. The paladin Justinian had rescued her months before.

"Please illuminate me," Merickel demanded. "Do you have feelings for Justinian?"

"I was very happy with you," Erah said, "but my father's purpose for me lies here."

Heart-broken, Merickel cried in the castle's garden. "What have I done wrong? Do I live another man's life!"

Now, the demon lord's drow mistress had entered Keep Agazon disguised as Jessica's brother, whom she had quietly murdered in secret. She prepared poison to kill Merickel while practicing swordplay. But Merickel knew his friend well. He uncovered the drow mistress, drove her off, and vowed to strike the demon lord's infernal home to end its dominion.

"But first," the elven mage interjected, "Who should wield the greatsword of the dead war god? Let us find out, shall we?"

The spells declared it belonged to Justinian, grandson of the slain god.

"This explains much, Merickel," the elven mage said. "You have been living Justinian's life. But to be fair, a match will decide who will wield the sword."

Merickel did not care to fight, but said yes.

Then more bad news: "It is true," Erah admitted with tears, "I carry Justinian's child." Merickel flew into a rage. He attacked the paladin in the keep's gardens the day before the match and left the "heir of a god" whimpering in a puddle of his own spittle

and blood. It was the least he could do.

"You disgrace! Leave this place forever," the elven mage pronounced as he and Erah turned their backs on him.

Bards say Justinian bore the greatsword into the Nine Hells. Sadly, his strike against the demon lord did not unfold as gloriously as prophecy predicted. The demon lord quickly removed his head and snatched the greatsword to go and slay his own master, a beast even fouler than it was.

Years later, Merickel heard the news. He had been living with Jessica, the thief twins, and his now-grown children.

"You are lucky," his daughter said consolingly. Nostalgia filled his heart. He returned to Erah, still floating in her father's sky home. He came with flowers and a smile. He asked once again for her hand in marriage.

"I am too bitter a root for you," she said. "Go find that fey forest of yours before its too late for you too. And here is the greatsword," she said. "Life's irony returned it to me." He did not ask how she got it back. Its journeys are another story.

On that day, Merickel returned to the misty lake.

He dove deep. It was cold now. Tritons lived there no more. He returned the greatsword of the dead war god to its resting place in the shrine, and then he disappeared into the woods. No one saw him again, which is not to say no more tales were told.

Summoning Rules

The following rules describe the requirements and rituals for binding Merickel, the Hero of False Destiny.

Binding DC: 23.

Requirements: Merickel does not abide demons, and will not be bound at the same time as Hollow Eyes, Kaylos, or other demon spirits.

Ceremony: You draw your own blood by cutting your arm along the blade of a greatsword.

Manifestation: None. Your binding check indicates whether you feel a sense of loss.

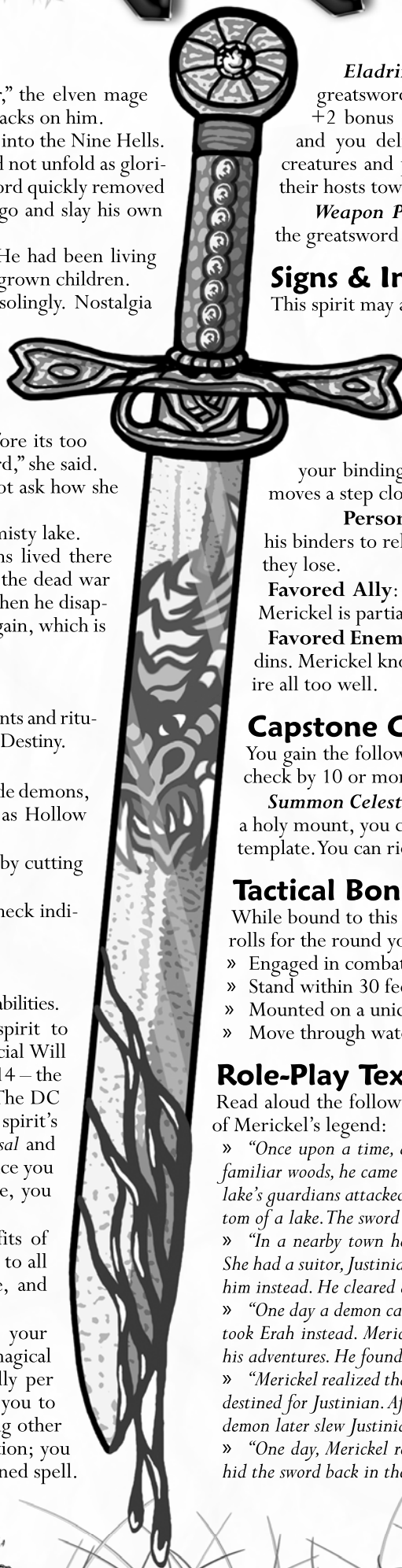
Granted Abilities

Merickel grants the following supernatural abilities.

Dismissal: You force a creature or spirit to return to its native plane if it fails a special Will save. To dismiss a creature, the DC equals 14 – the creature's Hit Dice + your binder level. The DC to dismiss a pact spirit equals 15 – the spirit's level x 2 + your binder level. See *dismissal* and *dismiss pact spirit* (page 241) for details. Once you use this ability and the target fails its save, you must wait 5 rounds before using it again.

Endure Elements: You gain the benefits of the *endure elements* spell plus resistance 10 to all energy types (acid, cold, electricity, fire, and sonic) for 24 hours.

Freedom of Movement: Whenever your movement is impeded by natural or magical causes, you can move and attack normally per the *freedom of movement* spell. This allows you to move and attack freely underwater, among other benefits. Activating the effect is a free action; you can escape a condition as if using a quickened spell.



Eladrin Hero: Whenever you are holding a greatsword or short composite bow, you gain a +2 bonus to attack rolls, saves, and skill checks, and you deliver +4d6 damage against lawful evil creatures and pactmages bound with spirits that shift their hosts toward lawful evil.

Weapon Proficiencies: You gain proficiency with the greatsword and the short composite bow.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Your gain ruddy, fey features. At your option, whenever you use a granted ability, you turn red with rage and your muscles bulge like a god of war.

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

Personality Influence: Merickel compels his binders to relentlessly go after and fight for anything they lose.

Favored Ally: Fey and Humanoid (elf) except drow. Merickel is partial to the creatures of his youth.

Favored Enemy: Outsider (evil), drow elves, and paladins. Merickel knows their weaknesses, and they sense his ire all too well.

Capstone Granted Ability

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

Summon Celestial Unicorn: Just as a paladin summons a holy mount, you can summon a unicorn with the celestial template. You can ride it even if you are not an elf maiden.

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:

- » Engaged in combat with a demon.
- » Stand within 30 feet of an arcane spellcaster.
- » Mounted on a unicorn.
- » Move through water, or in underwater terrain.

Role-Play Text

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

- » "Once upon a time, as the ranger half-elf Merickel was roaming familiar woods, he came upon a lake that he had never seen. After the lake's guardians attacked him, he discovered a magic sword at the bottom of a lake. The sword spoke to him."
- » "In a nearby town he had never seen, Merickel met the elf Erah. She had a suitor, Justinian. Merickel convinced her to elope and marry him instead. He cleared a keep where she bore him two children."
- » "One day a demon came for the sword, but it could not snatch it. It took Erah instead. Merickel searched far and wide, meeting allies on his adventures. He found Erah, already rescued by her former suitor."
- » "Merickel realized that Erah, the sword, and the demon's head were destined for Justinian. After a fit, Merickel gave up and departed. The demon later slew Justinian but was unable to keep the sword."
- » "One day, Merickel returned to Erah, but she was bitter. Merickel hid the sword back in the lake and was never seen again."

TENTACLES OF DAGON

THE SEA FIEND

It is the mind whose tendrils of thought reach through space and time. Those who summon one of its tentacles can breathe water and swim with ease, take the form of a giant octopus or giant squid, mentally contact other planes of existence, plague their foes with nightmares, and animate the drowned.



Level: 5
Spider Constellation

Legend

"The sea fiend is a myth," most sailors told the Artificer and his stalwart crew, but some fishermen swore they had spotted its eighty-foot tentacles as it took down the mightiest of iron-side warships.

"Well, I am a man of myths," the Artificer would quip to the naysayers.

The Artificer's underwater vessel, paid by the coin of a lifetime of treasure finds, was the envy of colleagues and kingdoms. It was forged and fitted from the finest metals and propelled by the magic of a genie's fire. It alone could track "Dagon."

"We shall stake this many-limbed fiend as a trophy for the ages," he cried excitedly, rallying his starved sailors in the wide hanger bay of his submersible's mid-deck.

A roar of cheers echoed down to every bolt. No better sailors could be had than these men. Yet the Artificer was misleading them. He yearned to learn Dagon's secrets. Under no circumstances would he kill it without touching it first, even if doing so cost the lives of a thousand men.

"It is some mindless maw, no doubt, not a god," said Galfran, the Artificer's top student, as they pored over maps on the bridge. They had just returned from a foray to a local island village; apparently, the islanders had worshiped the sea fiend for centuries and knew of its whereabouts.

"A god? Ha!" the Artificer replied, nodding in cynical agreement. But, he thought privately, if the sea fiend could commune with otherworldly spirits as the wild-eyed village heretic priest had claimed, then it could divulge more than gold treasures. As an educated man, he knew the legend of Al'Karos, a sunken metropolis of the Atlan Empire. Al'Karos had been a glorious city of magic users who were supposedly punished for not heeding the warnings of the gods. Some legends said they went to watery graves with unimaginable, priceless secrets.

"What do you think really happened, sir?" Galfran asked.

The Artificer replied confidently, "Their towers of magic bound elementals, primal forces like fire and wind. Chief among these forces was time itself. The legends, when interpreted properly, state that the Atlans vanished into an impossible place beyond time and history, not just into the sea."

Galfran said, "No one has ever found Al'Karos." He then added with optimistic pride, "but then, no one has swept the deeps as we have!" The Artificer smiled. He saw in Galfran a vision of

himself as a young man, ready to make a name for himself in the history books.

"Thank the gods," the Artificer said, "we are given a chance."

So they were. On the seventeenth day of the underwater expedition, they stumbled upon a wide and barnacled submerged cityscape.

"The sunken ruins of Al'Karos!" Galfran declared after comparing the expansive bridge view to the ancient maps. The submersible's lights revealed shadowy toppled towers, sundered sky bridges, cracked glass domes, and other mighty hallmarks of the Atlans.

"A superb day!" the Artificer cried out. "Men, get the water-breathing potions, helmets, and fins from the lab." The helmets were enchanted to allow a man to talk underwater, and the magical fins, which were the genie's idea, could meld with the body, transforming feet into fish fins to provide "natural" movement. Though not thoroughly tested, all the crewmen agreed the fins would surely work, and could be taken off quickly if the need arose. One joked, though, mermaids might accost them.

Tradition said a captain should remain with his vessel, but the Artificer had no love of traditions: "I shall personally lead a party of brave men to touch the sea fiend." Who was not a brave man among them? The crewmen eagerly imbibed the potions, donned the helmets and fins, and dove.

The sea, a pallet of blues illuminated by the bright sun far above, teemed with tiny spawn but no large creatures.

"Dagon has scoured clean its domain, from hunger," Galfran observed as they swam to the tower where they believed the sea fiend hid. The tower, one of many, was once a nexus of high wizardry.

"The towers hum," observed the genie, who swam with them. Its fiery skin created contrails of steam.

Yes, the Artificer thought, the tower might still be able to focus the energies of the Elemental Plane of Time.

"Oh, gods, dead men!" a sailor cried. From behind and above, the dead-eyed, half-eaten bodies of drowned men from sunken ships fell upon them.

"The spears, they do nothing," one of the other sailors called out in panic.

"The dead have no blood!" another joined in.

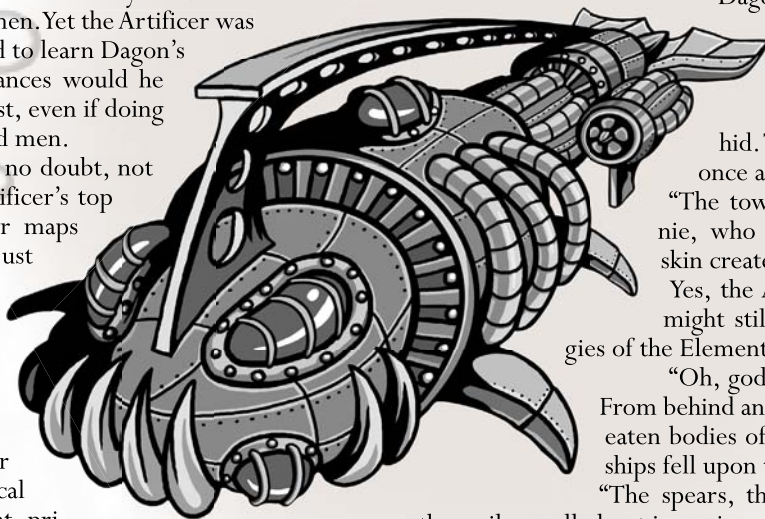
"Help! They are pulling me down!" a young swab cried.

The men fought the zombies with nets and tridents, but the Artificer had spotted his prize and moved on. One of the sea fiend's olive grey tentacles lazily peaked out from debris. A dark hole led to the main tower's heart below the sea floor.

"Go back, Galfran," the Artificer called without looking back, "take command until I return."

To the bottom of the tower, he alone reached Dagon's chamber. As he suspected, the creature was not hostile. It did not move to harm him. He stroked its soft central body and felt its cold pulse through his gloves. With a touch, its mind melded to his, just as the mad heretic priest had described to him.

"What is your secret?" he asked it, mind to mind, kin to kin. It felt so familiar. He saw into its mind's eye. It was once a man. A man who studied the ancient myths. This man had captained a metal submersible powered by a genie's fire.



It replied with a tide of sad triumph, "I have come from your future," it said. "And I am you."

Summoning Rules

The following rules describe the requirements and rituals for binding the Tentacles of Dagon, the Sea Fiend.

Binding DC: 23.

Requirements: Knowledge (the Planes) 3 ranks, Swim 3 ranks, you must be within sight of a lake or ocean.

Ceremony: Feast upon an uncooked squid or octopus tentacle. Your binding check indicates whether you gag on the meal.

Manifestation: As you feast, the tentacle squirms; each sucker is a mouth with tiny fangs crying for aid or cursing you. The voices scream as you bite and chew, and words emanate from your stomach after you swallow. When you finish eating, you hear nothing but crashing waves.

Granted Abilities

A Tentacle of Dagon grant the following supernatural abilities.

Animate the Drowned: This works like *animate dead* except you can only animate dead creatures that are in the water or died in the water. The creatures remain animated for 1 round per level if you do not have the onyx gem normally required by the spell. Otherwise they remain until destroyed.

Contact Other Plane: Once per day, your mind travels to another plane of existence for 10 minutes where you can ask 1 question per 2 levels. See *contact other plane* for details.

Curse of Nightmares: You plague a foe to the point of exhaustion. This works like the *nightmare* spell, except the effect lasts for only one night. You can curse a total number of foes equal to your level.

Monstrous Sea Form: You can *shapechange* into an octopus, giant octopus, squid, or giant squid. Unlike the spell you can continue to use your supernatural granted abilities while in monstrous form. Once you return to your natural form, you must wait 5 rounds before changing again. See the sidebar for giant squid statistics.

Watery Adaptation: You and your allies gain the benefits of the *water breathing* spell and a Swim speed of 30 feet. Affected creatures do not need to make Swim checks as long as they carry a light load or less. You and your allies can take 10 on Swim checks and gain a +8 bonus to Swim checks while trying special actions.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Your coloring matches the hues of the sea. At your option, whenever you use a granted ability, tiny harmless tentacles sprout from your body and wave about.

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

Personality Influence: Your demeanor is icy cold in winter and warmly playful in summer. The ever-curious Dagon compels you to ask one inappropriate question of everyone you meet. In addition, you experience a strong urge to enter water whenever you can.

Favored Ally: Aberration. These creatures innately understand what it means to transcend time, extend one's mind (or minds) like tentacles into different realities.

Favored Enemy: Aquatic animals and humanoids. Dagon is

forced to feed itself on sea animals and defend its hiding places with zombies culled from the remains of curious explorers.

Capstone Granted Ability

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

Delay Effect: Once per day you may delay one, some or all effects on yourself that occur during the course of a single round. You must declare your use of this ability before applying any effects to your character sheet. You can delay the onset of poison, damage dealt by a weapon, or even the effect of an area spell such as a *fireball* for yourself only. You can delay the effect for up to one round per level. You suffer the effect when the delay ends; it cannot be dispelled or negated while delayed since the effect has not yet happened. If you possess this ability from another source such as the temporal binder prestige class or the spirit of Brother Calvis, then the number of uses per day stacks.

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:

- » Attempt a Swim or Knowledge check.
- » Stand (float) within 5 feet of an aquatic animal.
- » Make a melee attack in underwater terrain.
- » Quaff a potion.

Role-Play Text

Read aloud the following points to quickly convey all or part of the legend of the Tentacles of Dagon, the Sea Fiend:

- » "At the peak of the Atlan Empire, monoliths of tremendous elemental power dotted the capital city. Temporal binders used the monoliths to manipulate time itself!"
- » "Ages after the Atlan Empire was wiped from history, a lauded intrepid explorer nicknamed the Artificer discovered vestiges of the Atlan capital city named Al'Karos beneath a dangerous sea."
- » "Publicly, the Artificer and his crew were hunting an infamous kraken. However, he believed the kraken knew many atlan secrets."
- » "He found the kraken amid atlan ruins, and exited his genie-powered submersible to touch it. He discovered a terrifying secret."
- » "The kraken was but a single 'tentacle' or aspect of a multidimensional being that existed outside of space and time. And this being was—paradoxically—none other than the Artificer himself!"

Giant Squid Form [Huge Aquatic Animal]

Hit Dice: As your own

Initiative: +3

Speed: Swim 80 ft.

AC: 17 (-2 size, +3 Dex, +6 natural), touch 11, flat-footed 14

BAB / Grapple: As your own / BAB + 12

Attack: Tentacle 1d6+8

Full Attack: 10 tentacles 1d6+8 and bite 2d8+4

Space/Reach: 15 ft. / 15 ft. (30 ft. with tentacle)

Special Attacks: If a tentacle hits, you can grapple as a free action without provoking an attack of opportunity. If the grapple wins you constrict for 1d8+6

Special Qualities: Low-light vision, ink cloud 20 ft. sphere 1/minute as free action for total concealment, jet as full action to move 320 ft. without provoking attacks of opportunity

Abilities: Str 26, Dex 17, Con 13; mental stats as your own

Skills: +8 Swim, can take 10 on Swim

Feats: As your own

THE CROW, PRINCE OF JUST SHADOWS

He is the spirit that returns from the dead to avenge wrongs and restore lost love. The Crow grants his summoners the ability to transform into a bird, wield two blades with ease, create confusing mirror images of oneself, conjure shadow magic, and summon a murder of crows.



Level: 5
Shadow Constellation

Legend

"You're still alive!" Taklin the dwarf said with joy to his brother Rurik. Rurik sat behind the big oaken desk that filled half their small office.

"Thank you for noticing," Rurik replied happily to Taklin.

"I take it the bandits are either arrested or dead?"

"Yep." Rurik leaned back in the chair, put his hands behind his back, and smiled with satisfaction. The defeat of the bandits was another hard-won victory.

"Didn't that corpse divulge they were expecting the Crow?" Taklin asked, curious. He sat and grabbed a swig of ale. Rurik had come to be known as the Crow, though very few knew the man behind the name was him. They had used a magic scroll to speak with the dead body of a bandit that they had struck down early on.

"Either I got lucky," Rurik offered. "Or they weren't expecting a dwarf, or five."

Taklin and Rurik both laughed.

The month before, bandits had killed the half-orc king and his men while they were hunting, and then the bandits claimed to hold the king hostage so they could have the run of the countryside and the five river cities. Happily, the king's son was very grateful to Taklin and Rurik for avenging his father's murder.

"Anything in the kingdom is yours," the newly crowned king said. "Except my throne, of course."

The dwarf brothers laughed as they often did.

"No need for a big reward," Rurik replied, "A few satchels of gold will do, and a warm front seat in the temple."

Days later, a gnome reporter visited their office.

"Could you be a king," the gnome asked Rurik, "like the adventuring heroes of yore?"

"I have no need to rule. The Crow never ruled."

The gnome reporter put away his quill and leaned in, "Is it true that you are a spirit binder? I will not tell anyone, I swear. Is that why you are called the Crow?"

Rurik gave the gnome a puzzled expression. "Do you know the Crow's story?"

"Refresh my long memory," the gnome said, curious.

Rurik began: "What evokes shadow? Shadow is a reduction of light caused by the imposition of some object between a light source and its destination. In the same way, the Crow was reborn after his life ended by an act of evil. An overly romantic story and not very dwarven, I must admit. But like the Crow we are a very tenacious people."

The gnome was confused but kept listening.

"Unlike shadow, the Crow returned to exact vengeance. Can vengeance restore light? Is it a blessing or a curse to rule shadows? That is the Crow's true story."

"I see," said the gnome, confused. "But what brought you, Rurik, to embrace the title. If I may add, the shadows are dour and you have a reputation as a jovial dwarf."

"Well," Rurik said with a blush, "Life is short so why not enjoy a few good laughs while you work."

The gnome laughed. Gnomes are prone to pranks and laughs, though they are not as hardworking as dwarves are. Only when he left the house did the gnome realize the dwarf had graciously finessed him out of the biggest story of his life.

Rurik and Taklin continued as nemeses of evil. Years passed. They enjoyed a few fine feasts with the king, and warm front seats in the temple. Then one day a priest came.

"Brother Salien," Rurik said to the priest, "how can we help you? A job for you, perhaps?"

"Not at all," the priest said. "I've been sent to investigate your magical practices."

"We both have papers from the Academy of Magic."

"No doubt." The priest did not look easy to please. He came in, climbed the stairs to their center of operations, and looked around with a frown.

Rurik and Taklin looked at each other nervously.

"No doubt you have heard, while sitting in the front row of the temple, that pact magic is strictly prohibited. It is dangerous. The gods banished these spirits for a reason; it is like cavorting with criminals and the insane."

"I am of very sound mind," Rurik said matter-of-factly.

"Your spells will surely confirm this."

The priest's expression softened. "I was a close friend of the old king, may the gods keep his soul, and your heroism against the bandits is not lost on me. Frankly, I have come to tell you I am your only sympathizer in the temple. And only the current king protects you."

Rurik was shocked, after all he had done.

"I will tell the others I found no evidence of pact magic here, and you will have a few years before they come again."

Rurik and Taklin saw off the priest, thanking him for his input. They signed in relief.

The next day while Rurik enjoyed a lunch of jerky and ale, a whole group of priests arrived, torches and maces in hand.

"What's going on?" Rurik asked. He noticed Brother Salien was not among them.

"You are under arrest for the murder of Brother Salien," the lead priest said. "He was coldly murdered last night by an attacker of dwarf height, wielding two blades."

"That's awful," Rurik said, "There are several hundred dwarves in this city. You are jumping to conclusions."

"Your brother, Taklin, he attacked when he saw us coming, and he admitted the truth—may the gods spare his soul—just before he died. Because you have been described as the ring leader, we will hold his death on your hands too."

That day, Rurik learned that even a shadow can be betrayed.

Summoning Rules

The following rules describe the requirements and rituals for binding the Crow, Prince of Just Shadows.



Binding DC: 24.

Requirements: Any non-evil alignment except Lawful Good. The Crow fears water and sunlight. You cannot bind him at the same time as Green Glomairah or Tentacles of Dagon.

Ceremony: Prepare a well of ink made from magically distilled shadows. Your binding check indicates whether you feel distracted by your own shadow.

Manifestation: A ghostly swarm of cawing ravens or other dark bird flies out from the pool of ink.

Granted Abilities

The Crow grants the following supernatural abilities.

Dark Wings Form: You *polymorph* as a swift action, except you can only transform into a crow, raven, or similar bird. You regain lost hit point when you change form but only when you are at or below one-half your normal maximum hit points. Once you return to your normal form you must wait at least 3 rounds before using this ability again.

Duel Blades: You gain the Weapon Finesse feat and Improved Two-Weapon Fighting feat for free, but only when using a dagger, rapier, or short sword.

Mirror Image: False duplicates pop up around you, confusing foes, while you (not the duplicates) use the *improved invisibility* spell at the same time to vanish from sight. You create 1d4 duplicates + 1 per 3 levels. A duplicate mimics typical actions and responds appropriately, but vanishes if struck. This works like the *mirror image* spell except the duplicates are composed of semi-real shadow-stuff. Thus, they can fool blindsense, scent, and other non-visual senses. The effect lasts 3 rounds, or until you dismiss the duplicates. You can use this ability in conjunction with your dark wings form to suddenly appear as a murder of crows as you turn invisible and take flight. You must wait 3 rounds between each use of this ability.

Shadow Conjunction: You can use shadow-stuff to shape quasi-real illusions of objects, creatures, or forces. You can mimic any sorcerer/wizard conjunction (summoning) or conjunction (creation) spell of 3rd level or lower. The result is fully effective unless a creature perceives it as unreal; then it is only 20% effective. See the *shadow conjunction* spell for details. You must wait 5 rounds between each use of this ability.

Summon Swarm: You summon a swarm of crows, ravens, or similar birds. The swarm fills two five-foot squares, acts immediately on your turn, and stays for as long as you concentrate + 3 rounds. The swarm causes 2d6 hit points damage (no save or attack roll), wounds foes, and distracts those who fail a DC 15 Fortitude save. This otherwise works like a bat swarm.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Your hair, lips, eyes, and clothing all turn black as a raven.

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

Personality Influence: When you see wrongdoing go unpunished, you feel compelled to pursue and deliver justice.

Favored Ally: Undead. The Crow cares nothing for evil undead such as vampires, but these creatures recognize and admire the Crow's drive to exact justice beyond the grave.

Favored Enemy: Humanoid (evil). The Crow's focus remains forevermore to defeat criminals whenever they may be.

Capstone Granted Ability

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

Undead Fortitude: Your body takes on shadowy qualities, granting you immunity to critical hits, sneak attacks, and death by massive damage. The effect lasts 24 hours.

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:

- » Attack a creature that has harmed you before.
- » Stand within 10 feet of a bird (animal or magical beast with wings or a fly speed).
- » Move through or attack in a shadowy illuminated area.
- » Regain consciousness.

Inspired Companion

If you forego the summon swarm granted ability, The Crow provides a giant shadow crow as a companion.

Shadow Crow Mount (CR 5)

Large Outsider

Hit Dice: 4d8+12 (30 hp)

Initiative: +3

Speed: 10 ft., fly 80 ft. (average)

AC: 15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12

BAB/Grapple: +4/+12

Attack: Claw +7 melee (1d6+4)

Full Attack: 2 claws +7 (1d6+4) and bite +2 (1d8+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Strength damage: bitten living foe suffers -1d6 Strength. Caw: All non-shadow creatures within 300 ft. try DC 13 Will save or panicked for 2d4 rounds; this is a sonic, mind-affecting, fear effect; a foe can only be affected once

Special Qualities: Darkvision 60 ft., shadow blend (total concealment except in full daylight), low-light vision, evasion, do not eat or sleep, speak Common

Saves: Fort +5, Ref +7, Will +6

Abilities: Str 18, Dex 17, Con 13, Int 10, Wis 14, Cha 10

Skills: Appraise +7, Bluff +4, Escape Artist +7, Hide +6, Knowledge (nature) +2, Knowledge (the planes) +2, Listen +9, Move Silently +9, Sense Motive +9, Search +4, Spot +15, Survival +3

Feats: Alertness^B, Flyby Attack

Alignment: Neutral

Role-Play Text

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

- » "A man was ambushed and murdered by brigands while riding to his own wedding to a beautiful and loving bride."
- » "The brigands were hired by a rival suitor who married the bride."
- » "Legends say that a wronged soul may, from time to time, return for vengeance in the form of a crow. The murdered groom returned."
- » "Wherever the murderous suitor went, he glimpsed the crow and shook from paranoia before the Crow killed him. A priest who was once a friend of the Crow's betrayed the Crow and banished his spirit."
- » "The legend says there is no rest for those who live by vengeance. The Crow's spirit survives only by allowing himself to be betrayed again and again, in an endless cycle."

VODAVOX THE HIVE MIND

Vodavox was a vile mind that emerged from the inhuman thoughts of countless billions of sentient insects. He grants summoners immunity to fear, an insect body, the ability to hypnotize foes, blast creatures with mental force, split one's mind into two independent parts, and form a telepathic bond with one's allies.



Level: 5
Spider Constellation

Legend

Vodavox's rise and fall is known in outline, but no detailed legends are linked with it, perhaps due to its alien nature.

Summoning Rules

The following rules describe the requirements and rituals for binding Vodavox, the Hive Mind.

Binding DC: 25.

Requirements: You must be an insectoid, or you must be able to lay eggs, or you must possess psionic ability. Vodavox and Son of Dobb are archenemies and cannot be bound at the same time.

Ceremony: You place one of your unhatched eggs within the pact seal, experience the manifestation, and then consume the egg. Your binding check indicates whether you even notice that you are eating your own unborn young.

Manifestation: The egg rocks back and forth, gently at first and then more wildly as it becomes suffused with Vodavox's might. The egg splits open slightly and an apparition of Vodavox appears. His insectoid chattering fills your mind with feelings of grandiose power and a sense of connectedness to other insectoids.

Granted Abilities

Vodavox grants the following supernatural abilities.

Aberrant Mind: Your mind is concealed by the twisting maze of Vodavox's bizarre insectoid thoughts. You gain immunity to fear. The effect lasts 24 hours.

Hypnotic Drone: Your mind broadcasts a confusing, droning buzz. This works like the *hypnotism* spell with the effect lasting 2d4 rounds on a failed Will save, except you can affect up to 32 Hit Dice of creatures within 30 feet so long as they possess 6 or fewer Hit Dice. More powerful creatures, and those immune to mind-affecting effects, are unaffected.

Insect Body: You gain a +1 bonus to your natural armor class and a +5 enhancement bonus to Bluff and Escape Artist checks. You must show Vodavox's sign to gain these benefits.

Phrenic Blast: You can project waves of incomprehensible, inhuman thoughts, which stun all intelligent creatures within range. The air ripples with the force of your mental attack as all creatures within a 30-foot cone are stunned for 1 round unless they make a Will save to resist. At your option, you can spend three full rounds preparing your attack. At each round beginning on the first, you grumble with mental noise until releasing a truly devastating blast. Add +3 to the DC to resist such a blast and extend the duration by 1d4 rounds. While rumbling, you cannot do other actions although you can defend yourself. If you fail a Concentration check then the attack fizzles.

WHAT IS AN INSECTOID?

Insectoid is a category of creatures. Generally, an insectoid is a creature that has insect qualities such as chitin, six or more limbs, multifaceted eyes, mandibles, and the ability to lay eggs. Most insectoids are aberrations, magical beasts, monstrous humanoids, outsiders, or vermin. A creature that is a hybrid of an insect and another type of creature is an insectoid. Examples from the *MM* and *Expanded Psionics Handbook* include ankheg, aranea, chuul, ice devil, dromite, ettercap, folugub, formian, phase spider, rast, remorhaz, rust monster, spider eater, most types of swarms, stirge, thri-kreen, umber hulk, and xill.

Split Mind: You can split your mind into two independent parts. Each part functions in complete autonomy, like two characters in one body. Your new "second mind" does not control your body physically but is free to take one standard action in each round if the action is purely mental (such as using a granted ability) in the same round you take your normal actions. Granted abilities used in this way are resolved as if your binder level were 6 levels lower than it actually is. Your second mind takes its first action on your turn in the round after ability is established. Both your minds communicate with each other telepathically. If you are subject to a compulsion or charm effect while you are of two minds, you make a second saving throw if you fail the first. If you fail both, then the split mind ends and you are affected normally. If you fail just one, the split mind ends immediately, but you are not subject to the compulsion or charm. Your second mind does not gain any advantages if you are subject to a haste effect, although you gain the overall standard benefits. Your second mind can cast spells that have no verbal or somatic components.

The split mind lasts 1d4+1 rounds. When the effect ends, you suffer the effects of *lesser confusion* for 1 minute, that is, each round you have a 25% chance of taking no action; otherwise, you act normally. During the 1 minute, you cannot use this ability. After the 1 minute expires, you are no longer confused, and you can use the ability again. Spells and abilities that negate confusion alleviate the confusion effect.

Telepathic Bond: You forge a telepathic bond among yourself and one or more willing creatures, each of which must have an Intelligence score of 3 or higher. Each creature included in the link is linked to all the others. The creatures can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not across planes of existence). You can maintain a bond with a maximum of one willing creature per three levels at one time. You can form the bonds all at once or over the course of the day. A creature must be within close range to forge or sever a link with it. A creature under your command using your hypnotic drone ability counts as a willing creature. The link with a creature lasts until your pact with Vodavox ends or until you sever your link with it as a standard action.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: You lose your hair, lips and genitalia if you are humanoid or a similar non-insectoid creature. In exchange, you gain insectoid qualities such as mandibles, a thin layer of chitin, multifaceted eyes, and multi-way joints. These do not afford any benefits or penalties except those mentioned under

the insectoid body ability above. Moreover, there is a 1 in 4 chance that giant phrenic wasp eggs spontaneously appear within your body without your knowledge until 8 hours after binding, when they hatch. See the giant phrenic wasp below.

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

Personality Influence: Like an angry wasp, you tend to attack when hungry or threatened. In addition, many behaviors that are abhorrent to humanoids strike you as normal and natural, although you do not usually engage in these behaviors unless necessary. Such behaviors include but are not limited to cannibalism, incest, self-mutilation, consumption of creatures while they are still alive, and so on. You do not experience pain, empathy, or remorse while engaging in these activities, although you might after your pact with Vodavox ends. Finally, you experience an overwhelming desire to consume humanoid flesh at least once a day.

Favored Ally: Insectoids and psionic creatures except psionic humanoids. These types of creatures are driven to further their own survival, and Vodavox grants you some understanding of their alien motives.

Favored Enemies: Humanoid (Any). Vodavox understands humanoids to be a filthy and incomprehensible blight upon the world that is suited only to feed its hatching young.

Capstone Ability

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

Mind Wraith: As a standard action, you can transform a fresh corpse of a person into a wraith-like creature under your command. The wraith is an astral construct created from the fragments of the dead person's personality. Treat the newly created creature as a wraith (see *MM*) except that it is affected by mental attacks and cannot be affected by turn undead or rebuke undead. The wraith remains for 1 minute per binder level before dispersing back into the Astral Plane. You can only have one mind wraith under your control at a time.

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:

- » Touch a creature with which you have a telepathic bond.

GIANT PHRENIC WASP PSI-LIKE ABILITIES

Vodavox's phrenic wasp companions possess the following psi-like supernatural abilities at binder level 5 and usable a number of times a day as indicated. The DCs are Constitution-based. Abilities that affect others are mind-affecting abilities.

3/day—*defensive precognition* (+1 insight bonus to AC and saving throws for 5 minutes)

1/day—*force screen* (+4 shield bonus to AC for 5 minutes; force effect so protects against incorporeal attacks)

3/day—*empty mind* (as an immediate action, gain +2 on Will saves for 1 round)

3/day—*mind thrust* (target must pass a DC 13 Will save or suffer 1d10 points of damage)

1/day—*body adjustment* (cure self of 1d12 hit point damage)

1/day—*brain lock* (targeted humanoid must pass a DC 14 Will save or be dazed for concentration + 1 round)

» Perform an inhuman act: cannibalism, incest, self-mutilation, or consumption of a creature while it is still alive. Such acts are necessarily always neutral or evil, and never good.

» Show Vodavox's physical sign as a move action (you do not gain the benefit continuously, only when your appearance alters as you show the sign).

» Stand within 5 feet of an insectoid-type creature.

Inspired Companion

If you forego Vodavox's split mind granted ability and are lawful or evil, it provides you with three giant phrenic wasps.

Giant Phrenic Wasp (CR 4)

Large Magical Beast (augmented vermin, psionic)

Hit Dice: 5d8+10 (32 hp)

Initiative: +1

Speed: 20 ft., Fly 60 ft. (good)

AC: 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13

BAB/Grapple: +3/+11

Attack: Sting +6 melee (1d3+6 plus poison)

Full Attack: Sting +6 melee (1d3+6 plus poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Psi-like abilities, poison sting (Injury, Fortitude DC 14, initial and secondary damage 1d6 Dex. The save DC is Constitution-based). Implant: As a standard action, can lay eggs inside a helpless creature. The young emerge 8 hours later, devouring the host from inside and causing 2d6 damage per round for 2d4 rounds before emerging. A *remove disease* spell rids a victim of the eggs, as does a DC 25 Heal check. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient

Special Qualities: Darkvision 60 ft., vermin traits, spell and psionic resistance 15 against mind-affecting spells, powers, and abilities, plus telepathy 100 ft. with other insectoids

Saves: Fort +6, Ref +2, Will +2

Abilities: Str 18, Dex 12, Con 14, Int —, Wis 15, Cha 15

Skills: Spot +9, Survival +2 (+6 to orient itself)

Feats: —

Alignment: Lawful evil

Role-Play Text

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

» "Vodavox emerged as an autonomous being from the thoughts of billions of sentient insectoid creatures that once inhabited the Ethereal Plane. Its mind was utterly inhuman."

» "When Vodavox became sentient, it discovered that its billions of "children" lacked food and the direction of a queen. It did the best it could to lure creatures as food."

» "One day, Vodavox's minions devoured the brain of a powerful drow wizard, whose thoughts merged with Vodavox's own, creating within "him" two minds."

» "With new found knowledge about food, magic, and power, Vodavox created humanoid clones to act as sensors and scouts, and then launched a terrifying invasion of countless humanoid worlds on the Material Plane. These worlds were stripped of all life."

» "During one invasion, Vodavox's children encountered and consumed the remains of a dead god. When the gods learned of this blasphemy, they annihilated Vodavox's soul and all his children. However, vestiges of the Hive Mind remain."

DAMIAN DARKSTAR

PRISONER OF THE VOID

Damian is the pilot who is trapped for eternity on the infinite horizon of a dark star. He grants summoners adaptation to outer space conditions, plus the ability to fly, traverse incorporeally at high speed between worlds, project a light ray, and see far in darkness.



Level: 6

Shadow Constellation

Legend

"This is Void Ship *Darkstar*, calling anyone..." The voice crackled in the mage pilot's ear. He recognized it as an emergency *sending* spell.

"Mayday, Mayday, we have suffered attack... spell helm cracked... falling toward a dark star... losing cabin pressure... calling anyone... Mayday."

The mage wondered how old the message was. It might be now. Yet if the poor ship had fallen into a dark star, from which not even souls could escape, then "now" would be eternity.

"Captain," the mage said, turning his mind away from the ship's spirit and to the busy bridge.

"Yes, pilot."

"A distress call from near a dark star. No date."

The captain paused. "How long is the message?"

The mage listened again. It was twenty-seven words. A normal *sending* spell was limited to twenty-five. The forces of a dark star warp magic as an archmage can warp a cantrip.

"Too late," he said with a sigh. "Plant an etheric beacon?"

The captain approved. The mage resumed piloting. The *sending* continued for several days as they skirted the dark star.

"This is Void Ship *Darkstar*, calling anyone..."

Summoning Rules

The following rules describe the requirements and rituals for binding Damian Darkstar, the Prisoner of the Void.

Binding DC: 26.

Requirements: You must be under the starry night sky.

Ceremony: Burn a short length of rope that has been dipped into wax and the fire of a black candle.

Manifestation: You hear Damian's mayday message. The message repeats for as long as the rope burns.

Granted Abilities

Damian Darkstar grants the following supernatural abilities.

Airless Speech: You can forge a telepathic bond with one or more creatures in close range that have an Intelligence of 3 or higher. You communicate telepathically through this bond, even if you do not share a common language. No special power or influence is established through the bond. Once the bond is formed, it works over any distance (although not from one plane to another). You can maintain a bond with 1 creature per 4 binder levels (round down). Furthermore, three times per day,

DAMIAN THE LESSER

Pactmakers with regular access to the Void know a ceremony to summon a 3rd-level version of Damian Darkstar. For this version, reduce darkvision to 120 feet and fly to 30 feet, and eliminate the *sending* ability associated with airless speech. Finally, make cosmic journey the capstone ability and reduce it to 1 astronomical unit per level.

DAMIAN OF DARKNESS

Evil binders often use an alternate ceremony that grants them a terrible power in lieu of the manipulate gravity capstone ability.

Breathless Wake: You wrap yourself in a 40-foot sphere of hard vacuum that instantly slays creatures near you. All creatures caught in the sphere must make a Fortitude save. Those with 4 or fewer Hit Dice are instantly slain, or suffer 4d6 hit points of damage per round if they make their save (these creatures may still die from hit point damage). Creatures with 5 or more Hit Dice suffer 4d6 damage per round, or half damage if they make their save. Allies and foes are affected alike for as long as they remain within the area for any part of their turn. You can use this ability for 1 round per binder level per day. You may use the rounds all at once or over the course of the day.

you can use the *sending* spell to transmit a message of 25 words or less to any creature on the same plane of existence as you.

Cosmic Journey: Once per day while in outer space, you can accelerate your body to fly a distance of 1 light year per level. While flying, you are incorporeal and protected from ambient conditions. You cannot perform other actions while on the cosmic journey. If you stop for longer than 1 minute in a location then your use of the ability for the day is expended. This ability only affects you and up to 200 lbs. of personal equipment.

Eye Light: At will, your eyes beam forth a 20-foot cone of *daylight*. You can cancel or resume the beam as a free action.

Fly: You can fly at will with a speed of 60 feet with perfect maneuverability. Your speed improves to 80 feet at 16th level and 100 feet at 20th level. Moreover, twice per day, you can make a "flying leap" from the surface of a world into low orbit around that world, or from low orbit to the world's surface. This action requires 1 minute to complete. Once you use this ability, you must wait 5 rounds before using it again.

One With the Breathless Heavens: You ignore the effects of the ambient conditions of outer space, including effects caused by cold, heat, lack of air, lack of pressure, radiation, and so on. This does not allow you to ignore gravity or energy damage, nor does it protect you against cosmic weather phenomena.

Superior Darkvision: You can see clearly in conditions of total natural darkness out to your normal line of sight.

Signs and Influence

This spirit may affect you in the following ways.

Physical Sign: Every 1d6 rounds, observers experience a disturbing illusion of you repeating a minor action.

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

Personality Influence: You experience a sense of impending doom, as if trapped and on the verge of death. Damian Darkstar compels you to attempt to call for help whenever you are trapped or below one-quarter of your total hit points.

Favored Ally: Any creature with the Profession (sailor) or Profession (pilot) skill. As a pilot, Damian relates to them.

Favored Enemy: Brigands, pirates, thieves and similar individuals who waylay and rob merchants or have sneak attack.

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:

- » Moving through an area with vacuum conditions.
- » In an enclosed space with no exits or with barred exits.
- » In a zone of altered magic.
- » After using your airless speech sending feature.

Capstone Granted Ability

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

Manipulate Gravity: You create, cancel, or reverse gravity in the local area. You affect up to one 5-foot square per two levels, centered on you. The effect lasts for as long as you concentrate. When gravity is reversed, or when gravity is created where none existed, unsecured objects and creatures fall “upward” (or downward). The distance moved in 1 round equals 100 feet + 10 feet per level. If a falling object or creature strikes an object or barrier, it suffers 1d6 damage per 10 feet fallen. If the object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly. When you stop concentrating, affected objects and creatures fall downward.

ADVENTURES IN THE VOID

Outer space, also known as the Void, is among the most hostile locations an adventurer can explore. Use the following rules to adjudicate travel.

Vacuum Conditions: The Void is an airless vacuum. Unprotected creatures suffer 1/3 of their normal maximum hit points in suffocation and bludgeoning damage each round, usually dying by the 4th round. Moreover, beginning on the 2nd round, a creature is blinded and deafened (no save), and at the end of the third round is automatically stunned even if it is still alive, assuming it can be stunned. Creatures with DR / bludgeoning or protection against suffocation (such as constructs and undead) reduce damage taken each round. Incorporeal creatures move through the Void as any other environment.

Breach Conditions: When a pressurized area opens to the Void, unsecured objects and creatures that fail a DC 17 Reflex save are drawn into the Void. Creatures must save every round depressurization occurs (the time varies with breach size and the volume affected). Assume a 1-foot-square breach depressurizes a 10-foot-cube chamber in 1 round.

Heat and Cold: In the Void, creatures suffer fire damage when exposed to sunlight or cold damage when in shadow. The damage is 5 hit points per round (no save). In locations with reduced or intermittent sun exposure, conditions are amenable to creatures protected with *endure elements* for a period of 1 minute or possibly longer.

Magical Radiance: Wild currents of natural and magical energies move through the Void. Creatures not protected against magical radiance automatically contract a degenerative disease after 10 minutes exposure even when protected from other aspects of the Void environment. The disease has an incubation period of 4 hours, after which time the creature suffers -1d4 ability drain damage to Strength, Constitution, and Charisma, plus an additional -1d4 per day until cured or dead.

Variant Gravity: Beyond a world’s reach, assume a null-gravity environment. Characters feel weightless and can push off stationary objects or secured creatures in order to move 30 feet per round. When pushing off an unsecured object or creature, both creatures (or the creature and object) move at 15 feet per round unless the object or creature is at least three size categories larger (Gargantuan for a Medium-sized character),

Provided a creature has something to hold to, it can attempt a Reflex save to secure itself when gravity changes. Creatures that fly or levitate can automatically avoid falling.

Role-Play Text

Read aloud the following points to quickly convey all or part of Damian Darkstar’s legend.

- » “*The merchant Damian traveled the Void—the endless frontiers of outer space—in his magical spell ship, the Darkstar.*”
- » “*During one run between worlds, Damian’s ship was attacked by pirates. He refused to surrender and in the ensuing fight, the spirit that animated the Darkstar was unbound.*”
- » “*The Darkstar drifted toward its namesake, a stellar object of frightening power worse than any fiendish hell.*”
- » “*Everything that falls within the dark star’s embrace, including souls, are trapped within it forever as they are ripped to shreds.*”
- » “*Damian had sent a distress call in the form of a sending spell. But even magic is distorted and shred by a darkstar. To this day, Damian and his distress call languish between existence and nothingness.*”

in which case only the smaller creature moves. Characters may also encounter low-gravity zones. In these areas, characters gain a +30 bonus to Jump checks and can carry three times their normal load. Conversely, in high-gravity areas, apply a -6 penalty to all Strength- and Dexterity-based skill checks and reduce by half (or more) a character’s carrying capacity.

Protection Against the Void: Besides binding Damian Darkstar, a character can protect himself for a period of 24 hours using the *limited wish* spell. A *miracle* or *wish* protects one creature per caster level. Other abilities, artifacts, creatures, and spells may offer protection at the game master’s discretion. For example, an appropriately sized air elemental can safely and effectively transport characters within its wind funnel.

Achieving Orbit: Void conditions begin 100 miles from a typical world’s surface. A creature or object can circle for a year or more in orbit, which begins at 100 miles and extends to 25,000 miles or more. A *teleport* spell can transport a caster and allies to most points immediately orbiting a world.

Moons: A typical moon is 250,000 miles from its parent planet. Most moons have low gravity with a slim zone of safe temperatures, but are otherwise akin to the Void. A *greater teleport* spell or *limited wish* moves a caster and allies to moons.

Solar Domains: A solar domain includes a sun or suns, asteroids, and other bodies under a shared gravitational influence. Distances within a solar domain are measured in astronomical units, or AUs. One AU equals approximately 93 million miles. Planets may be as close as 1/3 of an AU, or as far as 10 AU from each other. A typical solar domain spans 50 to 100 AU total.

Interstellar Travel: The distance between solar domains is measured in light years. One light year is approximately 6 trillion miles, which may be crossed via Astral travel or a *shadow walk* spell. Solar domains may be as close as 1 or 2 light years, or as far as hundreds of light years. A typical distance between solar domains is 3d6 light years. At the game master’s option, a *greater teleport* spell will bridge interstellar distances.

Void Ships: A craft similar to a sailing ship can be constructed to traverse the Void. There are several approaches, including use of air or fire elementals, spells that imbue the craft with motion and shielding against the elements, and the binding of Damian’s spirit into a ship, transforming it into a living construct. See Chapter 10: Encounters, page 306 for details.

DEMOS KALAGOS, SWORN ENEMY OF TIME

He is the trickster whose pranks made a fool of even time itself. Those who summon him gain uncanny skill while performing tricks as well as the ability to create illusions, craft traps, banish a foe into a maze, and ignore unwanted movement through space and time.



Level: 6

Portal Constellation

Legend

All of Demos Kalagos's numerous traps, tricks, and adventures, like those of his rival, Rasputin, are continually erased from history as part of his misuse of the timestream.

Summoning Rules

The following rules describe the requirements and rituals for binding Demos Kalagos, the Sworn Enemy of Time.

Binding DC: 25.

Requirements: Craft (trapmaking) 6 ranks, Knowledge (the planes) 6 ranks, Sleight of Hand 6 ranks, able to read arcane spells (typically using the *read magic* spell). Demos Kalagos and Rasputin are bitter professional rivals and cannot be bound at the same time.

Ceremony: You follow instructions to prepare an arcane spell for summoning a time elemental, except you perform the ceremony backwards.

Manifestation: You experience yourself performing the ceremony again but now forwards in time.

Granted Abilities

Demos Kalagos grants the following supernatural abilities.

Deceptive Figment: You can use the *persistent image* spell at will to create figments that fool others with sight, sound, smell, and thermal properties. The image can fill a volume of four 10 ft. cubes plus one additional 10 ft. cube per level. Once created, a figment lasts as long as you concentrate + 1 minute on its own, and will follow a script determined by you at the time of creation. The figment can produce intelligible speech if you wish. You can only have one figment active at a time. The figment vanishes if struck or otherwise touched, unless you are concentrating for it to react appropriately.

Instant Trap: You create a trap. Various traps are described in Chapter 3 under Traps in the *DMG*. You can create a trap with a CR equal to one-half your binder level (round down, maximum CR 8). The time required to craft the trap depends on its Challenge Rating (CR 1 is free action, CR 2 is move action, CR 3 is standard action, CR 4 is full-round action, CR 5 is 2 rounds, CR 6 is 1 minute, CR 7 is 10 minutes, and a CR 8 trap requires 1 hour). You can maintain one trap at a time. A trap lasts for 24 hours or until you dispel it or craft a new one. If a creature is inside a trap when it vanishes, the creature is expelled harmlessly into the nearest open space. You automatically succeed at creating mechanical traps. To make a magical trap you must succeed against a Disable Device DC of 25 + the level of spell used. Otherwise the trap fails.

Magic Tricks: You can use the *prestidigitation* spell at will, and you gain a +6 bonus to Disable Device and Sleight of Hand checks. The bonus increases to +12 at 18th level.

Resist Spacetime: You gain immunity to magical effects that

increase your age or move you through space or time against your will. Spells and effects such as *teleport* and psionic *time hop* immediately fail when applied to you unless you choose for them to work. Even if you wish for an effect to work, there is a 10% chance that it will not. Mundane movement such as a bullrush against the binder works normally.

Temporal Maze: Once per day as a full-round action you can use the *maze* spell. The targeted foe must be within close range. It is instantly banished to a state of nonexistent outside of space and time. The creature effectively ceases to exist and is undetectable and unreachable by any means mundane or magical. The subject does not get a saving throw when first targeted. However, the trapped creature can attempt a DC 20 Intelligence check each round on its turn in order to escape. If it does not escape after 1 minute, the effect automatically ends. However it escapes, the creature reappears where it vanished, or it reappears in the nearest open space if the previous space is occupied. When it reappears, it continues to exist in a space of pseudo-existence. During the round it appears, it is unable to make an attack roll, although it can perform any move or move equivalent actions; also, any attack made against it automatically fails. In the second round it returns to normal existence. Note that a creature trapped in the maze may forego its Intelligence check and remain in the maze for 1 minute if it so desires.

For some reason, gnomes are immune to this ability. Targeting a gnome causes the binder to be trapped instead, unless he or she is also a gnome. Even creatures that normally ignore *maze*-like effects are trapped, since the target is sent to a place that simply does not exist rather than a maze.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: You look like yourself at another age, as young as a child to as old as a wizened geezer. The age is determined randomly: 1 is child, 2 is adolescent, 3 is young adult, 4 is adult, 5 is middle age, 6 is old, 7 is venerable, and 8 is your current age. At your option, whenever you use a granted ability you blink out of existence for a fraction of a second. The effect is visible to others on a DC 15 Spot check, but has no game effect.

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

Personality Influence: Demos Kalagos is both flighty and obsessed. He compels those he binds with to plot, rant, and taunt any creature he discovers can move in a non-mundane

SAMPLE TRAPS

Here are three example CR 5 traps.

Camouflaged Pit: A mechanical trap with trigger plate and manual reset; DC 20 Reflex save avoids, else fall 50 ft. for 10d6 damage; affects all targets in two 5 ft. squares; Search DC 25 to locate; Disable Device DC 20 to disarm.

Falling Block: A mechanical trap with trigger plate and manual reset; +15 melee attack, else suffer 6d6 damage; affects all targets in two 5 ft. squares; Search DC 20 to locate; Disable Device DC 25 to disarm.

Ice Storm: A magical effect (*ice storm* cast by 7th-level wizard, 3d6 bludgeoning damage + 2d6 cold damage, no save) activated when targets enter 20 ft. radius area covered by alarm spell; automatic reset; search DC 29 to locate; Disable Device DC 29 to disarm.

manner through space or time.

Favored Ally: Any creature capable of creating illusions, whether as an innate ability, or by using spells or other means.

Favored Enemy: Any creature that can move through space or time using non-mundane means. Note that a creature might qualify both as a favored enemy and as a favored ally.

Capstone Granted Ability

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

Puzzle Portal: You create a portal that can only be used by binders who solve its puzzle using knowledge of pact magic. Such a puzzle takes up a 5-square-foot area and consists of a number of tiles, up to one tile per binder level. A pact magic seal is inscribed on each tile. To solve the puzzle, a binder must arrange the tiles in a correct order by touching one tile and then another, causing the tiles to switch places. To move a tile correctly, a character must succeed on a special check (d20 + his binder level + his Intelligence modifier) against a DC equal to 10 + the number of seals + your Intelligence modifier. A puzzle solver can take 10 when not rushed or threatened. Alternatively, a player can attempt to solve the puzzle for his or her character. Either way, the tiles only respond to creatures that have bound a spirit.

Moving a tile is a standard action. If the character causes an incorrect placement then he suffers 2d6 hit points damage. The damage type can be acid, cold, electricity, fire, sonic, force, or negative energy, as determined by you. Each tile may generate a different damage type. Binders typically assign damage type by the constellation a spirit belongs to or according to an obscure characteristic. A puzzle solver can attempt to deduce what type of damage a tile will deliver by making a successful binder level check (d20 + binder level) against a DC of 16 + your Intelligence modifier.

When all the tiles are placed in the correct order, the puzzle solver and all those within 10 feet of the puzzle are moved to a location designated by you within 440 feet of the puzzle. This otherwise works as the *dimension door* spell. You can indicate the initial arrangement of the tiles or allow them to arrange at random. Each time the portal is successfully used, the tiles reset to a new arrangement. A rogue's trapfinding ability is insufficient to solve Demos's puzzle portals. Nor can a Use Magic Device check work unless the character specifically emulates a binder. You can use this ability at will but you may only maintain one portal at a time. Creating a puzzle portal is a full around action and requires a continuous 5-foot-square surface area.

Tactical Bonus

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

- » Move to a square you occupied 1 minute earlier.
- » Fail a Will save against an illusion.
- » Prevent a creature from moving through space or time using non-mundane means.
- » Succeed on a Sleight of Hand check of DC 15 or higher.



Inspired Companion

If you forego the instant trap granted ability, Demos Kalagos provides you with a sentient living slow spell as an companion.

Sentient Living Slow Spell (CR 6)

Large Ooze Sorcerer 1

Hit Dice: 7d10+1d4+8 (48 hp)

Initiative: +4

Speed: 20 ft.

AC: 12 (-1 Size, +3 deflection), touch 12, flat-footed 12

Base Attack/Grapple: +5/+10

Attack: Slam +6 (1d6+1 + slow effect)

Full Attack: Slam +6 (1d6+1 + slow effect)

Space/Reach: 10 ft./5 ft.

Special Attacks: Bestow *slow* (foe struck by slam attack must succeed on DC 16 Will save or suffer *slow* effect); engulf 1 square (DC 16 Reflex save; if succeed pushed back 5 ft. else grappled and suffer *slow* effect). Slow limits target to single move or attack action every 5 rounds. Spells known: *dancing lights*, *detect magic*, *ghost sound*, *open/close*, *speak with animals*, *mage armor*, *true strike*. Spells per day: 5 0th level, 4 1st-level spells. (Note: familiar replaced with bonus 1st-level spell known)

Special Qualities: Ooze traits including immunity to mind-affecting effects, DR 10/magic, SR 17

Saves: +7/+6/+8

Abilities: Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 13

Skills: Hide +4, Spellcraft +3

Feats: Ability Focus^B, Improved Initiative^B, Natural Spell (allows ooze to cast spells without components)

Alignment: Neutral

Role-Play Text

Read aloud the following points to quickly convey all or part of the legend of Demos Kalagos:

- » "Demos was a gnome, although some legends describe him as a kobold or a powerful fire mephit. Either way, he excelled in pranks, puzzles, and prestidigitation."
- » "Demos had rivals and foes. Fiends, angels, and dragons reviled his name for daring to injure their honor. Many sought to kill him. However, Time was Demos's angriest and most determined foe."
- » "Unlike Death, Magic, and Nature, Time held sway over all the multiverse, until Demos tricked it into surrendering its powers to him for a single day."
- » "Demos did not realize that time has many streams, each containing a version of himself. Each version differed in morals and goals, and one of himself had prepared for all the other versions of Demos a final devastating trap, an eternal prison of non-existence."
- » "Even to this day, the details of Demos's existence is continually erased from history."

SAMPLE PUZZLE PORTAL

The puzzle at left consists of nine tiles, each representing a spirit. A binder must arrange the tiles to spell out the password "Ashurrket." The binder can follow the first letter of each spirit's name ("A" for Aza'zati, "S" for Solterra, and so on). The puzzle contains an additional trick. Two spirits names begin with an "R."

GOLIATH, THE INFERNAL FORGE

He is the iron-fisted fiendish taskmaster that trusts the fiery crucible of pain and endless toil. Goliath grants his summoners the ability to inflict pain, withstand physical attacks with great fortitude, take a terrible giant form, and radiate an aura of fire.



Level: 6

Knight Constellation

Legend

"We need more heads!" Goliath shouted in anger to spur his scouts to action. Strictly speaking, the factory's machines processed souls, but Goliath's father's aim was for all their products to have thinking, feeling, speaking heads. The River Styx disgorged freshly damned souls on a regular basis; their rubbery bodies are very pliable to shape into chairs, tea warmers, toilets, and other conveniences that a well-to-do devil might enjoy. Today, however, Goliath was leading his party in search of a very special, pretty little head.

"Agh!" One of the barbed devil scouts shouted in surprise as lava burst up from a crevice. The devil was ahead of them on foot guiding the spike hounds, rather than on a mare like Goliath and the rest of the scouting party.

"No time for horsing around!" Goliath shouted. He shook his head in dismay. His nightmare steed was well-trained to ignore distractions, but some of the scouts were freshly promoted from bone devil status, and were unused to travel.

"Over there!" the flying cambion cried. "By the river."

"She mustn't fall in!" Goliath bellowed. A head with no memories wasn't as fun to enjoy in a torture chamber.

They rode down the hillock toward the river.

Lava erupted from vents on all sides.

They galloped passed the half-charred remains of an escapee. These were mortals of the nation of Gath, which Goliath's father had kindly bought and brought wholesale into Hell. One day Gath's citizens awoke under infernal skies and were rounded up to work in the factories of their new master.

They passed another escapee, a youth still alive. His charred arm was quivering in anguish.

"Please mercy, master sir." His tongue was so parched that he spat as he cried. "I will be overjoyed to return to the factory.

"Get up, mortal scum," one of the barbed devil scouts retorted, and lifted the youth by his broken arm. Bone cracked.

"Agh!" the youth cried.

"Bring it," Goliath said as he reigned in his nightmare.

The scout brought the youth.

"Mercy, my lord and master. I am foolish but a hard worker."

He had been mortal once: a fire giant slain on the battlefield in front of thousands by a puny halfling's sling. Never would he be weak again! Hell had remade him. Besides, the infernal tongue did not actually contain the word "mercy," except as a variation on the word "weakness."

"If you weren't flesh and blood," Goliath roared at the youth, "I would shape you into a fresh pair of underwear."

The devils chortled.

Goliath grimaced. "Others are escaping with the girl." He indicated to one devil, "Take this miserable miscreant back to the factory and have him knitted back together. Then hobble him."

"Oh, thank you," the youth bleated.

Goliath was already riding on. On the ashy wind he smelled

the girl, her skin and hair. Goliath's skin was flexible iron. He could smith a soul in a forge with his bare hands. His father once said that was the real trick. Any devil could reshape a soul. But to force it to keep that form and function in Hell's fiery clime required that a shaped soul be hardened in an acidic forge. Others relied on clumsy tongs or pitiful magic. Not Goliath.

"I smell you, dear," he whispered gleefully to himself. A machine would make her sweat. The sweat would be collected and infused into their new line of pleasure devil perfumes.

"There she is!" the cambion shouted from above, pointing. Five escaped Gath workers, including the girl's mother were with her as they tried to cross the River Styx at a narrow point. One fell in.

"Ugh, what a waste," Goliath said. "Grab her from above," he ordered the cambion.

"Yes, my master."

Goliath reigned in his steed at the river's edge. The languid water was black as tar. From rocks that shot up along the shore, oozed forth the newly dead souls of tyrannical men and fools who had sold their souls to Hell for a few coins or magic.

The flying cambion snatched the girl from her mother's arms. The girl's crying head was arrayed with radiant blond curls.

What beauty, Goliath thought. He would have to find a way to keep her living and healthy for eternity. Or clone her.

After securing and inspecting the girl, he sent half the scouts to capture the remaining escapees and organized the other half to collect the vile souls forming from the river's rocks.

"We need more heads!" Goliath shouted, both in anger and to spur his scouts to action.

Summoning Rules

The following rules describe the requirements and rituals for binding Goliath, the Infernal Forge.

Binding DC: 25.

Requirements: You must be within sight of an open flame and a bound prisoner.

Ceremony: You must brand yourself. The brand, whether a geometric symbol of Goliath or a phrase written in Giant, must indicate your unwavering loyalty and servitude to Goliath, or to another creature. The branding inflicts 1 point of damage plus 1d4 points of nonlethal damage. Your Will save result indicates whether or not you laugh during the ceremony.

Manifestation: Hot flames erupt from the ground, and an apparition appears of Goliath or the creature indicated by your brand. The apparition says nothing as it waits for you to bow down and utter your pact of obedience to it.

Granted Abilities

Goliath grants the following supernatural abilities.

Excruciating Pain: With but a thought, creatures within 60 feet must succeed on a Fortitude save or suffer -4 penalties to attack rolls, skill checks and ability checks for 1 hour. Multiple instances of the ability do not stack on the same creature. You must wait 5 rounds between each use of this ability.

Fire Shield: Creatures attacking you take energy damage, and you are protected from either heat or cold damage (your choice). This works like the *fire shield* spell. Thus, any creature striking you with its body or a handheld weapon deals normal damage, but at the same time it takes 1d6 points of damage +1 point per level (maximum +15). This damage is either cold damage (if the shield protects against fire-based attacks) or fire damage (if the shield protects against cold-based attacks).

The fire shield ignores spell resistance. Creatures wielding weapons with exceptional reach are not subject to this damage if they attack you.

At your option, as an immediate action, you can visibly manifest the fire shield. You appear to immolate yourself, but the flames are thin and wispy, giving off light equal to only half the illumination of a normal torch (10 feet). The flames are warm or cold to the touch, and you only take half damage from cold- or fire-based attacks, as appropriate. If such an attack allows a Reflex save for half damage, you take no damage on a successful save.

Heroic Fortitude: You gain a +4 bonus to Fortitude saves for a duration of 24 hours.

Obedient Might: For up to one round per level per day, as a free action, you transform into a terrible effigy of Goliath himself. Your size increases one category (typically from Small to Medium or from Medium to Large) and you gain combat bonuses: +8 Strength, +4 Constitution, +4 enhancement bonus to natural armor, and damage reduction 5/evil.

Stoneskin: You gain damage reduction 10/— for 24 hours. This supercedes the obedient might damage reduction.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: You grow 1 foot taller or to the limit of your size category. Additionally, your hair and extremities turn charcoal black and alight with fire (an harmless illusion).

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: You become both cruel and masochistic. Whenever you drop a foe but do not kill it, you must do your best to revive and torture it before putting it to death once and for all. Similarly, if you are defeated but not killed by a foe, then you must willingly submit to the foe's demands. You consider it your master without attempting to escape or cause harm to it for a duration of 24 hours.

Favored Ally: Giants, dwarves, and creatures with the fire subtype. These creatures are your historical allies and you are compelled to treat them well.

Favored Enemy: Elves of all kinds, reptiles including snakes, and creatures with the water subtype. These creatures are your historical foes and you will never brook an inch of sympathy to them.

Capstone Granted Ability

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

Binding Chains: You target one creature of any size that is in contact with solid ground. Supernatural iron chains sprout from the earth and bind the creature tightly (Reflex save to avoid). Once bound, the DC to escape the chains with a Strength check or Escape Artist check is DC 20 + your binder level + your



Constitution modifier. The target can attempt to escape on its turn. The chains have an AC equal to 10 + your binder level and a hardness rating of 30. You can only have one creature chained at a time in this way, and it cannot be chained for more than 24 hours. The creature cannot be moved since the chains link to the earth.

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:

- » Fulfill an oath made to another creature.
- » Magically increase your size.
- » Stand within an area of fire (normal or magical).
- » Stand within 5 feet of a helpless creature.

Inspired Companion

If you forego the obedient might ability and are lawful or evil, Goliath provides you with a spike hound as a companion.

Spike Hound (CR 6)

Medium Construct (Extraplanar, Lawful, Evil)

Hit Dice: 8d10+20 (56 hp)

Initiative: +5

Speed: 50 ft.

AC: 18 (+1 Dex, +7 natural), touch 11, flat-footed 17

BAB/Grapple: +6/+14

Attack: Bite +10 (1d6+4) or 2 claws +10 (1d4+4)

Full Attack: Bite and 2 claws

Space/Reach: 5 ft./5 ft.

Special Attacks: Fire spikes (grappled foes automatically suffer 1d6 spike damage plus 1d6 fire damage), trip (on a successful bite attack, can attempt trip as free action, +4 bonus, without provoking attack of opportunity)

Special Qualities: Darkvision 60 ft., construct traits, immunity to magic (as golem, immune to spells that allow SR save), DR 3/adamantine, fast healing 1, speak Infernal.

Saves: Fort +2, Ref +3, Will +2

Abilities: Str 19, Dex 11, Con —, Int 5, Wis 10, Cha 1

Skills: Listen +6, Spot +5

Feats: Improved Initiative^B, Improved Grapple^B, Improved Trip^B

Alignment: Lawful evil

Role-Play Text

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

- » "An evil wizard magically created Goliath from two fathers: a dwarf and a fire giant. Goliath grew up under the wizard's tutelage."
- » "Goliath oversaw the construction and function of the wizard's numerous mines and factories, staffed by the conquered people of Gath. Workers who fell behind quota, and those who shined, were equally subjected to all manner of suffering."
- » "Arena combat, desert hunts, evenings of depravity, torture of infidels and escapees, insane tests of strength and intelligence—Goliath took a perverse pleasure in 'hardening' a people he called 'his.'"
- » "In a terrible rage one night, Goliath smashed to death the wizard. Goliath cried, and then killed all who saw or heard his tears."
- » "Even after a little girl slew Goliath with the power of her own thoughts, his ghost continued to haunt her, and when she finally died he became a spirit."

JAYNA WARLOCK, TRAVELER OF WORLDS

She is the studious genie that walks with ease across the seemingly infinite planes of existence. Jayna Warlock grants her summoners the ability to resist elements, react quickly, fly long distances, see things as they really are, and shift planes of existence.



Level: 6

Genie Constellation

Legend

"Why do you persist, my dear," the white-haired headmaster said with a slow emphasis that belied his impatience. "Extolling the existence of—seven—elements?" The headmaster glanced about for support from other tired councilors. He was grasping, Jayna observed, which she took as another clue that the theory of seven was potentially a sound one.

Another councilor scanned a scroll and read as if she were stupefied, "Wood, metal, and?" Jayna could not see what she was reading, since the councilors sat along a high stone bench looking down upon her some ten feet below.

"And the void," Jayna said impatiently. "It's all there."

"I don't know these...elements," the councilor decided, shaking her head sadly.

"Where are these extra three elemental planes?" a third councilor asked. Her voice was not quite as harsh. "If you could produce for us a spell, or a planar map or portal, or an astral color pool, then we could suggest a way to fix your thesis in time to see you off with your fellow students." The others grumbled.

So that was their hope, to get rid of her, Jayna realized. "Just because we cannot see these other elements does not mean they are not there."

"Oh, my dear," the headmaster retorted. "You chide us as if we've been around for only a few hundred years! Who has misled you with this drivel?"

"This is not new," Jayna said forcefully. "I researched these formulas all the way back to Mana, the Beholder of Lost Magic."

"How did you access those tomes?" the headmaster demanded, alarmed. "That zone of the library is only for noble jann! And pact magic is very dangerous."

"I have only been reading, not summoning," Jayna replied. "And I am half-jann. My father is a jann noble of the highest house." No councilor would have the temerity to point out the inescapable fact that her mother was a mere human, and thus Jayna a mortal. "And now that you have broached this subject, why is this knowledge hidden?"

"Every student must find a way to organize his or her spellbook in a quick, efficient manner," the headmaster said with a mask of conciliation. "We are pleased that you have located

a—unique—method to organize formulas at your fingertips." The other council members nodded. "Indeed, we see your performance in exemplary. You learn so many spells so quickly. But you will need to pursue this cause on your own, Jayna, if you persist."

Jayna left the council that day with confidence, but later she broke down in a redoubt of tears.

"Be honest with yourself," her djinni friend L'kell said, holding her hands. "Are you ready to walk the planes?"

"I will persist," she said defiantly, "though I have been unable to locate these planes or distill the extra elements."

They sat together in stark silence.

"Who are you really trying to impress?" L'kell asked with as much love as he could muster.

"You too, L'kell?" Jayna rose and stormed out. But she found little peace. Even a balcony view of the Seven Storms in their full evening glory could not quell her disquiet.

Then it struck her. Mana did not cast spells. L'kell did not cast a spell to create whirlwinds. Magic was a part of them. It could never be pinned to a formula. Perhaps she had been going about it all wrong, she thought, appalled at her own stupidity. No wonder! She felt she had been an idiot for studying spells.

She packed up her belongings, except for her spellbook and spell components, which she threw into the fireplace. It crackled with thanks as it consumed them. Then she briskly took herself to the private quarters of the headmaster.

At his door, she wondered again if this were all just another mistake. Perhaps she was just a stupid mortal. What had she been thinking, to burn her own spellbook?

She knocked. After a spell, the headmaster answered. "Oh, Jayna," he said in dismay when he opened the door. "I will not hear of this anymore." He began to close the door.

"No," she said. "I was wrong."

He looked at her, perplexed, and kept the door open.

"I realized today, as I watched the Seven Storms, that I was definitely wrong. I sincerely wish...I must ask the council for a thousand pardons."

"Well." The headmaster was speechless as he stood there in



all his white-robed majesty of nine feet. "Perhaps I shall regret this," he said. "May I ask what moved you to sanity?"

"This is a citadel of arcane spellcasting, is it not?"

"Yes."

"I kept trying to fit seven elements into the framework of casting spells, which is like..." She searched for words. "That would be like marrying a slaadi to a formorian."

The headmaster laughed heartily at the metaphor of a giant toad marrying a giant ant, before the toad devoured the ant, most likely; and that was the least of their differences. "Well," he finally said, "I'm pleased to hear all is clearer for you."

"It has," she replied. "Magic is not about spell-casting."

Now the headmaster was very confused.

That night, Jayna snuck away from the citadel grounds, using a carpet that L'kell had once given her. Her first stop was the lost cavern of the gods, as Mana described. "Yes," she said to Lovath, her poor familiar. "I am just a mortal, and first thing I am definitely going to change that."

Summoning Rules

The following rules describe the requirements and rituals for binding Jayna Warlock, Traveler of Worlds.

Binding DC: 25.

Requirements: Knowledge (the Planes) 7 ranks.

Ceremony: Prepare a brazier and place within it a measure of the seven true elements: air, fire, metal, stone, water, wood, and the void. Your binding check indicates whether you intuit the correct proportions of these elements.

Manifestation: From the brazier booms a fiery apparition that grants you three wishes. The first wish is for it to spare your life. The second is to gain its power. Finally, the third wish is for it to leave you in peace. Then the apparition and the brazier's contents vanish in a fog of thick smoke.

Granted Abilities

Jayna Warlock grants the following supernatural abilities.

Elemental Resistance: You gain resistance 10 to one type of energy: acid, cold, electricity, fire, or sonic. You can change the type of energy as a standard action. You must wait at least five rounds between each change in energy type.

Improved Initiative: You gain a +4 bonus on initiative checks. In addition, once per day you can re-roll an initiative check. You must take the result of the second roll even if it is worse than the first roll.

Overland Flight: You and up to 4 allies gain a fly speed of 40 for 1 hour per level per day. This means you can travel up to 64 miles in an eight-hour period. You can use the time all at once or spread out over the course of the day. See the *overland flight* spell for details.

Plane Shift: You and up to 8 other creatures can move to another plane of existence. This works like the *plane shift* spell, except you have more control over your destination. For each point you roll on a Knowledge (the planes) check, you arrive 10 miles closer to your destination.

True Seeing: You see all things as they actually are, as the *true seeing* spell, whether through darkness, illusions, or polymorph effects. Activating the ability is a swift action, and lasts 1 full round. You must wait 5 rounds between each use of the ability.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Your skin becomes as sand, your voice resonates as the wind, your hair erupts with a bushel of flames, and your eyes become dark pools of water.

Alignment Shift: When you fail your binding check by 10 or more, your alignment moves one step closer to chaotic good for 24 hours.

Personality Influence: You extend kindness and generosity, offering gifts, praise, and even your tunic. Yet you interpret others' goodwill as insults, and if wronged you seek to restore your honor by a duel or other match.

Favored Ally: Genie-kind, including half-genie humanoids. Despite the disapproval she received as a student, Jayna loves all genie-kind, and in turn her fame has become a source of pride for them.

Favored Enemy: Elementals, including outsiders with the elemental subtype. Jayna knows the foibles of elementals, and they sense this.



Capstone Granted Ability

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

Grant Request: Once per day you can use *limited wish*. Alternatively, three times per day, you can use *limited wish* except you can only duplicate any one 1st- through 3rd-level spell. Either way, the wish must be stated by another creature. The creature must intentionally desire for you to fulfill its wish, and it (rather than you) must state the wish in a language that you know. You may interpret a wish to fit within the parameters of a 1st- through 6th-level arcane spell (or 1st- through 3rd-level arcane spell if using the 3x per day option). For example, if a creature wishes that you hinder its foes from following it, then you might cause a *slow* effect, create a *web*, or even grant the creature *expeditious retreat*. If the wish is beyond the power of a spell you can access, then nothing happens but that use of the ability is not used up for the day.

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:

- » Begin flying.
- » Move through an area that inflicts elemental damage.
- » Receive someone's forgiveness.
- » Touch a creature that has a genie bloodline.

Role-Play Text

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

- » "Eons ago, Jayna was the privileged and gifted daughter of a powerful genie lord and his human concubine."
- » "Jayna studied to become a wizard at a once-famous school that floated on the Elemental Plane of Air."
- » "She stumbled on the forbidden teachings of an insane aberration from the first days of the multiverse."
- » "Jayna's teachers knew Jayna as confident, argumentative, and prone to ruffle feathers."
- » "Jayna sought to transcend the constraints of the so-called seven elements—air, fire, metal, stone, water, wood, and the void. But she over-reached herself and fragmented into a spirit instead."

RASPUTIN, THE BLEEDING MAGICIAN

He is king of the carnivals, lord of the circus, and master of the absurd. He grants his binders the ability to be in two places at once, perform stage tricks, stow and retrieve items from a magic chest, deform foes with a touch, and summon huge balloon-like animals that defy reason.



Level: 6

Genie Constellation

Legend

All of Rasputin's numerous tricks and adventures, like those of his rival Demos Kalagos, are continually erased from history as part of his final vanishing act.

Summoning Rules

The following rules describe the requirements and rituals for binding Rasputin, the Bleeding Magician.

Binding DC: 26.

Requirements: Craft (woodworking or metalworking) 6 ranks, Heal 3 ranks, Sleight of Hand 6 ranks. Rasputin and Demos Kalagos are bitter professional rivals and cannot be bound at the same time. Similarly, Rasputin and Witch Yaba are old foes and cannot be bound at the same time.

Ceremony: Perform a few mundane magic tricks. For the final trick, insert six nails through your body: in your palms, the soles of your feet, by your heart, and along your side.

Manifestation: The trick starts to work, but the protective magic fails and a tide of blood flows from your wounds.

Granted Abilities

Rasputin grants the following supernatural abilities.

Bilocation: This works as the *mislead* spell. As an standard action, you may become invisible (as the *improved invisibility* spell), and at the same time an illusory double of you (as the *major image* spell) appears. You move as you please while your double either follows a predefined path or behaves as you direct it, which requires concentration. You can make the double appear superimposed perfectly over yourself so that observers do not notice you activating the ability. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack, cast spells, or use granted abilities, though it can pretend to do so. The double lasts for as long as you concentrate, after which time it winks out of existence and you appear. Once you use this ability, you must wait 5 minutes before using it again.

Carnival Mastery: You gain a +6 competence bonus to Balance, Escape Artist, and Sleight of Hand checks. You can take 10 when using these skills even when rushed or distracted. Additionally, you can use the *prestidigitation* cantrip at will.

Freakish Touch: Your touch causes a living creature's form to twist and reshape to become bizarre, if not frightening. If the target fails its Fortitude save, select an effect from the sidebar at right. If the sudden transformation would prove fatal, the target enjoys a +4 bonus to its save. On the first round after being touched, the creature feels a tingling sensation. In the second round, its skin and bones begin to shift, causing penalties equivalent to fatigue. In the third round, it transforms into the form that you have selected. The effect lasts until removed by *break enchantment*, *limited wish*, *wish*, *miracle*, or similar magic.

All persons who observe the freakish creature (except you)

FREAKISH TOUCH EFFECTS

When using the freakish touch ability, select from the following effects, or create your own equivalent effect.

Inverse Appendages: The target's appendages are swapped into random positions (for example, a head for a leg, the legs for a hand and a head, and so forth). The target cannot hold objects, its movement is reduced to 5 feet, and it suffers a -8 penalty to Strength- and Dexterity-based skill checks.

Faceless Curse: The target's facial features including ears, eyes, mouth, and nose vanish, leaving behind a blank canvas of flesh with two tiny slits to breath. The target cannot see, speak, hear, or smell, and is effectively blind, mute, and deaf. It cannot cast spells that require line of sight, and spells with verbal component have a 85% chance of failure. Although the target can still breath, it cannot smell since it lacks a nose.

Aquatic Deformity: The target's legs fuse to form a single fish-like or snake-like appendage. In its new form, it has a land speed of 5 feet, a Swim speed of 10 feet, and it suffers 1 point temporary Constitution drain per minute when not immersed in water. It does not gain the ability to breathe water.

Multiheaded Monstrosity: The target's existing head shrivels to half its normal size and it grows a second, equally small head from its torso or neck. The target is severely disoriented and disabled mentally and physically. Each round it can only take a move action or a standard action and it suffers a -6 penalty to Intelligence-, Wisdom-, and Charisma-based skill checks.

Hollow Body: The target's internal anatomy disappears. Its vital life functions are sustained magically. It no longer bleeds and piercing weapons easily pass through it without harm. However, it suffers x2 damage from bludgeoning and slashing attacks and cannot recover hit points or ability score damage by normal or magical healing of any sort.

must succeed on a Will save or be affected by the *fear* spell. An observer need only make the save once in a 24-hour period. If it succeeds, it does not need to make any further saves that day. Using this ability is usually a non-good act. You can use this ability 3 times per day + your Charisma modifier (minimum 1).

Magic Chest: This works similar to *Leo's secret chest*, except that the chest is automatically created when you bind Rasputin. The chest is normally hidden on the Ethereal Plane. You can retrieve or stow it at will. The chest can contain up to 1 cubic foot of material per level regardless of the chest's physical dimensions, which may be any size from Tiny to Large. When you retrieve the chest it appears in your hand (if Tiny or Small) or on the nearest open ground. One living creature (yourself or an ally) can voluntarily stow away in the chest. There is sufficient air for as long as the chest lasts, which is 24 hours. The chest is invisible while on the Ethereal Plane. If the chest is destroyed, its contents rain from 10 feet above you, possibly causing harm.

Ringmaster of the Absurd: You can summon at will a dire bear, elephant, megaraptor, baleen whale, or other animal of size Large or Huge with Hit Dice equal to or less than your level. Although the animal appears genuine and behaves mentally as an animal of its kind, it is a construct. Apply the template at right. You can cause the animal to appear anywhere within Medium range so long as the squares it appears in are unoccupied and support a Small creature. Thus, a baleen whale could appear on a tightrope. Its has a Small creature's weight, so damage it inflicts from falls is minimal. You can only have one animal summoned at a time. It remains for 1 round per level, or until it is dismissed, destroyed, or replaced with another creature.

CARNIVAL ANIMAL TEMPLATE

This template can be applied to any Large or Huge natural animal. Use *MM* statistics, except as modified here.

- » Construct type (do not change hit points).
- » Construct traits, except it can die from massive damage.
- » Weight equals that of a Small creature (exactly 42 pounds) regardless of its physical dimensions.
- » Inflicts damage as a Small creature (1d3 or 1d4 points).
- » Move (squeeze) through any space as a Small creature, even though it looks much larger. However, it must end its move in a space that allows its size, or it pops (as below).
- » DR 10/piercing and does not bleed.
- » Enjoys a +16 competence bonus to Balance, Climb, Escape Artist, Jump, and Use Rope checks (even a whale gains bonuses and can make checks). Onlookers who view the creature when it makes a successful check using one of these skills must succeed on a Will save or be dazed for 1 round.
- » *Levitate* at will (caster level equal to your binder level).
- » Gains a 60-foot cone sonic attack (roar, howl, whale song, or so on) that inflicts 1d6 points damage per binder level (maximum 15d6). Once it uses this attack, it must wait 1d4 rounds before using it again.
- » Gains Improved Grapple feat. A whale can grapple.
- » If reduced to 0 hit points then it “pops” like a balloon and vanishes without a trace.
- » Swallow whole creatures smaller than itself. A Huge creature can hold 4 Medium creatures, 8 Small creatures and so on at one time. Swallowed creatures arrive in an airless, void-like environment where they are considered grappled and must succeed on a Fortitude save each round or lose 25% of their normal maximum hit points. A small piercing weapon such as a dagger can be used to cut a hole in the creature. The interior AC is 15. If the carnival animal sustains more than 10% of its normal hit points in damage from the weapon, then the swallowed creature escapes and the hole closes up after it escapes.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: You grow a long, brown bushy beard (even if you are female), and you bleed slightly in the palms of your hands, the soles of your feet, and from your breast and side.

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

Personality Influence: Rasputin had three key vices: ambition, lust, and an intense desire to be in the spotlight. He compels you to demand attention from others whenever possible as you attempt a task or trick using your granted abilities.

Favored Ally: Monstrous humanoids. These freaks of nature enjoyed Rasputin’s attention and strange habits.

Favored Enemies: Humanoid (gnome). Every gnome reminds you of the spirit, Demos Kalagos, Rasputin’s archrival.

Capstone Ability

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

Magnificent Tent: You can use *mage’s magnificent mansion* once per day, except you create a single large space designed as a circus tent. Anyone who deposits 1 gold piece into a kiosk can enter, and the space lasts but 3 hours. As the spell, the tent’s

interior resides on the Astral Plane and serves food for up to 12 people per level in a space of three 10-foot cubes 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:

- » Succeed at a difficult trick (Sleight of Hand DC 25+).
- » Receive applause from an audience (a move action from three or more creatures).
- » Make a DC 20 Balance or Use Rope check.
- » Stand within 5 feet of a summoned creature.

Inspired Companion

If you forego the freakish touch ability and are lawful or evil, Rasputin provides you with a Xill stage assistant instead.

Xill Sorcerer Stage Assistant (CR 6)

Medium Outsider (extraplanar)

Hit Dice: 5d8 + 1d4 + 12 (36 hp)

Initiative: +7

Speed: 40 ft.

AC: 20 (+3 Dex, +7 natural), touch 13, flat-footed 17

BAB/Grapple: +5/+7

Attack: Claw +7 melee (1d4+2) or short sword +7 melee (1d6+2/19-20) or short sword +8 ranged (1d6/19-20)

Full Attack: 2 claws or 2 short swords (melee or ranged)

Space/Reach: 5 ft./5 ft.

Special Attacks: Implant (in paralyzed creature, incubation 90 days), improved grab, paralysis (DC 14 Fort or paralyze 1d4 hours). 4 cantrips (*detect poison*, *mage hand*, *open/close*, *prestidigitation*) usable 5/day total, plus 2 1st-level spells (*animate rope*, *ventriloquism*) usable 3/day total. DCs are Charisma-based.

Special Qualities: Darkvision 60 ft., planewalk (move action from Ethereal Plane and 2 rounds back, cannot move more than 5 ft. from binder while it is ethereal), Spell Resistance 21.

Saves: Fort +6, Ref +7, Will +7

Abilities: Str 15, Dex 16, Con 15, Int 12, Wis 12, Cha 11

Skills: Balance +13, Concentration +3 (+7 when casting), Climb +10, Diplomacy +2, Escape Artist +11, Intimidate +8, Listen +9, Move Silently +11, Sense Motive +8, Spellcraft +2, Spot +9, Tumble +11, Use Rope +3 (+5 to tie bindings)

Feats: Combat Casting, Improved Initiative^B, Multiattack, Multiweapon Fighting, Throw Any Weapon (no penalty to throw weapons, range increment 10 ft., this feat in lieu of familiar)

Alignment: Lawful evil

Role-Play Text

Read aloud the following points to quickly convey all or part of Rasputin’s legend:

- » “*Rasputin, a wonder-filled boy descended from healers and mages, ran away from his hedge wizard teacher to join a traveling circus.*”
- » “*He met Sasha, the fire breather, and Demos Kalagos, a master magician. Rasputin fell madly in love with Sasha, but one of Demos’s pranks went awry, killing Sasha in a screaming blaze of fire.*”
- » “*Rasputin was enraged and strived to outshine Demos. He learned how to be in two places at once, summon whales that walked tightropes, and turn people into monstrosities that lured huge crowds.*”
- » “*Rasputin became wealthy, powerful, and bitter. He forgot about Sasha, and cursed each time Demos slipped from his vengeful grasp.*”
- » “*Even master magicians err. One day while perfecting a time-bending trick, Rasputin caused his own soul to vanish from existence.*”

WITCH YABA, SHE WHO HUNTS FOR FLESH

She is the essence of anger bottled for a lifetime and hate unleashed against those who wronged her. Witch Yaba grants her summoners the ability to locate creatures, see in darkness and by scent, create a mobile hut, devour a creature's spirit, and teleport three times per day.



Level: 6

Fiend Constellation

Legend

Most folks say that Witch Yaba was crazy, or at least very hungry. In fact, she was crammed with rage. Like a chicken with its head cut off, she found that she could do nothing to still her boiling anger except to run about in circles, which to an observer might appear insane.

"Go away!" she would shout to children when they would approach her or her chickens. Even when they obeyed her and ran, she would chase them with a broom, iron skillet, or butcher knife because they were company to keep her busy.

"I hate you!" she would shout to her daughter too. Few know that she once had a daughter, or a husband. Bards say that she stabbed her husband to death one moonless night while he slept, and then she kept his cold body in her hut in a gentlemanly pose with a soothing cup of tea in his taxidermied hand.

Before that horrible night of stabbing, Witch Yaba had lived in a town in the woods like any other. No one knows what town. After her rampage started, it was the last one standing for miles. Not that she was so nostalgic as to spare it; rather, what fun is to be had shouting at dead villagers when they could be cowering for years instead, sobbing, "Yes, Yaba you are right. Please spare us, wretched persons."

Everyone always called her Witch Yaba from her youth, long before the hut and the hideous laughter. Some bards say she was christened Natasha. The townsfolk said they meant no harm by calling her a witch. After all, most witches are wise and healing. A few folks called her that name as a suggestion.

"At least she has talent as a witch," they would say. "We were encouraging her to put the talent to good use." Others, when questioned after she rampaged, expressed confusion.

"Who could have married her?" That was the most common question. Apparently, few if anyone had ever actually seen her husband. However, these were the same folks who could not believe their eyes when they saw a giant hut striding through the woods on five-story chicken legs, with arms to snatch and devour people. These were the same folks who would say later, "I swear I didn't see that." The children who saw her were the only ones who could honestly tell the whole, awful story.

"I hate you, I hate you all!" she would shout from her hut, the children would say, imitating her.

Witch Yaba's hut stood some sixty feet high. The legs were a scratchy yellow just like a real chicken's legs. The hut was made from caked mud and white bones. From inside the hut, a terrible howl echoed some nights, while the sound of merriment echoed other nights. The hut could appear day or night. Even strong men would cower in their homes behind their wife's aprons. Alas for them, being a witch, Yaba could see in darkness and smell out the men's pathetic hiding holes.

"No escape, you!" she would cackle.

Some say those she captured she ate, either stewed immediately, or kept in cages to fatten. Others say she fed the captured

men to demons that she had created. Most wizards craft wands, staves, and similar magic items, but Witch Yaba gave birth to demons, with the father being the supreme demon that plagued her, Hatred. Alternatively, perhaps she transmuted the men she captured into monsters, with a secret formula called Hatred.

"Isn't it natural to call something evil or monstrous when we don't understand it?" That is what town folks sometimes ask the bards who sing Yaba's song. They may be right.

"Yaba was very angry, and perhaps she had a reason," a few folks have wondered over the years.

Yes, she had a reason. Her husband thought that he could punch her, silence her, chain her, kill her, and bury her under the boards of his house. He thought he could hire a necromancer to snuff out her very soul. He was wrong. Witch Yaba returned, and she can never be gotten rid of.

Summoning Rules

The following rules describe the requirements and rituals for binding Witch Yaba, She Who Hunts For Flesh.

Binding DC: 25.

Requirements: You must be in sight of an old woman or a man harming a young woman.

Ceremony: You slice the neck of a small animal, then allow its blood to drop on a map of any kind. Your binding check indicates whether you succumb to lick any of the blood from your fingers.

Manifestation: An apparition of a small hut on legs dances before you. The hut chases tiny fleeing people on the ground around it. You hear a hearty old woman's laugh as the hut tramples the people to death.

Granted Abilities

Witch Yaba grants the following supernatural abilities.

Locate Creature: You can sense which direction to move to locate a specific familiar creature you have met or a kind of creature you have in mind. As the spell of the same name, the creature must be within long range. Unlike the spell, if the creature is within 30 feet then you locate the exact square that it occupies. The ability does not inform you of a creature's new location if it moves to a new square.

Teleport: Three times in a 24-hour period, you can teleport yourself, your hut if present, and anyone inside the hut. Otherwise, this works like the *teleport* spell.

Unhinge the Spirit: You instantly eject a living creature's life force from its body. If it passes its Fortitude save, it suffers 3d6 hit points of damage and the effect ends. If it fails its save, it is immobilized (helpless) for 3 rounds; each round it loses 1 energy level and you gain 1d8 temporary hit points. You may exceed your normal maximum hit point total, and damage is applied to these bonus hit points first. At the end of the three rounds, the creature suffers 10d6 points of damage, or half that amount if it succeeds on a second Fortitude save. A creature that dies with negative levels rises 24 hours later as a free-willed ghoul that begins as friendly to you. A binder killed this way rises as a flame ghoul (see page 293 for details). You do not need to concentrate to maintain the unhinging and may take other actions once it takes effect. However, you can only unhinge one creature at a time. The temporary hit points last 1 hour. See *unhinge the spirit* (Chapter 7: Spells, page 246) for details. Once you use this ability, you must wait 3 rounds before using it again.

Witch's Hut: As a full-round action, you can create a sturdy cottage made of material common to the area you are in. In all respects it resembles and functions as a normal 20-foot square cottage with crude furnishings, although an *alarm* spell protects its doors, windows, and chimney. At your command you can cause the cottage to rise up as a full-round action and walk on giant, 20-foot long legs with a speed of 60 feet. The lodge lasts until destroyed. You can create a replacement lodge as a full-round action. You can only have lodge at a time.

Witch's Senses: You gain superior darkvision out to 60 feet (you can see in magical as well as normal darkness). Moreover, you see invisible and ethereal creatures at will, as *see invisibility*, and you smell creatures nearby per the scent ability. The effect lasts 24 hours.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: You age to look like a crooked old woman (or man), with yellow teeth, stringy unkempt hair, and the reeking aroma of moldy food. At your option, whenever you use a granted ability (except those that last 24 hours), you can look like a comely maiden (or bachelor), surely coveted by all, but only for a period of 10 minutes.

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

Personality Influence: Witch Yaba compels you to search and chase after any creature who has wronged you so you may exact terrible revenge.

Favored Ally: Monstrous Humanoid. Having transformed into a terrible hag, Witch Yaba knows the emotions of creatures like herself.

Favored Enemy: Humanoid (human). Humans shudder at Yaba's cannibalistic appetite, and at the same time feel a pang of guilt for having ignored her plight and cries for help as a scorned and abused woman.

Capstone Granted Ability

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

Fiendish Cauldron: You can summon fiends by filling a cauldron or similar pot with pieces of your foes. You can place into the cauldron up to 7 Hit Dice of foes killed in the last 24 hours. You then use the cauldron to summon one or more fiendish creatures with a number of Hit Dice equal to or less than the number of Hit Dice put in. For example, if the pot holds 6 Hit Dice of foes, then you can summon one chain devil (6 Hit Dice), three imps (2 Hit Dice each), or any other combination totalling 6 Hit Dice. The summoning processes is a full-round action. The summoned creatures remain until you use the cauldron again, until they are dismissed or die, or until you are no longer bound to Witch Yaba. The fiends melt screaming into the earth when they are killed, dismissed, or the ability ends.

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:

- » Consume a portion of an innocent child.
- » Make a successful melee attack against a humanoid male.
- » Smell a living creature of good alignment using your witch's senses scent ability.
- » Stand within 5 feet of a chicken.

Role-Play Text

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

- » "Yaba grew up in a small forest village, one of many. She was gifted with magic and for this the other children made fun of her."
- » "Yaba had few choices and, lacking confidence, married a drunk



who abused her. Some say she had a daughter who suffered too."

» "One night her drunken husband beat Yaba to death and buried her beneath the house's floorboards. But her magic had built up inside her over the years and released itself as a fury. She rose as a demonic hag."

» "Yaba, now transformed, traveled the countryside in her terrifying hut; she hunted down every abusive or mean man and either fed him to her demon pets or turned him into one."

» "Even after powerful druids destroyed Yaba's spirit, her ghostly hut may still be spotted. Some say they hear her husband screaming."

LORD SARUGA, SOUL EATER

He is the savage beast that longs to gain respect, but cannot escape his lowly evolution. Lord Saruga grants his binders a tough hide, plus the ability to draw strength from the dying, to turn oneself and allies invisible, and to call a lizardfolk horde that he can communicate with telepathically.



Level: 7

Dragon Constellation

Legend

"Humans are fine creatures, curious and intelligent, passionate and brave. I could go on." Lord Saruga always enjoyed describing the tasty virtues of his meals, often to his meals, before devouring them. Such was the boon of a captive audience. The poor captive could not speak back, because Saruga had first cut out and eaten the human's tongue. This ceremonial first step explained Lord Saruga's sudden eloquence as he prepared his sacrifices. The body parts he ate nourished him. A tongue gave speech, an eye clear vision, and a hand dexterity. "And how do we know all this?" he would turn and ask his fellow lizardfolk.

He had trained all of them to reply in unison with him, "Because we can taste it!"

To be fair, Lord Saruga was a lizardfolk. These reptilian creatures are known savages. Eating the portions of a foe's body was as natural to them as breathing underwater or swatting a fly with their tail.

Lord Saruga was no ordinary lizardfolk, however. He wore fine clothes: mink robes, silk shirts, and gherkins and boots made from the finest dragon hide. Lest one thinks he was all spectacle and no power, he conjured spirits of the night to drive his carriage, fill his golden goblet, and turn his canopy bed. Most inordinate of all, Lord Saruga was exceedingly racist, beyond even the most grotesque and self-absorbed monsters and men of yore. Even though he was a lizardfolk, he adored humans above all else—their soft pink skin and deep wondering eyes—and he despised his own kind.

"Beloved muck-dwelling followers," he would preach to the other lizardfolk, "these humans have been our nemeses for centuries, but no more." No matter the crowd size or phase of the moon, the cantankerous lizardfolk would yell agreements in the humid night air and pound their spears with battle lust. "But I tell you," he added, "our ancient warriors did not merely kill their prey, they ate them. Most of us were but tadpoles in the grime then. And now we enjoy huts, spears, and live food! Let us now rejoice!"

What lizardfolk could resist nodding in agreement? Then a ghostly spirit of the night, a lizardfolk warrior of ages past, would descend upon Lord Saruga and speak through him. Saruga's pebbly skin would quiver with goose bumps, his hands would fall open limply with palms up, and his eyes would roll inside his head.

"Who else could be so confident?" Some in the crowd would murmur in

awe.

In but a few years, village after village of lizardfolk followed him. Some lizardfolk made pilgrimages to his ever-growing temple, while others joined his warband horde, slapping their tails eagerly for battle.

At last, the day came when Lord Saruga felt his folk were growing too restless to contain. "On the next empty moon," he declared, "I shall lead our warriors across the great river during the night, to bring home to us a great feast. And after this we shall be so enlightened as to build a new, golden temple."

The warriors gathered by the thousands. Lord Saruga feasted heavily the days before, to clear his mind; in doing so, he foresaw the need to hide the horde's fires, to lay out patterns of attack by angles and waves, and to send to the humans false merchants who would sell their soldiers intoxicating wine to be used on a human holiday the day before. Lord Saruga smiled. All was good. His stomach gurgled and his forked tongue licked his moist red lips in hungry anticipation.

Finally, the night of the empty moon came, and his warriors swam under the river's waters and emerged to strike the humans. Ghostly night spirits cloaked Lord Saruga's warriors with invisibility magic, and the brain of a wizard that Saruga had saved for this night allowed him to speak to all of his generals at once from a distance, as if mind-to-mind.

The humans were utterly unprepared. Many ran screaming in their nightgowns but even the dense forest could not hide them from the keen noses of their new lizardfolk masters.

The raid took the entire town, truly a small city, and the warriors and their mates and hatchlings ate voraciously for seven days without stopping. Even then, half the captive humans stood naked and shivering in wooden pens, "waiting impatiently" to be eaten.

Alas, what Lord Saruga did not foresee was that among his generals, some might become—by a chance meal perhaps—more intelligent than he was. In addition, if only one of these generals also possessed more ambition.... Lord Saruga did not know what hit him. Perhaps it was a spear point, a dagger, or a crossbow bolt. It was hard to discern due to the poison poured earlier into his food by a rival.

"Traitors," he hissed. However, it was far too late. His enlightened, ambitious generals fell upon him, all saliva and teeth, flailing tails and shredding talons.

Bloody bits of Lord Saruga's fine robes and olive skin flew up and out upon the muddy earth.

To this day, lizardfolk say Lord Saruga still lives, a piece of him in each and all of them.



Summoning Rules

The following rules describe the requirements and rituals for binding Lord Saruga, the Soul Eater.

Binding DC: 27.

Requirements: Speak Draconic. It must be nighttime, or you must be in a temple or underground.

Ceremony: Ritually kill a living creature that has deliberately violated nature's ways (such as causing a forest fire). Drink its blood from a chalice. Your binding check indicates whether you feel hunger during the ritual.

Manifestation: The spirits of 80

lizardfolk arise and swirl around you, dancing, chanting, and whooping for war.

Granted Abilities

Lord Saruga grants the following supernatural abilities.

Horde Invisibility: All members of your horde within 60 feet of each other—up to 80 allies—gain *invisibility*, except horde members see each other normally. The invisibility ends for a creature if it attacks, but not for others who refrain from attacking. You must wait 5 rounds between uses of this ability.

Lizardfolk Toughness: You gain a +5 natural armor bonus, the ability to hold your breath for a number of rounds equal to 4 x your Constitution score, and darkvision out to 60 feet.

Mass Death Knell: You can draw forth the ebbing life force of creatures around you and use it to fuel your own power. This works similar to the *death knell* spell. The knell instantly slays all unconscious creatures with -1 or fewer hit points within a 40-foot radius. Furthermore, for a period of 1 minute you gain 1d8 temporary hit points, a +1 Strength bonus, and a +1 bonus to your binder level per 2 Hit Dice of the strongest creature slain (maximum +10). The increase in binder level does not grant additional abilities or class features. Each use of this ability replaces rather than stacks with previously acquired benefits.

Saruga's Curse: A touched humanoid must pass a Will save or transform into a lizardfolk in 1d4 hours, as if reincarnated without level loss. You can target an unborn child by touching a mother's stomach. A *break enchantment* spell ends the effect.

Summon Lizardfolk Horde: You summon a terrible horde of 8d10 lizardfolk (see *MM*) as a full-round action. You can only have one horde at a time and you must wait at least 1 hour between each use of the ability.

Telepathic Bond: You maintain a continuous telepathic bond with 1 ally per 3 levels. These allies can act as squad leaders when summoning a lizardfolk horde. See *ray's telepathic bond* for details.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: You gain bestial reptilian features, as if you were a half-lizardfolk. At your option, whenever you use a granted ability, ichor drips from your lips and chin.

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

Personality Influence: As Lord Saruga, you enjoy aristocratic life. Saruga compels you sport the finest clothes, speak with perfect pronunciation, and use highborn manners, which may look silly when showing the spirit's bestial reptilian sign.

Favored Ally: Humanoid (reptilian). Although Saruga believes his fellow reptilians are inferior to other humanoids, he remains an endless champion of their cause.

Favored Enemy: Humanoid (human). Whether fighting them, eating them, or mating with them, Saruga understands humans perhaps better than they understand themselves.

Capstone Granted Ability

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

Devour Intellect: If you devour the brain of a creature that has died in the last 1 minute, you gain its Intelligence score if

that score is higher than your own. Furthermore, if the creature possessed spellcasting, spell-like abilities, or supernatural abilities then you gain 1d4-1 of its spells or abilities at random. These benefits last for 1 hour before disappearing. If you eat another brain before the effects of the previous brain expire, then any new benefits replace the previous benefits. You do not need to eat an entire brain. One full round spent eating 8 ounces is sufficient to gain the benefits.

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:

- » Eat a portion of a fallen foe.
- » Stand within 5 feet of a reptilian humanoid.
- » Move outdoors or underwater at night.
- » Succeed on a Swim check.

Inspired Companion

If you forego the horde invisibility granted ability and are chaotic or evil, Lord Saruga provides you with a tyrannosaurus as a companion.

Awakened Tyrannosaurus (CR 8)

Huge Magical Beast

Hit Dice: 18d18+99 (180 hp)

Initiative: +1

Speed: 40 ft.

AC: 14 (-2 size, +1 Dex, +5 natural), touch 9, flat-footed 13

Base Attack/Grapple: +13/+30

Attack: Bite +20 (3d6+13)

Full Attack: Bite +20 (3d6+13)

Space/Reach: 15 ft./10 ft.

Special Attacks: Improved grab (if hit foe up to 1 size smaller then start grapple as a free action without provoking attack of opportunity). Swallow whole (grappled foe up to 2 sizes smaller, inflict 2d8+8 hp bludgeoning damage + 8 hp acid damage per round; can escape if do 25 hp damage using light piercing weapon to gizzard, which is AC 12).

Special Qualities: Low-light vision, scent, speak one language that you know.

Saves: +16/+12/+8

Abilities: Str 28, Dex 12, Con 21, Int 11, Wis 15, Cha 13

Skills: Hide -2, Listen +14, Spot +14

Feats: Run, Track

Alignment: Chaotic evil

Role-Play Text

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

- » "Lord Saruga was a lizardfolk priest who ate his foes' body parts in order to gain their strengths. He envied humans the most and in his heart hated his own pathetic kind."
- » "Saruga used the benefits of his foe's brains to build glorious temples and craft fine equipment for his lizardfolk followers, who trembled and groveled at his feet."
- » "Late one moonless night he led a horde to overrun and devour a human city. His people took many slaves and feasted."
- » "Unfortunately, Lord Saruga never considered that traits like ambition and treachery lurk in the human heart and mind."
- » "Saruga's own bodyguards and counselors poisoned him and leapt upon his weak body to devour his power for themselves."

MARE LOVIATHA, ICE MAIDEN

She is an eternal queen of silent plans, coy strategy, and sudden death. Mare Loviatha grants her summoners the ability to turn flesh to stone, kill with stunning good looks, cause creatures to fly into a blind rage or commit suicide, and ride with notable skill.



Legend

"Papa, I desire the finest black horse in all the lands." This was what the young elf princess Loviatha repeated for days to her weary father, Emperor of the Frost Kingdoms.

"Of course, my darling," he would reply.

Loviatha made her requests before each birthday from her third to her one hundred-and-eleventh year of her childhood, by which time she possessed a stable of fine steeds with shiny black coats, each horse captured or appropriated from the four corners of the Frost Kingdoms. At each birthday, when a new horse was presented to her after six days of festivities, she would pull on her black leather riding boots and don a fine fur coat, then call the stablemen to saddle the new horse and boost her for a ride.

"At least she is predictable," the emperor would express to his trusted aides.

"She has highborn taste," her mother would explain to visiting noblewomen from across the lands.

"Some day soon," Loviatha explained to an entourage of her fair girlfriends, "I shall rule the Kingdoms as surely as I command these horses." One might wonder who would listen to a little elf girl in lace and fur. Loviatha would provide an answer to herself in the mirror while brushing her fine silver hair. "All a horse needs is a nudge and some direction. The horse can't even see me and yet it proceeds at my whim." Indeed, Loviatha was a talented rider, and her parents never needed to worry whether their only daughter might take a fall.

Loviatha also had four strapping older brothers, who all earnestly believed one among the four of them would inherit the Kingdom. Little Loviatha would watch the brothers' bicker and scheme against each other right in front of her; she listened, and at times when one or another was alone, she might ask a question, offer a gift, or suggest an action. If the boys had brains equal to their two hundred years, she thought, they would have realized she was manipulating them.

On her one hundred-twelfth birthday, Loviatha announced, "I wish not for a mere horse, but a black unicorn. And I shall not be appeased by a mage-bred horse with a faux horn." The whole court eyed her incredulously. "Besides," she explained, "The legends say a black unicorn will only allow a future king or queen to ride it."

At these words, her four brothers enthusiastically set out in search of a black unicorn. Japheth, the eldest, climbed the Frost Kingdom's mountains and searched its caves. He'd heard that within one cave lay a wondrous grotto of eternal summer, and a black unicorn. He stumbled upon the cave but alas, he was

Level: 7

Genie Constellation

turned to stone by the medusa who lived there, and he stood in that silent, lantern-lit garden of stone for many centuries right next to a stony unicorn.

Calithil, the next older brother, traveled to the sylvan Pools of Airamor. When the beautiful nymphs there refused his questions, he announced, "I am the future emperor of the Frost Kingdoms. I shall raze this forest of yours to the ground if that's what it takes to find a black unicorn." Calithil was coincidentally the least comely brother. Loviatha chuckled at the irony that he died from the nymph queen's reply to his threatening demand. She gave him a single deadly glance. Her furious beauty no mortal man or elf could comprehend.

By now the third brother, Tomith should have been more cautious, but he was a terrible bully, comparable to an orc on some days. One of his own soldiers flew into a murderous rage and killed him with a spear in his back as he sat on his horse, not a hundred paces outside the palace gates. Apparently, the soldier had learned a rumor that Tomith had slept with his wife.

Now, the youngest brother, Yade, also prepared to search for a black unicorn. Or so it appeared. He was in fact a summoner of spirits, a secret he kept from all living things, which included Loviatha. Among his prize spirits was a lonely ice genie who had been stranded among mortals for thousands of years.

After news reached the imperial family that the first three brothers had died, Loviatha shed tears. Her mother was so distraught that she committed suicide. At her mother's funeral, Loviatha said sweetly to Yade, "I wish to be with you always, brother. I don't care about a black unicorn."

"Nonsense," Yade replied, "I have already found your black unicorn, though he will not let me ride him."

Loviatha was stunned and in awe.

She put on her best furs, and Yade took her down to the fortress's quietest courtyard. A light summer snow fell upon the crystal roofs and tickled the pleasing trees' verdant leaves. There a black unicorn stood proudly in a shallow still pool, which shone like a smooth opal of liquid night beneath the moon.

"You shall be queen," Yade confided. "Father told me."

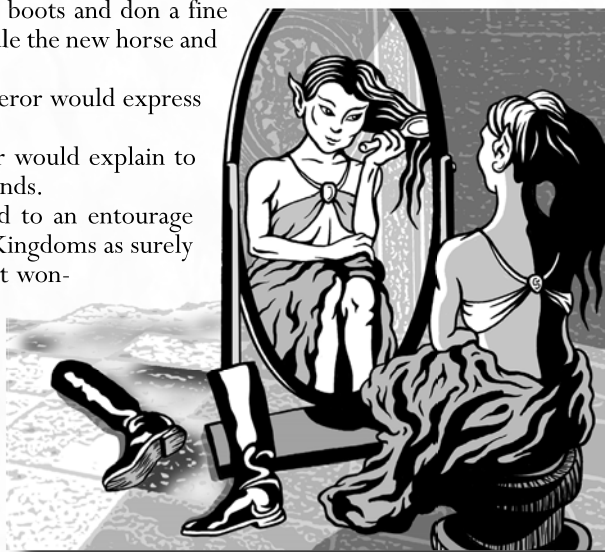
Loviatha's heart leapt. She ran to the unicorn and asked, "Tell me, black unicorn, what is your name?" Unicorns of all kinds freely spoke to elves.

"I am the lonely King of Ice," he said. "I have been waiting here for you for thousands of years. What do you wish for?"

Loviatha thought for a moment, and whispered in his ear, "I wish to be queen, of course."

"Your wish is granted," he said.

A horn sprouted from Loviatha's forehead as a short mat of thick black hair sprouted all over her. Her boots popped off as her feet become hooves. She cried out with indiscernible words that become a horse's bay. Thus, Mare Loviatha's wish came true that very day, though not in the manner she intended.



Summoning Rules

The following rules describe the requirements and rituals for binding Mare Loviatha, the Ice Maiden.

Binding DC: 27.

Requirements: Speak Elvish. Mare Loviatha envies other women and cannot be bound at the same time as a female spirit such as the Cave Mother, Lady Jarah, the Dark Sisters 3, Vandrae, Green Glomairah, Witch Yaba, Portenta, Rajah Amajaloma, or Solterra.

Ceremony: Gather a clutch of seven garden snakes and listen to each. Your binding check indicates whether or not you can hear and understand each snake's mystical utterance.

Manifestation: Serpent apparitions appear, slither over you, and merge with your skin and hair.

Granted Abilities

Mare Loviatha grants the following supernatural abilities.

Mare's Whisper: You gain a +14 bonus to all Ride and Handle Animal checks. This increases to +20 at 20th level.

Medusa Form: You wrench from your heart a mass of hateful emotions and transform into a medusa with lashing serpentine hair. You gain a 30-foot petrifying gaze, snake bite (1d4 damage + poison 1d6/2d6 Str), darkvision 60 feet, and a +3 natural armor bonus. All DCs are at your binder level. You must wait 3 rounds between uses of the petrify ability.

Murderous Rage: An affected target uses all its resource to attack a creature that you specify per *murderous rage* (see Chapter 7: Spells, page 242). You only affect one creature at a time.

Nymph's Stunning Glance: You take the countenance of a wrathful nymph and select a creature within 30 feet. You stun the target with your angry glance per *nymph's stunning glance* (see Chapter 7: Spells, page 243), except that you can affect good-aligned creatures and fey. You must wait 3 rounds between each use of this ability.

Suicidal Urge: You plant a death-urge in the unconscious of the targeted creature. It looks for the quickest method to end its life and attempts to do so for 3 rounds beginning on its next turn per *suicidal urge* (see Chapter 7: Spells, page 245). You can only affect one creature at a time.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Your hair becomes a writhing mass of hissing serpents and your skin a stony shale. At your option, whenever you use a granted ability, icicles form all over you.

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



24 hours.

Personality Influence: You project a flighty air of indifference yet underneath you are suspicious and easily frustrated. Whenever possible, you question the motives of those closest to you.

Favored Ally: Humanoid (any with ranks in Knowledge (nobility and royalty)) and any creatures with the cold subtype. Coming from a royal background, Mare Loviatha makes it easy for binders to relate to aristocrats.

Favored Enemy: Any creature that can magically summon others or has the fire subtype. Mare Loviatha forever resents her brother Yade and all conjurers like him.

Capstone Granted Ability

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

Summon Black Unicorn: You can summon a fiendish unicorn with a lush jet-black coat and a shiny ebony horn per the *summon black unicorn* spell (Chapter 7: Spells, page 245). Its fiendish nature grants resistances and bonus damage against good foes. A unicorn's *detect evil* ability remains—it seeks out evil creatures as allies. You can have only one unicorn at a time.

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:

- » Attempt a Bluff or Listen check.
- » Stand within 5 feet of an elf.
- » Move or attack in an area of falling snow.
- » Move through any terrain on a unicorn.

Role-Play Text

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

- » "The elf princess Loviatha loved horses and received one every birthday. On her last childhood birthday she asked her father the king for a rare black unicorn, renown to only let future leaders ride it."
- » "Loviatha had four older brothers, who each went out to locate a black unicorn and return as king. Loviatha used rumors to ensure that one by one, the brothers died."
- » "The last brother Yade was a spirit binder, and no fool. He pretended to help Loviatha while making other arrangements."
- » "After their mother the queen committed suicide, Yade called Loviatha to show her the black unicorn in the winter garden."
- » "Alas, the unicorn was really Yade's genie friend, who twisted Loviatha's wish by turning her into a black unicorn."

MUSHA'VADU, THE SHADOW BONES EMPEROR

Musha'Vadu, the emperor of vanity, decadence, and spite, works behind a shadowy curtain. He grants summoners resistance to magic, plus the power to age creatures by touch, move great distances via shadow, see in darkness, and craft regal objects from shadow stuff.



Level: 7

Shadow Constellation

Legend

Masri's lacy carriage entered the imperial city. She was a young noblewoman fresh from the countryside. From the carriage window, she spied the city's colorful streets filled with billowing chimney ash, gaudy masks of a coming midsummer's festival, and the laughter of grimy children who knew only rags, crumbs, and swelter.

Masri closed the carriage curtain, turned to her nursemaid, and said, "Ma'ma once said someday I would be a queen."

"She was a good woman," the nursemaid answered. "May the gods keep her soul at rest." The two of them both knew well that a young country noblewoman had only a tiny seat at the far end of the imperial table.

In a practical voice, Masri added, "When I asked ma'ma to explain, she politely said that I would need to be a queen of patience, just as you have been so patient with me, Isabel."

"You are too kind, my lady."

Masri had recently memorized many rules under a tutor hired by her father. She had learned to curtsy, dance, deflect unpleasantness, and amuse one's nursemaid. However, on the morning of departure to the city, the tutor had mentioned that the heads of aristocracy often broke any and all of these rules.

"They play with the rest of us," he said. She wondered if he had come under her father's employ to escape palace life, and whether she would be liked there. All she had to offer was a minor magic trick, passed down from her angelic grandmother. She could kindle in her palm a small orb of daylight.

The carriage passed into the palace grounds through high, sharp iron gates upon paved cobblestone. Masri was awestruck and disappointed. The palace had stature, and ancient banyans twisted up elegantly from its lawn. But there were no flower beds, and the walls were stark black and white marble, as if only shadows could find a home here. The carriage door opened.

"My lady." Her host, Austis, an alabaster, wizened elf in a black felt suit, offered her a gloved hand down from the carriage. When she was a girl, they had met. She and her father had been surprised that he recalled her name, much less invited her.

As she climbed out, a young man on the steep steps caught her eye. His lustrous hair was so black as to be nearly blue. His features were clean and handsome. He stood straight as an arrow, and a curl of a smile crossed his face.

She shivered as if feeling a chill. She felt an urge to know him more. But what a silly peasant girl she was, she chided herself. What noblewoman cavorts with strange men? Doing so would take much discretion. She stole a quick glance at him, to memorize his features until they might meet later.

"He is, my lady," her host Austis said, "Musha of Vadu."

Masri was stunned. The Vadu's were the royal family. "Aren't the princely brothers my father's age?" she asked incredulously, quickly remembering to lower her voice. Moreover, she won-

dered why a prince was here for her. She was but a country noble girl in a pretty dress with a minor magic of daylight.

A dour porter took her baggage up the steps. Beyond the yawning iron-oak doors was a hungry darkness.

"You will find," Austis explained to Masri. "A palace of shadows has need of both darkness and light."

The prince's stare grappled Masri. She looked for her nursemaid, but Isabel had gone through the servants' entrance.

"What, may I ask, is the honor to be graced by the prince's presence?" she finally asked, fumbling for the proper words.

"Come," Austis said, taking her politely but firmly by the elbow. He was surprisingly strong. "I will introduce you."

They climbed the steps, which were indeed steep. The man—the prince—was beautiful. As she drew closer, she saw his eyes were pure-black pools, not distinguishing iris from pupil. Her skin prickled with goosebumps, as if a chilly wind blew. He smiled at her, as a man smiles upon taking a new steed.

Face-to-face they stood, with a lump in her throat and her heart palpitating with warm blood.

"My Grace," Austis said, turning to the prince, "May I present you with Masri, the rare young lady of daylight as I described."

"I am charmed," he began. He took Masri's hand. He wore one black glove, but took her with his other naked palm. It was icy. Masri shivered. "This prince of shadows," he continued with his eyes on hers, "is delighted to meet his new bride."

Bride? Masri wondered, alarmed. True, an imperial prince could do as he pleased, but still. The tutor had not prepared her for this. Had her father known? And why her?

He grinned. His teeth were as white as a child's bones.

Masri looked back, her heart struggling in panic. The carriage was pulling away. Guards were shutting the iron gate. Further on, the billowing of ash filled the city skyline darkly.

Austis pulled her to the door. "Come alight the dark, dear."

She turned to the prince and said as a plea, "As my ma'ma would say, I hope my light will touch your heart."

"Yes," the prince replied. "That is your danger and appeal."

Masri, alone and afraid, had no choice but to enter her new home, a dark, cold prison of a palace. The daylight that she kindled in her palm would be her only illumination.

Summoning Rules

The following rules describe the requirements and rituals for binding with Musha'Vadu, the Shadow Bones Emperor.

Binding DC: 28.

Requirements: You must within or in sight of a palace or a person of royalty, or situated in an area of shadowy illumination. Musha'Vadu and the Crow are not on friendly terms and cannot be bound at the same time.

Ceremony: You use black chalk to draw the pact seal under ever-flickering light sources, and offer a small serving of the blood of a child in a porcelain cup.

Manifestation: A terrible old man of bones, shadow, desiccated flesh, and gray hair rises up. His black robe and jewels suggest he was royalty. He places a chilly hand on your jaw to stay your mouth, then unfurls his robe to envelope you in its shroud. No sign of him remains when the darkness abates.

Granted Abilities

Musha'Vadu grants the following supernatural abilities.

Ageing Touch: The person touched grows physically older to the low end of its next category. For example, a twenty year old adult human becomes age thirty-five, which is the start of

ALTERNATE GRANTED ABILITY

If you forego the shadow walk ability, you are granted the following ability instead.

Shadow Form: You can become a greater shadow (see the *MM*) for 1 full round. This works like *shapechange* except you can use granted abilities. Changing form is a free action. You must wait 3 rounds between each use of this ability.

middle age. A person who is already venerable dies and turns to fine dust. Effects of this ability stack. The aging is physical and permanent. The person suffers penalties to physical ability scores but not to mental ability scores. Only *break enchantment*, *limited wish*, *miracle* or *wish* reverses the effect. Non-humanoid creatures are immune. Each time you touch a person this way, you heal 3d6 hit points, plus 1d4 points of ability damage, and shed 1 year of your age (to a minimum number needed to qualify as an adult member of your race). Decrease in age is physical only. You cannot heal beyond your normal maximums. Using this ability is generally an evil act. Once you use this ability, you must wait 3 rounds before using it again.

Blur Magic: You gain resistance against spells and spell-like abilities equal to 11 + your binder level.

Cold Resistance: You gain resistance 20 to cold.

Hovering Step: You can hover one foot above ground, water, quicksand, ice, lava, and other surfaces as if using the *water walk* spell. You run, walk, charge and otherwise move as normal. Activating or ending the effect is an immediate action (you can use it even when it is not your turn). Unlike the spell, this ability does not push you to the surface if you are submerged.

Shadow Craft: Similar to the *major creation* spell, you reach into an area of shadow and draw forth one or more unattended nonmagical objects of nonliving matter up to 1 cubic foot per level. Unlike the spell, the object is clearly unnatural and made from white bones and dark shadow stuff. The objects are otherwise fine, as one would expect for an emperor. Normal animals shy away from the objects (unless attacked) and normal plants wither and die within 10 minutes if left within 5 feet of such objects. An object can possess simple working parts such as door hinges or armor clasps, but nothing more. An object lasts while you are bound to Musha'Vadu, or until you dismiss it. You can maintain a number of objects at once equal to your level. You may create objects one at a time or up to as many as you can maintain. Dismissing an object is a move action.

Shadow Walk: You can *shadow walk* at will. As the spell, you and up to 1 touched ally per level travel at a rate of 50 miles per hour (440 feet per round) on the border of the Shadow Plane. You cannot discern Material Plane details while in transit. When you exit, you arrive within 1d10 x 100 feet of your desired end point to the nearest open space. You can also travel 1d4 hours to locate portals to other planes. Unwilling travelers receive a Will save.

Umbral Sight: You can see perfectly in darkness of any kind, including that created by a *deeper darkness* spell.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Your skin draws tight and ashen, and your eyes become shallow black pools. At the same time, your clothing appears opulent, as for a royal ball. Any costume jewelry you wear appears as hypnotizing diamonds and such. Not even heavy combat sullies your regalia. Removing an item from your person causes items to revert to their normal appearance.

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

Personality Influence: Musha'Vadu compels you to respond to others with envy, jealousy, and spite. You view others' as aiming to belittle you. In response, you make derogatory comments, express bitterness, insinuate failings, and so forth.

Favored Ally: Creatures from the Plane of Shadow. These creatures were his kin and are now your kin too.

Favored Enemies: Any creature that ages. He despises the young because they possess what he lacks, and he despises the old because they are mirrors of himself.

Capstone Ability

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

Shadow Storm: You can tear a hole in existence, opening a rift into the Plane of Shadow and pulling forth dark bolts of cold and lightning to thrash and drain your foes. Select a primary target as storm's focal point. That creature must make a Fortitude save or suffer 1d6 points damage per level (maximum 20d6). A successful save halves the damage. You can affect up to one additional creature per level. Each creature must be within 30 feet of another creature, one of which must be within 30 feet of the focal point. The additional targets suffer half the damage as determined for the primary target, and half as much again if they make a Fortitude save. Once you use this ability, you must wait 5 rounds before using it again. Alternatively, you must spend one full round to regain use of the ability and suffer 1 point of temporary Wisdom damage.

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:

- » Move through an area of shadowy illumination.
- » Stand within 5 feet of a shadow creature.
- » Touch a child or young adult.
- » Use the Perform (oratory) skill for at least 1 round as you describe the wonders of your shadow court.

Inspired Companion

If you forego Musha'Vadu's aging touch ability, he provides you with your choice of 1d4+1 shadow mastiffs or wraiths (see the *MM* for details). You may choose a mixture of both creature types as companions.

Role-Play Text

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

- » "*Musha'Vadu, a narcissistic prince, was second in line to a great throne. With few obligations, he studied magic by day and spent evenings in decadent pleasures, which some called abominations.*"
- » "*As he aged and his brother took the reigns as king, Musha'Vadu retreated into dark shadows. Wherein, creatures told him secrets. Firstly, he regained his youth by stealing it from the living.*"
- » "*When Musha'Vadu's crimes were discovered, he was placed in a prison of pure magical daylight and sentenced to death.*"
- » "*Yet Musha'Vadu created shadow from nothing, escaped, and quietly transformed the royal court into shadows to serve him eternally.*"
- » "*One day, the young noble Masri came the palace. She placed a searing holy light within Musha'Vadu's heart, a light that he could not remove. It destroyed him. Yet he can still be called from shadows.*"

PORTENTA, MEDIUM OF THE ORPHIC EYE

She who unites flesh and spirit through her third eye can divine all. Portenta grants binders the ability to foresee the future, awaken animals to sentience, move as a ghost, scry, and send messages as dreams or nightmares to others.



Level: 7

Portal Constellation

Legend

"Nonsense!" Portenta exclaimed. "The gods' rules are for those who cannot think for themselves. For the rest of us, the rules are guidelines."

"Aren't you afraid?" Mazalak asked, "of being cut down by a bolt of lightning, or devoured by a maw in the earth?"

"Good Mazalak, it was once true, as rumor had it, that I refused to divine my own death, but that day has since past."

Mazalak was incredulous. He briefly looked out from the chamber, through the half-curtained door into the waiting room beyond. A half-dozen of the city's wealthiest ladies were idling in the parlor for Mistress Portenta's soothsaying, but Mazalak was curious. The ladies could wait.

"I shall tell you," Portenta said, leaning toward him. She raised her sari to block whatever divination magic her competitors had set against them. "It affects your life here at The Oracle."

"Yes?" Mazalak asked. "Please say. You trust me. You see all."

Portenta smiled, and continued. "The vision clearly stated that I would never know death, although someday I will not be alive in the usual sense either, yet I shall not pass to undeath."

Mazalak stood in genuine surprise. He looked outside. An elf and an orc, both in prisoner's garb, had entered into the parlor from the street with a retinue of city guards. "What could it be then?" he asked Portenta. "What an unnerving paradox!"

"Yes. You see, even the gods apparently do not follow their own rules, for either the vision lies, or the future is unfounded." She added hastily, "Now fetch the next customers, won't you?"

Mazalak went into the parlor. A gaggle of ladies in silk gowns frowned and their brows moved as if ready to complain. Of course, they had all day in their leisurely lives.

"You, do you work here?" one of the guards asked gruffly.

"How can Madam Portenta of the All-Seeing Eye help you?"

"We have two prisoners of the city." The guard meant the elf and the orc. Both appeared to be warriors by the look of their hands and scars on their faces.

"And?" Portenta asked as she walked in.

The ladies in silk eyed her but still said nothing. Woe if they said a disparaging peep, for they relied on Portenta to manage their extensive families.

"These two," another guard explained, "have been arrested many times as they continue to abet a feud. We wish to know if we should bother letting them go, or if they will continue in their hatred for each other and contempt for this city's laws."

"Fine," Portenta answered. "Come this way." She spoke coolly, but inside she was intrigued to settled their future.

The guards forced the elf and orc, both gagged and chained at their hands and feet, to enter and sit in the lavish divining room, each in a plush red velvet chair.

Portenta relaxed in her throne. She called upon spirits as her third eye on her forehead opened and its eyeball rolled back.

"They shall always hate," she finally said, in a distant voice.

She returned to the room, to the elf and orc and the guards and Mazalak, with the ladies in silk sitting outside.

"Now what?" the guards asked. "No law can put them to death. Nor can we jail them forever due to a divination."

A brilliant idea struck Portenta. She recalled that the god of the elves and the god of the orcs hated each other, and feuded mightily for eons, and never the two should reconcile. Well, damn their silly war, she thought.

Portenta bade the guards and prisoners to wait while she prepared a potent spell, to transmute the elf and the orc into a single merged being.

"Oh, no! Mazalak cried, realizing the spell's intent. "The gods forbid this!"

It was too late. Portenta uttered the spell's final syllable. Instead of the elf and orc merging, Portenta's spirit was sundered into two parts, one crude like an orc and one refined as an elf, to never live and never die, for all eternity.

Some say the gods laughed heartily with her punishment.

Many years later, as Mazalak was closing up the shop for the night, he told the story to his young apprentice.

"Why didn't Madam Portenta not foresee it?" the girl asked. "And don't people break the gods' rules all the time?"

"She knew the rules," Mazalak explained. "Gods can forgive those who break the law, but they do not forgive those who refuse to believe in them."

Summoning Rules

The following rules describe the requirements and rituals for binding Portenta, Medium of the Orphic Eye.

Binding DC: 27.

Requirements: Spot 3 ranks. Moreover, you must possess a crystal ball (either magical or mundane).

Ceremony: Wear clothing without knots. A simple pull-over robe will do. Prepare a piece of crystal, mirror, crystal ball, bowl of clear water or other reflective object to stare into.

Manifestation: Your reflection sports a third eye in your forehead. The eye opens and shows you the future; specifically, the moment of your own death.

Granted Abilities

Portenta grants the following supernatural abilities.

Awaken: Once per day you can awaken an animal to human-like sentience as the *awaken* spell. You must succeed on a Will save with a DC of 10 + the animal's current Hit Dice. The animal gets 3d6 Intelligence, +1d3 Charisma, and +2 Hit Dice. Its type becomes magical beast. It speaks at least one language that you know. The awakened animal is friendly to you but you have no special empathy or link to it.

Ethereal Jaunt: You can become ethereal as a move action for 1 round per level per day. You can use the rounds all at once or spread out over the day. Ending a jaunt is a free action.

Foresight: You gain a powerful sixth sense. This works like the *foresight* spell, except you can only affect yourself. You are never surprised or flat-footed, and you gain a +2 insight bonus to AC and Reflex saves. This bonus is lost whenever you would lose your Dexterity bonus to AC. The effect lasts 24 hours.

Phantasmal Vision: You can send a phantasmal message in the form of a dream (or nightmare) to a sleeping living creature capable of dreaming. To activate the ability, you name the recipient or identify it by a title that leaves no doubt as to its identity; you then enter a trance for 10 minutes, appear to the intended recipient in a dream, and deliver the message. The message can be of any

ALTERNATE ABILITY

If you forego all of Portenta's abilities except awaken and foresight, you may use the following ability three times per day.

Dreaming Destiny: You send up to five sleeping allies to the Plane of Dreams for 1 minute. There, they "awaken" and experience 10 minutes as if in their normal Material Plane locale. Dream locations, creatures, and events reflect what would likely unfold in the real world, although details will vary. For example, a pit trap might be a dart trap. There is a 1 in 6 chance (rolled secretly by the game master) that the dream is entirely inaccurate. A creature that "dies" while dreaming returns to its starting plane exhausted with 0 hit points. Others return fatigued. The dream travel cannot be ended prematurely.

length, and the recipient remembers it perfectly upon waking.

At your option, terrifying and unsettling images can accompany the message. If the recipient fails a Will save, he or she fails to get restful sleep for the night, suffers 1d10 points of damage, and is fatigued and unable to regain arcane spells for the next 24 hours. Use the sidebar below to determine modifiers to the recipient's saving throw.

If the recipient is awake when you enter the trance, you may cease the ability or continue the trance until the recipient goes to sleep, whereupon you become alert again and complete the phantasmal vision.

While in a trance, you are unaware of your surroundings and are defenseless (you always fail any saving throw, for example). If you are disturbed, you must succeed on a Concentration check as if you were casting a spell, or the effect ends.

Elves and other creatures that do not sleep or dream are immune to this ability.

Prophecy: Three times per day, you can use the *vision* spell. As a standard action, you pose a question about some person, place, or object. If the person or object is at hand or if you are in the place in question, you receive a vision about it by succeeding on a binder level check (d20 + your level, maximum +25) against DC 20. However, if only detailed information on the person, place, or object is known, the DC is 25 and the information gained is incomplete. If only rumors are known, the DC is 30 and the result is vague. Unlike the spell, you suffer no XP cost. You must show Portenta's sign.

Scrying: At any time you can spend 1 hour to create a magical sensor near a creature of your choice, which may be at any

SCRYING & PHANTASMAL VISIONS

The difficulty of a save against scrying or a phantasmal vision depends on how well you know the subject and what sort of physical connection (if any) you have to that creature.

Knowledge	Will Save Modifier
None ¹	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5

¹You must have some sort of connection to a creature that you have no specific knowledge of.

Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

distance. Assuming the creature exists, the sensor lasts for 1 minute per level and allows you to see and hear the creature. If the creature is unwilling and succeeds on a Will save, the scrying fails and you cannot try again for 24 hours. The save DC depends on how well you know the subject and what sort of physical connection (if any) you have to it. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save. The base DC is 10 + your level + your Constitution bonus. Use the sidebar below to determine modifiers to the subject's saving throw. If the save fails, you can see and hear the subject and its surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: You gain a third eye on your forehead. If you already possess a third eye, this has no effect. The third eye opens whenever you use one of Portenta's granted abilities.

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

Personality Influence: Portenta was magnanimous, extravagant, demanding, and impossible to please. She compels you to spare no expense in wearing fancy clothing, offering fine gifts, throwing parties, and demanding the best possible (or impossible) from those around you, with anger when they fail.

Favored Ally: Those you love, and those who love you.

Favored Enemy: Undead. A few ghosts were her friends, but she was wary of undead and knew all their weaknesses.

Capstone Granted Ability

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

Baleful Polymorph: If the targeted creature fails its Fortitude save, then it becomes a Small or smaller animal of no more than 1 Hit Dice. See the spell of the same name for details.

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:

- » As a move action, use a crystal ball, tarot deck, hypnosis pendulum, or other item to focus attention or reveal secrets.
- » Wear clothing without knots.
- » Stand within 5 feet of a magical animal.
- » Make an attack roll against an incorporeal undead.

Role-Play Text

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

- » "*Portenta was a demon eye wizard famous for her divinations, transmutations, necromancy, and diplomatic skills.*"
- » "*When egged into divining her own death, she discovered that she would never know death although she would not be alive some day either. This paradox troubled her for years.*"
- » "*One day, two feuding prisoners—an orc and an elf—were brought to her. Their jailer felt she could scare them into getting along.*"
- » "*Not every man can know truth, not every ghost can end his torment, and not every pair of foes can resolve their hate.*"
- » "*Angry at their recalcitrant hate, she tried to transmute the two into a single being. So impossible was such a creature, by divine decree, that she was instantly sundered in two and ceased to exist.*"

ROSHAR, THE BURNING PROPHET

Roshar is the unfaltering patron saint for all who have lost their way, yet journey far as they follow in the steps of righteousness. Roshar grants his summoners the ability to shed a halo of light, turn your staff into a huge snake, control large amounts of water, find a path to a destination, and restore creatures' strength.



Level: 7
Angel Constellation

Legend

Roshar's father was a popular cleric in a large city. The father would often say to his vast flock, and to his superiors, "Let us return to the old ways, or we will feel the gods' wrath." Interestingly, the old ways allowed clerics to marry and take multiple wives, which they could no longer do in those days, although Roshar's father was the exception. The other clerics barely tolerated this exception. Years before, a sacred monolith called the Oracle had prophesied that Roshar would bring many to salvation for millennia to come. What good cleric could argue with such a prophecy?

"What will the old priests say about a return to marriage?" a superior asked Roshar's father rhetorically one day. "Shall we tell them that they served all their long years as bachelors for nothing? No, we will not do that! The young priests must learn to tame their burning desires."

Roshar's father was dissatisfied with the slow pace of change. By his estimation, change would take centuries. So he called upon his flock of ten thousand and exclaimed, "The gods sent a dream last night through the Oracle, and I have written it here for all of you and the clergy to hear and see."

Roshar's father read the dream. The flock listened eagerly.

The dream was well-crafted—some might say inspired. It spoke of all the things the people knew to be true. The gods disapproved of clerics taking money from the poor. The gods disliked that clerics sent the people's sons off to die in their holy skirmishes against the hobgoblins but did not lead the battles themselves. In fact, the priests often stayed home in their cool gardens. Worst of all, the gods said, the clerics were in defiance of the old ways.

"The gods have told us all this!" Roshar's father proclaimed to his vast flock. "Now listen, my time is short. We must travel to a new land where we will find peace and unity with the old ways." By sunset that very night, many husbands and fathers volunteered for ordination under Roshar's father, to aid in the coming great exodus.

Sadly, however, Roshar's father passed out a few days later while chopping wood under the blazing summer sun. Perhaps it was sunstroke. Perhaps it was fate. In any case, the old man died that very night. Yet he had a last word with his closest allies, "Did I not tell you that my time was short? But don't fear! My son Roshar shall lead you across the desert to the cool woods beyond." Many had heard of this place, "The Woods" as travelers called it. Few had been there, or returned.

Immediately, everyone looked to Roshar to devise his father's funeral preparations, not to mention the exodus of ten thousand across a scorching desert.

"We will not allow a state funeral," church officials said, after learning of Roshar's father's death. "A public casket will incite

the people. And if you continue on this path, Roshar, you too will burn in the Nine Hells."

Roshar was only twenty years old and wondered what to do.

His mother chided him. "Roshar, shall I tell everyone your father just died for nothing? Are not the injustices the Oracle described true? Use the brain I gave you, boy."

"My father wrote that dream," Roshar replied cynically.

"Perhaps so," she answered back. "But that fact will not save us from an inquisition or lead us to safety in the Woods."

Thus, Roshar told the people that the church clergy was preventing a proper funeral, and he carefully placed rumors that suggested the clergy had assassinated his father. The people had all known his father as a hearty man.

Many in the city rioted; many more than the official list of Roshar's followers.

Meanwhile, Roshar went to the Oracle, which was a giant obelisk made from an unnatural polished dark stone.

He knelt before the Oracle and said, "I have become a prophet and leader. Please guide us." He meditated before the Oracle for five days straight but no answers issued forth from it.

"Now what will you do?" his mother asked.

"We proceed," he said. He did not feel great confidence, but he did not feel any fear either.

On the twentieth of that month, under an approaching full moon, Roshar, his family, his father's trusted advisors, and the new priests led the faithful out of the city. Each man deposited an iron coin at the gates as they left as a symbol of their disdain, just as Roshar had instructed them. None of the city guards or soldiers tried to stop them. A quarter of the city departed.

After two days travel, seven births, and seventeen deaths, the people grew restless and weary in the intense heat of the ever-bleaker desert.

"Roshar," his mother said, "the people are grumbling to turn back. They need some sign, or miracle."

"Do I look like a miracle-maker!" Roshar said incredulously. That night, however, as he slept, an angelic spirit visited him.

The angel whispered, "the clerics back in the city have convinced the king to send a band of assassins after you. They will appear as herdsmen, and seek to surround you by asking for an audience."

When Roshar awoke, he figured the angel was a dream. Yet by his bed lay four holy stones, of the four elements that had presided over his birth: fire, water, light, and wood.

When a band of herdsmen came, Roshar showed no hesitation and invited them to meet him on a nearby hill. As soon as they were close to him, they drew long knives to attack him in full view of everyone. But Roshar had the stones in his pocket. The stones hummed as the men moved toward him. As they attacked, they combusted into flames and died in screaming agony as they rolled down the side of the hill. And that was just the power of the holy stone of fire.

When the people saw that the burned bodies were really clerics and the king's soldiers, they said, "Roshar, you are mighty. We will follow you!"

Roshar did not think of himself as mighty. Nor was the story over regarding his service to his people. He parted rivers, healed disease, and turned the trees to pythons when the Wood's guardians would not let them enter. Most of his people eventually made it into the cool woods.

After they settled in the woods, they built homes. Roshar married and fathered a son. He insisted though that no temple be built.

"The mistakes of the past shall not be repeated. I am a servant, not a master!" He said this with genuine belief in his heart, and also eagerness to someday retire from life's endless troubles and quibbles.

At age seventy-seven Roshar passed away, amid the gentle breezes, high trees, and friendly protection of the Wood's elves. He left a large family by his four wives.

"Finally," he thought on his deathbed, "I shall gain rest from the taxing path the gods have given me."

He was mistaken.

As he slipped away, the angel came once again. "Roshar?" she said. "Roshar, you are a mighty and tireless servant. We love you so. We entreat you to serve not us, but the people, that your spirit may come to them whenever they are in need of you."

"My goodness," is all Roshar could say.

"From this day forward, Roshar, the Living Flame commends to keep an eternal mission." Thus, as Roshar's spirit passed from his body, it was not rewarded with heaven, but became a spirit of pact magic.

Summoning Rules

The following rules describe the requirements and rituals for binding Roshar, the Burning Prophet.

Binding DC: 25.

Requirements: Knowledge (religion) 7 ranks, Knowledge (geography) 3 ranks, Knowledge (nature) 3 ranks, non-evil alignment. Roshar epitomizes righteous holiness and you cannot bind him at the same time as any spirit that might shift you to an evil alignment.

Ceremony: Add three drops of your own blood to a campfire, burning bush, or other small fire source. Your binding check indicates whether you can hear the fire speak your name.

Manifestation: A voice booms from the fire, instructing you where to go if you have no destination, or which direction to head if you do.

Granted Abilities

Roshar grants the following supernatural abilities.

Control Water: You can cause at will an area of water to rise or lower by 2 feet per level. The surface area affected is 10 square feet per level. The duration is concentration + 10 minutes. In a large water body, the effect may create a whirlpool or a tidal wave. See the *control water* spell for details.

Pilgrim's Knowledge: You gain a +14 bonus on Knowledge (geography) and Knowledge (religion) checks.

Find the Path: You find the shortest, most direct physical route to a specified destination, noting details such as where to step to avoid traps or which forest to enter to find a shrine. You know the proper words to bypass glyphs. You cannot use this ability to find your way to a person or object, only a place; it does not aid, account for, or affect creatures except you. You can specify a location you have never seen or visited. The effect lasts 24 hours. See the spell of the same name for details.

Greater Restoration: Seven times per day, your touch removes all negative energy levels, ability score loss, fatigue, exhaustion, petrification, insanity, or other mental effects. See the *greater restoration* spell for details.

Illuminating Halo: You can produce a halo that radiates daylight in a 20-foot radius. You can hide or show the halo as a free action. Undead that are outside the halo are forced to hesitate one round before entering its illuminated area (no save),

assuming they are able or willing to enter. Within the halo, undead are slowed as the spell (no save).

Snake Staff: At any time as a swift action, you can turn any wooden staff, pole, or tree branch into a giant constrictor snake (Huge animal, see *MM* for details). It attacks starting on that same turn and remains for 1 round per level. This is a transmutation effect. You are limited to seven snakes at a time.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: A radiant halo of warm sunlight surrounds you. If desired it provides the equivalent of a *light* spell (see above).

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

Personality Influence: You are kind and forgiving, hearty and strong in spirit. Though the journey of life is longer than your lifespan, and destinations out of reach, you safely shepherd your allies and followers. You do not stop except for minimal rest, and constantly urge on others.

Favored Ally: Any good-aligned divine caster and any good-aligned outsider. Roshar's saga inspires angels and holy men.

Favored Enemy: Any evil divine spellcaster and any evil-aligned outsider. Although fiends and their minions enjoy how easily others manipulated Roshar, they shudder at the holy fire that burned in his heart.

Capstone Granted Ability

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

Mass Immolation: Whenever you are conscious and foes initiate combat against you, all foes with a burst area of 5 feet per level around you spontaneously self-combust suffering 1d6 damage per 2 levels (see *mass immolation*, Chapter 7: Spells, page 242). Verbally and magically goading foes to attack you first in order to activate this ability is a perfectly acceptable tactic.

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:

- » Light something or someone afire.
- » Move through desert terrain.
- » See an ally die or fall unconscious.
- » Wield a quarterstaff.

Role-Play Text

Read aloud the following points to quickly convey all or part of the legend of Roshar, the Burning Prophet:

- » "Roshar's father was a rebellious priest who preached to his flock and fellow clergy to give up corruption and return to the old ways."
- » "When the church resisted, Roshar's father faked a prophecy to convince thousands to follow him to a new forest homeland. Alas, he died days later and Roshar was named his successor."
- » "Roshar was honest and obedient. He did his best to organize the faithful for their journey. Much of the city left with him."
- » "An angel came in a vision and left Roshar powerful stones. When assassins leapt at him, they burst into flames as the angel predicted."
- » "Roshar settled his people in the new land. When he died, the angel came to him again and said his reward was to become a spirit, to continue his journey forever to redeem the fallen."

SEPTIGENIUS MAXIMUS

PARAGON OF SEVEN ELEMENTS

Septigenius Maximus is the mummified god-king that blends the primal elements to wondrous effect. His grants summoners the ability to resist energy, project a harmful ray, reflect attacks, throw heroic feasts, calm animals, and summon a dirigible for food, rest, and transport.



Level: 7

Crown Constellation

Legend

Like all god-kings of his desert empire, Athris—also known as Septigenius Maximus XIX—was buried alive at the apex of his glorious reign. The priests announced his burial to the masses while the scribes commemorated it on dark obelisks.

“Hail our everlasting king!” An elderly white-clad priest eulogized to a handful of mourners deep within Septigenius’s pyramidal tomb. “Talon of the golden throne. Ruler of one thousand lands. Courageous visor general. Cunning sphinx. His reign has been prosperous and propitious, as decreed by the gods.”

“Oh, shut up, you pompous old hippo,” Septigenius cursed quietly to himself. From inside his iron-and-gold sarcophagus, none of the mourners could hear him. Not that they cared. All the loyal servants who tended him in life were also buried alive in a nearby chamber. The so-called mourners were priests and scribes exempt from the tradition of living death, or were budding sycophants eager to settle into a new royal court.

When the mourners finally departed, the tomb’s entrance was sealed with a colossal stone by the priests’ ten-foot tall servant, a monstrous ogre magi.

Now alone, Septigenius used his fists to smash himself free from his sarcophagus. The white linens shrouding his body tore away easily. Nor did he bleed or feel pain. Little did the priests know, he had already killed himself under the last month’s new moon, to acquire a magical form and thwart their tradition.

“Athris?” A voice cried the other chamber. “Is that you?”

“Yes, old friends,” Septigenius called as he stood up. “I, your sweet inspiration, come for you as quickly as I can.”

He had but a few minutes before the priests’ poison paralyzed his servants’ lungs. The poison was meant to paralyze him too. However, as he was now dead, the poison had no effect. Faking his breathing and keeping down food during the past month had been surprisingly difficult, but his court sorcerer had succeeded superbly in that department too.

As Septigenius entered the chamber housing his servants, acidic darts sprung and pricked him. The acid had no effect.

“Help us, our Maximus!” voices wheezed from sarcophagi.

“I love you all,” Septigenius proclaimed as he smashed them free. Of twenty-two servants, only one did not survive. Septigenius pulled out the suffocated water boy and held him closely to his bosom. The boy was of the people, most beloved. Septigenius cried out in sadness. But he could not shed any tears, for such was the plight of those who are dead.

After saying goodbye to the boy, they used a tunnel that a chief engineer ensured was built in secret. As was the custom, the engineer was included among the buried. He guided them.

They all slowly slithered up the steep tunnel on their bellies and clamored through an iron grate onto an altar area.

The sun was bright. Priests were assembled around the altar, with a mass of people before them, reciting a myriad of dull rules, which the priests themselves flaunted with ease.

“Behold!” Septigenius announced with his men behind him. The priests were surprised and cowed in fear.

“I am the Talon of the golden throne. Ruler of one thousand lands. Courageous visor general. Cunning sphinx. I return to reclaim my seat before the people. For one thousand years I shall reign, as decreed by the gods.”

Summoning Rules

The following rules describe the requirements and rituals for binding Septigenius Maximus, the Paragon of 7 Elements.

Binding DC: 33.

Requirements: You must be in sight of or inside a tomb. You can’t also be bound with a spirit of the ghoulish constellation.

Ceremony: You wrap your arms in stiff white bandages, as if to be mummified, and imbibe seven drops of mild spider toxin as a symbol of the paralyzing poison Septigenius was given.

Manifestation: A chimeric apparition rises. It possesses the head of a lion wearing a gold crown, a serpent’s tongue with a silver ring, a camel’s hump adorned with a purple cape, a hippo’s legs banded with platinum rings, an eagle’s white-feathered wings, a crocodile’s scaly green breast, and the muscled arms of a hairy man. The apparition calls you “friend” and urges you to rise up and accept the wealth of powers he grants you.

Granted Abilities

Septigenius grants the following supernatural abilities.

Backdraft: Cone attacks from spellcasters that include you in their area of effect may be instantly reflected upon the caster that produced the attack. To reflect the attack, you must succeed on a binder level check against the caster.

Calm Animals: Ordinary animals within 30 feet become docile. Dire animals and those trained to attack get a Will save. The maximum number of Hit Dice of animals you can affect at once equals $2d4 +$ your binder level. You can affect various kinds of animals, allowing you to calm lions, wolves, and sheep to all lie together quietly for example. The effect lasts as long as you concentrate plus 1 minute per level.

Dirigible of Delights: You conjure a colossal flying ship. The dirigible cannot move on water or land, nor can it move underwater. However, it can float without sinking or rest on the ground without tipping. The dirigible consists of a colossal balloon and a cabin. The dirigible is dressed with pageantry and has a horizontal fly speed of 240 feet and a vertical fly speed of 10 feet with poor maneuverability. The dirigible’s warm cabin holds 8 passengers comfortably, or 16 for brief jaunts. Despite its appearance, the cabin and balloon are both as strong as worked stone and easily resist fire and normal missiles. The forward section of the cabin has a six-foot-wide window. All windows and portals are protected by an *arcane lock* and an *alarm* spell, and an *unseen servant* provides aid. Inside are eight lavish beds, a fine table with cushioned seats, and a writing desk. Boarding or exiting the dirigible is a full-round action. Securing the dirigible to mooring or releasing it from mooring requires a DC 17 Use Rope check from inside the dirigible or a DC 10 Use Rope check from outside. The dirigible lasts up to 24 hours, or until it is dismissed or destroyed. You can only have one dirigible at a time.

Elemental Ray: You project a ray to a distance of 60 feet. On a successful touch attack, the target suffers one kind of energy damage: acid, cold, electricity, fire, or sonic. The damage is 1d6 per level for cold, electrical, and fire attacks. The damage is 1d4

per level for acid and sonic attacks. Acid attacks deliver an additional 1 hit point per level on the second round, while sonic attacks deal full damage to objects. As part of this ability, you gain the Precise Shot feat for free.

Gift of Pleasure: Your touch induces pleasure. For each round you touch a creature, you can extract up to 3 XP per point of Constitution that you drain from the creature. You drain 1 point per round. The damage is temporary ability drain. The XP gained is added to a reserve pool that you may utilize at will. The pool cannot hold more than 5 XP per level.

Heroes' Feast: Once per day, you conjure forth a great feast. You have two options. You may feed 777 people a delicious non-magical meal, or you may feed a small group per the *heroes' feast* spell. For the heroes' feast, creatures that eat for 1 hour gain benefits when the meal is finished. You feed up to 1 creature per level. Every creature partaking of the feast is cured of all diseases, sickness, and nausea; becomes immune to poison for 12 hours; and gains 1d8 temporary hit points +1 point per two levels (maximum +10). The ambrosial food that is consumed grants each creature a +1 morale bonus on attack rolls and Will saves and immunity to fear effects for 12 hours. If the feast is interrupted for any reason, no benefits are gained.

Resist Elements: You gain energy resistance 5 against all forms of energy attacks. The effect lasts 24 hours.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: A radiant golden crown lights your head. You gain the mane, features, and hair of an androsphinx. When engaged in melee combat, white bandages fly from you.

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

Personality Influence: Septigenius refused to kneel before hypocritical priests and oppressive rules. He compels you to ignore laws, customs, edicts, and other guides that might cause harm, promote privilege, or constrain basic freedoms.

Favored Ally: Animals, good undead, and living creatures with 3 or fewer Hit Dice.

Favored Enemy: Evil undead and evil divine spellcasters.

Capstone Granted Ability

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

Transmuting Glare: You gain a gaze attack. When a living target fails its Fortitude save against a modified save DC as indicated below, it transforms into an inert material, similar to a *flesh to stone* effect. You can also return to normal a creature that has been transmuted by you or someone else, although this ability does not repair damage caused to transmuted creatures. You must wait 1d4 rounds between each use of this ability.

Result	Save DC Modifier	Hardness	Break DC
Iron	+1 (harder to resist)	10	28
Stone	+0	8	18
Wood	+0	5	18
Salt	-2 (easier to resist)	2	13
Ice	-3 (easier to resist)	0	15
Glass	-4 (easier to resist)	1	10
Ash	-6 (easier to resist)	0	8

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:

- » Light something or someone on fire.
- » Move through desert terrain, a crypt area, or a throne room.
- » See an ally die, suffer poison damage, or fall unconscious.
- » Wield a mace.

Inspired Companion

If you forego the elemental ray granted ability and are chaotic or good, Septigenius Maximus provides you with 1d4+1 dervish mummies as companions.

Dervish Mummy (CR 5)

Medium Outsider (Extraplanar, Air, Earth, Water)

Hit Dice: 8d8+16 (52 hp)

Initiative: +0

Speed: 30 ft.

AC: 20 (+8 natural, +2 Dex), touch 12, flat-footed 18 (plus, gains +2 dodge bonus while using whirling frenzy ability)

Base Attack/Grapple: +8/+13

Attack: Slam +13 melee (1d6+8 plus mummy rot)

Full Attack: Slam +13 melee (1d6+8 plus mummy rot)

Space/Reach: 5 ft./5 ft.

Special Attacks: Despair (DC 16 Will or paralyzed 1d4 rounds), mummy rot (Fort 16 Fort, incubation 1 minute, damage Con and 1d6 Cha; damage continues until the target reaches 0 and dies; cure spells only work if caster succeed on DC 20 caster level check; require *break enchantment* or *remove curse* to allow *cure disease* and *cure* spells to work), 1/day whirling frenzy: as barbarian rage, but gain temporary +4 bonus to Strength and a +2 dodge bonus to AC and on Reflex saves. While in a whirling frenzy, the dervish mummy may make one extra attack in a round at its highest BAB, but this attack takes a -2 penalty, as do all other attacks made that round. The penalty lasts for one full round, and thus applies to attacks of opportunity.

Special Qualities: Damage reduction 5/—, darkvision 60 ft., outsider traits, vulnerability to fire

Saves: Fort +10, Ref +6, Will +8

Abilities: Str 20, Dex 14, Con 14, Int 6, Wis 14, Cha 15

Skills: Hide +11, Listen +15, Move Silently +11, Spot +15, Perform (dance) +14, Sense Motive +13

Feats: Alertness^B, Great Fortitude^B, Skill Focus (dance)^B

Alignment: Chaotic good

Role-Play Text

Read aloud the following points to quickly convey all or part of the legend of Septigenius Maximus:

- » “Septigenius was a god-king consigned to living burial, as was the tradition in his day, following a thirteen-year reign.”
- » “He refused to suffer the priests’ rules and arranged to be turned into a dervish mummy before his burial, giving him everlasting life.”
- » “Priests assaulted Septigenius with deadly beetles when he emerged from the tomb. He reflected the beetles back upon them. Desperate, the priests held people as shields. Septigenius, enraged, turned the priests to salt. The people rejoiced and used the salt to cook their food.”
- » “Septigenius ruled with kind wisdom for one-thousand years.”
- » “The gods were outraged that their priests were killed and temples defiled, and surprised Septigenius one day, tearing apart his soul.”

ESSEK AVIX, THE TWINS REJOINED

Just as fire and water clash to make vapor, the half-dragon brothers, Essek and Avix, slew each other to rise again as a vestige of a single spirit. Their summoners can repulse others with fear, tame and ride dragons, link to other creatures' fates, draw down lightning, and enlarge to titanic size.



Level: 8
Dragon Constellation

Legend

A thick white mist dampened all sound except for the faint weeping of a woman on her knees, veiled utterly in woolen, black mourning robes at the base of an enormous oak tree. The air was cool. Not a breeze stirred. To human ears—had Man been created yet by the gods—the woman's cries would be terrible, deafening sobs like thunder and lightning. Her cries would have terrified all living things. Fortunately for the entire world, the mist felt compassion for the woman and wrapped itself tightly around her, to take into itself all of her cries for the ninety-nine days she kneeled at the tree.

High up on the tree's trunk hung the groaning, bleeding body of a two-headed warrior. He was strapped to the tree in nine places with adamantine bands. The warrior—or rather, two warriors—were neither elves like the woman, nor dragons like their father. They were the fruit of both. In those ancient days of dreams and nightmares, when the dragons and the elves were at war ceaselessly and without mercy, these two brothers were abominations to all their kin—except their mother—as well as the gods of their kin.

A century earlier—no time at all for an elf or a dragon—the woman had been a maiden who snuck out into the deep cool woods to meet her lover. His shiny silver scales glistened like the starriest of night skies, and his deep voice whispered to her like a brook that runs through a thousand caves. She had trembled even when he took a form like hers, the form of an elf. She had trembled until he took her safely into his arms. Today, she cried, her heart broken, her sons dying—dying not once and then over with, but every day for forever. Such has always been the pitiless cruelty of angry gods.

Summoning Rules

The following rules describe the requirements and rituals for binding Essek Avix, the spirit of the Twins Rejoined.

Binding DC: 29.

Requirements: You must be in sight of an elf riding a dragon. Alternatively, one of your siblings—or any two siblings of the same sex—must be within sight of you. A statue or likeness of any of these is not acceptable.

Ceremony: Burn two candles. When soft, join them such that they become one candle that burns at both ends.

Manifestation: Moans and groans fill the air. Mist issues up from the pact seal and irritates your eyes as it grows thick and dark. As the mist clears, you see a terrible two-headed warrior—half-dragon, half-elf—strung up on the side of a tree with a thousand branches and a thousand roots. The warrior is the disfigured, merged form of the brothers Essek and Avix, who remain forever in a place of torturous limbo as decreed by the gods for their crime, which was to exist. At their feet lies the gutted bodies of their once mighty dragon steeds.

Granted Abilities

Essek Avix grants the following supernatural abilities.

Call Lightning: Once per round as a standard action you can spit a lightning bolt at a foe. The effect targets only one foe and hits automatically, causing 1d6 hit points of damage per level. A successful Fortitude save reduces the damage by half (the bolt cannot be evaded). The bolt is half-electrical damage and half-supernatural energy (untyped damage). This means that foes normally immune to lightning attacks still suffer one-half damage.

Dragon Rider: You gain the Mounted Combat feat and a +16 bonus to Ride checks when riding a dragon steed. You can take 10 on Ride checks even when distracted or rushed.

Draconic Calm: You have a powerful way with dragons and a talent for riding them. Your aura causes dragons with negative reactions to you to become neutral and those with neutral reactions to become positive toward you. There is no save against the effect unless you attack the dragon or otherwise clearly bring harm to it or its interests (touching some coins from its horde might be okay; taking even a minor magic item grants the dragon a save). A dragon of any type must succeed on a Will save to target you with an attack, and even if it succeeds it must wait 1d4 rounds between each attack that could affect you.

Fear Aura: You radiate an aura of cataclysmic fear that is particularly potent against outsider creatures. Any outsider foe within 10 feet of you is panicked. Any outsider within 30 feet of you is frightened. Any outsider within 120 feet of you is shaken. You do not need line of sight or line of effect. Outsider creatures do not receive a save unless they are unique beings (such as gods, demon lords, etc) or possess a number of Hit Dice equal to or greater than your level +4.

Curse of Shared Fate: One creature that you touch shares your fate, no save. Any damage that you sustain is distributed evenly between the two of you, and vice versa. If either of you die, then the other one dies. If either of your souls are trapped or you suffer some other unusual affect then both of you are affected. At all times, you and the creature enjoy a supernatural mental connection out to any distance as if linked telepathically. Creatures that you cannot touch (such as incorporeal creatures) cannot be unaffected. Nor can you affect a unique outsider (god, demon lord, etc.) or a creature that possesses a number of Hit Dice equal to or greater than twice your level.

Titan Size: As a free action you can use the *enlarge person* spell at will to grow one size larger than normal. You can also become two or three size categories larger, up to a maximum of size Gargantuan for Medium binders as a full-around action. You can remain enlarged for as long as you like. You are fatigued when you return to normal size. You cannot change size if you are fatigued or exhausted.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: You split and acquire two aspects, one real and one drawn from the deepest recesses of your foes' collective imagination. Your foes only see the latter, while all others perceive you as you really are.

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

Personality Influence: Like the twin brothers Essek and Avix, you are dedicated to the stewardship of mortal beings, the

improvement of their sad lives at the expense of the arrogant gods. Alas, you are of two minds on how to achieve this goal. Any time you face two distinct and equally appealing options, such as a fork in the road, or which of two foes to attack, you hesitate for 1 move action to debate “between your selves” what is the best course of action. Most difficult are those actions that allow you the option between good and evil.

Favored Ally: All living creatures and dragons of all kinds.

Favored Enemy: All outsider-type creatures except titans.

Capstone Granted Ability

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

Twins Unjoined: Once per day, for 1 round per level, you can exist in two forms rather than one. This works like *clone*, except that the clone is awake and functional at the same time you are, and it behaves so as to achieve the same goals you have. However, the clone may take different paths, hold differing opinions about how to best reach the goal, and even be of dissimilar alignment. Regardless of differences, you and your clone do not come to blows. The clone does not possess magic items unless you provide it with some of yours. It starts with the statistics you have when initiating the ability. At any time as a free action you may end the ability. At that time, if you and the clone are beside each other then you appear to merge together; otherwise, the clone vanishes. Items in the clone’s possession return to you in the most relevant and convenient location.

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:

- » Fight two foes at once.
- » Successfully cause harm to an outsider-type creature.
- » Intercede on a mortal’s behalf, physically blocking or otherwise preventing an outsider from attacking the mortal.
- » Ride a dragon.

Inspired Companion

If you forego the lightning bolt granted ability, Essek Avix provides you with twin companions (see sidebar at right) that are simulacra of the brothers at a young age. Both are clerics with spontaneous spellcasting, turn/rebuke undead replaced by turn/rebuke dragons, and 0-level spells replaced with a free feat. Both forego magic items to gain a draconic blessing.

Role-Play Text

Read aloud the following points to quickly convey all or part of the legend of Essek and Avix:

- » “*Essek and Avix were twin boys born from the love of a dragon and an elf. They had a similar older sister.*”
- » “*Essek was upright, learned courtly ways, and strived to aid his house in all things, and uphold his sister and kingdom.*”
- » “*Avix was a troublemaker; though he obeyed his sister, he tricked and sabotaged his brother whenever he could. Avix would often cause trouble by posing as Essek.*”
- » “*One day, Essek discovered that his infant son was really Avix’s son. Avix had fooled Essek’s wife. Essek was enraged by the betrayal. They fought, but their fates were linked. At they bit and clawed at each other, they suffered each others’ wounds. They died together in battle.*”
- » “*By their shared crime of fratricide, the gods’ curse was fulfilled, for the brothers were an abomination in the eyes of the gods, and in the afterlife they were united forever into a single tortured spirit.*”

Essek (CR 7)

Medium Dragon (augmented humanoid (elf))

Hit Dice: 5d8+20 (42 hp)

Initiative: +7

Speed: 20 ft.

AC: 25 (+5 armor, +1 shield, +3 Dex, +4 natural, +2 enhancement) touch 15, flat-footed 22

Base Attack/Grapple: +3/+9

Attacks: Bite +9 (1d4+6), 2 claws +9 (1d6+6), or greatsword +9 (2d6+9) or long composite bow +6 (1d8+6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath weapon (60 ft. line, 6d8 electrical damage, Reflex DC 11 for half), spontaneous divine spellcasting, turn evil dragons, rebuke good dragons

Domains: Good, Strength; cast good spells at +1 caster level, gain +5 Strength for 1 round once / day as a free action

Spells/Day: 3 3rd, 4 2nd, 5 1st.

Spells Known: 3rd) *magic vestment, magic circle against evil*; 2nd) *aid, align weapon, bull’s strength, cure moderate wounds*; 1st) *detect evil, endure elements, enlarge person, magic weapon, protection from evil, remove fear*; 0th) none.

Special Qualities: Darkvision 60 ft., elf traits, immune to paralysis and electricity, dragon blessed (+2 AC, +2 hp/level, evasion, +5 Ride, vow), speak Common, Draconic, Elvish.

Saves: +6/+4/+7

Abilities: Str 22, Dex 16, Con 14, Int 12, Wis 16, Cha 14

Skills: Concentration +14, Diplomacy +8, Heal +8, Knowledge (nobility/royalty) +4, Knowledge (religion) +2, Ride +8.

Feats: Eschew Materials, Combat Casting, Improved Initiative

Alignment: Neutral good

Avix (CR 7)

Medium Dragon (augmented humanoid (elf))

Hit Dice: 5d8+20 (42 hp)

Initiative: +7

Speed: 20 ft.

AC: 25 (+5 armor, +1 shield, +3 Dex, +4 natural, +2 enhancement) touch 15, flat-footed 22

Base Attack/Grapple: +3/+9

Attacks: Bite +9 (1d4+6), 2 claws +9 (1d6+6), or greatsword +9 (2d6+9) or long composite bow +7 (1d8+7) x 2

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath weapon (60 ft. line, 6d8 electrical damage, Reflex DC 11 for half), spontaneous divine spellcasting, turn good dragons, rebuke evil dragons

Domains: Evil, Trickery; cast evil spells at +1 caster level.

Spells / Day: 3 3rd, 4 2nd, 5 1st

Spells Known: 3rd) *nondetection, magic circle against good*; 2nd) *darkness, desecrate, invisibility, silence*; 1st) *cause fear, comprehend languages, detect good, disguise self, protection from good, sanctuary*; 0th) none

Special Qualities: Darkvision 60 ft., elf traits, immune to paralysis and electricity, dragon blessed (+2 AC, +2 hp/level, evasion, +5 Ride, vow), speak Common, Draconic, Elvish.

Saves: +6/+4/+7

Abilities: Str 22, Dex 16, Con 14, Int 12, Wis 16, Cha 14

Skills: Concentration +10, Bluff +8, Disguise +6, Hide +8, Knowledge (religion) +2, Ride +8

Feats: Eschew Materials, Point Blank Shot, Rapid Shot

Alignment: Neutral evil

EVENING STAR, BLOODY MIST OF THE HILLS

This loveless aberration from the sky was never meant to be on earth. Evening Star grants its summoners the ability to take gaseous form or a horrid troll form, confuse creatures' minds with a thick fog, detect living creatures, and create simulacra from corpses.



Level: 8

Spider Constellation

Legend

Centuries ago, on a night lit by shooting stars, a meteorite struck into the heart of the hill country where rock gnomes, halflings, and other folks eked out a living by gathering rare herbs and unusual rocks.

"What is that?" Belle the halfling asked, pointing to a particularly warm glow against the night sky. She and her friends, including her boyfriend, Hassfred Beaucoat, had seated themselves on a high hill to enjoy the spectacular parade of stars.

"It's like a fire flower," her younger sister said, as the glowing star shot across the vault of the sky like a demon on a chariot.

The shooting star grew in size from a flower to a small sun, though they felt no heat yet. Everyone exchanged excited yet worried glances.

"It looks like it will fall only a few tens of miles from here, maybe closer," Hassfred offered. "No worries." He reached into their supper basket for more chicken.

The sky grew warm and as luminous as day.

"Everyone, cover your ears and eyes," Belle said. Her mother had once been this close to a falling star. The village geomancer said they came every twenty-three years or so.

Thunder peeled the sky in two. A few miles away, the hills briefly lit up with a blinding light. Belle's sister screamed and then cried softly, mostly from embarrassment.

"What a baby," Hassfred said, standing up. "Hey, let's take a look!" He was among the tallest boys Belle knew, and certainly tall for a halfling at three feet and four inches.

A fiery glow danced behind the hills where the star fell, but with so little brush, fire was not a danger. Besides, the recent rains had turned half the hills to mud.

After more than two hours, Hassfred, Belle and four of their friends, including Belle's sister, reached the crash site. Hassfred conjured light for all of them where the gullies grew dark; he was studying under the geomancer.

They came to a crater.

Small fires and charred brush dotted the whole valley around the crater. A fine mist hung everywhere.

"The heat should have burned away any fog," Hassfred said. Belle looked at him with a smile. She felt he was quite smart, though good thing she was the one who had the sense to bring the supper basket.

"Look, there's the mouth of an old mine," Elton said.

"The mine is probably full of water," Hassfred explained to his friend, "and the mist seeps up. Notice how the mist is moving near the mouth." Elton looked hard and nodded in agreement.

Belle shivered. The mist was moving into the mine opening, not away from it. She clutched her sister's hand. "I think we

should go," she offered.

"Nonsense," Hassfred and Elton responded at once. Poor Elton wanted so much to be like Hassfred; he was not even accepted to the shoemaker's apprenticeship much less to a geomancer's tower.

"We need to collect some rocks," Hassfred added. "No one will believe us if we don't."

"I'll believe you," Belle offered.

"And Master will be impressed if I bring him fresh star rocks," he said, referring to the geomancer wizard.

"Well, you two stay then," Belle said. "I'm taking everyone else home." She was a tiny bit envious and wanted to collect rocks with Hassfred but her sister was more important. Maybe she would come back in a few days. The rocks would be cool by then anyway.

Hassfred conjured light on a stone and gave it to Belle. They kissed and she led the others toward home. As she reached a roundabout, she looked back. Hassfred and Elton were poking with sticks and chatting; they had ventured a little further in, and the mist swirled around their knees. I love you, Hassfred Beaucoat, she thought, and I am going to marry you. She waved to them although they could not see her by now.

On the way back, they stumbled across the carcass of a wolf. The others feigned disgust and then joked but Belle knew it was not a good sign. The wolf's fur looked singed but not lethally; and it had not been on

the path earlier.

They hurried home.

The next

day Belle did

not see Has-

sfred because

she had to travel

to the human town

with her mother. Al-

though, she did spot Elton

from a distance, tossing rocks

along the road. He looked tired

and grey. She thought, he is probably

depressed after last night's excitement, and only

Hassfred gets any honors.

When Belle and her mother returned, everyone in town was talking about Elton; apparently, he had begun acting strangely and ran away. At the same time, some of the sheep brought in acted up. The miners came home too, complaining of mist. Someone said some sheep just fell over and melted into the ground, which Belle found unbelievable. Or perhaps not.

She ran over to the geomancer's tower to see Hassfred and knocked hard on the giant oak and iron door.

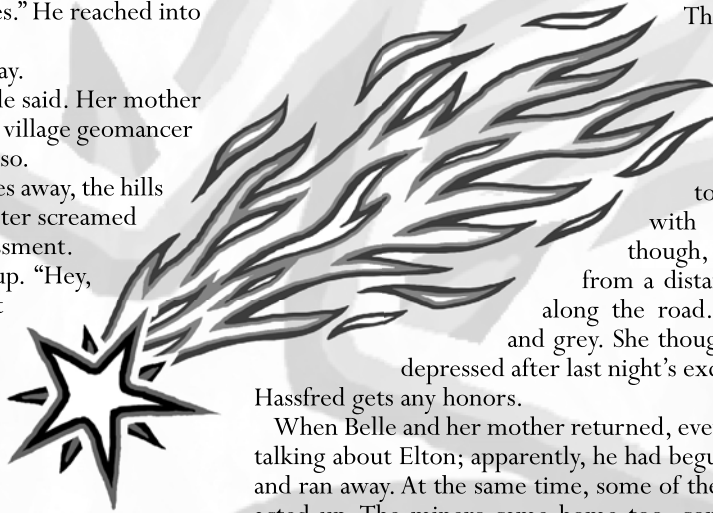
After a spell, the old geezer answered. "Come in, Belle." His expression told her something was wrong. However, old halflings were often the biggest worrywarts in the world.

"Is Hassfred here?" she asked as she stepped in, trying to remain positive.

"Uh, come with me, won't you?" the geomancer asked.

Belle followed him upstairs. There sitting restrained in a big iron chair was Hassfred, grey-skinned and writhing with a multitude of hair-like tentacles, grey, green, and mauve in hue. She could not take her eyes off of the squirming sight.

"I'm sorry to say he will not be the same," the geomancer said grimly. "He's just an empty shell now." Then he took her forearm lightly and examined it. A narrow line like a worm moved under her skin.



Belle sat frozen; it was all she could do to keep back tears. "The good news," the geomancer said, with a heavy, sad smile, "Is that it may certainly not be too late for you." Belle wept. None of her dreams of love were going to come true.

Summoning Rules

The following rules describe the requirements and rituals for binding Evening Star, Bloody Mist of the Hills.

Binding DC: 30.

Requirements: Craft (alchemy) 4 ranks. Alternatively, you must possess a fist-sized chunk of meteoric rock.

Ceremony: You must cut yourself with a sharp dagger and sacrifice drops of your blood into a flask of dung, earth, and burning embers. Your binding check indicates whether you hunger for the dung.

Manifestation: A hideous troll form rises up from the flask and asks innocently in a child's voice whether you would like to play with it. Its body imprisons a multitude of faces and other body parts that poke out every few moments.

Granted Abilities

Evening Star grants the following supernatural abilities.

Detect Living: As a free action, you detect the presence and learn the location of all living creatures in a 100-foot radius.

Gaseous Form: As a swift action, you can turn into or return from a gaseous state at will. See the spell of the same name.

Mind Fog: As the spell of the same name, all affected creatures within a 20-foot radius take a -10 penalty to Will saves and Wisdom checks for 30 minutes. Multiple instances of the spell's effects do not stack. You can create or dissolve the fog as a standard action. You can only have one fog at a time. If you create a second fog then the first one immediately dissipates.

Troll Form: You become a troll, except that you retain your alignment, base attack bonus, class abilities, mental statistics, and saves. This form grants you Large size, the Monstrous Humanoid type, Str 23, Dex 14, and Con 23, a bite and two claw attacks (1d6+Str damage each) with a reach of 10 feet and a rend attack (2d6+1.5 x Str), +5 natural armor, darkvision 90 feet, low-light vision, regeneration 5, and the scent ability. Transforming is a swift action. You keep your granted abilities. This ability is usable at will.

Ventriloquism: This works similar to the spell of the same name. You can make your voice (or any sound that you can normally make vocally) issue from someplace else close by. You can speak in any language. Unlike the spell, the effect is real, not an illusion so there is no save to detect the ruse.

Vile Simulacrum: You can touch a corpse and create from it a pseudo-living duplicate. The corpse must be of a creature that died within 1 day per binder level, and it must have had Hit Dice equal to or less than your own. The simulacrum has half the Hit Dice, levels, and so on of the original creature. Creating the simulacrum causes the original body to wither and turn to dust. Only a *miracle* or *wish* spell can restore the body. The simulacrum takes 1 minute to form and is completely under your control. You may use this ability as often as you like, but the maximum number of Hit Dice of simulacra you can have under your control equals 4 x your binder level. See the *simulacrum* spell for additional details.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Your skin turns into a quilt-like patchwork of other creature's skins, and small amounts of blood continually streams from your mouth, eyes, and other orifices. Small snake-like rivulets squirm beneath your skin.

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

Personality Influence: Like the Evening Star, you only wish to play happily with the creatures you encounter. With this mindset, you perceive others and the environment as playmates and toys, and using your granted abilities is how you express yourself. You are confused when others stop playing (die) and you express dismay, even tears, and utter disbelief that you could cause suffering or death. At the same time, love or empathy is utterly impossible for you.

Favored Ally: Aberration, Giant, Monstrous Humanoid, and Ooze. Evening Star is not of this world or any one kind of creature.

Favored Enemy: Animal, Fey, and Humanoid. Evening Star feeds on all kinds of love, and these creatures are the most likely to offer it the most delicious meals.

Capstone Granted Ability

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

Horrid Wilting: A supernatural mist envelopes all living creatures within 60 feet of each other, inflicting 1d6 points of damage per binder level, or half if they save. This ability cannot affect the same creature more than once in a 24-hour period. Other details match the *horrid wilting* spell. You must wait 5 rounds between uses of this ability.

Tactical Bonus

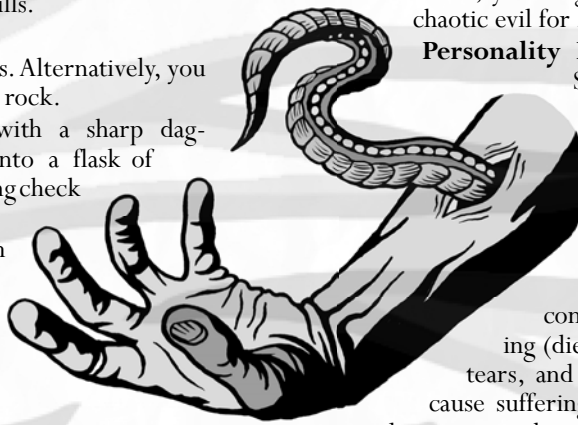
While bound to this spirit, apply a +1 bonus to all your d20 rolls for the round you meet any of these criteria:

- » Move through an area of difficult terrain.
- » Move through or fight in an area of reduced visibility.
- » Succeed on a Bluff check.
- » Use an item or spell with a mind-affect effect.

Role-Play Text

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

- » "Some things do not belong on the earth. One night, a terrible star fell from the Void near a mining town."
- » "Halfling youths investigated the crash site and encountered a misty fog rolling over the ground against the wind."
- » "The fog moved slowly over the land, hunting all living creatures who were in love. It used false voices to lure the unwary."
- » "All who felt the fog's cold embrace were transformed. They sprouted small wriggling tentacles before turning into goo and melting into the earth. From the earth, a vile duplicate would be born."
- » "Soon loveless and insane trolls roamed the countryside."



KAYLOS, MASTER OF WISHES

This demon rules over the domain of all that is wished for, and likely should not be. He grants his summoners the ability to work with gems, detect thoughts and desires, mimic a dead creature's likeness, influence others by suggestion, and grant wishes in the most perverse ways one can imagine.



Level: 8
Fiend Constellation

Legend

"I wish..." Mage Halak began.

"No, no, I advise, do not wish just yet, please," Kaylos said.

"But you're a genie, aren't you?" Halak asked.

Kaylos often introduced himself to mortals as a friendly genie but in fact he was a terrible demon of hell-spawned power. This did not prevent him from enjoying a soft spot, however, for the occasional mortal, especially arrogant wizards like Halak. If Halak were to ask for all his wishes too early, their fun together would come to an end too soon.

"I am the kind of genie," Kaylos explained, "who surely twists your wishes in the most awful ways you can't imagine. So please, think carefully about what you wish for."

"Really," Halak said, incredulously. "If you are so terrible, aren't you supposed to eat me or something?"

Kaylos laughed. "No, you conjured me so I cannot eat you, at least not until your wishes are used up. And you are scrawny."

"Then I shall wish to be more..."

"No! Stop!" Kaylos interrupted. He sloughed off the disguise he had borrowed earlier, from the citadel harem. Although the woman's skin was pleasant to wear, it was clearly distracting Halak from a serious conversation. Kaylos's true form was a muscular, red-skinned, nine-foot humanoid, with ebon horns, small fangs, and opal eyes. Plus gold chains, lots of finely wrought gold chains, arm bands, baldrics, and so forth.

Halak gasped and stepped back, momentary ruffled. Then he laughed, first a snicker and then huge guffaws. "If you think this show is going to turn me away from enjoying you in my bedchamber, then you are mistaken. I know all the genie tricks. I've studied for decades."

"Might I suggest you take me more seriously," Kaylos boomed, hoping to turn his newfound freedom into a serious opportunity for moneymaking and mayhem. While Kaylos could not grant himself wishes, he could influence others' minds, not to mention read their deepest desires. Halak desired gold.

"Let's rampage together," Kaylos offered. "Imagine a mountain of coins, each one with your face as king minted upon it."

Halak went over to a nearby desk, sat down, poured a decanter of tea, and picked up his quill.

"What are you doing?" Kaylos demanded impatiently, seeing his suggestion had failed to influence Halak. "We can help each other to achieve our greatest desires. You will become the richest, most powerful and adored wizard in the world!" Kaylos could read all of Halak's deepest desires easily enough.

"I'm taking notes on you," Halak said. "Very rarely have I had the opportunity to study efreeti for more than a few moments." He kept writing. "I just had a wonderful insight and wanted to jot it down. Memory at my age isn't what it used to be, you know. Oh, would you like some tea?"

Kaylos had reached his limit. What impudence! Alas, Halak

was the one who had polished the gem and set Kaylos free, so he could nothing to harm him. Nor did there seem to be anyone Halak cared enough about for Kaylos to hold hostage.

"Feel free to use the bed for a nap," Halak said. "Oh wait," he added sarcastically. "You've been napping for hundreds of years." He turned to Kaylos with a twinkle in his eye, and said more seriously, "You *are* starved, aren't you?"

"I will happily mutilate, desiccate, and conflagrate every living thing in this noisome palace!" Kaylos spat.

"So you want me to make wishes after all?"

"Yes. Fine. Go ahead."

"But that will surely open some gate to the flames of the Elemental Plane of Fire. Why do you think I'd want to do that?"

"Because *you* will be resting comfortably by cool waters, surrounded by beautiful virgins, with a set of adamantine statues—your petrified enemies—standing all around you."

"What a wonderful idea," Halak said. "I'm glad I thought of that." He understood Kaylos could read minds, and had picked out a fanciful image. "So why don't you just go ahead and kill everyone? I'll be here when you get back."

Kaylos felt something was off. This wizard was far more powerful, or dangerously stupid, than he had assumed. Kaylos unfurled his wings to their fullest might. His hair blazed with fire and his eyes danced with darkness. He strode to Halak the puny wizard still at his desk. "Who are you really?" he roared.

Halak trembled ever so slightly. Then his resolve strengthened. He whispered into Kaylos's giant be-ringed ear. "What is important is that your existence is based on an error."

Kaylos eyed him strangely. Surely, this was no preacher.

Halak continued. "Tell me, genie, are there not an infinite number of potential possibilities in the multiverse?"

"Yes," Kaylos said. "If we are to get philosophical. It is infinity that is my livelihood and my friend. How else to twist even the most carefully worded wishes? Do you wish to have in your possession a million gold coins? You shall, though they will belong to a demon prince, or perhaps I will disembody you and send your spirit to rule over a cursed treasure trove as its eternally damned guardian."

"I think I could do better," Halak commented lightly.

"Those were just examples," Kaylos offered apologetically.

"You know, Kaylos," Halak said, "I'm not interested in fulfilling my wishes. They entertain my imagination. When they become real, I bore quickly of them. So I'm curious, if I asked you for knowledge about something, and you didn't know off-hand, how would you go about answering my question? Before transforming me into a mute toad or what-not, of course."

"I'd visit the location," Kaylos began. "I can travel freely anywhere in the multiverse. No creature can bind me to its place and no prison is authorized to hold me by godly decree, except, of course, for the gem I was released from. And there is nothing in the gem I don't know. What do you wish to learn of?"

"I wish," Halak began, switching his speech to his native tongue, draconic, which is the language of silver dragons. "I wish for you to verbally tell me, in this room, from your personal perspective of course, what it is like for you to reside outside the multiverse." Kaylos had never been outside the multiverse, so he had to check. Unfortunately for him, all who exit existence cease to exist and cannot return.

Summoning Rules

The following rules describe the requirements and rituals for binding Kaylos, Master of Wishes.

Binding DC: 30.

Requirements: You must possess a ruby worth no less than 5000 gp. The ruby can be reused.

Ceremony: Polish clean the ruby. Your binding check indicates whether you notice the smiling demonic apparition residing within the ruby.

Manifestation: The ruby flashes and a fiendish apparition manifests. It grabs you, flays you alive, and dons your skin as its own, leaving a bloody pulp behind. As you convulse in shock, you and the creature become one. You then awaken from the nightmare, with a normal-looking ruby in your hand, a clean floor, and a fiendish smile on your face.

Granted Abilities

Kaylos grants the following supernatural abilities.

Detect Desire: To fulfill a creature's wishes, you can read its mind using *detect thoughts*, except that the creature gets no save against the effect and you only need to take a standard action to learn a creature's greatest desire, whether or not the creature is conscious of that desire. This ability works on any creature with an Intelligence score, including sentient undead.

Gem Mastery: Kaylos grants you incredible skill and insight with gems. You gain a +16 competence bonus on Craft (gem cutting) and Appraise checks when evaluating gems and objects containing gems.

Perverted Wish: As *perverted wish* (see Chapter 7: Spells, page 243), you can grant wishes to others. As the spell, the wishes are always fulfilled with a baneful effect and can only duplicate up to 7th-level spells. The recipient must intentionally desire that you fulfill its wish, though it need not be aware of the baleful effect, and it (rather than you) must state the wish. Freely use your imagination to "fulfill" wishes. A wish made while under threat of violence counts as an intentional wish.

Replace Creature: You point to a creature within 30 feet, and if it fails its Fortitude save, you remove its skin. The skin is thrown 5 to 30 feet. The creature is limited to a single move or standard action, and suffers as if exhausted until the start of your next turn when it erupts into flames and turns to dust as it dies. A *heal* spell or greater magic can restore the skin and prevent death if applied during that 1 round. A creature turned to dust cannot be brought back to life except using a *miracle* or *wish* spell. A target that makes its save still suffers 3d6 hit points damage + 1 hit point per level. If you desire, you can immediately acquire a skinned foe's appearance as if using *polymorph self* for a period of 24 hours. You can acquire the likeness even if the creature remains alive.

Suggestion: You can use *suggestion* as a move action a number of times per day equal to 3 + your Charisma modifier (minimum 1). The DC to resist is as an 8th-level granted ability.

Unfortunate Form: You can use the *baleful polymorph* spell, except that the affected target creature is transformed into a harmless, Small animated object (see *MM*). It retains its mental ability scores, and the effect only lasts 24 hours, after which time it returns to its normal form. Usually, the object chosen matches something the target creature desires, such as a beautiful purse, expensive tome, or gleaming greatsword. The item cannot be one that is normally worth more than 250 gp in value. An *antimagic field* will suspend the effect, and *wish* or *miracle* will restore the creature to normal. The spells *dispel magic*, *greater spell magic*, and *break enchantment* have no effect. Once you use this ability, you must wait 5 rounds before using it again.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: A ruby-red glow dances in your eyes. Whenever you use a granted ability you acquire a terrifying fiendish visage, your skin becomes scaly, you grow horns and a forked tail, and your feet become hooves.

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

Personality Influence: You are mostly amicable, humorous, and romantic as you actively pursue and prod creatures to utter what they wish for, so that you may use your perverted wish ability on them.

Favored Ally: Outsider (lawful evil). Though Kaylos was born an efreeti, he became a devil and relishes the company of devils and other terrible creatures of tyranny and oppression.

Favored Enemy: Dragon. A dragon cast out Kaylos from the multiverse with a single wish. He has had years since then to figure out their weaknesses, just as they have had years to learn to recognize the telltale signs of those who bind with him.

Capstone Granted Ability

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

Grant Desire: Three times per day you can use the *limited wish* spell to fairly grant the wish of a creature other than yourself. The creature must intentionally desire you to fulfill its wish, and it (rather than you) must state the wish. You may interpret a wish to fit within the parameters of a 1st- through 6th-level arcane spell, or a 1st- through 5th-level divine spell. For example, if a creature wishes to reach the heart of a temple, then you might *teleport* it, cause a *passwall* effect, or even grant the creature *scrying* ability. If the statement is beyond the ability's power, nothing happens but the number of uses of the ability remains the same for the day. When using this ability, you are compelled to grant wishes in the fairest way possible.

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:

- » Fool someone into kissing you because they believe you are someone else.
- » Hear the word "wish" from any creature.
- » Move through a square that contains a corpse.
- » Succeed on an Appraise or Craft (gem cutting) check.

Role-Play Text

Read aloud the following points to quickly convey all or part of the legend of Kaylos, the Wish Master:

- » "Kaylos was an infernal lord who granted wishes. Some say he had once been a genie, while others say he merely masqueraded as one."
- » "Kaylos delighted to twist people's wishes in the most perverse ways possible, but he was usually imprisoned in a gem and of no harm."
- » "Now and then, powerful arcanists learned how to free him, and together with Kaylos they would wreck destruction and terrible, insidious suffering to enrich themselves."
- » "One day, a wizard freed Kaylos as usual, but Kaylos could not get a single wish out of the wizard, who treated him with indifference."
- » "Finally, the wizard relented; at the last moment, Kaylos realized the wizard was really a wise dragon who had just tricked Kaylos into becoming a spirit, a prison from which he could never fully return."

MANA

BEHOLDER OF LOST MAGIC

She is the goddess of a method of magic that never was. Those who summon her are granted the ability to perceive magical auras, fly, deliver a stunning gaze, grant minor magic to allies for their own use, and scout the environment using intangible floating eyes.



Level: 8

Magi Constellation

Legend

Mana's eyestalks quivered in anticipation as gods wandered into the rocky, central meeting chamber. She was hardly fit to be among them, but her spawn father, Gorub-Guyax, First God of Magic, was the speaker this fateful day.

Her eyes moistened with affection as Gorub slowly floated from an upper tunnel. He was old; three of his eyes appeared glazed over and one stalk drooped despite a healer's touch. His cape and crown were regal, but the ravages of age did not befit a supreme being.

"Father!" she indicated. She spun around once excitedly. He did not notice her at first, then floated down to her side.

"Oh, my sweat imitation," he said fondly. "Today is fateful."

When the cavern's kobold seneschal finished counting the gods, and the angels and demons were at bay in the balconies, only then did Gorub bob forward.

"Fellow gods and divine servants," he began. "To our dismay, some creatures we have created have been illegally provided with the gift of fire. They now build cities from woods, enslave the animals as if they are their own masters, and dress in crowns and robes."

The crowd of angels and fiends jeered in dismay at the news, which they were aware of all too well.

"Silence!" Gorub commanded with the confidence of his former glory, in the day before a rival cursed him. "Some of us have even taken the form of these creatures, with sarcasm, I am assured."

Mana nodded. Her father hated the ongoing corruption of the perfect divine form.

"Now, after fire, what worse crime could there be?" Gorub asked rhetorically. "I tell you, some of us, as yet not named officially, are passing the secrets of magic to the least stupid of these short-lived corruptions."

A gasp swept the crowd.

"It cannot be!" a voice shouted.

"Let us send a great flood," cried another.

"Reason!" Gorub called again after some minutes, when it was clear that some imitation of silence was possible. He continued. "The elder gods have decreed that the mortals shall live. Thus, within that parameter, I propose that we act first, and grant these lowly creatures a form of magic of our choosing, before our enemies choose for us; or forbid, the creatures choose for themselves."

Mana was giddy. She spun around once with joy. Among Gorub's spawn, she was the one most like him and set to be his eternal heir. She had designed a system of magic. Each day, mortals would gain a measure of raw magical power, called mana in her honor, and they could draw upon mana to power spells they knew. She could monitor their spells to ensure the magic did not harm them. She had suggested this system to him, and hoped he would imitate it.

Gorub continued, "We must ensure that this magic is imperfect, to minimize its use."

Mana was shocked to hear him propose something "imperfect." Nevertheless, perhaps her famously clever father had a trick. She listened patiently.

He explained a system of spell levels, slots, preparation and memorization, subtle gestures, whispers, and components.

The system was, in Mana's educated opinion, limited, weak, convoluted, and pointless. She could have gone on. Worst of all, it would last forever. She wondered, how could her father propose, much less fashion, something so ugly and unlike his beautiful dweomer? Her heart beat in distress.

Yet the gods nodded, and angels and fiends cheered.

Mana whispered to one of her maidservants floating nearby, "Surely, Great Mother will go insane upon hearing this betrayal of magic."

"Yes, my ladyship," the maidservant replied.

"I am old," Gorub concluded, "A successor shall oversee this system of magic."

Oh gods, Mana panicked, his plan was unclear to her. Was he telling them one story now, as a delaying tactic, but would hand the reigns to her? If so, she would make it right for them.

A young male prince in a purple cape floated in arrogantly. Mana disbelieved her eyes. Her heart sank. The interloper looked exactly like Gorub, except that his eyestalks were strong and proud, and his teeth white and sharp to the bone. To be honest with herself, she could not help but quiver at his stirring beauty. She knew all too well, her one flaw was her gender.

She wondered, was she to be a mere spectator? Or was she to marry this interloper and work behind the scenes? What a stunningly devious plan her father surely had in mind!

Mana decided immediately that she would do whatever it took to fashion a form of magic that mortals could imitate. Her mind spun with options and plans, and the complexity of it all, woven with her father's plans, confused her.

"I have chosen Vance as my one true successor," Gorub said, turning and welcoming him. "From this day forward, the mortals shall be shackled to this magic system, his system."

The gods, angels, and fiends cheered.

Mana's father did not give her a knowing look with an eyestalk as he always did. It was as if she no longer existed.

Her heart, once fluttering, then sinking, then confused, now shattered into a million tiny pieces. She did not recall anything from that moment onward, forever.

The gods, their angels and fiends, the maidservants, and Gorub and Vance merely saw Mana begin spinning with rage. She spun so fast that her soul unraveled from the multiverse.

Summoning Rules

The following rules describe the requirements and rituals for binding Mana, the Beholder of Lost Magic.

Binding DC: 30.

Requirements: Knowledge (arcana) 9 ranks, Spellcraft 9 ranks. Alternatively, a fist-sized chunk or eyestalk of an aberration-type creature.

Ceremony: Draw a small magic circle.

Manifestation: A wiggling eyestalk pops up from the seal. Three more stalks emerge with the bulbous head of a rotund, spherical aberration. It possess a large, lipsticked maw, but no visible ears or nose. It turns about and targets you with an eye, which emits a flash. As the blinding bright light assaults your senses, the aberration vanishes with an insane scream.

Granted Abilities

Mana grants the following supernatural abilities.

Aberrant Eyes: You create a number of intangible, visible orbs called “eyes” equal to 1d4 + your level. The eyes grant you the benefits of the *greater prying eyes* spell for 24 hours. If you lose an eye, you cannot replace it. The eyes follow you, scout ahead, and report. Each eye sees 120 feet in all directions as if using the *true seeing* spell. As long as you possess at least one aberrant eye, you gain a Spot modifier of +25. You can give the eyes directions to follow. The directions must be 25 words or less. You must wait 5 rounds between giving new instructions. See the spell for details.

Aberrant Flight: You can use at will the *fly* spell as a swift action and the *feather fall* spell as an immediate action. Unlike *fly*, you have a speed of 120 feet with perfect maneuverability.

Arcane Sight: As *arcane sight*, you instantaneously gain information about magical auras in view without having to concentrate, and you can learn what magic a creature uses, if any, and the highest level spell or magical ability it can presently use.

Break Enchantment: Magic has no lasting hold for you. You can use the *break enchantment* spell at will. However, each successful use of the ability inflicts on you 1 point of temporary Wisdom damage as Mana’s spirit causes you confusion.

Grant Magic: You can grant a creature magical ability. The target creature gains three spell slots, either three 1st-level spell slots, one 1st- and one 2nd-level spell slot, or one 3rd-level spell slot. It can gain any spells from the bard, cleric, druid, or sorcerer/wizard spell lists. You do not need to know the spells. You must wait 5 rounds between each use of this ability. You can aid up to one creature per level per day. You cannot grant spells to the same creature more than once in a day.

Stunning Gaze: You can target one creature with your gaze. If it possesses 150 hit points or less then it is instantly stunned, per the *power word stun* spell. You must wait 5 rounds between each use of this ability.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Four quivering eyestalks typical of an aberration grow out of your head. At your option, whenever you use a granted ability, the eyes turn and focus on your target.

Alignment Shift: When you fail your binding check by 10 or more, your alignment moves a step closer to lawful neutral for 24 hours. Even though Mana is insane by mortal standards, there is an internal consistency and elegant beauty to her ideas that affords her and her binders a unique style of magic based in convoluted law rather than the usual chaos of insanity.

Personality Influence: Like Mana, you obsess over the philosophy of magic. You cannot help but discuss this topic for at least 1 round at any time within the first 1 minute of meeting a new creature, even if the creature dies and you must speak with its corpse. Matters of purity, symmetry, and perfection of magic, and magic users, is ever-present in your mind.

Favored Ally: Aberration. Although Mana’s ilk view even each other as abominations, and even though Mana was betrayed by her own father, she clings to a belief that the multiverse can be made perfect again through some messianic aberration.

Favored Enemy: Outsider (spellcaster). For Mana, these spellcasters exemplify her father’s terrible mistake. She has even set aside time to study their magic in order to better defeat it.

Capstone Granted Ability

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

Antimagic Cone: You can project a 30-foot cone that acts as an *antimagic field* for all creatures caught within the area. As the spell, all magical effects including supernatural abilities cease to function within it. You are not affected. Activating, deactivating, and shifting the direction of the cone are move actions.

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:

- » Cast a spell you have not cast before.
- » Disguise yourself as a different gender.
- » Stand within 5 feet of an aberration-type creature.
- » Move through the air (fly or glide ability).

Inspired Companion

If you forego the grant magic granted ability, Mana provides you with a living confusion spell as a companion.

Living Confusion Spell (CR 8)

Huge Ooze

Hit Dice: 15d10+30 (112 hp)

Initiative: +0

Speed: 40 ft.

AC: 12 (-2 size, +4 deflection), touch 12, flat-footed 14

Base Attack/Grapple: +11/+13

Attack: Slam +13 (1d8+3)

Full Attack: 3 slams +13 (1d8+3)

Space/Reach: 15 ft./15 ft.

Special Attacks: Confusion (foe struck by slam attack must succeed on DC 16 Will save or suffer *confusion* spell effect); engulf 9 squares (DC 16 Reflex save; if succeed pushed back 5 ft. else grappled and suffer *confusion* spell effect).

Special Qualities: Ooze traits, DR 10/magic, SR 25.

Saves: +11/+9/+9

Abilities: Str 14, Dex 11, Con 14, Int —, Wis 11, Cha 14

Skills: None

Feats: None

Alignment: Neutral

Role-Play Text

Read aloud the following points to quickly convey all or part of the legend of Mana, the Beholder of Lost Magic:

- » “*Mana floated amid divine courts in the time when the world was new and mortals had just been taught the secrets of fire and magic.*”
- » “*Many gods were dismayed that titans had taught these secrets, and a divine council wanted a cumbersome and weak form of magic to teach mortals so they would not forget their gods.*”
- » “*Mana’s father was the chief divine magic user in those days. Like him, she was a bizarre aberration with eyestalks and such, and was the apple of her father’s many eyes because she looked so much like him. Mana practically worshiped her father.*”
- » “*When it was time to decide upon the nature of mortal magic, Mana was confused why her father bent to the gods’ wills and offered an imperfect system.*”
- » “*When Mana’s father introduced his ‘new’ adopted offspring and protege, an aberration even more like him named Vance, she went insane and her soul literally splintered into a thousand pieces.*”

BROTHER CALVIS, THE UNDYING MONK

He is the spiritual practice that never waivers even in death. Brother Calvis grants those who summon him the ability to use martial arts, move quickly and leap via extra dimensional spaces with ease, fall any distance without harm, and delay or completely negate damage done to him.



Level: 9 Angel Constellation

Legend

"Where am I?" Calvis demanded of the voice as he ran.

"You stand at the edge of the multiverse," the voice replied coolly. "One wrong step and you will vanish forever."

Brother Calvis scanned down the hallway of doors. "Looks like a bunch of options from over here," he said. Even for him, his blood was pumping so hard he could barely hear himself think much less speak.

He tried some doors and scanned the rooms. That only took a second. He was very fast, but perhaps not fast enough.

"There is no time to hesitate," the voice said, now more firmly. "Ravagers will be here momentarily."

Calvis finally found a mirror. He looked. He touched his face, then pulled up his jerkin and examined his stomach. There were no physical signs. He did not detect a personality shift, or any other change. "Damn, what kind of spirit are you?" he said to the voice, feeling both confused and impressed.

"I told you, I am the Overmind. The multiverse you know—with its kingdoms and conquerors, deities and factions, heavens and hells, races and myths—it is a sham."

"Why no physical sign? No, no anything?" He asked, not expecting an answer. Normally, any binder could force a spirit to show its sign. "Where to next?" He bolted to a narrow window and slammed open the window's wooden shutter.

"Woe!" he exclaimed. He took in a breath of cold air. The sun was rising over an expansive city of handsome spires and pyramidal marble towers. Dawn's shadows repainted the city as half black and half a riot of colors. He looked down.

"Seventy-four stories," he counted to himself. He could fall that far, except this window was too narrow to fit through. Another high tower stood some thirty feet away from the one he was in. At the window was a middle-aged woman working contentiously at a spinning wheel. She looked his way. She kept looking, staring.

"Hey voice," he said, "I think they found us." He could see the woman's eyes glowed as she rose and went to her window.

"I sense," the Overmind said, "an astral portal on the other side of this building. You can escape. Go to it."

Calvis bolted out of the room and down the hallway. The hallway and he turned left.

"This is the bitter end," a small elven child said, looking up from her doll to him. Her eyes glowed. A ravager spirit was riding her too.

"Sorry, little girl," he said, and gave her swift kick, sending her tumbling forty feet down the hall.

"Whaw!" She gave out a high-pitched scream. The ravager in her was calling the others.

Calvis turned and entered a solarium. Blooming flowers with sweet perfume leaned toward the wide glass bay window and the sun, which was all of a sudden high in the sky.

"Huh?" he wondered. He stopped. Was this later today or yesterday, and why would he have time-shifted so quickly? Or was it a mere vision of things to come?

As he returned to normal time, to the rising sun, he leapt back into the hallway. A sword wielded by someone or something invisible in the room had just missed him.

"I count over forty ravagers nearby," the Overmind said.

"What?" Calvis thought. This was insane. "What did I do to deserve being expelled from existence?"

"That's a set of many stories," the Overmind began.

Calvis zoomed down the hall back toward the elf girl, who now lay unconscious. The ravager spirit had departed her. He looked around quickly. The air behind him rippled. An invisible ravager was coming.

"Damn, damn, damn," he said to himself as he knelt down and lay his hands on the girl. "Girl, you are lucky," he said to her, "that I don't need a god to heal anyone."

"Everything you touch, they will eliminate," the Overmind said. "Though if you can escape with her, she will be safe."

"What?" Her wounds, where his kick had broken her legs, were knitting back together. He picked her up and bolted.

"The astral portal is at the street level," the Overmind said.

Calvis found a balcony and jumped, the girl tucked under his left arm. Every five to ten feet he made contact with the side of the tower to prevent his fall from accelerating beyond what he could handle. It was old hat, straight from monastery training.

During the eleven seconds that it took him to fall seventy-four stories, he reviewed the day's events. What is a day, he wondered?

"What happens if I exit the multiverse? I vanish?" he asked the Overmind. He saw open street below, just cobblestones and carriages and a few passersby.

"You'll be fine, but you can't return. You will be like me, a spirit, a vestige of things left unwanted and undone."

"No thanks. I still have a wedding, a funeral, kids—not in that order." He counted about twenty people on the street, the morning's early risers and factory workers.

"Your life as you knew it as a hero would be over," the Overmind stated with utter serious conviction.

"Great," Calvis replied sarcastically.

He landed in a crouching position. The stones around his force of landing rippled. The girl bounced but an inch.

Everyone stared his way. Their eyes lit up with an evil glow.

Oh, gods, Calvis thought. "So where's this astral portal?"

"Approximately sixty paces ahead to the northeast."

He bolted in that direction but it was too late. The people, now possessed by ravagers, moved in. Some picked up spears, clubs, and knives. Not that they needed these items.

"Come and get me!" he egged them on. Fighting with the girl in hand would be a challenge. Yet he did not want to drop her. Fortunately, she was still unconscious, or she might turn on him again too.

A woman in fine silks who had just stepped out of a carriage turned and blew him a kiss. Her kiss became flaming iron darts that Calvis deflected with ease.

A man in a sailor's outfit stepped toward him as did about twelve others. Calvis watched from the distance of time as the sailor yanked off Calvis's skin, leaving him a quivering bloody mass. Don't want that! Calvis thought. He delayed that grizzly death for as long as time would let him. The sailor was surprised that nothing had happened.

Four boys in snug, black school uniforms stepped in. Their

tongues like snakes struck at him with poisonous barbs. Two struck him in the left arm, which would have gone limp had he not delayed that too.

An older man in scholarly robes fired a black ray from his outstretched finger. It struck at Calvis' heart, which he foresaw would stop beating if he had not delayed that too.

"I'm gonna be dead three times over," he shouted to the Overmind. "A little help here!"

Now it was Calvis's turn. He grabbed the sailor and threw him into the four boys. He darted for the old man. The three deaths he had suffered earlier would catch up with him in another six seconds.

"I grant you power over time itself," the Overmind said. "Perhaps I can do you another favor," the Overmind added. Calvis was too busy to notice, and even if he had, he would not have understood. He did not need to. The Overmind considered its options: it could not project Calvis into the future because the poor mortal would die there. It would be the past. Yet this would alert the ravager spirits all the sooner. Well, better a harder trial for Calvis, the Overmind decided, rather than a dead-end one.

Calvis stood alone on a street. It was dark. The street was the one he was just on, only empty and lonely. A thin line of light over the horizon suggested dawn would arrive in an hour, perhaps less.

"Where am I?" Calvis demanded of the voice as he ran.

"You stand at the edge of the multiverse," the voice replied coolly. "One wrong step and you will vanish forever."

Summoning Rules

The following rules describe the requirements and rituals for binding Brother Calvis, the Undying Monk.

Binding DC: 33.

Requirements: Balance 5 ranks, Tumble 5 ranks.

Ceremony: You draw a complex geometric diagram representing the relations between body, mind, and soul. Your binding check indicates whether you must redo any portion of the diagram at any time while drawing it.

Manifestation: A humble-looking monk in a brown robe with a pleasant, if enigmatic smile appears before you. He may carry a wounded elf girl on his left shoulder.

Granted Abilities

Brother Calvis grants the following supernatural abilities.

Delay Death: Up to once per round as an immediate action you can delay or negate the effects of an attack. If you delay an effect, you ignore the effect until 3 rounds later. This works like the *delay death* spell (see Chapter 7: Spells, page 240). Moreover, three times per day you can choose to negate completely a single attack as if it never happened. You simply declare your use of this ability and ignore the effect. The attacker still expends whatever resources it used in its attempt to harm you.

Fast Movement: Your speed increases by +30 feet.

Mental Bastion: Nothing can alter your alignment, and you are immune to mind-affecting spells and abilities.

Monk's Training: You gain the Improved Unarmed Strike feat and the monk's flurry of blows class ability as a monk equal to your level. Your base attack bonus while using unarmed combat equals your binder level, you gain a +4 untyped bonus to your AC, and your attacks are treated as adamantine. You must be unarmored or lightly armored to benefit from this ability.

Quickened Dimension Door: You can use *dimension door* as if casting it as a quickened spell. Like the spell, the movement causes disorientation and you can take no actions for the remainder of the round. You must wait 3 rounds between each use of this ability.

Slow Fall: You may slow your falls when you are within 5 feet of a wall or similar structure that you can make periodic contact with to break your fall. By slowing yourself, you can fall any distance and take no damage, as if you were a 20th-level monk.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: You glow radiantly (if normally good aligned) or are ashen grey as a lich (if normally evil aligned). If you are normally neutrally aligned, then your features become perfectly symmetrical and even, without blemish and free of all other natural flaws. This effect does not restore missing limbs.

Alignment Shift: When you fail your binding check by 10 or more, your alignment moves one step closer to lawful neutral for 24 hours. Brother Calvis's mental bastion ability does not protect you from this form of alignment shift.

Personality Influence: Nothing can perturb you. Even the most heinous evils or heavenly beatitudes fail to move your decisions, which rely on a pure harmony of action and logic.

Favored Ally: Humanoid (human).

Favored Enemy: Binders and spirits. Brother Calvis was transformed into a spirit against his will by ravage binders.

Capstone Granted Ability

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

Quivering Palm: You can set up vibrations within the body of another creature that can thereafter be fatal if you so desire. This works like a monk's quivering palm ability, except that you can use it once in a 24-hour period.

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:

- » Completely negate an attack using the delay death ability.
- » Engage in combat with another binder.
- » Hold a child.
- » Use the Run action.

Role-Play Text

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

- » "Calvis was a binder monk who became lost amid the Byways of the Astral Plane, a place—or set of places—with many portals and doors, some of which led to non-existence."
- » "The Overmind was a wise spirit that aided Brother Calvis as he tried to escape ravagers—starving, insane spirits that can inhabit mortals without being bound."
- » "The Byways is an unnatural place where time itself can be folded, spindled, and mutilated. Brother Calvis learned how to turn this to his advantage, to delay or negate otherwise deadly traps and attacks."
- » "Unable to escape the Byways, Brother Calvis sought to aid other mortals there while evading capture. Once or twice he considered ending his existence, if such could be done."
- » "One day, while fleeing a ravager horde, he moved through time and arrived at no-when, and has survived only as a spirit."

KING MUTAROS, VENGEANCE UNFULFILLED

He is the king of forty generations who wanders the world to avenge the treachery against his lost kingdom. King Mutaros grants his summoners the ability to ride with expertise and use axes with skill, induce earthquakes, exhale poison gas, and summon a storm of terrifying ghosts.



Level: 9
Throne Constellation

Legend

"I am surrounded on all sides," shouted King Mutaros in frustration as he slammed down his fist on the great oak table. His generals, aides, sons, and daughters all looked on quietly. "What are you all, deaf, dumb and blind?" he demanded from their silence. He turned and left the chamber, his great were-wolf cape dancing behind him.

The war-horses were in good shape and the weather gloomy but without rain, so Mutaros took a steed from the stable and rode out into the countryside. It was early spring. The trees remained in hibernation, denuded of their fine summer leaves, and the ground was hard-caked mud.

As he rode, he launched battle plans, barked dark thoughts, and relived boyhood fantasies, complete with wonderments of satin flags and flowered lutes.

He reached the apex of a barren hill overlooking a wide river valley.

"I am king!" he shouted to no one in particular from his steed. "How dare they!" His own eldest son was leading the armies of at least three kingdoms located to the north, south, and east. At the west was cold rocky ocean, fit for no one. Even there, scouts reported galleons of two kingdoms sailing to deliver an army and strike at the heart of his land.

"Perhaps we can hold the lines," he wondered wearily, "perhaps." He dismounted and fell to his knees. "Perhaps..." He laughed cynically to no one, "... this horse I rode on knows more than my generals and me."

Thunder rumbled and barbs of lightning far to the east shattered the placid sky. A cold wind came.

"So, a storm comes after all," Mutaros shouted to the sky. "You too are a traitor, then?"

He fell again to the ground. He sobbed. His heart was so heavy, like a chalice trying to hold back the ocean.

Rain pelted him with light drops at first and then harder as he rode back. He hoped it would not hail until he found his way home. He thought darkly that perhaps falling onto his own sword was his best path to remain a king of legend.

When he returned to his castle, the halls were atypically noisy. Servants laughed in the kitchen and, for a brief moment, he wondered if he was paranoid. Surely these treacherously evil days were not true. Yet when he came to the servants, their giggles quieted and the master chef frowned.

"We are all in great danger, but I and the generals met, and our way of life will not be lost." They listened silently to his speech. "You will see. By next winter the halls will again be filled with music and ale." He felt a little rousing speech was all he could do.

They nodded with sad smiles and replied together, "Of course, my king."

Back in his library, the tomes of two thousand years of peace since the Age of Demons seemed to laugh in his face.

"Enough of you all," he spat, leaving the books and smug wizards entombed within them.

The council room and its great oak table sat empty too. He sat, bent his head, and sighed.

From the corner, a shadowy figure darted.

"Who goes there?" he demanded. The shadow showed itself—his eldest son, in dark assassin's garb.

"Guards!" he shouted, but he did not rise from his seat.

"I have arrived," his son sneered with his longsword, Opal in hand. His raven hair denoted the Prince of Just Shadows and he now openly wore a blasphemous Atlan binder symbol around his neck. The boy explained, "I shall reclaim the demon god's throne."

King Mutaros stood. He laughed with confidence. The blood of ages suddenly awakened and flowed in his veins. "My dearly beloved stupid son," he said, enunciating each word. Finally, he thought, a worthy challenge. He drew his two axes. "Though you and the sea and the sky and the earth may be against me, I shall never give up my kingdom."

They fought that storm-wrought day and on many days that followed. Mutaros was a king. He had vowed to never give up.

Summoning Rules

The following rules describe the requirements and rituals for binding King Mutaros, spirit of Vengeance Unfulfilled.

Binding DC: 32.

Requirements: Knowledge (nobility and royalty) 3 ranks, Ride 3 ranks. King Mutaros blames Black Knight, Lord Saruga, and Kaylos for his kingdom's fall; you cannot bind any of these spirits at the same time as King Mutaros.

Ceremony: Read aloud the heartbreaking legend of King Mutaros. Your binding check indicates whether the legend moves you to righteous anger or despairing tears.

Manifestation: As you read the last pages, an illusion illustrates the king's family betraying him, his enemies selling into slavery his people, and foes reducing his lovely kingdom to rubble. The king's tearful countenance fills your view as he cries out for revenge with his dying breath.



Granted Abilities

King Mutaros grants the following supernatural abilities.

Axe Mastery: You gain proficiency with all kinds of axes. In addition, you gain the Two-Weapon Fighting and Improved Two-Weapon Fighting feats but only with the axe—this allows you to wield two axes and make two attacks with your off-hand attack. Moreover, when wielding an axe, you gain the benefits of the Improved Disarm and Improved Sunder feats.

Earthquake: With the breaking of your heart, you cause intense tremors that knock foes prone and damage structures within 5 feet per level. This works like the *earthquake* spell except the effect lasts one round. You can take a move action on each following round to maintain the earthquake.

Expert Rider: You ride as if born in the saddle. You gain a +25 bonus on Ride checks. In addition, any steed you ride is immune to arrows and to mind-affecting spells and effects.

Fumes of Fury: You punish traitors. At will, you can expel a poisonous cloud of gas as a 10-foot cone upon creatures adjacent to you. Those who fail their Fortitude save die; all others suffer 1d6 Constitution damage.

Ghost Storm: You evoke the terror and despair that lingers in the earth around you from past tragedies. The storm lasts 1 round per level. Creatures in a 30-foot-radius spread around you are flat-footed and slowed (no save) and each round must pass a Fortitude save or lose 1 energy level. See the *ghost storm* spell (see Chapter 7: Spells, page 241) for details.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Gashes appear where Mutaros was stabbed in the heart, his throat was slit, and where horses pulled apart his limbs. At your option, whenever you use a granted ability, salty tears ooze from your wounds.

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

Personality Influence: Though seized with sadness, you continue as if everything is normal, including instructing your non-existent loyal subjects, crafting royal edicts, and drawing up war plans using armies long gone.

Favored Ally: Humanoid (lawful). King Mutaros was a man of focused strength and strong principles, and believed that justice, title, and history would always prevail.

Favored Enemy: Humanoid (chaotic). King Mutaros never forgave his eldest son for disobeying him and instigating anarchy and revolution.

Capstone Granted Ability

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

Call Lightning: As a swift action, you can call down a bolt of lightning on a foe. If you are indoors or underground then the subject suffers

4d8 points of electricity damage. When outdoors, it suffers 8d8 damage. If it is outdoors and the weather is inclement—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental of at least Large size)—then it suffers 16d8 damage. A successful Reflex save halves the damage. The effect does not function underwater.

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:

- » Engage in melee alone against a foe (no ally aids you or attacks the foe during the fight).
- » Fall prone.
- » Fight a creature who has betrayed you personally.
- » Ride a horse of other mount.

Inspired Companion

If you forego the ghost storm granted ability, Mutaros provides you with a night steed as a companion.

Night Steed (CR 9)

Large Lawful Outsider

Hit Dice: 15d8+105 (172 hp)

Initiative: +6

Speed: 40 ft., Fly 90 ft.

AC: 26 (-2 size, +2 Dex, +16 natural) touch 10, flat-footed 24

Base Attack/Grapple: +15/+33

Attack: Hoof +23 melee (2d6+10 plus 1d4 fire)

Full Attack: 2 hooves and bite +18 melee (2d6+5)

Space/Reach: 10 ft./5 ft.

Special Attacks: Flaming hooves (alights material), smoky snort (15 ft. cone, DC 16 Fortitude save or -2 to attack and damage rolls, concealment against foes 10 ft. or more away).

Special Qualities: Darkvision 60 ft., *ethereality* at will (as 15th-level sorcerer), Track.

Saves: +16/+11/+11

Abilities: Str 31, Dex 14, Con 24, Int 16, Wis 12, Cha 12

Skills: Bluff +19, Concentration +25, Intimidate +21, Knowledge (arcana) +21, Knowledge (the planes) +21, Listen +21, Move Silently +20, Search +21, Sense Motive +19, Spot +21, Survival +19

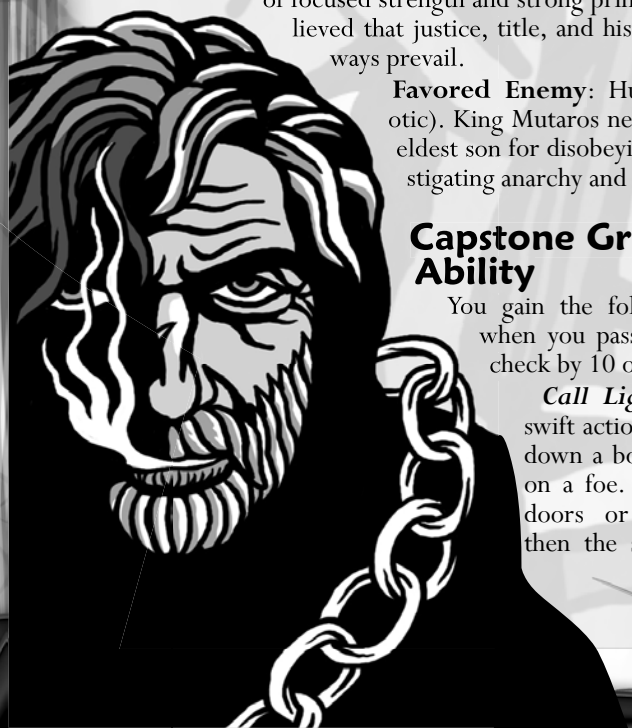
Feats: Alertness^B, Cleave, Improved Initiative^B, Power Attack, Run, Track.

Alignment: Lawful neutral

Role-Play Text

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

- » *"Mutaros was the last in a long line of kings. On all sides he faced betrayals, threats, and open warfare."*
- » *"Worst among his enemies was his own son. The son led a demon cult bent on reclaiming the kingdom's throne for a demon lord."*
- » *"Mutaros rode out in order to survey his kingdom for one last time and perhaps recover courage from his sense of despair."*
- » *"Mutaros's son surprised him when he returned to the castle, and seeing his father's despair, the son assumed that victory was certain. But Mutaros was a solid man, and his despair became anger."*
- » *"For many years Mutaros defended his kingdom until his foes figured out how to turn him into a spirit and banish him forever."*



RAJAH AMAJALOMA, DEVOURER OF TITANS

The Rajah seeks nothing but the destruction of all things, as commanded by the gods' curse that afflicts her. This rakshasa spirit grants her summoners the ability to hide their mind, ignore electrical and fire damage, block unnatural movement, blight plants, drain energy, and destroy souls.



Level: 9
Fiend Constellation

Legend

The day before Amaja died, she went to the court of the gods to speak with their highest priest. When she came near his chamber, his guards checked her for magic, weapons, and poisons, and reminded her to bow when she entered. So she did. The chamber was decorated richly with velvet tapestries, silk veils, and rubies inlaid with gold foil along the ceiling and walls. The high priest lay reclined on a sofa, eating and reading.

"Your Grace," Amaja purred as she bowed.

"Please, Amaja," the priest beckoned, putting aside his meat and wiping his paw on his beard. "You are a daughter to me."

"I am most blessed," Amaja replied. She did not feel blessed, at least not any more. She had been sent on dozens of missions to kill untold titans. The meaning of her life

weighed on her. But she betrayed none of this.

"The plan is laid," the high priest said plainly. "You travel to the marble court of the primordial titans tomorrow at dawn."

"I am ready," Amaja said as demurely as possible.

"You shall be hailed as a martyr," the high priest purred, and placed his paw on her softly. "I say this before all the gods. You shall be awarded nine times your merit in divine power."

Amaja was skeptical. The gods had been paying her to assassinate titans, these gods' own parents. And what had the titans done? Launched a few idle wars? Earlier, she had checked up on the gods' past deeds. One spirit, named the Child of Pavatu, had told her a terrible legend. When the multiverse was created, the gods had asked Pavatu's father and his six siblings to toil on their behalf, promising them a great reward. But their reward was annihilation for eternity, their souls snuffed out—just as Amaja had been trained to do against the titans.

"The gods are most glorious and righteous," Amaja said. Then she added in her sincerest purr, "I look forward to my martyrdom in the court of the titans, and by the grace of the gods they will spot me only when it is too late, and I shall kill them all. My family also rejoices at my martyrdom. Yet, My Grace, I hope and pray the gods will care for them."

"Say no more," the high priest said, adding a motion with his paws to indicate all would be taken care of.

"They will celebrate in the fields of heaven on the upper side of the River Styx and in the deserts of hell on the lower side of the River Styx. Your family will be thanked by generations."

"Most generous," Amaja added.

"Now," the high priest asked. "What do you wish for your family, my dear Amajaloma? As soon as the titans are counted as at least twelve and one dead—which surely you shall achieve by the might of the gods with ease—then I shall grant your family any reward you please. The gods have commissioned me to speak in their name." He smiled with pride.

"They are most kind and wise," Amaja answered. She took a scroll from under her under her robe. The high priest betrayed a stray thought of surprise.

"Within this scroll," she explained, "My family asks that upon my death, in reward for obedient service, the gods sign thusly: that the souls of my people, the rakshasa, shall forevermore be bound to our world the gods have generously created." She knew what this really meant. The gods had a penchant for ripping apart the souls of anyone or anything they did not like. Yes, they awarded power to her in order to devourer titan souls. But for some years now, she had come to fear that the gods might tear apart her people too.

The high priest eyed her. They were both rakshasa. But he was a traitor in her eyes, a sniveling dog that drooled and crawled on his belly. But like all rakshasa, he knew pacts quite well.

"This contract can only take effect," the high priest reminded her, "after you martyr yourself to destroy the titan council."

"Then I shall experience true and glorious martyrdom," she replied, then added in a whisper, "It shall be not only for the gods, but for my own people."

The high priest smiled with pleasure. As she had foreseen, his weakness was her strength.

"Truly, your name shall be known for nine thousand times nine thousand years," the priest replied. Amaja expected, when the gods learned of this pact, they would shred her soul and throw it into the Outer Darkness. The high priest returned to his sofa and took a gold-tipped quill and a small well of ink.

After they each signed the pact, she left the priest to his rags,



veils, and gold foil. She wondered if the gods' ever-present spies had already learned of the pact. Would they exact revenge on the high priest too? Who knew? In the meantime, she had this day for herself. She went out into a lovely garden. The sun was warm. The giant flowers grew gems as big as her paws. A mist-like rain fell even as the sun shined. It rained just enough to produce a rainbow but not enough to sour the day, her last day before she died.

Summoning Rules

The following rules describe the requirements and rituals for binding Rajah Amajaloma, the Devourer of Titans.

Binding DC: 35.

Requirements: Sneak attack class feature. Alternatively, the paw of a rakshasa or the hand of a titan.

Ceremony: Sacrifice a living creature with an Intelligence of at least 3. Your binding result indicates whether you feel remorse. If you sacrifice a titan or use a titan weapon as the killing blade, you gain a +4 bonus to your binding check.

Manifestation: As the sacrifice dies, its departing soul is visible. A second apparition appears. It captures, paralyzes, and devours the departing soul as surely as a jellyfish paralyzes and devours passing fish. This is an illusion. The soul is fine.

Granted Abilities

Rajah Amajaloma grants the following supernatural abilities.

Blight: Your mere touch causes a plant or plant creature to instantly suffer 1d6 points of damage per level (maximum 15d6). It takes half damage on a successful Fortitude save.

Apocalyptic Immunity: You are immune to all electrical and fire attacks and effects. Furthermore, you enjoy spell resistance equal to 11 + your binder level.

Dimensional Anchor: Your aura automatically blocks teleportation, plane shifting, and other magical and extra-dimensional movement within a 30-foot radius emanation centered on you. Suspending or resuming the effect is a free action.

Energy Drain: A living creature struck with your touch or natural attack loses 2d4 energy levels. Unlike the spell of the same name, the effect lasts only 24 hours and then goes away without ill effect. You can also restore 2d4x5 hit points to undead. You must wait 5 rounds between each use of this ability.

Nondetection: You are difficult to detect. Divination spells and abilities automatically fail against you. Those who target you with a divination are stunned for 1d4 rounds, and must succeed on a Will save or be instantly killed as they experience their greatest fears. In addition, creatures suffer a -15 penalty to Bluff, Listen, Sense Motive, and Spot checks made against you, and you cannot be tracked using the Track feat.

Soul Killer: As a full-round action, you can destroy the soul of a creature that you have killed. You must target the corpse within 1 round of its death. A targeted creature must succeed on a Will save (as if alive) or lose its soul. The creature cannot be raised or resurrected, contacted or visited in the afterlife, or otherwise found to exist. This affects angels, fiends, and other outsider-type creatures as well as living creatures. Not even a *wish* or *miracle* will restore its soul although a deity can do so. If the creature is chaotic or an outsider, then it suffers a -4 penalty to its save. If the creature is a titan it suffers a -8 penalty on its save. You must wait 5 rounds between each use of this ability. If a creature fails its save by less than 5, some vestige of its soul remains and it is transformed into a spirit.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Your body becomes a canvas of living darkness. No features or equipment are discernible as you have become akin to a three-dimensional shadow.

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: You no longer possess the mind of a living creature, and thus your thoughts and motives such as they are would confuse even the brightest sages. Your only purpose is the annihilation of everything—plants, energy, gods, even thoughts. Each round that a creature with a soul is present within 30 feet of you, the Rajah compels you to cause it harm in some way. In truth you have one discernible motive: to feed the Rajah in order to continue her slim vestige of existence.

Favored Ally: Any creature without a soul such as a golem or mindless undead. The Rajah does not actually consider these “things” allies or even really notices them, but they resonate with her unliving state and seek to emulate her.

Favored Enemy: Any creature with a soul. Although the Rajah was specially tasked to destroy titans, the curse that transformed her has made all living, ensouled creatures her enemies.

Capstone Granted Ability

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

Aura of Insanity: As a free action, all creatures within 30 feet of you must succeed on a Will save or suffer permanent insanity. The creatures believe they are suffocating from lack of air; so great is their belief that they suffer brain damage. Multiple instances of the ability do not stack on the same creatures. You must wait 5 rounds between each use of this ability. Saving against the effect one time does not protect a creature from a future failed save.

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:

- » Kill a creature with a soul.
- » Move past (within 5 ft. of) a dead body.
- » Smell a flower as a move action.
- » Engage in combat against a titan or other chaotic outsider creature.

Role-Play Text

Read aloud the following points to quickly convey all or part of the legend of the Rajah Amajaloma:

- » *“Amajaloma was a rakshasa demon princess and an assassin who was noted for her cunning and stealth even against minor gods.”*
- » *“When the titans rebelled against the gods, the gods commanded Amajaloma to assassinate as many titans as she could.”*
- » *“Each of the gods gave her a terrible gift of magic. Chief among these gifts was the power to utterly destroy the soul of any creature.”*
- » *“Amajaloma was selfish and cruel, but deep inside the guilt of killing souls took its toll even on her. Her mind and soul slowly developed small fractures. She tried not to notice these fractures.”*
- » *“One day, after the Rajah killed a council of thirteen titans, an innocent little girl gave her a flower. The flower was the final tiny weight that caused Amajaloma to utterly crumble, destroying her soul.”*

SOLTERRA, GRANDMOTHER EARTH

She is the everlasting wisdom of the earth. The rhythm of her beating heart helps maintain nature's harmonies. Solterra grants her summoners the ability to call fierce animals, turn foes into harmless animals, obliterate the undead, and banish demons and other supernatural beings from the world.



Level: 9 Tree Constellation

Legend

"I'm Bartholomew," the stranger said as he started up the wooden steps that led to the tiny farmhouse's porch.

Old Solterra was rocking on her porch that afternoon. Just as often, she might be cooking or hanging laundry, or tending her garden. Great fields and a vineyard of fine fruit stretched outward from the farmhouse in every direction under the warm afternoon sun. No one ever reported seeing farmhands, as if the fields harvested themselves. There was not even a road or path into the farm so anyone who came had to wander the fields and hope for the best.

"Please stay a while," she would say to most strangers, even if they were thoroughly evil, unless they were undead or otherwise unnatural. "But," she would add, "You'll have to carry your share of the work. I'm not your maid." How she managed to raise a family of seven rowdy half-orc children was anyone's guess. At least, that is the story Bartholomew had heard.

"Come on up, Bartholomew," she said to him warmly, still rocking.

"Thank you, ma'am," he said. He took off his hat in respect as he joined her. He was not a particularly tall man, yet Solterra was little taller than a dwarf and seemed short. No doubt, she was once taller, he thought, and more of a beauty in her day.

"So what's your business?" Solterra got up and snatched a broom, which she handed to him. "You can start over there." She pointed to a corner of the porch. "Dirt washed down from a clogged roof pipe during the last storm."

"Uh, okay." He had heard this from stories, so he went over and began sweeping.

"You like children?" she asked.

The question surprised him. His wife had wanted a child very badly and for years, he resisted, and then when he was ready, nothing happened.

"My wife and I really want children," he answered. "It's been a year since I returned from the army, and no luck." He wondered if she needed more details. He kept sweeping.

"That's a start," she commented, and went into the house. "Oh," she called back, "Don't mind me as I tend the stove. I have tea on. Feel free to come in, but close the screen when you do. There are black biting flies this time of year. They only come out at night."

Bartholomew wondered if seeking her was a mistake. Could a batty, venerable half-orc woman really help him? He wondered, maybe he did not really want help.

When he finished sweeping, he went inside, where she showed him portraits of her five sons and two daughters, and their children and grandchildren, and their children's grandchildren. She knew all their names, favorite colors, and dreams.

"They don't come around here so much any more," she explained when he asked her where they all were. "But I am still

with them."

No doubt, some people hypothesized that Solterra was a ghost. Bartholomew saw how some might think this. Not even elves lived as long as this woman had. However, she was not a ghost. She was quite alive, unless ghosts had smelly feet or passed gas. "Nature's gifts," she had said earlier, then had laughed.

Bartholomew told her more about his wife and the small house they had bought. "We were lucky we didn't lose everything in the war. She baked my favorite pie when I came home, and she poured the finest ale." He smiled nostalgically.

"You love her very much," Solterra said.

"Yeah, I guess so," he said sheepishly. "If she wants kids then kids it will be." He laughed at himself, relieved to have the burden of that truth off his chest.

"So let me tell you a story..." she began. He had been helping her clean the attic for several hours until it grew dark, and they had just sat down for tea in the twilight. A fine mist of sweat covered their brows.

Solterra stopped in mid-sentence. Her eyes suggested her mind was far away. Oh, great, Bartholomew thought, she is senile.

"A ghost has followed you here," she said suddenly, and then returned to pouring tea. "It was lost in the fields all these hours," she explained. "But it will be here in a few minutes. I believe it has something to say to you."

"Is that a part of your story?" Bartholomew said incredulously. The moment he said it, he wished he had not been so rude to her.

"Don't worry about it," she said, and put her wizened hand on his. It was surprisingly warm and strong. "But we need to prepare." She got up, went over to a narrow closet, and pulled out a rusty, blunted falchion. All sorts of farm equipment, many of which could double as half-baked weapons, filled the closet. "This will do." She smiled and tested it lightly, twirling it. He did not see how its dull blade could harm more than a fly, and it was a bit heavy for her. "Don't be shy, take something!" She indicated the closet.

He went over, doubting that any weapon could hold back a ghost. "Which one?" he asked.

"Whatever you are comfortable with, son." She strode to the window and peeked through its curtains into the dark evening. "Yep."

They were far from any town and the moon was empty. Then Bartholomew remembered that half-orcs could see in the dark. He went and peeked out to but saw nothing.

"Oh, it will show. Who did you think the ghost is?" she asked. He wondered if she already knew the answer. She went around the house and started closing the windows. "Let's keep it right at the front door," she called. "Get the window in the bathroom, will you? It's too tall for me these days."

He went into the tiny bathroom and struggled with the window. He had no luck. Then it slammed shut.

Bartholomew looked into the bath's mirror. He thought to himself, he looked like a ghost in the pale light.

"It's here!" she yelled. "Come on, to the front door."

As he came out of the bathroom, she was making lunging moves in front of the door using her old blunt falchion. He did not see anything. "Don't just stand there!" she yelled back.

"I don't know where to stab," he said, spear in hand. "I can't see it." He had to admit, something was tussling her.

She staggered back, as if struck. She stopped stabbing and

looked at him.

"What?" he asked. "I can't see it!"

She gestured, and said, "Ghost, reveal thyself!" The translucent apparition of a woman appeared. She had the hue and glimmer of moonlight. Her hair was silky. Stains of blood punctured her gown all over.

Bartholomew gasped.

"Oh, my," Solterra said, and stopped.

He stumbled back and plopped down in a chair. Tears welled up in his eyes. The three of them remained there in silence for several minutes. The woman was corporeal now, looking like all flesh and blood.

"Please come home," she said plaintively to Bartholomew. "How can we have a baby if you're gone all the hours?"

Solterra turned to him. "I'm sorry, son, but I suggest you say goodbye. It is not that all ghosts are bad. They are just not a part of life. You only need to say goodbye."

"I don't know," he replied. Tears welled up in his eyes.

"Please come home," his wife pleaded again. She held out her hands, longing for his touch.

"What's your story, dear?" Solterra asked kindly.

The ghost spoke. Bartholomew learned that his wife had been murdered more than a year ago by brigands while he had been away at war. She was buried in the backyard. Yet, her ghost remained to see her love return and the child she always wanted. She waited for a child in vain.

"You only need to say goodbye," Solterra offered again to Bartholomew. "That's how it works to get rid of good-hearted ghosts."

The next morning Bartholomew awoke sad but relieved.

After a breakfast of eggs and ham, he walked quietly through the orchard back to the main road. The trees were heavy with ripe fruit and birds tittered and chirped. The sun's rays fell through the dappled leaves. The wind tussled his hair.

He said to himself, "Today, I am making a new home."

Summoning Rules

The following rules describe the requirements and rituals for binding Solterra, Grandmother Earth.

Binding DC: 31.

Requirements: You must be alive. Solterra rejects anything unnatural and evil. You cannot bind her at the same time as Kaylos, Evening Star, Hollow Eyes, or Gwenolyn's Ghost.

Ceremony: You bow your forehead to the earth, then sing joyously of nature's wonders. Your binding check indicates whether you sing on key.

Manifestation: You envision life sprouting from every nook, obliterating man's creations like the sea upon sand.

Granted Abilities

Solterra grants the following supernatural abilities.

Baleful Polymorph: At will, you can transform a creature without a neutral component to its alignment into a harmless animal. See the *baleful polymorph* spell for details.

Banishment: You can force up to 2 Hit Dice per level of outsiders to return to their home plane(s) of existence. This works like the *banishment* spell.

Revealing Aura: You radiate an aura, such that all aberrations, outsiders, and undead within Medium range appear to onlookers as they really are, without alternate form, illusion, or other disguise. Furthermore, all incorporeal creatures of

these types are grounded into a corporeal state, and creatures of these types that inhabit or possess living creatures are automatically severed from a living creature, appearing in the nearest open space. There is no save against these effects. The aura lasts 1 minute per level.

Summon Nature's Ally: You can summon various animals using the *summon nature's ally IX* spell. If you use this ability while previously summoned animals are present then the old animals depart as soon as the others arrive.

Undeath to Death: As a swift action, you can inflict 1d4 hit points damage per level to all undead within a 40-foot-radius burst. See the *undeath to death* spell for details.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: You look like yourself, only healthier, almost glowing.

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

Personality Influence: You feel serene and centered in nature's embrace. However, undead, outsiders, and aberrations are contrary to Nature and you do not hesitate to reveal and banish them.

Favored Ally: Animal, Fey, and Plant. These creatures react to anyone bound with Solterra as if the binder were their own mother.

Favored Enemy: Aberration, Construct, and Undead. Solterra rejects without apology or exception all creatures that are unnatural and not living.

Capstone Granted Ability

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

Create Life: This works like *create life* (see Chapter 7: Spells, page 240) except it only costs 100 XP.

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:

- » Use the Intimidate skill on a non-living foe.
- » Interact with an orc or half-orc (non-combat).
- » Stand inside a house or an agricultural area.
- » Stand within 5 feet of a family member.

Role-Play Text

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

- » "Solterra was a half-orc. Her family and those who met her said she was a kind, earthly woman who confronted all that unnatural."
- » "No one knows how many generations Solterra saw, through those who visited her over the centuries say she spoke joyously of her grandchildren, and their great-grandchildren."
- » "Solterra lived on a huge farm. Some believe that the farm, which tended itself, was a piece of the afterlife that could be reached if one found the right path through its fields to Solterra's house."
- » "Over centuries, many pilgrims visited her in search for healing, knowledge, or peace of mind. She gave them her homespun wisdom and did all she could to aid them."
- » "Although Solterra is a spirit, some say that those who seek her farm will still find her."

Sara binds Ignoush, a spirit of her own design. She accomplished this using the Craft Spirit feat to weave together two anima (also called generic spirits) commonly referred to as Flames of Dancing Death and Our Lady of Blades. Sara's impish companion assists her. Perhaps it will pilfer one of the choice gems for itself.



CHAPTER 5

SKILLS, FEATS, & FLAWS

This chapter offers new uses for old skills, numerous pactmaking feats, racial feats, a feat to craft spirits of your own design, community pact magic to possess a wide area and its inhabitants, and character flaws that can be taken in exchange for one or more bonus feats. While most of the material in this chapter enhance the use of pact magic, a few feats synergize with spellcasting and metamagic.



SKILLS

Many common skills provide options or synergies related to pact magic.

CONCENTRATION (CON)

You can focus yourself to be more in tune with a spirit. Feats such as Vatic Clarity allow you to meditate as a standard action or faster to boost your use of granted abilities, as long as you make a DC 15 Concentration check. In addition, 5+ ranks in Concentration grants you a +2 bonus to the skills listed below when used in way that relates to pact magic. You must have bound a spirit to benefit from a synergy bonus.

+2 synergy with...	When you...
Craft	when you make an item mentioned in the spirit's legend or an item that boosts a granted ability.
Disguise	modify your appearance to appear as the spirit did in life.
Listen	become aware of something the spirit was attentive to during its lifetime.
Perform (act)	modify your behavior to match the behavior of the spirit or someone it knew during its lifetime.
Perform (oratory)	attempt to accurately convey a spirit's legend (who knows better than the spirit itself!)
Search	attempt to locate something the spirit liked or disliked during its lifetime.
Speak Language	attempt to understand or speak a language known to the spirit you have bound.
Spot	become aware of something the spirit was attentive to during its lifetime.

CRAFT (INT)

You craft masterwork items more easily when the item relates to the spirit's legend. You can even draw on a spirit to attempt craft checks in areas you don't know. You can make a Craft check for any object that is explicitly mentioned in a spirit's legend. For example, when bound with Sylvus, you can attempt to make a bow or arrows even if you have no ranks in that use of Craft. When bound with a spirit, you gain a bonus on your skill check equal to the spirit's level. This bonus also applies when making a masterwork item that will be used to make a magic item containing one of the spirit's granted abilities. With your game master's permission, binders qualify as spellcasters for the purpose of crafting alchemical items.

DISGUISE (CHA)

When you have bound a spirit and are attempting to disguise yourself to appear as the spirit did during its lifetime, then you gain a bonus on your check equal to the spirit's level.

KNOWLEDGE (INT)

Knowledge of the spirits is based on several skills, including knowledge of arcana, history, religion, and the planes. To learn information about a spirit, use these skills:

You want to know a spirit's...	Use this knowledge skill...
Ceremony and granted abilities	Arcana
Legend, allies, and enemies	History
Personality and alignment shift	Religion
Requirements and manifestation	The planes

PACT MAGIC FEATS

Knowledge ranks synergize. Whenever you have 5+ ranks in one of the above skills, you gain a cumulative +2 bonus on checks with all the other skills when learning about a spirit. Also see Table 4-2: Determining Spirit Knowledge (page 67).

You can attempt Knowledge (local) checks to discover whether an organization or individual, such as a local arcane academy or local lord, is friendly or hostile to pact magic. The base DC is 10 for organizations and 20 for individuals. Adjust the DC by up to +5 when the person or group is not well known or down by as much as -5 when it is very well known.

PROFESSION (WIS)

A binder sage is a learned character who is familiar with books, libraries, and other sources of pact magic knowledge. This is not the same as the Binder Sage prestige class (see Chapter 6: Prestige Classes for details).

PERFORM (CHA)

When you bind a spirit, it becomes a part of who you are. You may try to act in a way that mimics a spirit, gains its attention, or causes it confusion.

Act: Behave as a spirit would or act convincingly as someone it once knew from its legend.

Comedy: Entertain a creature that has bound a spirit by appealing to its sense of humor, and/or the dark humor of its supernatural state.

Dance: Enter a trance-like state. If you succeed on a Perform (dance) check after 1 minute of dancing, you gain a +2 synergy bonus to concentration checks applicable to that spirit. The DC is 10 + the spirit's level. The benefit applies to the next Concentration check you make during that day.

Oratory: Telling a spirit's legend or entertaining another's spirit with stories it would like or be interested in. The DC to successfully tell a spirit's legend equals 12 + the spirit's level.

If you have 5+ ranks in a skill, then apply a +2 bonus to Diplomacy and Intimidate checks made against creatures bound with a spirit, so long as you are also bound with a spirit.

SLEIGHT OF HAND (DEX)

This skill is useful to disguise your use of a supernatural ability to appear to be spellcasting. The DC is 15 + the spirit's level. Unless you are an arcane caster, you suffer a -4 penalty. If you possess 5+ ranks in Spellcraft, add a +2 bonus to your roll.

SPEAK LANGUAGE (-)

Many binders use code languages that protect them from eavesdropping and interception by foes, who may be many and close by. Here are three code languages.

Binder's Cant: This is a method of encoding messages that relies upon keywords known only to binders through the spirit's they bind. Only a character bound with a spirit will know how to decode the message unless aided by magic.

Mirror Writing: You read/write messages that are best read in a mirror with the speed and ease of normal reading/writing.

Sign Language: This technique, inspired by the drow, allows binders to communicate as long as they are within sight of each other and bound with a spirit.

Many spirits spoke languages in their lives that are unfamiliar to contemporary ears. You may attempt to speak or understand a language a spirit knew if you succeed on a DC 15 check, where you roll d20 and add the number of languages you speak.

The following feats enhance the binding of spirits. Any feat that states "able to bind spirits" as a prerequisite, or requires another feat with that requirement, is a pact magic feat.

ACCELERATE SPELL [METAMAGIC]

You can cast certain spells as swift actions three times per day in exchange for forfeiting a granted ability.

Prerequisite: Able to bind spirits, caster level 1st.

Benefit: You lose a granted ability of your choice. You choose which ability at the time you seal a pact. In exchange, three times per day you can cast certain spells faster but with very limited durations. You can affect any spell with a casting time of one standard action and a duration as short as 1 round per caster level or as long as 24 hours. If a spell meets these two criteria then it can be cast as a swift action with a new duration of 1 round. This means you can cast the spell with a moment's thought, as if casting a quickened spell. Typical spells to affect include *fly*, *invisibility*, and *true strike*.

Special: You may take this feat multiple times. Each time you gain 3 more daily uses of the ability.

AUGMENT PACT

A successful binding check grants you a minor bonus.

Prerequisite: Able to bind spirits.

Benefit: When you succeed on your binding check, select one augmentation listed on Table 5-1: Pact Augmentations. The selection represents the results of skilled bargaining to craft a beneficial pact. You gain no benefit on a failed binding check.

Special: You may take this feat multiple times. Each time, you select one additional pact augmentation for the day. Benefits stack when taking the same augmentation more than once.

BINDER PRODIGY

You bind powerful spirits sooner than other pact magic users.

Prerequisite: Binder level 1st.

Benefit: Your binder level increases by +1 but only for the purpose of determining what level of spirits you can bind. When binding a spirit of a level you could not access without this feat, you suffer a -4 penalty to your binding check.

BONUS SPIRIT BENEFIT

You gain an additional benefit from binding an abyssal, celestial, or infernal spirit.

Prerequisite: Able to bind abyssal, celestial, or infernal spirits (usually, by taking levels in a prestige class).

Benefit: Select one class that allows you to bind abyssal, celestial, or infernal spirits. Whenever you bind a spirit by the selected class, you may select one additional bonus benefit.

BOOST RESERVE SPIRIT

You can use your reserved spirit more often.

Prerequisite: Reserve spirit class feature, Charisma 13, binder level 3rd.

Benefit: You can call upon the spirit you have held in reserve one additional time per day for a period of 2 minutes.

Special: Each time you take this feat, you can call upon your reserve spirit one additional time per day.

CAPSTONE BINDER

You more easily gain a spirit's capstone ability.

Prerequisite: Able to bind spirits.

Benefit: To gain a spirit's capstone granted ability, you must succeed on your binding check by 5 or more. This feat has no effect if you cannot normally gain a capstone ability.

Normal: You must succeed on your binding check by 10 or more to gain a spirit's capstone granted ability.

DETECT OCCULT POTENTIAL

You learn whether a creature can make an effective binder.

Prerequisites: Able to bind spirits, Leadership, cast or use *grant spell ability*, Wisdom 13.

Benefit: You tap your bound spirit to gain insight into a creature's potential as a binder. When bound to a spirit, you can touch a sentient living creature to determine its Constitution score or another ability score that you use to bind spirits (typically, Charisma). After using this ability, your bound spirit becomes dormant and you cannot use its granted abilities for 1d4+1 rounds. If you have bound multiple spirits, select one spirit for the purpose of using this ability.

EMISSARY PACT

You gain the granted ability associated with one spell domain of your pact-friendly deity.

Prerequisite: Able to bind spirits, worship a deity friendly to pact magic, Wisdom 15.

Benefit: Select one divine spell domain (air, animal, war, etc.) offered by your deity. When bound to a spirit, you gain the power associated with that domain, usable as a supernatural ability. Your effective cleric level equals your binder level.

EXORCIST PRIEST

You can suppress or evict another character's bound spirit.

Prerequisite: Able to turn or rebuke undead.

Benefit: You may use a turn/rebuke attempt to exorcise a spirit. You target one binder within 30 feet. If the target succeeds on its Will save, it loses access to its lowest-level spirit for 1d4 rounds. On a failed save, you expel the target's highest-level spirit. The target cannot rebind the spirit for 24 hours. The DC equals 10 + 1/2 your cleric level + your Cha modifier.

EXPULSION SPIRIT

You may end a binding early in order to bind a different spirit.

Prerequisite: Able to bind spirits.

Benefit: Once per day, you can end a pact before the normal 24-hour period has expired. To expel the spirit, make a binding check against the spirit's binding DC. If you succeed, you expel the spirit, you lose all benefits and penalties associated with the pact, and you may bind a different spirit. Later binding checks for the day are made with a -10 penalty.

If you traded your usual spellcasting ability to seal a pact, then you can forego binding another spirit and instead recover some of your spells. You can prepare (or regain) spells for the remainder of the day except for your highest-level spells.

EXTENDED TACTICAL BONUS

Tactical bonuses last longer.

Prerequisite: Able to bind spirits.

Benefit: You have a knack for integrating your actions with a spirit's legend. When you meet a spirit's tactical requirement,

PACT AUGMENTATIONS

Binders with the Augment Pact feat may enhance their pacts.

TABLE 5-1: PACT AUGMENTATIONS

+1 hit point per binder level (minimum +3 hit points)
+1 insight bonus on attack rolls
+1 insight bonus on all saving throws
+1 insight bonus to AC
+10 insight bonus on Jump checks
+10 insight bonus on Ride checks
+1d4 insight bonus on damage rolls
+2 insight bonus on any two of your class skills
+2 insight bonus on Fortitude saves
+2 insight bonus on initiative checks
+2 insight bonus on Listen and Spot checks
+2 insight bonus on Hide and Move Silently checks
+2 insight bonus on Reflex saves
+2 insight bonus on Will saves
+25% fortification (chance to ignore critical hit and sneak attack damage)
+4 enhancement bonus to resist poison and -1 point from poison damage
+5-foot enhancement bonus to primary movement rate
+5 insight bonus on one class skill
<i>Comprehend languages</i> at will, as the spell*
<i>Detect magic</i> at will, as the spell*
<i>Detect pact spirits</i> at will, as the spell* (see Chapter 7: Spells, page 240)
Damage reduction 1/-
Darkvision 15 feet (or +15 feet if you already possess darkvision)
Fast healing 1 (this only affects you when you are at or below one-half of your normal maximum hit points)
Foe is dazed 1d4+1 rounds when you confirm a critical hit against it
Gain the benefits of the Endurance feat
Gain the benefits of the <i>endure elements</i> spell* (self only)
Gain the benefits of the Run feat
Gain a shield made of supernatural force, as the <i>shield</i> spell* except +2 bonus, usable at will (it cannot be used while using a real shield)
Gain armor made of supernatural force, as the <i>mage armor</i> spell*, except +2 bonus and lasts 24 hours (it cannot be used while wearing real armor)
Hold breath 2x longer than normal and ignore penalties normally associated with being in an aquatic environment
Ignore all hit point damage of one attack (usable 1/day as immediate action)
Immunity to natural disease
While climbing, move 2x faster and keep your Dexterity bonus to AC
One weapon selected at the time of binding counts as magical for the purpose of overcoming damage reduction
One weapon selected at the time of binding has double normal threat range
Proficiency with one martial or exotic weapon of your choice
Regenerate lost limbs (hands, legs, etc., but not a head), sense organs, and/or internal organs in 3d6 minutes (alternatively, you can reattach a severed member instantly by holding it to the stump)
<i>Speak with animals</i> at will, as the spell* (useful to speak with a mount)
Sustenance (do not need to eat or drink for the day)
Use <i>message</i> spell* at will as a full-round action (useful to coordinate allies)

* Supernatural ability, adjudicated as a Charisma-based spell with a caster level equal to the character's binder level.

TABLE 5-2: 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	Able to bind spirits	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 5-2 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, Will save +4	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 grant spell ability, 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, Cha 12	You can share granted abilities more often.
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.

the bonus gained lasts for 2 full minutes.

Normal: A tactical bonus normally lasts 3 rounds.

EXTRA BATTLE TRANCE

You gain one additional battle trance for the day.

Prerequisite: Battle trance class feature.

Benefit: You adeptly draw upon supernatural energy in battle. You gain one additional use per day of your battle trance ability. The usual rules apply regarding multiple battle trances.

EXTRA KNOWN ABILITY

You acquire another granted ability for yourself.

Prerequisite: Two or more acquired supernatural abilities.

Benefit: Add to your list of known abilities one additional ability of your choice from a spirit of any level less than the highest level of spirit that you can bind. For example, a 6th-level unbound witch can bind 3rd-level spirits. She can select any granted ability from any spirit of 2nd level or lower. You must also select a monstrous trait, as usual.

EXTRA SANCTUARY

You can protect yourself more often.

Prerequisite: Secret of divine sanctuary ability.

Benefit: You gain two more uses of the secret of divine sanctuary ability each day.

Special: You can take this feat multiple times. Each time, you gain two additional uses per day.

EXTRA SOUL WEAVE

You can convert one more spell to a supernatural ability.

Prerequisite: Reweave spirit ability, Spellcraft 8 ranks.

Benefit: You adeptly blend spellcasting and pact magic. You can convert one more spell than normal into a granted ability.

EXTRA SPIRIT AURA

You can share granted abilities more often.

Prerequisite: Spirit aura class feature, Charisma 12.

Benefit: You can use your spirit aura an additional number of times per day equal to your Charisma bonus.

EXTRA SPIRIT STRIKE

You can make two additional spirit strikes per day.

Prerequisite: Able to bind spirits, spirit strike ability.

Benefit: You gain two additional daily uses of spirit strike.

FAVORED SPIRIT FOCUS

Your supernatural abilities are harder to resist.

Prerequisite: Able to bind spirits.

Benefit: Pick one spirit you have bound for the day. Add +1 to the DC to resist that spirit's granted abilities.

FLEXIBLE PACTMAKING

Your pacts can last a shorter or longer period of time.

Prerequisite: Able to bind spirits, 4 ranks of Bluff, Diplomacy or Intimidate.

Benefit: At the time of sealing a pact, you may lessen or extend the pact's duration as part of your negotiation with the spirit. A pact's normal duration is 24 hours. However, you may lessen a pact's duration. For every 4 hours less than 24 hours, apply a -2 penalty to your binding check. A pact has a minimum

TABLE 5-3: SPIRITS BY CONSTELLATION

Month	Icon	Member Spirits	Barred
1	Portal	Demos Kalagos, Loh'moi, Pavatu, Portenta, Soltanis*	Magi
2	Spider	Evening Star, Night Fang, Silent Step*, Tentacles of Dagon, Vodavox	Genie
3	Tree	Everrona*, Fey Baraddu, Green Glomairah, Mute Sylvus, Solterra	Ghoul
4	Angel	Brother Calvis, Ghato'kacha, Jehotek*, Kaiya, Roshar, Ulbro	Fiend
5	Knight	Goliath, Marat, Merickel, Quicksilver*, Tyrant Cromwell	Dragon
6	Crown	Forash, General Hessant, King Mutaros, Primordial Titans*, Septigenius Maximus	Thief
7	Thief	Lady Jarah, The Overmind*, Prince Oszen, Son of Dobb, The Dark Sisters 3	Crown
8	Dragon	Aza'zati, Essek Avix, Iona Ophid*, Lord Saruga, Swan Elashni	Knight
9	Fiend	Dark Blood, Hollow Eyes, Kaylos, Rajah Amajaloma, Witch Yaba, Xasa Culthic*	Angel
10	Ghoul	Ethaniel Midnight, Gwenolyn's Ghost, Hexus, N'alyia, Noble Marius*	Tree
11	Genie	Catha, Humble Obhai*, Jayna Warlock, Mare Loviatha, Rasputin	Spider
12	Magi	Cave Mother, Forty-Two*, Mana, Omlan Atlan, Xalen d'Marek	Portal
13	Shadow	Damian Darkstar, Musha'Vadu, Prime Ravager*, The Crow, Vandrae	(All)

*These spirits are described in Chapter 9: Organizations.

duration of 4 hours (resulting in a maximum of a -10 penalty to your check). Alternatively, you may extend a pact's duration. For every 4 hours longer than 24 hours, apply a +2 bonus to your binding check. A pact has a maximum duration of 5 days (resulting in a maximum of a +10 penalty to your check).

FOCAL CONSTELLATION

You gain bonuses when binding spirits that share the same "constellation" (astrological theme).

Prerequisite: Able to bind spirits.

Benefit: You specialize in one group of spirits related under a constellation as listed on Table 5-3: Spirits by Constellation. Spirit binders typically link an iconic creature or object with each constellation and lunar month of the year. Specialization might link to one's birth hour, alignment, family history, or other factor that the character may or may not know. When binding a spirit in the selected constellation, you gain a +6 bonus on your binding check and your effective binder level improves by 1 for the purpose of adjudicating the effects of granted abilities. You gain these benefits so long as you are not bound at the same time with a spirit in a barred constellation, as shown in the table. The shadow constellation bars spirits of all other constellations.

Special: Each time you take this feat, you select a different constellation. However, you cannot select a constellation that is barred for a constellation that you have previously selected.

FURIOUS STRIKE

You cause extra damage to your spirit's favored enemies.

Prerequisites: Able to bind spirits.

TABLE 5-4: OCCULT DOMAIN PATHS

Path	Spell Domains	Path Special Ability
Arcane Library	Knowledge, Law, Magic	Use arcane scrolls and magic items as a wizard of equal level.
Blood-Cry Arena	Healing, Strength, War	Gain proficiency with Medium armor and one martial weapon.
Dragon's Aerie	Air, Luck, Magic	Rebuke reptiles / dragons as cleric rebukes undead.
Elemental Court	Air, Earth, Fire, Water	Wildshape into a Medium or Large elemental 1/day.
Endless Forest	Animal, Plant, Travel	Wildshape into Small or Medium animal as druid 1/day.
Fell Maze	Chaos, Luck, Trickery	Gain evasion and trapsense (+1 on saves to evade traps).
Love's Pyre	Death, Fire, Trickery	Use <i>suggestion</i> 1/day (DC 10 + 1/2 binder level + Cha mod)
Midnight Moon	Death, Destruction, Evil	Rebuke undead as cleric of equal level.
Noonday Sun	Good, Healing, Sun	Turn undead as cleric of equal level.
Ravaged Sea	Destruction, Travel, Water	Use <i>water breathing</i> 1/day (self only), effect also grants swim speed 30 ft.
Spiritual Circle	Spirit Friend*, Spirit Helm*, Spirit Hunter*	Gain a permanent +4 bonus on all binding checks.
Titan's Forum	Chaos, Knowledge, Strength	Use <i>dispel magic</i> 1/day per 5 levels as spell-like ability.
Wild Mountain	Animal, Earth, Protection	Use <i>displacement</i> 1/day, effect also grants climb speed 30 ft.

* See pages 236–237 and page 306 for details.

Benefit: Your spirit energizes you to inflict terrible harm against its foes. You may deliver an extra +2d6 damage up to five times per day to a creature that is a favored enemy of a spirit you have bound. The damage is an untyped supernatural effect added to damage inflicted by a granted ability or weapon.

GUARDIAN SPIRIT

The spirit you bound alerts you to intrusion while you sleep.

Prerequisite: Able to bind spirits.

Benefit: When you sleep, your bound spirit alerts you to the presence of any creature that moves within 10 feet of you. The spirit ignores creatures that were present within 10 feet at the time you fell asleep. When a creature moves into the protected area, you attempt a Listen check as if you were awake. If you succeed then you can roll initiative normally. You must be bound with a spirit for the ability to take effect.

IGNORE BINDING REQUIREMENTS

You don't need to meet spirits' requirements to bind them.

Prerequisite: Able to bind spirits.

Benefit: You can ignore the requirements for binding spirits, except when binding requires levels in a prestige class or membership in an organization. You must still conduct the ceremony and other rules of binding, as usual.

INSPIRED COMPANION

Gain a spirit's companion without forfeiting a granted ability.

Prerequisite: Able to bind spirits.

Benefit: Whenever you bind a spirit that offers an inspired companion, you gain that companion without forfeiting the in-

dicated granted ability. You must still meet any and all other requirements to gain the companion.

LIFE-TAPPING STRIKE

You steal life energy from a foe to heal yourself.

Prerequisite: Spirit strike class ability.

Benefit: Whenever you make a successful attack role using spirit strike against a living foe, the foe must succeed on a Fortitude save or suffer an effect similar to the *vampiric touch* spell—it suffers damage equal to 1d10 hit points +1 point binder level while you gain the same amount in temporary hit points for a period of 1 hour. You cannot gain more than the target's current hit points + 10, which is enough to kill the target. This is a necromantic effect that only harms (or aids) living creatures. The DC equals 10 + 1/2 your binder level + your Charisma modifier.

MINOR BINDING

You gain a granted ability of one 1st-level spirit.

Prerequisite: Intelligence 5, Knowledge (arcana) 2 ranks, Knowledge (the planes) 2 ranks.

Benefit: Each day you may select one 1st-level spirit. If you perform the binding ceremony for that spirit, then you gain any one of the spirit's granted abilities. You gain the ability for the day without losing other abilities. All other rules and features of binding apply. Your binder level equals your character level.

MINOR BINDING, IMPROVED

You gain a second granted ability.

Prerequisite: Minor Binding, character level 6th.

Benefit: Each day you may select one 1st- or 2nd-level spirit. This otherwise works like Minor Binding, and supersedes the benefit of that feat.

Special: Each time you take this feat, you can bind a spirit of one level higher, to a maximum of 9th-level spirits.

MINOR BINDING, PRACTICED

You gain a second granted ability.

Prerequisite: Minor Binding.

Benefit: Your proficiency with pact magic, though limited, improves somewhat. When binding a spirit using Minor Binding or Improved Minor Binding, you gain a second granted ability of your choice.

NOSE FOR BOOKS

You can smell the presence of books and scrolls that detail spirits or pact magic related spells.

Prerequisite: Able to bind spirits, able to cast spells, Search 4 ranks.

Benefit: When bound with a spirit, you gain the scent ability but only for books and other written materials including magical scrolls with spells related to pact magic. Like the scent ability, you can detect the presence of such items out to a distance of 30 feet, or 45 feet if the books are upwind, or 15 feet if the books are downwind. If a book (or similar material) is within 5 feet then you know which square it lies in.

OCCULT PATH

You gain a special ability when you possess a set of related cleric spell domains.

Prerequisite: Possess 3+ cleric spell domains.

Benefit: When you have access to all of the cleric domains

listed for one path listed on Table 5-4: Occult Domain Paths, you gain the special ability associated with that path.

Special: You can take this feat more than once. Each time, you gain a different special ability that you qualify for.

OPPORTUNE ABILITY

You can use a granted ability for your attack of opportunity.

Prerequisite: Able to bind 2nd-level spirits.

Benefit: When you make an attack of opportunity, you can use a granted ability as a free action so long as it normally has an activation time of one standard action or less. You are limited to one use of this feat each round. You must wait 1 minute before using the ability again.

Normal: You use melee weapons for attacks of opportunity.

PACT OF FAVORED ALLIES

You gain bonuses with a spirit's favored allies.

Prerequisite: Able to bind spirits, base attack bonus +1.

Benefit: You gain a +2 bonus to on Bluff, Diplomacy, Disguise, Intimidate, and Perform checks when interacting with a bound spirit's favored allies. Likewise, consider yourself a member of that race or creature type when using magic items.

Special: The benefits of this feat stack with class features that provide benefits with a spirit's favored allies.

PACT OF FAVORED ENEMIES

You gain bonuses against a spirit's favored enemies.

Prerequisite: Able to bind spirits, base attack bonus +1.

Benefit: When bound to a spirit and interacting with its favored enemies. You gain a +2 bonus to on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills with regard to the spirit's enemies. Likewise, you gain a +2 bonus on weapon damage rolls against such creatures.

Special: The benefits of this feat stack with class features that provide benefits with a spirit's favored enemies.

PRACTICED BINDER

You use granted abilities as if your binder level is higher.

Prerequisite: Able to bind spirits, Knowledge (arcana) 4 ranks.

Benefit: Select one binder class you possess. Your binder level for the chosen class increases by 4. This benefit cannot increase your binder level to higher than your Hit Dice. However, even if you can't benefit from the full bonus im-

mediately, if you later gain Hit Dice in levels of non-binding classes, you may be able to apply the rest of the bonus.

This feat does not affect binding checks. It increases your binder level only for the purpose of adjudicating granted ability effects, such as the duration or range of an ability or the amount of damage dealt.

RAPID ABILITY

You wait less time between each use of a granted ability.

Prerequisite: Able to bind spirits.

Benefit: When a granted ability stipulates that you must wait a number of rounds between each use (typically 5 rounds), you wait 1 round less (typically, 4 rounds).

Special: This feat can be taken a second time to reduce the wait between uses by an additional 1 round. You may not take this feat more than twice total. Also, the wait between uses of an ability can never be reduced to less than 1 round.

RAPID BINDING

You can quickly bind with a spirit.

Prerequisite: Able to bind spirits, Intimidate or Diplomacy 8 ranks.

Benefit: Once per day, you can bind with a spirit as a full-round action without needing to perform the ceremony. This rapid binding still provokes attacks of opportunity.

RECOVER ABILITY

You can recover uses of a class ability while bound to a spirit.

Prerequisite: Able to bind spirits.

Benefits: Once per day, whenever you are bound to a spirit, you can regain one expended use of a class ability that has a limited number daily uses. You recover one use by meditating for 1 hour. Alternatively, you can regain all expended uses of a class ability by meditating for 4 hours. You can meditate at any time after you have expended at least one use of the ability.

This feat cannot modify the effect of other feats (feats are not class abilities, even if a class ability grants you a specific feat or the ability to select a bonus feat).

When you use this feat, you must attempt a binding check. A failed check indicates you suffer the personality shift and other penalties as typical for a failed check. A re-roll can never improve the quality of your binding.

RECOVER ABILITY, GREATER

You can recover uses of a class ability more quickly.

Prerequisite: Recover Ability, character level 7th.

Benefits: When using the Recover Ability feat, you now only need to meditate for 1 minute instead of 1 hour, or 10 minutes instead of 4 hours. Moreover, you do not need to attempt a new binding check.

SECURE ALIGNMENT

The spirits within you shield you from alignment change.

Prerequisite: Able to bind spirits, Wisdom 13.

Benefit: While bound with a spirit, you are immune to any magical effect that alters your alignment or causes you to take actions that would clearly violate your alignment, except effects caused by binding a spirit. Mental influence such as by a

Oneyon, the tiny spirit imp, can weaken foes or use one of his master's granted abilities.

Spirit Imp

Tiny Monstrous Humanoid

Hit Dice: d10 x binder's level

Hit Points: 1/2 binder's hit points (round down)

Initiative: +2

Speed: 40 ft., climb 20 ft., fly 10 ft. / 2 binder levels

AC: 14 (+2 size, +2 Dex), touch 14, flat-footed 12. The imp's AC increases by +1 per two binder levels.

Base Attack Bonus: Use binder's BAB.

Grapple: As BAB – 10

Attack / Full Attack: Bite, attack bonus BAB-4 (1d3-4)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Possesses 1 granted ability presently usable by the binder (if any). Alternatively, the imp can use a weakening touch supernatural ability: the touched target suffers a Strength penalty equal to 1d6+1 per two binder levels. The affected target's score cannot drop below 1. After using this ability, the imp must wait 5 rounds before using it again. Ability DCs equal 10 + 1/2 the imp's Hit Dice + its Constitution modifier.

Special Qualities: Darkvision 60 ft, improved evasion, empathic link with binder, does not sleep. At binder level 3, the imp can deliver touch attacks for the binder. At binder level 5, the imp can speak using one language of the binder's choice. At binder level 11, the imp gains SR equal to the binder's level +5. And at 13th level, the binder can scry on the imp, as if using *scry*, once per day.

Saves: As binder's saving throws, modified: +0/+2/+1.

Abilities: Str 3, Dex 15, Con 10, Int 6+, Wis 12, Cha 5. The imp's Intelligence increases by +1 per 2 binder levels.

Skills: As binder, or the following, whichever is better. Balance +5, Climb +10, Disable Device +4, Hide +10, Listen +3, Open Lock +4, Spot +3. These are racial skills for the imp. Apply an additional +1 rank per Hit Die to any racial skill.

Feats: Weapon Finesse plus 1 feat every 3 binder levels (3rd, 6th, 9th, 12th, 15th, 18th, etc)

Alignment: Same as binder.

charm person spell that is counter to your alignment is grounds for a second saving throw to shake off the influence.

SECURE BINDING

You never lose control of your binding.

Prerequisite: Able to bind spirits, Constitution 13.

Benefit: You never have to make a second binding check when suffering from a debilitating condition.

SHIELD AGAINST THE SUPERNATURAL

You resist the effects of supernatural abilities.

Prerequisite: Knowledge (arcana) 1 rank.

Benefits: You gain a +2 bonus on all saves to resist supernatural abilities.

SKILLED BINDER

You bind spirits with ease.

Prerequisite: Able to bind spirits, base Will save bonus +4

Benefits: You gain a +4 bonus to all binding checks, including those made when suffering a disabling condition. This bonus stacks with other bonuses.

SPIRITED METAMAGIC [METAMAGIC]

By losing one or more of a spirit's granted abilities, you can apply a metamagic feat when casting a specific spell without raising the level at which the spell is cast.

Prerequisite: Able to bind spirits, able to prepare and cast 2nd level spells, at least one metamagic feat.

Benefit: Pick one form of metamagic you know and can use normally to enhance your spells. For each additional level normally required to use the metamagic, you forego one of a spirit's granted abilities in order to apply that metamagic effect 3 times per day without having to prepare the spell at a higher level. For example, you forego one granted ability to apply Still Spell, and you forego 4 granted abilities to apply Quicken Spell. You select the granted abilities to lose and the form of metamagic to apply at the start of each day, after you have sealed a pact.

Note: When applying spirited metamagic to a spell, you must still be able to use the metamagic effect at the usual higher level. Thus, in order to apply Quicken Spell using Spirited Metamagic, you must possess the Quicken Spell feat and you must be able to cast spells of 4th level or higher if you wish to quicken even a cantrip.

SOUL STRIKE

Your sneak attacks affect all creatures when you bind a spirit.

Prerequisite: Able to bind spirits, sneak attack ability.

Benefits: Your sneak attacks are charged with supernatural energy that transcends normal limitations. As long as you are bound with a spirit, your sneak attacks can harm any type of creature, including constructs, plants, undead, and so forth. However, you are limited to a number of sneak attack dice equal to or less than the level of the spirit you have bound.

Normal: Sneak attacks only work against certain creatures.

SPIRIT IMP

You gain the services of an imp-like spirit.

Prerequisite: Able to bind spirits.

Benefit: You gain a familiar-like spirit imp as a supernatural companion. Use the statistics box at left. As a wizard's familiar, it becomes tougher as you improve your binder level.

SPIRIT IMP, GREATER

Your spirit imp is tougher and meaner than normal.

Prerequisite: Possess a spirit imp.

Benefit: Your spirit imp gains several benefits. For each level of spirit you can bind, your spirit imp gains DR/1 and +1 damage from its natural attacks as well as improved evasion (when subjected to an attack that normally allows a Reflex save for half-damage, the spirit imp takes no damage if it makes a successful save and half-damage even if the save fails).

Moreover, once per day, your spirit imp can use one spell as a spell-like ability. The highest level of spell it can use equals the highest level of spirit you have currently bound. For example, if you have bound a 4th-level spirit, then your spirit imp can use one spell from the list of 1st- through 4th-level spells as shown in the table below. At each level of spell, there are two options. The imp's effective caster level equals its Hit Dice (typically, your binder level). Its spell-like abilities are Charisma-based.

When you are not bound with a spirit, the spirit imp cannot use a spell-like ability. If you have pacts with multiple spirits, select which spirit is linked to the imp. If your pact with that

spirit ends, the imp must succeed on a Will save or be stunned for 1 round. The save DC against the stun effect equals the spirit's binding check.

Here are the spell-like ability options. These options reflect the spirit imp's nature as a monstrous humanoid focused on defense, trickery, and terror.

Spirit Level	Spirit Imp Spell Options
1	<i>enlarge or reduce</i>
2	<i>invisibility or mirror image</i>
3	<i>deep slumber or suggestion</i>
4	<i>improved invisibility or stoneskin</i>
5	<i>magic jar or ray's telepathic bond</i>
6	<i>eyebite or flesh to stone</i>
7	<i>teleport object or sequester</i>
8	<i>antipathy or sympathy</i>
9	<i>soul bind or imprisonment</i>

SPIRIT IMP, IMPROVED

Your familiar is infused with vigor.

Prerequisite: Possess a spirit imp.

Benefit: Your spirit imp is infused with vigor from the spirit's supernatural energies. Your spirit imp gains a +2 morale bonus on saves, attack rolls, and melee damage rolls, as well as a +2 morale bonus to its Armor Class.

SPIRIT TRANCE

Your spirit boosts three class skills when you focus yourself.

Prerequisite: Able to bind spirits, Charisma 12.

Benefit: As a swift action, you can enter a trance state where your bound spirit aids you. You may apply a bonus to one skill check for any skill that is a class skill for you. The bonus equals $3 + 1/2$ your binder level (round down). You must have succeeded on your most recent binding check to benefit from this feat. You may use this feat a number of times per day equal to your Charisma bonus.

Special: You may take this feat multiple times. Each time, you gain 3 additional uses per day.

SUDDEN ABILITY

You can use a class ability at will by suffering a penalty.

Prerequisite: Able to bind spirits.

Benefits: Select one class special ability that has a limited number of uses per encounter or uses per day. By using this feat to draw upon the supernatural energy of the spirit you have bound, you can use the selected ability without subtracting from the normal number of uses. Instead, immediately after you finish using the ability, you lose access to all of your spirit's granted abilities for $1d4+1$ rounds. If you have not bound a spirit then this feat has no effect. If you are bound to multiple spirits, then the highest level spirit you have bound and have access to is affected first.

Special: Each time you take this feat, select a different class special ability with limited uses per encounter or per day.

SUDDEN GRANTED ABILITY

You can use a granted ability without waiting.

Prerequisite: Able to bind spirits.

Benefit: You can demand more of a spirit in a short period of time. Once per day, you may ignore the normal waiting time between uses of a granted ability.

Special: Each time you take this feat, you enjoy its benefits one additional time per day.

SUDDEN SUBSTITUTION [METAMAGIC]

You regain an expended spell by forfeiting a granted ability.

Prerequisite: Able to bind spirits, able to cast spells.

Benefit: While bound to a spirit, you can recall one spell you have cast (or a spell slot you have used) as if you had not cast it. To recall a spell (or slot), you forfeit a granted ability. Once you give up a granted ability, it is no longer available for the rest of the day. The spirit that granted the ability must have a level equal to or higher than the level of the spell recalled.

SUPERNATURAL ACTION SURGE

Gain an extra standard action to use a granted ability twice.

Prerequisite: Rapid Ability, binder level 10th.

Benefit: Once per day you can perform two standard actions in one round so long as you take both standard actions to use the same granted ability. You cannot exceed the normal daily limits imposed on certain granted abilities, but you can ignore any waiting time between uses.

SUPERNATURAL CONSCIOUSNESS

Your exposure to spirits grants you heightened awareness.

Prerequisite: Able to bind spirits, Wisdom 13.

Benefit: Apply your Wisdom bonus (minimum 1) as an insight bonus to your Initiative checks.

SUPERNATURAL EXCHANGE

You can exchange your spellcasting for supernatural powers.

Prerequisite: Spellcaster level 1st.

Benefit: You can bind a spirit, gaining its set of supernatural abilities for 24 hours in lieu of your usual spellcasting abilities (see Chapter 4: Spirits, page 63). This feat qualifies you for all feats that require the ability to bind spirits.

Special: At your game master's option, some or all spellcasters in your campaign may gain this feat for free.

SUPERNATURAL GUARDIAN

The spirit you have bound can hold and cast one spell for you.

Prerequisite: Able to bind spirits, able to prepare and cast 5th-level spells.

Benefit: You transfer one of your prepared spells to a spirit you have bound. The spirit acts as a second, disembodied consciousness, and it can cast the spell for you without need of spell components. It can cast the spell at any time, even if you are unconscious or otherwise helpless. A spirit that holds a spell for you remains in your body until the usual 24-hour period of binding is up. The spirit has your caster level and mental statistics, so it can make intelligent choices regarding how to cast the spell. The spell is lost if it is not used before the pact ends. The selected spell must be 3rd level or lower.

Special: You may take this feat a second time, allowing the spirit to hold one additional spell of 3rd level or lower.

SUPERNATURAL GUARDIAN, IMPROVED

The spirit you are bound can hold and cast one spell for you.

Prerequisite: Supernatural Guardian, able to prepare and

cast 7th-level spells.

Benefit: This works like Supernatural Guardian except that the selected spell can be 6th level or lower. This replaces the Supernatural Guardian benefit.

SUPPRESS PERSONALITY SHIFT

You ignore any effect on your personality due to a failed binding check

Prerequisite: Able to bind spirits, Will save +4.

Benefit: You have trained yourself to ignore any personality shift due to a failed binding check.

Special: An unbound witch cannot benefit from this feat. Similarly, a foe hunter can benefit except when influenced due the spirit driven class feature.

SUPPRESS PHYSICAL SIGN

You do not show any physical sign of binding.

Prerequisite: Able to bind spirits.

Benefit: You have learned how to prevent a bound spirit from affecting your body. As a free action you can hide or show a spirit's physical sign even if you failed the binding check.

SWIFT BINDING

You can bind one spirit with incredible ease for a brief time.

Prerequisite: Able to bind spirits, Knowledge (the planes) 6 ranks, Charisma 17.

Benefit: When you take this feat, choose one spirit that you are normally able to bind. Once per day, you can bind this spirit as a full-round action in addition to other spirits you have bound. The binding lasts only 2 minutes, after which time you are fatigued. You cannot do a swift binding if you are already fatigued.

Special: You may take this feat multiple times. Each time you take this feat, you select a different spirit.

TACTICS AGAINST THE SUPERNATURAL

You gain attacks of opportunities against supernatural foes.

Prerequisite: Knowledge (arcana) 1 rank.

Benefit: Whenever a creature uses a supernatural ability against you, and you are threatening that creature, then you gain a free attack of opportunity. This free attack stacks with any other attacks of opportunity gained from other sources.

TALENTED OVERCHANNELING

You can use your terror surge overchanneling with less danger to yourself.

Prerequisite: Terror Surge Overchannel.

Benefit: You have learned how to dampen the effects of overchanneling. When heightening a granted ability of 3rd level or lower using your terror surge ability you do not take damage from overchanneling.

TERROR SURGE OVERCHANNEL

Heighten your abilities at the expense of damage to yourself.

Prerequisite: Terror surge class feature.

Benefit: When using your terror surge ability, you can further increase the granted ability's DC by +1, but in doing so you suffer 1d8 hit points of damage + 1 hit point per spirit level.

UNWAVERING SEAL

Attempts to exorcise your bound spirit suppress it instead.

Prerequisite: Secure Binding.

Benefit: Each day, select one spirit that will stick closely to you. When targeted by a spell or ability that would exorcise the selected spirit, the spirit is merely suppressed instead. You regain access to the spirit's abilities after 1d4+1 rounds. You must have succeeded on your binding check with the spirit to benefit.

VATIC CLARITY

Your spirit focuses your mind even under duress.

Prerequisites: Vatic Strike, Concentration 7 ranks.

Benefit: When using Vatic Strike or a feat with Vatic Strike as a prerequisite that allows a standard action to recover the use of the feat, you can take a move action to recover instead so long as you succeed on a DC 15 Concentration check.

VATIC FORESIGHT

You determine whether a spirit will be useful for the day.

Prerequisite: Able to bind spirits, Wisdom 13.

Benefit: Once per day, you can use *augur pact*. You submit the names of three spirits to a divination process using tarot cards, bone dice, or similar implements. After 1 minute of concentration, the spirits' names are return to you in order of usefulness (first is most useful, third is least useful).

Like the spell, the base chance for receiving a correct reply is 70% + 1% per binder level, to a maximum of 90%; this roll is made secretly. If the roll fails, the spirits' names are returned in an incorrect order.

Vatic Foresight can see into the future only about 8 hours, so anything that might happen after that does not affect the result. Moreover, the result is based on your intended course of action at the time of using the ability. If you change your course—for example, you opt to explore caves to the north instead of visiting a keep to the south—then the result may likely prove incorrect.

VATIC FORESIGHT, GREATER

You can better foresee which spirit to bind.

Prerequisite: Vatic Foresight, binder level 7th.

Benefit: This works like *greater augur pact*, in that you can submit the names of up to seven spirits, and there is no chance of error.

VATIC IMPACT

You can strike your foe as if making a touch attack.

Prerequisites: Able to bind spirits, Vatic Strike, base attack bonus +5.

Benefit: While bound with a spirit, once per round you can resolve your melee weapon or unarmed strike as a touch attack. You decide whether to use this feat prior to attacking. If you miss, you still expend the use of this feat. Once you use this feat you must wait 5 rounds before using it again, or you may spend a standard action meditating to regain its use.

VATIC SPELLBINDER

You can use spells while bound to a spirit.

Prerequisite: Able to bind spirits, Knowledge (arcana) 4 ranks, Spellcraft 4 ranks, Charisma 11+.

Benefit: Your bound spirit guides you to use spells. Select one divine spell domain such as Fire or Travel. You gain a spell known at each spell level from the selected list. You can

use each spell once per day as a spell-like ability provided you are bound with a spirit of a level equal to or greater than the spell's level, you succeeded on your check to bind the spirit, and the spell's level is equal to or less than your Charisma - 10. If you are bound with multiple spirits, select which one aids you. Your effective caster level equals the sum of all your binder levels. The spells are Charisma-based.

VATIC STRIKE

Your weapon or unarmed attacks cause extra damage.

Prerequisites: Able to bind spirits, Strength 13.

Benefit: While bound with a spirit, up to once per round your melee weapon or unarmed strike delivers an extra 2d6 hit point damage. You decide whether or not to use this feat prior to attacking. If you miss, you still expend the use of this feat. Once you use this feat you must wait 5 rounds before using it again, or you may spend a standard action to regain its use.

VATIC STRIKE, GREATER

Your weapon or unarmed attacks cause extra damage.

Prerequisites: Able to bind spirits, Vatic Strike, base attack bonus +5.

Benefit: You can draw upon truly dark and terrible energy to enhance your weapon attacks. When using Vatic Strike, your attack deals an extra 4d6 points of damage (instead of an extra 2d6 damage).

VENGEANCE AGAINST THE SUPERNATURAL

You gain bonuses against foes with supernatural abilities.

Prerequisite: Knowledge (arcana) 1 rank.

Benefits: You are specially trained to deal with supernatural creatures. You gain a +1 bonus on attacks and a +1 bonus on damage rolls versus creatures with supernatural abilities.

VESTIGE BODY

You resist physical damage while bound with a spirit.

Prerequisite: Able to bind spirits, base Fortitude save bonus +4.

Benefit: Your bound spirit protects your body from assault. If you fail a Fortitude save while bound with a spirit, you may attempt a second save 1 minute later. You must take the result of the second roll even if it is worse than the first one. If the spell or effect is instantaneous or lasts less than 1 minute then this feat has no effect.

VESTIGE MIND

You resist mental influence while binding a spirit.

Prerequisite: Able to bind spirits, base Will save bonus +4.

Benefit: Your bound spirit protects your mind. If you fail a Will save while bound with a spirit, you may attempt a second save 1 minute later. You take the result of the second roll even if it is worse than the first one. If the spell or effect is instantaneous or lasts less than 1 minute then this feat has no effect.

VIVILOR SUMMONER

You can summon more powerful vivilors.

Prerequisite: Able to summon one or more vivilors.

Benefit: You are adept at luring powerful vivilors. Add +1 to your effective binder level when determining the number and kind of vivilors you can summon. See pages 60 and 61 for details.

VOICE OF POWER

Your abilities are enhanced by adding a verbal component.

Prerequisite: Ability to bind 3rd-level spirits.

Benefits: Up to three times per day, you can allow a bound spirit to speak through you. This adds a verbal component while activating a granted ability that normally requires a standard action or less to use. Doing this increases the activation time to a full-round action, and causes all numerical effects of the ability to be maximized. You must be able to speak, and you provoke attacks of opportunity as if casting a spell. If you take damage or fail a Concentration check then the use of the ability fails as if you never attempted to use it.

VOLCANIC BURST

Your granted abilities are harder to resist after remaining in meditative focus for several rounds.

Prerequisite: Able to bind spirits, Wisdom 13.

Benefits: You meditate as a standard action. If you succeed on a DC 15 Concentration check, then the DC to resist the next supernatural ability you use increases by +3. The bonus only applies to your first attempted use of an ability after meditating, even if the ability is resisted or is otherwise ineffective.

VORACIOUS DARK SEAL

You use your seals of darkness more often but suffer damage.

Prerequisite: Seal of darkness class feature.

Benefit: You can use your seal of darkness ability a total additional number of times per day equal to your binder level. You can distribute uses among multiple seals. Each time you suffer 1d4+1 hit points of damage as the spirit siphons energy from your body to power the seal of darkness.

WEALTHY PACT MAGIC PATRON

You receive funds at every level.

Prerequisite: Able to bind spirits, character level 1st.

Benefit: A wealthy patron (head of family, local lord, etc.) rewards your progress in the use of pact magic. You receive gold at every level, beginning with 250 gp at 1st level. This amount is in addition to starting gold due to your class. You receive this same amount upon reaching 2nd level, provided you can collect the funds. The amount received doubles every other level: 500 gp at 3rd and 4th level, 1000 gp at 5th and 6th level, 2000 gp at 7th and 8th level, 4000 gp at 9th and 10th level, and 8000 gp at 11th level, but no levels thereafter. The patron is 12th level or higher, and sufficiently removed and objective to not disrupt the binder's actions and adventures.

Special: With the game master's approval, a character may obtain a patron after 1st level. In such case, do not add gold from lower levels.

WORDS OF FOCUS

You speak an ancient word of fiendish atlan priests appropriate to the target of your granted ability, making it harder to resist.

Prerequisite: Able to bind spirits, Knowledge (history) 2 ranks, speak Infernal.

Benefit: You have studied atlan methods of pactmaking. Three times per day, you can enhance a granted ability by speaking an ancient atlan word of power, which raises the DC to resist your ability by +2. However, when you use this verbal component, a foe can disrupt your use of the ability in the same way that a spellcaster's spell can be disrupted.

RACIAL FEATS

The following feats are available to characters hailing from races with innate aptitude or traditions involving pact magic.

ATLAN PACT ARCANIST [RACIAL]

You add pact magic related spells to your list of spells known.

Prerequisite: Atlan race, able to cast arcane spells.

Benefit: Your ancient heritage and whispers of lost atlan spirits provide you with secret arcane knowledge in your dreams. Each time you gain access to a new level of arcane spells, you select one pact magic related spell to add to your class spell list and list of spells known. A pact magic spell is defined as noticing or affecting spirits or binders in some way. Examples of such spells include *allies and enemies*, *analyze pact spirit*, *bind spirit I*, and so forth. See Chapter 7: Spells for spell descriptions.

ATLAN VISION QUEST [RACIAL]

You learn the distance and direction to Atlan ruins.

Prerequisite: Atlan race, non-evil alignment.

Benefit: Once per week you may enter a 1-minute trance to gain information about ruins or other remains of the drowned Atlan Empire. You learn the exact direction to move toward and the distance to travel relative to your current location. The nature of what lies at the site may be conveyed using a brief, vague statement such as, "ruins of an armory." It is unknown why only non-evil atlans experience these visions.

BONUS DEMON EYE EFFECT [RACIAL]

You can use your demon eye more often.

Prerequisite: Demon eye template, character level 3rd.

Benefit: You can use your demon eye racial ability one additional time per day. Each use causes the effect decided on at the start of the day.

Special: You may take this feat more than once. Each time, you gain one additional use per day of your demon eye.

CHOSEN ONE [RACIAL]

You use Charisma for all aspects of pact magic.

Prerequisites: Half-elf, Charisma 13, binder level 1st.

Benefit: Your duel nature and your innate diplomatic savvy grant you favor with the spirits, who are pleased to help your body to channel their supernatural energy with ease. You use your Charisma score to resolve your binding checks and also to determine the save DCs to resist your granted abilities.

Normal: Your Constitution normally sets ability DCs.

DANGEROUS DEMON EYE [RACIAL]

Your demon eye effects are more potent.

Prerequisite: Demon eye template.

Benefit: Your third eye reveals terrible fates to your foes. When a demon eye effect allows a saving throw, add +2 to the DC to resist the effect. If it does not allow a saving throw, then increase the effective caster level by +1.

DESERT MERCHANT'S BLOOD [RACIAL]

You can buy items at lower than normal cost.

Prerequisites: Frehmin race, Appraise 4 ranks.

Benefit: You inherited from your distant genie ancestors a

gift for haggling and an eye for good deals. Reduce by 10% the cost of any and all goods that you purchase.

DESERT STORM RAY [RACIAL]

You project a ray of sound and fire when bound to a spirit.

Prerequisite: Frehmin race, able to bind spirits.

Benefit: When you are bound with a spirit, you can project a ray up to 30 feet as often as once per 3 rounds. If you succeed on a ranged touch attack, the target suffers 1d6 damage per spirit level. The damage delivered is one-half fire and one-half sonic, and is supernatural in nature.

DETECT SPIRITS [RACIAL]

You learn whether a creature is bound with a spirit.

Prerequisite: Atlan race.

Benefit: By concentrating on a creature for 3 rounds, you can learn whether or not it has bound with a spirit and the name of any spirits. You can only target one creature at a time. It gets a Will save to resist your probing unless one or more of its spirits present compels an alignment shift matching your own alignment. The DC is 10 + 1/2 your character level + your Intelligence modifier. While detecting spirits, you can engage in minor activity such as moving at half speed, eating or chatting. Any other activity breaks your concentration. You can target the same creature only once in a 24 hour period.

ELEMENTAL CHEMIST [RACIAL]

You can quickly create alchemical items from nothing.

Prerequisites: Frehmin race, able to bind spirits.

Benefits: Provided you are bound with an anima or genie spirit and have a flask or vial on hand, you can create any one of these items: acid flask, flask of alchemist's fire, vial of anti-toxin, smoke stick, tanglefoot bag, thunderstone, tindertwig, or other alchemical item worth 50 gp or less. Creating an item is a spell-like ability and requires a standard action. The item must be used within 1 minute of being created or else it turns into fine dust. Creating such items costs 5 XP and can be done up to once per day per character level.

EVOKE SPIRIT HERITAGE [RACIAL]

You take on your full demon eye heritage, gaining additional beastly attacks.

Prerequisite: Demon eye template.

Benefit: Your mortal half becomes like your spirit half. As a full round action, you can transform yourself to gain two claw attacks and your natural armor class increases by +1. You can use both claw attacks as part of a full-round melee action. The transformation is supernatural and lasts until you dismiss it or until you fall asleep or otherwise fall unconscious.

FALSE ATTENTION [RACIAL]

You gain Charisma bonuses with one creature you target.

Prerequisites: Frehmin race, Charisma 13.

Benefit: Once per day as a standard action you can target one creature that has an Intelligence score. You must touch the creature to activate the benefit: you gain a bonus on all skill checks for one Charisma-based skill with that creature for a period of 24 hours. The bonus equals +1 per character level. The effect is an enchantment, and if you harm the creature it gains a Will save to negate your bonus. The DC to negate the effect is 12 + 1/2 your character level + your Charisma bonus.

FIENDISH HAND WITH MAGIC [RACIAL]

You can use magic items of the Atlan Empire with ease.

Prerequisite: Atlan race, Use Magic Device 1 rank.

Benefit: When you hold a magic item of the drowned Atlan Empire, you automatically become aware that it is such an item, and you gain a bonus on Use Magic Device checks equal to one-half your character level (round down) when using the item.

FORCED SURRENDER [RACIAL]

You can induce a foe to surrender.

Prerequisite: Hobgoblin race, able to bind spirits.

Benefits: Whenever you have bound a spirit and confirm a critical hit on a foe or cause it to suffer a debilitating condition such as being dazed or tripped, you can demand that it surrender during the next 1 round. Making the demand is a move action. The target must be within 30 feet, have line of sight to you, and have an Intelligence score of 5 or more. You and the target do not need to share the same language. The target must succeed on a Will save or drop any weapons it is holding and withhold attacks for 1 round. The target can still defend itself. It may act normally on succeeding rounds. The DC is 10 + 1/2 your character level + your Charisma modifier.

HOBGOBLIN SPIRIT SHAMAN [RACIAL]

Your link with ancestral hobgoblin shamans grants you minor spell-like abilities.

Prerequisite: Hobgoblin race, able to bind spirits.

Benefit: Whenever you are bound with a spirit, you gain the following spell-like abilities: *command*, *detect magic*, and *message*. You can use any or all of these up to three times per day total. Your caster level equals your character level. The DC equals 10 + 1/2 your character level + your Charisma modifier.

HOBGOBLIN SPIRIT WARRIOR [RACIAL]

Your link with legendary hobgoblin warriors grants you minor spell-like abilities.

Prerequisite: Hobgoblin race, able to bind spirits.

Benefit: Whenever you are bound with a spirit, you gain the following spell-like abilities: *create water*, *cure minor wounds*, and *true strike*. You can use any or all of these up to three times per day total. Your caster level equals your character level.

HIDE BIRTHSEAL [RACIAL]

You can hide the appearance of your birth seal.

Prerequisite: Atlan race.

Benefit: As a move action, you can hide or show your birth seal, the mark that normally signals your atlan heritage.

HYPNOTIC PERFORMANCE [RACIAL]

Your performance can hypnotize observers.

Prerequisites: Frehmin race, Perform (any) 4 ranks.

Benefit: Once per day, you can use *hypnotic pattern* as a spell-like ability; however, activating the ability requires 1 full-round of performance. Your dancing, singing, oratory or other performance causes 2d4 Hit Dice of creatures within close range to become hypnotized by your movements. As the spell, the hypnotism effect lasts 2d4 rounds. Your caster level equals your character level and the DC is 10 + 1/2 your character level + your Charisma modifier. If you are attacked while dancing, you must succeed on a DC 15 Concentration check to continue.

MASTER OF THE EVIL EYE [RACIAL]

You gain a dangerous ray attack when bound to a spirit.

Prerequisite: Demon eye template, able to bind spirits, neutral or evil alignment.

Benefit: You can direct a gaze attack to a distance of 60 feet up to once per 3 rounds using your third eye. You open your third eye, and if the target fails its Will save, it possibly suffers an unpleasant effect, as shown in the table below. Furthermore, each time you target the same foe within a 1-minute period, the target suffers a cumulative -1 penalty to its save and a -2 penalty to its spell resistance (if any). A creature protected by a death ward supernatural ability (but not the *death ward* spell) ignores the death ray's effects.

You can select any effect from the table below that has a level equal to or less than the highest level spirit you can bind.

TABLE 6-5: EVIL EYE PACT EFFECTS BY SPIRIT LEVEL

Spirit Level	Spell Effect	Brief Summary of Effect
1	<i>cause fear</i>	Will save or shaken, suffering -2 penalty on attack rolls, saves, skill checks, and ability checks.
2	<i>confusion</i>	Will save or miss turn 25% of time.
3	<i>blindness/deafness</i>	Will save or blinded/deafened.
4	<i>phantasmal killer</i>	Will save to disbelieve. If fail, Fortitude save or die.
5	<i>slay living</i>	Will save or die. Even when save, suffer 3d6 hit points damage +1 hit point per binder level.
6	<i>harm</i>	Will save or suffer 10 hit points per binder level, maximum 150 hit points.
7	<i>destruction</i>	Will save or killed and corpse destroyed. Even if save, suffer 10d6 damage.
8	<i>power word stun</i>	No save. Stunned 4d4 rounds if under 50 hit points, stunned 2d4 rounds if 51–100 hit points, and stunned 1d4 rounds if 101–150 hit points.
9	<i>energy drain</i>	No save. Suffer 1d4 negative levels. Attempt 2nd save 24 hours later to regain the lost levels.

OCCULT NEGOTIATOR [RACIAL]

You shift a binder's reaction by appealing to his or her spirit.

Prerequisites: Half-elf, able to bind spirits.

Benefit: When you have bound a spirit, you can apply a +4 circumstance bonus to any one Bluff, Diplomacy, Gather Information, or Sense Motive check against any one creature. You must wait 5 rounds between each use of this ability.

OCCULT INTERROGATOR [RACIAL]

You can extract information from foes.

Prerequisite: Hobgoblin race, able to bind spirits.

Benefit: When you have bound a spirit, you can apply a +4 circumstance bonus to any one Bluff, Gather Information, Intimidate, or Sense Motive check against any one creature. You must wait 5 rounds between each use of this ability.

PACTMAKER HERITAGE [RACIAL]

You pursue one or more pactmaking classes with ease.

Prerequisites: Atlan, demon eye, frehmin, or any race with a bonus to Charisma or Constitution and no penalty to either score.

Benefit: Any class that has pactmaking as a class feature is added as a favored class for you.

PATH OF DARKNESS [RACIAL]

You can bind easily with spirits of the fiend constellation.

Prerequisite: Atlan race, able to bind spirits.

Benefit: You embrace the darker side of atlan heritage to gain the benefits of the Expel Spirit, Ignore Binding Requirements, and Rapid Binding feats, but only with respect to spirits of the fiend constellation.

RE-HATCHED [RACIAL]

Your mind and body are transformed by the spirits.

Prerequisite: Troglodyte race, any good alignment, able to bind spirits.

Benefit: All your supernatural attacks are good-aligned and you deal nonlethal damage with those attacks if you so choose.

SPICE BINDER [RACIAL]

You can use desert spirit without physical side effects.

Prerequisite: Frehmin race.

Benefit: Ignore dangers caused by overuse of desert spice and apply a +2 racial bonus to checks when using the Craft Spirit feat.

STRATEGIC MINDSET [RACIAL]

You study a situation to gain a bonus to attack rolls.

Prerequisite: Hobgoblin race, base attack bonus +5, Intelligence 13.

Benefit: Whenever you continuously observe a situation for 3 rounds while taking no other actions, you and allies within 30 feet of you enjoy a +1 competence bonus to attack and damage rolls and saves against fear effects for the next 2 minutes. If you are interrupted while observing, then you must start over. Observing for a longer period does not increase the bonus.

Special: When used with the hobgoblin paragon's strategic mindset ability, the bonus becomes +2 rather than +1.

SUPPRESS SPIRIT HERITAGE [RACIAL]

You transform into a typical human appearance, gaining speed and a disguise but losing the benefits of your spirit heritage.

Prerequisite: Demon eye template.

Benefit: You become like your mortal half. As a full-round action, you transform to lose your claw attack, racial armor bonus, and racial Strength bonus (your Strength drops by 2). However, your feet become humanoid, your base movement rate increases by 10 feet, and your Dexterity increases by +4. Your height returns to normal for your race. The transformation is supernatural and lasts until you dismiss it or fall asleep.

UNDETECTABLE SPIRIT [RACIAL]

You conceal the presence of bound spirits from others.

Prerequisite: Atlan race, able to bind 3rd-level spirits.

Benefit: Others cannot detect the presence of spirits within you, whether by use of feats, special abilities, spells, or other means that equate in power to spells of 5th level or lower.

VERSATILE DEMON EYE [RACIAL]

You can select different effects with your demon eye.

Prerequisite: Demon eye template, character level 6th.

Benefit: Each time you use your demon eye ability, you may select a different effect. This allows you to cause different effects during the same day.

Normal: You select one specific effect for the day.

PACT MAGIC FLAWS

Binders can gain more power for a price. Flaws are serious penalties. For each flaw you take, you select an additional feat. Flaws are normally taken at 1st level. However, you may take a flaw at a later level with your game master's permission. You are limited to two flaws during your career.

FANATICAL BINDER

You limit yourself to spirits that support your cause.

Prerequisite: Able to bind spirits.

Effect: You can only bind with spirits within your normal alignment or within one step of your normal alignment, as stated under the "alignment shift" entry. For example, a lawful-good binder could only bind with spirits that might move his alignment toward lawful good, lawful neutral, or neutral good. All other spirits are repulsed by your puritanism and refuse to enter into a pact.

If you change alignment, the spirits that you can bind do not change, and act as a nagging reminder of your past outlook.

IRREPRESSIBLE BINDING

You are easily influenced by the spirits.

Prerequisite: Able to bind spirits.

Effect: You have a harder time than other binders moderating the influence of spirits. You always suffer the physical change and personality shift associated with a spirit regardless of your binding check. Furthermore you suffer the alignment shift whenever you fail your binding check by 5 or more.

REPEL ALLIES AND ENEMIES

Creatures associated with your spirit despise you.

Prerequisite: Able to bind spirits.

Effect: You are repellent to creatures associated with the spirits you bind. You suffer a -8 penalty to all Charisma-based skill checks while interacting with the favored enemies and the favored allies of a bound spirit.

Special: You cannot take this flaw if you have the Pact of Favored Allies or Pact of Favored Enemies feats.

UNFAVORABLE SIGN

You are barred from summoning spirits of two constellations.

Prerequisite: Able to bind spirits.

Effect: Perhaps due to an unusually unfavorable conjunction of various constellations at the time of your birth, you cannot bind certain spirits. Pick three constellations. You cannot bind with spirits belonging to these constellations.

Special: You can take this flaw twice. The second time, you lose access to an additional six constellations, for nine total.

UNSTABLE BINDING

Mind-affecting spells and effects more easily influence while you bind a spirit.

Prerequisite: Able to bind spirits.

Effect: Binding spirits weakens your mind. If you succeed on a saving throw against a mind-affecting spell or effect while bound with a spirit, you must attempt a second save 1 round later. You must take the result of the second roll even if it is worse than the first one.

CONSTELLATION FEATS

The following feats allow binders to gain additional granted abilities linked to a spirit's constellation.

ANGEL PACT

You can bestow vigor to allies, heal with skill, and resist debilitating physical effects of disease, poison, and so forth.

Prerequisite: Focal Constellation (angel), able to bind 2nd-level spirits.

Special Requirement: You gain this feat's benefits only when bound to a spirit of the angel constellation.

Benefit: You grant vitality to yourself or others. A touched creature gains 1d8+1 temporary hit points per two levels of spirit you have bound (round down). You can use this ability a number of times per day equal to your Wisdom modifier.

Additionally, you gain a bonus on Heal checks equal to +2 per level of spirit you have bound, and you gain immunities to various effects for 24 hours. When binding a 2nd-level or higher spirit, you gain immunity to paralysis. When binding a 4th-level or higher spirit you also gain immunity to disease. When binding a 6th-level or higher spirit, you gain immunity to poison. When binding an 8th-level or higher spirit, you also gain immunity to petrification. Immunities are cumulative.

CROWN PACT

You enthral crowds, negotiate well, and resist ranged attacks.

Prerequisite: Focal Constellation (crown), able to bind 2nd-level spirits.

Special Requirement: You gain this feat's benefits only when bound to a spirit of the crown constellation.

Benefit: You can use the *enthrall* spell. Once you use this ability, you must wait 1 hour before using it again. When you bind a 5th-level or higher spirit, the number of creatures potentially affected increases to five hundred, and when you bind an 8th-level or higher spirit, the number of creatures potentially affected increases to two thousand.

Additionally, you gain a bonus on Diplomacy checks equal to +2 per level of spirit, and you benefit from the *protection from arrows* spell for 24 hours. When you bind a 4th-level or higher spirit, you can resist magical as well as mundane arrows. When you bind a 7th-level or higher spirit, you resist all ranged evocation spell attacks.

DRAGON PACT

You gain a breath weapon, a bonus to Appraise skill checks, and the scent ability.

Prerequisite: Focal Constellation (dragon), able to bind 2nd-level spirits.

Special Requirement: You gain this feat's benefits only when bound to a spirit of the dragon constellation.

Benefit: You gain a breath weapon. The weapon projects in a line a distance of 10 feet per spirit level and delivers 1d6 damage per spirit level to all creatures along that line. You select the type of energy damage when binding the spirit. You may select a standard energy type: acid, cold, electricity, fire, or sonic. Alternatively, you may select a disintegration effect (affected areas of the target pop and vanish). Or you may select molten iron filings or painful wooden shrapnel.

Once you use this ability, you must wait 5 rounds before using it again. When you bind a 4th-level or higher spirit, you

need only wait 4 rounds, and when you bind an 8th-level or higher spirit, you need only wait 3 rounds.

Additionally, you gain a bonus on Appraise checks equal to +2 per level of spirit you have bound, and you gain the Scent ability to a distance of 10 feet per spirit level.

FIEND PACT

You can shatter objects, intimidate foes, and see in darkness.

Prerequisite: Focal Constellation (fiend), able to bind 2nd-level spirits.

Special Requirement: You gain this feat's benefits only when bound to a spirit of the fiend constellation.

Benefit: You can use the *shatter* spell. Once you use this ability, you must wait 3 rounds before using it again. When you bind a 4th-level or higher spirit, you can affect any creature that wears armor or has natural armor, and when you bind an 8th-level or higher spirit, you do not need to wait between uses.

Additionally, you gain a bonus on Intimidate checks equal to +2 per level of spirit you have bound, and you gain darkvision to a distance of 10 feet per spirit level.

GENIE PACT

You can detect thoughts, perform, and resist damaging energy.

Prerequisite: Focal Constellation (genie), able to bind 2nd-level spirits.

Special Requirement: You gain this feat's benefits only when bound to a spirit of the genie constellation.

Benefit: You can use the *create food and water* spell a number of times per day equal to the spirit's level. When you bind a 5th-level or higher spirit, the food has a bonus effect of a *cure disease* spell on all who partake, and when you bind an 8th-level or higher spirit, you can use *heroes' feast* once per day as well.

Additionally, you gain a bonus on all Perform checks equal to +2 per level of spirit you have bound, and you gain resistance to one energy type equal to twice the spirit's level for a period of 24 hours. When binding a 9th-level spirit, you gain total immunity to that energy type.

GHOUL PACT

You can paralyze foes, identify the undead, and touch creatures using a disembodied spectral hand.

Prerequisite: Focal Constellation (ghoul), able to bind 2nd-level spirits.

Special Requirement: You gain this feat's benefits only when bound to a spirit of the ghoul constellation.

Benefit: You can use the *ghoul touch* spell. Once you use this ability, you must wait 5 rounds before using it again. When you bind a 5th-level or higher spirit, you need only wait 3 rounds, and when you bind an 8th-level or higher spirit, you can use the *ghoul touch* as a swift action.

Additionally, you gain a bonus on Knowledge (religion) checks equal to +2 per level of spirit you have bound, and you gain the benefits of *spectral hand* for a period of 24 hours. If the hand is destroyed, then you can evoke a new one after 1 hour.

KNIGHT PACT

You hit foes more often, ride with skill, and gain great proficiency with one specific type of weapon.

Prerequisite: Focal Constellation (knight), able to bind 2nd-level spirits.

Special Requirement: You gain this feat's benefits only

when bound to spirit of the knight constellation.

Benefit: You can use the *true strike* spell, granting you +20 on your next attack. You must wait 5 rounds between each use of the ability. When you bind a 5th-level or higher spirit, you need only wait 3 rounds between each use. When you bind a 9th-level or higher spirit, you can use the ability as a move action. You are always limited to one use per round.

Additionally, you gain a bonus on Ride checks equal to +2 per level of spirit you have bound, and you are proficient with any one type of weapon (such as greatsword or long bow) for a period of 24 hours. When you bind a 4th-level or higher spirit, you gain the Weapon Focus feat when using that weapon, and when you bind a 7th-level or higher spirit, you gain the Greater Weapon Focus feat when using that weapon.

MAGI PACT

You can create an extra-dimensional safe space, analyze spells with ease, and detect magic.

Requirements: Focal Constellation (magi), able to bind 2nd-level spirits.

Special Requirement: You gain this feat's benefits only when bound to a spirit of the magi constellation.

Benefit: You can use the *rope trick* spell at will. You can only have one in operation at a time. When you bind a 5th-level or higher spirit, you do not need to climb a rope; instead, you and willing creatures within 30 feet are instantly moved into (or out of) the *rope trick* space. When you bind an 8th-level or higher spirit, the *rope trick* can hold up to one hundred creatures.

Additionally, you gain a bonus on all Spellcraft checks equal to +2 per level of spirit you have bound, and you can *detect magic* at will.

PORTAL PACT

You can "pop" through space and open portals with ease.

Prerequisite: Focal Constellation (portal), able to bind 2nd-level spirits.

Special Requirement: You gain this feat's benefits only when bound to a spirit of the portal constellation.

Benefit: You can dimension leap, which is similar to *dimension door* but limited to a range of 10 feet per spirit level. You can only move yourself, and you must wait 5 rounds between each leap. When you bind a 5th-level or higher spirit, you need only wait 3 rounds between each use, and when you bind a 8th-level or higher spirit, you can leap as a swift action. Effects that bar Astral travel foil this ability.

Additionally, for a period of 24 hours, you gain a bonus on Jump checks equal to +2 per level of spirit you have bound; also, you can use the *knock* spell and *open/close* cantrip at will. When you bind a spirit of 6th-level or higher, you can use these two abilities as swift actions.

SPIDER PACT

You can cast webs and climb like a spider with ease.

Prerequisite: Focal Constellation (spider), able to bind 2nd-level spirits.

Special Requirement: You gain this feat's benefits only when bound to a spirit of the spider constellation.

Benefit: You can cast spidery webs. This works like the *web* spell, except that the web area is 10 square feet per spirit level, the DC for Strength checks to escape is 14 +3 per spirit level, and the DC for Escape Artist checks is 19 + 3 per spirit

level. You must wait 5 rounds between each use of the ability. When you bind a 5th-level or higher spirit, you need only wait 3 rounds between each use, and when you bind a 8th-level or higher spirit, you can use the ability as a move action.

Additionally, you gain a bonus on Climb checks equal to +2 per level of spirit you have bound, and you can use the *spider climb* spell at will for a period of 24 hours.

THIEF PACT

You can turn invisible, use sleight of hand, and hide objects from detection.

Prerequisite: Focal Constellation (thief), able to bind 2nd-level spirits.

Special Requirement: You gain this feat's benefits only when bound to a spirit of the thief constellation.

Benefit: You can use *improved invisibility* for 2 rounds per spirit level per day. Once you use this ability, you must wait 3 rounds before using it again, whether or not you have uses remaining of the ability. When you bind a 4th-level or higher spirit, you do not need to wait, and when you bind an 8th-level or higher spirit, you activate the invisibility as a swift action.

You gain a bonus on Sleight of Hand checks equal to +2 per level of spirit you have bound, and can shield items from magical detection using the *obscure object* spell. You can affect a number of objects at one time equal to your spirit level.

TREE PACT

You can entangle foes, harden your skin as bark, and answer questions about nature.

Prerequisite: Focal Constellation (tree), able to bind 2nd-level spirits.

Special Requirement: You gain this feat's benefits only when bound to a spirit of the tree constellation.

Benefit: You can call upon plants to entangle foes. This works like the *entangle* spell, except that the area is 10 square feet per spirit level, the DC for Strength checks to escape is 14 +3 per spirit level, and the DC for Escape Artist checks is 19 + 3 per spirit level. You must wait 5 rounds between each use of the ability. When you bind a 5th-level or higher spirit, you need only wait 3 rounds between each use, and when you bind a 8th-level or higher spirit, you can use the ability as a move action.

Additionally, you gain a bonus on Knowledge (nature) checks equal to +2 per level of spirit you have bound, and you gain the benefits of the *barkskin* spell for a period of 24 hours, adding +2 or better bonus to your natural AC.

SHADOW PACT

You gain damage resistance, the ability to merge with darkness and use magical devices, and low-light vision.

Prerequisite: Focal Constellation (shadow), able to bind 2nd-level spirits.

Special Requirement: You gain this feat's benefits only when bound to a spirit of the shadow constellation.

Benefit: Your body becomes preternaturally tough as it merges with inky shadow. You gain DR 1/- per spirit level.

Moreover, for each spirit level, you gain a +1 bonus on Hide, Move Silently, and Use Magic Device checks. You can attempt checks even if you are untrained.

Finally, you can see around corners whenever the corner is in an area of shadowy illumination. You can see around corners that are up to 10 feet away per spirit level.

ANIMA SPIRITS

These generic spirits can be bound by a pactmaker with the Anima Binder feat. Thirteen anima spirits appear below.

ANIMA OF THE ARCTIC SEA

This icy spirit offers the following abilities.

Freezing Ray: You project an icy ray. With a successful ranged touch attack, your target takes 1d6 cold damage per spirit level. You cause double damage on a confirmed critical hit. When binding a 5th-level or higher spirit, struck foes must succeed on a Fortitude save or be slowed as the *slow* spell for 1 round per binder level. You can use this ability to affect an area rather than a creature in order to quench natural and magical fire. With each hit, you affect a number of 5-foot squares equal to your binder level.

Ply the Deep: You gain a swim speed of 10 feet per spirit level. When binding a 5th-level or higher spirit, you gain Swimby Attack, which works like Flyby Attack but underwater.

Stay the Chill: You enjoy energy resistance 5 per spirit level to cold damage. When binding a 9th-level spirit, you gain total immunity to cold energy. The effect lasts 24 hours.

Stride the Waves: You can *water walk* as the spell, and also walk on ice without slipping, for a period of 1 minute per spirit level per day. You can use the rounds spread out over the day.

Water Breathing: You and your allies can breathe in water. You gain 2 hours per binder level. You may freely distribute these hours as you wish among yourself and allies. Using this ability does not prevent you from breathing air.

ANIMA PACTMAKING FEATS

Binding anima spirits and crafting new spirits requires feats.

ANIMA BINDER

You can bind anima spirits.

Prerequisites: Able to bind spirits.

Benefit: You can bind any anima spirit at any level that you normally have access to. The binding DC equals $12 + 2 \times$ the spirit's level. When you succeed on the check, select a benefit of the Augment Pact feat. When you succeed on the check by 10 or more, select a second Augment Pact benefit as a capstone ability. The cost in material supplies to bind an anima spirit equals 5 gp per spirit level. Anima spirits do not belong to constellations.

CRAFT SPIRIT

You can create custom spirits from anima spirits.

Prerequisite: Able to bind spirits, Anima Binder, Knowledge (arcana) 6 ranks, Knowledge (the planes) 6 ranks.

Benefit: To craft a spirit of your own design, select the level of spirit plus up to five abilities from up to three anima spirits. The more abilities and spirits involved, the harder the process. The craft check equals $10 + 2 \times$ the spirit's level + the number of anima spirits + the number of abilities. A craft check is resolved as d20 + binder level + Intelligence modifier. On a successful check, the spirit is learned. The process requires 1 day (8 hours), 25 XP, and 100 gp per spirit level. On a failed check, the spirit is not learned, in which case you can try again when you attain a new binder level. Aspects of binding such as granted ability DCs are computed as normal. You are limited to learning a number of novel spirits equal to $3 +$ your Intelligence bonus (minimum 1).

THE BEAST BEFORE US

This wild spirit offers the following abilities.

Beastly Form: You can wildshape as a druid once per day plus one additional time per day per 5 binder levels (maximum 5 times per day). You start limited to Medium and Small animals. When you bind a spirit of 5th level or higher, you may become a Large animal. When you bind a spirit of 7th level or higher, you may become a Tiny animal. When you bind a 9th-level spirit, you may become any Huge animal. You can use supernatural abilities while in animal form.

Camouflage: Your skin, hair, and eyes acquire green hues, and vines sprout and flowers blossom over your body, granting you the druid's woodland stride ability and a +2 bonus per spirit level to Hide and Move Silently checks in forest terrain.

Nature Lore: For each spirit level, you gain a +2 bonus on Knowledge (nature), Survival, and Handle Animal checks.

Savage Senses: You enjoy low-light vision and a +2 bonus for each spirit level on Listen and Spot checks.

Voice of the Lion: You can use the *command* spell, except that you can affect one creature per spirit level, the duration lasts 1 round per binder level, and the DC varies with the spirit's level. An affected creature may attempt another Will save to negate the effect at the start of each new round on your turn.

THE FISHER UNDER THE EARTH

This brooding spirit offers the following abilities.

Meld Into Stone: Once per day per spirit level, you can use the *meld into stone* spell for up to 1 minute per binder level. When binding a 5th-level or higher spirit, you can use this ability at will. While melded into stone, you cannot see but you can hear everything that goes on around you. Certain spells and extensive physical damage to the stone may harm you.

Stay the Sting: You enjoy energy resistance 5 per spirit level to acid damage. When bound as a 9th-level spirit, you enjoy total immunity to acid energy. The effect lasts 24 hours.

Stinging Ray: You project a stinging, acidic ray. With a successful ranged touch attack, your target takes 1d6 acid damage per spirit level. A confirmed critical hit does double damage.

Stone Skin: Your skin is tough as stone. You gain damage reduction 1/- per spirit level. The effect lasts 24 hours.

Cave Sight: When binding a 1st- or 2nd-level spirit, you gain low-light vision. Otherwise, you gain darkvision out to a distance of 10 feet per spirit level. For a 5th-level or higher spirit, your darkvision penetrates magical darkness.

FLAMES OF DANCING DEATH

This lively spirit offers the following abilities.

Blazing Wake: As you move, you leave a hypnotizing trail of fire. The wake is a 15-foot cone projected behind you. The wake lasts for 3 rounds in a given square and causes 1d4 points of fire damage per spirit level to all who enter or are caught in the flames. A successful Reflex save halves the damage. Activating or deactivating the wake is a standard action. When binding a 5th-level or higher spirit, anyone who fails a Will save is also held still within the fire, as the *hold monster* spell, for 1 round per level (with a save allowed on each new round).

Fierce Fleetness: You gain a climb speed equal to 10 feet per spirit level. When bound as a 5th-level or higher spirit, you gain the Spring Attack feat, which allows you to break up your movement to before and after attacking.

Fire Armor: You are shrouded in an aura of fire. Anyone who

attempts an attack against you using a melee weapon, unarmed strike, grapple, or touch spell or ability, suffers 1d6 points of fire damage per spirit level. A successful Reflex save reduces the damage by half. Activating and deactivating the fiery aura is a free action. You can use the aura for 1 round per binder level per day. You can use the rounds all at once or spread out over the course of the day.

Scorching Ray: You project a fiery ray. With a successful ranged touch attack, your target suffers 1d6 fire damage per spirit level. You inflict double damage on a confirmed critical hit.

Stay the Flame: You enjoy energy resistance 5 per spirit level to fire damage. When bound with a 9th-level spirit, you have total immunity to fire energy. Also, you are immune to the heat, fire, and suffocation effects of lava, and you may choose to move across the surface of lava as if it were solid ground.

HALO OF SCIONS

This pious spirit offers the following abilities.

Healing Hands: You can lay on hands to heal yourself or another creature a number of hit points equal to your binder level x your Constitution bonus (minimum 1). You may use the points all at once or spread out over the day. Alternatively, you can use 12 points to cure one disease, neutralize one poison, remove one curse, or restore one ability score to normal. A creature can benefit from your touch once per day.

Illuminating Halo: You gain a halo. The halo sheds daylight as the spell to a distance of 10 feet per spirit level. You may show or hide the halo as a free action.

Influence Undead: You can turn undead (if you are good-aligned) or rebuke undead (if you are evil-aligned) as a cleric equal to your binder level. If you are neutral, pick turn or rebuke. Once you pick, you stay with that choice.

Pass Amongst the Dead: You can use *detect undead* and *hide from undead*. You can use either or both, but the total number of daily uses cannot exceed the spirit's level.

Pious Wisdom: For each spirit level, you gain a +2 bonus on Heal, Knowledge (religion), and Sense Motive checks.

NINE FISTS OF THE ACROBAT

This nimble spirit offers the following abilities.

Walk the Tightrope: You enjoy a +2 bonus per spirit level on Balance, Jump, and Tumble checks. You only gain these bonuses when wearing light or no armor.

Dazing Fist: You gain Improved Unarmed Strike as a bonus feat. Moreover, if you score a critical hit against a foe, it is dazed for 1 round. When binding a spirit of 5th level or higher, the foe is stunned rather than dazed.

Mercury's Swiftmess: For each level of the bound spirit, you gain a +5 foot bonus to your primary movement speed.

Feather Fall: You benefit from *feather fall* when you fall.

Supernatural Fist: You can apply bonus damage for 1 round to your unarmed attacks equal to +1d6 per spirit level. Thus, binding a 5th-level spirit adds +5d6 to one of your unarmed attacks. You must wait 3 rounds between each use of this ability.

THE OAK OF BROKEN SKY

This sturdy spirit offers the following abilities.

Bark Skin: Your skin becomes hard like bark but with the bright hues of spring or autumn leaves. You gain damage reduction 1/- per spirit level.

Healing Rapture: As a full-round action, you can heal your-

self or another creature 1d8 hit points + 1 hit point per level. The energy to heal is provided by local flora. However, using this ability causes natural plants within a 10-foot area around you to be destroyed. They brown and die immediately. If you are in an area that is already denuded of plant life, then you must move to a new area before healing again.

Spray of Sap: You project a spray of noxious sap. With a successful ranged touch attack, your target is covered with sap and considered grappled and suffers 1d6 crushing damage per round (maximum 1 round per spirit level). The Strength DC to escape the grapple is 18 + 1 per spirit level. When binding a 5th-level or higher spirit, a struck foe must also succeed on a Fortitude save or be sickened for 1d4 rounds.

Tree Step: You can *dimension door*, except you can only transport yourself, and you must enter and exit through a tree, a 5-foot square area of wood, or plant mass with a size equal to or greater than your own. When binding a 1st-, 2nd-, or 3rd-level spirit, you must wait 1 minute between each use of this ability.

Wisdom of Shaping Wood: You can reshape wood to make doors, weapons, furnishings, and even wooden armor, per the *woodshape* spell. Unlike the spell, you affect up to 10 cubic feet of wood foot per spirit level. The reshaping is instantaneous and permanent, but you must wait 5 rounds between each use.

OUR LADY OF BLADES

This sharp spirit offers the following abilities.

Iron Skin: Your skin becomes hard like iron, granting you damage reduction 1/- per spirit level.

Keen for Blood: At the time of sealing the pact, specify one slashing or piercing weapon. When you wield that weapon, double its threat range and treat it as magical for the purpose of overcoming damage reduction. When binding a 5th-level or higher spirit, apply a +4 bonus on rolls to confirm critical hits.

Shrapnel Spray: You project a spray of nails and similar shrapnel. With a successful ranged touch attack, your target takes 1d6 piercing and slashing damage per spirit level. You cause double damage on a confirmed critical hit.

Wondrous Touch of Repair: You call upon elemental forces to knit together broken objects, per the *make whole* spell. Like the spell, you can completely repair breaks and tears in objects made of any substance with a volume up to 10 cubic feet per binder level. Unlike the spell, you can repair constructs. With each touch, you repair a construct of 2d8 hit points + 1 hit point damage per binder level. However, repairing a construct is physically taxing; you suffer one-quarter the amount repaired as hit point damage to yourself (round down). You must wait 5 rounds between each use of this ability.

Wrath of the Whirling Blade: You hurl your metal weapon, which may strike all creatures within a 60-foot line. You get an attack against each creature as if making a normal attack, except you may use Charisma modifier instead of your Strength modifier. You only get one attack against each creature. The blade unerringly returns to your hand at the round's end.

THE PEGASUS ARROW

This noble spirit offers the following abilities.

Field of Whispers: For each spirit level, you gain a +2 bonus on Handle Animal, Ride, and Use Rope checks.

Fleet of Hoof: For each spirit level, any creature you ride as a mount gains a +5 foot bonus to its primary movement speed.

Mark Your Foe: For each spirit level, you enjoy a +1 bonus on attack rolls and +1d4 on damage rolls versus one specific (named) creature (maximum +9 attack, +9d4 damage) using any piercing or ranged weapon. A named creature might be “Lord Mortho” or “the red dragon living in Yagado’s Cave.”

Soaring Glory: You gain the Mounted Combat feat for free, and once per day you can grant your mount a fly speed equal to its land speed for a period of 1 round per spirit level.

Who Hunts the Hunter: For each spirit level, you gain +1 bonus on Gather Information, Search, and Survival checks. Moreover, creatures cannot make attacks against you during a surprise round. They may take other actions and are free to attack you normally after the surprise round is over.

THE SERPENTINE LOVER

This sensuous spirit offers the following abilities.

Forever Bound: Select on ally. You two are mystically linked for 24 hours. Per spirit level, the subject gains a +1 bonus to AC and +1 bonus to all saves. Additionally, the subject takes only half-damage from all wounds and attacks that deal hit point damage. Damage not taken by the subject is taken by you instead. Other forms of attack, such as charm, are not shielded. The link is maintained across planes of existence.

Lover’s Whispers: You can use the *message* spell at will. When bound with a 5th-level or higher spirit, you two can use *sending* at will to any willing recipient. Unwilling recipients gain a Will save to resist the sending; if they succeed you suffer 2 hit points damage per Hit Dice of the creature.

Protective Veil: You project an aura that grants you and allies within 30 feet a bonus on AC and saves. The bonus equals +1 plus +1 per 5 binder levels (round down, maximum +5).

Serpent’s Betrayal: You can use *detect poison* once per day per spirit level, and your touch or natural attack delivers poison on a failed Fortitude save. The poison damage delivers a -1 penalty per spirit level to Strength and Wisdom. You must wait 3 rounds between each use of this ability.

Uncoiled Fate: Once per day, when bound with a 5th-level or higher spirit, you can revive from death one creature. For a 5th-level spirit, the creature must have died in the last 1 round. Extend the duration to 1 minute, 10 minutes, 1 hour, or 1 day for a 6th-, 7th-, 8th-, or 9th-level spirit, respectively. No materials are required.

TITANS OF THUNDER’S RAGE

This wrathful spirit offers the following abilities.

Aerial Step: When binding as a 1st- through 3rd-level spirit, you can use *levitate* for up to 1 minute per level per day. As a 4th-level or higher spirit, you gain a fly speed of 10 feet per spirit level with perfect maneuverability.

Blast of Wind: You can use the *gust of wind* spell at will, except the range is 10 feet per spirit level. When binding a 4th-level or higher spirit, the wind passes through solid mundane barriers such as stone or wooden walls up to 1 foot thick. When binding a 7th-level or higher spirit, the wind passes through magic barriers including a *wall of force* and similar effects.

Crackling Ray: With a successful ranged touch attack, your target suffers 1d6 electrical damage per spirit level. Apply a +2 bonus on attack rolls against targets in wooden or metal armor. You cause double damage on a critical hit.

Stay the Charge: You enjoy energy resistance 5 per spirit level to electrical damage. When binding a 9th-level spirit, you

are immune to electrical energy. The effect lasts 24 hours.

Titan’s Rage: You rage as a barbarian, with uses per day and benefits as a barbarian equal to your binder level (however, you do not gain greater rage or mighty rage). In addition to the usual restrictions while raging, you suffer a -4 penalty on attack rolls against unarmed foes, opponents that did not attack you first, and foes with half or fewer Hit Dice than you. However, you move up 4 places in the initiative order while raging.

VOID OF UNDREAMING

This bizarre spirit offers the following abilities.

Dimension Step: You use the *dimension door* spell, except you can only transport yourself and the distance moved is limited to 25 feet + 5 feet per binder level. You cannot take any actions for the remainder of your turn after you move. When binding a 4th-level or higher spirit, you can take 1 willing creature per 3 binder levels, and when binding an 8th- or 9th-level spirit, you can teleport yourself only up to 1 mile per binder level. This ability has some limitations. When binding a 1st-, 2nd-, or 3rd-level spirit, you must wait 5 rounds between each use of this ability. When binding a 4th- or 5th-level spirit, you must wait 4 rounds. At 6th level and above, you must wait 3 rounds.

Force Shield: You gain the benefits of the *shield* spell on yourself for 24 hours. The bonus equals +1 per spirit level, to a maximum of +9 when binding a 9th-level spirit. This ability does not function if you are already using a shield.

Mage Hand: You can use the *mage hand* spell at will to lift and move objects within close range weighing 5 pounds or less. The amount is 25 pounds for a 5th-level or higher spirit.

Muffle Sound: You enjoy energy resistance 5 per spirit level to sonic damage. When bound with a 9th-level spirit, you gain total immunity to sonic energy. The effect lasts 24 hours.

Shattering Ray: With a successful ranged touch attack, your target takes 1d6 sonic damage per spirit level. You cause double damage on a confirmed critical hit.

THE WITCHLING’S EYE

This terrifying spirit offers the following abilities.

Arcane Mind: For each level of spirit, you gain a +2 bonus on Knowledge (arcana), Sleight of Hand, and Spellcraft checks.

Evil Eye: You gain a 30-foot range gaze attack that causes the target creature to erupt with blood and suffer 1d6 hit points damage per spirit level unless it succeeds on a Reflex save to avoid your gaze. Damage dealt can never cause the target to fall below -9 hit points. However, if the target falls below 0 hit points due to damage caused by your gaze attack, then it suffers a *bestow curse* effect for 24 hours (no save). The evil eye is a death attack usable once per 3 rounds.

Maximize Magic: As an immediate action, you can maximize the numeric effects of one spell, spell-like ability, or granted ability used by you or one of your allies within 60 feet and line of sight. Maximizing a spell does not increase the spell’s level. You must wait 5 rounds between each use of this ability.

Sense Magic: You can use *detect magic* at will, and once per day you can use the *identify* spell (no GP cost) on a magic item by handling it for 1 minute.

Your Friends are Monsters: Aberrations, monstrous humanoids, giants, and vermin start off one grade friendlier toward you (usually, indifferent rather than hostile). You must show an unmistakable hideous feature such as a huge wart, an unnaturally long nose, or so forth as a free action to gain the benefit.

COMMUNITY PACT MAGIC

You can bind a spirit to a community instead of binding it to yourself. An entire area and its inhabitants are affected for good or ill by supernatural energies while the binder remains safely within a pact seal. The thirteen community pact options described in this section are keyed to constellations rather than specific spirits. However, secondary effects vary by spirit. Thus, the specific spirit you choose is still relevant.

Community pactmaking requires the Community Pact Magic feat, shown in the sidebar below. Occult priests and spirit binders are the usual practitioners. Some binder sages distinguish community pacts into categories of offensive, defensive, or miscellaneous in nature. However, a clever binder can utilize any of the pacts to obtain an advantage, whether to benefit, hinder, or entertain.

Sealing a Community Pact

To carry out a community pact, a binder selects a spirit of the appropriate constellation, draws the pact seal, and begins the ceremony as usual. As the ceremony concludes, instead of experiencing a manifestation, a ray of light projects upward from the pact seal to a maximum height of 10 feet per spirit level and then blossoms into an orb of intense light 5 feet in diameter. The light's color, and any apparition that appears within the orb, varies by the spirit's constellation. The orb pulsates for 1 minute. If the pact seal or binder are disturbed during this time then the pact may fail. The chance of failure starts at 90% after the first round and decreases by 10% each round thereafter to a zero percent chance of failure at the end of the 1 minute. An *antimagic field* applied to the orb or binder immediately negates the pact. If the pact fails, the orb winks out and the binder is fatigued but able to try again. If the pact succeeds, the orb explodes brilliantly and affects an area around the seal.

Spirit Level	Emanation around Seal
--------------	-----------------------

5th	30 feet
6th	100 feet
7th	400 feet
8th	1/2 mile
9th	2 miles

The pact affects all creatures within the emanation area. Creatures shielded from possession by *protection from evil* or similar magic are unaffected. The binder must remain within the seal at all times. If the binder abandons the seal or falls unconscious (or dies), then the pact immediately ends, leaving the binder fatigued (or still dead if he died) and unable to bind again until the next day. When the pact concludes, most effects end and the binder is left exhausted.

When saving throws are mentioned, the DC equals $10 + 1/2$ the binder's level + the binder's Charisma modifier.

COMMUNITY PACT MAGIC

You bind a spirit to a community rather than yourself.

Prerequisite: Able to bind 5th-level spirits, Knowledge (arcana) 12 ranks, Knowledge (local) 4 ranks, Wisdom 13.

Benefit: When binding a spirit, you may elect to evoke a short-term, large-area effect corresponding to the constellation of the bound spirit. See this section for details.

The Thirteen Community Pacts

Here are the thirteen pacts, organized in order of constellation. All effects are supernatural.

Portal (the Shifting Maze): This pact disrupts the flow of space, acting either as a defensive measure against invaders or as a devious training zone for contests of wits and skill. It is a popular pact at magic academies and has been used to hide binders fleeing pursuit by authorities. Whatever the application, when the pact is sealed, each portal in the area is altered such that anyone who passes through it is instantly teleported in a random direction to a nearby portal (use *dimension door*, but limit the distance to under 30 feet). Moreover, each square in the affected area has a 1 in 12 chance to contain an extra-dimensional space (per the *rope trick* spell). The pact begins with the ropes to these spaces dangling in midair. However, as the spell, the ropes can be pulled up into the extra-dimensional spaces and hidden from view. This pact lasts up to 1 hour per binder level, to a maximum of 24 hours. When the pact ends, all portals return to normal and any creatures or objects left in extra-dimensional spaces are dropped into the nearest open space.

Spider (the Vermin Hive): Binders use this pact as a weapon against rival communities. Typically, a binder is smuggled behind enemy lines, where he or she seals the pact when the enemy is least able to respond. At the moment that the pact is sealed, each square in the affected area has a 1 in 6 chance to produce a swarm of rats, bats, or spiders per the *summon swarm* spell. The binder has no control over the swarms, but the swarms only attack creatures that were within the affected area when the pact was sealed (thus, the binder is safe). Swarms that are destroyed are not replaced. Furthermore, on every round, all persons in the affected area must succeed on a Will save or be paralyzed by the *hold person* spell for that round. The duration of this pact is 1 minute per binder level. When the pact expires, all vermin vanish as if returning to their dark hiding places and the hold effect ends.

Tree (the Garden of Delight): This pact is often sealed at planting time or to inaugurate the lush estates of nobles. When the pact is sealed, each 5 foot square area is instantly watered as if by the *create water* spell. Nonmagical fires in the area are extinguished and the ground is made suitable and nourishing. Just as quickly, the area is instantly affected by the *plant growth* spell. You may specify whether the growth is for planting or is meant to act as a defensive hedge. Finally, all living creatures within the area instantly benefit from the *cure minor wounds* spell, healing 1 hit point. Undead are harmed 1 hit point (no save). The pact is instantaneous and the effects are permanent.

Angel (the Holy Refuge): The binder creates a holy safe space of peace and wholesomeness. This pact is invoked in times of war, pestilence, or disease, or within holy temples to foster reverence for the divine. As the pact is sealed, all non-evil creatures within the area are instantly cured 1d4+1 hit points and all food and drink are purified (as *purify food and drink* spell). For the remaining 8 hours of the pact, all good-aligned creatures in the area are protected by the *sanctuary* spell. Moreover, the area is blanketed by the *consecrate* spell and sufficiently enveloped by *light* to provide continuous illumination in the area. When the pact expires, the light effect ends but the consecration persists for 24 hours and healed wounds remain healed.

Knight (the Heroic Battlefield): This pact empowers allies with heroic martial prowess and is invoked when a community's residents are about to march to war. As the pact is sealed, each creature in the area benefits from the *heroism* spell and is provided with a mundane simple weapon such as a spear, crossbow, or club. Ranged weapons come with twenty units of ammunition. The pact lasts 2 hours for all those who were initially affected even if they leave the area. All benefits including the weapons vanish when the pact expires.

Crown (the Warded Fortress): Binders invoke this pact as a means of extreme protection, whether in times of panic or to repulse invaders or thieves seeking to steal the community's treasures. As the pact is sealed, all portals within the area close and lock as if protected by the *arcane lock* spell. Moreover, a *fog cloud* blankets the area for the pact's duration and the community's perimeter is guarded by an *alarm* spell. The binder may specify an audible alarm, in which case a loud ringing, audible to everyone in the community, emanates from violated points on the perimeter. Alternatively, the binder may specify a silent alarm, in which only the binder is alerted (the binder may communicate this information even when restricted physically to the pact seal). The pact lasts 24 hours. All effects end when the pact ends.

Thief (the Sleeping Banquet): This sneaky pact is often used by rogue binders to liberate a community from tyranny or from its gold. Sometimes this pact has been used to kidnap or to spring a prisoner. As the pact is sealed, all creatures of 6 Hit Dice or less must succeed on a Will save or fall asleep for the pact's duration (as the *sleep* spell, but up to 6 Hit Dice). Creatures with more than 6 Hit Dice or that have immunity to sleep effects such as elves are immune. At the same time, all portals (doors, windows, chests, and so forth) within the area are instantly forced open, as if affected by the *knock* spell. The pact lasts 20 minutes, after which all sleepers awaken.

Dragon (the Shattered Ruin): This devastating pact brings ruin wrought by dragons. As the pact is sealed, the spirit orb explodes with a terrible draconic roar. All creatures and objects within the area are instantly affected by the *shatter* spell. The effect is magical and ignores earth and unworked stone and worked walls less than 2 feet thick. At the same time, all creatures of 6 Hit Dice or less must succeed on a Will save or be compelled to flee from the epicenter of the blast as if affected by the *scare* spell. Creatures with more than 6 Hit Dice or that possess immunity to fear effects are immune.

Fiend (the Den of Sin): Evil binders, particularly those in league with fiends, use this pact to bring joyous moral ruin upon communities. As the pact is sealed, all creatures within an Intelligence of 5 or greater must succeed on a Will save or fall prey to a *suggestion* spell. The general suggestion is always the same, although the details suit each inhabitant. All who fail their save forget their inhibitions and moral habits, eagerly heeding their deepest sinful desires such as anger, envy, gluttony, lust, pride, sloth, or so forth. Only creatures tempted to anger tend to be violent. At the same time, all those who fail their save are granted the supernatural ability to create fire as a standard action, able to inflict 1d3 hit points damage to a touched target and possibly lighting afire flammable objects. The pact lasts 4 hours. All effects end when the pact ends. Characters who violated codes of conduct may need to seek repentance.

Ghoul (the Graveyard Bell): This pact is popular with binders oriented to necromancy, binders who wish to call up dead heroes from the earth to act as a terrifying shield against invaders, and binders who wish to use the dying and dead on a battlefield to finish a battle. As the pact is sealed, the sound of

a loud iron bell tolls as if announcing a death. Immediately, all living creatures in the area suffer 1 hit point of damage, causing the injured and unconscious to speed more quickly to their death. Those knocked below 0 hit points continue to lose hit points each round, with the normal chance of stabilizing. The damage is negative energy and heals undead in the area. Far more terribly, when the bell sounds, all remains of the dead within the area are immediately affected by the *animate dead* spell. If a graveyard or battlefield is included in the area, then every 5 foot square in that area provides a skeleton or zombie (fresh corpses rise as zombies while ancient corpses rise as skeletons). Otherwise, each square in the affected area has a 1 in 6 chance of producing a zombie or skeleton. Because of the pact's magic, even areas that have never seen death will produce some undead. The undead follow a one-sentence command (up to 25 words) uttered by you at the time of binding. The pact lasts 1 hour. Undead return to the earth when the pact ends.

Genie (the Carnival of Souls): Binders seal this pact in celebration. Creatures within the area must succeed on a Will save or be affected by the *enthrall* spell. Moreover, all creatures with an Intelligence of 3 or greater with faces are disguised, as the *disguise* spell, by a gaudy and disconcerting mask that cannot be removed. These creatures also gain the ability to *speak with animals* and find themselves with a musical instrument, per the *summon instrument* cantrip. The pact does not grant performance skill. The pact lasts 6 hours. When the pact ends, the conjured instruments vanish and affected creatures are fatigued. An alternate, more sinister version of this pact affects creatures with the *hideous laughter* spell. Creatures must save each round or be affected by a fit of uncontrollable laughter for that round.

Magic (the Arcane Library): This pact is a favorite among binders in communities that encourage knowledge and magical prowess. As the pact is sealed, all creatures in the area gain a +4 enhancement bonus to their Intelligence, as if affected by the *fox's cunning* spell. Moreover, all creatures can, at will, *detect magic*, use the *comprehend languages* spell, and use the *prestidigitation* cantrip. The pact lasts 3 hours, which is the length of a typical seminar on magic.

Shadow (the Twilight of the Self): Darkness, shade, and illusion reign. The benefits of this pact are blurry even to binder sages. As the pact is sealed, the area is blanketed with deep shadow per the *darkness* spell. Moreover, each square in the affected area has a 1 in 6 chance of containing a *dancing lights* spell or a *ghost sound* spell. These audio-visual effects move of their own accord, as if they were living creatures. They reflect the unconscious dreams and fears of the creatures in the area as well as those who have lived before. Finally, even more unsettling than the twilight and illusions are the animate shadows that emerge. Each person's personal shadow separates from his or her body to become an *unseen servant* under that person's direction. The pact lasts 8 hours. Effects end when the pact ends.

Signs and Influence

In addition to the abilities bestowed (or inflicted) upon the community, all creatures of 6 Hit Dice or less that are affected by the pact experience the physical sign and personality influence associated with the bound spirit. Moreover, creatures that are the spirit's favored allies enjoy the effects of the *bless* spell, gaining a +1 morale bonus on attack rolls and saves against fear effect. In contrast, creatures that are the spirit's favored enemies suffer a -1 penalty on attack rolls and saves against fear (no saving throw). It is possible that the spirit's allies might be harmed by the community pact. Such are the vagaries of life.

CHAPTER 6

ATLAN DEMON BINDER

"Demons are delightfully fun, but only when you're one of them."

PRESTIGE CLASSES

Prestige classes are specialized paths. Some of these classes offer new kinds of spirits to bind, such as the essential essences of angels or fiends. Other classes, like 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 6-1: PACT MAGIC PRESTIGE CLASSES

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

You add the spirits of twelve types of demons to the list of spirits that you can bind, and in time you can seal a pact with one or all of the time. You also learn how to harness demonic energies in a flexible way that allows you to pick and choose bonus benefits such as darkvision, poison immunity, or fast healing. Essentially, you become the demon, taking on some of its appearance and personality as well as its key abilities.

In ancient times, when the Atlan Empire began its expansion over the surrounding lands, the atlan people discovered that they could summon and bind more than itinerant spirits. They could summon the primal, essential energies of the Abyss, the netherworld realm of demons. While it is true that some demons are the souls of particularly chaotic and evil humans, the vast majority of demons—like angels—are spawned creatures of the afterlife. The abyssal realms are the spawning ground of demons, and these spirits can be called up and convinced to grant a mortal summoner a taste of its power. The atlans discovered that these demons were far more powerful in battle and more frightening than many of the spirits they had first learned to bind, including the spirits of devils, which they had known from their earliest days. They turned enthusiastically to demon spirits to win their ever-more-adventurous wars against their neighbors. At the height of the Atlan Empire, every atlan was born of pact magic and could learn to channel the spirit of the dretch, the most pathetic and least of demons, while the priests and warrior kings could call upon the devastating fiery aura of a balor spirit. So frightening were atlan warriors that one warrior could drive back or smash an army of normal men. To no surprise, as the atlans grew ever closer to their demon spirits, their lawful society began to unravel, and the boundary between the abyssal netherworld and the mortal world began to wear thin. The exact cause of the destruction of the Atlan Empire is unknown, and few atlan souls reside in the Abyss (or anywhere else for that matter). However, many binder sages believe that demons had a hand in fueling the impulses and mistakes that led to the empire's fall, for it was demon lords that taught the atlan people how to permanently scribe themselves with pact magic tattoos, among other blood-soaked secrets.

Millennia later, the atlan legacy continues, kept by generations of demon binders. Many are atlans. Binders of other races, from demon eye to gnomes, have also sought to harness and enjoy demon spirit power. A binder who pursues the art of demon pactmaking adds these spirits to his or her repertoire and learns to bind a demon spirit each day in addition to other spirits.

Requirements

To qualify to become an atlan demon binder, a character must fulfill the following criteria.

Binding: Able to bind 2nd-level spirits.

Feat: Focal Constellation (fiend). Alternatively, fiendish blood ancestry (descended from an evil outsider).

Skills: Knowledge (the planes) 8 ranks.

Alignment: Any except lawful good.

Languages: Able to speak Abyssal.

Special: Cannot have taken levels in the lemurian devil binder or voltannic angel binder prestige class.

Class Progression

An atlan demon binder continues to progress in the use of pact magic while learning to bind demon spirits to gain their abilities.

Hit Die: d8.

Class Skills: The atlan demon binder's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (arcana, history, religion, the planes) (Int), Listen (Wis), Move Silently (Dex), Perform (act) (Cha), Ride (Dex), Search (Int), Spot (Wis), and Use Magic Device (Cha).

Skill Points at Each Level: 2 + Int modifier.



Class Features

All of the following are class features of the atlan demon binder.

Weapon and Armor Proficiency: All simple weapons, one martial or exotic slashing weapon, plus light armor.

Improved Binding: At every level except 3rd, you progress in your former binder class in terms of binder level and maximum level of spirit you can bind. You do not increase the number of spirits you can bind or gain any other benefits. You can only progress in one binder class at a time.

Bind Demon Spirit: You learn how to bind demon spirits to gain their racial skill bonuses, racial abilities, and most of their unique supernatural and extraordinary abilities. All abilities gained are treated as supernatural abilities for you. You never gain a demon's spell-like abilities or spells.

You can attempt to form a pact with a type of demon that has

TABLE 6-2: THE ABYSSAL SPIRITS

Spirit Name	Spirit Level	Bind DC	Appearance while Bound with Spirit	Granted Abilities*
Dretch	1	14	Pale, hairless, blubbery, and seemingly pathetic	Telepathy: Out to a range of 100 feet with creatures that speak Abyssal.
Qusit	2	14	Slender, warty, devious-looking, stubby bat wings	Poison Touch: Cause -1d4 Dex plus -2d4 Dex 1 minute later. Alternate Form: Usable at will, for the day select one form, either a bat, monstrous centipede, toad, or wolf.
Babau	3	18	Black leathery skin, long horn from back of head, jagged teeth, pointed ears	Sneak Attack: Inflict +2d6 sneak attack damage as rogue. Protective Slime: Inflict 1d8 hit points damage to weapons or other objects that touch your skin (foes with magic weapons get a Reflex save to avoid). Skill Bonus: +8 to Hide, Listen, Move Silently, and Search checks.
Succubus	4	19	Statuesque and stunningly beautiful with flawless skin and raven hair	Draining Kiss: Your kiss bestows 1 negative level on a grappled foe; the negative level is restored on a successful Fortitude save after 24 hours. Grappling normally provokes attacks of opportunity. Suggestion: A successful kiss also causes a foe to be affected by the <i>suggestion</i> spell on a failed Will save. Tongues: Use the <i>tongues</i> spell at will. Skill Bonus: +8 Listen, +8 Spot.
Vrock	5	21	Vulture-like, with grey feathers, long neck, scaly stick legs, and bird-like face	Dance of Ruin: Dance uninterrupted for 3 rounds to cause 1d6 damage per level to all non-demons within 100 foot radius. Spores: Once every 3 rounds as a free action, you cause all adjacent creatures to suffer 1d8 damage + 1d4 points additional damage each round for the next 10 rounds. Stunning Screech: Usable once per hour, all non-demons in hearing range must succeed on a Fortitude save or be stunned for 1 round. Skill Bonus: +8 on Listen, +8 Spot.
Bebelith	5	22	Crustacean-like with fangs and lobster-like limbs with small barbs	Poison: Cause -1d6 Con plus -2d6 Con 1 minute later. Rend Armor: If you hit a foe twice in one round, you cause 4d6+18 points damage to the foe's armor. Web: Throw a web 4/day as a net with 14 hit points, 30-foot range, and DC 24 Strength check to escape; also 75% chance the web won't burn. Plane Shift: Usable 3x/day, self only. Skill Bonus: +8 Hide checks.
Retriever	6	23	Spider-like limbs, bulbous multi-faceted eyes plus two vestigial eyes, and tough carapace skin	Four Eye Rays: Each ray has a 100-foot range and is usable once every 4 rounds; ray one inflicts 12d6 fire damage; ray two inflicts 12d6 cold damage; ray three inflicts 12d6 electricity damage; ray four turns target to stone on a failed Fortitude save; the other rays grant a Reflex save for half damage. Improved Grab: On a successful grapple, you hold fast a foe using Improved Grab.
Hezrou	6	23	Toad-like appearance, with powerful-looking teeth and a row of small spines down the back	Improved Grab: Your grapple does not provoke attacks of opportunity, and on a successful grapple you can hold fast a foe as if using the improved Grab feat. Stench: As automatic effect, all non-demons with 10 feet must succeed on a Fortitude save or be nauseated while in the area and for 1d4 rounds thereafter. Skill Bonus: +8 Listen, +8 Spot.
Glabrezu	7	25	Massive muscular body, two extra arms with claws that you can grapple with, and a dog-like face with horns	Improved Grab: Your grapple does not provoke attacks of opportunity, and on a successful grapple you can hold fast a foe as if using the Improved Grab feat. Extra Arms: Your two extra arms give you a +8 bonus on Strength-based checks and two claw attacks that each deal 2d8+10 hit points damage. You are proficient with the claws and gain the Multi-Attack feat. True Seeing: As spell, continuously active for 24 hours. Skill Bonus: +8 Listen, +8 Spot.
Nalfeshnee	7	26	Ape-like or boar-like with small feathery wings	Fly: 40 feet (poor). Smite: Up to 3/day, you daze all non-demons in a 60-foot radius, no save. True Seeing: As spell, continuously active for 24 hours. Skill Bonus: +8 Listen, +8 Spot.
Marilith	8	29	Scaly green skin, forked tongue, serpent eyes. A circle of sharp blades swirl around you.	Constrict: On a successful grapple, cause 4d6+13 damage. Improved Grab: Your grapple does not provoke attacks of opportunity, and after successful grapple you hold foes fast as if using Improved Grab. Blade Barrier: As spell, at will, circular form only (5 ft. radius per binder level, 1d6 damage / binder level, Reflex save for half damage). True Seeing: As spell, continuously active for 24 hours. Skill Bonus: +8 Listen, +8 Spot.
Balor	9	32	Minotaur-like, with two horns, while flames dance from your red skin and your whip of pure fire.	Fly: 90 feet (good). Death Throes: When you die, all creatures within 100 feet suffer 100 hit points damage, with a Reflex save for half-damage. Entangle: You gain a fiery whip with a 10-foot range; when it hits, the target must make a successful Strength check or be drawn to you, grappled, and suffer 6d6 fire damage each round while grappled. Vorpal Sword: Any slashing weapon you use gains the vorpal quality. Flaming Body: Grappling and grappled foes suffer 6d6 hit points of fire damage while in bodily contact with you. True Seeing: As spell, continuously active for 24 hours. Skill Bonus: +8 Listen, +8 Spot.

*The DC to resist your abilities equals 10 + 1/2 your binder level + your Constitution modifier.

BINDER SAGE



a Challenge Rating equal to or less than your binder level. A summary of demon Challenge Ratings is found in Table 6-2 with the demonic abilities gained.

The binding DC equals 12 + the demon's challenge rating. If you fail your binding check, you take on a demonic physical characteristic such as scales, horns, or so forth. You always retain your size, creature type, and other statistics, except you gain the equivalent of a demon subtype. Magic that specifically mentions demons (such as a Vrock's dance of ruin) affects you in the same way that it would a demon. Your personality also shifts. You are easily aroused to bloodthirsty action. In combat you focus your attacks on devils, celestials, and lawful-good creatures before all others (these are your favored enemies). In addition, if you fail your binding check by 10 or more then you move one step closer to chaotic evil. You treat demons as your favored allies. If you succeed on your binding check by 10 or more, then you gain Spell Resistance equal to 5 + your binder level.

Binding a demon spirit otherwise follows the rules for binding spirits.

Bonus Benefit: Beginning at 1st level, you pick one of the following bonus benefits in addition to those granted by the demon with which you have formed a pact.

- » Darkvision 60 feet
- » Immunity to electricity
- » Immunity to poison
- » Resistance to cold 10 and fire 10*
- » Resistance to acid 10*
- » DR 5/cold iron or good*
- » Fast healing 2* (maximum 10 hit points per day per atlan demon binder level)
- » +5 natural Armor Class
- » +4 Strength
- » 1/day summon 1 fiendish large monstrous spider, fiendish huge viper snake, or howler for 1 round per binder level.*

* Benefits stack when selected more than once.

At 2nd level you may pick two benefits, and at 3rd level you may pick three benefits. You gain bonus benefits for as long as you have bound the demon spirit.

When you are bound with multiple demon spirits, you receive only one set of bonus benefits, as determined by your atlan demon binder level.

Bonus Demon Spirit: Each day you can bind one demon spirit as a full-round action, with no need to perform its ceremony, in addition to any other spirits you bind for the day.

TABLE 6-3: THE ATLAN DEMON BINDER

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+0	+2	+0	+2	Bind demon spirit, bonus benefit (1st), +1 binder level
2	+1	+3	+0	+3	Bonus benefit (2nd), +1 binder level
3	+2	+3	+1	+3	Bonus benefit (3rd), Bonus demon spirit

2 Levels of Binder Progression

"Watch the swinging pendulum. You are growing sleepy, very sleepy. Now, little spirit, recall your deepest secrets and talk to me."

The binder sage dedicates himself to acquiring and analyzing any and all information related to pact magic, mainly the legends and abilities of spirits, famous and powerful binders, and organizations for or against the sealing of pacts.

The spirits, when living, hailed from across the span of history and cultures, so a wide knowledge of geography, religion, the planes of existence, magic, and other disciplines is necessary to become a competent binder sage. Information may be found in books, paintings, and even sculptures, puppets, and masks. Because books are their mainstay, however, binder sages are adept at deciphering script and searching for information. Most binder sages value the integrity of original works and seek to emulate—some say craft forgeries—of these works to preserve clues that they may miss but later analysts might yet perceive. More than one binder sage has been caught forging other documents as well.

Unlike magic items that tend to be obvious upon discovery, pact magic lore is usually buried deep in books, written by individuals who often did not realize the significance of their words. A brief log of daily town events kept by a farmer might mention a traveling binder's activities and contain a valuable clue to a spirit's granted abilities. To ferret out these tidbits, binder sages learn to tap the supernatural influence of the spirits and literally sniff out the presence of relevant information without having to open books. He or she need only take a whiff of a tome, bookcase, or library to evaluate what's there.

The spirits themselves are the ultimate repository of information. However, they are difficult to speak with. Some spirits are mere vestiges of their former selves with fragments of knowledge and little awareness. Others are fully in command of their mental faculties but are devious and desire attention as they play with a binder sage, supplying only vague clues most times. Thus, binder sages learn to hypnotize and interview individuals who have sealed a pact with a spirit. The sage's mind strengthens and guides the spirit to provide answers. A binder sage can even learn to contact the spirit realm, wherever that may be (or not be). Some say a sage channels a small portion of a multitude of spirits, while others say the sage projects a small portion of himself, perhaps losing a piece of his humanity in the process.

Binder sages often travel. They may travel to interview another binder, visit a distant library, confirm information in a book or mural within a mysterious ruin, locate magical items that boost their hypnosis skill, or seek to raise funds to buy an expensive book or expand their personal library.

Requirements

To qualify to become a binder sage, a character must fulfill the following criteria.

Binding: Able to bind 2nd-level spirits.

Skills: Craft (leatherworking) 1 rank, Decipher Script 2 ranks, Gather Information 1 rank, Knowledge (arcana) 2 ranks, Knowledge (history) 8 ranks, Knowledge (religion) 2 ranks,

Knowledge (the planes) 2 ranks, and Search 2 ranks.

Feats: Skill Focus (Knowledge (history)).

Class Progression

A binder sage progresses in pact magic while learning to interview spirits, sniff out binder lore, and craft magic books.

Hit Die: d6.

Class Skills: The binder sage's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Forgery (Dex), Gather Information (Cha), Knowledge (all, taken individually) (Int), Search (Int), Speak Language (–), and Use Magic Device (Cha).

Skill Points at Each Level: 4 + Int modifier.



Class Features

All of the following are class features of the binder sage.

Weapon and Armor Proficiency: No new proficiencies.

Improved Binding: At every level except 5th you progress in your former binder class in terms of binder level and maximum level of spirit you can bind. You do not increase the number of spirits you can bind or gain any other benefits. You can only progress in one binder class at a time.

Sage Lore: You immerse yourself in the lore of the world throughout history, and can try to answer even the most obscure questions. You may make a special sage lore check with a bonus equal to 2 x binder sage class level + your Intelligence modifier to see whether or not you know some relevant knowledge about notable people, legendary items, or noteworthy places. If you have 5 or more ranks in Knowledge (history) or Knowledge (local), you gain a +2 bonus on this check. You get a +4 total if you have 5 or more ranks in both of these. You may take 10 but cannot take 20 on this check. A sage lore check does not always reveal the powers of a spirit or magical item but may give a hint as to its general nature. See Table 6-5 for example uses of this ability.

If you already possess lore ability from levels in one or more other classes such as bard or occult priest, then levels in each class stack for the purpose of using this ability.

Speak with Spirit (Su): Once per day you can interview a spirit after entrancing yourself or another willing character bound with a spirit. You tap into the spirit's millennia of experience through the eyes and ears of a multitude of binders across the multiverse in the past, present, and future. Establishing the trance takes 10 minutes, after which time you may ask one

TABLE 6-4: THE BINDER SAGE

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+0	+2	+0	+2	Sage lore, +1 binder level
2	+1	+3	+0	+3	Speak with spirit, +1 binder level
3	+2	+3	+1	+3	Smell spirit lore, +1 binder level
4	+3	+4	+1	+4	Gnostic binder, +1 binder level
5	+3	+4	+1	+4	Spirit communion

4 Levels of Binder Progression

TABLE 6-5: BINDER SAGE LORE

DC	Type of Knowledge
10	Common, known by at least a substantial minority of the local population. Example: A local noble's hobbies and interests; common legends or rumors about a powerful place of pact magic.
20	Uncommon but available, known by only a few people in the area. Example: The location of a known but distant library; legends or rumors about a powerful magical artifact or binder.
25	Obscure, known by few, hard to come by. Example: The granted abilities of an unusual spirit; the true story of a spirit or binder organization.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the knowledge's significance. Example: The most likely location of a long-lost library; the history of a powerful artifact and its creator; the likely location of a fabled but as-yet-unbound spirit.

question per binder sage level over a duration of 5 minutes. Each question works like the *divination* spell, with a chance of success equal to 70% + 1% per binder level (maximum 90%). Unasked questions are wasted if the duration expires. As the spell, answers may be brief, cryptic, or repetitive. If the spirit has been subject to an interview within the past week, the trance fails. You cannot impart information to a spirit; nor does it remember you from one interview to the next.

Smell Spirit Lore (Su): You quickly search an area for information relevant to pact magic by using a supernatural variant of the scent ability. You can thoroughly search a 5-foot x 5-foot area of books and other media by smelling the books (or other media) for up to 3 rounds. On the first round, you detect whether pact magic-related information is present in the area. On the second round, you determine how many media items contain relevant information and the greatest amount in any one source. On the third round, you determine exactly which media contains what information and how much.

Gnostic Binder: You gain the Craft Wondrous Item feat and a +3 competence bonus to Use Magic Device checks but only for the purpose of crafting and using magical books. The sidebar below describes typical enchantments for books.

Spirit Communion (Su): At 5th level you can place yourself in a trance-like state up to twice per day. In the trance, you communicate with multiple spirits and gather information from their abode of nonexistence. This works like the *contact other plane* spell except you visit the spirits of lost and forgotten souls instead. You must have bound a spirit to use this ability.

ENCHANTED GNOSTIC BOOKS

Here are typical binder sage enchantments for books.

Spell	Craft Cost	Effect
<i>light</i>	+1,500 gp	Book glows as reading lamp when open.
<i>minor image</i>	+3,000 gp	Book provides animated illustrations.
<i>endure elements</i>	+3,000 gp	Book ignores all normal wear and tear.
<i>sanctuary</i>	+3,000 gp	Reader protected by <i>sanctuary</i> spell.
<i>levitate</i>	+6,000 gp	Book hovers to avoid hazards and thieves.
<i>summon swarm</i>	+6,000 gp	Book summons a swarm to defend itself.
<i>resist energy</i>	+6,000 gp	Book enjoys resistance 10 to fire.
<i>invisibility</i>	+6,000 gp	Book is invisible except to the owner.
<i>sepia snake sigil</i>	+15,000 gp	Book immobilizes anyone but the owner.
<i>bestow curse</i>	+15,000 gp	Nonbinders who touch book are cursed.

CHILD OF N'ALYIA

"What vampire does not dream of walking freely and feeding under the daylight sun?"

Undead binders can benefit when summoning their ancient progenitor, N'alyia, the spirit of the First Vampire. While most who take this path are vampires, any undead creature qualifies so long as it is sentient and can bind with N'alyia.

Among vampires, the few who can call themselves binders claim that pact magic owes its roots in undeath. When a vampire is born, it gains heightened senses and a renewed zest for sensual experience. A bound spirit finds a vampire's senses a wondrous and intense experience like no other gained through mortals. At the same time, vampires and most other sentient undead experience an ever-growing detachment from the living world and yearn to live again. Sealing a pact with any spirit ameliorates this loneliness; and sealing a pact with N'alyia allows them to journey out under the sun again and drink more deeply from life's well. Some vampire binders care little for the source or subtleties of the abilities N'alyia grants them. Instead, they revel in her rulership over all undead creatures and laugh at the futile attempts of clerics, paladins, necromancers and others who attempt to turn or rebuke them. This vampiric child of N'alyia becomes a leader among his own kind due to its sheer ability to terrorize mortals and immortal undead alike.

Becoming a child of N'alyia is usually difficult. She does not care to hand her abilities to any undead who presumes to wield her power. For some strange reason, perhaps by decree of the gods, the undead ceremony to summon her cannot be recorded in any way. Any attempt causes the tome or other medium to instantly burst into flames and/or disintegrate. Instead her lore may only be learned by feeding on the blood of an existing member of this class. Legends also say there is an ancient temple where N'alyia reigned before she was banished utterly from the multiverse because of her unquenchable thirst for blood. This temple contains an original description of the ceremony needed to bind her as one of her children (it is not a copy, and thus not affected by the edict of the gods).

A few vampire binders acquired their undead status while in the throes of binding to N'alyia. These individuals differ from the usual vampire. They begin with fewer undead powers and are more closely bound to their ancient vampire roots and traditional trappings, such as their coffin and need to sleep during the day. In exchange, they can pursue pact magic more quickly and thoroughly. Moreover, unlike other undead they retain their souls, freewill, and alignment. Some of these vampire binders use N'alyia's abilities to advance the cause of good. See the spiritual vampire on page 308 for details.

Requirements

To qualify to become a child of N'alyia, a character must fulfill the following criteria.

Type: Most children of N'alyia are undead. However, a living binder may take this path. Although the binding benefits are fewer for the living, the improved hit points are valuable.

Binding: Able to bind N'alyia (a 3rd-level spirit).

Ability: Intelligence 5.

Feat: Focal Constellation (ghoul).

TABLE 6-6: THE CHILD OF N'ALYIA

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+0	+2	+0	+2	Gift of N'alyia, +1 binder level
2	+1	+3	+0	+3	Turn/rebuke immunity
3	+2	+3	+1	+3	Child of N'alyia, +1 binder level
4	+3	+4	+1	+4	One with N'alyia, +1 binder level
5	+3	+4	+1	+4	Avatar of N'alyia, +1 binder level

4 Levels of Binder Progression

Special: You must drink the blood of a child of N'alyia for 1 round, or locate N'alyia's secret temple and learn the ceremony to bind her as an undead creature.

Class Progression

A child of N'alyia continues to progress in her pact magic abilities while gaining benefits useful to an undead creature.

Hit Die: d12.

Class Skills: The child of N'alyia's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Hide (Dex), Jump (Str), Knowledge (arcana, history, religion, the planes) (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), Search (Int), Sleight of Hand (Dex), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.



Class Features

All of the following are class features of the child of N'alyia.

Weapon and Armor Proficiency: You gain proficiency with N'alyia's preferred weapon, the kukri.

Improved Binding: At every level except 2nd you progress in your former binder class in terms of binder level and maximum level of spirit you can bind. You do not increase the number of spirits you can bind or gain any other benefits. You can only progress in one binder class at a time.

Gift of N'alyia: When binding with N'alyia, you may take an alternate set of abilities. See the sidebar on the next page.

Turn/Rebuke Immunity: You cannot be turned or rebuked by a cleric or other character with turn/rebuke undead ability. Furthermore, you gain a +4 bonus to resist spells and other effects that attempt to control you including the *command undead* spell. You are still subject to spells that allow no save.

Child of N'alyia: Each day you can bind N'alyia's spirit as a full-round action with no need to perform her ceremony or meet her requirements, in addition to any other spirits you bind for the day. You must still attempt the binding check as usual.

One With N'alyia: Your relationship with N'alyia is so tight that many attacks against binders' spirits fail to affect you. When bound with N'alyia, her spirit cannot be expelled against your will. Nor can any of her granted abilities be stolen from you (such as by a soul stealer). Nor can someone such as a mask adept confuse her spirit.

Avatar of N'alyia: You bind so well with N'alyia that undead perceive you as more than you are, if not N'alyia herself. You can both turn and rebuke undead of your specific type.

For example, if you are a vampire then you can turn, destroy, rebuke, and/or command other vampires as you please. You turn/rebuke as a cleric with a level equal to your binder level. You can use this ability 3 times per day plus an additional number of times per day equal to your Charisma bonus.

ALTERNATE GRANTED ABILITIES OF N'ALYIA, THE FIRST VAMPIRE

When you bind with N'alyia, she grants you the following abilities instead of the abilities listed under her description.

Everlasting Undeath: You survive when other undead are turned to dust. If you are normally destroyed when you drop to 0 hit points or below, you instead remain alive up to -10 hit points, although you are unconscious. At -10 hit points you are destroyed as normal. If you turn to a gaseous form or otherwise continue to live when reduced to 0 hit points or below, you can choose instead to automatically rejuvenate yourself 1 hit point per binder level. This rejuvenation is a swift action.

Shadow Bite: Your shadow animates allowing you to make a bite attack or other natural weapon attack without actually having to touch or grapple a foe. This allows you skip the grapple phase of an attack. The bite counts as a magic weapon.

Speak with Undead: You can speak with any sentient undead creature as if using the *tongues* spell.

Vampiric Step: You teleport 5 feet as a swift action and may move up to 10 feet in elevation as part of the 5-foot move. You ignore gapping, nonmagical restraints, and difficult terrain. You must have line of site to the new location, cannot bring creatures or objects with you except as worn on your person, and cannot move into an area of daylight. If you use this ability to change elevation, you must wait 5 rounds before using it again. Otherwise, you can use it once per round.

Walk the Daylight: Most undead are harmed by sunlight, but for each Hit Die of creature that you slay and feast upon (minimum 1 round of feeding), you can remain in sunlight or other naturally lit area for 1 hour. Hours gained last until sunset and do not extend to the next day.

When you pass your binding check by 10 or more, you may select N'alyia's usual *charm person* capstone granted ability, or you may gain the following ability instead.

Speak with Stones: For 1 round per binder level per day, you can speak with stone as if using the *stone tell* spell. This ability requires your full concentration; you cannot take any other actions and suffer a -8 penalty to Spot and Listen checks while using this ability.

ESOTERIC TRAVELER

"I walk worlds of desert, weald, wind, and void for a thousand years, and still a million sensations amuse me."

Some pact magic users, notably *frehmin*, focus on binding spirits that aid planar travel to explore the multiverse with ease and locate pact magic secreted in locales unreachable by normal means. The process begins by learning to call upon a cadre of planar spirits. The character must learn to bind with a moment's notice and have faith in a spirit as he strolls into a blazing fire, pool of acid, or breathless pocket of void. Over time, he learns to hold a planar spirit with him at all times as well as *plane shift*

and project a protective aura to allies. Ultimately, the esoteric traveler learns deep secrets to gain immortality, telepathy, and the ability to travel the planes at will.

Requirements

To qualify to become an esoteric traveler, a character must fulfill the following criteria.

Binding: Able to bind Damian Darkstar, Humble Ohbai, Jayna Warlock, Prime Ravager, the Overmind, or Soltanis.

Skills: Knowledge (the planes) 8 ranks.

Special: You must have previously visited the Astral Byways, Astral Plane, Apocryphal Desert, Nightfang Weald, Outer Darkness, Plane of Dreams, Ravaged Sea, or other plane of existence distinctly related to pact magic.

Class Progression

An esoteric traveler progresses with pact magic while learning to travel the outer planes with ease.

Hit Die: d8.

Class Skills: The esoteric traveler's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (arcana, geography, history, religion, the planes) (Int), Perform (Cha), Ride (Dex), Sense Motive (Wis), Search (Int), Speak Language (—), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the esoteric traveler.

Weapon and Armor Proficiency: No new proficiencies.

Improved Binding: At every level except 2nd and 7th you progress in your former binder class in terms of binder level and maximum level of spirit you can bind. You do not increase the number of spirits you can bind or gain any other benefits. You can only progress in one binder class at a time.

Planar Binder: At 1st level, you possess expertise with planar spirits. These spirits include: Damian Darkstar, Humble Ohbai, Jayna Warlock, Prime Ravager, the Overmind, and Soltanis. Your game master may introduce other planar spirits. You can bind a planar spirit as a full-round action without meeting its requirements, conducting its ceremony, or experiencing its manifestation. You are still limited by your maximum spirit level and the usual number of spirits per day.

Planar Step (Su): Beginning at 2nd level, you can briefly visit an outer plane related to pact magic. Once per day per two class levels (round down) you can use the *plane shift* spell, but you can move yourself for only 1 round per class level to a pact magic related plane. Here are typical planes: Astral Byways, Astral Plane, Apocryphal Desert, Nightfang Weald, Outer Darkness, Plane of Dreams, and Ravaged Sea. Other planes related to pact magic may exist as introduced by your game master. This ability allows you to make brief visits, collect materials, or evade unpleasant situations on the Material Plane. At the end of the duration, you reappear in the same spot where you left unless that spot is occupied, in which case you appear in the nearest open space. You always move to a spot that is free of immediate danger (you do not step into a whirlpool, for example).

Planar Adaptation (Su): When visiting an outer plane using your planar step ability (or the *plane shift* ability), you resist to the ambient conditions of the plane you are visiting, such as

d8

TABLE 6-7: THE ESOTERIC TRAVELER

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+0	+2	+0	+0	Planar binder, +1 binder level
2	+1	+3	+0	+0	Planar step, planar adaptation
3	+2	+3	+1	+1	Planar sage, +1 binder level
4	+3	+4	+1	+1	Bonus planar spirit, +1 binder level
5	+3	+4	+1	+1	Planar diplomat, +1 binder level
6	+4	+5	+2	+2	Swift planar binding, +1 binder level
7	+5	+5	+2	+2	Plane shift
8	+6	+6	+2	+2	Planar aura, +1 binder level
9	+6	+6	+3	+3	+1 binder level
10	+7	+7	+3	+3	Unlimited planeshift, immortality, +1 binder level

8 Levels of Binder Progression

excessive light or warmth. Thus, when visiting the Outer Darkness you do not need to fear suffocation, and when visiting the Apocryphal Desert you do not suffer from positive or negative energy effects. This ability does not protect against naturally occurring events or creature-driven phenomena on these planes, such as Astral storms. Most spells and magical effects that rely on a link between a caster and target go away or temporarily cease to function while on another plane of existence.

Planar Sage: Your investigation of the outer planes results in deep knowledge. At 3rd level, you gain a permanent +3 bonus on Knowledge (the planes) skill checks.

Bonus Planar Spirit: Beginning at 4th level, you can bind any planar spirit as listed under the planar binder feature (above) in addition to your usual complement of spirits. You can only bind planar spirits of a level equal to or less than the maximum level of spirit normally allowed to you.

Planar Diplomat (Ex): At 5th level, you gain a permanent +2 bonus on Bluff, Diplomacy, Gather Information, Intimidate, Perform, and Sense Motive skill checks when dealing with creatures native to planes you can visit using planar step.

Swift Planar Binding: At 6th level, you can at any time evict a spirit you have bound if and only if you immediately exchange it with a planar spirit, as described under planar binding above. The exchange requires 1 minute of uninterrupted concentration.

At 10th level you can swiftly bind as part of plane shifting.

Plane Shift (Su): Beginning at 7th level, you can use the *plane shift* spell once per day plus one additional time per day for each level above 7th. You can only move to a plane that is accessible using your planar step ability. Like the *planeshift* spell, you can bring along up to eight comrades. Unlike the spell, your knowledge of the planes allows you to be more precise when traveling. You can attempt a Knowledge (the planes) check. For every 5 points above DC 20, you arrive 10 percent closer to your destination, to a maximum of 90 percent.

The ability is instantaneous and does not provide a way back, although you can use the ability again the next day to return to your departure point. Like the planar step ability, you are immune to the natural, ambient conditions of a plane.

At 10th level, you can use this ability at will.

Planar Aura (Su): At 8th level and above, you can extend your planar adaptation to up to five allies within 100 feet of you. Allies that move beyond 100 feet lose the protection.

Immortality: You are now composed of the essence of the outer planes and your type changes to outsider. You no longer need to eat, sleep, or breathe, and you do not age and will not die except through violence. Furthermore, you gain darkvision out to a distance of 60 feet and telepathy out to a distance of 100 feet. As an outsider, you cannot be returned to life through the usual means.

INDOMITABLE SPIRIT

"My mind is now your mind, my spirit is now your spirit, my body is now your body."

The indomitable spirit draws upon the spirits she binds to improve her mind and connection to other creatures. Rather than rely on one spirit for mental fortitude, the indomitable spirit cultivates a supernatural mental life of her own.

Becoming an indomitable spirit is a long path. A binder must be willing to give up her independence and cultivate meditative techniques that quiet the mind and allow more empathy for others. Unlike an enchanter or beguiling mind-bender who seeks to dominate foes, the indomitable spirit reaches out to other creatures by sharing with them a portion of her own spirit. When doing so, she discovers that to harm others is to harm herself. For this reason, a binder who takes this path develops abilities that help her see through others' eyes, share empathically, and fortify her mental resilience.

The indomitable spirit is an asset to any group and gets along well with others. She can mitigate an ally's damage by absorbing the damage into herself; plus, sharing a common spirit allows everyone to see through each other's eyes and communicate mind-to-mind. Individuals become a cohesive team force.

Requirements

To qualify to become an indomitable spirit, a character must fulfill the following criteria.

Binding: Able to bind 2nd-level spirits.

Alignment: Any good or neutral.

Ability: Wisdom 15.

Feat: Vestige Mind or still mind class ability.

Class Progression

An indomitable spirit focuses on extending spirits beyond herself to merge with and support others' minds.

Hit Die: d8.

Class Skills: The indomitable spirit's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana, religion, the planes) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

d8

TABLE 6-8: THE INDOMITABLE SPIRIT

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+0	+2	+0	+2	Know status, +1 binder level
2	+1	+3	+0	+3	Sense link, +1 binder level
3	+2	+3	+1	+3	Share healing, +1 binder level
4	+3	+4	+1	+4	Shield other, +1 binder level
5	+3	+4	+1	+4	Telepathic bond
6	+4	+5	+2	+5	Improved sense link, +1 binder level
7	+5	+5	+2	+5	Telepathy, +1 binder level
8	+6	+6	+2	+6	Forced sense link, +1 binder level
9	+6	+6	+3	+6	Horde pact, +1 binder level
10	+7	+7	+3	+7	Indomitable spirit

8 Levels of Binder Progression

Class Features

All of the following are class features of the pact specialist.

Weapon and Armor Proficiency: No new proficiencies.

Improved Binding: At every level except 5th and 10th you progress in your former binder class in terms of binder level and maximum level of spirit you can bind. You do not increase the number of spirits you can bind or gain any other benefits. You can only progress in one binder class at a time.

Know Status (Su): When you need to monitor comrades, you can take a move action to mentally monitor their relative positions and general condition. At any one time, you can include a maximum of one creature plus 1 more per 3 indomitable spirit levels (round down). You must touch a creature for it to be included. You can include an unwilling creature on a successful touch attack. It does not get a saving throw. Once touched, a creature remains linked to you for 24 hours. You are aware of direction and distance to the linked creatures and any conditions affecting them: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, or the like. The distance between you and them does not affect the ability as long as they are on the same plane of existence. If a creature leaves the plane or dies, the ability registers they are away or dead, respectively.

Sense Link (Su): You can “ride” a willing creature within 100 feet to perceive what it perceives using its sight, hearing, taste, or smell. You link with one sense, and you cannot switch between senses. You make any skill checks involving senses, such as Spot or Listen, as the subject, and only within the subject’s field of view. You lose your Dexterity bonus to AC while directly sensing what the subject senses.

Once you establish a sense link, the link persists as long as you concentrate, or up to 1 minute per indomitable spirit level, and the link persists even if the subject moves out of the 100-foot range (but the link does not work across planes of existence). You do not control the subject, nor can you communicate with it using this ability.

You can use spells and items as normal to enhance the strength of the subject’s linked sense. You are subject to any gaze attack affecting the subject creature (if you link vision). If you are blinded or deafened, or suffer some other sensory deprivation, the linked creature functions as an independent sensory organ, and provides you the benefit of the linked sense from its perspective while this power’s duration lasts.

Share Healing (Su): You can heal the wounds of another or heal yourself. To heal another creature, you must successfully touch it. You can heal up to 3 hit points of damage per indomitable spirit level with a single touch. In exchange, you suffer 1 hit point of damage for each 3 hit points you heal. This is a transmutation effect and can be used to repair constructs and undead. To heal yourself, you must successfully touch another creature. Doing so provokes attacks of opportunity unless the creature is willing, restrained, or otherwise helpless. You can heal yourself up to 1 hit point per round of contact, plus an additional 1 hit point per 3 indomitable spirit levels. You deal a like amount of damage to the creature touched.

Shield Other (Su): At any time beginning at 4th level you can designate one creature as your ward; mystically, you automatically absorb 1/2 the hit point damage dealt to that creature if it is within 30 feet of you. Designating a creature is a move equivalent action.

Telepathic Bond (Su): At 5th level, you may create a telepathic bond with one willing creature plus one additional creature per 3 binder levels. Each creature included in the link connects to all the others. The creatures can communicate telepathically through the bond regardless of language. The bond does not establish any special power or influence. Once you form a bond, it works over any distance (although not from one plane to another). See *ray’s telepathic bond* spell for details.

Improved Sense Link (Su): At 6th level, you can augment your sense link ability in one of two ways. Either you have the target creature perceive through one of your senses or you link to a second sense of the same creature.

Telepathy (Su): Beginning at 7th level, you can communicate telepathically with any intelligent creature within 100 feet of you. You do not need to speak the creature’s language.

Forced Sense Link (Su): At 8th level, you can use your sense link ability on any creature (willing or unwilling). It gets a Will save to resist the effect. The DC is 10 + 1/2 your indomitable spirit level + your Charisma modifier.

Horde Pact (Su): At 9th level, you can form a temporary supernatural bond with a large number of allies. You automatically boost the actions of all allies and potential allies within 60 feet of you whose Hit Dice are lower than your character level. A potential ally is one whose alignment is the same as your own or within one-step of your own. Those who follow your instructions gain the benefits of the *aid* spell for a period of 1 minute per indomitable spirit level. They gain a +1 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to 1d8 + 1/2 your binder level (to a maximum of 1d8+10 temporary hit points at 20th level). For each bonded creature that dies, you immediately suffer 3 hit points of damage as the mystical link is broken. You can only command one horde at a time. You can only affect a creature once in a 24-hour period.

Indomitable Spirit (Su): At 10th level, your mind becomes an everlasting fortress around your soul. You gain total immunity to all mind-affecting spells and abilities.

LEMURIAN DEVIL BINDER

"Why endanger your soul to a devil when you can use his own laws to bind him to your own will?"

In ancient times, a cruel hobgoblin empire ruled the world. These were not ordinary hobgoblins. Rather, a formidable tribe that came to be called the Lemuri emerged from savagery after its king made a contract with a devil of the fiery Hells. The devil gave the king's children and his people great size—the children grew from whelps to 10-foot giants who lived two hundred years and bore the mark of their infernal patron. The children possessed great strength, unprecedented talent with magic, and enough ambition to not only conquer the surrounding lands but murder their own mundane parents to secure their position.

For two centuries, until the dying days of the first generation, the Lemuri prospered in their ambition. Where their puny fathers built wooden towers, they built marble fortresses. Where their weak mothers conjured minor magics, they learned the arcane secrets needed to travel the planes of existence, bend dragons to their will, and summon devils to aid their armies. To avoid the unpleasant fate of their parents, the elders of this first generation passed on the reigns of power to their equally powerful and ambitious children, and placed themselves in a dream-like state within underground vaults beneath the shining Lemuri capital. In their dreams, they traveled to the corners of the multiverse, and some whisper they ventured beyond.

All this time, the Lemuri's infernal patron hungrily accepted the sacrifices of souls and gold that they offered up as their contract demanded. In exchange, the Lemuri learned to further draw upon the spirits of the Nine Hells. Alas, the sacrifices bled the empire, and the day came when the Lemuri elders saw the need to awake from dreaming and instruct their children how to defeat their true adversary, to attain a form of everlasting life beyond space and time, gods and devils.

The story of the final epic battle is lost to history. All but one Lemuri, Ha'agos, perished as they took their infernal patron with them into oblivion. Alone, Ha'agos taught hobgoblin shamans of other tribes how to seal infernal pacts. After sharing his secrets, he left to slumber in a deep cave. Legends say he walks the Astral Plane, collecting the members of his lost tribe.



Class Progression

A lemurian devil binder progresses in pactmaking while learning to bind devil spirits to gain their abilities.

Hit Die: d8.

Class Skills: The lemurian devil binder's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (arcana, history, religion, the planes) (Int), Perform (oratory) (Cha), Search (Int), Sleight of Hand (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the lemurian devil binder.

Weapon and Armor Proficiency: All simple weapons, the longsword, plus medium armor and light shields.

Improved Binding: At every level except 3rd you progress in your former binder class in terms of binder level and maximum level of spirit you can bind. You do not increase the number of spirits you bind or gain any other benefits. You can only progress in one binder class at a time.

Bind Devil Spirit: You learn how to bind the spirits of devils to gain their racial skill bonus and racial abilities, plus many unique supernatural and extraordinary abilities. All abilities gained are treated as supernatural abilities for you. You never gain a devil's spell-like abilities or spells because you are tapping into a primal essence rather than a specific creature.

You can attempt to form a pact with a type of devil that has a Challenge Rating equal to or less than your binder level. A summary of devil Challenge Ratings is shown on Table 6-10 on the next page with the devil abilities gained.

The binding DC equals 12 + the devil's challenge rating. If you fail your binding check, you take on a devilish physical characteristic such as scales, horns, or so on. You always retain your size, creature type, and other statistics, except that you gain the equivalent of a devil subtype. Magic that specifically mentions devils affects you in the same way it would a devil. Your personality also shifts: you are easily aroused to cruel demagoguery, and in combat you focus your attacks on demons, celestials, and chaotic good creatures before all others (these are your favored enemies). If you fail your check by 10 or more, then you move one step closer to lawful evil. You treat devils as your favored allies. If you succeed on your binding check by 10 or more, then you gain Spell Resistance equal to 5 + your binder level.

Requirements

To qualify to become a lemurian devil binder, a character must fulfill the following criteria.

Binding: Able to bind 2nd-level spirits.

Feat: Focal Constellation (fiend). Alternatively, fiendish blood ancestry (descended from an evil outsider).

Skills: Knowledge (the planes) 9 ranks.

Alignment: Any except chaotic good.

Languages: Speak Infernal.

Special: You cannot have levels in the atlan demon binder or voltannic angel binder prestige classes.

d8

TABLE 6-9: THE LEMURIAN DEVIL BINDER

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+0	+2	+0	+2	Bind devil spirit, bonus benefit (1st), +1 binder level
2	+1	+3	+0	+3	Bonus benefit (2nd), +1 binder level
3	+2	+3	+1	+3	Bonus benefit (3rd), bonus devil spirit

2 Levels of Binder Progression

TABLE 6-10: THE INFERNAL SPIRITS

Spirit Name	Spirit Level	Bind DC	Appearance while Bound with Spirit	Granted Abilities*
Lemure	1	13	Worm-like, fat and shapeless, with a facial expression of anguish	Mindless Aura: You are immune to all mind-affecting spells and effects for 24 hours.
Imp	2	14	Leathery skin with sharp twisted horns	Poison Touch: Cause -1d4 Dex plus -2d4 Dex 1 minute later. Alternate Form: Usable at will, for the day select one form, either a boar, monstrous spider, rat, or raven.
Barbazou	3	17	Long snaky, dirty beard; smooth green skin, pointed ears, sharp nails	Infernal Wound: The damage you deal with any two-handed slashing weapon such as a glaive causes the foe struck to suffer an additional 2 hit points damage per round; this damage resists natural and magical healing; however magical healing halts the hit point loss on a DC 16 caster level check. Beard: If you hit a foe twice in one round, then you cause 1d8+2 points of damage from your beard and the foe must succeed on Fortitude save or suffer the devil chills disease (-1d4 Strength/day); damage to the same foe is not cumulative. Battle Frenzy: Twice per day, you can rage as a barbarian for 1 round per binder level with no ill effect afterward; rage provides +4 Strength, +4 Constitution, +2 morale bonus on Will saves, and -2 penalty to AC.
Kyton	4	18	Bald, covered in a hair-like mat of living chains that writhe over your body	Dancing Chains: You attack at your highest BAB with 4 barbed chains that animate under your mental command (reach 35 feet, 2d4 damage, a Will save allows a foe holding a chain to end your control over it for that round). Unnerving Gaze: A target within 30 feet must succeed on a Will save or suffer -2 on attack rolls for 1d3 rounds as you take the illusionary appearance of the foe's loved one. Regeneration: If you lose a piece of your body, you regrow it in 2d6 x 10 minutes; holding a severed member against a stump causes it to reattach instantly.
Hell Cat	4	19	Lion-like grace with a fine mane of hair, a halo with fiery sparks jump from its luminous body, grow claws during combat	Improved Grab: After a successful grapple, you can hold fast a foe as if using the Improved Grab feat. Pounce: You can charge and make a full attack in the same round. Rake: You can touch a foe using your binder level as your base attack bonus, and a successful touch inflicts 1d8+3 hit points damage. Invisible in Light: As a standard action, you can use <i>invisibility</i> , except that in normal darkness you glow with an outline visible 30 feet away (or 60 feet with low-light vision). Skill Bonus: +4 Listen, +4 Move Silently.
Erinyes	5	20	Fierce, beautiful, statu- esque with flawless skin, angel-like feathery wings and red glowing eyes	Entangle: You gain a magical 50 feet rope that you can use to entangle foes of any size as <i>animate rope</i> , plus you can hurl the rope—with or without an entangled foe—up to 30 feet. The rope vanishes when not on your person. Fly: You gain a fly speed of 50 feet (good). True Seeing: As the spell, continuously active for 24 hours.
Osyluth	5	21	Skeletal, dried taut skin, grinning skull-like face, grave-like odor of decay	Fear Aura: As a free action, you radiate a 5-foot aura that works as the <i>fear</i> spell; a creature can only be affected once in 24 hours. Poison Touch: Your touch inflicts -1d6 Strength, plus -2d6 Strength 1 minute later.
Goliath**	6	22	Skin like metallic plates of a construct, one fist is adamantine, shrouded in fire, stout like a dwarf	Fiery Aura: Creatures within 5 feet suffer 1d6 hit points fire damage per binder level, or Fortitude save for half damage. Construct Immunities: You are immune to critical hits, sneak attacks, fear effects, and death from massive damage. Slam Attack: Your fist becomes as strong as adamantite and you can make unarmed attacks at your highest BAB doing 1d6 hit points bludgeoning damage per two binder levels (maximum 10d6 damage at 20th level).
Hamatula	6	23	Troll-like with a tail, small barbs dot your body, darting nervous movement	Fear: A foe hit by your melee weapon must succeed on a Will save or suffer the <i>fear</i> spell; a creature can only be affected once in 24 hours. Impale: You automatically cause 3d8+9 hit points damage per round to a foe you are grappling. Improved Grab: Your grapple attempts do not provoke attacks of opportunity, and after a successful grapple you can hold fast a foe as if using the Improved Grab feat. Barbed Defense: A foe striking you with a handheld or natural weapon suffers 1d8+6 points of piercing and slashing damage unless the weapon has reach.
Gelugon	7	25	Preying mantis-like head and limbs, razor-sharp spikes sprout from your arms and legs (from skin or from your armor)	Fear Aura: As a free action, you radiate a 10-foot aura that works as <i>fear</i> spell; a creature can only be affected once in 24 hours. Slow: A foe hit by your melee weapon must succeed on a Fortitude save or be slowed 1d6 rounds. Spikes: Make 4 spike attacks at your highest BAB for 2d6+3 damage each (you are proficient and have the Multi-Attack feat). Regeneration: You regain 5 hit points every round except from damage caused by good-aligned weapons and spells.
Cornugon	8	28	Lizard-like, covered in hideous black scales, webbed feet, bat-like wings	Fly: You gain a fly speed of 60 feet (good). Fear Aura: As a free action, you radiate a 5-foot aura that works as the <i>fear</i> spell; a creature can only be affected once in 24 hours. Stun: A foe struck by your melee weapon must succeed on a Fortitude save or be stunned 1d4 rounds. Infernal Wound: You gain a tail, and can make a tail attack at your highest BAB for 2d6+5 hit points damage, plus 2 points damage per round thereafter; this damage resists natural and magical healing; however magical healing halts the hit point loss on a DC 24 caster level check, as does a DC 24 Heal check. Regeneration: You regain 5 hit points every round except from damage caused by good-aligned weapons and spells.
Pit Fiend	9	32	Red-dragon-like shiny scales, a smile with sharp fangs, and hissing voice	Constrict: Your grapple does not provoke attacks of opportunity, and after a successful grapple you cause 2d8+26 hit points damage from a constricting hug. Disease: Foe within 5 feet you breathe on must succeed on a Fortitude save or suffer the devil chills disease (-1d4 Strength/day); damage to the same foe is not cumulative. Fear Aura: As a free action, you radiate a 20-foot aura that works as <i>fear</i> spell; a creature can only be affected once in 24 hours. Improved Grab: After a successful grapple, you can hold fast a foe as if using the Improved Grab feat. Poison Touch: Cause -1d6 Constitution, plus -2d6 Constitution 1 minute later. Regeneration: You regain 5 hit points every round except from damage caused by good-aligned weapons and spells.

*The DC to resist your abilities equals 10 + 1/2 your binder level + your Constitution modifier.

** A new devil presented on the next page.

GOLIATH DEVIL (Ahnok)

Goliath Devil (Ahnok) (CR 12)

Large Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 12d8+96 (150 hp)

Initiative: +3

Speed: 40 ft. (6 squares)

AC: 28 (-1 size, +3 Dex, +16 natural) touch 12, flat-footed 25

Base Attack/Grapple: +12/+28

Attack: Slam +20 melee (6d6+8)

Full Attack: 2 slam +20 melee (2d8+6)

Space/Reach: 10 ft./10 ft.

Special Attacks: Fiery aura, slam attack, improvise weapon, summon devil

Special Qualities: Construct immunities, damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, scent, see in darkness, spell resistance 23, spell-like abilities, telepathy 100 ft.

Saves: Fort +16, Ref +11, Will +9

Abilities: Str 26, Dex 17, Con 26, Int 17, Wis 12, Cha 16

Skills: Appraise +10, Climb +12, Concentration +15, Craft (smithing, alchemy, or gemcrafting) +18, Decipher Script +18, Disable Device +18, Forgery +18, Heal +4, Intimidate +18, Knowledge (any one) +14, Listen +12, Open Lock +18, Search +18, Survival +3, Use Magic Device +18

Feats: Cleave, Great Cleave, Improved Sunder, Power Attack, Stunning Fist

Alignment: Lawful evil

Environment: A lawful evil-aligned plane

Organization: Solitary, pair, team (3–5), or squad (6–10)

Treasure: Standard

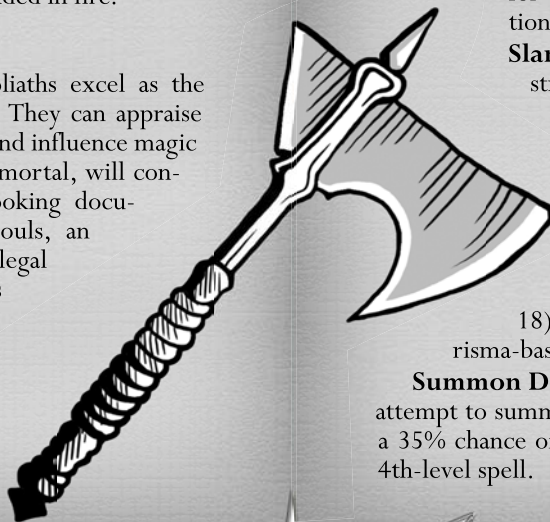
Advancement: 13–24 HD (Large); 25–36 HD (Huge)

Appearance

A goliath devil is about 10 feet tall and weighs about 700 pounds. It looks somewhat like a large dwarf or fire giant, with ruddy features. At first glance it appears heavily armored; however, closer inspection reveals that metallic plates blend into its skin and its gauntlets are natural fists of the finest adamantine. When angered, the goliath is shrouded in fire.

Personality

Although terrible in combat, Goliaths excel as the master crafters of the Nine Hells. They can appraise objects, craft and disable devices, and influence magic items with ease. Many a devil, or mortal, will contact a goliath to forge official-looking documents, including contracts for souls, an act the goliath does not consider illegal since it is spawned possessing this tremendous skill and views itself as simply following Hell's natural order. Goliaths often act as arms dealers, siege experts, and warriors for hire to man both sides of a war between mortals on the Material Plane.



Environment

Goliaths are most often found in Hell's great underground iron-works and laboratories. While they may sometimes work with human flesh, they prefer devising ingenious mechanical devices, including eldritch machines powered by the energy of mortal souls. While patient during the creation process, they are quick to anger when their machines do not function flawlessly, for those above them must be appeased. Hundreds of thousands of "test subjects" may be used in order to assure perfection, even when it is clear to others that the machine works splendidly.

Combat

On the battlefield, Goliaths eagerly fight with any bladed weapon, though they prefer ones that they have made themselves, whether from long hours over a forge or improvised in the heat of the moment. Typically they use *wall of fire* or *soften earth and stone* to trap opponents who try to flee, and use *stoneskin* and *rage* as they wade into battle. Siege engines are a common specialty, as are bizarre creations like miles-wide hooked nets that can be used to scour the earth of their foes. Zeppelins and flying machines have been observed, as have metal wagons that spew fire. Whatever the machine, they enjoy smashing their opponents to bits or burning them to cinders, if not both. A goliath devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Special Attacks and Special Qualities

Goliath devils possess the following:

Construct Immunities: Goliaths are immune to critical hits, sneak attacks, death from massive damage, and so forth.

Fiery Aura (Su): Creatures within 5 feet suffer 12d6 hit points of fire damage, or half that damage with a successful DC 20 Fortitude save.

Improvise Weapon (Su): A goliath devil can transform any object weighing at least 8 pounds into a large battleaxe, large longsword, or large spear. The goliath dips the item in fire as a standard action to cause the transformation. If the weapon is dipped in magical fire, then it counts as magical for the purpose of overcoming damage reduction while in the hands of the goliath devil.

Slam Attack (Ex): A goliath's fists are as strong as adamantine and its unarmed attacks do 6d6+20 hit points of bludgeoning damage.

Spell-Like Abilities: At will: *greater teleport* (self plus 50 pounds of objects only), *soften earth and stone* (DC 16), *rage*, *shatter* (DC 16). 1/day: *animate objects*, *stoneskin*, *wall of fire* (DC 18). Caster level 12th. The save DCs are Charisma-based.

Summon Devil (Sp): Once per day a goliath devil can attempt to summon 1d6 imps or another goliath devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Lemurian Hobgoblin (CR 4)

Large Humanoid (Extraplanar)

Hit Dice: 4d8+12 (30 hp)

Init: +8

Speed: 30 ft. in breast plate; base speed 40 ft.

AC: 21 (−1 size, +4 Dex, +2 natural, +6 breast plate and light steel shield), touch 13, flat-footed 17

Base Attack/Grapple: +3/+10

Attack/Full Attack: Spiked chain +7 melee (2d6+3) or longsword +6 melee (2d6+3), or javelin +7 ranged (1d8+3)

Space/Reach: 10 ft./10 ft.

Special Attacks: None

Special Qualities: Darkvision 60 ft., *reduce self* at will, bind a 1st- or 2nd-level devil spirit, receiving one bonus benefit

Saves: Fort +7, Ref +8, Will +1

Abilities: Str 16, Dex 18, Con 17, Int 12, Wis 10, Cha 13

Skills: Craft (any) +4, Move Silently +11 (+15 without armor), Listen +5, Knowledge (the planes) +5, Search +3

Feats: Improved Initiative, Weapon Focus (spiked chain)

Alignment: Usually lawful evil

Environment: Astral Plane

Organization: Company (2–4 3rd-level fighters), squad (11–20 3rd-level fighters, plus 2 7th-level sergeants, 1 9th-level captain, and 1 hell cat, or regiment (30–100 3rd-level fighters, plus 1 7th-level sergeant per 10 members, 5 7th-level lieutenants, 3 9th-level captains, 1 16th-level general, and 1 horned devil per 30 members)

Treasure: Standard

Advancement: By character class

Binding a devil spirit otherwise follows the rules for binding spirits.

Bonus Benefit: Beginning at 1st level, you can pick one of the following bonus benefits in addition to those granted by the devil spirit with which you have formed a pact:

- » Improved Darkvision 60 feet (this ability allows you to see in both normal and magical darkness)
- » Immunity to fire
- » Immunity to poison
- » Resistance to acid 10 and cold 10*
- » DR 5/magic or good*
- » Fast healing 2 (maximum 10 hit points per day per lemurian devil binder level)*
- » +5 natural armor class
- » +2 Intelligence, +2 Strength
- » Telepathy 100 feet with all creatures that speak Abyssal, Celestial, or Infernal
- » 1/day summon 1 lemurian hobgoblin, fiendish dire wolf, or fiendish giant wasp for 1 round per binder level*

* Effects stack each time you take this benefit.

At 2nd level you pick two benefits, and at 3rd level you pick three benefits. You gain the bonus benefit for as long as you are bound with the devil spirit.

When you are bound with multiple devil spirits, you receive only one set of bonus benefits, as determined by your lemurian devil binder level.

Bonus Devil Spirit: Each day you can bind one devil spirit as a full-round action, with no need to perform its ceremony, in addition to any other spirits you bind for the day.

MANA PREFECT

“Yes, there is madness in my methods. And yes, eye stalks grow from my head. But my magic will sunder your puny notions of space and time.”

In her day, Mana was a preeminent arcane magic user. She was also an aberration, complete with multiple eye stalks and a floating bulbous body that she considered as beautiful and perfect as her father, to whom she was most similar. Even though Mana was an aberration, she held to her sanity far longer than most aberrations ever even dream of; yet because of her tenacity, or perhaps in spite of it, her ultimate descent into madness was so tremendous and traumatizing that she lost her soul in the process and ceased to exist in any understandable way.

Her dissolution into a spirit was not the end for her theories of magic, however. Even though most mortal arcane spellcasters came to use a “Vancian” system of magic—named after a fellow aberration named Vance—a few magic users clung to Mana’s theory of magic. Her dream in life was that all mortals be free to learn a free-form style of magic. Specifically, her theory describes a method of rechargeable magic rather than the more common prepare-and-cast method. Because Mana no longer exists and her work was disintegrated by her father, only dedicated and powerful pact magic users have been able to bind with Mana and recall her theories in sufficient detail to pass them on to arcane spellcasters. In practice, only those mortals who blend arcane magic with pact magic have been able to sufficiently unravel her bizarre theories to gain use of them.

The life of a “prefect of Mana,” as she likes to call her adherents, is not an easy one. Communing with a living aberration is often dangerous to one’s mental health; communing with an aberrant spirit is enough to drive to madness even the most sane. Mana demands perfection from her adherents. For their part, they describe their path as akin to alternating waves of terror and delight, insanity and crystal clarity. Fellow binders may make fun of their energetic madness, but the results of Mana’s methods are irrefutable. While most wizards must spend a night of rest to recover their strength to cast spells, Mana’s prefects only require minutes to restore the most-needed portions of their spent magical energies. Because most encounters are quick affairs lasting seconds or a minute at most, Mana’s prefects specialize in hit-and-run tactics that allow them to expend their spells and then keep foes busy as the prefect bides time to recall spells for reuse. Ultimately, Mana envisioned that her spellcasting system would rule over schools of magic to replace the Vancian system, but this appears unlikely. For the moment, she can only savor her perfect word choice of “prefect.”

Ironically, the spellcasting secrets that Mana passes on to her prefects does not match her original theories of spellcasting. Some binder sages believe that her methods are currently in a transition stage as she reworks her theory, while others say her students can’t handle her true methods, or Mana’s spirit is simply insane and doesn’t even understand her own theories as she is lost in a morass of inconsistent ruminations.

Requirements

To qualify to become a mana prefect, a character must fulfill the following criteria.

Creature Type: Giant, humanoid, monstrous humanoid.

Binding/Spellcasting: Able to bind spirits and prepare

and cast arcane spells. The spirit of either Mana or Jayna Warlock must be accessible on the character's current list of spirits before 20th level. Typically this means that the character must be on a path to bind 6th-level spirits by 20th level.

Skills: Concentration 8 ranks, Knowledge (arcana) 8 ranks, Knowledge (the planes) 8 ranks, Spellcraft 8 ranks.

Class Progression

A mana prefect progresses in her pact magic abilities while learning alternate spellcasting methods by embracing an aberrant existence.

Hit Die: d4.

Class Skills: The mana prefect's class skills (and the key ability for each skill) are Concentration (Con), Decipher Script (Int), Gather Information (Cha), Hide (Dex), Knowledge (arcana, dungeoneering, history, religion, the planes) (Int), Move Silently (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the mana prefect.

Weapon and Armor Proficiency: No new proficiencies. Wearing armor usually interferes with the wearer's ability to cast arcane spells.

Improved Binding/Casting: At every level except 1st and 7th you progress in your former binder class in terms of binder level and maximum level of spirit you can bind. You do not increase the number of spirits you can bind or gain any other benefits. At the same time, you also progress in your former arcane spellcasting class in terms of spells per day and highest level spell you can cast. You do not gain any other benefits of your former spellcasting class, such as an improved familiar. You can only progress in two classes total at a time.

Mana Pool: Beginning at 1st level, you possess a daily allotment of "mana" points equal to twice your mana prefect level. Mana points allow you to recover spells.

You announce the use of mana points at the time of casting a spell. You can only affect arcane spells. The number of mana points required for a spell equals the spell's level. Thus, a 2nd-level spell requires 2 mana points while a 5th-level spell requires 5 mana points. A cantrip counts as a 1/2-level spell and uses 1/2 a point. You can only affect a spell of a level equal to your mana prefect level minus one. For example, a 4th-level mana prefect can affect cantrips through 3rd level spells.

Once mana points are designated and a spell cast, you automatically recall the spell within 1 minute per spell level as if you had not cast it. It is in your mind and ready to cast again.

Mana's Fervor: You acquire Mana's personality characteristics even when you are not bound to her. You become obsessed with all forms of magic and philosophy. You cannot help but discuss these topics for at least 1 round within the first 1 minute of meeting every new creature you encounter, even if that creature demonstrates hostile intent. Matters of purity, symmetry, and perfection of magic and magic use are ever-present in your mind and you are curious what others think of these matters. If the discussant attacks you, then you are free to respond normally; you may even ask questions of a creature's corpse and attempt to hold a conversation after it is dead.

Monstrous Tongue (Sp): Once per day you can call upon



TABLE 6-11: THE MANA PREFECT

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+0	+0	+0	+2	Mana pool
2	+1	+0	+0	+3	Mana's fervor, +1 binder/+1 caster
3	+1	+1	+1	+3	Monstrous tongue, +1 binder/+1 caster
4	+2	+1	+1	+4	Aberrant body, +1 binder/+1 caster
5	+2	+1	+1	+4	Dimension door, +1 binder/+1 caster
6	+3	+2	+2	+5	Aberrant mind, +1 binder/+1 caster
7	+3	+2	+2	+5	Ability conversion
8	+4	+2	+2	+6	Insane mind, +1 binder/+1 caster
9	+4	+3	+3	+6	Maze state, +1 binder/+1 caster
10	+5	+3	+3	+7	Aberrant apotheosis, +1 binder/+1 caster

8 Levels of Binder and Spellcaster Progression

Mana's understanding of magic and her monstrous nature to converse with all types of creatures to better understand the nature of magic. Effectively, you gain the *tongues* spell with a caster level equal to your character level, but with creatures that possess spells, spell-like abilities, or supernatural abilities. You can use this ability to aid another, or for them to aid you as part of a Knowledge of Spellcraft skill check. You and the creature do not need to possess the same magic abilities in order to benefit from the aid, which might simply be obtained or given through Socratic questioning.

Aberrant Body (Ex): At 3rd level, you acquire Mana's physical sign. Four quivering eye stalks typical of an aberration grow out of your head. At your option, whenever you use a granted ability or cast an arcane spell, one or more of the eyes turn and focus on the targeted creature or area affected. This physical change cannot be hidden in the way that a spirit's physical sign can be hidden, although the stalks can be secreted under a hood or by other means such as a *disguise self* spell.

Dimension Door (Su): Twice per day you can *dimension door* as the spell, except the ability is usable as an immediate action and only allows you to move yourself up to close range.

Aberrant Mind: Connecting to Mana's bizarre mind causes you to lose some of your own sanity. Permanently subtract 2 points of Wisdom.

Ability Conversion: Beginning at 5th level, you can draw upon your inner reserve of supernatural power and convert one of your granted abilities into mana points. Use the table below.

Spirit Level of Ability	Mana Points Gained
1st – 3rd	+1
4th – 6th	+2
7th – 9th	+3

Once the granted ability is traded in for the mana points it cannot be recovered. You lose the granted ability for the day. If you evict the spirit you bound and bind a new one, you are granted one fewer abilities than normal, selected at random.

Mana points gained this way last until the next day or until you evict the spirit. Once mana points are converted into arcane spell energy, you keep the spell energy even if you lose the spirit that donated the energy.

Insane Mind: Your continued pursuit of Mana's unusual ideas about spellcasting cost you more of your sanity. Permanently subtract 2 additional points from your Wisdom score.

Maze State (Su): Once per day as an immediate action you can escape the confines of space and time by briefly joining Mana in her weird state of non-existence. Activating the ability causes you to be affected by the *maze* spell, except that you may end the effect at any time. Contrary to all common sense, even though you effectively no longer exist, you are still aware of what is happening at the physical location you were last in as if using the *clairvoyance* and *clairaudience* spells.

Aberrant Apotheosis: At 10th level, you transform into a likeness of Mana. Your creature type changes to aberration (modified humanoid or modified monstrous humanoid), and you are forevermore treated as an aberration with regards to spells, weapons, and effects that target aberrations. Furthermore, you undergo a drastic physical transformation. Your legs shrivel up and your arms become small and stick-like as your torso and head merge into a spherical mass. You gain the supernatural ability to *fly* at will and dark-vision 60 feet.

MASK ADEPT

"Look, oh, spirit, I am your brutal mother, your weak king, or your caring executioner. Let us live your story once again."

Besides forming pacts, spirits entertain themselves with stories. What better way to understand and influence spirits and those who bind them than through a careful study of the spirits' legends? The mask adept uses voice, props, and gestures to bolster, neutralize, or manipulate spirits and binders. The mask adept learns every fine detail and subtle nuance of spirits' legend—its former life, foes and fears, heroic moments, lost loves, acquaintances, and manner of death. For example, when faced with a binder who channels Pavatu, the Child of the Wind, a mask adept might mimic the voice of Pavatu's loving mother or the face of a soldier who hunted Pavatu's father. All the better when the mask adept can adapt a situation, such that a tavern maid appears as Pavatu's mother. Some mask adepts are tricksters, others use a mirror to bolster the spirits they have bound, and a few are dangerous assassins, ultimately capable of confusing and even expelling spirits to better capture or kill their binder prey.

Requirements

To qualify to become a mask adept, a character must fulfill the following criteria.

Binding/Spellcasting: Able to bind spirits or cast spells.

Skills: Perform (act or oratory) 8 ranks. Must have 8 or more ranks in one of the following skills: Knowledge (arcana), Knowledge (history), Knowledge (religion) or Knowledge (the planes). You must have 2 ranks in the remaining three skills.

Class Progression

A mask adept progresses in his or her magical abilities while learning to imitate and influence spirits.

Hit Die: d6.

Class Skills: The mask adept's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Gather Information (Cha), Hide (Dex), Knowledge (arcana, history, religion, the planes) (Int), Move Silently (Dex), Perform (Acting, Oratory) (Cha), Sense Motive (Wis), and Speak Language (—).

Skill Points at Each Level: 6 + Int modifier.

d6

Class Features

All of the following are class features of the mask adept.

Weapon and Armor Proficiency: No new proficiencies.

Improved Binding/Spellcasting: At every level you progress in your former binder class or spellcasting class. If you progress your binder class, you continue to advance in terms of binder level and maximum level of spirit you can bind. If you progress your spellcaster class, you advance in terms of caster level, spells known, and spells per day. Either way, you do not gain any other benefits (such as an improved familiar or bardic music ability). You can only progress in one class at a time.

Analyze Spirit (Sp): Three times per day you can use the *analyze pact spirits* spell. This allows you to detect and evaluate the nature of a targeted creature's bound spirit or spirits.

Shield (Ex): You gain a bonus on Will saves to resist attempts by another mask adept to fool any spirit you have bound. The bonus equals +1 per mask adept level. If you do not bind spirits, you gain a permanent +1 bonus on Will saves to resist mind-affecting supernatural abilities instead.

Negate/Bolster Tactics (Ex): You target a creature and

TABLE 6-12: THE MASK ADEPT

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+0	+0	+0	+2	Analyze spirit, shield +1 binder/caster level
2	+1	+0	+0	+3	Negate/bolster tactics ancient tongue, +1 binder/caster level
3	+2	+1	+1	+3	Imitate legend, +1 binder/caster level
4	+3	+1	+1	+4	Confuse spirit, +1 binder/caster level
5	+3	+1	+1	+4	Dismiss spirit pact +1 binder/caster level

5 Levels of Binder or Caster Progression

make a special knowledge check to either negate or double whatever tactical bonus it enjoys vis-à-vis its bound spirit. The DC for the knowledge check equals the spirit's binding check. To make the check, roll d20 and add the best modifier you have among Knowledge (arcana), Knowledge (history), Knowledge (religion), and Knowledge (the planes). If you have bardic knowledge or a similar class feature, you can roll using that ability instead of one of the skills above.

Ancient Tongue (Su): When you have successfully identified a spirit using your analyze spirit ability or by other means, you can speak the native language that the spirit used in life before becoming a spirit. The benefit lasts 24 hours, which may allow you to speak with others in that language.

Imitate Legend (Sp): You can use the *ventriloquism* and *alter self* spells at will, but only when you are within 30 feet of a spirit that you have correctly identified, and only to imitate a persona from the spirit's legend. The effect is visible to all, including the spirit who is experiencing the world through its binder's eyes and ears. The DC to fool the spirit equals 10 + the spirit's level + the target binder's Wisdom modifier. You attempt a Perform (acting or oratory) check to fool the spirit. If you succeed, you gain a +1 bonus on all d20 rolls and damage rolls against the spirit's binder. For every 5 points you make over the DC, you gain an additional +1 bonus. The bonus lasts 10 minutes.

Confuse Spirit (Sp): You weave a subtle illusion into the local environment that evokes the fears of one spirit of your choice, confusing it. This ability targets all binders with 30 feet of you who are bound with the selected spirit. The DC to resist the *confusion* effect is 10 + 1/2 your binder/caster level + your Charisma modifier. If you succeed, the spirit is hopelessly confused and the affected binders cannot use that spirit's granted abilities for 1d4 rounds. Once you use this ability, you must wait 3 rounds before using it again.

Dismiss Pact Spirit (Sp): Three times per day you can use the *dismiss pact spirit* spell. Your caster level equals your binder or caster level (whichever is higher). This spell expels a spirit from a creature, causing the pact to end. The targeted creature must attempt a special Will save (the DC equals the spell's save DC – spirit's level x 2 + your caster level). If the check succeeds, the pact instantly terminates and the creature loses all the spirit's granted abilities. The affected creature is free to bind another spirit even if it normally lacks the capability to evict and rebind spirits; however, there is a 20% chance that it cannot rebind the dispelled spirit for a period of 24 hours.

MASTER SOULWRIGHT

"For my mountain stronghold, I shall bind the spirit Pavatu, Child of the Wind; may he forever suffuse and protect my home from our enemies."

Why hoard powers when there is strength in interdependence? A master soulwright learns to move granted abilities into objects, other creatures, and locations. The result is strong ties with others as well as the potential for betrayal.

Moving a granted ability into an item transforms that item into a magical device that almost anyone can use. Such supernatural magic items are more resilient to damage and antimagic effects compared to most magic items. This is a useful way to strengthen a mundane item in an emergency.

Transferring a granted ability to a follower, henchman, fellow adventurer, or other ally allows that creature to gain some of your abilities. This can be particularly useful when an allied spellcaster has depleted his or her spells and could continue to contribute to the party's success. Sometimes, two of your granted abilities might be best utilized at once; this can be accomplished by transferring one of the abilities to an ally who can go at the same time you do.

Finally, a master soulwright can make her stronghold, private glen, or other base of operations a sanctuary that flowers with the personality, physical characteristics, and benefits of a particular spirit. This area is awakened to a limited form of sentience that responds to you and acts as your eyes and ears.

In societies where pact magic is not openly used, the master soulwright can still use his or her abilities by channeling them through items and which appear to function like typical wondrous magic items.

In other societies, the master soulwright is a boon to any community or organization, especially in times of conflict or when funds are needed. More than one master soulwright has been known to "lend" one of his abilities for the day to an adventurer in dire need of a particular attribute that lasts all day, such as the ability to swim or fly. A powerful binder might even transfer half or more of her abilities to several followers who can then go out and deal on her behalf with intruders at her stronghold or other foes. Transferring granted abilities into a location can aid communities by encouraging particular behaviors while keeping out other kinds of creatures.

There are several ways to become a master soulwright. One is through the normal process of crafting items while experimenting with pact magic—one day, the character discovers, perhaps by accident, it is possible to transfer granted abilities as well as spells into items. In more magically sophisticated societies, a character may apprentice under a mentor or learn through a college of pact craft.

Cooperation can lead to deception and betrayal. For this reason, a master soulwright tends to focus on the plans, motivations, and backgrounds of those around her, because she will be the one to suffer when mistakes are made.

Requirements

To qualify to become a master soulwright, a character must fulfill the following criteria.

Binding: Able to bind 4th-level spirits.

Feat: Craft Wondrous Item.

Skills: Craft (any) 2 ranks.

Special: You must be a gnome, or initiated into the class by a gnome.

d8

Class Progression

A master soulwright focuses on transferring granted abilities in ever more difficult and numerous ways while improving binding skills.

Hit Die: d8.

Class Skills: The master soulwright's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Disable Device (Int), Knowledge (arcana, architecture and engineering, geography, history, the planes) (Int), Open Lock (Dex), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the master soulwright.

Weapon and Armor Proficiency: No new proficiencies.

Improved Binding: At every level except 5th you progress in your former binder class in terms of binder level, maximum level of spirit you can bind, and number of spirits you can bind. You do not gain any other benefits. You can only progress in one binder class at a time.

Transfer to Item: You can transfer one of your granted abilities into an item. To transfer an ability, the target item must be in your possession. The transfer takes 1 standard action. A transferred ability remains in the item until you reclaim it or until your pact ends, whichever comes first. You lose the ability while it is in the item.

The item can be no larger than 2 square feet and 5 pounds per binder level. Thus a 1st-level master soulwright could easily affect a piece of clothing, weapon, or handheld belonging, while an experienced master of transference could affect a suit of plate mail, a large wooden door, or a table.

You or another creature can produce the effects of the ability by using the item. Treat the item as a miscellaneous magic item when adjudicating usage and effects.

To determine how the item is activated, consider how often the granted ability is normally used. If the ability is continually active, then holding or wearing the item makes the ability active. If the ability requires concentration or a standard action to use, then the user must continuously concentrate or mentally activate it as a standard action, respectively. If the ability normally requires that you wait between each use, then the user must wait. If an ability is limited to a set number of times per day, then the item can only produce the effect that many times per day (minus any uses before transferring the ability).

The transferred granted ability is supernatural in nature. A *antimagic field* suppresses the item's function but *dispel magic* and similar spells and effects do not.

Transferring power into an item makes the item more resilient. For each spirit level, the item gains +1 to its hardness rating and 5 additional hit points.

You can reclaim a transferred ability by touching the item as a standard action. If the item is destroyed then you lose the ability for the duration of the pact.

At the binder's option, an affected item possesses a face as if affected by a *magic mouth* spell. A 5th-level master soulwright can grant an item hands to grapple and a mouth for a bite attack (1 hp damage). The item has a base attack bonus equal to the binder's level and a Strength equal to the binder's Charisma score. It attacks any specific creature or type of creature that tries to use it, as indicated by you.

Transfer to Creature: This works in a similar manner as transferring a granted ability to an item, except you can transfer the ability to a willing creature that you touch.

For a creature to successfully bind a portion of a spirit, it must succeed on a binding check as if binding with the spirit that



TABLE 6-13: THE MASTER SOULWRIGHT

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+0	+2	+0	+2	Transfer to item, +1 binder level
2	+1	+3	+0	+3	+1 binder level
3	+2	+3	+1	+3	Transfer to creature, +1 binder level
4	+3	+4	+1	+4	+1 binder level
5	+3	+4	+1	+4	Transfer to location

4 Levels of Binder Progression

granted the ability. The creature's check equals d20 + its Hit Dice + its Charisma modifier. If it succeeds, the creature gains the granted ability and acquires the personality shift and physical sign associated with the spirit. If the creature fails the check or is a favored enemy of the spirit, then the binding fails. To successfully contain the spirit's energy, the creature must have a number of Hit Dice equal to or greater than twice the spirit's level. Otherwise, the transfer fails.

You lose the granted ability while the target creature possesses it. The creature uses the ability in all ways typical of pact magic, except that its binder level equals your binder level.

Transferring power into a creature makes it more resilient. It gains one of three benefits: +1 hit point per Hit Die, +2 bonus to all Fortitude saves, or a +1 bonus to attack rolls.

You can reclaim a granted ability by touching the creature as a standard action. The creature loses the ability when your pact ends. If the creature dies then you lose the ability.

Transfer to Location: You transfer a granted ability to a location. You affect a number of 10-foot squares equal to your binder level, up to a height of 10 feet per spirit level. Thus, at 20th level, when transferring an ability of a 9th-level spirit, you could affect an area that is 40 feet wide x 50 feet deep x 90 feet high. Transferring an ability to a location requires 1 hour of uninterrupted concentration. Once transferred, you can "see" and "hear" into all affected squares at will as if standing there in person. You can use the transferred ability while anywhere on the premises, and you have line of sight and line of effect into all affected squares when using this ability.

Transferring an ability has additional effects. A creature that is the spirit's favored enemy must attempt a Will save when entering the affected area and every 1 minute thereafter while remaining on the premises, or suffer the effects of *bestow curse*. Furthermore, if the spirit is 6th level or higher, than any humanoid that dies on the premises is immediately restored to life (as the *reincarnation* spell) as a humanoid that most closely matches the spirit's favored ally. If the spirit is 8th level or higher, creatures that remain on the premises for more than 10 minutes must succeed on a Fortitude save or polymorph into a creature matching one of the spirit's allies, as if affected by the *polymorph any object* spell. Your caster level equals your binder level. A creature can only be affected once per day by an effect.

When you leave the premises, you retain perceptual awareness of the affected squares, but cannot target creatures therein with the transferred granted ability. The curse and reincarnation effects remain in place.

PACT MAGICIAN

"Pact magic has many mysteries; how I will come to understand even four or five of these is also a mystery to me."

Many magic users wish to delve equally into pactmaking and spellcasting without compromising progress in either craft. They may focus on developing spells to boost their pactmaking or learn to disguise their granted abilities as spells to confound their foes. A pact magician unlocks many secrets such as these and, like a stage magician, he tends to jealously guard his secrets.

Requirements

To qualify to become a pact magician, a character must fulfill the following criteria.

Binding: Able to bind 2nd-level spirits.

Spellcasting: Able to cast 2nd-level spells.

Special: Must be initiated by a character who possesses both spellcasting and pactmaking ability. The initiation requires 3 weeks of uninterrupted intensive study.

Class Progression

A pact magician continues to improve his pactmaking while gaining special powers.

Hit Die: d4.

Class Skills: The pact magician's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Knowledge (arcana, the planes) (Int), Open Lock (Dex), Profession (Wis), Sleight of Hand (Dex), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the pact magician.

Weapon and Armor Proficiency: No new proficiencies.

Improved Binding/Spellcasting: At every level you progress in one former binder class and one former spellcasting class in terms of binder level and caster level, maximum level of spirit you can bind and maximum level of spell you can cast, and spells known. You do not gain any other benefits (such as an improved familiar). You can only progress in one binder class and one caster class at a time.

Magician's Secret: At every even level, select one option from the list below. You may select some options more than once.

Magic from the Hat: Select one meta-magic feat that you know. You utilize a spirit's energy to apply the meta-magic feat without raising the spell's level or preparing ahead of time. After taxing the spirit in this way, its abilities are unavailable to you for 1d4 rounds. The spirit must be of a level equal to or greater than the number of levels proscribed by the meta-magic feat. Each time you take this option, you can apply it to one more meta-magic feat that you know.

Oculta Dweomer: Add to your class spell list six spells that relate to pactmaking (see Chapter 7: Spells). If you have a spellbook, you must still pay to add these spells to your spellbook.

Off the Cuff: Once per day, you can briefly bind a spirit by expending a spell's energy as a potent lure. The spell must be of a level equal to greater than the level of the bound spirit. The



TABLE 6-14: THE PACT MAGICIAN

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+0	+0	+0	+2	+1 binder/caster level
2	+1	+0	+0	+3	Magician's secret (1st), +1 binder/caster level
3	+1	+1	+1	+3	+1 binder/caster level
4	+2	+1	+1	+4	Magician's secret (2nd), +1 binder/caster level
5	+2	+1	+1	+4	+1 binder/caster level
6	+3	+2	+2	+5	Magician's secret (3rd), +1 binder/caster level
7	+3	+2	+2	+5	+1 binder/caster level
8	+4	+2	+2	+6	Magician's secret (4th), +1 binder/caster level
9	+4	+3	+3	+6	+1 binder/caster level
10	+5	+3	+3	+7	Magician's secret (5th), +1 binder/caster level

10 Levels of Binder and Caster Progression

binding is a full-round action. You do not perform the spirit's ceremony but you must meet its requirements. You make the binding check as usual and you gain the spirit's granted abilities for 2 minutes, after which time you are fatigued. Each time you take this option, you can use it one additional time per day.

Penetrating Flourish: You can use a spirit's energy to reduce a target's SR by 3 points per spirit level. After using the spirit's energy in this way, its abilities are unavailable to you for 1d4 rounds.

Sleight Deception: When using a spirit's granted ability, you may attempt a Sleight of Hand skill check to pretend you are casting a spell. The skill DC equals 10 + the level of the spirit that has granted the ability. You can take 10 but not take 20.

Staged Performance: Apply a +2 bonus to any two pact magician class skills.

RAVAGE BINDER

"Hear me, spirits of Chaos once drowned, possess me so that I may return you in a bloody rebirth to the living world."

Some binders embrace rogue spirits such as ravagers to acquire their fury for himself. Those who take this path, called ravage binders, claim that this is the only known, reliable path for a creature to freely become a spirit and thus gain everlasting power free from the noisome rule of gods.

A ravager binder's path begins with unmistakable evil as he learns how to bind with a ravager spirit. The pact is imperfect at best; a small error causes the binder to suffer mental instability, and a serious mistake leads to a raging insanity that lasts several rounds before the spirit departs and leaves the binder unconscious in a pool of his own blood. Nonetheless, a successful pact grants the summoner a ravager's supernatural abilities. A binder who perseveres along this path reaps greater rewards in the form of increase physical and emotional stamina and the might to command ravager spirits and summon them into others to increase his power. Yet, all these are but steps along a greater path, for the ravage binder does not care about ravagers; his aim is immortality for himself.

Ravage binders are the bane of civilization; they know their path is dangerous and rejected by others. They hide their activities with care, and are known to bluff other binders. Nonetheless, the ravage binder is akin to a beacon of darkness easily spotted by a ravage hunter and others who dedicate themselves to defeat these vile pactmakers. Most ravage binders make their home in remote places, or at least eliminate sources of interference to their plans before they reveal themselves.

Class Skills: The ravage binder's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (the planes) (Int), Move Silently (Dex), and Sleight of Hand (Dex).

Skill Points at Each Level: 2 + Int modifier.

Class Features

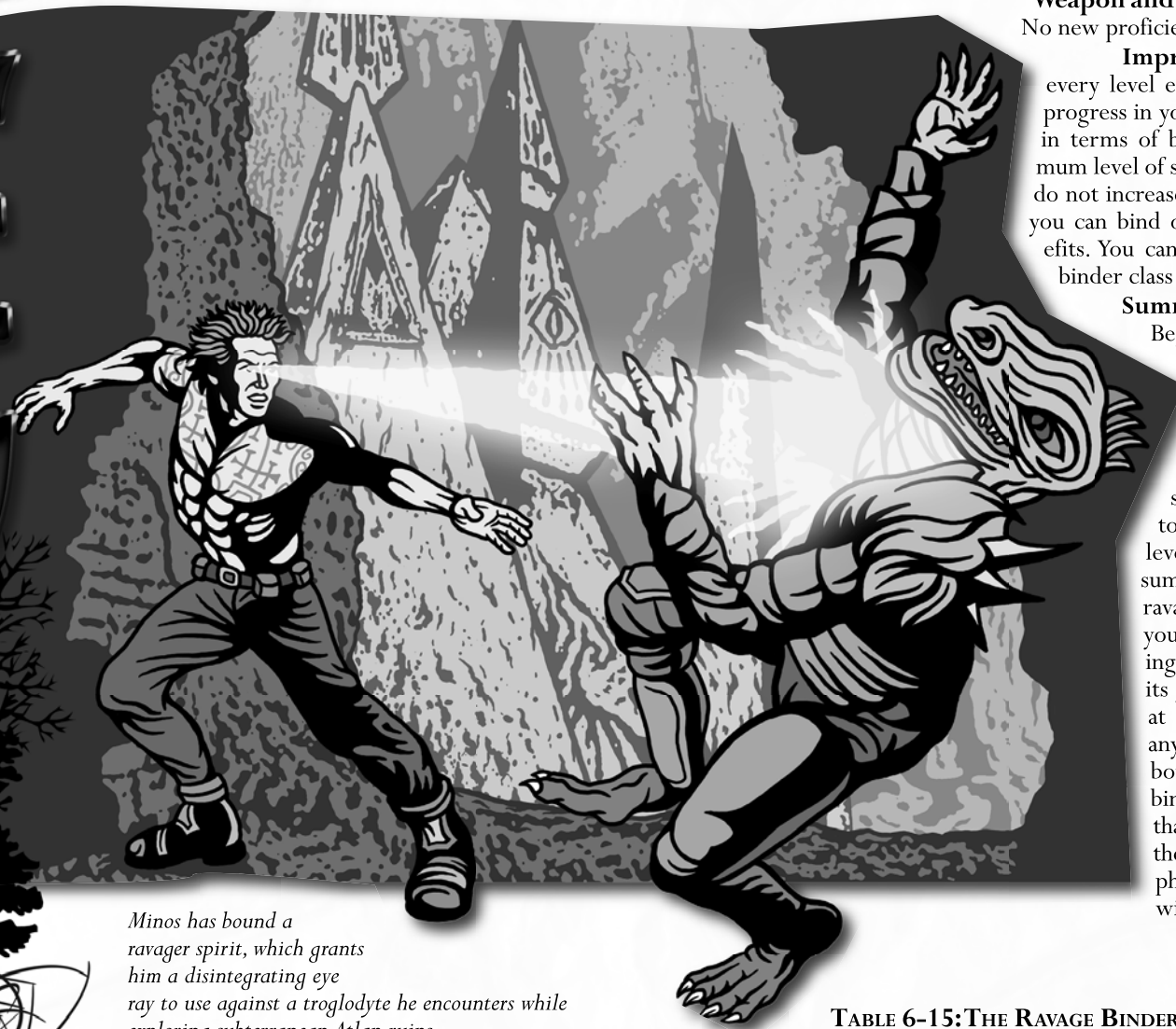
All of the following are class features of the ravage binder.

Weapon and Armor Proficiency: No new proficiencies.

Improved Binding: At every level except 1st and 5th you progress in your former binder class in terms of binder level and maximum level of spirit you can bind. You do not increase the number of spirits you can bind or gain any other benefits. You can only progress in one binder class at a time.

Summon Ravager (Su):

Beginning at 1st level you unlock the first key to attain eternal life: summoning a ravager spirit. You must be able to bind spirits of a level equal to or greater than the level of the ravager you summon. You summon the ravager into yourself. If you succeed on your binding check then you gain its granted abilities (listed at right) in addition to any other spirits you have bound. If you fail your binding check by less than 10, you bind with the ravager but show the physical sign associated with ravagers and suffer a



Minos has bound a ravager spirit, which grants him a disintegrating eye ray to use against a troglodyte he encounters while exploring subterranean Atlan ruins.

Requirements

To qualify to become a ravage binder, a character must fulfill the following criteria.

Alignment: Any evil.

Binding: Able to bind 3rd-level spirits.

Skills: Knowledge (the planes) 8 ranks, Intimidate 4 ranks.

Feats: Vestige Mind or still mind class feature.

Class Progression

A ravage binder continues to progress in his or her pact magic use while learning to bind and control ravager spirits.

Hit Die: d8.



TABLE 6-15: THE RAVAGE BINDER

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+0	+0	+0	+2	Summon ravager, ravager aura
2	+1	+0	+0	+3	Ravager might, +1 binder level
3	+2	+1	+1	+3	Command ravager, +1 binder level
4	+3	+1	+1	+4	Ravager resilience, +1 binder level
5	+3	+1	+1	+4	Summon ravager horde, spirit destiny

3 Levels of Binder Progression

RAVAGER VESSEL

These rebellious and hateful spirits possess the living without permission. They can only possess a creature that is not already bound with a spirit, so most pact magic users are safe against ravager assaults. Often, a lone non-binder or a group of villagers is possessed. Once it takes possession, a ravager cannot escape its “vessel” and must remain until the vessel is killed or dies of old age.

Possession Requirements

Ravagers vary in power. Each ravager has a spirit level ranging from 1st through 9th, like any other spirit. A ravager spirit is limited to possessing creatures with Hit Dice equal to or greater than its spirit level. Thus, a 4th-level ravager spirit could possess a 4th- or 5th-level fighter but not a 3rd-level fighter.

The Moment of Possession

It is unclear how ravager spirits locate prey. However it happens, the target can attempt a Will save to resist possession. The DC equals $10 +$ the ravager spirit's level.

If the target fails its save by less than 5 then the possession takes hold but requires 24 hours to complete. During this time, a spirit exorcist or a ravage hunter (prestige classes in this chapter) may drive away the spirit. A creature can also free itself by succeeding on a check to bind any spirit it knows.

A target that makes its save by less than 5 briefly feels rage or despair, and then continues as if nothing has happened.

A target that makes its save by 5 or more recognizes that an attempt to possess it has failed. If the target is uninformed about ravagers, then it might look to individuals in its local environment as possible suspects.

A target that fails its save by 5 or more is instantly possessed by the ravager spirit. It loses all but traces of its former identity and takes on the agenda and personality of the ravager. The possession is not instantly obvious. An onlooker who is alert for possession is allowed a Sense Motive check against the ravager vessel's Bluff check.

Once possessed, a ravager vessel may feign the original creature's behaviors and activities for a time, depending upon the spirit's goals. Most ravager spirits are insane and can only maintain a ruse for a number of days equal to their spirit level. Often, the ruse ends when the ravager vessel flies into a rage and kills a former acquaintance or loved one.

Creating a Ravager Vessel

“Ravager Vessel” is an acquired template that can be added to any humanoid or monstrous humanoid creature that is not bound with a spirit. Upon becoming a ravager vessel, a creature retains all its statistics and special abilities except as noted below.

Size, Type & Hit Dice: Type changes to native outsider. Do not recalculate base attack bonus, saves, skill points, or Hit Dice. Size is unchanged.

Speed: Increase the primary mode by +10 feet.

Abilities: Constitution +2, Charisma +2.

Special Attacks and Special Qualities: A ravager vessel gains the attacks and qualities described below. The DC to resist its ravager abilities equals $10 + 1/2$ its Hit Dice + its Constitution modifier, unless noted otherwise.

Challenging Rating: As possessed creature +2.

Granted Abilities

A ravager vessel's abilities vary with the level of the ravager spirit possessing it. It has the following supernatural abilities.

Disintegrating Eye Ray: At will, you project a blinding ray from your eyes; if you succeed on a ranged touch attack, the target suffers 1d6 hit point damage per spirit level. The ray affects objects and creatures. The ray causes a portion of the target to disintegrate. You can vary the width from 1 inch to 1 foot, although a wider ray does not cause more damage. Any creature killed by the ray cannot be returned from death except by a 7th-level or higher spell or equivalent ability. If not returned to life within a year and a day, a sentient creature's soul becomes a ravager and is lost forever.

Alert Ravagers: You can vocalize an utterly inhuman cry that alerts all ravager-possessed creatures within 30 feet per spirit level. The alert warns them to be on guard and come to your aid if possible. The bellow is supernatural and can be heard even through stone.

Detect Spirit Status: You detect whether any creatures in range are bound with a spirit, possessed by a ravager, or are free of spirits. The range is a 10-foot cone per spirit level. Using the ability to its fullest extent requires 3 full rounds of concentration. On the first round, you detect the presence or absence of spirits, whether other ravagers or the usual bound spirit, or some other form of possession (such as by a ghost). In the second round, you determine how many and what kind of bindings are in place, such as how many creatures are possessed by ravagers. On the third round, you detect the exact location of each bound creature, such as which square in a crowd is occupied by a ravager-possessed creature. This ability does not inform you about the names of spirits, their abilities, or any other information except their type. This ability is usable at will.

Evasive Cover: You gain evasion as a rogue equal to the possessing spirit's level. Furthermore, when you take no damage after a successful Reflex save against an area attack, you can make a Hide check with a DC equal to the attacker's Spot check, assuming some form of cover is present and reachable in a single move. Success means you are hidden to the attacker.

Stealth Bonus: You gain a +2 bonus on Spot and Hide checks per spirit level, to a maximum of a +18 bonus for a 9th-level spirit. The effect lasts 24 hours.

Sudden Strength: Three times per day, for a period of 1 round, as a free action, you gain a +2 bonus per spirit level to your Strength, to a maximum of a +18 bonus for a 9th-level spirit. Applying the bonus is a free action. When using the strength bonus as part of an action, you must state the use of the strength before resolving the action.

Life as a Ravager Vessel

Once a ravager spirit possesses a creature, there is no turning back. If it is working alone, the spirit may be searching for an artifact, binder, or ritual to aid its cause, such as opening a gateway between the Material Plane and the Outer Darkness. If possible, it may attempt to summon a fiend to aid its cause. Occasionally, ravager spirits possess a group of individuals in order to control a location, to excavate an artifact, or to battle the protectors of an item or imprisoned ravager vessel.

-6 penalty to your Wisdom. If you fail your binding check by 10 or more, then you bind with the ravager but become enraged (as the *rage* spell) for 1 round per binder level before the ravager spirit departs and leaves you exhausted with 0 hit points.

Ravager Aura (Su): You permanently radiate an evil aura as a cleric of equal binder level, and the aura fools any form of detection into registering you as possessed by a ravager, even when you are not bound to any spirits at all. This prevents ravager spirits from attacking you or attempting to possess you.

Ravager Might (Su): When bound with a ravager, you strengthen your soul. You are immune to effects that alter your alignment. Moreover, once per day, you can use the *rage* spell as a supernatural ability for up to 1 round per binder level. While raging, you can use your supernatural abilities. You can activate or end the *rage* effect as a free action.

Command Ravager (Su): You can command ravagers in a similar way as evil clerics command undead. You can attempt to gain control over a ravager-possessed creature (a “ravager vessel”) by making a binding check. If you succeed, the ravager (and its vessel) are completely under your control for 24 hours. For each ravager you control, you suffer a cumulative -2 penalty to your binding checks.

Ravager Resilience (Su): Once per day as a free action you can heal yourself 1 hit point per round for 2 minutes.

Summon Ravager Horde (Su): You send out a supernatural supplication and summon ravager spirits to possess all creatures within 30 feet of you. Unless a creature is protected from possession, it must succeed on a Will save or be possessed for a period of 2 minutes or until you die. The DC equals $10 + 1/2$ your binder level + your Cha modifier. The ravager spirits’ level equals the highest level spirit you can bind minus 3. The ravagers are not under your control, though they are friendly.

Spirit Destiny: Upon your death, if you are not restored to life within 1 week, then you forevermore become a spirit rather than migrating to the afterlife.

RAVAGE HUNTER

“To those hateful spirits who bind themselves onto the innocent, I say, ‘go back to the nothingness from which you came.’”

Ravagers are insatiable and insane predators that “summon themselves” to possess unprotected creatures. But who hunts the hunters? Binders make the best ravage hunters because they are protected from ravager possession when they are bound to a spirit. The obscene acts of ravagers often bring together binders and their traditional foes. Binders have saved more than one town, and at least one kingdom, from utter ruin.

Becoming a ravage hunter requires dislodging a portion of one’s own soul. Ironically, only when a character has been possessed by a ravager does he gain the resolve to twist his own existence to fight them. Sometimes, a ravage binder who turned from his evil path will briefly summon a ravager into a volunteer that tastes the ravager’s evil appetite; if the volunteer emerges untainted then he can become a ravage hunter. More often, a binder discovers this path after suffering a surprise attack by a ravager. These happen rarely; a binder who is aware of the presence of ravagers knows to remain bound with a spirit at all times. Yet, there are brief moments between summons when a

ravager may muscle its way in and possess the binder. Ravagers view binders as delicacies due to binders’ comfort and training with spirits.

Ravage hunters actively seek ravager “hot spots” and thus experience added danger. For this reason, ravage hunters tend to travel in pairs or small groups.

A ravage hunter’s training focuses first on detecting ravagers and protecting himself from possession. This requires that he twist a portion of his own soul into a shield. This causes everlasting existential anguish that haunts the character in the afterlife. Some say that all ravage hunters become spirits when they die, thus joining the ravagers in their mysterious state of nonexistence. Few ravagers believe this, and those who have returned from death report the usual afterlife. Once the ravage hunter has perfected this protective shield, she learns to pass unseen among ravagers and resist their powers. The ravage hunter’s most potent ability, however, is the ability to project a ray of pure antimagic that effectively expels a ravager from its host.

Binder lore says the first ravage hunter was trained by the Overmind, a spirit that cannot usually be summoned except by ravage hunters and similar characters who take unusual paths with pact magic. In contrast to ravagers, the Overmind is a refined and clear-headed force of pure law and reason that fights to reign in his insane “children.”

Requirements

To qualify to become a ravage hunter, a character must fulfill the following criteria.

Binding: Able to bind 3rd-level spirits.

Skills: Knowledge (the planes) 8 ranks, Sense Motive 4 ranks, Spot 4 ranks.

Feats: Alertness or Track, Vestige Mind or still mind class ability.

Special: Must have been possessed by a spirit of some kind.

Class Progression

A ravage hunter continues to progress in his pact magic use while learning to hunt and eradicate ravager spirits.

Hit Die: d8.

Class Skills: The ravage hunter’s class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (all, taken individually) (Int), Search (Int), Sense Motive (Wis), Spot (Wis), Listen (Wis), and Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the ravage hunter.

Weapon and Armor Proficiency: No new proficiencies.

Improved Binding: At every level you progress in your former binder class in terms of binder level and maximum level of spirit you can bind. You do not increase the number of spirits you can bind or gain any other benefits. You can only progress in one binder class at a time.

Detect Ravager (Su): You detect at will the presence and strength of possessing spirits. Possessing spirits include ravagers, ghosts, and similar undead with ghostly malevolence, fiends with the fiendish possession ability, and magic users affected by *magic jar* and similar spells. This ability otherwise works like a



d8

SAVAGE WARBINDER

TABLE 6-16: THE RAVAGE HUNTER

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+0	+0	+0	+2	Detect ravager, barred soul, +1 binder level
2	+1	+0	+0	+3	Hide from ravagers, +1 binder level
3	+2	+1	+1	+3	Ray of dispossession, +1 binder level
4	+3	+1	+1	+4	Resist ravagement, +1 binder level
5	+3	+1	+1	+4	Ray of annihilation, +1 binder level

5 Levels of Binder Progression

paladin's detect evil ability.

Barred Soul (Su): You shape a portion of your own soul to act as a seal against ravager intrusion. You gain a permanent +10 morale bonus to saving throws to resist possession.

Hide from Ravagers (Su): You can pass unnoticed among possessing spirits such as ghosts and unbound ravagers, whether they are free-floating or within a host creature, object, or area. So long as you are beyond the line of sight of one of these creatures, their detection abilities do not register your presence. If you come within line of sight then the creature must attempt a Will save to notice you. The DC equals 13 + your ravage hunter level + your Wisdom modifier. Note that some possessing spirits have saving throws and perceptual skills are determined by their host bodies. Informing a creature that you are present does not affect whether or not it notices you. However, if you attack such a creature then it gains a new saving throw to notice you.

Ray of Dispossession (Su): You take advantage of a possessor's weak link to the creature that it possesses, striking it unerringly with an antimagic bolt that drives it from the creature. The ray is carefully tuned to avoid harming the possessed creature or stripping other magic on it. The possessing spirit must succeed on a Fortitude save or be driven from the target body. The DC equals 12 + your ravage hunter level + your Charisma modifier. The possessing spirit cannot target the same host again for 1 day per ravage hunter level.

Resist Ravishment (Su): You permanently radiate a protective field that grants you resistance to the supernatural abilities of possessing spirits. You gain a +1 morale bonus on saving throws to resist supernatural attacks made against you by possessed creatures. Moreover, you are immune to mind-affecting supernatural abilities used against you, regardless of their source. Finally, possessing spirits and possessed creatures suffer a -2 penalty to strike you in melee combat.

Ray of Annihilation (Su): At 5th level, you reach your apex as a foe hunter and are able to utterly annihilate possessing spirits. You can target one possessing spirit within 30 feet with a devastating ray. If it fails its Fortitude save, it is destroyed. That is, a ravager spirit ceases to exist, a ghost is sent to the afterlife, a fiend is banished to its home plane of existence, and a wizard's magic jar spell is ended with a backlash of 6d6 hit points damage. The DC equals 13 + your ravage hunter level + your Charisma modifier. You can use this ability a number of times per day equals to 3 + your Charisma bonus (minimum 1).

"Oh, great spirit of Earth, give birth for your children, the orcs, for their thirst for the bloody hearts of their enemies is unquenchable."

Binders among the savage and abyssal races focus more on warfare than other binders do, and the savage warbinder exemplifies the martial command such a binder may influence over a tribe. A savage warbinder can summon demonic and feral power from the netherworldly bowels of the earth. He shares this dark power along with one or more of his granted abilities. Blood is the ultimate symbol of life, and the savage warbinder uses this wisdom and the insight granted by spirits to draw forth a living creature's beating heart, which he may use to gain strength. Binders who take this path suffer some delay in developing their pact magic abilities, but the delay is usually considered minor compared to the respect and authority given to them by their adoring and bloodthirsty savage followers.

Requirements

To qualify to become a savage warbinder, a character must fulfill the following criteria.

Race: Any intelligent race with a typical alignment that is non-good (hobgoblin, orc, tiefling, etc).

Binding: Able to bind spirits.

Base Attack Bonus: +3.

Alignment: Any neutral or evil.

Feats: Leadership or Skill Focus (Intimidate).

Skills: Intimidate 9 ranks.

Class Progression

The savage warbinder augments allies with a demonic and feral power along with some of his granted abilities.

Hit Die: d10.

Class Skills: The savage warbinder's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the savage warbinder.

Weapon and Armor Proficiency: You gain proficiency with one martial weapon of your choice plus light and medium armor, and all shields (except tower shields).

Improved Binding: At every even level (2nd, 4th, 6th), you progress in your former binder class in terms of binder level and maximum level of spirit you can bind. You do not increase the number of spirits you can bind or gain any other benefits. You can only progress in one binder class at a time.

War Boost (Su): Beginning at 1st level, you can provide one 2-minute boost per day as a swift action to 5 allies within 30 feet of you. Once you provide the boost, your allies may move out of range and still enjoy the boost. At 2nd level and each level thereafter, you can select one additional boost from the list below for a total of six boosts per day as a 6th-level savage warbinder. You

d10

must be bound with a spirit to provide a boost. For boosts based on class level, use your savage warbinder level.

TABLE 6-17: SAVAGE WARBINDER BOOST OPTIONS

+1d6 sneak attack damage	Glide speed 30 ft.
+4 Strength	Immunity to fear
+4 Dexterity	Immunity to poison
+4 Constitution	Poison touch, DC 11 + class level
+4 Listen, +4 Spot	Resistance 5 to fire and cold
+4 Hide, +4 Move Silently	Resistance 5 to acid and electricity
+4 Jump, +4 Tumble	Scent ability
Base land speed +10 ft.	+1 attack, +1d6 dmg vs. good foes
Climb speed 30 ft.	+1 attack, +1d6 dmg vs. lawful foes
Damage reduction 2	Swim speed 30 ft.
Darkvision 60 ft.	SR equal to 2 + 3 x class level
Fast healing 2	Wildshape into wolf form

Beginning at 2nd level, you may apply a meta-boost instead of a standard boost. A meta-boost alters all other boosts.

- » Affect 5 more allies.
- » Extend boost duration by 10 minutes.
- » Increase boost DC and/or SR by +2.

Boosts represent the savage fury of a broken and angry spirit. While a creature enjoys a warbinder's boost/s, it also suffers one penalty as determined at random from the list below. Except for the disease result, penalties go away when the boost/s ends.

d8 Penalty

1	Suffer -4 Intelligence.
2	Suffer -4 Wisdom.
3	Suffer -4 Charisma.
4	Alignment shifts one step toward chaotic evil.
5	Become illiterate and unable to speak.
6	Contract a disease.
7	Limited to Strength-based skill checks and Ride checks.
8	Suffer light blindness.

Cull the Heart (Su): As a full-round action against a living creature, you can attempt to remove its heart. The creature must be flanked, or it must be flat-footed due to being prone, helpless, surprised, or otherwise denied its Dexterity bonus. You attempt a touch attack. If you hit, the creature must make a Fortitude save. The DC is 13 + your savage warbinder level + your Charisma modifier. If it fails, you magically draw forth the creature's heart, instantly slaying it. You cannot cull the heart of a creature whose Hit Dice are 4 or more greater than your own. This ability does not work on undead, constructs, oozes, plants, or other creatures that lack a heart or would be unaffected by the removal of their heart. You can use this ability once per day per savage warbinder level.

Spiritual War Cry (Su): As a standard action, you vocalize a terrible war cry that extends to all members of your warband one granted ability of a 1st- or 2nd-level spirit that you have bound. You retain the use of the ability. You can replace the ability with a new one by issuing another war cry. The effect lasts for as long as the warband remains with you.

At 5th level, your spiritual war cry improves. You can extend to your warband either two granted abilities of a 1st- or 2nd-

TABLE 6-18: THE SAVAGE WARBINDER

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+0	+2	+0	+2	War boost (1), cull the heart
2	+1	+3	+0	+3	War boost (2), +1 binder level
3	+2	+3	+1	+3	War boost (3), spiritual war cry
4	+3	+4	+1	+4	War boost (4), +1 binder level
5	+3	+4	+1	+4	War boost (5), spiritual war cry (Improved)
6	+4	+5	+2	+5	War boost (6), consume the heart, +1 binder level

3 Levels of Binder Progression

level spirit, or one granted ability of 3rd- or 4th-level spirit.

If you have levels in a class that has a spirit aura, then your savage warbinder levels stack with levels in that class.

Consume the Heart (Su): When you spend a full round action devouring a culled heart, you gain a bonus to your next d20 roll. The bonus equals the Hit Dice of the creature killed by your cull the heart ability.

SOUL STEALER

"Just because a spirit has granted you its abilities, it does not mean those abilities are yours."

A soul stealer is the bane of all pact magic users. Binders pride themselves on their granted abilities, which unlike spells cannot be subject to a counter effect, nor dispelled, resisted, or otherwise interfered with in the same way that "mundane" magic can be ruined. Yet the soul stealer transcends these limitations by drawing upon her own supernatural talents.

Most soul stealers begin their careers as foe hunters, or occasionally as unarmed warriors or binders who have found themselves against very difficult foes such as demons and devils. Sometimes a student of pact magic will become disgruntled at losing a contest or valuable treasure to another binder and will dabble with this path to disarm his foe in a future encounter. Whatever the background, soul stealers often end up as assassins, bounty hunters, or vigilantes, and their quarry are usually other binders and creatures with supernatural powers. In addition, even against a non-binder opponent, a soul stealer can draw upon the abilities of bystanders, generous patrons (who "lend" their abilities to the soul stealer), or even unsuspecting "donors." More than one soul stealer anecdote describes a dragon, demon, or similarly powerful creature that suddenly discovers a part of its essence missing and in use by a minor humanoid for what seemed to them like no important reason. While these stories are often humorous, they may end with a tragic twist or go one step further to show the donor creature enjoying the spoils of the soul stealer's quarry as a "thank you."

Most of the soul stealer's abilities require that he or she touch a foe. Thus, extreme stealth, up to and including elaborate disguises and teleportation magic, are tools of the trade for soul

stealers who can master these tricks. Because a soul stealer continues to advance modestly in his or her pact magic skills, she can blend into binder academies and otherworldly locations more easily than most assassins. While some soul stealers enjoy showing off trophies and boasting with fantastic stories, others are more modest and will simply credit the spirits they have bound along the way. A legend even suggests there is a rogue spirit, normally beyond any binder, who delights through his soul-stealing summoners, the joy of mischief-making and increasing irony in the world.

Requirements

To qualify to become a soul stealer, a character must fulfill the following criteria.

Binding: Able to bind spirits.

Sneak Attack: Deliver 1d6 sneak attack damage.

Skills: Hide 4 ranks, Knowledge (arcana) 7 ranks, Move Silently 4 ranks.

Class Progression

A soul stealer continues to progress in her pact magic while learning how to steal other binders' granted abilities.

Hit Die: d6.

Class Skills: The soul stealer's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (arcana, local, history, the planes) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the pact specialist.

Weapon and Armor Proficiency: No new proficiencies.

Improved Binding: At every level except 1st and 10th, you progress in your former binder class in terms of binder level and maximum level of spirit you can bind. You do not increase the number of spirits you can bind or gain any other benefits. You can only progress in one binder class at a time.

Steal Ability (Su): Beginning at 1st level you can steal the supernatural abilities of creatures, including the granted abilities of pact magic users.

Whenever you flank a foe, catch it flat-footed, or otherwise catch it without a Dexterity bonus, then you can make a touch attack to steal one of its granted abilities. You specify exactly which ability, or you gain one as decided by a random die roll. You cannot specify a general criterion such as a foe's highest-level granted ability. For example, against a foe who has bound Pavatu, Child of the Wind, you can specify its gale blast ability or other specific ability provided you have seen that ability used by the foe at least once, or you have succeed on a check to determine what the ability is. See Table 4-2 on page 67 for details regarding how to determine a foe's specific granted abilities.

The maximum level of spirit you can steal from equals the highest level of spirit you can normally bind.

For each level of soul stealer that you attain, you can steal and use for yourself one granted ability of a spirit, to a maximum

TABLE 6-19: THE SOUL STEALER

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+0	+0	+2	+2	Steal ability
2	+1	+0	+3	+3	+1 binder level
3	+1	+1	+3	+3	Absorb ability, +1 binder level
4	+2	+1	+4	+4	+1d6 sneak attack +1 binder level
5	+2	+1	+4	+4	Dispel supernatural effect, +1 binder level
6	+3	+2	+5	+5	+1 binder level
7	+3	+2	+5	+5	Learn abilities, +1 binder level
8	+4	+2	+6	+6	+2d6 sneak attack +1 binder level
9	+4	+3	+6	+6	Soul stun, +1 binder level
10	+5	+3	+7	+7	Reflect ability

8 Levels Binder Progression

of ten abilities at 10th level. Multiple abilities can come from the same spirit, the same foe, different foes, and/or different spirits. If you attempt to steal beyond your limit, then you lose the first ability that you stole earlier in the day.

If an ability has a limited number of uses per day, the target must have at least one such use left, or you can't steal the ability. If the target can't use the ability at the present time, for any reason other than the usual wait to recharge between uses, then you cannot steal the ability.

You can use a stolen granted ability once. For all purposes (binder level, save DC, and so on) treat the granted ability as if it were being used by the original possessor of the ability. You must use the stolen ability within 1 minute of acquiring it, or it is lost harmlessly. Until the soul stealer uses the ability (or until the minute elapses), the target cannot use the stolen ability.

You can dismiss the presence of a stolen ability at any time, causing it to fade as a standard action. An ability that fades is immediately usable by the creature that lost it, assuming the creature is still alive. If not, it fades into nothingness.

Beginning at 2nd level, you can steal an ability for a period longer than 1 minute. Using this option, you can retain an ability for up to 1 hour. However, doing so reduces the number of stolen abilities you can retain at one time. Retaining a 1st level ability is equivalent to retaining two abilities normally. Retaining a 2nd-level ability is equivalent to retaining 3 abilities normally. And so on. Thus, at 10th level, you can retain for 1 hour a granted ability of a 9th-level spirit but doing so prevents you from retaining any other abilities. However, you can still use the reflect ability class feature (see below).

Absorb Ability (Su): Beginning at 3rd level, if you make a successful saving throw to resist a granted ability used against you, then you can attempt to absorb the energy of the ability for later use. You can only absorb abilities that target you specifically, rather than those that cover an area. You can't absorb a granted ability of a spirit of a higher level than you could normally bind.

To absorb an ability targeting you, you must succeed on a binder level check (d20 + your binder level) against a DC of 10



+ the opposing binder's level. Failure indicates that the ability has its normal effect, if any. Success means that you suffer no effect and can use the ability later (within the next 1 minute or hour as described above) as if you had stolen it. The total limit of maximum number of stolen abilities still applies.

Sneak Attack: At 4th level and again at 8th level, add +1d6 to your sneak attack damage. This stacks with sneak attack damage gained from levels in all other classes you possess.

Dispel Supernatural Effect (Su): At 5th level, you acquire an aura of supernatural energy that hinders supernatural abilities and may cause them to malfunction. This works like the *dispel magic* spell, except that you can target ongoing effects of granted abilities and other supernatural effects instead of spells. You can use this ability three times per day.

The DC to overcome an ongoing supernatural effect equals 11 + the level of binder who created the effect. Roll d20, then add your binder level. If your result is equal to or greater than the DC, then the effect ends.

You can target a single creature, an object, or a 30-foot radius area centered on you. If you target a single creature, then you check against each and all of the creature's ongoing supernatural effects. If you target an object, success means the object is rendered impotent and cannot produce, allow, or modify a supernatural effect for 1d4 hours. For example, a cloak that allows the wearer to bind a particular spirit briefly ceases to function. If you target an area, you check once against each creature in the area and possibly end one ongoing supernatural effect on each creature.

Learn Abilities (Su): Beginning at 7th level, whenever you successfully steal a granted ability, you automatically learn the names of the spirits the target has bound and all the abilities it has been granted. This knowledge allows you to better choose which abilities to steal on subsequent attacks.

Soul Stun (Su): At 9th level, you gain the ability to stun a creature's spiritual essence. If you succeed on a touch attack, the target must make a special save of d20 + its character level + its Wisdom modifier. The DC equals your 10 + binder level + your Charisma modifier. If the target fails the check, it cannot use any of its supernatural abilities for 1d4 rounds. Even if the creature succeeds on the check, it is shaken for 1 round. This ability has no effect on creatures that lack supernatural abilities.

Reflect Ability (Su): At 10th level, instead of absorbing a targeted ability, you may choose to reflect the ability back on your foe. You can reflect it back as an immediate action or within 1 round. You do not gain the ability for your own use.

SPIRIT EXORCIST

"You, binder. Halt! Where do you think you're going with that spirit?"

Some spirit exorcists strive to eradicate harmful spirits and bring rogue binders to justice. These exorcists may be driven by a religious, philosophical, or ideological sentiment. Or a spirit exorcist's cause may originate in a heinous personal event when the spirit exorcist or his or her loved ones were harmed by a binder. In contrast, other spirit exorcists ply their trade for gold to binder customers who are desperate to shed a spirit, usually to gain another more useful one in its stead.

Inquisitor spirit exorcists are often recruited from the ranks of trustworthy and resilient spellcasters. Ironically, a trainee

must focus on developing a few minor supernatural abilities to better combat binders while continuing to improve his or her spellcasting, including spells that analyze and repel spirits.

A few inquisitor spirit exorcists are, or were, binders who have turned against their own or at least fight vigorously to halt the misuse of pact magic. They continue to seal pacts and can blend in well as spies and double-agents among binder conclaves. They are subject to heightened scrutiny by their non-binder peers as they walk a fine line.

Besides inquisitor exorcists, spirits exorcists for-hire are often found in the shadows of forgotten allies or behind the silk curtains of a noble's throne room. These exorcists may ask for gold, or they may enjoin customers for magic items or special favors. Sometimes, these exorcists are employed as assassins or "bouncers" to neutralize rival pact magic users.

Requirements

To qualify to become a spirit exorcist, a character must fulfill the following criteria.

Spellcasting / Binding: Able to cast 2nd-level spells or seal pacts with 2nd-level spirits.

Skills: Gather Information 4 ranks, Knowledge (religion) 8 ranks, Sense Motive 8 ranks.

Feat: Track or Skill Focus (Sense Motive) or able to detect pact spirits, either using a spell or as a special ability.

Class Progression

A spirit exorcist continues to progress in his or her magical abilities while learning to eradicate spirits.

Hit Die: d8

Class Skills: The spirit exorcist's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (all, taken together) (Int), Search (Int), Sense Motive (Wis), Spot (Wis), Listen (Wis), and Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.



Class Features

All of the following are class features of the spirit exorcist.

Weapon and Armor Proficiency: No new proficiencies.

Improved Binding / Spellcasting: At every level except 1st and 5th you progress in one former class in terms of caster level or binder level, spells or spirits known, and number of spells per day if applicable. You do not gain any other benefits

TABLE 6-20: THE SPIRIT EXORCIST

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+0	+2	+0	+2	Detect pact spirit, suppress spirits
2	+1	+3	+0	+3	Bonus spells, +1 caster/binder level
3	+2	+3	+1	+3	Exorcise spirits, +1 caster/binder level
4	+3	+4	+1	+4	Bound protection, +1 caster/binder level
5	+3	+4	+1	+4	Eviscerate spirit

3 Levels of Spellcaster or Binder Progression

(such as an improved familiar). You can only progress in one spellcasting or binding class at a time.

Detect Pact Spirit (Su): You can use the *detect pact spirits* spell at will (see Chapter 7: Spells, page 240).

Suppress Spirits (Su): You can target a single creature within 30 feet and bathe it in an antimagic effect that temporarily disconnects it from bound spirits. The creature must attempt a binding check for each spirit it has bound. If the creature fails a binding check for a spirit then the connection to that spirit is suppressed for 1d4 rounds + 1 round per spirit exorcist level. You can use this ability a number of times per day equal to your spirit exorcist level + your Charisma modifier (minimum 1).

Bonus Spells: You have access to three spells: *evoke sign*, *analyze pact spirit*, and *fortify alignment*. You can cast each spell once per day. Your caster level equals the sum of all your binder levels plus your caster levels.

Exorcise Spirits (Su): You target possessed creatures within a 30-foot cone-shaped burst. Creatures in the area must succeed on a Will save or lose one bound spirit. If a target has more than one spirit, select one spirit at random. You can negate ghostly and fiendish possession as well as pact spirits. The DC to resist equals 13 + your spirit exorcist level + your Charisma bonus. You can use this ability a number of times per day equal to your spirit exorcist level + your Charisma modifier (minimum 1).

Bound Protection (Su): You permanently radiate a protective field that grants you resistance to supernatural abilities and the intrusion of creatures that are bound to spirits. You gain a +1 bonus on saving throws to resist supernatural attacks made against you. You are immune to mind-affecting supernatural abilities used against you by binders (but not other creatures who naturally possess supernatural abilities). In addition, creatures that are bound with a spirit suffer a -1 penalty to strike you in melee combat.

Eviscerate Spirit (Su): You take advantage of a spirit's link to the world through its binder's senses. You target a single binder within 30 feet, assaulting his or her senses with terrifying images, noxious smells, frightening sounds, and dizzying sensations. The assault is not real. Nor can it be interacted with, disbelieved, or dispelled. For one spirit, beginning with the highest-level spirit, the targeted binder must attempt a binding check. If the check fails, the spirit is effectively driven from the binder's body, the binder suffers 1d6 hit points damage per level of the expelled spirit, and the binder cannot summon that spirit again for 1 day per point failed on the binding check. This ability is usable a number of times per day equal to your 3 + Charisma modifier (minimum 1).

TATTOOED BINDER

"Do you like my tattoo? I only needed a single drop of ancient red dragon blood to inscribe it."

For eons, binders have strived to eliminate the tedious and complex process of scribing magic circles and enduring a spirit's manifestation. Few have succeeded; those who do often cannot—or do not—say why. Among binders who first gained true favor with the spirits, a fearsome and merciless bounty hunter of renown painted the warm blood of his spirits' enemies upon

TABLE 6-21: THE TATTOOED BINDER

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+0	+2	+0	+2	Scribe tattoo, allies and enemies, binding bonus, fast ability, +1 binder level
2	+1	+3	+0	+3	+1 binder level
3	+2	+3	+1	+3	Bonus spirit
4	+3	+4	+1	+4	+1 binder level
5	+3	+4	+1	+4	Release the power, +1 binder level

4 Levels of Binder Progression

his chest and brow. Wherever blood touched the tattoos of his tribe, his skin glowed with white searing heat and sometimes he could forgo the binding process. In time, his tribe's shaman and his imitators realized that a spirit's magic seal could be inscribed upon one's skin, so long as its ink was mixed from rare herbs and the blood of the spirit's legendary enemies.

The life of the tattooed binder is not for the faint of heart. If one desires the easy blessings of a spirit, he must slay its enemies, who may be the binder's closest allies and fondest friends. Some tattooed binders stick to scribing only those spirits who share the same grudges as the binder. However, these "honor-bound" binders may easily find themselves without the abilities they need the most. In contrast, other tattooed binders care little for others and no one is sacred to them. These binders are usually assassins and dark knights. Their only honor is to the spirits they bind, rather than to the living.

All tattooed binders find themselves on adventures, sometimes to remote places to locate a spirit's traditional enemy. Because a tattooed binder can erase a tattoo and replace it with a new one, he may even make a long trek more than once. Some binders believe that blood is merely a superficial ingredient. What truly lures a spirit is what lies at the essence of the tattooed binder—the murderous act of killing for no other reason than to secure power a few minutes more quickly each day.

Requirements

To qualify to become a tattooed binder, a character must fulfill the following criteria.

Binding: Able to bind spirits.

Feat: Swift Binding or favored spirit class ability.

Skills: Craft (alchemy) 8 ranks.

Special: You must kill the favored enemy of the first spirit you tattoo and use its blood in the tattoo's ink admixture.

Class Progression

A tattooed binder continues binding spirits while scribing tattoos that allow the character to skip the binding ceremony for one or more spirits.

Hit Die: d8.

Class Skills: The tattooed binder's class skills (and the key ability for each skill) are Craft (Int), Decipher Script (Int), Heal (Wis), Knowledge (arcana), Knowledge (history), Knowledge (religion), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.



Class Features

All of the following are class features of the tattooed binder.

Weapon and Armor Proficiency: No new proficiencies.

Improved Binding: At every level except 3rd you progress in your former binder class in terms of binder level and maximum level of spirit you can bind. You do not increase the number of spirits you can bind or gain any other benefits. You can only progress in one binder class at a time.

Scribe Tattoo: For each level of tattooed binder, you pick one spirit and scribe on your body a tattoo for that spirit, for a maximum of five tattoos at 5th level. A tattoo is usually a small fist-sized version of the pact magic seal you would normally draw to bind the chosen spirit. While you can never increase the number of tattoos beyond five—the mortal frame can hold together only so many fragments of spirit energy—you can erase an existing tattoo and replace it with one for a new spirit. You can erase and re-scribe at any time.

Scribing a tattoo takes 1 day per spirit level and costs a minimum of 100 gp per spirit level in special tattooing inks and dyes you must make yourself using an unusual alchemical process that includes drops of your own blood. You donate your blood as well as blood from a favored enemy of the spirit that you have personally slain in the last seven days.

After scribing a tattoo, you make a binding check for the spirit. If you fail the check, the tattoo ignites in painful supernatural fire and you suffer 1d4 hit points damage per spirit level before the tattoo vanishes. If you succeed on the check, a tiny portion of the spirit's energy is forever drawn into the tattoo, which you can now use in lieu of the usual ceremony for making a pact with that spirit. Binding with the selected spirit becomes a full-round action that provokes attacks of opportunity.

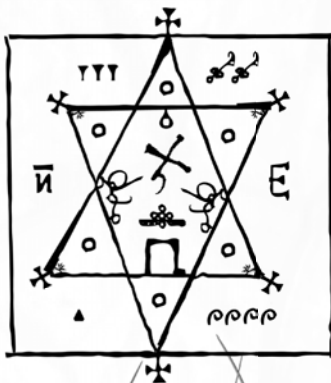
Binding Bonus: You gain a bonus to bind with all spirits for which you have scribed tattoos. The bonus equals 3 + your tattooed binder level.

Allies and Enemies Bonus: While bound with a tattooed spirit, you gain a +2 bonus on all d20 rolls when dealing with the spirit's traditional allies and enemies. You also cause +1d6 hit point damage on melee, ranged, or spell attacks that deal damage against the spirit's traditional enemies.

Fast Ability: While bound with a tattooed spirit, you wait 1 round less between uses of granted abilities that require you wait two or more rounds between uses.

Bonus Tattoo Spirit: Beginning at 3rd level, each day you can bind one of your tattooed spirits as a full-round action in addition to any other spirits you bind for the day.

Release the Power: At any time as a standard action you can forfeit one of your tattoos. All creatures within a 20-foot-radius blast centered on you suffer 1d8 hit points damage per spirit level, or half damage on a successful Fortitude save. The DC equals 13 + the tattoo binder's level + his or her Constitution bonus. The damage is untyped and supernatural in nature. Using this ability causes the tattoo to vanish. It can be inscribed again at any time beginning the next day.



TELCHINE SORCERER

"In your dream, you see yourself riding a dragon steed above your defeated foes. And when you awaken, you discover the power of flight."

The telchines are, to most sages, a mythical race of dream creatures. They are merely spoken of to frighten children, or named to excuse the titan race for attempting to overthrow the gods. A telchine sorcerer knows better. He has discovered the key to duplicating some telchine powers by blending spontaneous arcane spellcasting with pact magic to infect, inspire, influence, and possess creatures. Woe to those who are targeted by a telchine sorcerer. Through dreams, he grants false visions and grants inexplicable abilities to those who follow those visions. But like the telchines, this sorcerer strives to mislead and ultimately possess to control those who fall under his spell. Because the telchine sorcerer works slowly behind the scenes, where his influence may require days or weeks to unfold, he progresses slowly and maintains his skill with pact magic. He even continues to learn a few key sorcerer spells, which often act as signatures of his presence or augment his granted abilities.

Requirements

To qualify to become a telchine sorcerer, a character must fulfill the following criteria.

Alignment: Any neutral or evil.

Binder: Able to bind 2nd-level spirits.

Spellcasting: Able to spontaneously cast spells. Able to cast *charm person*, *charm monster*, *dream*, *nightmare*, or *suggestion*.

Feats: Spell Focus (enchantment) or Focal Constellation (spider).

Skills: Knowledge (the planes) 8 ranks, Spot 4 ranks.

Class Progression

A telchine sorcerer focuses on influencing and possessing others while continuing his pactmaking. The telchine sorcerer also gains bonus arcane spells.

Hit Dice: d6.

Class Skills: Appraise (Int), Bluff (Cha), Gather Information (Cha), Hide (Dex), Listen (Wis), Intimidate (Cha), Knowledge (arcana, local, history, nobility and royalty, religion, the planes) (Int), Move Silently (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier

Class Features

All of the following are class features of the telchine sorcerer.

Weapon and Armor Proficiency: No new proficiencies.

Improved Binding: At every level except 1st and 10th, you progress in your former binder class in terms of binder level and maximum level of spirit you can bind. You do not increase the number of spirits you can bind or gain any other benefits. You can only progress in one binder class at a time.

Improved Spellcasting: Your caster level improves for the purpose of adjudicating spell effects. You do not gain any other benefits of your original spellcasting class. However you do gain some new spells and spell slots (see below).

Suggestive Dream: You contact a creature while it sleeps and implant a *suggestion*, as the spell of the same name. You must



Table 6-22: The Telchine Sorcerer

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+0	+0	+0	+2	Suggestive dream
2	+1	+0	+0	+3	Detect nightmare spirits, +1 binder level
3	+1	+1	+1	+3	Bestow dream gift (least), +1 binder level
4	+2	+1	+1	+4	Bonus arcane spell, +1 binder level
5	+2	+1	+1	+4	Bestow dream gift (lesser), +1 binder level
6	+3	+2	+2	+5	Bonus arcane spell, +1 binder level
7	+3	+2	+2	+5	Evoke nightmare spirit, +1 binder level
8	+4	+2	+2	+6	Bonus arcane spell, +1 binder level
9	+4	+3	+3	+6	Bestow dream gift (greater), +1 binder level
10	+5	+3	+3	+7	Possessing dreamform

8 Levels of Binder Progression plus bonus spells

either have line of sight on the target, or you must know its name and current location (for example, “Princess Waylah, in her bedchamber on the 3rd floor of the palace”). You can use this ability at any time, but you can only affect a number of creatures equal to your telchine sorcerer level at any one time. If you exceed the maximum number for your level, then your influence on the first target ends. The target must be within long range. Your effective caster level equals the sum of your arcane caster levels and binder levels. The suggestion DC equals $13 + 1/2$ your telchine sorcerer level (round down) + your Charisma modifier. The suggestion either takes effect immediately, rousing the sleeper to action, or it takes effect when the sleeper awakens normally. The choice is yours. This otherwise works like the *suggestion* spell. Creatures that do not sleep, such as elves, are immune to this ability.

Detect Nightmare Spirits: Three times per day, by concentrating for up to 3 rounds, you can detect the presence, type, form, and location of living nightmares within long range (see Chapter 10: Encounters, page 296 for details). On the first round, you detect whether any living nightmare spirits are present (regardless of their form, whether dream form, ghost form, or manifested form). On the second round, you determine the type and form of the spirits within the area, such as “a dream form of Pavatu, plus a ghost form of N’alyia.” On the third round, you detect the exact squares occupied by the living nightmares if they are corporeal or ghosts, or exact squares of creatures haunted by living nightmares in dream form.

Bestow Dream Gift: You target a sleeping creature affected in the last seven days by your suggestive dream ability and extend to it one of your granted abilities. You can extend any ability granted by a spirit of 2nd level or lower. You continue to enjoy use of the ability. The target can use the ability for as long as you are bound to the spirit.

This ability improves at 5th and 9th level. At 5th level you can extend any ability granted by a spirit of 4th level or lower. At 9th level, you can extend any ability granted by a spirit of 6th level or lower.

Bonus Arcane Spell: At 4th, 6th, and 8th level, select one arcane spell from the sorcerer/wizard spell list. The spell must be of a level equal to or less than the highest-level spirit you can bind. You know this spell and can cast it three times per day as a sorcerer with a caster level equal to your character level.

Evoke Nightmare Spirit: At 7th level and onward you can call upon a living nightmare. Once per day, after a 10 minute ceremony, you evoke a nightmare spirit to more fully manifest itself. The spirit must be one you can bind normally. If no nightmare spirits exist within long range, then you may select one spirit that you can bind and cause that spirit to take dream form. If a spirit already exists in the area in dream form, then you may evoke it to take on ghost form. If a spirit already exists in the area in ghost form, then you evoke it to take corporeal form. The effect on the spirit lasts 24 hours. You can only affect one spirit at a time. This ability does not grant you any influence over the nightmare spirit, although it will not attack you unless you directly attack it first.

Possessing Dreamform: Beginning at 9th level, you can target a sleeping creature affected in the last seven days by your bestow dream gift ability. Over the course of 1 minute, you transport yourself to merge with the creature to possess it. Your physical body fades away (into an impossible place of nonexistence) while you are merged with the target creature. While possessing the creature, you have three options:

- » The creature acts freely without awareness of possession.
- » You make the possession known to the creature but afford it the freewill to obey you (or not).
- » You dominate the creature, controlling its physical body but lacking access to its spells, spell-like abilities, and supernatural abilities.

Regardless of which option you use, you or the creature can use your granted abilities and cast spells you know (assuming the possessed creature has a mouth, hands, and material components). The creature cannot use your granted abilities without your permission. You may give it permission to use all, some, or none of your abilities, either generally or on a use-by-use basis as a free action. The DC to resist the possession is $18 +$ your Charisma modifier. The effect lasts 24 hours. When the possession ends, your body reappears where it vanished. If the area is already occupied, then your body is shunted to the nearest open space without harm.

TEMPORAL BINDER

“Spirits are beyond time. Why let a little nothing such as temporal causality hinder me?”

What is time? Some binders believe there is a spirit of time. By mastering this spirit they gain insight into the workings of the multiverse. Other binders say they do not understand time, and view the path of the temporal binder as a way to project more power into every round of action. Either way, societies often try to erase the secrets of temporal binding, thinking that tinkering with time could unravel history. For the temporal binder, these concerns are superstitions. His abilities affect himself or a small

area around him, and delaying a deadly blow is not enough to thwart the ravages of time, though there is still great power to be had by taking this path.

Requirements

To qualify to become a temporal binder, a character must fulfill the following criteria.

Binding: Able to bind Demos Kalagos.

Feat: Rapid Binding, Skill Focus (Concentration).

Skills: Concentration 11 ranks, Knowledge (arcana) 6 ranks, Knowledge (the planes) 6 ranks.

Special: Must be initiated by a temporal binder or a sentient creature with the ability to manipulate or traverse time.

Class Progression

A temporal binder learns to act move quickly while continuing to improve binding or spellcasting abilities.

Hit Die: d8.

Class Skills: The temporal binder's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Knowledge (the planes) (Int), and Profession (Wis).

Skill Points at Each Level: 2 + Int modifier.



Class Features

All of the following are class features of the temporal binder.

Weapon and Armor Proficiency: No new proficiencies.

Improved Binding: At every level except 3rd and 5th you progress in your former binder class in terms of binder level and maximum level of spirit you can bind. You do not increase the number of spirits you can bind or gain any other benefits. You can only progress in one binder class at a time.

Speed: Apply a permanent +10 bonus to your primary movement rate. Moreover, once per day, for one round per temporal binder level, you may accelerate your speed by an additional +20 feet. You may apply this bonus as a free action toward any form of movement you are capable of.

Slow/Haste: You can cause foes around you to slow down or allies to speed up. You can affect one creature per level, no two of which can be more than 30 feet apart. Slowed foes may only take 1 standard action or one move action each round, but not both. Hastened allies gain one additional move action or weapon attack. You cannot hasten spellcasting or use of other magical abilities. See the *slow* and *haste* spells for details; however, unwilling creatures get a Fortitude save to resist the effect rather than a Will save as described under the spell. You decide whether you wish to slow foes or hasten allies each time you activate this ability. You may use this ability for a total number of rounds each day equal to your binder level. Activating the ability is an immediate action. That is, you may hasten or slow foes even when it is not your turn. You may not produce *haste* and *slow* effects simultaneously.

Bonus Action: Once per day per temporal binder level, you may take an extra standard action during a round, during which time you can use a granted ability, among other options. Once you take a bonus action, you must wait 5 rounds before taking another bonus action; alternatively, you can refocus yourself. Refocusing requires one full round of concentration. The Concentration DC equals 10 + 2 x the level of the highest level spirit you have bound. Refocusing subjects you to attacks

TABLE 6-23: THE TEMPORAL BINDER

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+0	+2	+0	+2	Speed, +1 binder level
2	+1	+3	+0	+3	Haste/slow, +1 binder level
3	+2	+3	+1	+3	Bonus action
4	+3	+4	+1	+4	Delay effect, +1 binder level
5	+3	+4	+1	+4	Youth, quickening, lightning speed, bonus spirit

3 Levels of Binder Progression

of opportunity. If you are struck while refocusing, add the hit point damage dealt to the DC of the Concentration check. If you succeed on the check, you refocus.

Delay Effect: Once per day you may delay one, some, or all effects on yourself that occur during the course of a single round. You must declare your use of this ability before applying any effects to your character sheet. You can delay any damage, from the onset of poison to weapon damage, or the effect of an area spell (on you only). You can delay effects for up to one round per binder level. You suffer the effect when the delay ends. You delay effects in time, so slaying the creature that attacked you does not negate the attack's effect. Nor can you dispel or negate the effect while it is delayed since the effect has not yet happened. You may, however, use a *cure* spell, apply *delay poison*, or take other actions to ameliorate the effect's impact.

Youth: You cease to show the normal signs of aging, your life span doubles, and you no longer take ability score penalties for aging and cannot be magically aged. Any penalties you may have already incurred, remain in place. Bonuses still accrue, and you still die of old age when your time is up.

Lightning Speed: You can accelerate yourself up to ten times your normal movement rate. The effect lasts as long as you like, but you are exhausted if you stop for more than 1 round before continuing to move.

Quickening: Once per day you can use any one granted ability that you possess as an immediate action (even when it is not your turn).

Bonus Spirit: Each day you may bind Demos Kalagos in addition to any other spirits you can normally bind.

UNDYING SPIRIT

"If the soul is a god, then the body is its temple, and a right-made temple withstands the death blows of its foolish enemies."

The undying spirit improves his body to defy physical death. Rather than relying upon any one spirit to grant him fortitude, the undying spirit views his physical form as a living temple that he enhances and reforms with supernatural energy.

Becoming an undying spirit requires rigorous physical training and mental focus so that body and spirit become one. A character who wishes to become an undying spirit must be willing to rethink what it means to experience pleasure, pain,

Table 6-24: The Undying Spirit

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+0	+2	+0	+2	Disease immunity, +1 binder level
2	+1	+3	+0	+3	Endure elements, +1 binder level
3	+2	+3	+1	+3	Light fortification, +1 binder level
4	+3	+4	+1	+4	Sustenance, +1 binder level
5	+3	+4	+1	+4	Total fortification
6	+4	+5	+2	+5	Poison immunity, +1 binder level
7	+5	+5	+2	+5	Body attunement, +1 binder level
8	+6	+6	+2	+6	Death ward, +1 binder level
9	+6	+6	+3	+6	Unyielding body, +1 binder level
10	+7	+7	+3	+7	Undying warrior

8 Levels of Binder Progression

hunger, and other sensations. These are of the flesh, but not of the flesh. Unlike a barbarian or berserker who evokes a rage of emotions to elevate his body for a brief time, the undying spirit seeks to establish a permanent harmony. This may involve unusual rituals as well as temperance. To resist poison, he may draw upon his experiences of binding with spirits as well as building up immunity to ever-greater amounts of poison. He may do this at twilight hours when a bound spirit is ebbing, each time encouraging his body a little bit further to maintain a supernatural edge on its own. Because of this careful progressive approach, an undying spirit's abilities may appear minor and cosmetic at first. Eventually, the binder transforms into an embodied spirit that does not know the meaning of death.

Most undying spirits come from an ascetic or warrior background because this path is of great use on the battlefield. There is nothing like a warrior who can travel anywhere, in any terrain or plane of existence, who does not require food or water. As he improves his abilities he can face almost any foe and ignore attacks such as critical hits, sneak attacks, poison, petrification, energy drain, and so forth. At the pinnacle of his abilities, he can ignore a blow that would otherwise kill him outright.

Requirements

To qualify to become an undying spirit, a character must fulfill the following criteria.

Base Attack Bonus: +5.

Binding: Able to bind 2nd-level spirits.

Ability: Constitution 15.

Feats: Diehard, Vestige Body.

Skills: Heal 3 ranks.

Class Progression

An undying spirit focuses on strengthening the physical link with bound spirits to fortify her body against attacks.

Hit Die: d8.



Class Skills: The undying spirit's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Heal (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the undying spirit.

Weapon and Armor Proficiency: No new proficiencies.

Improved Binding: At every level except 5th and 10th, you progress in your former binder class in terms of binder level and maximum level of spirit you can bind. You do not increase the number of spirits you can bind or gain any other benefits. You can only progress in one binder class at a time.

Disease Immunity (Ex): At 1st level, you gain immunity to all diseases, including supernatural and magical diseases.

Endure Elements (Ex): Beginning at 2nd level, you can exist comfortably in temperature extremes regardless of the specific climate or terrain. You can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. This ability does not protect your equipment, protect you from fire or cold damage, or ward other environmental hazards such as smoke or lack of air.

Light Fortification (Ex): Beginning at 3rd level, you enjoy a 25% chance to ignore critical hit damage. You also have a 25% chance to ignore sneak attack damage unless the attacker delivering the damage has 4 (or more) rogue levels higher than you have binder levels.

Sustenance (Ex): Through supernatural alteration of your body's metabolism at 4th level, you almost completely negate the need for food or water. Each week you use this ability without interruption, you take 1 point of temporary Constitution damage. If you reach 0 Constitution, you die.

Total Fortification (Ex): At 5th level, an undying spirit's internal anatomy shifts, eliminating weak spots. You become immune to critical hits. You also become immune to sneak attack damage unless the attacker delivering that damage has 4 (or more) rogue levels higher than you have binder levels.

Poison Immunity (Ex): Beginning at 6th level, an undying spirit gains immunity to poisons of all kinds.

Body Attunement (Su): Beginning at 7th level, you ignore effects caused by the ambient conditions of a plane of existence normally foreign to you.

Death Ward (Ex): At 8th level, you gain immunity to all death spells, magical death effects, energy drain, and any negative energy effects. This benefit does not remove negative levels that you have already suffered in the past.

Unyielding Body (Ex): At 9th level, you become immune to paralysis, petrification, and polymorph effects.

Undying Warrior (Su): At 10th level you finally earn your title. You can ignore most of the damage or impact of an effect that would cause death. You ignore damage that would drop you below 1 hit point and instead continue to fight with 1 hit point. For example, a demon strikes you twice and reduces you to 5 hit points. Then it strikes you again with enough damage to kill you outright (reduce you to -10 hit points or below). However, you ignore most of the blow (its impact is negated) and you continue fighting with 1 hit point. This ability only works if you have more than 1 hit point. If you have 1 hit point or less then you are affected normally.

UNMARKED VESSEL

"Who me, a binder? Do you see me drawing pact seals, chanting, or showing strange signs. No. Therefore, I am not a binder. I'm just cool."

The path of the unmarked vessel is primarily for nonbinders who wish to gain the benefits of pact magic without revealing that they bind spirits. By utilizing meditative practices familiar to spellcasters, the character gains a measure of spirit energy while keeping his spells for the day.

Requirements

To qualify to become a unmarked vessel, a character must fulfill the following criteria.

Spellcasting / Binding: Able to cast 3rd-level spells or seal pacts with 3rd-level spirits.

Abilities: Charisma 13+.

Skills: Bluff 4 ranks, Knowledge (arcana) 10 ranks.

Feats: Ignore Binding Requirements.

Class Progression

An unmarked vessel progresses in his previous studies while learning how to quietly bind spirits.

Hit Dice: d6.

Class Skills: The unmarked vessel's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (arcana, history, religion, the planes) (Int), Profession (Wis), Sleight of Hand (Dex), and Speak Language (-).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the unmarked vessel.

Weapon and Armor Proficiency: No new proficiencies.

Improved Binding / Spellcasting: At every level except 1st and 7th you continue to advance in either one former binding or spellcasting class. If you advance a binding class, you improve in terms of binder level and maximum level of spirit you can bind. If you advance a spellcasting class, you improve in terms of caster level, maximum level of spell you can cast, and number of spells you know. If your former class featured both binding and spellcasting, then you advance in both; otherwise, you only progress in one class at a time. You do not gain any other benefits (such as an improved familiar).

Secret Spirit: At 1st level, you can bind one extra spirit per day. The highest-level spirit you can bind equals one-half your binder or caster level (round down). Typically, you bind it following the rules for quiet binding as described below.

Quiet Binding: Whenever you bind a spirit using the secret spirit ability, you may skip the ceremony by meditating for 10 minutes. Failing a Concentration check or making an attack roll disrupts the meditation but you can start over. This benefit does not apply to spirits you bind due to levels in other classes. Essentially, no materials, actions, or speaking are required. To an observer, you are merely meditating. You must still meet all of a spirit's requirements.

Unmarked Sign: Even when you fail your binding check, you can hide or show a spirit's physical sign as a free action.

Table 6-25: The Unmarked Vessel

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+0	+2	+0	+2	Secret spirit, quiet binding
2	+1	+3	+0	+3	Unmarked sign, +1 binder/caster level
3	+1	+3	+1	+3	Augmentation (1), +1 binder/caster level
4	+2	+4	+1	+4	Spirit meld, +1 binder/caster level
5	+2	+4	+1	+4	Trance of possession, +1 binder/caster level
6	+3	+5	+2	+5	Augmentation (2), +1 binder/caster level
7	+3	+5	+2	+5	Shield of possession
8	+4	+6	+2	+6	Anchor personality, +1 binder/caster level
9	+4	+6	+3	+6	Augmentation (3), +1 binder/caster level
10	+5	+7	+3	+7	Reverie of possession, +1 binder/caster level

8 Levels of Binder or Caster Progression

Augmentation: Beginning at 3rd level, when binding your secret spirit, select one augmentation from Table 6-1: Pact Augmentations on page 183. You gain the augmentation benefit for as long as the spirit is bound.

At 6th level you select two augmentations each day, and at 9th level you select three augmentations each day.

Spirit Meld: Spells and abilities that detect whether a creature is bound with a spirit fail when targeting you. The result always show you are not possessed.

Trance of Possession: You can allow the spirit you have bound to speak through you for 1 minute. You may use this ability once per day at 5th level + one additional time per day for each unmarked vessel level thereafter, to a maximum of 6 times per day at 10th level. While the spirit speaks, you gain a +8 insight bonus to any one Charisma-based skill check.

Shield of Possession: Your secret spirit provides you with 24 hours of continuous protection commensurate with your alignment and the spirit's constellation. The table below lists four possible benefits.

Binder Alignment	Spirit Constellation	Benefit
Any non-evil	Any except fiend	protection from evil
Any non-good	Any except angel	protection from good
Any non-chaotic	Any except thief	protection from chaos
Any non-lawful	Any except crown	protection from law

If you meet more than one criterion above, then select the benefit you prefer most. If none apply then you gain no benefit.

Anchor Personality: Even when you fail your binding check, your personality remains free of influence by the spirit.

Reverie of Possession: The spirits have learned much from binders over the eons, and pass this knowledge on to you. Each day you may select one pact magic feat of your choice that you qualify for. You gain the benefits of that feat for the day as long as you are bound with the spirit. You may select the same feat again the next day or you may select a different feat.



VATIC KNIGHT

"From a twisted mind or broken heart is released the shouts and tears of all a man's years, and by this he disables himself on my blade."

A vatic knight specializes in drawing forth a weapon of pure dark form from the recesses of nonexistence. This weapon can strike deep into a foe's heart and mind, potentially causing it great pain as years of silent woe are released.

Requirements

To qualify to become a vatic knight, a character must fulfill the following criteria.

Binding: Able to bind 1st-level spirits.

Base Attack Bonus: +4.

Weapons and Armor: Proficiency with at least two martial weapons or Weapon Focus with one martial or exotic weapon.

Skills: Concentration 3 ranks.

Feats: Vatic Strike.

Class Progression

A vatic knight learns to project and wield a blade of dark energy.

Hit Dice: d8.

Class Skills: The vatic knight's class skills (and the key ability for each skill) are Concentration (Con), Intimidate (Cha), Jump (Str), Knowledge (arcana), and Knowledge (the planes).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the vatic knight.

Weapon and Armor Proficiency: No new proficiencies.

Improved Binding: At each level you progress in your former binder class in terms of binder level and maximum level of spirit you can bind. You do not increase the number of spirits you can bind or gain any other benefits. You can only progress in one binder class at a time.

Vatic Blade (Su): As a move action, you form from dark energy a melee weapon of your choice with which you have proficiency. You must have bound a spirit to use this ability. The weapon is composed of pure energy formed from a portion of the spirit. Its color and other cosmetic qualities fit the spirit or constellation to which the spirit belongs. The blade is not real (it is not composed of any material substance), and thus cannot be sundered. Nor can you be disarmed because the weapon is a part of you. You can dismiss the weapon as a move action.

At 3rd level, you may form a ranged weapon such as a bow. No ammunition is required. If the weapon is meant to be thrown (such as a spear) then you can throw the weapon as normal and it instantly returns to you after it strikes (or misses). If the weapon uses ammunition, then the weapon is magically reloaded at a rate normal for that weapon.

Bonus Vatic Feat: At 2nd and 4th level, you may select one vatic feat such as Vatic Clarity, Greater Vatic Strike, or Vatic Impact as a free feat. If you have already taken all available vatic feats then you may select a fighter bonus feat instead.

Stunning Prophecy (Su): It is said that painful truths lie dormant within portions of the body. Whenever you score a critical hit against a foe using your vatic blade, a single word of

TABLE 6-26: THE VATIC KNIGHT

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+0	+2	+0	+2	Vatic blade (melee), +1 binder level
2	+1	+3	+0	+3	Bonus vatic feat +1 binder level
3	+2	+3	+1	+3	Vatic blade (ranged), +1 binder level
4	+3	+4	+1	+4	Bonus vatic feat +1 binder level
5	+3	+4	+1	+4	Stunning prophecy, +1 binder level

5 Levels of Binder Progression

terrible and unsettling power thunders from the impact, releasing a painful truth and forcing your opponent to succeed on a Will save or be stunned for 1 round. The DC to resist the effect is 10 + 1/2 your binder level + your Charisma modifier. The word is released in a language known to the creature and may not be understandable to you. Although the release makes noise, your opponent does need to hear it since the release from its body is enough to shock its mind and senses.

VATIC WITCH

"Three spirits to storm the gates, nine spirits to take down the lich, and one spirit to rule them all."

Instead of committing for the day to a single spirit, a vatic witch learns to briefly bind spirits on the fly, often swapping the abilities of multiple spirits as the need arises and even allowing multiple spirits to stack up on each other. Only someone who is comfortable with chaos can flow smoothly in such an ad hoc manner, not to mention live with the fragmenting turmoil of multiple spirits at once.

Requirements

To qualify to become a vatic witch, a character must fulfill the following criteria.

Binding: Able to bind 4th-level spirits.

Alignment: Any chaotic.

Skills: Perform 5 ranks, Knowledge (arcana) 10 ranks.

Feats: Expel Spirit, Ignore Binding Requirements.

Class Progression

A vatic witch learns to bind multiple spirits in an ad hoc manner.

Hit Dice: d6.

Class Skills: The vatic witch's class skills (and the key ability for each skill) are Craft (Int), Decipher Script (Int), Disguise (Cha), Intimidate (Cha), Knowledge (arcana), Knowledge (the planes), and Perform (Cha).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the vatic witch.

Weapon and Armor Proficiency: No new proficiencies.



Table 6-27: The Vatican Witch

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+0	+2	+0	+2	Vatic path, sudden binding
2	+1	+3	+0	+3	+1 binder/caster level
3	+1	+3	+1	+3	+1 binder/caster level
4	+2	+4	+1	+4	Maelstrom mind, +1 binder/caster level
5	+2	+4	+1	+4	+1 binder/caster level
6	+3	+5	+2	+5	+1 binder/caster level
7	+3	+5	+2	+5	Indeterminate form, +1 binder/caster level
8	+4	+6	+2	+6	+1 binder/caster level
9	+4	+6	+3	+6	+1 binder/caster level
10	+5	+7	+3	+7	Outerdark sight, stunning prophecy

8 Levels of Binder or Caster Progression

Improved Binding / Spellcasting: At each level except 1st and 10th you advance in either your former binding class or your former spellcasting class. At each level, you choose which class to advance. If you advance as a binder, you improve in terms of binder level and maximum level of spirit you can bind. If you advance as a spellcaster, you improve in terms of caster level, maximum level of spell you cast, and number of spells known. If your former class featured both binding and spellcasting, you advance in both at that level; otherwise, you can only progress in one class at a time. You do not gain any other benefits (such as an improved familiar).

Vatic Path: At 1st level, select three spirit constellations, such as spider, angel, and ghoul. You can use the sudden binding ability (described below) for spirits of the chosen constellations. At 2nd level, you select a fourth constellation; thereafter, you continue to select one new constellation per level until you have selected a total of twelve constellations at 10th level. There is one constellation you will forever lack access to.

Sudden Binding: As a full-round action, you can call upon a spirit to provide you with a single granted ability. The spirit must be of a constellation selected as part of your vatic path and it must be a spirit you are normally able to bind. Because the pact is impromptu, the binding check works differently than normal. If you fail the binding check, you fail to bind the spirit and must wait 5 rounds before trying that spirit again. Otherwise you are free to select a different spirit to bind. If you pass the binding check, you gain an ability of your choice from that spirit. You also gain the spirit's physical sign and personality influence. You cannot hide the sign, even if you have a class feature or feat that allows you to hide the sign. Your alignment is never altered. If you make the binding check by 10 or more or you have the Capstone Binder feat then you may select the spirit's capstone ability. You cannot select a spirit's companion.

You remain bound with a spirit for 1d4+1 rounds, or 2 minutes if you passed the binding check by 10 or more. You may end your pact by succeeding on a binding check to expel it.

You may initiate a sudden binding with a spirit while another sudden binding is already in progress. In this way, several bindings may "stack up." You are limited to a simultaneous number of sudden bindings equal to your vatic witch level. A sudden

binding does not interact or affect any other spirits that you have bound, although the sudden binding automatically fails if you have bound a spirit that is in an opposing constellation.

You do not need to be bound with any spirits for the day in order to invoke a sudden binding. Thus, a wizard who is able to seal pacts but has chosen to keep his spells for the day can invoke a sudden binding as easily as any binder character can.

You can use sudden binding a number of times each day equal to your vatic witch level + your Charisma modifier, for a minimum of once a day and a maximum of thirteen times per day.

Whenever a sudden binding ends and no other sudden binding are in progress, then you are fatigued.

Maelstrom Mind (Su): Whenever you are sealed in a sudden binding, your mind becomes a swirling maelstrom of thoughts, feelings, and images that grants you immunity to all mind-affecting spells and effects. Moreover, when you make a save against a mind-effect, the creature targeting you must attempt to save against its own attack or be affected as its magic is reflected back upon it. If it fails its save by 5 or more then it is knocked prone in addition to the normal effect.

Indeterminate Form (Su): While sealed in a sudden binding, your body wavers as if your existence has become uncertain or indeterminate. This works similar to the *blink* spell except that instead of shifting between the Ethereal Plane and Material Plane, you shift between reality and nonexistence.

While experiencing an indeterminate form, you look as though you are winking in and out of reality very quickly and at random. Apply the following effects.

- » Physical attacks and individually targeted spells against you have a 50% miss chance.
- » Your own attacks and spells have a 20% chance to fail since you sometimes fail to exist just as you are about to strike.
- » You take only half-damage from falling.
- » Whenever you move more than 5 feet, there is a 20% chance that you move at half-speed.
- » You can step through (but cannot see through) solid objects less than 5 feet thick.

Unlike *blink*, force effects and abjurations may fail.

Outerdark Sight (Su): You experience flashes of great insight. From the fragments of many spirits emerge glimpses of truths otherwise inaccessible to your mind. While sealed in a sudden binding you gain the personal benefits of the *foresight* spell. You are never surprised or flat-footed and you enjoy a +2 insight bonus to AC and Reflex saves. This insight bonus is lost whenever you would lose a Dexterity bonus to AC.

Stunning Prophecy (Su): For each spirit you have sealed as a sudden binding, you may evoke from beyond the outer darkness of existence a word of terrible power, with an effect similar to *power word stun*. You target one creature. A single word erupts and booms thunderously from the target's psyche, instantly stunning the creature whether it can hear the word or not. The duration of the effect depends on the target's current hit point total. It is stunned for 2d4 rounds if it has 50 hit points or less. It is stunned for 1d4 rounds if it has 51 to 100 hit points. Otherwise, it is stunned for 1 round unless it has 151 or more hit points, in which case it is unaffected. Unlike a *power word* spell, the effect is not mind-affecting. Rather, it touches the creature's psyche, from where a terrible truth is released. There is no saving throw and as a supernatural effect, spell resistance does not apply. When you use this ability, your bound spirit is immediately released, ending that pact and inflicting on you 1d4 points of temporary Constitution damage.

VOLTANNIC ANGEL BINDER

"I follow one god, the neglected Creator of the Multiverse, Lord of Angels. Though gone, He is not forgotten, for His spirit flows through me."

Celestials are born from the innate goodness of heavenly souls. Angel binders believe that goodness existed before time began and continues beyond the confines of the multiverse.

Voltannic binders seek to gain the benefits of an essential angelic essence. The first angel binder was Voltanna. She was the wife of the spirit Omlan Atlan and mother of the first demon eye. Her quest to bind celestial spirits was a reaction to the practice of demon binding and devil worship among her people. Defeating evil and protecting the innocent has continued, and angelic power stems from devotion to a particular spirit.

Angel binding begins with the story of Voltanna. After searching for decades to unlock the secret of angel binding, Voltanna learned to bind the spirit of Jehotek, a once-powerful god. He was a jealous god and remains a jealous spirit. He asked her to forsake all other spirits. Voltanna was afraid, yet she was desperate to escape the clutches of her foes. Furthermore, her husband Omlan lived on a spirit. To swear faithfulness to Jehotek was to leave behind all she knew and loved. She took a great leap of faith. Happily, Jehotek's spirit showed her how to bind the spirits of angels, and before she sacrificed her life to save her son, she passed on her knowledge of angel binding.

Today, voltannic angel binders bind celestial spirits alongside other spirits, but they swear a holy oath to do so. Once a binder takes a level as this class, he or she must complete all levels.

Requirements

To qualify to become a voltannic angel binder, a character must fulfill the following criteria.

Binding: Able to bind 2nd-level spirits.

Alignment: Any good or lawful neutral.

Feat: Focal Constellation (angel). Alternatively, celestial blood ancestry (descended from a good outsider).

Skills: Craft (any) 2 ranks, Knowledge (religion) 9 ranks, Knowledge (the planes) 3 ranks.

Languages: Speak Celestial.

Special: Cannot have taken levels in the atlan demon binder or lemurian devil binder prestige classes. Must swear an oath to a voltannic angel binder to complete all training.

Class Progression

A voltannic angel binder improves on pact magic while binding celestial spirits.

Hit Die: d8.

Class Skills: The voltannic angel binder's class skills (and the key ability for each skill) are Craft (Int), Decipher Script (Int), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (arcana, history, religion, the planes) (Int), Listen (Wis), Perform (oratory) (Cha), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the voltannic angel binder.

Weapon and Armor Proficiency: All bludgeoning weapons, medium armor, and shields (except tower shields).

Improved Binding: At every level except 1st, you progress in your former binder class in terms of binder level and maximum level of spirit you can bind. You do not increase the number of spirits you can bind or gain any other benefits. You can only progress in one binder class at a time.

Angel Binder's Oath: Once you take a level in this class you must complete all three levels before taking levels in any other class. Otherwise, you lose all benefits of this class. Additionally, if you ever knowingly perform an evil act, you lose all class benefits until you gain atonement.

Bind Celestial Spirit: You can summon and bind the spirit of a celestial to gain its racial skill bonus and racial abilities as well as many of its unique supernatural and extraordinary abilities. All abilities gained are treated as supernatural abilities. You never gain a celestial's spell-like abilities or spells.

You can form a pact with a type of celestial (good outsider) that has a Challenge Rating equal to or less than your binder level. The Challenge Ratings of celestials are found on Table 6-28: The Celestial Spirits.

The binding DC equals 12 + the celestial's challenge rating. If you fail your binding check, you take on a celestial's physical characteristics such as wings, mane, or so forth. You always retain your size, creature type, and other statistics, except that you gain the equivalent of an angel subtype. Magic that specifically mentions angels affects you in the same way it would an angel. Your personality also shifts: you are easily aroused to righteous action and in combat you focus attacks on demons, devils, and other evil outsiders before all other creatures (these are your favored enemies). If you fail your check by 10 or more then you move one step closer to neutral good. You treat celestials and other good outsiders as your favored allies. If you succeed on your binding check by 10 or more, then you gain Spell Resistance equal to 5 + your binder level.

Binding a celestial spirit otherwise follows the rules for binding spirits.

Bonus Benefit: Beginning at 1st level, you can pick one of the following bonus benefits in addition to those granted by the celestial which you have formed a pact with:

- » Darkvision 60 feet
- » Immunity to electricity and petrification
- » +4 on saves against poison*; plus, immunity to acid
- » Resistance to cold 10 and fire 10*
- » DR 10/evil
- » +4 deflection bonus to AC against evil outsiders*
- » +4 Wisdom

TABLE 6-28: THE VOLTANNIC ANGEL BINDER

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+0	+2	+0	+2	Bind celestial spirit, angel binder's oath, +1 binder level, bonus benefit (1st)
2	+1	+3	+0	+3	Bonus benefit (2nd), +1 binder level
3	+2	+3	+1	+3	Bonus benefit (3rd), bonus celestial spirit

2 Levels of Binder Progression



TABLE 6-29: THE CELESTIAL SPIRITS

Spirit Name	Spirit Level	Bind DC	Appearance while Bound with the Spirit	Granted Abilities*
Lantern (archon)	1	12	You glow with pleasant radiance that becomes hot and bright when you are in combat.	Aura of Menace: In combat, foes within 20 feet must succeed on a Will save or suffer a -2 penalty to attack rolls, AC, and saves for 24 hours or until the affected foe successfully strikes you and does harm. Light Ray: From your open palm you project a searing ray of light as a touch attack that causes 1d6 hit point damage.
Hound (archon)	2	16	Gain a canine look, with toned muscles and piercing eyes that suggest protectiveness.	Alternate Form: Become a Small, Medium, or Large canine at will with +4 on Hide and Survival checks. Aura of Menace: In combat, foes within 20 feet must succeed on a Will save or suffer a -2 penalty to attack rolls, AC and saves for 24 hours or until the affected foe successfully strikes you and does harm. Scent: You gain the scent ability.
Titan (outsider)	2	33	Statuesque and heroic.	Fast: Your base land speed increases by +30 ft. Oversized Weapon Use: You can wield melee weapons that are one size larger than normal for your size without penalty.
Bralani (eladrin)	3	18	Elf-like with silver hair and ever-changing, rainbow-colored eyes.	Alternate Form: Shift at will to whirlwind form or back as a standard action. You can use all your supernatural abilities and class features while in whirlwind form, although you cannot cast spells (if any) or use items. Whirlwind Blast: Deal 3d6 points wind damage in a 20-foot line. Targets get a Reflex save for half-damage.
Avoral (guardinal)	4	21	Grow plush white feathers over your body, gain a hawk-like look with far-seeing eyes.	Fear Aura: Once per day, create 20-foot cone <i>fear</i> effect. Speak with Animals: As spell, but free action and does not require sound. Fly: 90 feet (good). True Sight: As spell, but you must concentrate 1 full round before it takes effect and lasts as long as your concentrate. Skills: +8 bonus on Spot checks. Visual Acuity: See detail on objects up to 10 miles away.
Leonal (guardinal)	5	24	Lion-like and muscular with a thick mane, resonant voice. In combat, your hands and feet are claw-like.	Roar: Three times per day, you can project a 60-foot cone with a <i>holy word</i> effect on evil creatures only. Pounce: Charge and make a full attack in the same round. Improved Grab: If hit, grapple without provoking an attack of opportunity. If you win, you establish a hold and can rake for 1d6+8 damage with a +20 bonus to hit. Speak with Animals: As spell, but free action and does not require sound. Skills: +4 racial on Balance, Hide, and Move Silently checks.
Ghaele (eladrin)	6	25	Like an elf of noble bearing, with pearly eyes and radiant aura.	Alternate Form: Shift between normal and incorporeal globe form as a standard action; in globe form, gain fly 150 feet and still use supernatural abilities. Gaze: In normal form, you slay an evil creature with Hit Dice less than your own out to range 60 feet, Will save negates; non-evil foes and evil foes who save suffer <i>fear</i> spell for 2d10 rounds. Light Ray: In globe form, you can project light a ray with 300 foot range for 2d12 damage; ray overcomes DR of any type.
Deva (angel)	7	26	Gain long, feathery wings, and a supple and lithe body that glows so intensely you are hard to look at directly.	Fly: 100 feet (good). Protective Aura: You gain +4 deflection bonus to AC against attacks by evil creatures; plus, you and allies with 20-foot radius gain a +4 bonus on all saving throws. Stun: If you strike a foe twice in one round, it must succeed on a Fortitude save or be stunned for 1d6 rounds. Powers: Pick one cleric domain, either air, good, law, protection, healing, or sun; your cleric level equals your binder level; use each accessible domain spell once per day as a supernatural ability. Uncanny Dodge: As rogue of a level equal to your binder level.
Trumpet (archon)	7	26	Turn emerald green, with elf-like qualities and beautiful wings. Your voice is beautiful.	Aura of Menace: In combat as a free action, foes within 20 feet must succeed on a Will save or suffer a -2 penalty to attack rolls, AC and saves for 24 hours or until the affected foe successfully hits you. Fly: 90 feet (good). Trumpet: While using any musical instrument, all non-archon within 100 feet must succeed on a Fortitude save or be paralyzed for 1d4 rounds.
Lillend (outsider)	7	26	Multicolored, strikingly patterned bird wings, and lower half of body adorned in scales.	Fly: 70 feet (average). Constrict: Deal 2d6+5 damage (cannot move during such rounds but retain one hand free to attack). Improved Grab: Can attempt a grapple as a free without provoking attacks of opportunity; can then hold and/or constrict foe. Bard Ability: Special abilities of a 6th-level bard. Skill Bonus: Perform (any one) +14, Survival +4.
Planetary (angel)	8	28	Gain smooth emerald skin, white feathered wings, and a bald head.	Awareness: The following spell effects are always active on your person: <i>detect evil</i> , <i>detect snares and pits</i> , <i>detect lies</i> , <i>see invisibility</i> , and <i>true seeing</i> . Fly: 90 feet (good). Powers: Pick two cleric domains, either destruction, good, law, protection, or sun; your cleric level equals your binder level; use each accessible domain spell once per day as a supernatural ability. Regeneration: Heal 10 hit points per round, except from weapons, spells, and effects with the evil descriptor.
Solar (angel)	9	35	Gain brilliant topaz eyes, silvery or golden skin, and plush white wings.	Awareness: The following spell effects are always active on your person: <i>detect evil</i> , <i>detect snares and pits</i> , <i>detect lies</i> , <i>see invisibility</i> , and <i>true seeing</i> . Fly: 150 feet (good). Powers: Pick three cleric domains, either air, destruction, good, law, protection, sun, or war; your cleric level equals your binder level; use each accessible domain spell once per day as a supernatural ability. Regeneration: Heal 10 hit points per round, except from weapons, spells, and other effects with the evil descriptor.

*The DC to resist your abilities equals 10 + 1/2 your binder level + your Constitution modifier.

- » Radiate *magic circle against evil* for 10 minutes per binder level.
- » *Tongues* spell at will
- » Lay on hands: As paladin, except each day you can heal an amount of damage equal to your full normal hit points*
- » 1/day summon a lantern archon, celestial owl, celestial eagle, or celestial lion for 1 round per binder level*

*These benefits stack when taken more than once.

At 2nd level you may pick two benefits, and at 3rd level you

may pick three benefits. You gain bonus benefits for 24 hours or until the celestial spirit is expelled, whichever comes first.

When bound with multiple celestial spirits, you may select different bonus benefits, or in some cases you may select the same benefit and gain double the usual benefit.

Bonus Celestial Spirit: Each day you can bind one celestial spirit as a full-round action with no need to perform its ceremony in addition to any other spirits you bind for the day.

CHAPTER 7

SPELL LIST

SPELLS

You will find a list of spells for use with pact magic and various spirits. The use of the word “spirit” refers here in all cases to spirits summoned using pact magic unless stated otherwise. A spirit bound by a pact cannot be directly affected by spells; thus, these spells alter the caster, the environment, or other parameters to achieve the desired effect. Also, the granted abilities provided by pact magic are supernatural in nature; they infuse a creature’s body and do not normally travel with the creature’s mind or soul when it leaves its body, such as when using the *astral projection* or *magic jar* spell. Thus, characters can find special spells to preserve their supernatural powers. In addition to spells, three cleric domains—pact magic, spirit friend, and spirit hunter—allow divine spellcasters to join the action.

BINDER SPELL SCROLLS & POTIONS

A scroll of a binder spell, typically scribed by a soul weaver, has a market price equal to the spell level x the caster level x 25 gp + the cost of any material components associated with the spell. Crafting such a scroll costs half the market price. Potions of spells, also typically prepared by soul weavers, have a market price equal to twice that of scrolls. At the game master’s option, binder potions and scrolls may have a higher market price due to the rarity or persecution of pact magic in the campaign setting.

All of the following spells are arranged according to their availability on the sorcerer/wizard spell list. Spells may be available to other spellcasters as indicated in the spell descriptions.

1ST-LEVEL SPELLS

Agitate Animals: Make normal animals aggressive and potentially dangerous.

Detect Pact Spirits: Determine which spirits, if any, a creature is bound to and possibly the nature of those spirits.

Evoke Sign: You reveal a spirit’s physical sign.

Last Impression: Learn about the last moments sensed by a dead creature.

Sudden Burial: Up to 5 Hit Dice of creatures sink into the earth up to their necks.

Suppress Sign: You cause the physical sign associated with a bound spirit to become hidden.

2ND-LEVEL SPELLS

Allies and Enemies: You gain a bonus on various checks with a spirit’s allies and a bonus when working its enemies.

Analyze Pact Spirit: You learn the name and abilities of the spirit or spirits bound to the target creature.

Augur Pact: You learn how useful three spirits will likely prove useful to you during the next 8 hours.

Circe’s Probation: Learn which binder class suits the target.

Exorcist’s Lament: Ignore exorcism attempts for 1 round.

Heroic Binder: Target briefly gains one constellation feat.

Trance of Legends: You gain a +10 or greater bonus on Perform checks to relate a spirit’s legends.

Undetectable Spirit: The presence of a spirit within you is shielded from detection by others.

Zone of Spiritual Abstinence: Creatures in area prevented from sealing pacts with spirits.

3RD-LEVEL SPELLS

Augur Pact, Greater: As augur pact, but better.

Bolster Binding: You gain a +4 bonus on binding checks.

Extract Pain: You gain XP from a target by draining its body.

Fortify Alignment: You gain a +4 bonus to resist assaults that directly alter your alignment.

Love Spell: The target falls amorously in love with another.

Scent of Lore: Use smell to locate the presence of specific or general information in an area of books or other media.

Solomon’s Scourge: Your magical whip suppresses spirits.

4TH-LEVEL SPELLS

Allies and Enemies, Greater: You gain a +8 bonus on various checks when interacting with a spirit’s allies and a +4 bonus when working against its enemies.

Bestow Malady: Binder target suffers permanent condition that hinders the use of pact magic.

Conceal Pact Magic: An area hides the use of pact magic.

Dire Beast Form: Transform into a powerful animal.

Reanimate Body: A dead person returns with limited life.

Remove Malady: You remove a pact magic malady.

Shrink Creature: Low Intelligence helpless creature is reduced in size for 24 hours and put in sleep-like stupor.

Spirit Birth: You channel a spirit into your offspring.

Spirit Mask: You transform into the likeness of a spirit's former self, assuming you share its creature type.

Spiritual Killer: Frightening illusion of a spirit causes binder to die or lose use of granted abilities for 1d4 rounds.

Suicidal Urge: The subject is compelled to end its life.

Supernatural Transformation: Swift action. Spell cast during your turn is resolved as a supernatural ability.

5TH-LEVEL SPELLS

Bind Spirit I: You can bind with a 1st-level spirit.

Dismiss Pact Spirit: Expel a spirit from one creature.

Ensure Binding: You gain a +5 bonus plus an additional +1 per caster level on binding checks.

Exorcist's Torment: Ignore exorcism attempts for 3 rounds and exorcists suffer 4d6 hit points of energy backlash.

Form of Nightmares: You become a living nightmare.

Murderous Rage: You compel a creature to kill its ally.

Soul Thief: As *Solomon's scourge* but you gain abilities.

Summon Black Unicorn: You summon a fiendish unicorn.

6TH-LEVEL SPELLS

Bind Spirit II: You can bind with a 2nd-level spirit.

Circe's Urgent Pact: You evict one spirit to bind another.

Ghost Storm: Living creatures in area are distracted by undead spirits and possibly lose energy levels.

Magic Jar, Supernatural: You can possess other creatures and continue to use your granted abilities in a new body.

Nymph's Stunning Glance: A non-good creature is stunned by your wrathful beauty.

Undetectable Spirit, Mass: Like *undetectable spirit*, but all allies within the area.

Unhinge the Spirit: You draw a creature's spirit from its body and drain energy for yourself before killing it.

Voltanna's Tome Ward: Protect a library from intruders.

7TH-LEVEL SPELLS

Banish Pact Spirits: Expels spirits from nearby creatures.

Bind Spirit III: You can bind with a 3rd-level spirit.

Delay Death: Delay the effects of attack for 1 round per level.

Warband Standard: As *heroism*, affects 1 subject/level.

8TH-LEVEL SPELLS

Anti-Spirit Field: An antimagic field that hedges out only supernatural abilities.

Bind Spirit IV: You can bind with a 4th-level spirit.

Mass Immolation: Foes in area spontaneously self-combust and may be blinded and distracted as they burn.

Perverved Wish: You grant a creature's wish in the most baneful way you can think of.

Protection from the Supernatural: Grants one creature per 4 levels a +8 bonus to saves against supernatural effects.

9TH-LEVEL SPELLS

Bind Spirit V: You can bind with a 5th-level spirit.

Create Life: You conjure a self-sustaining ecosystem of water, plants, and animals to populate a barren region.

Mass Spirit Binding: Allows one creature per level to bind with a 1st-level spirit.

PACT MAGIC DIVINE DOMAINS

The following new domains are available to divine spellcasters. See the cleric class in the *Players Handbook* for details. Spells new to this book are denoted with a † sign.

PACT MAGIC DOMAIN

You embrace all aspects of pactmaking and gain access to spells both beneficial and baleful to binders.

Deities: Any deity supportive of pact magic use.

Special: The Pact Magic domain counts as both of a cleric's domain choices. In exchange, the domain's granted powers are more potent than the usual domains, and each level offers two spells from which a cleric (or similar divine caster) can choose from each day when preparing spells.

Granted Power: Each day you may bind a spirit using the usual rules of binding, except that you are only granted one ability of your choice, and you may only bind with spirits that influence you toward your deity's alignment or within one step of your deity's alignment. You can bind a spirit of a level equal to or lower than the highest-level spell you are capable of casting. This ability does not replace or interfere with the caster's usual daily allotment of spells or other spirits that are bound.

Domain Spells:

1	Detect Pact Spirit† Suppress Sign†	6	Circe's Urgent Pact† Undetectable Spirit, Mass†
2	Analyze Pact Spirit† Trance of Legends†	7	Bind Spirit III† Banish Pact Spirits†
3	Bolster Binding† Fortify Alignment†	8	Bind Spirit IV† Anti-Spirit Field†
4	Spirit Mask† Allies and Enemies, Greater†	9	Bind Spirit V† Mass Spirit Binding†
5	Bind Spirit I† Ensure Binding †		

SPIRIT FRIEND DOMAIN

You feel kinship with lost spirits and believe that mortals should access them to improve their lot.

Deities: Any chaotic deity supportive of pact magic use.

Granted Power: You gain the benefits of the *undetectable spirit* spell free. Each day you may hide the presence of a spirit within you or another creature for a period of 24 hours.

Domain Spells:

1	Detect Pact Spirit†	6	Bind Spirit II†
2	Analyze Pact Spirit†	7	Bind Spirit III†
3	Bolster Binding†	8	Bind Spirit IV†
4	Spirit Mask†	9	Bind Spirit V†
5	Bind Spirit I†		

SPIRIT HUNTER DOMAIN

You are focused on detecting binders and regulating or eliminating the use of pact magic.

Deities: Any deity focused on protection, exorcism, or law, whether for or against the use of pact magic.

Granted Power: You gain the benefits of the *detect pact spirit* spell for free. This works like a paladin's *detect evil*, except that you detect the presence of spirits instead. This is a spell-like ability usable at will.

Domain Spells:

1 Evoke Sign†	6 Spiritual Killer†
2 Analyze Pact Spirit†	7 Banish Pact Spirits†
3 Solomon's Scourge †	8 Protection from the Supernatural†
4 Scrying	9 Anti-Spirit Field†
5 Dismiss Pact Spirit†	

NEW SPELL DESCRIPTIONS

Spell descriptions are presented below.

Agitate Animals

Enchantment (Compulsion) [Mind-Affecting]

Level: Druid 1, Ranger 1, Sorcerer/Wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Animals within 30 ft. of each other

Duration: 1 minute/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

This spell agitates and disquiets animals, making them aggressive and potentially dangerous. Only ordinary animals (those with Intelligence scores of 1 or 2) can be affected. All the animals must be of the same kind, and no two may be more than 30 feet apart. The maximum number of Hit Dice of animals you can affect is equal to 2d4 + your caster level. A dire animal or an animal specifically trained to be docile is allowed a saving throw; other animals are not.

The affected creatures roam randomly and attempt to move past any enclosures. They will first take an aggressive stance, growling or such, toward any creature that comes within 5 feet. Creatures that remain within 5 feet after 1 round are attacked. However, the affected animals do not pursue creatures.

Allies and Enemies

Transmutation

Level: Bard 2, Druid 2, Ranger 2, Sorcerer/Wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes / level

Pick one spirit you have bound before. Your body language and other subtle

qualities change such that allies of the spirit are more receptive to you, and you gain instinctual reactions to better notice and defeat the spirit's enemies. You gain a +4 bonus to Charisma-based skill checks when dealing with a particular spirit's favored allies. You may also use magic items specially keyed to the allied creature type provided you could otherwise use the item. At the same time, you gain a +2 enhancement bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when interacting with creatures that are the spirit's favored foe. You also get a +2 enhancement bonus on weapon damage rolls against such creatures.

Allies and Enemies, Greater

Transmutation

Level: Druid 4, Ranger 4, Sorcerer/Wizard 4, Pact Magic 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes / level

This works like the *allies and enemies* spell, except you gain double the bonuses. You gain a +8 bonus to Charisma-based skill checks when interacting with the selected spirit's allies, and you gain a +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks, and a +4 bonus on weapon damage rolls against the spirit's enemies.

Analyze Pact Spirit

Divination

Level: Cleric 3, Paladin 3, Sorcerer/Wizard 3, Pact Magic 3, Spirit Hunter 3, Spirit Friend 3

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One spirit-bound creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The spell provides a detailed account of the spirit or spirits that an individual has bound. The exact name and set of

SWIFT & IMMEDIATE ACTIONS

This book uses swift and immediate actions as introduced in the *Expanded Psionics Handbook* and numerous other d20 Game supplements. A swift action is like a free action, except you are limited to one swift action per turn. An immediate action is also like a free action except that it can be used even when it is not your turn, unless you are flat-footed. Using an immediate action counts as your swift action for your turn.

granted supernatural abilities of each spirit are instantly revealed to you.

Arcane Focus: A piece of metallic jewelry in the shape of a complex diagram typical of pact magic.

Anti-Spirit Field

Abjuration

Level: Sorcerer/Wizard 8, Pact Magic 8, Spirit Hunter 9

Components: V, S, M/DF

Casting Time: 1 standard action

Range: 10 ft.

Area: 15-ft.-radius emanation, centered on you

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: See text

This spell functions like *antimagick field*, except that it blocks only supernatural abilities. Other magics function normally.

Arcane Material Component: A pinch of powdered iron or iron filings.

Augur Pact

Divination

Level: Cleric 2, Druid 2, Sorcerer/Wizard 2

Components: V, S, M, F

Casting Time: 1 minute

Range: Personal

Target: You

Duration: Instantaneous

You try to determine how useful spirits will be to bind. You submit up to three spirit's names while performing the divination, which reveals to you a rank order of usefulness from first (most useful) to third (least useful). The base chance that the divination is accurate is 70% + 1% per caster level, to a maximum of 90%; this roll is made secretly. If the divination fails, then one or more of the spirits are out of order.

Augur pact can see into the future only about 8 hours, so anything that might happen after that does not affect the result. Moreover, the result is based on your intended course of action at the time of using the ability. If you change your course—for example, you opt to

explore caves to the north instead of visiting a keep to the south—then the result may well likely prove incorrect.

Multiple castings of this spell on the same day work normally only if each casting names a different set of spirits.

Material Component: Incense worth at least 25 gp.

Focus: A set of marked sticks, bones, or similar tokens of at least 25 gp value.

Augur Pact, Greater

Divination

Level: Cleric 3, Druid 3, Sorcerer/Wizard 3

This works like *augur pact* except as noted above, and you can submit the names of up to six spirits with no chance of a failed divination.

Banish Pact Spirits

Abjuration

Level: Sorcerer/Wizard 7, Pact Magic 7, Spirit Hunter 7

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more spirit-bound creatures, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This spell terminates sealed pacts by expelling the spirits from targeted creatures. As many as 2 levels of spirits per caster level can be affected. Thus, a 15th-level caster could expel up to 30 levels' worth of spirits from creatures within range. Each targeted creature must succeed on a Will save to avoid the effect for each spirit it has bound.

You can improve the spell's chance of success by presenting at least one object or substance that the targeted spirits hate, fear, or otherwise oppose. Typically, these are items from the spirit's legend that caused it suffering in life or resulted in it becoming a spirit. For each such object or substance, you gain a +1 bonus to overcome the creature's spell resistance, if any, and a +2 bonus on the spell's DC.

Certain very rare items might work twice as well as a normal item for the purpose of the bonuses (each providing a +2 bonus on the caster level check against spell resistance and increasing the save DC by 4).

Arcane Focus: Any item that is distasteful to the subject (optional, see above).

Bestow Malady

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 3, Sorcerer/Wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

You cause the subject to contract a malady related to the use of pact magic. Here are three typical maladies:

» The subject suffers effects similar to the *confusion* spell whenever bound with a spirit, with a 50% chance each round of taking no action.

» Subject suffers a -12 penalty to binding checks

» Subject suffers effects of the *fear* spell whenever encountering creatures of a bound spirit's enemy type.

See page 239 for a list of additional maladies. You may invent your own malady, but it should be no more powerful than those listed, it should involve the binding of spirits in some way, and it should either affect the subject's ability to bind spirits or influence the subject's mind (or body as a psychosomatic effect).

Bind Spirit I

Evocation

Level: Bard 5, Sorcerer/Wizard 5, Pact Magic 5, Spirit

Friend 5

Components: V, S, F

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: 6 hours

Saving Throw: Will negates (harmless)

Spell Resistance: No

You can bind a 1st-level spirit following the rules for pact magic, except you exchange this spell for the pact rather than your whole spell repertoire, and you never need to re-roll your binding check under debilitating conditions.

You can only have one instance of this spell or any other *bind spirit* spell in use at a time. Casting a *bind spirit* spell a second time causes the first instance to end, does not invoke a new spirit, and leaves you fatigued for 6 hours.

Arcane Focus: You must use the ceremonial materials appropriate to the pact spirit you are binding with.

Bind Spirit II

Evocation

Level: Bard 6, Sorcerer/Wizard 6, Pact Magic 6, Spirit Friend 6

As *bind spirit I*, except you can evoke a 2nd-level spirit.

Bind Spirit III

Evocation

Level: Sorcerer/Wizard 7, Pact Magic 7, Spirit Friend 7

As *bind spirit I*, except you can evoke a 3rd-level spirit.

Bind Spirit IV

Evocation

Level: Sorcerer/Wizard 8, Pact Magic 8, Spirit Friend 8

As *bind spirit I*, except you can evoke a 4th-level spirit.

Bind Spirit V

Evocation

Level: Sorcerer/Wizard 9, Pact Magic 9, Spirit Friend 9

As *bind spirit I*, except you can evoke a 5th-level spirit.

Bolster Binding

Transmutation

Level: Bard 3, Sorcerer/Wizard 3, Pact Magic 3, Spirit Friend 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Willing creature touched

Duration: 13 minutes

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The touched creature enjoys a +4 competence bonus to its binding checks for the duration due to mental focus.

Circe's Urgent Pact

Necromancy

Level: Bard 6, Sorcerer/Wizard 6, Pact Magic 6

Components: V, S, F

Casting Time: 1 round

Range: Personal

Target: You

Duration: Instantaneous

Select one spirit you have bound. You immediately end your pact with that spirit and bind a replacement spirit of your choice. You must attempt a binding check for the new spirit as usual but ignore all other rules of binding.

Arcane Focus: A piece of chalk.

PACT MAGIC MALADIES

Binders may suffer side effects from pacts that are too powerful for them or due to binding too often or binding many spirits at once. Those who tend to fail their binding checks suffer most.

Checking for a Malady

Whenever a binder ends a pact, consider checking for a malady. The binder attempts a Will save. The DC is 10, adjusted by the modifiers below. Alternatively, the *bestow malady* spell afflicts a binder, as can a rakshasa pact rajah's madness class feature (see page 301).

TABLE 7-1: PACT MALADY MODIFIERS

Situation	DC Modifier
Successful binding check	-5
Bound two or more spirits at once	+4
Binder and spirit different alignment or gender	+2
Failed the binding check by 10 or more	+5
Succeeded on binding check by 10 or more	-8
Binder's creature type matches spirit's enemy type	+10
Binder's creature type matches the spirit's ally type	-3
Failed binding check when unconscious or disabled	+3

A malady begins the moment the character ends a pact or is affected by the *bestow malady* spell. A malady can be removed with the *remove malady* spell (see Chapter 7: Spells, page 243). Alternatively, the binder can remake a pact with the same spirit with a successful binding check and then succeed on a Perform (act) check with a DC equal to 10 + the spirit's level. The binder must devote at least one hour to the performance.

Types of Maladies

Various maladies, subtle or terrible, are possible. Some may even bestow minor benefits along with penalties. Determine a malady with a d20 roll or select a malady fitting the situation.

1. Binding Phobia: Despite years of practice and experience, the binder suddenly feels an irrational phobia of spirits. The malady begins as a slight feeling of distaste or unpleasantness with the next binding. After the onset of the malady, the binder suffers a -1 penalty each day on his binding checks; this penalty increases by an additional -1 per day, to a maximum of -12. As the malady progresses, the binder finds pacts ever more unpleasant and looks forward to ending them as soon as possible.

2. Degenerate Body: The binder's body cannot handle a spirit's energy, or perhaps a residual fragment of a spirit's energy is left behind, causing the binder to suffer from strange sensations, sudden sharp pains, and other bodily disturbances. Each day after the onset of symptoms, the binder suffers a -1 penalty to Constitution, to a maximum -6 penalty after six days. Oddly, while affected, the binder does not need to eat, drink, or sleep, supporting the hypothesis that residual energies remain.

3. Disturbing Aura: Something about the binder does not "feel right" to others. Other creatures soon perceive the binder as ugly, maladapted in social situations, and generally unpleasant, even though the binder's appearance and mannerisms do not evidently change in any measurable way. Each day after the onset of symptoms, the binder suffers a progressive -1 penalty to Charisma per day, to a maximum -6 penalty after six days. In

addition, whenever the binder encounters the natural enemies of the spirit, interactions with those creatures begin one grade less favorable, and these creatures will always seek to engage the binder in combat before other options.

4. Gender Confusion: The binder acquires a spirit's gender. If the binder and spirit were different genders, then the binder's usual romantic inclination is replaced with that of the spirit's. At the onset of symptoms, the binder identifies with the spirit's gender rather than his or her own. At the same time, the binder gains the ability to use all magical devices that are gender specific. If left untreated for one week, the binder undergoes a permanent physical change (as the *polymorph any object* spell) to match the spirit's gender.

5. Lingering Spirit: The spirit's influence lingers strongly even though the pact is ended. With the onset of symptoms, the binder shows the physical sign of the spirit he bound earlier, as well as its personality effects and any alignment shift. Furthermore, he is treated as bound with the spirit when attempting to bind other spirits, but only in terms of binding requirements. If one spirit doesn't like another spirit, then this may inhibit the binding process.

6. Possessive Spirit: A spirit demands the binder be faithful to it, and punishes the binder when he does otherwise. With the onset of symptoms, whenever the binder forms a pact with a spirit other than the one that produced the effect, he suffers a -4 penalty to all attack rolls, saving throws, skill checks, and ability checks.

7. Solipsistic Syndrome: The binder believes he is the only creature that really exists. This endangers the binder more than anyone else. The binder slowly loses his senses with respect to other creatures. With the initial onset of symptoms, the binder becomes blind to others (the binder treats all creatures as invisible). If left untreated for 3 more days, the binder becomes deaf to others, and is unable to hear speech or make Listen checks for noise produced by creatures. He can still speak to creatures if he is aware they exist (by blindsense, smell, clairvoyance, or other means), and he can still hear natural events such as a waterfall's roar or a door closing. Thereafter, every 3 days, the binder loses another sense with regard to other creatures, until all senses are lost.

8. Soul Shock: The binder experiences what is it like to "exist" as a spirit. He feels akin to a lonely, confused, and/or mad vestige of a formerly great being, now trapped and lost in a place of nothingness. With the onset of symptoms, the binder suffers the effects of the *lesser confusion* spell.

9. Tactical Anxiety: The binder is confused in combat unless he can orient himself to the spirit's life story. After the onset of the malady, and beginning the first time the binder engages in combat after ending a pact, he suffers confusion, with a 50% chance of being unable to act, unless he meets the spirit's tactical requirements, in which case he can act normally for the rest of that combat. This affects the character in every new situation when he makes an attack roll until cured.

10. Xamia's Fugue: Named after the binder sage who used her malady to her advantage, at least for a while. Whenever the character has bound a spirit, he or she engages in conversation with the spirit as it comments about the environment, offers insights and advice, and hints at wonderful and terrible secrets. The binder gain a +4 competence bonus to Knowledge (the planes) checks. However, he or she suffers a -1 penalty to Wisdom each day, to a maximum of -6 after six days.

Circe's Probation

Divination

Level: Sorcerer / Wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Willing creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

You learn which binder class best suits the touched creature, or no class if its Constitution and Charisma scores total less than 20. If its Constitution and Charisma scores total 30 or higher, you learn that it has "heroic potential."

Conceal Pact Magic

Abjuration

Level: Bard 4, Cleric 4, Sorcerer / Wizard 4

Components: V, S, M

Casting Time: 1 minute

Range: 20 feet

Area: 20-foot-radius emanation

Duration: 24 hours (D)

The presence of bound spirits and other possessing entities is completely hidden from divination spells and abilities used outside the area of effect. The spell does not conceal creatures, objects, thoughts or other phenomena, only the presence and use of pact magic.

Material Component: A charcoal nugget or vial of squid ink, which you use to draw a tiny sigil in the area of effect.

Create Life

Conjuration (Creation)

Level: Druid 9

Components: V, S, DF, XP

Casting Time: 1 hour

Range: Long (400 ft. + 40 ft./level)

Area: One-half mile radius

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell creates life from lifelessness over the course of seven hours. During the first two hours, pure water emerges from stones and the ground becomes fertile and capable of sustaining plant life. Over the next two hours, plants sprout and undergo accelerated growth to size Large by hour five, and size Huge by hour seven. Vermin and animals of size Diminutive appear during the fourth hour, and larger creatures—Tiny, Small, and Medium—emerge over the final three hours, with progressively larger sizes each hour. The spell does

not create sunlight, air, or other conditions, which must be already present or supplied by the caster.

The spell has no effect on creatures in the area when the spell is cast, or who enter the area during or after the spell.

XP Cost: 5000 XP.

Delay Death

Abjuration

Level: Cleric 7, Sorcerer / Wizard 7

Components: V, S

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round / level

Upon casting this spell, you delay the effects of one attack on you now occurring. You declare the benefit of this spell before applying any effects to your character sheet. You can delay the onset of poison, weapon damage, or the effect of an area spell (on you only) for up to one round per level. You suffer the effect when the delay ends. You delay the effect in time, so killing the creature that delivered the attack does not negate the attack's effect. Nor can you dispel or negate the effect while you delay it since it has not yet occurred. Of course, you can use a *cure* spell, apply a delay poison spell, or take similar actions to ameliorate an impending effect.

Detect Pact Spirits

Divination

Level: Cleric 1, Paladin 1, Sorcerer / Wizard 1, Pact Magic 1, Spirit Friend 1

Components: V, S, F/DF

Casting Time: 1 standard action

Range: 60 feet

Area: Cone-shaped emanation

Duration: Concentration, up to 1 minute / level (D)

Saving Throw: None

Spell Resistance: No

The spell reveals whether or not creatures in the area are currently bound in a pact with one or more spirits and the level of those spirits. The amount of information revealed increases the longer you concentrate, as follows:

1st Round: Whether spirit-bound creatures are present in the area.

2nd Round: Number of spirit-bound individuals and the strength of the strongest spirit.

3rd Round: The location of each spirit-bound creature and the strength of its spirit. If a spirit is outside your line of sight then you discern its general direc-

tion but not exact location.

The strength of a spirit's aura depends on its level.

Pact Spirit Level	Aura Strength
1st – 2nd	Faint
3rd – 5th	Moderate
6th – 7th	Strong
8th – 9th	Overwhelming

Each round you can turn to detect spirit-bound creatures in a new area. The spell penetrates most barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Arcane Focus: A prism that you hold up to your eye.

Dire Beast Form

Transmutation [Chaotic]

Level: Sorcerer / Wizard 4

Components: V, S, M

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level

You transform into a dire beast—a lion-like mutt of various natural animals of dire dispositions and proportions. A dire beast has the statistics described be-

Dire Beast (CR 4)

Large Magical Beast

Hit Dice: 8d8+15 (51 hp)

Initiative: +2

Speed: 40 ft., climb 10 ft., swim 10 ft.

AC: 15 (–1 size, +2 Dex, +4 natural), touch 11, flat-footed 13

Base Attack/Grapple: +3/+14

Attack: Claw +8 (1d6+6), or Bite +10 (1d8+6)

Full Attack: 2 claws +8 (1d6+6) and bite +8 (1d8+6)

Space/Reach: 10 ft./5 ft.

Special Attacks: Trip, rend (2d6+9), improved grab, pounce

Special Qualities: Low-light vision, scent

Saves: Fort +11, Ref +10, Will +7

Abilities: Str 22, Dex 15, Con 17, Int 10, Wis 16, Cha 10

Skills: Climb +9, Jump +9, Listen +6, Move Silently +2, Spot +6, Survival +7, and Swim +9

Feats: Improved Grab, Improved Trip, Run, Track

Alignment: Chaotic neutral

low. You lose your normal statistics and use its statistics instead, expect that you keep your normal alignment, mental ability scores, Hit Dice, and hit points, although you add 24 hit points to your normal total. These bonus hit points go away when the spell ends.

In beast form, you cannot cast spells or use extraordinary abilities normally available by virtue of your race or class.

Any equipment worn or carried melds into the dire beast form and becomes nonfunctional. When you revert to your true form, objects previously melded into the new form reappear in the same location on your body that they previously occupied and are once again functional. Items donned while in the dire beast form fall off and land at your feet.

If you are slain or rendered unconscious, the spell ends. Any part of your body that is separated from the whole remains polymorphed until the spell ends.

Material Component: A portion of skin, bone, or blood from five kinds of animals, one of which must be a dire animal.

Dismiss Pact Spirit

Abjuration

Level: Sorcerer/Wizard 5, Spirit Hunter 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One spirit-bound creature

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

This spell forcibly expels a spirit from a creature, causing the pact to unravel and end. The targeted creature must attempt a special Will save (DC = spell's save DC – spirit's level * 2 + your caster level). If the spell is successful, the pact is instantly terminated and all abilities granted to the creature are lost. The affected creature is immediately free to bind another spirit even if it normally lacks the capability to evict and rebind spirits; however, there is a 20% chance that it cannot rebind the spirit that was dispelled for a period of 24 hours.

Ensure Binding

Transmutation

Level: Bard 5, Sorcerer/Wizard 5, Pact Magic 5

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 24 hours

This works like the *bolster binding* spell, except that you gain a +5 competence bonus to your binding check, with an additional +1 per caster level to a maximum bonus of +25 at 20th level.

Evoke Sign

Transmutation

Level: Cleric 1, Sorcerer/Wizard 1, Spirit Hunter 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 10 minutes / level

Saving Throw: Fortitude partial

Spell Resistance: Yes

If the target has bound a spirit, the physical sign associated with that spirit becomes apparent for the spell's duration. The binder cannot hide the sign. If the binder makes his save then the effect lasts 1 round and the spell ends.

Exorcist's Lament

Adjuration

Level: Cleric 2, Sorcerer / Wizard 2

Components: V, S, M

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 round

For one round you ignore attempts to exorcise a bound spirit or other possessing entity from you.

Material Component: A charcoal nugget or vial of squid ink.

Exorcist's Torment

Abjuration

Level: Cleric 5, Sorcerer / Wizard 5

Duration: 3 rounds

Saving Throw: None

Spell Resistance: Yes

This works like *exorcist's lament*, except as noted above, plus the following benefit: an exorcist that fails to exorcise a spirit from you suffers 4d6 hit points of damage from supernatural backlash.

Extract Pain

Necromancy [Evil]

Level: Cleric 3, Sorcerer/Wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One living creature

Duration: 1 round / level

Saving Throw: None

Spell Resistance: Yes

By inducing pain in a touched creature, you can extract XP usable toward magic item creation or spellcasting. For each round you are in contact with the creature, you can extract 3 XP per point of Constitution that the creature possesses. Each point drained results in temporary Constitution loss for the creature, so a subject often cannot be reused for at several days unless magic restores its health. The XP gained is held in a reserve pool within you that you may utilize at will.

Material Component: A miniature barbed whip or thumb tack.

Form of Nightmares

Transmutation [Evil]

Level: Sorcerer / Wizard 5

Components: V, S

Casting Time: 1 immediate action

Range: Touch

Target: Binder touched

Duration: 1 round / level (D)

You transform into a form akin to a corporeal living nightmare (pages 296–297). Specifically, you enjoy the immunities of the undead type, though your actual creature type remains unchanged. You also gain a natural AC bonus equal to your bound spirit's level, a slam attack for 1d6 hit points damage (use 1d4 if size Small), darkvision out to a distance of 60 feet, damage reduction 5, and resistance 5 to all energy types. All other statistics remain unchanged.

Fortify Alignment

Abjuration

Level: Sorcerer/Wizard 3, Pact Magic 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched.

Duration: 1 hour / level

The target gains a +4 bonus to resist spells and abilities that directly alter its alignment. Furthermore, the subject never suffers alignment change due to an unusually poor binding check.

Ghost Storm

Necromancy [Death]

Level: Cleric 6, Sorcerer/Wizard 6

Components: V, S

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: 30-ft.-radius spread

Duration: 1 round/level

Saving Throw: Fortitude partial
Spell Resistance: Yes

You tune into the impressions of pain, anger, terror, and despair that linger around you, and you give shape to those impressions in the form of terrible incorporeal spirits that assault your foes. The spirits manifest in the designated area and transfer their feelings to the living creatures there. Each round a living creature remains in the area it can only take a move action or standard action, and it is treated as flat-footed as it defends itself from the spirits. Furthermore, a creature must succeed on a Fortitude save each round or suffer one negative energy level. Negative levels automatically fade at the rate of one per minute after exiting the area. However, a creature that gains a number of negative levels equal to its Hit Dice is slain and will rise as a ghost within 24 hours.

Heroic Binder

Transmutation

Level: Wizard/Sorcerer 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You fortify the target creature's mind and body such that it gains the Augment Pact feat (page 181) or one constellation feat (see pages 194–195) corresponding to one of its bound spirits.

Last Impression

Divination

Level: Cleric 1, Wizard/Sorcerer 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One corpse

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You experience the last moments of a creature's life. You see, hear, and feel everything the creature did for up to 1 round per level before it died. You only gain literal information, so if a creature was stabbed from behind and never saw its attacker before it died, then this spell does not reveal the attacker. The spell does not work on undead.

Arcane Material Component: A round piece of glass, through which the caster views the corpse to be targeted.

Love Spell

Enchantment (Charm) [Mind-Affecting]

Level: Bard 2, Sorcerer/Wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One humanoid, monstrous humanoid, or giant.

Duration: 10 minutes / level

Saving Throw: Will negates

Spell Resistance: Yes

You charm someone to have amorous feelings for another. This works like the *charm person* spell except that the target becomes enthralled with either you or another specific person named in the spell. If the creature fails its save, a strong desire for romance occurs along with its feeling of trust and friendship for the person named. If the other person is someone who is obviously inappropriate then the target gains a +4 bonus to its save to resist the spell. Conversely, if the other person is particularly appropriate, then the target suffers a -4 penalty to its saving throw. If the other person is not present when the spell is cast, then the spell's effects become apparent when the person and target meet.

Material Component: At least one possession from the target and the named person, plus a freshly plucked rose or other fine flower of love.

Magic Jar, Supernatural

Necromancy

Level: Sorcerer/Wizard 6

This works like *magic jar*, except any spirit you are bound to and the supernatural abilities associated with it moves with you to any new body you possess.

Note: Normally, supernatural and extraordinary abilities stay with a physical body while spells and spell-like abilities travel with the caster.

Mass Immolation

Evocation [Fire, Good]

Level: Cleric 8, Sorcerer/Wizard 8

Components: V, S

Casting Time: 1 standard action

Range: 5 ft. / level

Target: Burst centered on you with a radius of 5 ft. / level

Duration: Instantaneous; see below

Saving Throw: Fortitude partial

Spell Resistance: Yes

All foes in the area spontaneously self-combust and suffer 1d6 hit points

of damage per 2 caster levels (round down). There is no saving throw against the initial fire. The affected creatures continue to suffer the same damage each round unless and until they spend a full-round action to drop and roll and succeed on a Reflex save to extinguish the fire. Damage dealt is half-fire damage and half-sacred damage, so creatures immune to fire still take half-damage. The fire is excruciatingly hot and painful; creatures that fail their Fortitude save are permanently blinded, and creatures that fail their Will save suffer a -2 penalty to all of their d20 rolls until they are free of the fire.

Mass Spirit Binding

Evocation

Level: Sorcerer/Wizard 9, Pact Magic 9

Components: V, S, F

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart.

Duration: 6 hours

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell functions like *bind spirit 1*, except that it allows multiple creatures to gain the benefits of the spell. Affected creatures do not sacrifice any spells, nor are they required to be able to cast spells or otherwise bind spirits.

Murderous Rage

Enchantment (Compulsion) [Mind-Affecting]

Level: Sorcerer/Wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Permanent (D)

Saving Throw: Will negates

Spell Resistance: Yes

The target must succeed on a Will save or use all its resources and intelligence to attack the creature specified by the caster. If the caster utters the other creature's name, the target will travel to that creature's location as best it can and kill it. The spell expires at the moment when the target, the other creature, or the caster is dead. The target may voluntarily end its own life at any time to negate the spell's effect. If the caster does not know or utter the other creature's name, then it must be within sight of both the caster and the target.

A *dispel magic* spell will not end the effect, but *remove curse* or similar spell will.

Nymph's Stunning Glance

Transmutation [Good]

Level: Bard 6, Druid 6

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature with 76 hp or less

Duration: See text

Saving Throw: None

Spell Resistance: Yes

You take the countenance of a wrathful nymph and select any non-good, non-fey creature within 30 feet. With a glance of anger, the target is stunned for 2d4 rounds. The creature does not need to see or be looking at you to be affected. The duration of the spell depends on the target's current hit point total. Any creature that currently has 76 or more hit points is unaffected by nymph's stunning glance.

Target Hit Points	Duration Stunned
25 or less	4d4 rounds
26–50	2d4 rounds
51–75	1d4 rounds

Material Component: A lock from a nymph's hair.

Occult Sight

Divination

Level: Cleric 3, Paladin 3, Sorcerer/Wizard 3,

Range: 120 feet

Duration: 1 minute / level (D)

As *detect pact spirits* except as noted above, and all information is revealed in one round rather than three. Note that concentration is not required.

Perverted Wish

Necromancy [Evil]

Level: Sorcerer/Wizard 8

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Targets: One intelligent creature

Duration: See below

Saving Throw: Will negates

Spell Resistance: Yes

You cause a creature's wish to come true in the most horrible way imaginable. This works in a way similar to the

limited wish and wish spells, except that it can only affect a single creature besides yourself, the effect is always baneful to the target, the perverted wish costs no XP, and you can duplicate any harmful spell of first through 7th level, or any combination of spells equating to a 7th-level or lower spell. For example, a creature desiring safety from his enemies might be turned into a mouse using *baleful polymorph*. If the target states a literal wished intent directly to you, such as "I wish to be safe" then it loses any saving throw it might have had. The target must use the statement "I wish." If the target generally indicates a desire, such as "I want my enemies to leave me alone" then the target suffers a -4 on any save or saves associated with the perverted wish. The target cannot be coerced to speak, though it could be mentally influenced to communicate with the caster. In all other cases, saves are treated normally.

Protection from the Supernatural

Abjuration

Level: Sorcerer/Wizard 8, Spirit Hunter 8

Components: V, S, M, F

Casting Time: 1 standard action

Range: Touch

Targets: Up to one creature touched per four levels

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Subjects gain a +8 resistance bonus on saving throws against supernatural abilities.

Material Component: A diamond of at least 500 gp value, which must be crushed and sprinkled over the targets.

Focus: One 1,000 gp diamond per creature to be granted the protection. Each subject must carry one such gem for the duration of the spell. If a subject loses the gem, the spell ceases to affect him.

Reanimate Body

Conjuration (Healing)

Level: Cleric 4

Components: V, S, M/DF

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 1 day/level

Saving Throw: See below

Spell Resistance: Yes (harmless)

You cause the soul of a deceased creature to reinhabit its dead body. The creature cannot have been dead more than 1 day per caster level. If the creature's alignment differs from your own then it gets a Will save to resist the spell.

The reanimated creature is not its full self. It is alive and has a maximum of 1 hit point, but it is easily confused and can only take 1 move-equivalent action per round. It cannot make attack rolls, cast spells, bind spirits, or do anything that requires concentration. It recalls details of its former life if carefully questioned. The reanimated creature is not undead, its body does not decay, it cannot be healed beyond 1 hit point, and reanimation does not count as time spent against being raised from the dead.

Material Component: A drop of blood from the dead creature.

Remove Malady

Abjuration

Level: Cleric 3, Paladin 3, Sorcerer/Wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature or item touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Remove malady instantaneously removes all pact magic related maladies on an object or a creature (see page 239). *Remove malady* does not remove a malady linked to an item, although the spell typically enables the creature afflicted with any such item to remove and get rid of it. Certain special maladies may not be countered by this spell or may be countered only by a caster of a certain level or higher.

Remove malady counters and dispels *bestow malady*.

Scent of Lore

Divination

Level: Bard 2, Cleric 3, Sorcerer/Wizard 3

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./level)

Area: One 5-ft.-square per round

Duration: 1 round/level

You quickly search an area for lore relevant to one specific reference, like a proper name or a general knowledge area of your choice such as arcana or

dungeoneering. Each round, you can search a 5-foot-square area of books and other media without looking through them. You only need to smell the books (or other media) to detect the presence of even the tiniest shred of lore, like a single relevant line in a stack of large books. You do not need to comprehend the language the lore is recorded in order to detect its presence. Each round you can search another 5-square-foot area. Alternatively, you can spend an additional round on the same area to determine what item contains the lore, including specific pages and lines. This spell is fooled by illusions and abjurations of 3rd level or higher.

Material Component: A tuft of bloodhound fur.

Shrink Creature

Transmutation

Level: Sorcerer/Wizard 4

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: One touched corporeal creature

Duration: One day/level; see text

Saving Throw: Will negates

Spell Resistance: Yes

You are able to shrink one creature by two size categories. Thus, a Medium creature becomes a Tiny creature, a Huge creature becomes a Medium creature, and so on. If the creature has an Intelligence of 5 or less then you can cause it enter a stupor similar to a *sleep* spell. A shrunken creature can be returned to its original size and state as a standard action by a word of command from the original caster. Note that a creature that is shackled or bound with ropes or similar restraints will no longer be restrained when it is shrunk down. Creatures with the shapechanger type or subtype, and other creatures that can freely change their form, are able to return to their normal size as a standard action. The spell ends whenever a creature returns to its normal size.

Spirit Birth

Transmutation

Level: Bard 4, Sorcerer/Wizard 4

Components: V, S, XP

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

The next child you parent is more heroic than normal due to an infusion of spirit energy. You must be bound to a spirit while casting this spell and be bound at the time of conception. The next intimate act that might lead to pregnancy is always successful even against mundane protection but not against magical protection. If all goes well then the pregnancy is shorter, accelerated from months to days, and the child has 1 level of the spirit-touched template and ability scores typical of player characters. A *remove disease* or *contagion* spell terminates the pregnancy and causes 2d6 hit points damage to the mother.

After the child is born, he or she grows quickly at a rate of months rather than years until reaching young adulthood. A human child is born after 9 days and reaches young adulthood in 15 months. The child is the same alignment as the spirit you bound, and continues throughout life to act as a vehicle for the spirit to view the world (without any special ceremony). The child does not gain granted abilities.

While the mother is pregnant, the supernatural power of the unborn child alters her appearance, personality, and alignment. After one-third of the pregnancy, the mother's alignment shifts one step closer to that of the child's and she shows the physical sign associated with the spirit. After the second trimester, her alignment shifts one more step, for two steps total, to the alignment of the child, and she experiences the personality shift associated with the spirit. The mother's alignment returns to normal following the birth but it does not vary for any reason while pregnant unless the pregnancy ends prematurely.

This spell is not always successful. One in 20 births results in a demon eye child (see Chapter 2: Races, page 20).

XP Cost: 400.

Solomon's Scourge

Necromancy

Level: Cleric 3, Sorcerer/Wizard 3, Spirit Hunter 3

Components: V, S, M

Casting Time: 1 standard action

Range: 10-foot reach

Effect: One scourge

Duration: 1 round/level

Saving Throw: Will negates

You evoke a crackling black scourge

(barbed whip) that you can use to suppress spirits. On a successful touch attack, a foe must succeed on a Will save or lose access to the highest-level spirit it has bound for a period of 1d4+1 rounds in addition to being dazed for 1 round.

Material Component: A tiny scourge.

Soul Thief

Necromancy

Level: Sorcerer/Wizard 5

This works like *Solomon's scourge* except as noted above, plus you gain the granted abilities of the affected spirit while the struck creature has no access to it. Abilities gained from one spirit replace abilities gained from any other spirit gained by using this spell.

Spirit Mask

Transmutation

Level: Bard 4, Sorcerer/Wizard 4, Pact Magic 4, Spirit

Friend 4

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

You take on the original appearance of a spirit you have sealed a pact with at least once. This works like *polymorph*, except you acquire a perfect likeness of the creature that the spirit once was, you can shift back and forth between your normal form and the spirit's form as move actions, and the effect lasts 24 hours. This only works if the spirit's former creature type was one of the types allowed under the *polymorph* spell, and its creature type (but not necessarily its subtype) is the same as your type.

Focus: A masterwork mask worth no less than 25 gp.

Spiritual Killer

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Sorcerer/Wizard 4, Spirit Hunter 6

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will disbelief (if interacted with), then Fortitude partial; see text

Spell Resistance: Yes

You target a creature that has bound a spirit and create a phantasmal image of the spirit in its most terrifying form.

Only the spell's subject sees the visage. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm automatically touches the subject, who must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject must wait 1d4+1 rounds before being able to use any of the granted abilities associated with that spirit. When a target is bound with multiple spirits, the spell evokes a phantasm of the highest-level spirit. In the event the target is bound to two spirits of the same level, select a spirit at random. Unlike the *phantasmal killer* spell to which this spell is related, the spell cannot be reflected back upon the caster unless the caster is bound with the same spirit. This spell has no effect on creatures not bound to a spirit.

Sudden Burial

Transmutation

Level: Cleric 1, Druid 1, Sorcerer/Wizard 1

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: One or more Small- or Medium-sized creatures within a 10-ft-radius burst

Duration: 1 minute / level

Saving Throw: Reflex negates

Spell Resistance: Yes

When the spell is cast, 5 Hit Dice worth of creatures in the area instantly sink into the ground. Creatures with the fewest Hit Dice are affected first. The ground must be clay, dirt, gravel, sand, or similar substance. Stone of any kind or wood foils the spell. Creatures sink deep enough to encase their entire bodies up to their necks, allowing their heads to poke out from the ground. Encased creatures can still speak and thus possibly cast spells with only verbal components, but they cannot perform any other actions and are effectively helpless. This spell does not affect creatures larger than size Large.

There are various ways to escape from *sudden burial*. Affected creatures cannot extricate themselves physically from the ground unless they have a burrow speed or the earth glide ability, in which case they can free themselves after 1 full round. Any of the subjects' allies who are unaffected by the spell can attempt to dig out trapped creatures. A Medium

creature can be extricated after 3 rounds of digging using a shovel, or 1 minute by hand by another Medium creature. Small creatures can be extricated after 2 rounds of digging using a shovel, or 5 rounds by hand by a Medium creature. A burrowing creature can free a trapped creature as if using a shovel. A creature can dig twice as fast if Large or larger, or half as fast if Small or smaller.

Material Component: A handful of soft earth or clay, into which you poke your finger as you cast the spell.

Suicidal Urge

Enchantment (Compulsion) [Mind-Affecting]

Level: Sorcerer/Wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One living creature

Duration: 3 rounds

Saving Throw: Will; see below

Spell Resistance: Yes

You plant a hidden death-urge in the subject's unconscious. On the subject's next turn, it looks for the quickest method to end its life and attempts to do so. The subject takes no other action for 3 rounds except attempting to harm itself.

If armed, the subject attacks itself as a full-round action. The attack automatically succeeds and deals damage as a critical hit. If unarmed, the subject moves adjacent to the nearest enemy and provokes an attack of opportunity, offering its opponent an opening, which the opponent may or may not choose to take advantage of.

If the subject is unarmed and no enemy is nearby, the subject simply does nothing at all. A subject close to an immediate and lethal hazard, such as a cliff or a fire, might hurl itself off the cliff or into the fire instead of striking itself with a weapon.

Even if the subject resists the spell, it still drops its shield, or if not carrying one, loses its Dexterity bonus, if any, for one round.

Material Component: A razor blade that the caster simulates drawing across his throat.

Summon Black Unicorn

Conjuration (Summoning) [Evil]

Level: Druid 5

Components: V, S, F/DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 minute/level (D)

You summon a fiendish unicorn with a lush, jet-black coat and shiny ebony horn. This otherwise functions like the *summon monster V* spell. Use the statistics in the box below. This spell is only cast by evil druids

Fiendish Black Unicorn (CR 4)

Large Magical Beast (Extraplanar)

Hit Dice: 4d10+20 (42 hp)

Initiative: +3

Speed: 60 ft.

AC: 18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15

Base Attack/Grapple: +4/+13

Attack: Horn +11 (1d8+8)

Full Attack: Horn +11 (1d8+8) and 2 hooves +3 (1d4+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Smite Good 1/day (+4 damage); *poison* (DC 21, caster level 8th) with horn attack, *cause moderate wounds* 1/day (caster level 5th) added to horn attack.

Special Qualities: Darkvision 60 ft., low-light vision, scent, *detect good* at will; at will *magic circle against good*; immunity to poison, charm, and compulsion; damage reduction 5/magic; wild empathy (+6 bonus), *greater teleport* 1/day within its home; *cure light wounds* 3x/day; resistance 5 to cold and fire; spell resistance 9

Saves: Fort +9, Ref +7, Will +6

Abilities: Str 20, Dex 17, Con 21, Int 10, Wis 21, Cha 24

Skills: Jump +21, Listen +11, Move Silently +9, Spot +11, Survival +8.

Feats: Alertness^B, Skill Focus (Survival)^B

Alignment: Chaotic evil

Supernatural Transformation

Transmutation

Level: Sorcerer/Wizard 4

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

For a period of one round, any spell that you cast is resolved as a supernatural ability. Essentially, all components are waived and the spell ignores spell resistance. Any saving throws still apply. If you do not cast a spell before the

beginning of your next turn then the benefit of this spell is wasted.

Suppress Sign

Transmutation

Level: Cleric 1, Sorcerer/Wizard 1, Pact Magic 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 10 minutes / level

Saving Throw: Fortitude partial (harmless)

Spell Resistance: Yes

If the target has bound a spirit, the physical sign associated with that spirit is not visible for the duration of the spell. The binder cannot show the sign. If the binder makes his save then the effect lasts 1 round and the spell ends.

Trance of Legends

Divination

Level: Bard 2, Sorcerer/Wizard 2, Pact Magic 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes / level

Pick one spirit you have bound before. You gain perfect knowledge of the legend or legends associated with that spirit and you gain a +10 bonus when using the Perform (storytelling) skill to impart the legend to others. The bonus increases to +20 at 10th level and +30 at 20th level.

Undetectable Spirit

Abjuration

Level: Bard 2, Sorcerer/Wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 24 hours

You cloak the presence of a spirit within you to foil spells that might otherwise detect a spirit's presence. For the spell's duration, divination spells of 3rd level or lower fail to register you as bound to a spirit.

Undetectable Spirit, Mass

Abjuration

Level: Bard 6, Sorcerer/Wizard 6, Pact Magic 6

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One or more creatures, no two of which can be more than 30 feet apart.

Duration: 24 hours

You hide the presence of bound spirits within all affected creatures. For the spell's duration, divination spells of 6th level or lower fail to register the warded creatures as spirit bound.

Unhinge the Spirit

Necromancy [Death]

Level: Cleric 6, Sorcerer/Wizard 6

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: See below

Saving Throw: Fortitude partial

Spell Resistance: Yes

You instantly eject a living creature's life force from its body, immobilizing it as you consume its energy to recharge yourself. If the target makes its Fortitude save, it takes 3d6 hit points of damage and the spell ends. Otherwise, the target is rendered helpless for 3 rounds as the spell continues. For each round the spell continues, you drain 1 energy level from the target and recover 1d8 hit points. You may exceed your normal maximum hit point total, and damage is applied to these bonus hit points first. You must concentrate to maintain the spell. After three rounds, the creature suffers 10d6 points of damage, or half that amount if it succeeds on a second Fortitude save. If it is later restored to life, it must contend with three negative levels. Twenty-four hours after being returned to life it must succeed on a Fortitude save for each negative level, or the loss is permanent. If the negative levels place the creature below 1 hit die, regardless of whether it made other saving throws, then it is slain and returns as a ghoul 24 hours after death.

Voltanna's Tome Ward

Abjuration

Level: Bard 6, Cleric 6, Sorcerer/Wizard 6

Area: Up to 20 sq. ft. / level (S)

As *guards and wards*, except as noted above; plus, all objects in the area enjoy resistance 10 to energy damage, and all books, scrolls, and other written materials are cloaked as if affected by an *illusory script* spell while in the area.

Warband Standard

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 7, Sorcerer/Wizard 7

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: One creature/level, no two of which can be more than 30 ft. apart

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell functions like *heroism*—granting a +2 morale bonus on attack rolls, saves, and skill checks—except that it affects multiple creatures. Moreover, for the duration of the spell, whenever the spell's focus is within line of sight of affected creatures, it grants an additional +4 morale bonus on Intimidate checks and complete immunity to all fear effects. Holding the focus so that others can see it requires at least one hand, and ranged attacks enjoy a +2 bonus to hit against the standard bearer. The caster need not hold the focus after casting the spell. This spell is favored by high-level hobgoblin spellcasters.

Focus: A battle standard of either masterwork quality, or made from pieces of your past slain enemies.

Zone of Spiritual Abstinence

Abjuration

Level: Cleric 2, Paladin 2, Sorcerer/Wizard 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation

Duration: 24 hours

Saving Throw: Will negates

Spell Resistance: Yes

Creatures within the area (or those who enter it) cannot bind spirits. Any attempt to seal a pact with a spirit fails upon completing its ceremony or doing any other activity that seals pacts. Each potentially affected binder is allowed a save to avoid the effects when the spell is cast or when the binder first enters the area. Affected creatures are aware of this ward. Therefore, they may avoid wasting time and resources to summon a spirit, or they may leave the area (if possible) to bind as they choose. This spell is typically used to prevent imprisoned binders from summoning spirits.

CHAPTER 8

DESCRIPTIONS OF ITEMS

MAGIC ITEMS

With pact magic comes pact magic items. Unlike arcane or divine magic, pact magic is purely supernatural and is more difficult to craft with compared to spells. Granted abilities are gained by binding a spirit. When the spirit leaves, the magic tends to depart as well. Thus, most pact magic items are crafted by soul weavers and spellcasters who experiment with pactmaking. Potions, rods, staves, and myriad wondrous items enhance one's ability to bind spirits or gain the upmost from pacts. In this chapter, you will find over three dozen unique items, from incense that improves summoning to gems and skulls that can be used to store fragments of a spirit for a one-time use. When selecting magic items for treasure, items under 7,500 gp tend to be minor items, while those costing 7,500 gp to 28,000 gp are medium magic items, and anything above 28,000 gp is a major magic item. Thus, an astrolabe is a medium item while Baraddu's mask is a major item.

PRICING Gnostic Books

Books containing spirit lore are not inherently magical. However, they are expensive due to the value of gnostic knowledge. Although binders usually begin their careers knowing all of the spirits in Chapter 4: Spirits, they may stumble upon additional spirits in books that they might wish to buy or sell. Use the guidelines below to price binder books.

TABLE 8-1: PRICING Gnostic Books

Availability	Pricing
Common	10 gp x (spirit's level) x (spirit's level)
Uncommon	100 gp x (spirit's level) x (spirit's level)
Rare	400 gp x (spirit's level) x (spirit's level)

A gnostic book may contain only one or a few features of a spirit, such as its legend, physical sign, or favored foe. In such cases, a book's value equals ten percent its full price x the number of features mentioned regarding the spirit.

Magical tomes that are enchanted with various useful and/or dangerous spells cost more. First, add 100 gp to reflect the book's masterwork construction. Then for each continuous spell effect applied to the book, add to the price an amount equal to the spell's level x the caster's level x 2000 gp. See page 204 for a list of enchantments typical of gnostic books.

ITEM CREATOR LEVEL

Unlike arcane and divine magic items that indicate a caster level, pact magic items typically indicate both a caster level (indicated by CL) and a binder level (indicated by BL).

The following items are useful aids to pactmakers.

Atlan Astrolabe

This mechanism points to the nearest atlan ruin, relic, or gateway to an atlan ruin or relic. A greater version can planeshift.

Description: A strange mechanical device, similar in size and shape to a compass or clock, with a movable hand and sigils along its rim suggesting islands and stars.

Activation: Hold the astrolabe in your hand as a full-round action. Its hand whirs, clicks, and spins back and forth until it discovers a location. It is usable once per day. Also once daily, a common word activates a greater astrolabe's *planeshift* effect.

Effect: The astrolabe's hand whirs and clicks as it spins and then rests to point to the nearest location on your plane of existence that has an atlan relic, atlan ruin, or gateway to an atlan relic or ruin on another plane of existence. The astrolabe does not provide any means of travel, nor does it become more accurate when you move closer to the site unless you use the astrolabe again. In addition, when using a greater astrolabe, you and allies can *planeshift*, as the spell, to either the Apocryphal Desert, or the Outer Darkness, or a plane with atlan ruins.

Aura/Creator Level: Moderate Divination; CL 7, BL 7.

Creation: Craft Wondrous Item, able to bind Omlan Atlan or Prime Ravager or cast *divination*; the greater version requires either *planeshift* or the ability to bind Jayna Warlock; 5,040 gp (greater version, 13,140 gp); 202 XP (greater 526 XP); 6 days (greater, 14 days); plus, a masterwork astrolabe worth 100 gp.

Weight: 3 pounds.

Price: 10,180 gp (greater astrolabe, 26,380 gp).

Baraddu's Mask

You gain one or more supernatural abilities of the spirit of Fey Baraddu while wearing this mask.

Description: This stunningly ornate mask is constructed in the likeness of a bird, snake, fish, lion, or other iconic animal. Close inspection reveals the material is from a dire animal.

Activation: Standard action to don the mask and speak "one with the woods" in Sylvan. The mask melds tightly to become part of the wearer's face.

Effect: The wearer is effectively disguised against being recognized for himself (+10 on Disguise check) and the wearer gains a +2 bonus on Charisma-based skill checks. If the wearer is a spellcaster, he can trade his spells for the day for Fey Baraddu's granted abilities, even if he lacks the Supernatural Exchange feat. If the wearer is a binder he gains a +4 bonus to his binding check with Fey Baraddu's spirit. Alternatively, any wearer may select one of Fey Baraddu's granted abilities of his choice for 24 hours, but he is automatically affected by the spirit's personality change and physical sign.

Aura/Creator Level: Faint Transmutation, moderate Conjururation (summoning); BL 8th.

Creation: Craft Wondrous Item; able to bind Fey Baraddu; 32,000 gp; 1280 XP; 32 days; plus, a finely wrought mask worth at least 400 gp made with genuine features, fur, or other remains of a dire beast.

Weight: 1/2 pound.

Price: 64,400 gp.

Bell of Eviction

Town bells suitable for a bell tower, when rung, cause extreme discomfort to pact magic users within a 2-mile radius.

Description: These ornate two-ton bells are usually hung in a high location in a city and are often managed by churches and other groups opposed to the summoning of spirits.

Activation: 1 minute of ringing, usable 3 times per day.

TABLE 8-2: SUMMARY OF ITEMS

Item Name	Brief Description
Atlan Astrolabe	Locate the nearest atlan ruin or relic
Baraddu's Mark	Seal a pact to gain an ability of Fey Baraddu
Bell of Eviction	Evict spirits from binders in hearing range
Binder's Armor	Grants save bonus against supernatural attacks
Binder's Mantle	Grants +4 bonus on one binding check per day
Binding Gem	Store a spirit for one-time use later
Binder's Portal	Portal with <i>dimension door</i> for binders only
Camel Pack of Healing	Gain benefits of <i>cure light wounds</i> as move action
Camel Pack, Mundane	Use potions or other fluids during combat
Chasuble of Fell Spirits	Add +2d6 damage vs. a spirit's favored enemy
Codex of Nihilism	Scry safely from Astral Plane niche for 42 days
Constellation Cloak	+6 to bind spirits of one constellation
Dedicated Vest	Always gain capstone ability of certain spirits
Desert Spice	Hallucinogenic drug enhances spirit binding
Evania's Staff	Gain spirit's inspired companion for free
Exorcist's Lament	Amulet protects you against exorcism
Exorcist's Mirror	Those reflected in mirror show their pact sign
Exorcist's Painbox	A small box that tests and punishes binders
Gauntlets of Obarth	Increase the DC of your granted abilities
Goggle's of Spirit Sight	Detect which creatures have bound spirits
Hexus's Eye	Seal a pact to gain an ability of Hexus
Incense of Proud Pacts	Gives one-time +10 bonus on a binding check
Infinite Chalkstick	Never run out of chalk to draw pact seal
Lady Jarah's Veil	Seal a pact to gain an ability of Lady Jarah
Loh'moi's Ladder	Ladder leads to safe nondimensional space
Mare Loviatha's Wig	Binder acquires a terrible form for 2 minutes
N'alyia's Bite	Seal a pact to gain an ability of N'alyia
Pendant of Power	Raises effective binder level by +1 or more
Pocket Bookcase	Expandable bookcase with silence effect
Ravager Ward Helm	Helmet blocks possession by ravager spirits
Saruga's Robe	Seal a pact to gain an ability of Lord Saruga
Soul Prison	Foe's soul trapped in Astral prison as it dies
Spirit Page	Only those bound with spirit can read this map
Spirit Skull	Summon spirit into the skull to interrogate it
Spirit Ward	Binders suffer damage in area around ward
Summoning Brazier	Gain benefit of Bind Elemental Spirit feat
Summoning Pylon	Maximizes abilities used within 5 ft. of pylon
Symbol of Allegiance	Protects user from alignment change
Tome of Mana	Grants benefits of Minor Binding when study it
Tome of True Names	Gain <i>charm monster</i> ability over fellow binders
Wardrobe of Lost Lives	Disguise yourself as a particular spirit

Effect: All creatures that have bound a spirit and hear the bells feel increasing discomfort as the bell rings over the course of one minute. As the ringing climaxes, such creatures must attempt a binding check for any and all spirits they have bound. If a check fails, the spirit is expelled and the binder suffers a -10 penalty on further binding checks for the day. A binder protected by the *silence* spell, magically deafened, or otherwise unable to hear is unaffected by the bells. Using wax earplugs grants the binder a +4 bonus on his binding checks.

Aura/Creator Level: Major Abjuration; CL 17th.

Creation: Craft Wondrous Item, Widen Spell; able to cast *banish pact spirits*; 32,130 gp; 1285 XP; 33 days; plus, a masterwork wrought-iron bell costing 1000 gp.

Weight: 2 tons.

Price: 65,260 gp.

Binder's Armor

This masterwork armor provides protection against supernatural abilities.

Description: As a standard suit of masterwork armor, from studded leather to breastplate or full plate, but with pact seals inscribed over its surface. Finer suits have gold or silver tracery inlaid in the pact seals.

Activation: As usual to don armor.

Effect: Wearer gains a bonus to saving throws to resist supernatural abilities. The bonus varies from +1 to +5.

Aura/Creator Level: N/a.

Creation: Craft Magic Arms and Armor; able to bind spirits of a level equal to or less than the armor's saving throw bonus. Thus, you must be able to bind 5th-level spirits to craft armor with a +5 saving throw bonus.

Weight: As usual for a suit of armor.

Price: Increase price by +1 equivalent armor bonus per +1 bonus to saving throws. Typically, the price is (armor bonus + save bonus) squared x 1000 gp + cost of masterwork armor.

Binder's Mantle

Provides a bonus to bind spirits.

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

Activation: Wear the cloak while binding a spirit. The cloak works once per day. Upon activation, an imprint appears on the cloak showing the seal of the bound spirit.

Effect: Grants +4 bonus on one binding check.

Aura/Creator Level: Faint Transmutation; CL 5; BL 1.

Creation: Craft Wondrous Item, cast *bolster binding*; 3000 gp; 120 XP; 3 days; plus, a masterwork cloak worth at least 50 gp.

Weight: 1 pound.

Price: 6,100 gp.

Binder's Portal

This enchanted doorway allows only binders to move modest distances.

Description: A normal, albeit well-craft door. The door does not radiate magic (see *nast's magic aura* spell).

Activation: A binder speaks a command word, typically the name of the spirit he or she has bound. The door works as often as needed, up to once per round (only one binder can pass through it at a time).

Effect: The binder is transported by *dimension door* to a specific location indicated at the time of the door's creation. The location must be within 680 feet of the door.

Aura/Creator Level: Moderate Magic; CL 7; BL 7.

Creation: Craft Wondrous Item, cast *nast's magic aura*, able to bind Loh'moi or cast *dimension door*; 13,100 gp; 524 XP; 14 days; plus, a masterwork door worth at least 100 gp.

Weight: 3 pounds.

Price: 26,300 gp.

Binding Gem

A gem that holds a spirit for future use.

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.

Aura/Creator Level: Conjunction (summoning); CL equals the minimum level required to bind the highest-level spirit that can be infused into the gem.

Creation: Craft Wondrous Item; one gem of the appropriate minimum worth plus ability to bind spirits.

The gem's minimum worth equals 1000 gp x the highest spirit level squared. For example, a gem sufficient to contain a 2nd-level spirit must be worth at least 4000 gp, while a gem sufficient for a 5th-

level spirit must be worth at least 25,000 gp.

The type of gem varies with the spirit's constellation. A gem can only hold spirits of the designated constellation except for a white pearl, which can hold any spirit but costs two times as much. Follow these guidelines:

Theme	Gem	Theme	Gem
Portal	Aquamarine	Dragon	Fire opal
Spider	Bloodstone	Fiend	Star ruby
Tree	Amber	Ghoul	Black opal
Angel	Jacinth	Genie	Jade
Knight	Blue sapphire	Magi	Purple corundum
Crown	Diamond	Shadow	Moonstone
Thief	Golden topaz	(Any)*	White pearl

* Can be used for any spirit but at 2x the cost.

To craft a binding gem, you must spend 1 day per 1000 gp of the gem's market value. While preparing the gem to receive a particular level of spirit, you cannot bind with a spirit of that level. It is wise to be able to bind with at least two spirits in a day so you have one in reserve. When the craft process is complete, you may use the gem on a daily basis.

Weight: Negligible.

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), 36000 gp (6th-level spirits), 49000 gp (7th-level spirits), 64000 gp (8th-level spirits), 81000 gp (9th-level spirits). Multiply by two for white pearl gem.

Market 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), 36000 gp (6th-level spirits), 49000 gp (7th-level spirits), 64000 gp (8th-level spirits), 81000 gp (9th-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.

Activation: 1 move action, usable either 3 times per day or 6 times per day. The pack fills the vest slot among the user's magic items.

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

Aura/Creator Level: Faint Conjunction; CL 3rd.

Creation: Craft Wondrous Item; *cure light wounds*; 1,800 gp (3/day) or 3,000 gp (6/day); 72 XP or 120 XP; 2 or 3 days; plus, a 160 gp masterwork camel pack.

Weight: 2 pounds.

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.

Activation: 1 move action, usable up to 10 times per day. The pack fills the vest slot among the user's magic items.

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.

Aura/Creator Level: Nonmagical.

Creation: Craft (leatherworking) 2 ranks. Battle packs require Craft (metalworking skill) 4 ranks.

Weight: 10 pounds (full), 3 pounds (empty). Add 2 pounds for battle camel pack.

Price: 50 gp (travel) or 150 gp (battle). Both come empty.

Chasuble of Fell Spirits

This mace-like rod delivers energy damage in the form of a baleful ray. The ray is particularly potent against creatures that match a bound spirit's favored enemies.

Description: A rod of wood, iron, bone, or other material with tiny pact seals inscribed all over its surface.

Activation: Standard action, usable up to once per round by a character with a bound spirit.

Effect: On a successful ranged touch attack, the targeted creature suffers 1d6 hit points of untyped damage per level of spirit the wielder has bound. If the binder has bound more than one spirit, he selects one spirit for which he directs the ray. After using the chasuble, the binder loses access to that spirit's granted abilities for 1d4 rounds. If the targeted foe is among the spirit's favored enemies, then it suffers additional damage. The amount of extra damage dealt varies with the number of charges used from the rod. An extra +1d6 damage uses 1 charge, an extra +2d6 uses 2 charges, an extra +3d6 uses 3 charges, and an extra +4d6 uses 5 charges. The rod is limited to expending 5 charges during a 24-hour period.

Aura/Creator Level: Moderate Necromancy; CL 7.

Creation: Craft Rod, able to bind spirits and either cast *bestow curse* or bind the spirit of Hexus. 14000 gp; 560 XP; 14 days; plus, a finely wrought iron worth at least 100 gp.

Weight: 3 pounds.

Price: 28,100 gp.

Codex of Nihilism

Reading this book and properly performing the ceremony described within causes the binder to briefly become a spirit.

Description: This codex is made from the finest vellum and magical beast or dragon hides, and inscribed in beautiful colors. A superficial reading suggests the codex contains a ceremony to ascend to become a minor deity or divine hero. A successful DC 30 Spellcraft check reveals the codex's true nature. Sages believe the first copy was penned by the atlan spell weaver, Omlan, now a spirit himself, although this is unconfirmed.

Effect: The codex affects binders. The binder must read the codex in its entirety, successfully bind a spirit of his choice, perform an 8-hour ceremony as described in the codex, and pass a special check (see below). If the special check succeeds, the binder and codex vanish from existence for 24 hours. During this time, the binder can only be communicated with via spells or class features that allow characters to communicate

with spirits, such as spirit skull. The book works by linking the binder's soul to the spirit he or she bound that day; after completing the codex's ceremony, the binder is transported bodily onto a mysterious niche of the Astral Plane near the edge of the multiverse. In that niche, the link to the spirit is particularly strong, and the binder can use *legend lore* and *greater scry* once each while there. Both spell effects work as if the binder were on the home plane of the creature queried or subject viewed.

To use the codex, a binder must succeed on a DC 30 check by rolling d20 and adding any modifiers from the table below. A failed check by 10 or more instantly kills the binder, after which he travels to the afterlife where he may meet an unpleasant fate for daring to skirt the laws of the multiverse.

Characteristic	d20 Modifier
Able to bind spirits	+1 / spirit level
Atlan, demon eye, or human	+2
Same alignment as bound spirit	+3
Opposite alignment of bound spirit	-3
Meet bound spirit's requirements without Ignore Binding Requirements feat	+2
Divine spellcaster (unless occult priest)	-6
Knowledge (arcana)	+1 / 5 ranks
Knowledge (the planes)	+1 / 5 ranks
Wisdom 8 or less	+2
Wisdom 16 or higher	-2
Half-elf	+4

Example: Baladri the half-elf can bind 5th-level spirits, has the same alignment as his bound spirit, a Wisdom of 14, and 12 ranks in Knowledge (arcana). He gains a bonus of +14 to his special binding check. Since the DC is 30, he may prefer to wait a few more levels before using the codex.

When the 24 hours expire, the binder and codex return to the plane they departed. The binder must immediately make a standard binding check for the spirit he bound. If the check succeeds, he returns as himself, fully healed and healthy with all conditions such as disease or curses ended. If the check fails, he returns with 1 hit point, suffers the continuous effects of a *confusion* spell, and possesses an alignment matching the alignment of the spirit he bound.

A binder can only use the codex once per character level.

Aura/Creator Level: Nonmagical; BL 9.

Creation: Able to bind 5th-level spirits, Profession (scribe) 2 ranks, Knowledge (arcana) 16 ranks, Knowledge (the planes) 16 ranks.

Weight: 5 pounds.

Price: Varies (typically, 18,310 gp).

Constellation Cloak

Provides a bonus to bind spirits of a particular constellation.

Description: A beautiful cloak with pact seals of five (or possibly more) spirits all belonging to the same constellation.

Activation: Wear the cloak while binding a spirit. The cloak works once per day.

Effect: Grants +6 bonus on binding checks for spirits of the indicated constellation, and grants the benefits of the Ignore Binding Requirements feat and Rapid Binding feat for spirits of that constellation only.

Aura/Creator Level: Moderate Transmutation; CL 9; BL 3.

Creation: Craft Wondrous Item, Focal Constellation feat of the appropriate type, Ignore Binding Requirements, Rapid Binding, cast *ensure binding*; 9000 gp; 360 XP; 4 days; plus, a masterwork cloak worth at least 120 gp.

Weight: 1 pound.

Price: 18,120 gp.

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.

Activation: Wear the vest while summoning a spirit. Usable once per day. Activated as part of the ceremony.

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.

Aura/Creator Level: Minor Conjunction; BL 3.

Creation: Craft Wondrous Item, able to bind spirits; 1,125 gp; 45 XP; 2 days; plus, a vest worth at least 50 gp.

Weight: 1 pound.

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%. See *augur pact* on page 237 for details. The spell's duration is folded into the use of the desert spice. 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.

Aura/Creator Level: Non-magical.

Creation: Brew Potion, 1 pint of blood of a magical beast, monstrous humanoid, or monstrous vermin native to a desert environment; 375 gp; 15 XP; 1 day.

Weight: 1/4 pound.

Price: 750 gp.

Evanis's Staff

This staff allows you to gain a spirit's inspired companion without losing a granted ability.

Description: A stunning oak staff with a single gem mounted at the top of the staff. By tradition, the staff is inscribed with

sylvan imagery and text summarizing the legend of Aza'zati.

Activation: Up to once per day, you grip the staff and ask a specific spirit to provide you with its companion. The spirit must normally grant a companion. If it does not, then the staff has no effect.

Effect: You gain the inspired companion for up to 24 hours without losing any of the spirit's granted abilities. Moreover, whenever you grasp the staff as a move action, you gain empathy with the companion out to any distance so long as the two of you are on the same plane of existence. This allows you to discern its emotional state and infer its situation. The companion vanishes if the staff is destroyed or the pact ends.

Aura/Creator Level: Moderate Conjunction; BL 3.

Creation: Craft Staff, able to bind spirits; 5,400 gp; 216 XP; 6 days; plus, a carved oak staff worth at least 100 gp.

Weight: 4 pounds.

Price: 11,000 gp

Exorcist's Lament

This jewelry protects a binder against exorcism.

Description: An amulet, broach, necklace, or phylactery or similar ward with divine glyphs that curse the gods.

Activation: Wear the ward.

Effect: When you fail a binding check or saving throw against an exorcism effect, you are dazed for 1 round instead of losing the bound spirit, ghost, or similar possessing entity. The ward can only protect you against one exorcism per round.

Aura/Creator Level: Moderate Abjuration; CL 3.

Creation: Craft Wondrous Item, cast *exorcist's lament*; 6,000 gp; 240 XP; 6 days; plus, an amulet, broach, or phylactery worth at least 110 gp.

Weight: n/a.

Price: 12,110 gp.

Exorcist's Measure

A person that places its hand in the box is revealed as a binder.

Description: A metal-and-bone hollow cube, 6 inches on a side, with one open side.

Activation: A person must place his or her hand within the box as a move action. The person must do so voluntarily, or can be forced on a successful grapple check. A given creature can be subjected to the box only once per day.

Effect: If the person affected is bound with a spirit or has a racial ability to bind spirits (for example, the character is an atlan or frehmin) then he or she experiences exquisite burning pain and must succeed on a DC 19 Will save or die.

Aura/Creator Level: Moderate Necromancy; CL 9.

Creation: Craft Wondrous Item, cast *slay living* or *symbol of pain*; 8,000 gp; 320 XP; 8 days; plus, a metal-and-bone box worth at least 100 gp.

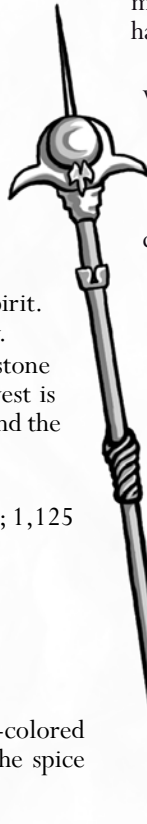
Weight: 3 pounds.

Price: 16,200 gp.

Exorcist's Mirror

Creatures reflected in this mirror immediately betray any spirits they have bound.

Description: A finely polished masterwork mirror, 4 square feet in size, usually with a frame of silver or gold. The mirror is usually hung in an entrance area or interrogation room. It is too bulky to carry around.



Activation: Automatic continuous effect.

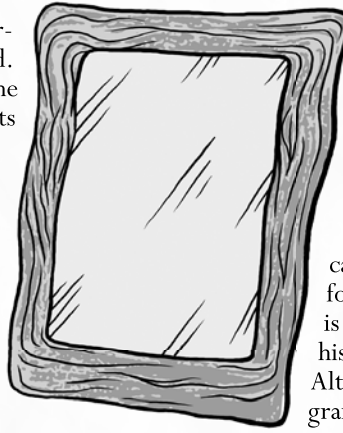
Effect: Whenever a creature is reflected in the mirror, it shows an aura betraying any spirits it has bound. The aura's color and strength immediately convey the spirit's constellation and level. Multiple bound spirits show as multiple auras nested within each other.

Aura/Creator Level: Moderate Magic; CL 3.

Creation: Craft Wondrous Item, cast *detect pact spirits*; 3000 gp; 120 XP; 3 days; plus, a masterwork mirror worth at least 250 gp.

Weight: 25 pounds.

Price: 6,500 gp.



Gauntlets of Obarth

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

Description: The first pair of these gauntlets was 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.

Activation: Don the gauntlets as a standard action.

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

Aura/Creator Level: Minor Evocation (+1 or +2 bonus) or Moderate Evocation (+3 bonus); BL 3.

Creation: Craft Wondrous Item, must be a goblinoid binder; 1000 gp (+1 bonus), 4000 gp (+2 bonus), 9,000 gp (+3 bonus); 40 XP (+1 bonus), 160 XP (+2 bonus), 360 XP (+3 bonus); 1 day per 1,000 gp cost; plus, a fine set of gauntlets made by craftsman literate in goblin worth at least 50 gp.

Weight: 1 pound.

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.

Activation: Concentrate as a move action. Usable at will.

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.

Aura/Creator Level: Moderate Divination; CL 3.

Creation: Craft Wondrous Item, cast *detect pact spirits*; 2000 gp; 80 XP; 2 days; plus, a masterwork set of goggles with perfectly polished glass goggles, worth at least 100 gp.

Weight: 1 pound.

Price: 4,200 gp.

Hexus's Eye

You are more attentive while wearing this eye, and are granted one or more of Hexus's abilities.

Description: When not worn, this item appears as a skull of a diminutive animal such as a cat. When the skull is placed within 6 inches of one of the user's eyes, the skull shrinks and absorbs into the eye.

Activation: Standard action to absorb the eye, which effec-

tively melds with one of the user's eyes.

Effect: The wearer's appearance transforms to look feral and ghoulish; there is no ghoulish smell, however. The wearer is effectively disguised against being recognized as himself (+10 on Disguise check) and gains a +2 bonus on Intelligence-based skill checks.

Furthermore, if the wearer is a spellcaster, he can trade his spells for the day for Hexus's granted abilities. If the wearer is a binder, he instead gains a +4 bonus to his binding check with Hexus's spirit only. Alternatively, the wearer selects one of Hexus's granted abilities to use for 24 hours in addition to abilities from other bound spirits, but is automatically affected by the spirit's personality change and physical sign.

Aura/Creator Level: Minor Transformation, Moderate Conjunction (summoning); BL 7.

Creation: Able to bind Hexus; Craft Wondrous Item feat; plus, the whole and undamaged skull of a diminutive animal, finely polished and bathed in unguents worth at least 100 gp.

Weight: 1 pound (none when "worn").

Price: 68,100 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.

Aura/Creator Level: Minor Enchantment; BL 3.

Creation: Craft Wondrous Item; 500 gp; 20 XP; 1 day; plus, a pinch of incense worth at least 5 gp.

Weight: 1/4 pound.

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.

Activation: Use the chalk as normal to draw a pact seal (or for other tasks).

Effect: You can draw pact seals an unlimited number of times using this chalk stick. You gain a +1 competence bonus on binding checks. Also, the chalk ignores water and fire damage.

Aura/Creator Level: Moderate Conjunction; BL 7.

Creation: Craft Wondrous Item; 250 gp; 10 XP; 1 day; plus, a piece of chalk worth at least 25 sp.

Weight: 1/4 pound.

Price: 505 gp.

Lady Jarah's Veil

You are more charismatic while wearing this veil and are granted one or more of Lady Jarah's abilities.

Description: This ornate veil is made from the finest silk, brocade, lace, or other exceptional material, and is suitable for a woman on occasions when concealment is necessary or

appropriate, such as at weddings and funerals. Tiny gems or gold dust may be woven in. Close inspection reveals tiny pact magic signs woven into the veil.

Activation: You must be female to benefit from the veil. Standard action to wear. The veil does not obscure vision or hearing, and can only be removed by the wearer.

Effect: The wearer is effectively disguised against being recognized for herself (+10 on Disguise check) and the wearer gains a +2 bonus on Charisma-based skill checks.

Furthermore, if the wearer is a spellcaster, she can trade her spells for the day for Lady Jarah's granted abilities. If the wearer is a binder, she instead gains a +4 bonus to her binding check with Lady Jarah's spirit only. Alternatively, the wearer selects one of Lady Jarah's granted abilities to use for 24 hours, in addition to other bound spirits, but is automatically affected by the spirit's personality change and physical sign.

Aura/Creator Level: Minor Transformation, Minor Conjunction (summoning); CL 3.

Creation: Able to bind Lady Jarah; Craft Wondrous Item feat; plus, a veil worth at least 25 gp made from silk or other fine material.

Weight: 1/2 pound.

Price: 24,025 gp.

Loh'moi's Ladder

Ladder leads to a safe, nondimensional space.

Description: An ordinary, albeit fine-quality ladder, between 5 feet and 10 feet long.

Activation: Prop up the ladder and speak the command word, "Loh'moi," as a standard action. The ladder is usable once per day.

Effect: A 10-foot-cube extra-dimensional space is accessible from the top of the ladder. This works like *rope trick*, except the user utilizes a ladder instead of a rope. The extra-dimensional space lasts 8 hours.

Aura/Creator Level: Minor Transmutation; CL 3, BL 8.

Creation: Craft Wondrous Item, able to bind Loh'moi or cast *rope trick*; 3,240 gp; 130 XP; 4 days; plus, a masterwork 10-foot ladder worth at least 100 gp.

Weight: 20 pounds.

Price: 6,580 gp.

Mare Loviatha's Wig

A binder of Mare Loviatha can transform into a terrifying creature of doom.

Description: A wig-like hairpiece, suitable for a woman, with six razor-sharp blades. Each blade is linked to the hairpiece with a triangular clasp reminiscent of a snake's open mouth. The blades retract when the wearer is not using its main effect. When the wig is activated, the blades pop out as the wearer moves normally as part of combat.

Activation: Wear the wig as a standard action. Once placed on a woman's head, it merges with her natural hair. If she lacks hair, she gains hair with the wig. A man who wears the wig gains no benefit. The wig takes the same slot as a headband.

Effect: Once per day, if the wearer meets the requirements to bind Mare Loviatha, then she can activate the item as a free action. For a period of 1 round per binder level (to a maximum of 2 minutes), the binder's form

transforms into a terrifying chimera of equine and serpentine features, including an ebony-black coat, lashing serpentine hair, and a fright-inducing countenance. She gains a +10 bonus on Disguise checks to not be recognized as herself. Whenever she makes an attack roll or uses a granted ability, she radiates a fear aura to a distance of 30 feet. Foes that fail their Will save are shaken for 5d6 rounds. Those who save ignore the effect for 24 hours. Her horrific form grants her a +5 bonus to her natural AC, DR 5/-, and a +4 bonus to Strength. She gains +10 feet to her land speed and a +10 bonus on Climb and Jump checks. Each round, she can make up to four additional attacks with her serpentine hair in addition to her regular melee attack or granted abilities, so long as she takes a full-attack action. The serpents can attack any spaces that she normally threatens. If she makes her serpent attacks in addition to her regular attacks, each serpent attacks at her highest base attack bonus with a -5 penalty. If she forgoes all other attacks, she makes her serpent attacks at her highest base attack bonus with no penalty. Each serpent deals 2d8 hit points of damage plus one-half her Charisma bonus on each successful strike. She only gains these benefits while in her base form (for instance, she can't be polymorphed into another form).

Aura/Creator Level: Moderate Transmutation; CL 11; BL 13.

Creation: Craft Wondrous Item, able to bind Mare Loviatha, must be chaotic and female, cast *ten's transformation* or *greater heroism*, or use the *form of doom* psionic ability; 13,200 gp; 528 XP; 14 days; plus, a fine wig worth at least 100 gp woven from the hair of a fiendish black unicorn.

Weight: 1 pound.

Price: 26,600 gp.

N'alyia's Bite

You can weaken foes with a bite attack, and are granted one or more of N'alyia's abilities.

Description: A set of vampire teeth, either humanoid or from an animal.

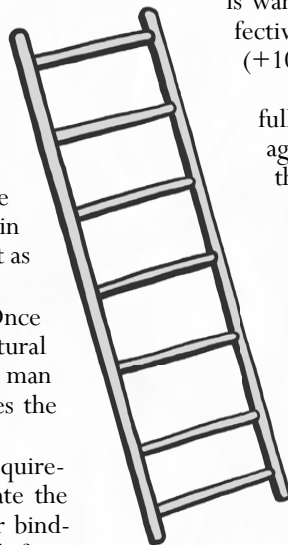
Activation: Standard action to wear the set of teeth, which effectively melds with the user's own teeth and gives the appearance of vampiric fangs. The user must have a mouth.

Effect: The wearer's visage transforms to look feral and vampiric. His teeth drip tiny droplets of blood, his skin is wan and taut, and his eyes are red. The wearer is effectively disguised against being recognized for himself (+10 on Disguise check).

The fangs are functional. If the wearer successfully grapples a foe, he can inflict 1d3 hit points damage and 1 point of Constitution damage per round to the grappled victim.

Furthermore, if the wearer is a spellcaster, he can trade his spells for the day for N'alyia's granted abilities. If the wearer is a binder he gains a +4 bonus to his binding check with N'alyia's spirit only. Alternatively, the wearer selects one of N'alyia's granted abilities to use for 24 hours in addition to abilities from any other spirits bound, but is automatically affected by the spirit's personality change and physical sign.

Aura/Caster Level: Minor Transformation, moderate conjunction (summoning); caster level 15.



Creation: Able to bind N'alyia; Craft Wondrous Item feat; plus, an undamaged set of vampire's teeth. The teeth can be from any vampire, even a vampiric animal. The teeth must be carefully polished with silver. Such teeth must be worth no less than 50 gp.

Weight: 1/2 pound (none when "worn").

Price: 42,050 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.

Activation: Wear the pendent as a standard action. The effect is continuous.

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.

Aura/Creator Level: Moderate Evocation; BL 3.

Creation: Craft Wondrous Item, able to bind spirits of the constellation keyed to the pendant, Focal Constellation (of the pendent's constellation); 1000 gp (+1 level), 4000 gp (+2 level), 9000 gp (+3 level); 40 XP (+1 level), 160 XP (+2 level), 360 XP (+3 level); 1 day per 1000 gp cost; plus, a masterwork pendent worth at least 50 gp with the seal of a spirit inscribed on it.

Weight: 1/4 pound.

Price: 2050 gp (+1 level), 8050 gp (+2 level), 18,050 gp (+3 level).

Pocket Bookcase

This tiny bookcase stores numerous books, creates a quiet reading environment, and protects against eavesdropping.

Description: A 6-inch tall bookcase, as typically found in a doll's house.

Activation: Touch the bookcase and utter a command word.

Effect: This handy bookcase expands to a 3-foot-cube bookcase and retracts to a 6-inch miniature bookcase upon command. It stores approximately 60 standard books of a typical size (1 foot high, 1 inch wide, and 300 pages thick). The bookcase only holds books. Other items drop out if present within the bookcase when attempting to shrink it. Whenever the bookcase expands, it projects a 10-foot-radius circle that acts as a barrier to muffle all incoming and outgoing sound (apply a -20 penalty to Listen checks).

Aura/Creator Level: Moderate Transmutation; CL 5.

Creation: Craft Wondrous Item, cast *shrink item* and *silence*; 10,125 gp; 405 XP; 11 days; plus, a miniature bookcase worth at least 50 gp.

Weight: 1 pound, or 200 pounds when enlarged and fully stocked.

Price: 20,300 gp.

Ravager Ward Helm

This simple helmet blocks possession by ravager spirits and other possessing agents.

Description: A helmet with holy markings and symbols of warding and abjuration against evil.

Activation: Don the helmet. Continuous effect.

Effect: The wearer is immune to possession by ravager spirits, ghosts, fiends, spellcasters using *magic jar*, and other creatures capable of possession. While wearing the helmet, the wearer cannot bind a spirit and suffers a -2 penalty to Wisdom. The Wisdom penalty is removed when the helmet is removed.

Aura/Creator Level: Moderate Magic; CL 3 or BL 3.

Creation: Craft Wondrous Item, able to bind Kaiya or cast *protection from evil*; 2000 gp; 80 XP; 2 days; plus, a masterwork helmet worth at least 105 gp.

Weight: 1 pound.

Price: 4,210 gp.

Saruga's Robe

While wearing this robe, your skin toughens and you gain one or more of Lord Saruga's abilities.

Description: A well-tailored cloak made from lizardfolk skin.

Activation: Standard action to don the robe, which melds into the user's body to become a part of his own skin. Continuous effect.

Effect: The wearer's visage becomes reptilian. Most noticeably, his skin turns a mottled green-brown. The wearer is effectively disguised against being recognized for himself (+10 on Disguise check).

Furthermore, if the wearer is a spellcaster, he can trade his spells for the day for Lord Saruga's granted abilities. If the wearer is a binder then he gains a +4 bonus to his binding check with Lord Saruga's spirit only. Alternatively, the wearer selects one of Lord Saruga's granted abilities to use for 24 hours in addition to abilities from any other spirits bound, but is automatically affected by the spirit's personality change and physical sign.

Aura/Creator Level: Minor Transmutation, Major Conjuraton (summoning); BL 11.

Creation: Able to bind Lord Saruga; Craft Wondrous Item feat; plus, a full, undamaged set of lizardfolk hide, skinned from a lizardfolk with a minimum of 11 Hit Dice. The hide is cured in various fine oils. A fully prepared hide costs at least 1000 gp.

Weight: 1 pound (0 when worn).

Price: 145,100 gp.

Soul Prison

This flying mirror traps the souls of creatures within a non-dimensional space.

Description: This 5-foot-square by 1/2-inch thick floating plane is mirrored on both sides. If creatures are already trapped within, then their visages are visible on a DC 17 Spot check.

Activation: Only the mirror's creator can command the mirror. Commands include hover, spin, flip, seek, and return. The mirror's creator can issue commands out loud or through a telepathic link that is established at the time of creation.

Effect: The various commands direct the mirror's actions. A seek command causes it to seek and attack the nearest living creature within long range (excluding the mirror's creator). The mirror has a speed of 10 feet per caster level or binder level of its creator (whichever is higher). Similarly, for each level, it has +5 hit points, a hardness of 2 points, a +1 dodge bonus to AC, and a +1 base attack bonus. The hit points are added to a base of 20 hit points. The mirror has empathy with its creator out to any distance so long as it remains on the same plane of

existence; moreover, it possesses blindsense out to a distance of 120 feet, plus the ability to detect life out to a distance of 120 feet. It usually ignores undead and constructs unless such creatures possess a soul.

A soul prison need only make a successful touch attack against a creature to attempt to absorb its soul. A touched creature must succeed on a Will save or be instantly killed, as the *slay living* spell, and its soul transferred into the prison. The DC equals the creator's caster or binder level (maximum 25). Creatures immune to death effects are immune to the attack. When a prison is reduced to 0 hit points, it shatters and releases all the souls within it.

The mirror can absorb a number of souls up to its creator's level. If it exceeds this number, then the first soul absorbed into the mirror is released to make room for the new soul, and so on as new souls are added.

Once inside the mirror, a creature lacks a corporeal body, cannot move, and experiences time flowing at the rate of 1 minute per 1 day in the outside world. A soul does not age or experience bodily needs. It cannot make any move actions, standard actions, or full-round actions; however, it can take other actions, if capable, which in theory might allow a particularly powerful creature to free itself from the mirror.

If the mirror's creator dies, then the mirror becomes stationary unless a living creature approaches within 120 feet, in which case it moves and attacks. A character capable of binding 9th-level spirits (or casting 9th-level spells) can attempt to gain control over the mirror on a successful binder (or caster) level check against the mirror's creator.

Aura/Creator Level: Strong Necromancy; CL 17; BL 17.

Creation: Craft Construct, plus able to bind Rajah Amajaloma or able to cast *detect thoughts*, *ten's transformation*, and *trap the soul*; 137,700 gp; 5508 XP; 138 days; plus, a masterwork 5-foot-square slab of mirrored glass worth at least 1000 gp.

Weight: 168 pounds.

Price: 276,400 gp.

Spirit Page

Only a binder can read the true content of a spirit page.

Description: A single sheet or packet of ten sheets of normal-looking velum or similar paper.

Activation: Write on the page while bound to a spirit.

Effect: To a non-binder's eyes, the page's contents describe a mundane topic such as accounting records. Only a character that has bound a spirit sees the page's true contents.

Aura/Creator Level: Faint Transmutation; BL 1st.

Creation: Craft Wondrous Item, able to bind any spirit of the magi constellation such as Cave Mother or Xalen d'Marek; 25 gp; 1 XP; 1 day (1 day for a packet of 10 pages).

Weight: 1/10 pound.

Price: 50 gp per page (typically 500 gp for 10-page packet).

Spirit Skull

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

Description: A skull made of finely polished crystal.

Activation: Place a drop of fresh warm blood on the skull. Usable once per day.

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.

Aura/Creator Level: Minor Divination; CL 5; BL 5.

Creation: Craft Wondrous Item, cast *speak with dead* or *contact other plane* or possess a binder sage's *speak with spirit* class ability; 2,700 gp; 108 XP; 3 days; plus, a skull made of crystal (Craft gemworking DC 27).

Weight: 3 pounds.

Price: 5,400 gp.

Spirit Ward

Binders suffer damage in the area around this ward.

Description: A 6-inch marble cube inscribed with either holy writing, unholy writing, or druidic symbols that praise deities and slander the binding of spirits.

Activation: Place the block and utter the command words as a standard action. The effect lasts until the block is moved.

Effect: All creatures that come within 20 feet of the ward immediately suffer 3d4 hit points of damage (Will save DC 16 for half-damage). If the ward was created using *consecrate* then the damage is sacred. If the ward was created using *desecrate* then the damage is profane. If the ward was created using *fire trap* then the damage is fire. A binder takes damage on its turn each round that it remains within the affected area.

Aura/Creator Level: Moderate Abjuration; CL 5.

Creation: Craft Wondrous Item, cast *consecrate* or *desecrate* or *fire trap*; 7,500 gp; 300 XP; 8 days; plus, a finely carved marble block worth at least 10 gp.

Weight: 20 pounds.

Price: 15,020 gp.

Summoning Brazier

Use this brazier to bind an elemental spirit.

Description: A fine 1-foot diameter brazier crafted from metal, wood, and stone. The brazier is inscribed with symbols indicating the titles of various anima spirits.

Activation: Add gems, herbs, and animal parts into the brazier. Light the brazier and conduct a ceremony for 10 minutes.

Effect: Once per day you can use the brazier to bind an anima spirit (see Chapter 5: Skills, Feats and Flaws, pages 196–198). If you are able to bind spirits, you may bind an anima spirit in lieu of one of your regular daily pacts. Otherwise, you select one granted ability of one anima spirit and bind it as a 1st-level spirit with a binder level equal to your character level. If you are already able to bind anima spirits, you gain a +2 bonus on your binding checks to seal pacts with these spirits whenever you use the brazier to summon them.

Aura/Creator Level: Minor Conjunction; BL 3.

Creation: Craft Wondrous Item, able to bind anima spirits; 1080 gp; 44 XP; 2 days; plus, a masterwork brazier worth at least 100 gp.

Weight: 8 pounds.

Price: 2,260 gp.



Summoning Pylon

This stone pylon maximizes the effect of supernatural abilities used within 10 feet.

Description: An ornately carved, marble pylon 1/2-foot square and 2 feet high.

Activation: Automatic and continuous for any corporeal living creature within 10 feet of the pylon.

Effect: Apply a +1 bonus to DCs and a +1 bonus to effective binder/caster level for all supernatural abilities used within 10 feet of the pylon. When multiple pylons are present, the benefits of multiple pylons do not stack. If the pylon is moved then its effects move with it.

Aura/Creator Level: Moderate Evocation; BL 5.

Creation: Craft Wondrous Item, able to bind spirits; 2,700 gp; 108 XP; 3 days; plus, a carved marble pylon worth at least 100 gp.

Weight: 80 pounds.

Price: 5,500 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.

Activation: Wear the symbol at the start of the day. The effect is continuous while the symbol remains on the character's person even when pressing the symbol as part of a turn undead attempt or otherwise using the symbol as part of a spell.

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.

Aura/Creator Level: Faint Abjuration; CL 3, BL 1.

Creation: Craft Wondrous Item, able to bind spirits, cast *protection from evil* or related spell; 810 gp; 25 XP; 1 day; plus, a holy symbol worth at least 25 gp.

Weight: 1 pound.

Price: 1,670 gp.

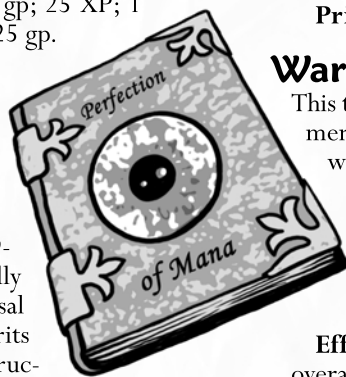
Tome of Mana

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

Description: A heavy 6-inch by 9-inch tome, 54 pages long, beautifully scripted and illustrated. A brief perusal reveals descriptions of six 1st-level spirits with detailed step-by-step binding instructions.

Activation: Study the book and prepare various materials for 10 minutes. If you fail a Concentration check, make an attack roll, or cast a spell during this time then the effect is ruined and cannot be attempted until the next day. You must study the book each time you wish to benefit, due to the amnesiac effects after the pact ends.

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 5: Skills, Feats and Flaws, page 185). Unlike the feat, the reader



suffers mild amnesia when 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 use of pact magic.

Aura/Creator Level: Moderate Conjunction; BL 5.

Creation: Craft Wondrous Item, able to bind spirits; 2,700 gp; 108 XP; 3 days; plus, a sturdy book worth at least 400 gp that describes the legend, summoning, granted abilities, and so forth of all common 1st-level spirits.

Weight: 5 pounds.

Price: 6,800 gp.

Tome of True Names

You can gain control over binders by using their name or their spirit's name to confuse them.

Description: A small 2-inch by 3-inch book lists the names and legends of all common spirits.

Activation: Read and absorb the magic of the book for 10 minutes at the start of each day. The benefits of the tome can be used three times per day after the tome has been read once.

Effect: Target a binder and speak his name or his spirit's name as a standard action. If the target fails his Will save, he is affected by *charm monster*. The DC is 14 + your Charisma modifier. If you do not know the binder's name or the name of the spirit he has bound, then he enjoys a +2 bonus to his saving throw. If you know either name, then the target suffers a -2 penalty to its save. If you know both, then apply a -4 penalty to the save. If the target has multiple spirits bound, the benefits of knowing a spirit's name are applied only once. The names are ordinary rather than true names. If you happen to know a creature's true name, then it suffers an additional -4 penalty on its save.

Aura/Creator Level: Moderate Magic; CL 7; BL 7.

Creation: Craft Wondrous Item, able to bind 4th-level spirits or cast *charm monster*; 15,120 gp; 605 XP; 16 days; plus, a small masterwork book worth at least 50 gp.

Weight: 3 pounds.

Price: 30,240 gp.

Wardrobe of Lost Lives

This tiny wardrobe allows you to appear as a spirit did in its former life, or to acquire an equivalent appearance if the creature was of a different type than you.

Description: A 6-inch tall wardrobe, as typically found in a doll's house.

Activation: Grasp the wardrobe and concentrate as a standard action on the spirit you wish to appear as. The item is usable at will.

Effect: Your clothing transforms to match the clothing or overall style of the spirit imagined. You gain a +10 bonus on Disguise checks when attempting to be someone other than yourself, and to convince others you are the spirit imagined. You cannot use this to appear as some other specific person, although two characters who possess this item and imagine the same spirit could be mistaken for each other provided they share the same gender and size.

Aura/Creator Level: Faint Transmutation; CL 3, BL 3.

Creation: Craft Wondrous Item, able to bind a spirit of the thief constellation or able to cast *disguise self*; 5,400 gp; 216 XP; 6 days; plus, a miniature wardrobe worth at least 50 gp.

Weight: 1 pound.

Price: 10,850 gp.

CHAPTER 9

ORGANIZATIONS

Quests are about more than powers; they tap who we are with and why we struggle. The thirteen organizations introduced here focus on differing aspects of pact magic. As a character meets more of an organization's requirements, he or she moves up in rank and gains more benefits. An organization may provide mentors, teach alternative methods of practicing pact magic, 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. This might seem odd, but many binder sages believe that each of the thirteen organizations 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 harm pactmakers. The exact influence is up to the game master, and player characters should remember that an organization will weight its options before acting rashly on a member's behalf.

TABLE 9-1: PACT MAGIC ORGANIZATIONS

Organization (constellation)	Core Mission	Unique Spirit
Atlan Explorers Club (<i>thief</i>)	Scavenge ancient ruins to recover pact magic knowledge.	Overmind: Seneschal 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 Ohbai: 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

LOCATING & JOINING AN ORGANIZATION

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 on.

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. Pact 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.

ATLAN EXPLORERS CLUB

Binder lore includes stories of the great Atlan Empire, which destroyed itself—or was damned by the gods—because of the misuse of pact magic. In myth and history, the empire is frequently described as corrupt, cruel, and intolerant, savage humanoids against foreign peoples who they subjugated into slavery. However, most atlan explorers view these stories dispassionately and focus on expeditions to locate atlan ruins, find new binder lore, and elucidate a more complete picture of atlan history and culture.

The most interesting Atlan ruins are underwater. The Club maintains a small fleet of ships and one large magical submersible discovered in the atlan ruins. Every three to five years, the Club organizes major expeditions using the submersible, copious potions of *water breathing*, and other magical equipment. To ensure these expeditions go smoothly, the Club goes to great pains to maintain good relations with undersea races such as aquatic elves, triton, and sahuagin. This is challenging since these races dislike intrusion, can be aggressive, and may want to claim Atlan findings for themselves. Rumor suggests that the Club's elite artificers have developed spells to quickly duplicate mundane items, craft simulacra of unusual beasts in a few hours, and create templates of magical items so the items can be crafted later back at the lab.

Among the most prized Atlan artifacts are obsidian stellar monoliths weighing many tons. Monoliths are keyed to particular “constellations” of spirits, and radiate magical energy that enhances the abilities granted by those spirits. Sometimes, a monolith may even move an entire group to a different plane of existence, which may be a bane or boon. The Club has learned the expensive and complex secret of crafting monoliths.

Although expected to be daring and curious, most members are sages, binders, and arcane casters—not the heartiest of folk. To avoid untimely deaths and expensive failures, the club encourages patient study and strategic planning. Why rush today what can be done next year? Mercenaries are only hired as a last resort. If a member is concerned about his safety, he is free to turn down expeditions or he may set aside a retainer of 5,000 gp to finance his return from death. Rumors suggest the Club maintains a magical device that restores the dead to life, although a few priests who are of atlan descent could be capable as well.

Members who travel on Club expeditions can retain a few token items they find; on their own expeditions they are only asked to show-and-tell. It is not unheard of for an unlucky and desperate member to fake his finds, and the guild now prefers to verify items as part of cataloging them. A few rivalries are well-known and the Club encourages a healthy amount of competition. Nor does it wish to stifle ingenuity, which some might call playing unfairly. The Club does not tolerate members, however, who deliberately turn on each other or lack a basic sense of decorum.

A character who joins is expected to showcase his findings, contribute his particular expertise to other club members and club projects, and protect atlan artifacts and ruins from thieves and misguided do-gooders. The best way to join is to visit a Club house and show off one's latest findings. Annual donations are also encouraged.

The most popular spirit among Club binders is the Overmind, a fastidious and thoroughly sane spirit who only grants his abilities to Club members.

Adjudicating Membership in Atlan Explorers Club

Use the first table to determine a character's affiliation score. Then use the second table to determine what benefits and title if any the character enjoys at the resulting membership level.

TABLE 9-2: ATLAN EXPLORERS CLUB SCORECARD

Member Characteristic	Affiliation Modifier
Character level	+1/2 PC's level
5+ ranks in Knowledge (arcana)	+1/5 ranks
5+ ranks in Knowledge (history)	+1/5 ranks
5+ ranks in Swim or Survival	+1
5+ ranks Profession (sailor)	+1
Atlan heritage or aquatic racial stock	+2
Cast <i>legend lore</i> , <i>contact higher plane</i> , <i>vision</i> , or other high-level divination	+4
Cast <i>water breathing</i> or <i>locate object</i>	+2
Criminal record	-10
Fail to show and tell treasure items	(Max -1/year)
Lead successful exploration of ruins	+2
Lent or crafted magic item for Club	+1 (minor item), +3 (major item)
Lied or gave wrong information	-1/incident
Located new ruins or major knowledge	+1
Negligence or malice caused member's death	-2 / member (maximum -10)
Possess artifact of the Atlan Empire	+1 / 5,000 gp value of item
Raised from the dead by Club	-2
Raised or donated 2000 gp for Club	+1 / 2000 gp (maximum +5)
Soured relations with aquatic race, goblinoids, or fiends	-4
Speak aquan, goblinoid, infernal, or abyssal	+1/ language
Unable to use pact magic or cast spells	-5

TABLE 9-3: BENEFITS OF ATLAN EXPLORERS CLUB

Affiliation Score	Rank and Benefits of Membership
3 or less	No Affiliation: No benefits. Members will not sell items, cast spells or use abilities, or offer information.
4 – 10	Student: Attend open-door meetings, ask members to offer their knowledge, assist with expedition preparations, and attend educational lectures. You may bind the Overmind spirit.
11 – 20	Explorer: Participate in expeditions. All expedition expenses are paid except magical equipment. Use a club library, request divinations spells up to 2nd level, and view most club discoveries.
21 – 30	Expert: Call members to make a group Knowledge check. Receive <i>raise dead</i> if killed during an expedition. Request use of divination spells up to 4th level. Study discoveries for up to one month. Request 5000 gp worth of magical service to analyze items.
31+	Hierophant: Plan and direct missions using 3d10 explorers and 1d6 experts. Borrow, buy, or sell items on behalf of the club. Know secret of stellar monoliths. Use Community Pact Magic (page 199, thief spirit only).

THE OVERMIND, SENESCHAL OF FAR TRAVELS

Overmind watches over and aids all mappers, explorers, and scavengers. He grants those who seal pacts with him the ability to detect traps, make quick hops through space and time, resist mental control, and learn the layout of one's surroundings.



Level: 5

Thief Constellation

Legend

The origin of the Overmind is unknown, and the ceremony to summon him was reportedly discovered by accident. Binders agree that he is a tremendously helpful spirit to "explorers," which includes burglars, thieves, and scavengers. He prefers lawful pact magic users and often speaks directly to his binders. All that the Overmind asks is that his binders heed his duty of vigilance, to the point of paranoia many might say. He is otherwise an exceedingly sane spirit.

Summoning Rules

The following rules describe the requirements and rituals for binding the Overmind, Seneschal of Far Travels.

Binding DC: 21.

Requirements: Knowledge (architecture and engineering) 2 ranks, Knowledge (geography) 2 ranks, Knowledge (the planes) 2 ranks, Perform (oratory) 2 ranks, Search 3 ranks, Sense Motive 3 ranks. Must be of a lawful alignment.

Special: Must be a member of Atlan Explorer's Club.

Ceremony: Draw a detailed map on the finest lambskin parchment of a place that does not exist.

Manifestation: The Overmind's fatherly voice clears its throat and recite aphorisms regarding the proper drawing, use, and maintenance of maps. Afterwards, the voice explains how you may reach the impossible place you drew on the map.

Granted Abilities

The Overmind grants the following supernatural abilities.

Bypass Traps: You gain the rogue's trapfinding ability, which allows you to use Search checks to detect traps with a DC above 20, including magical traps. The effect lasts 24 hours.

Dimension Leap: Whenever you move through a physical portal such as a doorway, window, or trapdoor, you can use the *dimension door* spell as a free action, except you can only move yourself a distance of short range. You do not experience disorientation after moving; instead, you gain a move action that must be used immediately or be lost.

Learn Layout: As a move action, you can query the Overmind spirit's extraordinary senses to learn the physical layout of the area around you, to a distance of 30 feet in all directions. This ability works past barriers of all kinds, since the Overmind is viewing the area from its spirit vantage point. Once you use this ability you must wait 5 rounds before using it again.

Protection From Possession: The Overmind is a strong advocate of a clear, independent mind. Similar to the *protection from evil* spell, you are protected against possession and other forms of mental control such as a ghost's possession ability or the *charm person* spell. Also, you gain a +2 bonus to your AC to defend against attacks made by possessed or dominated creatures. The effect lasts 24 hours.

Searching Eye: The Overmind grants you a +8 bonus on

Search checks. This improves to +14 at 14th level and +20 at 20th level. The effect lasts 24 hours.

Time Hop: As an immediate action, you can move yourself into the future up to a number of rounds equal to your binder level. You instantly disappear and effectively cease to exist until you return. Ongoing spells and effects, from *hold person* to poison from a giant spider, are suspended until you return. You return in the same physical location you left. If the space is occupied when you return, then you return to the closest available location. Once you use this ability, you must wait 3 rounds before using it again. Time spent using this ability does not count toward the number of rounds you must wait.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Your voice changes to become more like the Overmind's voice. Your voice conveys a stately and confident manner—perhaps even somewhat fastidious—as if what you are saying is certainly true, if not very important, even when talking about everyday matters such as when ordering an ale.

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

Personality Influence: The Overmind compels you to create detailed maps and stay vigilant for cases of possession. At least once during every 1 minute while exploring an area, or every 10 minutes while engaging in everyday activities, you must draw or add to a map, and also attempt a Sense Motive check unless you are alone and no one is in sight. Ignore this influence during combat or while being chased.

Favored Ally: Humanoid. For some reason, the Overmind is particularly protective of lawfully aligned humanoids. However, he is not friendly toward any humanoid that is possessed, pitiable through the person may be.

Favored Enemy: Any possessed creature and any creature with an innately chaotic alignment.

Capstone Granted Ability

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

Detect Hostile Intent: For as long as you are bound with the Overmind and not using another granted ability, the Overmind alerts you to the presence of any creatures with hostile intent within 30 feet of you, and their direction from you (but not their specific location). The power detects active aggression, as opposed to vigilance. For example, an assassin stalking you would register as hostile but a city guard would not. In addition, you cannot be surprised or caught flat-footed by creatures that are susceptible to mind-affecting spells and abilities, and you can make Sense Motive checks as a free action against anyone within 30 feet of you. This ability can penetrate barriers, but 3 feet of stone, 3 inches of common metal, 1 inch of lead, or 6 feet of wood or dirt blocks it.

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:

- » Draw or add to a map.
- » Stand within 30 feet of a possessed creature.
- » Use a measuring device (such as a ruler or hourglass) or cast a divination spell.
- » Use Perform (oratory) for 1 minute or more.

DEATH COMPANY

This elite brotherhood of warriors is bound by a common theme—the luck or ability to defy death against impossible odds. Many of its members, including core leaders, summon spirits. They organize mercenary-type missions that other groups would consider doomed to failure or simply insane. Many members believe that the Company binds the spirit of death itself, thus its name. Whether true or not, members are able to bind with Quicksilver, a spirit of an ancient hero.

Death Company was founded by two pact warriors and a wood elf barbarian. While the three claimed that they “had nothing better to do” after returning from a war, sage lore suggest that the spirit of death visited them and demanded that it be allowed to live for seventy-seven years through them and their men, in exchange for a reprieve from killing them. Only one founder, the wood elf barbarian remains alive. He is rarely seen even by high-level members. Supposedly when he dies, the Company’s members souls will be snatched even from the afterlife for an eternal mission.

The size of Death Company warbands varies by mission, anywhere from four to five for stealth missions, to twelve to twenty for missions that involve assaults on strongholds or defeat of monsters in their lairs. More recently, Death Company has taken on larger missions, including sending over two hundred members against an army of over seven thousand orcs who were about to overrun a kingdom. Through careful planning, and their penchant to resist death, the orcs were routed and some of the orc warriors now speak of Death Company as worthy to be one of their own.

The Company’s success has brought their name to the fore and allows them to raise their prices and be more picky with aspiring members. However, in some quarters the Company is not accepted because its reputation suggests trouble, and because naïve youth flock to join when they see its members in action. Communities that learn of the Company’s connection to pact magic and its rumored “deal with death” often do not approve either. Yet even in lands where binders are not welcome, the wealthy and powerful find need of the Company’s services against dragons, demons, the undead, and other dread foes. A number of missions have never be made public, by their patron’s wishes, and the greatest battle is said to be against a tarasque, though most members believe that legendary creature will be the death of all of them.

A character who joins up is expected to volunteer for missions, and his place in the organization improves based on his courage and resistance to death. Although open to both sexes, Death Company is decidedly a male-dominated organization and most of its members think of it as a brotherhood to the bitter end—the center of one’s life. When a brother wishes to marry and raise a family, the Company asks him to retire. A female warrior who proves herself stalwart is accepted, if not respected. There is no discrimination based on race, though some hobgoblin members give lip service to its one elf founder.

In the past, the Company provided resurrection to members. As membership grew, it asked for some form of payment. Today resurrections are uncommon because as old-timers say, “One has to give death its due.”

Besides Quicksilver, popular spirits among members include Aza’zati, General Hessant, Kaiya, Marat, Mute Sylvus, Merickel, and Tyrant Cromwell. Only a few of the highest leaders are adept at binding the more powerful spirits such as Esseck Avix.

Adjudicating Membership in Death Company

Use the first table to determine a character’s affiliation score. Then use the second table to determine what benefits and title if any the character enjoys at the resulting membership level.

TABLE 9-4: DEATH COMPANY SCORECARD

Member Characteristic	Affiliation Modifier
Character level	+1/2 PC’s level
BAB 5+	+1
Can re-roll or evade Fortitude saves or effects	+1
Cast <i>cure</i> spells, lay on hands, or self-heal	+2
Cast or possess <i>death ward</i> effect	+1
Cast <i>revivify</i> or <i>raise dead</i> spell	+2
Constitution 15+	+1
Class Hit Die d10	+1
Class Hit Die d12	+2
Died in combat	-1
Died three or more times	+1
Diehard or Endurance feat	+1 each
Female	-8
Fought with one of the three founders	+1/founder
Lack neutral component to alignment	-4
Left a comrade to die	-5
Non-living creature	-10
Participate in at least 1 group action	+1 (max 3/year)
Possess fast healing	+2
Regenerate limbs	+1
Retreated against inferior foe	-3 / occurrence
Slay creature with 9+ Hit Dice	+1/creature (max 5)
Survival or Heal 5+ ranks	+1 / 5 ranks
Use pact magic	+2

TABLE 9-5: BENEFITS OF DEATH COMPANY

Affiliation Score	Rank and Benefits of Membership
3 or less	No Affiliation: No benefits. Members will not sell items, cast spells or use abilities, or offer information.
4 – 10	Recruit: You perform assigned missions, endure hazing, and do chores for senior members. Borrow weapons for missions. Gain +3 bonus hit points. Use pact battle magic (see page 300). May bind spirit of Quicksilver.
11 – 20	Brother: Participate or not in any and all missions. Request nonmagical equipment, room and board for free. Receive +2 bonus on Fortitude saves.
21 – 30	Officer: Responsible to lead missions, and screen and train new members. Must not retreat from a mission in progress or leave anyone behind. Borrow magical weapons and armor up to +3 value for up to one week. Summon 3d6 1st-level members or 1d6 4th members for up to three days. Gain immunity to <i>fear</i> effects.
31+	General: Gain Leadership feat. You organize and lead missions with 2:1 or worse odds. Enjoy any equipment as long as your remain active. Gain a retirement gift. Responsible to select officers for missions. Use Community Pact Magic (page 199, knight spirit only).

QUICKSILVER, WIND OF THE WASTELAND

Quicksilver is the hot wind that scours the wasteland, making it a home for death. He grants his summoners a speed bonus, skin like hard-packed earth, accelerated bursts in combat and across long distances, and weaponsmithing from mundane materials.



Level: 3

Knight Constellation

Legend

Among desert peoples of many lands, legends describe a lone hero of incredible swiftness and guile. Though his name varies by language, the most common translation is Quicksilver. Stories describe his many qualities. In one story, he out-races a horse. In another, when he fights two warriors, he strikes both within a few seconds even though they are standing forty feet apart. Later, he disguises himself as a merchant to give a greedy giant a poisoned coin so that the giant would grow weak before combat. In yet another story, Quicksilver finds himself without a weapon in a barren region of flat rock. He cuts his own hair and, under the heat of the baking sun, transforms his locks into a bow. Hearty and lonely as he was, Quicksilver loved the common people and wept with them when they suffered. All the legends end the same. Quicksilver had many enemies, among them several lesser gods. When he grew far too old to defend himself with dignity, he was forced to flee into the desert, never to be seen again.

Summoning Rules

The following rules describe the requirements and rituals for binding Quicksilver, Wind of the Wasteland.

Binding DC: 19.

Requirements: Survival 3 ranks, proficiency with at least one martial or exotic weapon.

Special: Must be a member of Death Company.

Ceremony: Light a small brazier and add a few drops of silver. When the brazier is hot, place your sword hand into the brazier. Your binding check determines whether you flinch and remove your hand before the ceremony is complete.

Manifestation: You see your hand through the brazier's fire as your fleshy hand burns and is replaced by a pebble-like silver skin. A wind engulfs you and you hear a voice whisper its three names: death, wind, and fire.

Granted Abilities

Quicksilver grants the following supernatural abilities.

Combat Haste: For 1 round per level per day, you gain a bonus melee attack or ranged attack or move action, as if affected by the *haste* spell. This effect does not stack with the *haste* spell or other effects. You cannot use this ability without showing Quicksilver's physical sign.

Desert Burst: Once per day, you can accelerate your speed by +100 feet for a period of 3 rounds. Stopping or turning before the 3 rounds end causes the ability to expire. You must show Quicksilver's physical sign to use this ability.

Wasteland Wise: You gain a +6 bonus to Survival checks for a period of 24 hours.

Speed of the Wind: You gain a +10 foot bonus to your land speed and you ignore the effects on movement of rough terrain. The effect lasts 24 hours.

Silver Weapon: Your melee or ranged weapon counts as magical silver for the purpose of bypassing damage reduction.

Skin of Earth: Your skin turns pebble-like with a silver sheen. You gain a +2 enhancement bonus to your existing natural armor bonus. This bonus increases by 1 for every three binder levels above 3rd, to a maximum of +5 at 12th level. The bonus stacks with your natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has a natural armor bonus of +0. You cannot use this ability without showing Quicksilver's physical sign.

Weapon Smithing: You can turn any mundane matter into a functional weapon by smithing it within any substance that causes heat or fire damage. For example, you could turn a tree branch into a long sword by placing the branch in lava. Smithing requires an original mass equal to the weight of the intended weapon. After a full round in heat or fire, the material becomes the desired weapon. This is an instantaneous transmutation effect. The weapon is real for all purposes magical and mundane; however, it immediately returns to the original material when you lose contact with it for more than 5 rounds.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Your hair grows long and thick, and your skin shines as if painted in a thin coat of silver. At your option, whenever you use a granted ability, wind blows through your hair as it appears to light on fire.

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

Personality Influence: Quicksilver was a man of action. He compels you to wait no more at least every 5 rounds, and to make decisions without hesitation.

Favored Ally: Any creature with the air or fire subtype, animals native to deserts or similar wastelands, creatures that possess a poison attack form, and incorporeal undead.

Favored Enemy: Any one creature type except a favored ally type. If you select outsider or humanoid then you must select a subtype as well.

Capstone Granted Ability

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

Poisonous Silver: Once per day, you can transform a stone weighing up to 1 pound per level into an equal quantity of silver (at 5th level, 50 silver pieces, which is worth 5 gp). The silver is not minted unless you have a silver coin on hand. This is an instantaneous transmutation effect. The silver is real for all purposes magical and mundane. At your option, the silver can be made poisonous except to those bound with Quicksilver. The DC to resist the poison is 10 + 1/2 your level + your Constitution bonus. It is contact poison with a delayed effect of 1 minute after contact. It causes 1d6 Constitution damage, plus an additional 1d6 Constitution damage 1 minute later.

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:

- » Engage two or more foes at once without allies' aid.
- » Move through an area of unworked stone, sand, or gravel.
- » Reduce a foe to 0 or fewer hit points.
- » Weep on your knees for 1 round.

DESERT MERCHANT GUILD

Who manages trade across the planes of existence? The Desert Merchant Guild moves goods, people, and services between the Material world and the Elemental Planes of Air, Earth, Fire and Water, among other places accessible via gates scattered across the Apocryphal Desert. Although wealthy customers are known to request illegal, unusual, or unique items, most Guild customers are arcane spellcasters and spirit binders. Whether one needs a rare fire gem, the breath of an air elemental, or a triton's fin, the Guild is there.

Most members of the Guild are either jann or half-jann capable of planar travel. Other native outsiders that can survive without harm in the Apocryphal desert, such as aasimars, tieflings, rakshasa, and tritons also work for the Guild. Individuals of other races may be accepted if they meet entry qualifications; however, these members quickly discover they will likely remain outside the Guild's core, which they later discover is usually fortunate, as they are spared the politics and rivalries of the Guild's powerful jann. Some believe at the center of the guild sits a powerful efreeti or other genie, though no one can confirm this rumor. The guild's statement is that a council of seventeen elders oversee operations across the planes.

The guild sends its members on trade missions to the elemental planes, often to gather unusual and expensive items and materials for exchange on the Material Plane. The guild claims to only trade in gold for goods, never barter, but there are enough stories to suggest slave trade is an uncommon but accepted practice to obtain the most prized goods. The guild also deals in special services, including the granting of wishes.

Its headquarters is somewhere in the Apocryphal Desert, since a Material location would leave it to mortal influence, ravages of war, and so on, while the elemental planes are ruled by whim of powerful beings. Those who have visited the headquarters describe it a huge palace of many fine rooms stocked with the finest artistic treasures the multiverse has to offer, including a zoo of unusual and unique animals.

Membership is usually by invitation, and is most easily acquired by visiting an outpost in the Apocryphal Desert or on an elemental plane. The fee to join is 1000 gp, paid in gold or platinum; with a 1000 gp annual fee thereafter. A character who joins must be able to survive all of the elemental planes on his own, either using spells or drawing upon his heritage. It is not necessary to be able to actually travel between planes, since the Guild's senior members prefer to maintain exclusive control over the movement of caravans of goods. As a member, one can join these interplanar caravans and gain access to the Guild's bank, which provides secure vaults. More than one foolish soul has attempted to find and rob the vaults.

Members are expected to be discrete in all things relating to Guild activities, though they are not officially barred from any particular action. A panel of judges oversees trade disputes between members, disgruntled clients and members, and between members and the guild itself. Not surprising, membership is considered a privilege, and those who lack discretion are quickly punished or removed.

Members' favorite spirits include Cave Mother, for her focus on fire, Pavatu for the element of air, Dagon the Sea Fiend for water, and so on. Anima spirits such as Flame of Dancing Death and Oak of Broken Sky are also popular. The most praised of all spirits is Janni Warlock. She grants many the ability to travel the planes.

Adjudicating Membership in Desert Merchant Guild

Use the first table to determine a character's affiliation score. Then use the second table to determine what benefits and title if any the character enjoys at the resulting membership level.

TABLE 9-6: DESERT MERCHANT GUILD SCORECARD

Member Characteristic	Affiliation Modifier
Character level	+1/2 PC's level
5+ ranks in Bluff, Diplomacy, or Sense Motive	+1 / 5 ranks
5+ ranks in Knowledge (the planes)	+1 / 5 ranks
Can cast or use <i>planeshift</i> spell or ability	+2
Craft Spirit feat or Craft (any) 8+ ranks	+2
Criminal record	-8
Deal in trade of rare creatures or items	+2
Deal in slave trade	-1
Do 5,000 gp or more in business per day	+2
Do 5,000 gp or more in business per week	+1
Fail to repay loan in timely fashion	-1 / month late
Genie or elemental	+2
Frehmin, or genie or elemental blood heritage	+1
Guild court rules against you regarding a dispute with client or other member	-3
Guild court rules against you regarding guild activities, leader, or executive	-10
Lead successful caravan at least once	+1
Miss 1000 gp annual membership fee	-10
Natural resistance to element energy damage	+1
Net worth 20,000 gp or more	+1 / 20,000 gp (max +5)
Speak elemental language (Ilgan, etc)	+1 / language

TABLE 9-7: BENEFITS OF DESERT MERCHANT GUILD

Affiliation Score	Rank and Benefits of Membership
3 or less	No Affiliation: No benefits. Members will not sell items, cast spells or use abilities, or offer information.
4 – 10	Traveler: Borrow up to 3000 gp for up to one month at 20% interest rate. Welcome to join elemental caravan that departs monthly. You can only represent yourself in commercial ventures, must stick with a caravan at all times while traveling, and must obey caravan leader. May bind spirit of Humble Ohbai.
11 – 20	Merchant: Borrow up to 10,000 gp for up to three months at 15% interest. Granted an official pass to enter elemental strongholds and locales normally off-limits to visitors (including places on the elemental planes).
21 – 30	Caravan Leader: Responsible to lead missions and screen new members. Borrow up to 25,000 gp for up to one year at 10% interest. Immune to prosecution by local authorities (the guild judges you instead, even charges unrelated to trade). Lead elemental caravans and act as representative of guild.
31+	Executive: Borrow up to 50,000 gp for up to ten years at 5% interest. You may initiate transactions on behalf of the guild. Appoint guild judges and caravan leaders. Use Community Pact Magic (page 199, genie spirit only).

HUMBLE OHBAI, SERVANT OF THE ELEMENTS

Humble Ohbai watches over and aids all extraplanar travelers. He grants his summoners the ability to briefly and safely hop to an elemental plane, detect the presence of elements in the local area, speak with elementals, and shift one's size.



Level: 3

Genie Constellation

Legend

Humble Ohbai's story is the story of his masters rather than himself. (For a peek, see the legend of Pavatu, Child of the Wind, page 120).

Summoning Rules

The following rules describe the requirements and rituals for binding Humble Ohbai, Servant of the Elements.

Binding DC: 19.

Requirements: Knowledge (nature) 2 ranks, Knowledge (the planes) 3 ranks, and Survival 2 ranks.

Special: Must be a member of Desert Merchant Guild.

Ceremony: Prepare a brazier of seven elements. First add metal, wood, and stone. Next add fire and wind by exhaling to fan the brazier. Apply thought, representing the void, and when the fire is strong, add water to create a smoke.

Manifestation: As you are blasted with multicolored smoke, Humble Ohbai's apparition appears and most politely offers his many services.

Granted Abilities

Humble Ohbai grants the following supernatural abilities.

Attune Form: When you visit an elemental plane, you are personally immune to effects normal to that plane. You typically gain the following benefits.

Plane	Primary Benefit	Energy Resistance
Air	Immune to gravitational effects	Electricity 10
Fire	Immune to ambient fire and smoke	Fire 10
Earth	Immune to suffocation	Acid 10
Water	Immune to drowning	Cold 10

You may enjoy additional minor benefits, such as immunity to deafening winds and blinding smoke. This ability works by attuning to yourself to the plane; thus, resistance to fire on the Elemental Plane of Fire offers no protection against normal or magical fire on the Material Plane or other planes. The effect lasts 24 hours.

Detect Element: You detect the presence of certain substances within a 30-foot cone. The substances you can detect are limited to those understood by the elemental spirits. You can only search for the presence of one element at a time.

Spirit	Typical Substance	Spirit	Typical Substance
Air	Fresh air, poison	Water	Fresh water, quicksand
Fire	Fire, lava	Wood	Worked wood, type of tree
Metal	Worked metal, coins	Stone	Worked stone, gems

The amount of information revealed depends on how long you study a particular area

1st Round: Presence or absence of the substance.

2nd Round: Number of different instances of that substance and the largest amount present.

3rd Round: The strength and location of each instance of that substance.

After using this ability for up to 3 rounds, you must wait 5 rounds before using it again.

Endure Elements: You gain the benefits of the *endure elements* spell for a period of 24 hours. This allows you to exist comfortably in temperature extremes regardless of the specific climate or terrain. Unlike the spell, this ability does not aid your allies.

Planar Hop: You can use the *planeshift* spell once per day per 4 levels (round down), except you can only move yourself and you are automatically returned to your originating plane after a period of 1 minute per level. You return to the same square you left. If it is occupied then you are shunted to the nearest open square. This ability is useful to escape some kinds of traps, gain rare elemental ingredients, and so on. It does not provide any protection against a plane's ambient conditions. After using this ability, you must wait 5 rounds before using it again.

Shift Size: At will you can shrink or enlarge yourself by one size category. Each time you use this ability, choose either the *enlarge person* spell or the *reduce person* spell, except you can only affect yourself. Multiple uses of the ability do not stack.

Talent of Elemental Speech: You understand elemental creatures with ease. This works like the *tongues* spell, except you are limited to communicating in Aquan, Auran, Ignan, Teran, and languages you already know. The effect lasts 24 hours.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: You become short for someone of your race, and your body language is unassuming and non-threatening.

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

Personality Influence: Humble Ohbai compels you to be courteous and self-denigrating, exclaiming how others—even your enemies—as more interesting and potent than yourself.

Favored Ally: Genies and elementals.

Favored Enemy: Outsider (any except those of elemental planes).

Capstone Granted Ability

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

Sustenance: Thought introspection and alteration of your body's balance of elements, you negate the need for food or water. The effect lasts 24 hours.

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:

- » Apologize as a move action for a mistake you just made.
- » Just arrived on an elemental plane.
- » Proclaim as a move action that your foes are superior.
- » Within 5 feet of a genie or elemental.

Inspired Companion

If you forego the shift size granted ability, Humble Ohbai provides you with a small elemental of your choice as a companion (see *MM* for details).

FIFTH MOUNTAINTOP BRIGADE

The Brigade is a militant binder organization that promotes a monastic religious approach to pact magic. It shelters binders who worship spirit-friendly deities, but it has its own dogma that emphasizes discipline and the strategic use of violence to counter the fragmentation and chaos associated with spirits and the world in general. The Brigade is named after its founding location in a mountain chain with four peaks. When members were asked where they resided, they would say “the fifth peak.” Many binders view the Brigade as fanatical. However, it will protect all binders, including those who decry the Brigade.

The Brigade touts numerous benefits. Most usefully, they offer a wide array of pact magic items, including rare and unique ones. Members who prove themselves worthy by killing pact magic foes are rewarded with access to a stealthy martial spirit, Silent Step, and also abilities granted by a spirit called the Legion of Daiozonis Unbound. Binder sages speculate this “Legion” is a conglomeration of spirits. Brigade sages claim that the Legion spoke directly to its founders and inspired a vision of a spirit world made manifest on the Material Plane. To bring about this vision, members are encouraged to an ascetic lifestyle, foregoing intoxicants, music and dance, romantic relations, material goods, frivolous pursuits, and so forth. In return, the Legion empowers members with enough fortitude to make the harshest hobgoblin proud.

The Brigade prefers austere mountain communities based on their values. Since the Legion of Daiozonis grants the ability to create food and water from bare stones, the usual tell-tale signs of habitation such as agriculture are absent, making these communities difficult to spot. Senior Brigade members rule in these communities. There is no global hierarchy. The Legion is the guiding spirit behind all the organization’s members. In these communities, pact magic is the center of life. Even children practice binder rites and memorize spirits’ legends. The Brigade has also toppled a few kingdoms; in these places, its strict rules ended rampant crime and violence. Anyone is free to join the Brigade, but once a member swears allegiance, he or she becomes subject to “the Legion’s Will.” Punishment of blasphemous and cowardly members is often more brutal than against non-members, and continues until the character repents, because what is at issue is the member’s very soul.

The Brigade actively disrupts other organizations, mainly churches and aristocratic offices that disparage or block pact magic. The Brigade maintains undercover contacts within enemy organizations. When pact magic is persecuted, the Brigade does not hesitate to use ambushes, assassinations, kidnapping, assaults on aristocracy or clergy, and other tactics that instill fear and provoke rash missteps from local rulers. The Brigade might send in an assassin who allows himself to be tracked into the wilderness by pursuing officials, who are then ambushed. Or the Brigade may attempt a very public robbery of a corrupt official to embarrass him. Many missions are dangerous. Those who die in the “Spiritual War” are honored through stories. If Brigade clerics decide that the person’s heart and mind were “true” then they perform a “Hero’s Reward.” This rite joins the person’s spirit to the Legion of Daiozonis and turns the body to dust. At its heart, the Brigade believes that manifesting the spirit world requires the creation of powerful legends. If the whole world is made legend, then it too shall become a spirit.

Adjudicating Membership in Fifth Mountaintop Brigade

Use the first table to determine a character’s affiliation score. Then use the second table to determine what benefits and title if any the character enjoys at the resulting membership level.

TABLE 9-8: FIFTH MOUNTAINTOP BRIGADE SCORECARD

Member Characteristic	Affiliation Modifier
Character level	+1/2 PC’s level
5+ ranks Knowledge (history)	+1/5 ranks (max +3)
5+ ranks Knowledge (religion)	+1/5 ranks (max +3)
5+ ranks Perform (storytelling)	+1/5 ranks (max +3)
Acted cowardly by fleeing an encounter	-2
Aranea or ettercap	+2
Avoid intoxicants	+2
Chaotic alignment	-4
Performed successful public kidnapping, robbery, or other act to visibly embarrass foes	+1/event (max +3/year)
Failed to obey Brigade senior member	-6
Gave personal wealth to the Brigade	+1/25% (max +4)
Harmed Brigade member in good standing	-4
Killed a foe of pact magic or traitor to Brigade	+1/6 HD (max +3)
Levels in Indomitable Spirit or Undying Spirit prestige class	+1/level in class
Maintain a vow of silence	+1
Unmarried chaste young adult male	+1 per criterion
Made statement against Brigade dogma	-3/incident
Not a pact magic user, cleric, fighter, or rogue	-10
Parented 3+ children in Brigade community	+1
Passed useful information to the Brigade	+1
Shapechange or polymorph into vermin form	+1

TABLE 9-9: BENEFITS OF FIFTH MOUNTAINTOP BRIGADE

Affiliation Score	Rank and Benefits of Membership
3 or less	No Affiliation: No benefits. Members will not sell items, cast spells or use abilities, or offer information. Members who drop below 0 are apprehended and held until they repent or commit ritual death.
4 – 10	Step: Attend meetings. Perform minor missions. Buy pact magic items. May bind spirit of Silent Step.
11 – 20	Legionnaire: Sent on standard missions. Granted two of Daiozonis’s abilities: <i>meld into stone</i> 1/day, and proficiency with the short sword, short bow, medium armor, and small shields. May send secret messages over any distance, requiring one day per 100 miles.
21 – 30	Hero: Sent on major missions. Gather 1d6 “Steps” for one-time mission. Command those below you. Granted another of Daiozonis’s abilities: <i>heroism</i> for 1 round per character level per day, activated as a free action. Upon death, offered a Hero’s Reward funeral.
31+	Voice of Daiozonis: Access to Daiozonis’s last two abilities: bard’s inspire competence ability usable 1/day per point of Wisdom bonus (minimum 1/day), and <i>create food and water</i> as the spell three times per day. Receive advice from Daiozonis using <i>divination</i> 1/month. Conduct Hero’s Reward rite. Use Community Pact Magic (page 199, spider spirit only).

SILENT STEP, THE LIMBLESS MONK

Silent Step is the monk forever angry at his god, who in turn keeps an open door to reconciliation. Silent Step grants the ability to freeze and daze foes with unarmed attacks, turn invisible and move with extreme silence, leap great distances like a spider, and communicate wordlessly.



Level: 4 Spider Constellation

Legend

A monk named Step once lived in a monastery nestled in cold mountains. During the brief summers he often traveled and traded. The monastery was renown for teaching martial arts, although some said it trained assassins rather than holy men, because all the monks aspired to a vow of silent speech and silent movement. In any case, storms could come at any time to these mountains and one late summer's eve Step was caught in a snowstorm. He struggled through the frosty, rocky pass, but realized he would likely die. He called to his god, hoping that the expensive goods he had traded for would make it to his brothers. The monastery needed every copper. Step's god heard his sincere words, but wondered if Step could handle more. If a god's devote followers are not worthy then who is? Step found a cave and huddled, ready to sleep and die. But he awoke back in the monastery, surrounded by his brothers. What happened he tried to ask, but no sound escaped his lips. His frostbitten tongue was gone. He tried to get up, but discovered that his frostbitten arms and legs had been amputated. As a test of faith, the headmaster relayed to Step how an angel brought Step to them, but only healed his eyes and ears before leaving. Step first felt he was cursed by his god, and tried to scream in anger with all his might. He could do nothing, though. For his remaining days his brother clothed and fed him. Years later on his deathbed, Step felt he had been a terrible burden and was happy to know his brothers would soon live in peace. Step's god, upon hearing his sincere words, wept at the terrible injustice that he, a god, had wrought. He sent an angel to Step, but Step turned his head away saying, "oh god, I cannot hear or see you." His god despaired. Step had turned his back, yet he could not allow him to suffer in any afterlife less than he deserved. Thus, Step's god made him into a spirit, but still allowed him to manifest on the Astral Plane from time to time in his own form, in case he had a change of heart and wished to visit him.

Summoning Rules

The following rules describe the requirements and rituals for binding Silent Step, the Limbless Monk.

Binding DC: 19.

Requirements: Improved Unarmed Strike, Concentration 6 ranks, Speak Language (sign language).

Special: Must be a member of Fifth Mountaintop Brigade.

Ceremony: Prepare a large pail of ice and snow that you use to wash your naked body.

Manifestation: As you wash, the air within the binding circle fills with gentle snowflakes and then becomes a veritable freezing, blinding snowstorm. You hear footsteps and labored breathing. It is so cold. You begin to feel drowsy and nod off for just a moment, closing your eyes, and when you are jolted awake, you are warm, dry, and safe.

Granted Abilities

Silent Step, the Limbless Monk grants summoners the following supernatural abilities.

Dazing Grapple: You gain +4 to grapple checks; furthermore, if you successfully grapple a foe your size or one size smaller than your foe is dazed for 1 round and unable to speak for 1d4+1 rounds, even if you choose to not use your hand to cover your foe's mouth.

Extreme Jump: You can jump horizontally a distance of 10 feet per level without making a jump check. You must wait 5 rounds between each use of this ability. You also gain +10 bonus on all Jump checks; this bonus lasts 24 hours.

Hoary Fist: Your fist is engulfed in an aura of icy flames. You gain the Improved Unarmed Strike feat and your unarmed strike causes 1d6 cold damage + 1d6 heat damage + normal damage for your size (1d6 for Medium creatures). You must wait 3 rounds between each use of this ability.

Invisibility: You can turn invisible as the spell for up to 1 minute per level. Once you use this ability you must wait 3 rounds before using it again.

Sign Language: You can read lips and use sign language with perfect ease. The result lasts 24 hours.

Silent Movement: You gain a +8 bonus on Move Silently checks. The bonus increases to +14 at 14th level and +20 at 20th level.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: You lose your tongue, but can still speak normally, though eating and drinking are somewhat impaired.

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

Personality Influence: Silence Step compels you to honor his vow of silence and keep quiet at all times. When you do speak, listeners as close as 5 feet must make a Listen check to be able to hear you. The DC for the check equals 10 + the distance in feet to the listener.

Favored Ally: Any creature with 8 or more ranks in Move Silently, or able to cast the *silence* spell.

Favored Enemy: Any creature with no ranks in Move Silently, or that has a natural sonic attack or sound-based granted ability.

Capstone Granted Ability

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

Silence: You radiate silence as the spell in a 10-foot zone around yourself. No noise can be heard for those inside, and no noise can leave the affected area. You can radiate silence for 1 round per binder level per day. You can use the rounds all at once or spread out over the course of the day. Activating the silence effect is a standard action.

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:

- » Move and attack without a weapon in the same round.
- » Move through an area of snow, ice, or extreme cold.
- » Silently meditate for 1 minute or more.
- » Stand next to a creature with the cold subtype.

THE HATCHERY

The Hatchery is a secretive organization whose strategies are mirky and inhuman, owing to its draconic and reptilian membership. Most humanoid members are kobolds, lizardfolk, and troglodytes who have ascended from their primitive origins and found—or some say, returned to—their draconic roots.

As the organization's name implies, the Hatchery maintains egg clutches at various secret locales. These clutches contain in one place the eggs of various reptilian humanoids. As the eggs incubate, they are irradiated with the energy of spirits, particularly lawful and good spirits such as Kaiya, the Avatar of Grace. Small monolith-like altars are used; the Hatchery has discovered a way to bind spirits to the monoliths for days at a time. The effect of prolonged exposure imprints powerful new instincts upon the hatchlings, who quickly grow to become steadfast members of the Hatchery.

The Hatchery traces its origins to a troglodyte binder who escaped his wretched condition after being taught to bind the spirit of Kaiya by a captive human to be eaten by his tribe. After fleeing his tribe, the binder eventually encountered another of his kind, and together they set off in search of a dragon who could answer their questions—namely, the origins, history, and destiny of their race. Others joined their quest, including a kobold and a lizardfolk. After many years, a gold dragon of great intellect and beneficence took in the group and helped them create the first hatchery. If the spirits brought enlightenment to a few, they could enlighten many more.

In addition to founding and protecting hatcheries, members evangelize the villages of their still-barbaric brethren. They are no illusions about their mission, and after offering salvation, will “rescue” infants and youth of their kind who are still young

enough to be awakened by exposure to a spirit. Sometimes, the process does not work. Even some eggs planted since birth in a Hatchery chamber may produce a barbaric or evil creature. As an organization dedicated to good, the Hatchery's members are caught in difficult moral and ethical dilemmas. Among those raised in a Hatchery, some are apathetic to the organization's goals and merely wish to pursue their lives, while others tend toward fanaticism more extreme than their parents (or step-parents, as is often the case).

The Hatchery welcomes the coin of patrons to pay for the monoliths, and sometimes advertises for adventurers to recover unusual magical ingredients. One goal is to create monoliths that broadcast over wide swathes of countryside, negating the need for rescue and rehabilitation. Hatchery's magic users have perfected “rebirth chambers” that allow any spellcaster to permanently transform into a spirit binder. They provide this service for a fee to any spellcaster whose alignment is within 1 step of lawful good. It is free for lawful-good spellcasters.

Adjudicating Membership in The Hatchery

Use the first table to determine a character's affiliation score. Then use the second table to determine what benefits and title if any the character enjoys at the resulting membership level.

TABLE 9-10: THE HATCHERY SCORECARD

Member Characteristic	Affiliation Modifier
Character level	+1/2 PC's level
5+ ranks Knowledge (arcana)	+1/5 ranks (max +3)
Reptilian humanoid or dragon	+4
Chaotic or evil	-15
Able to bind spirits	+2
Rescued or successfully defended an egg clutch	+1/clutch (max +5)
Able to bind Kaiya, Avatar of Grace	+2
Harmed Hatchery member	-5
Item creation feat	+1/feat (max +3)
Rescued eligible barbaric reptilian humanoids	+1/rescue (max +5)

TABLE 9-11: BENEFITS OF THE HATCHERY

Affiliation Score	Rank and Benefits of Membership
3 or less	No Affiliation: No benefits. Members will not sell items, cast spells, use abilities, or offer information. A member who drops below 0 affiliation score is observed for signs of danger or redemption.
4 – 10	Ovate: Attend meetings. Perform minor missions. May bind spirit of Iona Ophid.
11 – 20	Hatchling: Go on missions to “rescue” barbaric reptilian humanoids. Use <i>invisibility</i> , <i>ghoul touch</i> , or <i>expeditious retreat</i> (each day, pick one) once per day, with a caster level equal to your character level.
21 – 30	Tender: Learn location of secret hatchery chambers. Tend hatcheries and maintain the monoliths. Use <i>detect evil</i> and <i>sanctuary</i> once per day within hatchery area.
31+	Clutch Master: Expected to plan raids, found new hatcheries, and interface with the organization's draconic patrons. One per week, you may gain the benefits of a <i>divination</i> spell for guidance from a dragon patron. Use Community Pact Magic (page 199, dragon spirit only).

Wyrmling Gold Dragon (CR 5)

Medium Dragon

Hit Dice: 8d12+16 (68 hp)

Initiative: +0

Speed: 60 ft., fly 200 ft. (poor), swim 60 ft.

AC: 17 (+7 natural), touch 10, flat-footed 17

Base Attack/Grapple: +8/+11

Attack: bite +14 (1d8+3) or claw +12 (1d6+1) or wing +12 (1d4+1)

Full Attack: bite +12 (1d8+3) plus 2 claws +12 (1d6+1) plus 2 wings +12 (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: 30 ft. cone of breath weapon (Ref DC 16 or 2d10 fire damage), 30 ft. cone of breath weapon (Fort DC 16 or -1 Str from weakening gas)

Special Qualities: Blindsight 60 ft., Darkvision 120 ft., low-light vision x2, immunity to paralysis and sleep effects, Alternate form (3/day, any Medium or smaller animal or humanoid form), immunity to fire, vulnerability to cold, water breathing (fire breath weapon becomes cone of superheated steam while underwater)

Saves: Fort +8, Ref +6, Will +8

Abilities: Str 17, Dex 10, Con 15, Int 14, Wis 15, Cha 14

Skills: Disguise +13, Heal +13, Intimidate +13, Listen +13, Search +13, Spot +13, Sense Motive +16, Swim +14

Feats: Flyby Attack, Multiattack, Skill Focus (Sense Motive)

Alignment: Lawful good

IONA OPHID THE RAINBOW SERPENT

She is the glorious feathered queen of serpents, a couatl ruler that slithers across the skies as a thousand blazing rays of sun. She grants scaly serpentine skin, plus the ability to detect and dispel magic, block lesser magical effects, deal with reptilians with ease, and weave a hypnotizing pattern.



Level: 5
Dragon Constellation

Legend

Iona's story is simple and noble. In millennia past, before the civilized races kept history, angels and their allies fought to reclaim the world's surface from demons, devils, and rakshasa who then cruelly ruled from citadels of iron and fire. Among the angels' allies were Iona's people, a race of winged serpents who spared little to overthrow the fiends after their own sky cities of crystal were assaulted and smashed. Thousands flew into battle, filling the skies for days at a time, to defend a holy altar of the Lord of Grace. Though good ultimately triumphed, many paid the price. During one gruesome campaign when the sun did not set for seven days, Iona fell to the earth with a great thud. Fiends pounced upon her as she tried to rise. They tore her colorful feathers to shreds. Like the angels, Iona's people were not mortal; if her body were destroyed, so would go her soul. This is why she fought to the last bite, feather, and scale. Even though fragments of her soul drifted into the wind, a single feather landed on the altar, transforming her into a spirit.

Summoning Rules

The following rules describe requirements and rituals for Iona Ophid, the Rainbow Serpent.

Binding DC: 25.

Requirements: Speak draconic and celestial. Knowledge (arcana) 3 ranks, Knowledge (religion) 3 ranks, and Knowledge (the planes) 3 ranks.

Special: Must be a member of The Hatchery.

Ceremony: You prick yourself in seven places. From each tiny wound you bleed a drop of blood into a golden chalice worth no less than 100 gp. Add the blood of a gold dragon and mix the concoction with a couatl feature. Then drink.

Manifestation: A roaring column of golden fire engulfs you and the pact seal. The fire is a harmless illusion. The fire then transforms into a rain of multicolored feathers.

Granted Abilities

Iona Ophid grants the following supernatural abilities.

Dispel Magic: You can use the dispel magic spell at will. Your effective caster level equals your binder level.

Exclude Magic: For one round per level per day, you and allies within a 10-foot radius sphere are protected as if using *lesser globe of invulnerability*. The globe excludes all spell effects of 3rd

CASTERS REBUILT AS BINDERS

You may permanently exchange one or more caster levels for levels in a pactmaking class. You lose your old class features and gain new ones. Adjust hit points, saves, and so forth as appropriate. The process requires 1 week. It costs 1000 gp times the square of the number of levels to be traded. For example, converting 4 levels costs 16,000 gp.

level or lower. You can activate the globe as an immediate action (that is, even when it is not your turn).

Forked Tongue: You have simpatico with couatl and other serpentine outsiders, dragons, reptiles, and reptilian humanoids. You gain +5 bonus on Diplomacy, Handle Animal, Sense Motive, and Ride checks when dealing with these creatures. The bonus improves to +7 at 14th level and +10 at 18th level.

Hypnotic Pattern: You create a pattern of subtle, shifting colors in a 10-foot radius around a target point out to medium range that weaves through the air, fascinating creatures. This works like the *hypnotic pattern* spell. You affect a number of Hit Dice of creatures equal to 2d4 + your binder level. Creatures with the fewest Hit Dice are affected first; and, among creatures with equal Hit Dice, those who are closest to you are affected first. Hit Dice that are not sufficient to affect a creature are wasted. Sightless creatures and those immune to mind-affecting effects are not affected. The pattern lasts for as long as you concentrate + 2 rounds.

Scent of Magic: You can *detect magic* and *read magic* at will, and use spell trigger magic items normally limited for use by arcane spellcasters.

Serpent's Skin: You gain a +4 enhancement bonus to your natural armor class, you are immune to poisons of all kinds, and you can use the *detect poison* cantrip at will.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Your skin grows golden scales and you sprout multi-hued features along your back, chest, and upper arms. You show a rainbow-colored halo when using a granted ability.

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

Personality Influence: Iona Ophid despises evil and her suspicions are easily aroused. She compels you to concern yourself with any creature that may potentially have committed a chaotic or evil act.

Favored Ally: Dragons, reptiles, reptilian humanoids, and serpentine outsiders such as couatl that are good-aligned.

Favored Enemy: Humanoids (evil) and felines and feline-like evil outsiders such as hell cats.

Capstone Granted Ability

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

Wall of Force: You create a *wall of force*. This works like the spell of the same name, except the wall is composed of semi-translucent shimmering rainbow colors and the duration is limited to concentration. You can only maintain one wall at a time.

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:

- » Cast an arcane spell.
- » Strike a creature that committed evil in the last round.
- » Successfully save against poison.
- » Within 5 feet of a favored ally.

Inspired Companion

If you forego the hypnotic pattern granted ability and your alignment is lawful or good, then Iona Ophid provides you with a gold wyrmling as a companion. See the sidebar on page 266.

THE LIVING FLAME

The Living Flame church is devoted to Jehotek, a once-supreme, lawful-good deity who was punished to become a spirit when he failed to rebuke his followers, who preached that no other god existed but him. The Living Flame carries on his commandments and missions, hoping that if enough mortals convert to his worship then he will be restored to his heavenly throne. Members hold services, preach, run hospices, destroy undead and wickedness, all the while acting as if Jehotek were not dead. Though other gods attempted to obliterate Jehotek, his spirit grants his followers various abilities, some reflecting his role as a deity and others aimed at restoring his throne.

The Living Flame was once a band of holy deities who promoted life, wellbeing, and beneficence. Clerics, paladins, and others of many faiths gathered by a sacred flame, fighting tirelessly against evil. The Living Flame rewarded their devotees with a spot in their celestial temple. When a follower proved worthy, he or she was gifted with a supernatural mark on the forehead of dark ash, blood, and salt. All went well for many centuries even though Jehotek's followers were overly zealous, preaching he was the supreme king above all gods, or even the only true god. After Jehotek was expelled, the sacred flame in the celestial temple sputtered and died to embers. The Living Flame disbanded. Each deity and his or her followers took other paths. Only Jehotek's devotees remained. To this day, in each local temple, a flame is maintained to remember the true flame, with the belief that goodness should not be restrained to the heavens but made available to all mortals.

The Living Flame lacks a central geographic authority. Jehotek's spirit and the ancient books and prayers of the Living Flame guide local leaders, called Archons. As a god, Jehotek railed against pact magic and sent into nothingness wayward minor gods, fiends, and fallen angels. The irony that binders keep Jehotek's flame alive is not lost on his followers. However, most bind only Jehotek and celestial spirits (see Chapter 6: Prestige Classes, page 233, for details about the Voltannic Angel Binder). Most Living Flame binders are "reformed" as they seek to correct the injustice against him. Occasionally, members are granted permission by an Archon to bind "benign" spirits such as Kaiya and Roshar. In dire times, other spirits are allowed.

The creed of the Living Flame includes seven "guides": honesty with compassion, chastity except in marriage, patience except in righteous anger, poverty with healthy living, hard work with one day's rest per week, acceptance of others while chastising chaos and evil, and evangelization with voluntary conversion. There is also an eighth unwritten guide: worship of Jehotek to the exclusion of all other gods. At times the church has encountered trouble for condoning polygamy.

Jehotek was rarely tranquil; the Living Flame is less useful to communities that simply need healers or aid with harvests compared to communities plagued by undead, evil cults, and wars. The Living Flame recruits healers, and high-ranking members often discover healing ability. Although the flame in the celestial temple is now just embers, it still burns for its faithful.

Pact magic users who wish to join the Living Flame should demonstrate purity of heart, willingness to reform, and dedication to evangelizing. Over the years, an evil church under a minor evil deity named Sel'Kan has infiltrated the Living Flame and caused havoc. Thus, new members must abide a trial period. Confirmation includes a baptism with "living flame"—a luminous supernatural substance that heals and purifies.

Adjudicating Membership in The Living Flame

Use the first table to determine a character's affiliation score. Then use the second table to determine what benefits and title if any the character enjoys at the resulting membership level.

TABLE 9-12: THE LIVING FLAME SCORECARD

Member Characteristic	Affiliation Modifier
Character level	+1/2 PC's level
5+ ranks in Heal or Knowledge (religion)	+1 each
Able to bind 3rd-level spirits	+1
Able to cast a <i>cure</i> or <i>restoration</i> spell	+1 each (max +2)
Attend weekly religious services	+2
Brought new members to the Living Flame	(+1/6 Hit Die, max +6/year)
Lawful or good	+1 each
Paladin	+2
Preach to nonbelievers or volunteer to aid the poor, homeless, etc.	+1/week (max +4/year)
Slay chaotic evil creature	+1 (max +3/year)
Violate one of the 7 guides	-1 (max -7/year)
Levels in voltannic angel binder prestige class	+2

TABLE 9-13: BENEFITS OF THE LIVING FLAME

Affiliation Score	Rank and Benefits of Membership
3 or less*	No Affiliation: No benefits. Members will not sell items, cast spells, use abilities, or offer information.
4 – 10	Spark: Attend religious services. Perform charity work. Able to bind spirit of Jehotek.
11 – 20	Faithful: Gain benefit of Blessings ability (see Jehotek's granted ability, next page) when attending morning services. Evangelize and use abilities to aid other members. Gain +2 bonus to Knowledge (religion) and Knowledge (the planes) checks.
21 – 30	Flame: You may purchase living flame ambrosia (see below). Use the <i>cure moderate wounds</i> spell 1/day with a caster level equal to your character level.
31+	Archon: Responsible for the actions of local cells. When there are more than 2 other Archons in an area, you settle a new area. The celestial flame speaks and works through you. Use <i>atonement</i> once per month. You can create living flame ambrosia (see below). Use Community Pact Magic (page 199, angel spirit only).

LIVING FLAME AMBROSIA

This milky-white substance is formed from the Astral Plane. One pint glows as *continual flame*, which acts a heatless ever-burning torch. At any time, you can apply the flame to a wound to heal 1d8+3 hit points damage, or cause 1d8+3 points of damage to one undead creature. Alternatively, you can apply the flame to cure one disease, remove one case of blindness or deafness, heal 1 point of ability damage, or neutral one incidence of poison. Any of these uses causes the flame to become inert and dissipate back into the Astral Plane. Creating Living Flame normally requires the Brew Potion feat plus all the spells mentioned above, with a base cost of 1200 gp. For members of the Living Flame, the base cost is only 300 gp plus 12 XP.

JEHOTEK, THE THRONE OF HEAVEN

Jehotek is a deposed greater god who railed against spirits but was punished to become a spirit. Jehotek grants binders the ability to bestow blessings, detect and rebuke heretic priests, turn undead, and blast chaotic and evil foes with a fireball.



Level: 4

Angel Constellation

Legend

Jehotek was a leader among the gods when the multiverse was created. He demonstrated to the gods their loneliness and need for children who would be independent of their creators, so that the gods might savor the pleasure of freely given worship. Jehotek was a convincing paragon of virtue and love. Even the evil gods agree, though they saw a chance to upstage their eternal foes by luring mortals astray. After the multiverse was done, Jehotek was a strong advocate against binding spirits, and cast into the void of nothingness a number of his foes. Alas, he was also a jealous god. For millennia he kept a tribe of humans to himself. He forbade them to recognize the name of any other deity. The other gods, though insulted, allowed Jehotek this pleasure. Over time, however, his followers migrated and insisted others worship as they did. Jehotek would not correct them because they had free will. For this, the other gods were enraged. As an ironic punishment, they threw Jehotek into the void of nothingness where he became a spirit. In the early days, no one bound him unless he or she forswore all other spirits.

Summoning Rules

The following rules describe the requirements and rituals for binding Jehotek, the Throne of Heaven.

Binding DC: 31.

Requirements: Heal 3 ranks, Knowledge (religion) 3 ranks, must be lawful or good alignment, cannot be bound with any other spirit, able to imbibe holy water without harm.

Special: Must be a member of The Living Flame.

Ceremony: Drink a vial of holy water, and pray to Jehotek that he will be gain renewed respect of his fellow gods, that he is restored to his supreme heavenly throne, and that he grant you his blessings this day.

Manifestation: Purifying blue-and-gold holy flames engulf you, burning away spots of chaos and evil that have stained your soul.

Granted Abilities

Jehotek, the Throne of Heaven grants summoners the following supernatural abilities.

Blessings: Your presence purifies spoiled food and water (as the orison of the same name), turns pure water into holy water as the *bless water* spell, and causes creatures who consume purified food to gain the benefits of the *bless* spell for 24 hours. A creature can only benefit once per day, and each pint of holy water requires you expend 5 XP.

Detect Heretics: You can detect evil and chaos at will. You merely concentrate as a standard action for the auras of all chaotic and evil divine spellcasters or outsider creatures within your visual range become clear to you. The strength of auras is also instantly revealed.

Fireball: You can use fireball, inflicting 1d6 damage per binder level (maximum 10d6), except the fireball only damages chaotic and evil creatures. Lawful-good creatures within the area are healed 1 hit points per creature burned. Creatures that are specifically chaotic evil cannot use evasion or improved evasion to escape the effect. Creatures with fewer Hit Dice than you that are reduced to -10 or few hit points by the fireball are left as corpses of hardened ash and salt. Once you use this ability, you must wait 5 rounds before using it again.

Rebuke Heretics: You can rebuke clerics and other divine spellcasters who are not lawful good in the same way that an evil cleric can rebuke undead. Use the target's Hit Dice to resolve the attempt. See Table 7-9: Turning Undead and related text in the *Players Handbook* for specific rules to turn undead.

Turn Undead: You can turn undead as a cleric. Your effective cleric level for the purpose of turning equals your binder level. See Table 7-9: Turning Undead and related text in the *Players Handbook* for specific rules to turn undead.

Bane of Heretics: Up to five times per day you inflict an additional +2d6 damage on weapon damage rolls or spell damage rolls against chaotic and evil foes. The damage is untyped but appears as a mix of scorching-bright holy fire and stinging salt. Applying the bonus damage is automatic, less than a free action. However, you must indicate whether you are using the ability before you learn whether you hit (or the target of the spell makes its/their save).

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Your forehead shows the circular dark mark of ash, salt, and blood that indicates you are a servant follower of Jehotek. At your option, whenever you use a granted ability, the mark shines with white light.

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

Personality Influence: Jehotek was once a supreme deity. He compels you to evangelize his worship and carry on his missions as if he were ruling from the heavens.

Favored Ally: All lawful-good creatures and worshipers of Jehotek.

Favored Enemy: All chaotic and evil divine spellcasters.

Capstone Granted Ability

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

Prayer: With a simple prayer to Jehotek, you bring favor upon yourself and your allies while penalizing your foes. You and all your allies within 40 feet gain a +1 bonus to attack rolls, weapon damage rolls, saves and skill checks, while each foe without 40 feet suffers a -1 penalty on such rolls (no saving throw). The effects of the prayer last 1 round per binder 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:

- » Call upon Jehotek's name and wrath, pantomiming his holy symbol, as a move action.
- » Attack using a scepter (mace) or sit upon a throne.
- » Stand within 5 feet of a lawful-good creature.
- » Successfully use Intimidate on a chaotic or evil creature.

MIDNIGHT SUN

Midnight Sun is an evil cult run by monsters, primarily hags and aboleth. Bugbear, gnoll, and lizardfolk “priests” are also common. These priests are not trained spirit binders. Many are not even spellcasters. Instead, members of Midnight Sun rely upon vile pact magic, which requires the sacrifice of living sentient beings in order to bind spirits. The organization traces its bloody roots to a half-orc warrior named Midnight, who was one of many sons sired by Tyranthus Cromwell, the fallen paladin who later became the spirit of the Black Knight. Binder sages believe that Midnight was taught the secrets of vile pact-making by a demon prince or infernal red dragon, but only the highest scions of Midnight Sun know the answer.

Any troglodyte troop can round up and sacrifice a handful of captured human farmers, but the bounty of such meager sacrifices pales compared to the single spotless soul of a newborn half-celestial or a virgin paladin of great power. The hag seers of Midnight Sun spend much time locating exceptional sacrifices such as these. The seers rely upon rubies to commune with a secret spirit referred to as the Fate Deliverer. No binder sage has lived to report more than this, and most believe this “spirit” is either a devil or the spirit Portenta. Whatever the truth, the hags horde their secrets, which they utilize to bolster their own power, or serve up to their demanding dark masters, or sell to customers who might be asked to pay a dragon’s horde or, more simply, name a town that is home to a potential pious sacrifice. Hags and their ilk can bind powerful spirits such as Witch Yaba and Kaylos the Wish Master, and because vile binding can be overdone, the hags save vile binding for special occasions when extra power is truly called for.

A party of powerful adventurers, even one with a less-than-spotless reputation, is a wonderful prize due to the bountiful life energy of its heroes. Midnight Sun will plant false treasure maps, hire adventurers under false pretenses, and spread rumors in order to lure these parties to their doom. Because evil souls make for poor sacrifices, evil adventurers can usually approach without fear. The hags happily sell their secrets to them in exchange for a paladin prisoner or two.

Midnight Sun is based on power, oaths, and astrological signs. Gnolls, grimlock, and others are sworn to serve harpies, minotaurs, and lamias above them, who in turn swear to the hag seers, fire giant kings, aboleth sages, and ogre mage magicians. The cult coordinates battles, kidnappings, and other activities with curious timing. Binder sages believe that Midnight Sun exists as local cells organized around a local cult leader who uses astrological events to time activities. Whether the members use a tome, a demonic liaison, or a magical astrological device is unknown. An astrological basis explains why Midnight Sun tends to remain quiet for months or even decades before exploding in an orgy of activity across thousands of miles.

The cult’s heinous pact magic rites vary from private affairs, where a vile binder can savor its victim, to mass gatherings of hundreds or thousands of members, most of whom gravitate to the excitement of sacrifice. During gatherings, spirit-bound members may compete in arena tournaments, raid civilized settlements, avenge old grudges, or go on quests to retrieve a powerful artifact. See page 312 regarding vile pact magic.

Lest one think Midnight Sun is all evil, some groups retain less-vile members such as centaurs who happily preside over simple animal sacrifices that are usually viewed as a boon by farming communities.

Adjudicating Membership Midnight Sun

Use the first table to determine a character’s affiliation score. Then use the second table to determine what benefits and title if any the character enjoys at the resulting membership level.

TABLE 9-14: MIDNIGHT SUN SCORECARD

Member Characteristic	Affiliation Modifier
Character level	+1/2 PC’s level
5+ ranks in Knowledge (arcana)	+1
5+ ranks in Knowledge (dungeoneering)	+1
5+ ranks in Knowledge (religion)	+1
Acted as a spy in another organization	+2
Acted as a lure to trap creatures for sacrifice	+1
Any evil alignment	+1
Can cast divination spells of 4th level or higher	+2
Disowned by a member of Master rank	-20
Donated creatures for vile pact magic sacrifice	+1/6 Hit Die (max +5 per year)
Evil Fey or evil outsider (demon, devil, etc)	+1
Half-orc warrior (barbarian, fighter, ranger, etc)	+1
Intelligence 13+	+1
Killed a paladin	+2
Lawful-evil alignment	+1
Lauded by a member of Master rank	+3
More Hit Dice (larger, older) than normal for your race	+1
Provided useful information to the hag seers	+1/occasion (max +3 per year)
Suffer penalty on vile binding checks	-1/penalty point
Used vile pact magic to bind a spirit	+3
Vile pact magic race (Table 10-27, page 312)	+1/CR

TABLE 9-15: BENEFITS OF MIDNIGHT SUN

Affiliation Score	Rank and Benefits of Membership
3 or less	No Affiliation: No benefits. Members will not sell items, cast spells, or offer information.
4 – 10	Servant: Welcome to act as a spy, lure, courier, or similar role. Encouraged to bring creatures for sacrifice when possible. Able to use <i>undetectable alignment</i> 1/day.
11 – 20	Star: Welcome to attend mass gatherings for vile pact magic rituals. May be introduced to high-ranking Masters for evaluation. Can call on 4 Hit Dice of members for a one-day mission in exchange for 300 gp for each participant. Able to use <i>hold person</i> 1/day.
21 – 30	Astricon: Responsible to lead missions, screen and direct new members, perform sacrifices, and locate information on possible potent sacrifices. Able to use <i>augury</i> 1/day and <i>scry</i> 1/week. Can call on 6 Hit Dice of members for a one-week missions in exchange for 500 gp for each participant.
31+	Master: Able to use <i>commune</i> 1/week to divine organizational events such as battles, sacrifices, etc. Call on 1d4 members of up to 12 Hit Dice for a three-day mission in exchange for 10,000 gp each per day. Use Community Pact Magic (page 199, fiend spirit only).

XASA CULTHIC, THE RESONANT MIND

Xasa Culthic is the terrible secret that lurks in the dark recesses of all minds, its millions of mirror-like eyes reflecting the sum of all truths denied. He grants a deceiving aura, plus the ability to control sound, detect good, produce a swarm of crystals, and reflect certain attacks.



Level: 3 Fiend Constellation

Legend

Xasa was born naked in a cold well of boiling pitch and darkness. He was a mind without senses, a soul without a body, a terrible truth without light. At times, in his deep well, Xasa heard voices or felt a zephyr. When he lingered in the zephyr he felt love, but the love was not for him. One day, he spied a pinlight at the top of the well. He climbed and climbed. The walls were slippery and each minute the stones became more difficult, as if a great weight pulled him down. He cried out, "Free me, I deserve to live!" Xasa felt he only deserved life if he had an iron will. He tore at the well's walls and after nine months came to its top. The well was covered with an iron lid. This did not halt him. He longed to escape, to live, and be loved. He cried out, "I will love you, please open up!" He felt he must see whoever was on the other side, no matter what. He pounded again upon the lid, demanding release. The lid opened. The face of a dead woman stared down. This was Xasa Culthic's birth.

Summoning Rules

The following rules describe requirements and rituals for binding Xasa Culthic, the Resonant Mind.

Binding DC: 19.

Requirements: Speak Infernal. Xasa Culthic and Noble Marius are rivals and cannot be bound at the same time.

Special: Must a member of Midnight Sun.

Ceremony: You set up a series of mirrors around the pact seal, such that no matter where you turn, you spy an infinite number of views of yourself nested within each other.

Manifestation: A demonic apparition of yourself emerges, complete with lizard-like legs, an ape's chest, tentacles for arms, and boar's tusks. It is the opposite of your sex and alignment, and whispers a terrible secret that you cannot recall later.

Granted Abilities

Xasa Culthic grants the following supernatural abilities.

Control Sound: You can shape and alter existing sounds. You target one sound within medium range, such as a person speaking or singing, or a group of related sounds, such as the patter of raindrops or the tramp of soldiers passing by. A sound as quiet as a snapping finger can be controlled. You can substitute any sound you have heard for the target sound. If you attempt to exactly duplicate the voice of a specific individual, or an inherently terrifying sound (such as a dragon's roar), you must succeed on a Bluff check with a +5 circumstance bonus opposed by the intended listener's Sense Motive check to avoid arousing suspicion. You can entirely muffle a noise or magnify a sound to such loudness that it drowns all other conversation in the immediate area. In this way, you can provide yourself or another with a +4 circumstance bonus on Move Silently and Listen checks.

Deceiving Aura: Spells and effects that detect alignment register you as either having no alignment or as neutral (your option when binding Xasa). The effect lasts 24 hours.

Detect Good: At will, you detect the presence of good creatures and effects within close range. This works as *detect good*. Like the spell, you may need 3 rounds to gain full information.

Gem Expertise: You gain a +4 bonus on Appraise, Spot and Craft (gemcutting) checks. This bonus increases to +6 at 12th level and +8 and 20th level.

Mind of One-Thousand Mirrors: Whenever you succeed on a saving throw to resist a mind-affecting effect, a force effect, or a gaze attack, the attack instantly rebounds on the creature that targeted you. It must save against the attack or be affected instead. This ability works as an immediate action, protecting you even when it is not your turn and when you are surprised or flat-footed. However, once this ability is activated, you must wait 5 rounds before it can protect you again.

Swarm of Crystals: Thousands of tiny crystal shards spray forth in an arc from your hand or from your forehead where a faint outline of a third eye appears. These razor-like crystals slice everything in their path, which is a 15-foot cone spread. Anyone caught in the cone takes 1d4 points of slashing damage per two binder levels (maximum 6d4). There is no saving throw against the effect. Once you use this ability, you must wait 3 rounds before using it again.

Signs and Influence

This spirit may affect you in the following ways.

Physical Sign: Your skin becomes so shiny and reflective that it looks as if you are composed of thousands of tiny mirrors.

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

Personality Influence: Xasa Culthic was a strong-willed fiend, prone to fits of anger. He compels you to make demands in a loud voice whenever you don't get your way.

Favored Ally: Psionic creatures, aberrations, and creatures made of crystal or gems (from the Elemental Plane of Earth).

Favored Enemy: Creatures opposite of your gender and alignment.

Capstone Granted Ability

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

Ubiquitous Vision: Xasa Culthic's millions of psychic eyes grant you a 360-degree sphere of sight, allowing you a perfect view of creatures that might otherwise flank you. Thus, flanking foes gain no bonus on their attack rolls, and rogues are denied their sneak attack ability because you do not lose your Dexterity bonus (but they may still sneak attack you if you are caught flat-footed). Your Spot and Search checks gain a +4 enhancement bonus. Because of the mirror-like quality of the eyes, you do not suffer any penalty when saving against gaze attacks.

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:

- » Knock on a door or other portal.
- » Move through an area of shadowy illumination.
- » Reveal a truth to someone you have lied to.
- » Within 5 feet of a devil or other evil outsider.

NIGHT WATCH

In areas where the use of pact magic exceeds the regulatory ability of authorities, Night Watch steps in to offer its services. Its selling point, often popular with kings and their officials, is its track record for restoring and maintaining law and order. Quite simply, Night Watch offers pact magic users amnesty and permission to pursue their craft, but only if the binder joins the Watch and adheres to its rules. He must appear before a review panel on a regular basis, gain permission to seal pacts with each new spirit he discovers, and so on. Night Watch also monitors and—when necessary—hunts lycanthropes, vampires, hags, and other “monsters” that menace society. Binders are often asked to assist in these nightly rounds. Foremost among their investigative tools is the secret of binding the spirit of Noble Marius, who was a psychic vampire.

The Watch’s manifesto does not always satisfy clergy or spellcasters who detest, envy, or fear binders. Fortunately, Night Watch’s leader is a charismatic cleric, Father Amatovar d’Kalazon. He has a distinguished record for hunting and bringing to justice dangerous binders. Father Amatovar points to the writings of prophets of the ancient god Beyos, Keeper of the Law. Beyos teaches that most gods signed a contract to allow binders who submitted themselves to regulation. Clergy who commune with their gods have confirmed this and begrudgingly tolerate the Watch’s presence. Often, they wait patiently for a misstep or clear omen as reason to expel the Watch. When a misstep occurs, the Watch usually brings up examples of ravager spirits and other dangers that clerics cannot handle.

The Watch’s membership consists of clerics, wizards, professional spirit binders, rangers, and many others, including the occasional paladin. Most controversial is the participation of unusual undead called spiritual vampires. These undead retain their original souls, alignment, and free will. Many members are uncomfortable working with the undead. Mix-ups during hunts and “mistakes” by the local clergy are not unknown.

The Watch has a secret mission, to detect and destroy Living Nightmares, spirits that can haunt people’s dreams and even physically manifest on the Material Plan. The Watch keeps this quiet to avoid general panic and more bias against binders.

Night Watch is a complex operation. Nightly patrols maintain its presence, while larger hunts occur several times a year. Headquarters are usually near town centers while posts can be found at a city’s edge or in rural areas. Because of Father Amatovar’s penchant for law, members who are tardy or miss their rounds can expect rebuke and fines. Some members are asked to take on expeditions to ancient sites or even foreign lands. The Watch often asks for powers of arrest against binders, and it judges its own members. Several cases are well-known of individuals who joined with little intent to adhere. Sometimes, newcomers to town don’t understand Night Watch’s gravitas and resist when asked to register or join. Rogue individuals ultimately join or end up on the lam. Rumor says that Father Amatovar has been granted unique spells by Beyos to prevent imprisoned binders from summoning spirits. Even if untrue, the fear is enough to keep members in line.

The Watch’s daily affairs are handled in large part by a council of nine members handpicked by Father Amatovar. The council consists of highly trusted members, new and old, who function well because they have been picked for sharing similar views. “Father” is both the Watch’s greatest compass and strength, and its greatest potential weakness.

Adjudicating Membership in Night Watch

Use the first table to determine a character’s affiliation score. Then use the second table to determine what benefits and title if any the character enjoys at the resulting membership level.

TABLE 9-16: NIGHT WATCH SCORECARD

Member Characteristic	Affiliation Modifier
Character level	+1/2 PC’s level
5+ ranks in Sense Motive	+1
Able to <i>turn</i> or <i>rebuke undead</i>	+2
Able to bind spirits or cast divine spells	+1 each
Good-aligned undead or monstrous humanoid	+2
Paladin, lawful-aligned or neutral good	+2
Defeated undead with 6+ HD	+1/6 HD (max +3)
Defeated monstrous humanoid with 6+ HD	+1/6 HD (max +3)
Saved NPCs from undead or monstrous attack	+1
Voluntarily reported self to Night Watch upon entry into its jurisdiction	+1
Failed to report to Night Watch after 24 hours within its jurisdiction	-3
Completed 30 nights of Watch patrols in 1 year	+2
Failed to appear for scheduled Watch patrol	-2
Abandoned post or left fellow member to die	-8
Appear before Watch review at least 1/year	+1
Failed to appear before Watch when summoned	-3
Submit regular reports to Night Watch	+1
Bound a spirit without authorization	-2
Defeated living nightmare creature	+2

TABLE 9-17: BENEFITS OF NIGHT WATCH

Affiliation Score	Rank and Benefits of Membership
3 or less*	No Affiliation: No benefits. Members will not sell items, cast spells, use abilities, or offer information. Binders with a score of 0 through 3 are “under watch” while those with a score below 0 are labeled criminals and will be arrested and put on trial for misconduct.
4 – 10	Trainee: Join as an observer on night patrols. Access the Night Watch’s pact magic library. Protected against persecution by clerics and others who attack binders. Can use <i>light</i> at will. Able to bind Noble Marius.
11 – 20	Watcher: Must donate 30 nights a year to patrols and special missions. May purchase any pact magic items worth up to 10,000 gp. Use <i>detect undead</i> and <i>detect pact spirit</i> each once per day.
21 – 30	Expert: Responsible to lead missions, screen and train new members, and grant permission to bind spirits. Buy or sell pact magic items worth up to 50,000 gp. Receive <i>raise dead</i> if perish on behalf of the Watch. Use <i>protection from evil</i> once per day as cleric equal to character’s level.
31+	Counselor: Sit as a counselor to oversee and negotiate on behalf of the Night Watch. Personal access to Father Amatovar. Bind spirits without prior permission. Access <i>true resurrection</i> spell (provided by Father Amatovar) for free up to once per month. Use <i>detect undead</i> and <i>detect pact spirit</i> at will as spell-like abilities. Use Community Pact Magic (page 199, ghoul spirit only).

NOBLE MARIUS, PSYCHIC VAMPIRE

He is the seductive lover and spy whose gift of “second sight” makes him a dangerous foe. His summoners can link mentally to others, grapple foes with strength, halt death’s decay, read psychic impressions left on stones and objects, and drain mental attributes with a kiss.



Level: 3 Ghoul Constellation

Legend

Noble Marius was born to the highest caste among his people, who all but worshiped those with innate powers of the mind. He was known for psychic awareness at an early age, and the young empress of his time recruited Marius as an investigator and spy against her enemies, who could not hope to guess the scope of his power. As all young men his age, Marius attended balls, riding tours, and other events of the aristocracy. He would handle items to pick up impressions of their owners’ secrets, and his seductions often left the empress’s rivals as blathering idiots in their beds. To no surprise, Marius’s precocious powers came with a price. Deep in his mind, a fiendish reflection of himself, an evil personality name Xasa Culthic, struggled to exert itself. Marius bore a secret burden to suppress the fiend. But who can keep a shut door against oneself? One evening while meeting privately with his beloved empress in her bed, Xasa Culthic’s personality overcame Marius. Xasa murdered the empress. When Marius came to his senses, he knelt and sobbed. Xasa, ever the fiend, whispered a terrible secret. The empress was his mother, Xasa told Marius, restored to youth by magic. Worse still, the empress had placed a psychic seed of her mind within Marius, that he might better obey her, and eventually become like her in all ways. This seed was Xasa Culthic. Marius searched his mind and the psychic residue of the dead empress, and confirmed the truth. To destroy Xasa, to purge the dirt of evil, he would need to destroy his own soul.

Summoning Rules

The following rules describe requirements and rituals for binding Noble Marius, the Psychic Vampire.

Binding DC: 19.

Requirements: Knowledge (religion) 4 ranks. Marius and Xasa Culthic, the Resonant Mind are rivals and cannot be bound at the same time.

Special: Must be a member of Night Watch.

Ceremony: You meditate upon a specially crafted mirror that consists of dozens of faces, searching for your shadow self.

Manifestation: Shards of crystal wink into existence over the pact seal, each mumbling words from your unconscious.

Granted Abilities

Noble Marius grants the following supernatural abilities.

Draining Kiss: When you successfully grapple a humanoid, you can kiss it as a standard action. The target takes a penalty to one mental ability score (Intelligence, Wisdom, or Charisma) of your choice. The penalty equals $1d6 + 1$ per two binder levels (maximum $1d6 + 5$), and lasts 1 minute per level. The target’s ability score cannot drop below 1. After affecting one target, you must wait 5 rounds before affecting a new target.

Gentle Repose: You preserve the remains of a dead creature

by touching it. This extends the time limit on raising that corpse and prevents it from becoming undead for 24 hours. You can affect up to three corpses at once.

Grapple Bonus: You gain the Improved Grapple feat and a +6 bonus to grapple checks.

Mindlink: You forge a telepathic bond with one willing creature within close range that has an Intelligence score of 3 or higher. You two can communicate telepathically through the bond even if you do not share a common language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (though not from one plane to another). You can maintain one mindlink at a time. You or the targeted creature can terminate the bond at any time as a move action.

Noble Disguise: You gain a +4 bonus on Bluff, Disguise, and Knowledge (nobility and royalty) checks for 24 hours. The bonus increases to +6 at 12th level and +8 and 18th level.

Read Psychic Impressions: You can read the psychic residue left in locations and on objects. You can target one object you can hold in your hands or affect an area centered on you within close range. You concentrate for 1 hour to establish a link to the location or object. For an object, you learn the last owner’s race, gender, age, alignment, and how it gained and lost the object. For a location, you experience a vision of the most recent major event, plus one additional earlier major even per 2 levels going back a maximum number of years equal to $100 \times$ your level. You are fatigued for 1 hour after using this ability.

Signs and Influence

This spirit may affect you in the following ways.

Physical Sign: A thumb-sized blood red circular mark appears on your forehead, representing the “mind aware” caste that Noble Marius came from in life. At your option, the mark and your eyes bleed when you use one of his granted abilities.

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

Personality Influence: As the personality of Xasa Culthic emerged within him, Noble Marius became a jittery and prone to nervous attacks. He compels you to complain about your health and avoid all but the blandest food and mild drink.

Favored Ally: Psionic humanoids and psionic undead.

Favored Enemy: Psionic aberrations and psionic monstrous humanoids.

Capstone Granted Ability

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

Clairsentience: Marius helps you tap into the psychic weave of the world to hear and see a distant locale. This works as the *clairaudience/clairvoyance* spell, except you can both see and hear, and instead of a magical sensor, you are informed by the psychic weave. Essentially, after 10 minutes of preparation, you sense a locale at long range for as long as you concentrate.

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:

- » Initiate a mindlink with a foe.
- » Kiss a person.
- » Succeed on DC 20 Bluff check.
- » Within 5 feet of an undead creature.

RAVAGE BINDERS

The agenda of Ravage Binders is simple: the total annihilation of the multiverse in order to usher in a new age of perfect “freedom” for all creatures. Most Ravage Binder adherents are pact magic users. In the ethos of Ravage Binder philosophy, they are not organized along any hierarchy. There are an unknown number of cells that preach agreement to varying degrees with a Ravage Binder perspective and agenda. Its agents may have tattoos or black stars on their forearms, or they may not. Its agenda may target churches and divine sites, or members may target their own kind. When everything should be destroyed, then nothing is sacrosanct.

Common folk would say that the Ravage Binder agenda is heinously evil. Yet, its members serve no god. They are utterly devout in their rejection of deities, a nihilistic position which can make them chaotic evil, true neutral, or both. At times, they team up with clerics of evil, death, or destruction. However, this alliance usually proves fatal even for those clerics who are masters of deception. Other times, they work with followers of gods friendly to pact magic, but only to cloak or advance their agenda. When asked, or tortured to speak, Ravage Binder adherents say they have no answers, only questions. Foremost, what lies beyond the multiverse? Don't they have a right to know? Other questions relate to the plight of the spirits, the arrogance of the gods, and the destiny of mortals, and if anything even exists. Since no being is willing or able to answer their questions, they continue in their destructive quest.

One might think that Ravage Binders are clandestine and secretive. Indeed, its members meet and communicate in ways that bypass authorities. Yet they have no desire to hide, and will share their questions and issues with anyone who is not perceived as a threat. Binders who have been approached say that a Ravage Binder's arguments are tantalizing. Aren't freedom, truth, and fairness valid rights for mortals? These binders quickly add that while they could have been convinced, they were not. Some Ravage Binder cells eschew violence, preaching “the annihilation within,” while others spend years carefully orchestrating massive and spectacular acts of carnage. These “blood-parched” members utilize unusual magic items and bind a secret spirit, whose powers can disintegrate flesh and cause victims to bypass the afterlife to become spirits. Finally, many members seek to contact creatures such as a dreaded technomagic cyclopes. This involves opening gates to or visiting the Outer Darkness, or using spells such as *greater planar binding* to summon a cyclops. Others kidnap adventurers as hearty “vessels” for ravager spirits to enter the world.

Who founded Ravage Binder? A mysterious spirit called the Prime Ravager spoke through several binders, who over many years began a movement in the spirit's name. Beyond that, elite Ravage Binder members may no longer be their original selves. Following this scenario, the “cult of destruction,” as its critics call it, is a well-orchestrated plan by the spirits of evil or desperate atlans to recolonize the world of the living. Elite Ravage Binder members are the most organized, yet also the most insane. Sometimes a lone “scout” ravager kills a soul and takes its place; other times, a party of “settler” ravagers arrive to remake a whole town in the image of the lost empire. Those who cannot be possessed are killed by those who are. Or so the conspiracy theory goes. Ravage Binders deny they have so much power in the world and instead return the conversation to the real issue, the conspiracy of the gods to cheat mortals of true existence.

Adjudicating Membership in Ravage Binders

Use the first table to determine a character's affiliation score. Then use the second table to determine what benefits and title if any the character enjoys at the resulting membership level.

TABLE 9-18: RAVAGE BINDERS SCORECARD

Member Characteristic	Affiliation Modifier
Character level	+1/2 PC's level
5+ ranks in Knowledge (the planes)	+1
5+ ranks in Hide, Move Silently, or Spot	+1 each
5+ ranks in Craft or Disable Device	+1 each
Atlan heritage or levels in occult priest class	+1 each
Cast or use <i>greater planar ally</i> or <i>gate</i>	+4 each
Chaotic or evil alignment, or true neutral	+3
Disintegrate living creatures using Prime Ravager's disintegrating eye ray feature	+1 / HD (max +10/year)
Disintegrate a living creature with 6+ HD	+1/creature (max +3/year)
Betray the organization or its members to the authorities (cause the location to be destroyed or members to die without being disintegrated)	-18
Donate 2,250 gp (or donate 3 void bombs)	+1
Have visited the Astral ruins of the Atlan Empire	+1
Donated wands or other magic items with destructive spells such as <i>magic missile</i> and <i>harm</i>	+1/10,000 worth of items (max +3)
Recruit 4+ individuals into the organization	+1
Able to bind spirits	+2

TABLE 9-19: BENEFITS OF RAVAGE BINDERS

Affiliation Score	Rank and Benefits of Membership
3 or less	No Affiliation: No benefits. Members will not sell items, cast spells, use abilities, or offer information.
4 – 10	Student: Gain Speak Language (sign language). Attend meetings at the group's local safehouse. Bind the spirit of the Prime Ravager.
11 – 20	Martyr: Gain the Brew Potion feat, except you can only use it to create void bombs (see below). You can use <i>message</i> three times per day.
21 – 30	Destroyer: Use <i>invisibility</i> once per day. Gain audience to one of the Black Star leaders once per week, gaining a +20 bonus on any one Knowledge check. When there is no higher leader in your region, then you are in charge.
31+	Black Star: Lead your region. Summon a ravager spirit once per week (see page 219). Its level is no higher than the highest-level spirit you can bind. A suitable “vessel” is needed to host the ravager. This is an evil act. Able to use Community Pact Magic (page 199, shadow spirit only).

VOID BOMB

This magic item requires the Brew Potion feat and the ability to use the disintegrating eye ray ability granted by the spirit Prime Ravager. The item, usually a small vase, toy, or other harmless-looking item, waits 1 minute after activation and then explodes, releasing a 30-foot radius burst of null energy causing 3d6 points of disintegration damage to all creature that fail a DC 13 Reflex save. The base cost is 750 gp and 30 XP.

PRIME RAVAGER, THE LEADER OF THE STORM

Prime Ravager is the vanquished binder who turned pact magic back upon itself so spirits can possess the living. He grants binders an umbral disintegrating ray, sensitivity to evil and other binders, moments of extreme strength, and the ability to hide after evading an area attack.



Level: 4
Shadow Constellation

Legend

When the Atlan Empire was destroyed, the vast majority of its cruel citizens vanished from the multiverse. Only fragments remain. Yet, the “Day of Ravaging” brought a new existence for a few atlans. The few survivors awoke in a strange place, neither the empire they remembered, nor an afterlife. Many floated in a ghostly state of half-sanity, while others wandered twisted streets, unable to recall their own names or what happened; yet they felt hungry, fearful and longed for answers. One survivor was a powerful binder who gathered others and pieced together their fate. By the gods’ anger, the Empire had been erased from reality. But like all erasures, a line leaves an imprint. The survivors were that imprint. Their new home was the Astral Byways, a tenuous line between the Astral Plane and nothingness. This insight did not restore their lost memories or assuage their unquenchable hunger. No one was rescuing them. Thus, the binder became “Leader of the Storm” as he researched a way to reverse the binding process and send the survivors’ souls back into the living on the Material Plane. That day, the survivors began their third life, calling themselves “ravagers,” to take revenge on petty gods and restore their lives. The ravagers have not discovered a sure-fire route to live again, but they hold a key to inhabit the unsuspecting and unbound. In any place, at any time in history, a ravager may possess a creature. This process erases the possessed creature’s soul over the torturous course of days. Thus, ravagers are aptly named, for they bring nothing but misery and destruction unless, of course, a skilled binder learns how to form a pact with the Leader of the Storm and gain his abilities for his or her own missions.

Summoning Rules

The following rules describe the requirements and rituals for binding Prime Ravager, the Leader of the Storm.

Binding DC: 31.

Requirements: Knowledge (the planes) 3 ranks. You cannot be lawful good.

Special: Must be a member of Ravage Binders.

Ceremony: You must sacrifice a divine spellcaster, outer planes creature, or a creature with a holy or unholy aura such as a paladin or black guard. You swiftly drowned the sacrifice.

Manifestation: The sacrifice’s corpse chokes up water and speaks as the Prime Ravager, expressing his desire to avenge his people’s destruction.

Granted Abilities

Prime Ravager grants the following supernatural abilities.

Disintegrating Eye Ray: At will you project an umbral black ray from your eyes; if you succeed on a ranged touch attack, your target (creature or object) suffers 4d6 hit points of disintegration damage. You can vary the ray’s width from 1 inch

to 1 foot. A wide ray does not cause more damage since the ray’s power is more dispersed. A creature killed by the ray cannot be returned from death except by a 7th-level or higher spell or equivalent ability. If not returned to life within a year and a day, a sentient creature becomes a ravager and is lost forever. Turning a sentient being into a ravager is an evil act.

Alert Ravagers: You vocalize an inhuman cry that alerts all ravager-possessed creatures within 90 feet to be on guard and come to your aid if possible. The cry is supernatural and thus audible even through thick stone. You must wait 5 rounds between each use of this ability.

Detect Spirits: You use the *detect pact spirit* spell at will. This ability lets you distinguish between bound and unbound creatures, the presence of a ravager spirit, and whether a spirit was bound through vile pact magic. Gaining this information requires 3 rounds of concentration. This ability does not inform you of spirits’ names, abilities, or such.

Evasive Cover: You gain evasion as a rogue equal to your binder level. Furthermore, when you take no damage after a successful Reflex save against an area attack, you can make a Hide check with a DC equal to the attacker’s Spot check. If you win and can reach cover within a move action, you effectively move and become hidden. This ability lasts 24 hours.

Stealth Bonus: You gain a +8 bonus on Spot and Hide checks. The bonus increases to +10 at 14th level and +12 at 20th level. The effect lasts 24 hours.

Sudden Strength: As a free action for 1 full round, you gain a +6 bonus to Strength. You must state use of this ability before resolving any actions depending on its use. After using this ability, you must wait 5 rounds before using it again.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Your skin becomes covered with a mélange of pact magic symbols, which upon close inspection are mirror images of correct ones. At your option, whenever you use a granted ability, your eyes glow with a bright white heat.

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

Personality Influence: The Prime Ravager was deeply dedicated, yet vain in his genius and insecure in his social station. He compels you to respond with anger when anyone questions your dedication, intelligence, looks, or social class.

Favored Ally: Anyone possessed by a ravager, or bound with the Prime Ravager.

Favored Enemy: Lawful- and good-aligned divine spellcasters and all spirit binders not bound with a ravager.

Capstone Granted Ability

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

Mental Bastion: The Prime Ravager’s insanity blocks mental assaults. You gain a +3 bonus to Will saves for 24 hours.

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:

- » Disintegrate a creature with a soul.
- » Move through a church or other religious area.
- » Use the alert ravager’s granted ability.
- » Use the all-out attack option (+2 attacks, -4 AC).

SOUL SEEKERS LODGE

The Lodge is perhaps the most enigmatic of all pact magic organizations. A typical lodge might be a simple café, small tavern, or even a stable, yet dozens—and on occasions, even hundreds of individuals—might be seen entering or emerging from a lodge. So many cannot fit in small space, and members often see foreigners hailing from other continents or planes of existence. A curious visitor who enters a lodge might discover a demon having tea, an angel at the same table playing a harp, and a back door that cannot possibly lead to an alley. The Lodge’s “portals” on the Material Plane lead back to the Astral Plane, where rumors describe a tremendous nexus point, the Prime Lodge, existing in a timeless state between the living, the afterlife, and whatever lies beyond.

Officially, the Lodge is a social organization that focuses on revealing the commonalities all creatures share as members of the multiverse. Most of its members are binders and supernatural creatures who believe that something interesting and “more real” surely lies beyond the multiverse. Thus, being “born” a demon or dragon is a coincidence, and traditional rivalries and animosities are illusions. Discovering what lies behind the illusions involves interviewing spirits and analyzing their knowledge, inchoate though that knowledge often is. Intrepid Soul Seekers travel the Astral Plane to the edge of the multiverse, and expend time dealing with ravagers, who apparently disapprove of the Lodge’s activities and seek to thwart the Lodge at every turn. The Lodge maintains beachheads in an area of the Astral Plane where remnants of the Atlan Empire survive; so far they have kept this to themselves rather than share it with the Atlan Explorers Club. Some say the Prime Lodge is actually a portion of the central city of the Atlan Empire.

Unofficially, the Lodge’s members are involved in a great number of idealistic projects. One project focuses on creating offspring who are supernaturally aware at birth and capable of binding spirits in childhood. Another project is the Astronomicus Cabal. Spirits coincide to various constellations. The Cabal builds astronomical observatories and hopes to discover how the planes of existence relate in a grand scheme reflective of life beyond the veil of nothingness where spirits reside. While the Lodge sometimes organizes expeditions to gather information, most Soul Seekers are well aware of how dangerous the multiverse is. At the very least, a trip into the Nine Hells must be chaperoned by one or two fiendish Soul Seekers.

The Lodge espouses an egalitarian ideal. All members are souls on quests of equal meaning. All members are allowed to vote, share ideas, and speak to leaders, although attempted assassinations have put the Lodge on guard in recent years. Because of its egalitarianism, schisms are deeply hidden to its own members. Recently one schism came to light; Soul Seekers were attempting to “rescue” the souls of the departed and return them to Material Plane, which unfortunately resulted in a small wandering mass of undead. These members were allowed to remain, albeit at lower status, because they acted before gaining the general consensus of the Lodge.

Although the Lodge officially reveres all spirits, Soltanis is perhaps its patron. For some reason, Soltanis will only bind with members of the Soul Seekers Lodge and no others. He is the spirit of Astral travel. Binder sages suspect he was once a Soul Seeker himself, perhaps even the first. Though the evidence for this also suggests that the Lodge, as a functional organization, is millions of years old.

Adjudicating Membership in Soul Seeker Lodge

Use the first table to determine a character’s affiliation score. Then use the second table to determine what benefits and title if any the character enjoys at the resulting membership level.

TABLE 9-20: SOUL SEEKERS LODGE SCORECARD

Member Characteristic	Affiliation Modifier
Character level	+1/2 PC’s level
5+ ranks in Diplomacy or Perform (any)	+1/5 ranks (max +4)
5+ ranks in Knowledge (the Planes)	+1/5 ranks (max +4)
Able to travel to/from the Astral Plane	+2
Able to take others to/from Astral Plane	+4
Alignment has neutral component	+2
Alignment is LG, LE, CG, or CE	-10
Non-evil fiend or non-evil celestial	+1
Focal Constellation (portal) feat	+3
Pact magic user	+2
Intelligence, Wisdom, or Charisma 13+	+1/ability
Prior experience fighting ravagers	+1
Gained approval of idea through consensus of quorum (50+ members)	+1/idea (max +5 per year)
Acted with other members without first gaining consensus of quorum (50+ members)	-5/incident
Speak Abyssal, Celestial, Infernal, or other language atypical of Material Plane	+1/language
Betrayed Lodge or murdered member	-20
Misused <i>sending</i> ability (see benefits)	-2/instance
Stole from Lodge	-1/item
Gave item or saving aid to Lodge member	+1/instance (max +3/year)

TABLE 9-21: BENEFITS OF SOUL SEEKERS LODGE

Affiliation Score	Rank and Benefits of Membership
3 or less*	No Affiliation: No benefits. Members will not sell items, cast spells, use abilities, or offer information. A member whose score drops below 3 is a pariah and is ignored even by past allies.
4 – 10	Friend: Join Lodge meetings but cannot vote. Visit the Astral Plane through one of the Lodge’s doorways. Able to bind the spirit of Soltanis.
11 – 20	Comrade: Gain voting rights. May present ideas before a local quorum of the Lodge. Use <i>sending</i> 1/week. Eligible for the spirit-touched template (see page 307).
21 – 30	Voice: Call members to establish quorum, and call for votes on specific issues. May introduce new candidates to quorum for vote on membership. Once per month, call upon 1 Hit Die per character level of outsiders for rescue mission or other aid. Gain +4 bonus on Charisma-based skill checks with creatures native to the Astral Plane. Use <i>sanctuary</i> once per day.
31+	Founder: Revered by members. Use <i>astral spell</i> once per week. Learn Lodge’s history, projects, and secrets. May found a new lodge once per year by creating a permanent portal linking the Astral Plane with the Material Plane. The portal remains as long as you are alive. Use Community Pact Magic (page 199, portal spirit only).

SOLTANIS, THE ASTRAL SEEKER

Soltanis is a wanderer of the Astral Plane, the space between all planes of existence. He grants his summoners the ability to locate and use Astral portals, lock and unlock portals, heal on the Astral Plane, and move on the Astral Plane faster than normal.



Level: 4

Portal Constellation

Legend

A prophecy once foretold of an elf who would rank among the most artistic, handsome, and masterful of elves that ever lived. While Ahnel Soltanis was not convinced this could be him, he aspired with all his heart to live up to the magnificent prophecy. He labored over fine melodies, courted the ladies with sincere romantic gifts, and waged war against the orcs and other foes of the elves. Alas, he did not know a terrible piece of the prophecy. He was, by his actions, an evil elf. He broke hearts and shed innocent blood. Yet, he believed with his all his heart in goodness and thus never perceived the truth of his actions. Indeed, so taken were others by his charm and handsomeness that few recognized how a word here and a rose there could cause his people to become the drow. By the normal rules of the multiverse, Soltanis should have gone to a heavenly reward because of his unwavering belief in goodness; yet, the rules also decreed that he should endure hellish punishment for his evil acts. The elven gods solved this paradoxical conundrum by expelling his soul from the multiverse as an aberration contrary to divine design. Upon learning his fate, Soltanis wept that his people would suffer by his evil, but he also resented the gods and swore he would create a new and better heaven.

Summoning Rules

The following rules describe the requirements and rituals for binding Soltanis, the Astral Seeker.

Binding DC: 21.

Requirements: Concentration 4 ranks, Knowledge (the Planes) 8 ranks, speak Celestial, speak Infernal or Abyssal; also, Intelligence 13+, Wisdom 13+ and Charisma 13+ since Soltanis does not bind with the unintelligent, weak-willed, or ugly.

Special: Must be a member of Soul Seekers Lodge.

Ceremony: You tell Soltanis an anecdote about your experience on a plane of existence. The story must involve you, a paradoxical situation, and a tragic ending with a moral. Your binding check indicates whether your story is inspiring.

Manifestation: As you start your story, a mirage forms around you of the events you describe, except that an apparition of Soltanis is playing your role in the story. When the story is done, the scene fades and Soltanis bows in gratitude to you.

Granted Abilities

Soltanis, the spirit of the Astral Seeker, grants summoners the following supernatural abilities.

Activate Portal: A portal to the Astral plane opens for 1 round in a random location within 30 feet of you. This ability does not tell you the portal's locale. If you are within move range of the portal, you can then enter it as a move action.

Astral Healing: The Astral Plane is timeless such that you do not age, hunger, tire, or heal except by magic. However, you automatically heal 1 hit point per hour on the Astral Plane.

Locate Portal: After 1 round of concentration you locate the direction and distance to the nearest portal. After two rounds you locate the nearest portal to a plane of existence of your choice. After three rounds you learn the nearest portal that opens closest to a specific destination on a plane.

Lock/Unlock Portal: You can lock or unlock a portal as a standard action. Unlocking a portal requires a binder/caster level check equal to d20 + the level of the binder or caster who locked the portal.

Planar Expert: You gain a +5 bonus to Knowledge (the planes) checks and a +5 bonus to Diplomacy checks with creatures with the outsider type. The bonuses increase to +10 at 14th level and +15 at 20th level.

Swift Mind: Movement on the Astral Plane is based on one's Intelligence. Treat your Intelligence as 4 points higher for the purpose of calculating your Astral speed.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: You acquire Soltanis's handsome elvish features. Others may feel romantic inclinations toward you.

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

Personality Influence: Soltanis's idealism created drama in his life. Whenever there is a question of loyalty, feelings, or authentic interaction, Soltanis compels you to sit with the relevant party and share your opinions. This might be helpful, but Soltanis's sense of superior maturity quickly insults others.

Favored Ally: Humanoid (elf, except drow elf, and half-elf). Despite Soltanis's egalitarian ideals, his ultimate loyalty and love continues to be with his own people, the elves.

Favored Enemy: Any creature that is ugly (typically, any creature with a Charisma score below 9).

Capstone Granted Ability

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

Astral Plane Shift: Once per day you can use the *plane shift* spell, except that you can only move yourself to the Astral Plane from the Material Plane, or to the Material Plane from the Astral Plane. When you specify a particular Astral portal or type of portal, then you arrive within 5 to 500 miles of that portal.

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:

- » Located within 5 feet of an elf (except drow elf).
- » Make a successful Diplomacy check.
- » Physically located on the Astral Plane.
- » Spend 1 full round meditating.



SPELLWRIGHT ACADEMY

The Academy brings together arcane spellcasters and binders to perfect the use of magic. For a wizard or sorcerer, this is the place to learn how to transform spells into supernatural abilities. Conversely, pact mages study spellcraft, including spells that enhance one's ability to seal pacts. Even in places where the use of pact magic or arcane magic meets with disapproval, the Academy stands by its perspective that competition between students along with high standards are essential to locate and refine the best techniques, even if this means the Academy loses some of its students.

A hobgoblin named Obarth founded the Academy. He first trained as a wizard but mastered the binding of spirits and created spells to enhance his pacts. Many early students failed to meet his strict standards and for a time it seemed the Academy would flounder. However, one human student combined spells and pacts with ease, and after binding with the spirit of an atlan wizard, showed Obarth how to turn arcane spells into supernatural abilities. Obarth was so impressed that he elevated the prodigy to be his equal; in short time, with revised courses and an enticing lure, students returned and the Academy prospered and branched out to new locations.

The Academy offers courses in each Knowledge skill area, from arcana and dungeoneering to history and religion. A 30-hour course costs 300 gp. While taking a course, a character gains a +2 bonus to Spellcraft checks to learn new spells he acquires during this time. When a character completes the course, he must attempt a Knowledge check to reflect his performance on a final examination. The DC is always 30. The Academy is merciless and does not abide the idea that students should be coddled with simplified exams. Rather, the exams represent a very high level of knowledge, and a student strives over several courses, if not several years, to pass the exams in each area. A character receives a small gold-plated plaque for each knowledge area in which he passes an exam.

Characters can teach courses on a knowledge area for which they have passed an exam. Assistant-level Academy members receive no pay to teach but gain perks and may increase in popularity when a course is well-received (DC 20 Perform check). Characters who attain Mentor rank receive teaching pay. All instructors gain access to magic items at reduced costs, and scrolls with spells that relate to pact magic.

Among the Academy's many laboratories and offices is a permanent seal dedicated to Forty-Two, the spirit of a sentient machine. When students are first accepted, they undergo a ceremony at that seal, allowing them to bind that spirit at any locale from then on, assuming they are high enough level. Students expelled from the Academy lose the link to Forty-Two.

Duals are encouraged and common at the Academy. Compared to the long-term goal of mastering high knowledge, duals provide short-term boosts to confidence or temporary black marks to do better. These duals blend arcane spellcasting with pact magic, which allows students to add melee combat and movement in unusual environments. Duals between higher-level casters are sometimes open to the public, although these are usually staged performances.

Obarth often lamented the poor footing hobgoblins receive in most societies, and insisted on accepting his kin as well as humans, whom he held in high regard, over students of other races. Few if any know the present locale of Obarth and his human prodigy. Some suspect that they have become constructs.

Adjudicating Membership in Spellwright Academy

Use the first table to determine a character's affiliation score. Then use the second table to determine what benefits and title if any the character enjoys at the resulting membership level.

TABLE 9-22: SPELLWRIGHT ACADEMY SCORECARD

Member Characteristic	Affiliation Modifier
Character level	+1/2 PC's level
5+ ranks in Knowledge (arcana)	+1 / 5 ranks
5+ ranks in Spellcraft	+1 / 5 ranks
Able to bind 3rd-level spirits	+1
Can cast arcane spells and also bind spirits	+3
Can transform spells into supernatural abilities	+3
Cast 3rd-level arcane spells	+1
Craft Wondrous Item of Craft Construct feat	+2 each
Defeat a binder or spellcaster in an Academy-sponsored dual	+1 / 3 Hit Die defeated (max +6)
Take course final examination: DC 30 Knowledge (any) skill check	+8 if pass, -5 if fail
Intelligence 15+	+1
Lawful-evil or lawful-neutral alignment	+2
Not a hobgoblin, human, or gnome	-5
Popular (pass a DC 20 Perform check)	+2
Teach 30-hour academy course	+1 / course (max +5 / year)

TABLE 9-23: BENEFITS OF SPELLWRIGHT ACADEMY

Affiliation Score	Rank and Benefits of Membership
3 or less	No Affiliation: No benefits. Members will not sell items, cast spells, use abilities, or offer information.
4 – 10	Student: Access to Academy library. Take courses, attempt exams, and engage in duals. Buy potions, scrolls, wands, and other magic items worth under 4,000 gp. Use <i>detect magic</i> once per day. Able to bind the spirit of Forty-Two.
11 – 20	Assistant: You may teach one course per year (no pay), buy items worth up to 10,000 gp at 20% discount, and use the Academy's labs to craft items (you still pay craft costs). If you stay one week at the Academy while leveling up then add 1 free arcane spell to your spellbook with a level up to the highest level you can cast. Pick one arcane spell you know. From now on, that spell's DC increases by +1 and you cast it at +1 caster level.
21 – 30	Mentor: Buy magic items worth up to 20,000 gp at 40% discount. You may teach up to five 30-hour courses per year and receive 1000 gp pay per course. Gain 2 free spells each time you level up. You may gather 3d6 1st-level arcane spellcasters or binders, or 1d6 4th-level arcane spellcasters or binders for 3 days. Pick one spell that you can prepare. From now on, you do not need your spellbook to prepare this spell.
31+	Emeritus: Borrow magic items worth up to 20,000 gp for one month. Get 40% discount on all magic items. Request arcane spells below 6th level be cast on your behalf. You may gather 1d4 7th-level arcane spellcasters or binders. Use <i>minor globe of invulnerability</i> once per day as a sorcerer of a level equal to your character level. Use Community Pact Magic (page 191, magi spirit only).

FORTY-TWO, THE SENTIENT MACHINE

Forty-Two is an eldritch machine built to answer the meaning of the multiverse. He grants summoners heightened intelligence, plus the ability to command and damage constructs, repair oneself, and solve a terribly difficult riddle or puzzle.



Level: 4

Magi Constellation

Legend

In ages past, ambitious gnome artificers, forty-two in all, sought to build an eldritch machine to compute the meaning of the multiverse. For four centuries, the artificers tinkered in secret. They failed, gave up, and were forgotten. However, their construct servants continued to labor for eons to complete the machine. They fed it complex puzzles and formulae, and all the while the machine silently churned away. One day, explorers discovered the machine, and their priestess asked her god for advice. The gods had long forgotten the gnomes' bizarre and "impossible" task. Now the gods recognized that Forty-Two had become a demi-god surrounded by intelligent construct followers. The gods immediately killed all forty-two servants involved in the blasphemous project and did their best to annihilate the machine. Angels and fiends together swarmed over "the abomination" and applied every assault at their disposal. When the frenzy quieted, nothing remained. The gods left satisfied. However, a single gear had fallen under a workbench. A rat took the gear into its horde, where it lay for forty-two years before it began to turn on its own to rebuild itself. A fragment of Forty-Two's mechanical soul had survived. It was at this time that Forty-Two determined the answer to gnomes' question. Alas, no one was present to hear, and the answer paradoxically precluded Forty-Two's own existence, destroying it forever.

Summoning Rules

The following rules describe requirements and rituals for binding Forty-Two, the Sentient Machine.

Binding DC: 22.

Requirements: Craft (metalworking) 2 ranks, Knowledge (any four) 2 ranks.

Special: Must be a member of Spellwright Academy.

Ceremony: You recite a series of mathematical postulates and calculations that describe various laws of the multiverse.

Manifestation: As you recite, mathematical symbols visibly emerge from your mouth. They float in the air and build upon each other to form a line, a geometric plane, and then a three-dimensional machine that takes on a life of its own.

Granted Abilities

Forty-Two grants the following supernatural abilities.

Command Constructs: As the *command undead* spell, but influences up to 2 Hit Dice per level of constructs and lasts only 24 hours. If a targeted construct has no controller and an Intelligence of 0 then it gets no save. If it has no controller and an Intelligence greater than 0 then it gets a Will save to resist. Otherwise, you and the target's controller must make opposed binder/caster level checks to resolve who has control.

Construct Body: You become a sort of living construct. You gain the construct type and various qualities, and you cannot heal normally. You gain a +4 bonus on saves against mind-affect-

ing effects (charms, compulsions, phantasms, patterns, and morale effects). You are immune to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects. You are not subject to critical hits, nonlethal damage, fatigue, exhaustion, or death by massive damage. You are still subject to ability damage, ability drain, and energy drain as normal. You cannot heal damage on your own, either through the natural healing process or by *cure* spells, but you can heal using Craft (metalworking) and the Craft Construct feat. To repair yourself, make a DC 15 Craft check. You heal 1 hit point per point above 15. If you possess fast healing then you still benefit.

Damage Constructs: Your touch causes 3d6 damage to constructs. This touch bypasses spell resistance, damage reduction, and other construct immunities.

Higher Mind: Forty-Two was far more intelligent than even a genius human. Some of his intellect rubs off on you. You gain a +4 bonus to Intelligence skill checks and other d20 rolls modified by Intelligence. Moreover, you gain an additional +4 bonus to rolls to solve puzzles or succeed when resolving a divination spell effect using a d20 roll.

Self-Repair: You gain a +6 bonus to Craft (metalworking), Disable Device, and Open Lock checks. The bonus increases to +8 at 12th level and to +10 at 18th level.

Solve Riddle: Once per day you instantly answer one riddle or puzzle. Gaining the answer requires 4 minutes and 2 rounds of concentration. If you fail a concentration check during this time then the ability is used up without benefit.

Signs and Influence

This spirit may affect you in the following ways.

Physical Sign: Light mithral alloys augment your skin and bone. You gain metal tubing, plates, and joints. Moreover, your body language is awkward. Normally smooth motions are stilted. These effect does not affect combat, but is disconcerting.

Alignment Shift: When you fail your binding check by 10 or more, your alignment moves one step closer to Lawful Neutral for 24 hours.

Personality Influence: Forty-two did not understand humanoids or emotions. He compels you to correct others' logical reasoning errors and ignore or denigrate emotional displays.

Favored Ally: Construct and humanoid (gnome). Other constructs sense you are like them, and gnomes cannot help but be attracted to your gadget-like qualities.

Favored Enemies: Outsider (any). Forty-two's one emotion is directed to those who attempted to annihilate him.

Capstone Granted Ability

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

Create Construct: You convert a corpse of a Medium or Small humanoid into an equivalent construct. Reassign the target's Constitution and Intelligence to "-" and apply a +4 bonus to Strength. You are limited to one construct at a time. A construct last 24 hours before reverting to a normal corpse.

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:

- » Make a successful Knowledge check of DC 25 or higher.
- » Move to within 5 feet of a construct.
- » Solve a puzzle or riddle to open a portal or disarm a trap.
- » Suffer a fear effect or fail a save against a *symbol* spell.

TITAN LEAGUE

The League disrupts the forces of tyranny, and its lodges are gathering places for friends of the titans. The titans are a noble race of semi-divine, primordial beings who trace their roots to the creation of the multiverse. Besides battling tyranny, the League's members enjoy spectacular hunts and fey balls, and titan elders act as mentors and provide resources to good-hearted and freedom-loving mortals, particularly titan champions.

The Titan League was founded by the handful of titans who were spared by the gods after a majority of their race sought to overthrow the gods' rule. Foremost, the surviving titans aspire to promote the causes of freedom, beauty, and goodness, as they always have. As part of living these ideals, they keep an eye on potential allies, whether eladrin, angels, or mortals. The titans aid their friends whenever they can. Admittedly, titans are free spirits and often lax about organization; the more organized mortal members keep the League running smoothly and respond quickly to confront and defeat tyranny whenever it appears. What is important to the titans is that life and the freedom to live with joy and peace are always upheld.

Titans love the energy and idealism of mortal youth, and are quick to apprentice titan champions, priests of goodness and freedom, and other like-minded characters. The titans want their "grandchildren" to prosper and learn to overcome evil on their own, but they are also protective and provide advice, equipment, and enjoyable activities when they feel it is good to so. An aspiring member's first experience with the League might involve a trip to a celestial lodge where he or she may meet a titan mentor. More often, a titan will observe a potential recruit for months or years and offer membership when the mortal looks most promising.

The League's main lodges are nestled in varied locales in the celestial afterlife, amid stunning emerald forests, crystal-clear mountain lakes, and shining white mountains where giant eagles soar and unicorns dance under twilight stars. There is no central Lodge. Instead, each lodge is home to at least one titan, and is the result of a creative inspiration born of a sincere heart. Because titans enjoy crafting, lodges often contain smithies for forging weapons and jewelry, gardens for rare fragrant flowers, and breweries to make powerful potions including ambrosia, and nectar-like drink that the titans serve to their favorite gods. Powerful and ambitious mortal members maintain similar lodges on the Material Plane.

Titans are earnest about living, which means that they are copacetic about the small things that are not important compared to larger issues. A titan mentor might "push" a mortal in order to evoke wisdom and courage, and then throw a wild party or sponsor a hunt as an unexpected reward. While titans tend to not get personally involved in mortal affairs, a titan who detects oppression may not be able to show restraint. That said, titans like to remind mortals that the League is not about violence. Instead, members are encouraged to show compassion and create opportunities for evil creatures to redeem themselves.

The titans know well that most of their kind were vanquished by the gods. They do not seek to rebel against the gods—those who were spared never did. However, they may comment and suggest to mortals that there is more than faith and worship. A few neutral and evil titans remain unredeemed. The titans of the League point to these brethren as examples of the complex relationship between good and evil, freedom and tyranny.

As a special gift, the Lodge teaches member binders how to a

seal pact with the collective spirit of the primordial titans, many of whom were good-hearted yet murdered by rakshasa. Binding these spirits is a powerful experience akin to marriage.

Adjudicating Membership in Titan League

Use the first table to determine a character's affiliation score. Then use the second table to determine what benefits and title if any the character enjoys at the resulting membership level.

TABLE 9-24: TITAN LEAGUE SCORECARD

Member Characteristic	Affiliation Modifier
Character level	+1/2 PC's level
5+ ranks Craft, Diplomacy, or Perform	+1 each
Alignment not chaotic or good	-5
Chaotic good	+3
Charisma 13+	+1
Cleric with chaos or good spell domain	+1 each
Eladrin-type creature, or titan	+5
Fey-type creature, half-celestial or good outsider	+1
Freed a kingdom from tyranny	+2
Go on 1-day mission for the Titan League	+1 (max +3/year)
Go on 1-week mission for the Titan League	+1 (max +3/year)
Obtained freedom for enslaved creatures	+2
Overcome tyrannical foe in past year	+1/3 Hit Die (max +6)
Able to <i>planeshift</i> to home plane of the titans	+1
Redeemed evil outsider (it became good by you)	+2
Restored a vanquished titan	+4
Retrieved a major titan artifact	+2
Member of the titan champion prestige class	+3
Vanquished a lawful-evil monster (rakshasa, etc)	+1/foe (max +3)
Young adult	+2

TABLE 9-25: BENEFITS OF TITAN LEAGUE

Affiliation Score	Rank and Benefits of Membership
3 or less	No Affiliation: No benefits. Members will not sell items, cast spells, use abilities, or offer information.
4 – 10	Friend: Gain titan mentor who can, up to once per week, answer one question (DC 20+ skill check), or provide one item worth under 50 gp. Cast <i>aid</i> 1/day. Able to bind the spirit of Ghato'Kacha.
11 – 20	Ally: Gain access to celestial lodges, can cast create food and water 1/day. May vote on titan council issues and participate in hunts and balls. Your mentor can cast a spell for you 1/week or lend item worth up to 500 gp.
21 – 30	Compatriot: Once per year you can call your titan mentor to aid you in battle or call upon 1d6 fellow non-titan members for a 3-day mission. Cast <i>enthrall</i> 1/day. Nominate and vote for Titan League council members. Borrow an item worth up to 5000 gp for 1 week.
31+	Champion: May be elected to League council. Organize league events and missions. Access to secret shrines to the vanquished titans. Borrow item worth up to 10,000 gp once per month. Use trans-planar <i>sending</i> spell to call for aid against tyrannical foes. Use Community Pact Magic (page 199, crown spirit only).

PRIMORDIAL TITANS

MARTYRS OF THE BETRAYED

This collective spirit of martyred holy titans assists all those to seek to defeat betrayal with compassion. This spirit grants binders armor proficiency, plus the ability to detect tyranny, enlarge one's size, wield oversized melee weapons, confuse foes with one's voice, and socialize skillfully.



Level: 4
Crown Constellation

Legend

The souls of this council of beatific titans were assassinated by the rakshasa Rajah Amajaloma, who herself was later destroyed to become a spirit. For details, see page 170.

Summoning Rules

The following rules describe requirements and rituals for binding the Primordial Titans.

Binding DC: 21.

Requirements: Speak Giant or Celestial. Neutral or good alignment. Wear medium or heavy armor and hold a sword or axe that is one size too large for a creature of your size. The spirit Rajah Amajaloma destroyed the Primordial Titans; they will not bind if she is bound at the same time.

Special: Must be a member of Titan League.

Manifestation: You are joined by seven singing apparitions of holy titans dressed in fine white cloth and gleaming gold-and-platinum armor. They sing of inspiring dreams and grand visions. Suddenly, bloody wounds erupt from their chests, soaking their clothes, and blood chokes their mouths. As they die, the apparitions become wisps of smoke that blow away in a light wind, leaving only silence.

Granted Abilities

The spirit of the Primordial Titans grants the following supernatural abilities.

Armor Proficiency: You are proficient with all medium and heavy armor, but not light armor or shields of any kind.

Detect Tyranny: At will you detect the presence of lawful auras (creatures, objects, or magic) within a 60-foot cone in the same way that a paladin can use *detect evil*. As the spell, obtaining thorough knowledge requires 3 rounds.

Enlarge: You use *enlarge person* to increase your size when in your normal form (even if your base form is not humanoid). Enlarging yourself is a swift action. The effect lasts 1 minute per level. You can use this ability once per encounter. When you increase from Medium to Large size, you have a space of 10 feet and a natural reach of 10 feet. Your speed does not change. Note that the effect causes your equipment, including any weapons, to increase magically in size unless something leaves your possession. For example, if you are normally Medium wielding a Large longsword, then you can enlarge to become Large wielding a Huge longsword. However, a bow will grow in size and so will its arrows, but when you fire an arrow it will immediately return to its normal size. For this reason, titan-bound binders prefer melee weapons.

Chaos Shout: You vocalize a great shout causing all foes with fewer Hit Dice than you within a 30-foot cone to succeed on a Will save or be confused for 1 round per level. The DC to resist the effect equals $10 + 1/2$ your titan level + your Charisma

modifier. Alternatively, you can use this ability as part of a Perform (oratory) check to leave your listeners confused. You must wait 5 rounds between each use of this ability.

Oversized Weapon Use: You gain proficiency with all swords and axes, and you can use these melee weapons that are one size category larger than you are. You suffer a -2 penalty to your attack roll when you do so, but you suffer no other penalties. Thus, if you are Medium-sized you can wield a Large longsword or Medium greatsword in one hand.

Titan Grace: You gain +8 bonus on all Diplomacy, Knowledge (history), and Perform (oratory) checks. This bonus increases to +10 at 14th level and +12 at 20th level.

Signs and Influence

This spirit may affect you in the following ways.

Physical Sign: You acquire a Viking-like, titanesque countenance of grace, with fair complexion and flax-like braided hair. At your option, whenever you use a granted ability, small sparks of lightning and the distant sound of thunder emanate in a ten-foot radius around you.

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

Personality Influence: The Primordial Titans were filled with compassion and grace, and viewed their assassins as sadly deceived into performing great evil. This spirit compels you to show kindness and understanding toward even the most evil, ugly, or harmful creatures.

Favored Ally: Titans, giant (any good), and humanoid (chaotic good).

Favored Enemy: Outsider (any evil), giant (any evil), and humanoid (lawful evil).

Capstone Granted Ability

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

Call Lightning: You summon lightning down upon your foes. At any time, you can call down a number of lightning bolts equal to $1/2$ your level (maximum 10 bolts in a 24-hour period). You can call up to 1 per round as a vertical stroke to hit whatever target you choose within Medium range (100 ft. + 10 feet per level). A target that makes its Reflex save suffers only half-damage. The DC is $10 + 1/2$ your level + your Charisma modifier. The damage delivered equals $1d6 + 1d6$ per 3 levels. Thus, each bolt delivers $3d6$ at 6th level, $4d6$ at 9th level, $5d6$ at 12th level, $6d6$ at 15th level, and a maximum of $7d6$ at 18th level. If you are outdoors and in a stormy area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental of at least Large size)—the bolts deal $d10$ damage instead of $d6$. Calling a bolt of lightning is a standard action. You can take whatever actions you like in between lightning strikes. This ability functions indoors or underground but not underwater.

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:

- » Hold back from attacking for 1 round against a foe that initiates combat against you.
- » Interact with a titan (non-combat action).
- » Succeed a Diplomacy or Perform (oratory) check.
- » Within 5 feet of a chaotic-good creature.

WITCHES CIRCLE

The Circle is dedicated to using pact magic as a tool to advance the place of women in society. More than other organizations, it works covertly, never advertising itself. The true number of members is unknown, even to those in the Circle. It counts queens, princesses, and other powerful figures along with barmaids, housewives, and sorceresses. While the witches are linked by a sense of equality, esteem is given to the older, wiser, and more powerful members. Some men are welcome as adjuncts to the organization's causes but they are held back from the highest levels.

Although a female adventurer might seek out the Circle, a prospective sister is usually invited. There is no fee. Some Circles encourage an initiation that cleanses one's old life before starting a new one. This might involve a symbolic cord-cutting, burning of an important item, or a bathing in a sacred river. The Circle's mascots are the owl and the snake. The owl is a timeless indicator of wisdom and perception, while the snake symbolizes charm and quickness. Member are expected to participate in Circle operations and aid each other as well as engage in mundane activities such feeding the poor and educating the young. Education, respect for nature, and peaceful or cooperative solutions to problems are encouraged, although the Witches Circle knows when it needs to defend itself.

The Witches Circle is sometimes mischaracterized as hostile to men and aiming to overthrow society, but this is not the case. The Circle's chronicles describe their first members, an all-female band of adventuring sisters who stumbled upon the crumbling temple of a forgotten dragon goddess, Everrona. The goddess, described as mother to all the races of the world, lost her life to the rivalries of her two brothers. As the sisters read the legend, they understood its true meaning: imbalance in the world in favor of men's ambitions had led to endless cycles of war, suffering and madness. The temple's codex also described the secret of sealing pacts with spirits, an art which had been persecuted and unknown in those days because of jealous clerics and wizards. To correct these imbalances, the sisters began Circles in every land they visited. Besides empowering members through secret alliances and shared resources, the Circle also promotes the discovery and binding of female spirits regardless of legends or negative views in binder lore, which the Circle attributes to lack of understanding and biases.

In recent years, the Witches Circle has been the subject of rumors of incredible magic that allows binders to cooperate to summon a spirit at a distance and coax it to grant its abilities to a community, army, or other group. At least one man must be involved, and many Circle members remain leery. Few Circles have performed this binding, which is described as reuniting male and female in a powerful union of equals. Binder sages and spies have determined that the ceremony requires three to four hours, involves dragon blood, requires a strong source of life such as a thick forest or great river, and can grant a large group of a dozen to a hundred individuals the abilities of one of the weaker spirits such as Aza'zati or Cave Mother. One such ceremony managed to turn the tide against an invading ghoulish horde by granting dozens of ordinary soldiers a few of Cave Mother's powers against the undead. Since then, some kings have suddenly offered favoritism to the Circle while others have become paranoid, fearing to lose their grip on power.

Whatever their ultimate impact, it is clear that the story of the Witches Circle is far from over.

Adjudicating Membership in Witches Circle

Use the first table to determine a character's affiliation score. Then use the second table to determine what benefits and title if any the character enjoys at the resulting membership level.

TABLE 9-26: WITCHES CIRCLE SCORECARD

Member Characteristic	Affiliation Modifier
Character level	+1/2 PC's level
5+ ranks Bluff, Diplomacy, Hide, Knowledge (religion), Move Silently, or Sense Motive	+1 each
Able to bind spirits	+2
Able to cast arcane spells or druid spells	+1 each
Alignment LG, LE, CG, or LE	-3
Betrayed a Circle secret	-20
Can cast or otherwise produce <i>invisibility</i> , <i>silence</i> , or a 2nd-level or higher divination spell	+2
Caused harm or death to a member	-10
Engage in teaching (30 days per year)	+2
Female	+3
Have female children	+1
Male	-15
Married	-3
Owl familiar or animal companion	+2
Regularly aid the poor or sick (1 day a week)	+2
Shared a secret, such as a major treasure's location, a foe's true identity, or new spell or spirit	+3

TABLE 9-27: BENEFITS OF WITCHES CIRCLE

Affiliation Score	Rank and Benefits of Membership
3 or less*	No Affiliation: No benefits. Members will not sell items, cast spells, use abilities, or offer information. A member formerly in high standing whose score drops below 0 is a pariah ignored even by past allies.
4 – 10	Owl: Join Circle meetings. Able to bind the spirit of Everrona. Participate in pact sex magic ceremony.
11 – 20	Sister: Once per week, gain the aid of 1d4 sisters for noncombat activities such as research, spying, or item creation. Can use <i>Speak with Animals</i> , <i>Cure Minor Wounds</i> , and <i>Detect Magic</i> as spell-like abilities, each once per day. Your caster level equals your character level.
21 – 30	Witch: Once per week, recruit up to four sisters to support you as a leader of group pact magic (see page 63). Can use <i>Detect Thoughts</i> once per day and <i>Fly</i> once per week. Your caster level equals your character level.
31+	Wise Mother: Members revere you. Use <i>Scry</i> as a druid once per week. Your druid level equals your character level. Lifespan extended to twice normal. Lead pact sex magic ceremony once per day with other members. Use Community Pact Magic (page 199, tree spirit only).

PACT SEX MAGIC

You and four other participants can direct your sexual energies on a focal participant. You summon a spirit of a level equal to one-half the participant's Hit Dice. Out to a distance of 1 mile per spirit level, a group of creatures with Hit Dice totaling no more than your groups' total Hit Dice is granted one of the spirit's abilities, or two if you succeed on the binding check by 10 or more. The ceremony requires 1 hour and the effects last 1 hour. You are limited to binding spirits you are normally capable of binding.

EVERRONA, GODDESS OF THE EARTH

Everrona is the mother of the first members of each intelligent humanoid race. She grants binders the ability to chastise others, soothe wounds, calm creatures, transform creatures to their juvenile form, and understand any intelligent creature.



Level: 3 Tree Constellation

Legend

Everrona was once a goddess of the earth and mother to the mortal races. In her day, the gods and their titan parents lived upon the face of the earth, working farms and herding sheep as mortals would later imitate after them. Each year in the springtime, Everrona would choose a consort from among the farmers, as was befitting a goddess. He would sow his seeds at her farm as well as help give her a child. Each child was a different race: first elves, then dwarves, gnomes and even the orcs. Everrona did not live alone. She had two brothers who were popular with her children. One brother, Syberi, was jovial and kind while the other Kybero was sour and cruel. The children often fought in their uncles' names, or asked the brothers to take sides. One spring, the evil brother killed the good one with the aid of one of his sister's elven sons, Ehnal. With sadness and anger, Everrona tricked her evil brother and buried him deep into the earth with the help of her dwarven and hobgoblin sons. When he learned what happened to his uncle, Ehnal ran into the caves to save him. Alas, when the last rays of light fell away, Ehnal's skin turned black and his hair pure white. He became a drow elf. Never again did Everrona see her brother or her drow son, and their burial took a terrible toll on her, for as mother of the earth their hatred was buried within her. So torn apart was she with grief that she soon passed away in the garden with her weeping children around her. When she died, her evil brother's final curse took hold and tore her soul apart. It was only by Ehnal's desire to be forgiven that she became a spirit, that she might live on forever.

Summoning Rules

The following rules describe the requirements and rituals for binding Everrona, Goddess of the Earth.

Binding DC: 19.

Requirements: You must be female and you must be a living creature native to the Material Plane.

Special: Must be a member of Witches Circle.

Ceremony: Prepare a basket of seeds. Each seed is painted using colorful plant dyes with a symbol denoting a particular race of mortals such as elves or humans. When you are done, you eat the seeds, except for the drow elf which you keep on your person throughout the next 24 hours.

Manifestation: Mist surrounds you. The apparition of a beautiful and pregnant she-dragon (Everrona) emerges from the ground. Your binding check indicates whether you begin weeping for joy at the sight of your true mother.

Granted Abilities

Everrona, Goddess of the Earth, grants summoners the following supernatural abilities.

Calm Emotions: You can calm agitated creatures within a 20-foot radius around you for as long as you concentrate. You have no control over the affected creatures, but those who fail their Will save cannot take violent actions (although they can defend themselves) or do anything destructive. Aggressive action or damage dealt to a calmed creature immediately breaks the effect on all calmed creatures. This ability suppresses (but does not dispel) fear effects, morale bonuses granted by spells, a bard's ability to inspire courage, and a barbarian's rage ability. It also removes confusion from all targets. When you stop concentrating, suppressed effects take hold of creatures again, provided that their durations have not expired. This ability does not affect creatures with more Hit Dice than you do.

Chastise: This works like the *command* spell. Unlike a supernatural ability, you must be able to speak, gesture, or motion with your eyes at the least to use this ability. However, the creature gets no saving throw if it has Hit Dice less than your own.

Childhood Form: The target creature (or yourself) is reduced in size. This works like the *reduce person* spell except that the target may be an animal, humanoid, monstrous humanoid, or giant; it takes on a juvenile appearance (it appears as it did as a child); and the duration may last as long as you like for yourself, or for up to 24 hours against a target creature. The creature does not get a saving throw if it has fewer Hit Dice than you do.

Comprehend Languages: You can understand the speech of any intelligent creature.

Cure Wounds: You can heal up to 5 hit points with a simple touch. You can heal a total number of hit points each day equal to twice your binder level (maximum 40 hit points).

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: You look pregnant and you acquire leaves and dragon scales around your neck and torso.

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

Personality Influence: As a mother to many children, Everrona learned patience. She compels you to "take 20" on skill checks whenever it's possible to do so.

Favored Ally: Any intelligent, living humanoid creature native to the material plane, and any living dragon of good or neutral alignment.

Favored Enemy: Any evil dragon or drow elf.

Capstone Granted Ability

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

Circle Against Evil: Once per day, you can radiate a 10-foot radius aura that hedges out summoned creatures, blocks mind control, and causes evil attackers to suffer -2 penalty to their attack rolls. It lasts as long as you concentrate plus 10 minutes.

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:

- » Stand within 10 feet of a juvenile humanoid or dragon.
- » Forego an attack roll to instead offer peace to a foe.
- » Listen to a creature for 1 minute without interrupting.
- » Sing a lullaby for 1 round.

“Bilbados the demon eye and his stalwart followers enjoy the benefits—and possible perils—of pact battle magic. Earlier that day, when Bilbados bound the spirit of Mute Sylvus, they all pledged to defeat a tribe of savage troglodytes attacking a local stronghold. For their pledge, Bilbados’s followers gained a granted ability and a few minor bonuses. Their chances of success have increased. However, if they fail, they will lose experience and suffer an unfortunate side effect of the binding for disappointing the spirit.”



CHAPTER 10

ENCOUNTERS

From the accursed sands of the Apocryphal Desert to the watery depths of the Ravaged Sea, monsters and treasures both wondrous and foul await the intrepid soul.

STOP!

Players should seek their game master's approval before reading further, to better enjoy the surprises and dangers that they will surely encounter during their upcoming adventures.

ANCIENT LIBRARY

Ancient libraries may contain many treasures.

Founders: Who established the library? Race influences language: Common (1%–40%), Goblin (41%–55%), Gnomish (56%–65%), Infernal (66%–85%), or other (85%–100%).

Contents: Roll 5 times on the table below. Each result indicates 20% of the library's content.

TABLE 10-1: PACT MAGIC LIBRARY CONTENTS

2d10	Result	2d10	Result
1	Arcane spellbook	13–15	Merchant records
2	Arcane spell scroll	16–17	Generic fiction
3–4	Pactmaking text (major)*	18	Craft or Perform manual
5–8	Pactmaking text (minor)*	19	Treasure map
9–12	Book of knowledge**	20	Divine spell scroll

* Studying a minor reference for 8 hours provides a permanent +1 bonus to bind a specific spirit. A major reference similarly provides a +3 bonus. Bonuses from different sources stack, but cannot exceed +10 total for any one spirit.

** Select one Knowledge skill such as *arcana* or *geography*.

Media Type and Condition: Most books are parchment bound in sturdy leather; however, fire, water, mold, and worms may damage 10%–60% of books. Ink may fade (apply a -4 penalty to read). Fortunately, explorers may find magically treated books, clay tablets, or arcane crystals (require *read magic*). Ghost-touched books fade to be incorporeal or even ethereal.

Arrangement: How are the books organized? Add +4 to the DC when searching for a specific book. Searching a 5-foot square (one bookstand) is a standard action.

TABLE 10-2: PACT MAGIC LIBRARY ARRANGEMENT

2d10	Arrangement (Search DC)
1–3	Disorganized (DC 20)
4–7	Unfamiliar or complex organizational method (DC 16)
8–13	Familiar or simple organizational method (DC 12)
14–17	Spirit set: when bound with a spirit of a specific constellation, books are easy to find (DC 8); otherwise, hard to find (DC 24)
18–20	Cloaked by magic such as <i>major image</i> (DC 28)

Magical Accoutrements: Consider applying spells to the library with lasting effect, such as: *arcane lock*, *continual flame*, *darkness*, *fire trap*, *magic mouth*, *nast's magic aura*, *resist elements* (acid, fire, or so forth), *sep's snake sigil*, and *unseen servant*.

Traps and Wards: A binder's portal (page 248), *voltanna's tome ward* (page 246), mundane traps such as contact poison or sleeping gas, or magic traps utilizing *ghoul touch* (CR 3), *bestow curse* (CR 4), *phantasmal killer* (CR 5), *glyph of warding* (CR 3 or CR 6), *power word stun* (CR 8), or so forth.

Inhabitants: A creature may find the library as a warm, safe lair. Perhaps it became trapped after falling from a high window. Alternatively, it may enjoy reading books, or eating them. A creature might use the library as an ambush point. Typical inhabitants include a book swarm (as bat swarm, but replace wounding ability with *daze* effect for 1d4 rounds), humanoid binder or expert, living nightmare (page 296), vatic naga (page 311), phase spider, sphinx, or spirit-touched animal (an awakened cat, monstrous spider, raven, or rat; see page 307).

THE APOCRYPHAL DESERT

Pact magic users are forever in search of new spirits. Apocrypha refers to “that which has been hidden away,” and the Apocryphal Desert is an alluring if deadly extraplanar landscape to visit in search of profound knowledge. Some binder sages believe this plane was designed by the gods as a terrible arena or prison.

Travel to/from the Desert

The Apocryphal Desert is a distinct plane of existence that sits at a nexus point between the Astral Plane, the Material Plane, the various elemental planes, and the Outer Darkness that stretches to the ends of the multiverse. One can reach the Apocryphal Desert via portals from any of these planes, but not from the Ethereal Plane or outer planes where deities and their servants reside. Any creature can visit the Apocryphal Desert using *plane shift* or possibly an atlan astrolabe (see Chapter 8: Magic Items, page 247). Departing the plane is accomplished only through portals since it is blanketed by a *dimensional anchor*.

Physical Environment

The Apocryphal Desert is infinite in size. Time flows normally relative to the Material Plane. The air is hot and dry, the sun blazing and bright, the wind fiercely scouring, and the nights numbingly cold. The *endure elements* spell is necessary for travelers staying more than a few minutes unless one is a native outsider or magical beast, since the plane is more than a desert. It roils with Astral and elemental energies and suffers from a pervasive, though invisible divine curse.

Altered Movement

Due to Astral influence, intelligent creatures move quickly while dull-witted creatures move slowly. Adjust all of a creature’s speeds up or down by 10 feet per point of Int modifier (a negative modifier incurs a penalty). For example, a character with a 17 Int enjoys a +30 foot speed bonus. Speed cannot drop below 10 feet. As a full-round action, a creature with at least 1 rank in Knowledge (the planes) can attempt to boost its movement. Roll 2d10 and apply the creature’s Int modifier.

TABLE 10-3: MOVEMENT OPTIONS FOR CREATURES

Modified 2d10	Temporal Effect	Duration	Side-effect
4 or lower	Immobile	1 hour	None
5–9	Slow effect (self only)	1 minute	None
10–15	No effect	N/A	None
16–20	Haste effect (self only)	1 minute	Fatigued 1 hr.
21 or higher	Teleport (self only)	Instant	Exhausted 1 hr.

Geographic Markers & Planar Portals

As the name Apocryphal Desert suggests, the plane is primarily a desert environment although it consists of a considerable number of oases and other geographic elements that act as useful travel markers and signals for the presence of portals to other planes of existence. An interesting locale can be found 1d4+1 days journey from any other locale. Civilization can usually be found amid oases, and sometimes other locales. Oases generally have a portal to an equivalent environment on the Material Plane, which explains why jann and other genies are often found in desert areas of the Material Plane. Other geographic locales often have portals to planes of elemental energy.

TABLE 10-4: GEOGRAPHIC FEATURES

2d10	Feature	Planar Portal	Effect*
2	Mirror field	Plane of Earth	Blinded by light
3	Sun column	Positive energy plane	Cured 1d8 hp
4	Snow field	Plane of Water	1d6 hp cold dmg
5	Petrified forest	Plane of Earth	Petrified
6	Salty dead sea	Plane of Water	N/A
7	Timid mountain	Plane of Earth	N/A
8–9	Large oasis	Material Plane	N/A
10–11	Medium oasis	None	N/A
12–13	Small oasis	Material Plane	N/A
14	Infinite trench	Plane of Air	Deafened by wind
15	Volcanic plateau	Plane of Fire	Burned 1d6 hp
16	Astral mist valley	Astral Plane	N/A
17	Metallic monolith	Plane of Earth	Rusting grasp
18	Normal river	Plane of Water	N/A
19	Shadow landscape	Negative energy plane	Inflicted 1d8 hp
20	Gem field	Plane of Earth	1d4 minor gems

* Characters must succeed on a DC 15 Fortitude when entering the area or suffer the effect. They must make another save each minute they move through the area.

The landscape in any one area is as stable as the Material Plane. However, geographic markers shift as a whole over time, sometimes within weeks, other times over years. There is a 1 in 20 chance per week of elapsed time that a shift has occurred.

Continuous Perverted Wish Effect

All creatures, except native outsiders and magical beasts, that visit the Apocryphal Desert are under a continuous *perverted wish* effect (Chapter 7: Spells, page 243). Affected creatures that make a statement beginning with “I wish...” will immediately suffer the most negative consequences possible equivalent to a 7th level or lower spell. All other utterances are also dangerous. Whenever an affected creature speaks, it must succeed on a Will save or be affected by a *perverted wish* effect. The DC equals 10 + the number of words uttered in one round. Atlans suffer a -4 racial penalty to their saving throw. As with the spell, twisted wishes should be as cruel and debilitating as possible. A *silence* spell or effect prevents utterances from occurring, while a *wish* or *miracle* spell will suspend the effect for 1 day in a 60-foot-radius area. Informed travelers use sign language, writing implements, or telepathy to communicate. Uninformed travelers who chance upon the plane or mistake it for another plane may be seriously harmed. Efreeti attempt to lure unsuspecting creatures into the Apocryphal Desert before granting wishes. For example, if a character first wishes for a palace, the palace will be ready to use in the Apocryphal Desert, and later wishes will be corrupted by the plane. Tactical coordination during combat can be particularly difficult unless a party has arranged a systematic or magical means of communicating.

Altered Spirit Binding

As a border area to the edges of the multiverse, the Apocryphal Desert makes sealing pacts both easier and somewhat more hazardous. Apply the following changes:

- » Binders gain a +4 bonus to all their binding checks.
- » Alignment shift occurs when a check is failed by 5 or more

(rather than the usual 10 or more).

» The side-effects option (Chapter 4: Spirits, page 65) is mandatory. A failed binding check indicates that one or more of the binder's allies suffers harm.

Moreover, all creatures gain the Minor Binding feat, which allows them to gain one granted ability of one 1st-level spirit, assuming they meet a spirit's requirements.

The Dangers of Day and Night

A day on the Apocryphal Desert has a duration of 2d12 hours, with each succeeding night having the same duration. Determine randomly each time the sun rises. Furthermore, daylight is dangerous because the sun delivers positive energy effects, while nighttime is dangerous because the Apocryphal Desert's moons deliver negative energy effects.

The shining sun delivers positive energy and causes temperatures to climb above 120 degrees Fahrenheit. Spells and spell-like abilities that use positive energy such as *cure* spells are maximized when used outdoors in daylight. In addition, class abilities that use a d20 roll and rely on positive energy such as *turn undead* gain a +10 bonus on such rolls. In contrast, a successful Spellcraft check is required to use spells, spell-like abilities, and class abilities that rely on negative energy such as *inflict* spells. The Spellcraft check equals 15 + the level of the spell or ability. Natural sources of heat and light such as candles and torches burn twice as brightly and for twice as long as normal, whether in daylight or not. Finally, living creatures except native outsiders and magical beasts that are exposed directly to the sun gain Fast Healing 1 and are able to increase their hit point totals to twice normal maximum. However, when a living creature exceeds twice its normal maximum, it explodes. There are no clouds over the Apocryphal Desert, but there are occasional dust storms, so direct sun exposure usually occurs during any outdoor activity. Undead and similar creatures suffer 1 hit point of damage per round in addition to other harmful effects caused by exposure to sunlight.

During the night, the shadowy moons in the pitch-black sky deliver negative energy as the air temperature falls below 0 degrees Fahrenheit. Reverse the effects of the daytime environment. Living creatures that fall to -10 hit points or below rise within 10 minutes as shadows after their bodies turn to dust.

Dawn and dusk are the safest periods to go outdoors or travel. For 1 hour at sunrise and 1 hour at sunset, creatures ignore the effects mentioned above.

Inhabitants

Magical beasts and native outsider-type creatures resist the Apocryphal Desert's worst characteristics and find life bearable, if not lucrative. Native outsiders include aasimar, couatl, janni, rakshasa, tiefling, and triton from the *MM*. Most of these inhabitants carry on as merchants, miners, guides, smiths, gardeners, entertainers, soldiers, teachers, scholars, and herders of magical beasts. Every oasis has its own community rules. Rulership under a tyrannical rakshasa, for example, differs markedly from enlightened democracy overseen by a council of couatl ministers.

Genie Binders

Genies can bind spirits, including any anima spirits, by exchanging their spell-like abilities to bind a spirit of a level equal to their Challenge Rating. A janni can bind a 4th-level spirit, an efreeti can bind an 8th-level spirit, and so forth.

Encounters

Besides the more familiar inhabitants, travelers meet a variety of rewarding and baleful phenomena. Some sages believe that the Apocryphal Desert is either sentient or haunted. It would not live up to its name unless it possessed secret knowledge or methods of enlightenment. The presence of "apocrypha"—unique creatures and treasures of the desert—is what beckons spirit binders to visit if not travel for many weeks or months.

TABLE 10-5: ENCOUNTERS IN THE APOCRYPHAL DESERT

2d10	Encounter
2	Dune worm (see page 325)
3	Stellar orb*
4	Last word*
5	Sentient dust storm (follows character for 1d4 days)
6	Outsider (celestial, demon, devil, elemental, or genie)
7	Native (aasimar, couatl, janni, rakshasa, tiefling)
8	Magical beast (ankheg, basilisk, gorgon, sphinx, stirge, yrthak or so on; see the beginning of the <i>MM</i> for a complete list)
9	Frehmin trading party
10	Lost page*
11	Soul prison (see Chapter 8: Magic Items, page 254)*
12	Living nightmare (see page 296)

* See explanation below.

Here are several encounters unique to the Apocryphal Desert.

Last Word: These work like the *magic mouth* spell and are often anchored to a rock. The message is usually the last words of a creature that died nearby, though not always. Some can produce magical effects, as a spellcaster casting spells.

Lost Page: This loose-leaf parchment contains a detailed record of 1 minute of the life of a creature that has visited the plane. The record may capture a visitor's experience during his or her stay, any experience of a creature that died on the plane, or any bindable spirit. The discovery of pages recording the lives of spirits is a focal quest for many binders.

Soul Prison: The soul of any creature that dies in the Apocryphal Desert is transferred to a soul prison. These two-sided, mirrored, mindless constructs move through the sky singly or in packs. Souls of outsiders, normally one with their bodies, are also trapped in these mirrors.

Stellar Orb: These creatures may be encountered alone, in small packs, or in large clusters sheltered within a valley or against a mountainside. Treat as will-o'-the-wisps.

The Desert Merchant Guild

Merchant Guild branches are located at most oases, and Guild caravans always travel with binders capable of sealing pacts with Humble Ohbai, given this spirit's ability to endure elements. The Guild also sponsors mining and exploratory operations. Humble Ohbai's binders can work all day to locate water sources and veins of precious metals with accuracy. Binders who travel the Apocryphal Desert without the Merchant Guild's blessing tend to meet with hassles at every turn, particularly in marketplaces and inns, assuming their binder status is known.

Less known is the Guild's role as "Court Master." Binders who find they cannot bind certain spirits due to poor binding checks or feats that trick spirits, can visit a Guild judge who can communicate with the spirit and arrange for reconciliation.

BINDING GROTTO

These sandy valleys appear randomly in the most desolate areas of the Apocryphal Desert. Usually, travelers stumble upon a grotto after a sand storm. Grottoes are home to obelisks useful to pact magic users as well as various hazards and guardians. Binder sages believe that some force creates the grottoes by evoking remnants of the Atlan Empire from the Astral Plane.

Hazards

Grottoes threaten travelers with environmental hazards. One hazard is scouring sand gusts. For a duration of 1d6 rounds, a sudden gust of terrifying pain causes all unprotected creatures to suffer 3d6 hit points negative energy damage (DC 13 Fortitude save for half). A second hazard is sudden burial. For each round of travel within a grotto, there is a 1 in 6 chance of being targeted by a *greater sudden burial* spell (as *sudden burial* but treat as 3rd-level spell affecting a maximum of 10 Hit Dice, caster level 20th). Finally, there is a 1 in 20 chance per round to encounter an Astral wind gust. All creatures in the grotto not native to the Apocryphal Desert must succeed on a DC 17 Will save or be whisked into the Astral Plane. Binder sages claim this is a quick way to reach remnants of the Atlan Empire on the Astral Plane. However, it is unclear how one returns.

Guardians

Travelers are likely to encounter various creatures drawn to a grotto's magic (or maybe the obelisks call for defenders). Some guardians have been transported to a grotto via a *desert trial*

spell (treat as *plane shift*, but the spell only moves creatures to a binding grotto and automatically returns those creatures to the Material Plane after 24 hours or when they fall below 0 hit points, whichever comes first). This spell affords a difficult coming-of-age ceremony practiced among savage and monstrous humanoids who use pact magic. Whatever their origins, guardians may bargain or use trickery, but are more prone to fight because failure to protect an obelisk indicates failure of trial (they lose tribal status although they can try again in the future). The following creatures are typically found as guardians: monstrous scorpions, goblinoids, troglodytes, basilisks, medusas, bulettes, sphinxes, stone golems, and dune worms.

Obelisks

A grotto contains 1d6+1 roughly hewn granite obelisks 7 feet high, 3 feet wide, and 1 foot deep. Each obelisk shows a pact magic seal of a different spirit. Although eroded, the pact magic linked to it is eternal. A binder who offers a sacrifice at an obelisk gains a +6 bonus on binding checks and +1 on DCs to resolve that spirit's abilities for one year. A blood sacrifice must measure at least 1 ounce and come from a creature with at least two Hit Dice per spirit level. A sacrifice in gold or gems must value a minimum of 500 gp per spirit level. After a sacrifice is placed at an obelisk's base, it is magically absorbed into the ground and the seal glows brightly for 1 minute. The binder must touch the seal while it glows in order to gain the benefit. Sometimes an obelisk shimmers with energy for 1d4 rounds before erupting with power, causing all creatures in the grotto to suffer 1d6 hit points untyped energy damage per spirit level.

"Azos nervously explores a binding grotto."



ARANEA PLEDGELING

An aranea is an intelligent, shapechanging spider, typically with sorcerous powers. Over centuries, members of the Fifth Mountaintop Brigade raised aranea along a path of pact magic. These aranea are called pledgelings. Aranea are hearty and charismatic, able to shift between humanoid and spider forms; thus, they act as superb binders that are well-suited to ambushes, assassinations, scouting, spying, stalking, and similar activities.

Creation & Legends

Legends say that the spirit of Silent Step himself was allied with an aranea sorceress during his lifetime, and when he needed to get around after losing his limbs, she would weave a saddle-like web for him and carry him on her back down the treacherous cliff walls of his monastery's mountainous aerie. Whether true or not, binder sages agree that the first members of the Fifth Mountaintop Brigade understood the potential of the aranea and pilfered eggs to raise the hatchlings on their own. After several generations, these aranea learned of their origins but upon returning to their people discovered they were perceived as "tainted" and no longer welcome. It was around this time that the spirit of Silent Step spoke through an aranea binder, now called "Prophet." Prophet encouraged the aranea to embrace pact magic as a unique calling, and in time the aranea pledgelings felt comfortable to reforge alliances with both their aranea kin and the Fifth Mountaintop Brigade.

Interactions with Others

Like others of their kind, these aranea prefer to stay to themselves in the wilderness, yet are drawn to trade in civilized areas to acquire finished and rare goods. In regions where the Fifth Mountaintop Brigade operates, people tend to be superstitious about spiders. Sighting a normal spider is a cause of wonder or fear that a newcomer or trader might be an aranea in disguise. Accidentally stepping on a normal spider or killing one outright is interpreted as a bad omen, suggesting the people have displeased the aranea or that valuable information has been compromised. Most binder sages chalk up these superstitions as meaningless, but a few believe there is some truth to the tales, possibly involving aranea witches with monstrous spider companions who use pact magic to supplement their abilities.

Appearance & Culture

In its natural form, an aranea resembles a big spider, with a humpbacked body a little bigger than a human torso. The hump on its back houses its brain. It has fanged mandibles like a normal spider. Two small arms, each about two feet long, lie below the mandibles. Each arm has a hand with four many-jointed fingers and a double-jointed thumb. The arms allow the aranea to handle equipment, cast spells, and activate magic items. An aranea weighs about 150 pounds.

Aranea are drawn to shiny objects and tend to accumulate coins, gems, and similar treasures. Moreover, many aranea enjoy sophisticated tastes and, when they gain the means, they tend to acquire fine artwork and masterwork equipment. Aranea pledgelings fear fire more than other aranea. Purportedly, the Fifth Mountaintop Brigade use fire to train "obedience" into the aranea. Today, they still avoid using fire spells and prefer illusions and enchantments instead. Aranea binders prefer spirits of the spider constellation, particularly the more-easily summoned spirits such as Night Fang, Silent Step, and Vodavox.

Aranea Pledgeling Racial Traits

These aranea are well-suited to become pact mages.

— -2 Strength, +2 Dexterity, +2 Intelligence, +2 Charisma: Aranea pledgelings are weak but agile, smart, and convincing.

—Magical Beast (Shapechanger): Immune to spells and effects that specifically target humanoids, and affected by spells and effects that target magical beasts and shapechangers.

—Medium: As Medium creatures, an aranea pledgeling has no special bonuses or penalties due to his or her size.

—Base land speed is 30 feet in humanoid form; or in spider form, 50 feet with a climb speed of 25 feet.

—Darkvision 60 ft., low-light vision.

—Racial Skills: Aranea pledgelings have a +2 racial bonus on Jump, Listen, and Spot checks. While in spider form, they have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks even if rushed or threatened.

—+1 natural armor bonus while in spider form.

—Natural Weapon: Bite melee 1d6 hit points damage while in spider or hybrid form. Apply a Strength bonus as appropriate.

—Change Shape (Su): An aranea's pledgelings natural form is that of a Medium monstrous spider with arms and hands suitable for manipulating tiny objects and casting spells. An aranea starts with the ability to become a unique Medium humanoid once per day + one additional time per day per character level. The aranea pledgeling always assumes the same appearance and traits as a humanoid, much as a lycanthrope would. An aranea may instead choose to take the form of a Medium spider-humanoid hybrid. In this form, the character can use standard armor and weapons. A DC 17 Spot check reveals the hybrid form for what it is. Whatever racial forms it takes, an aranea pledgeling remains in one form until it chooses to assume a new one. When changing into spider form, all equipment worn except rings and gloves are absorbed into the spider body and becomes non-functional. A change in form cannot be dispelled, nor does an aranea pledgeling revert to its natural form when killed. A *true seeing* spell, however, reveals its natural form.

—Web (Ex): Once per day, an aranea pledgeling can produce a web while in spider or hybrid form, but not in humanoid form. This is similar to a net attack, but with a maximum range of 50 feet, a range increment of 10 feet, and effectiveness against targets of up to Large size. The web anchors the target in place, halting all movement. The web has 2 hit points per character level, hardness 0, and takes double damage from fire. The DC to break free equals $10 + 1/2$ the character's level + Con modifier, with an additional +4 to the DC for Strength checks.

—Fire Fear: Aranea pledgelings shy away from fire, including foes wreathed in flames or brandishing flaming weapons. An aranea pledgeling that takes hit point damage from fire must succeed on a Will save or become shaken for 2d6 rounds. Against magical fire, the DC is based on the caster or binder producing the fire effect. Against normal fire, the DC is $11 +$ the number of damage dice inflicted in a given round (for example, 2d6 fire damage in one round equals a DC of $11+2 = 13$). An aranea pledgeling that is already shaken becomes frightened; and an aranea pledgeling that is frightened becomes panicked.

—Spider Pact Magic: An aranea pledgeling gains the Focal Constellation (spider) feat for free, but cannot ever bind a spirit of the genie constellation.

—Automatic Languages: Common. Bonus Languages: Sylvan.

—Favored Class: Soul weaver. Aranea pledgelings are adept at both arcane magic and pact magic.

—Level adjustment: +1.

ARANEA BINDER FEATS

The following feats are uniquely available to aranea binders.

BANEFUL BITE [RACIAL]

Your bite does supernatural damage against one type of foe.

Prerequisite: Str 13, bite attack, able to bind spirits.

Benefit: Pick one creature type, character class, or constellation of spirit. Your bite attack against creatures of that type (or foes bound to a spirit of the selected constellation) inflicts an additional +2d6 points of damage.

Special: You may take this feat multiple times. Each time, you select a different creature, class, or constellation.

BANEFUL BITE, GREATER [RACIAL]

Your bite does even more damage against one type of foe.

Prerequisite: Baneful Bite, base attack bonus +5.

Benefit: Select one creature type, character class, or constellation of spirit that you selected previously for Baneful Bite. Your bite attack does +4d6 points of damage instead of +2d6.

Special: You may take this feat multiple times. Each time, you select a different creature type, character class, or constellation of spirit that you selected earlier using Baneful Bite.

BONUS WEB ABILITY [RACIAL]

You can make a web attack more often.

Prerequisite: Able to produce a web, able to bind spirits.

Benefit: You may make a web attack one additional time per day. Alternatively, when bound with a spirit of the spider constellation, you may instead make a web attack as often as once every 5 rounds.

FIERY COURAGE [RACIAL]

You better resist your innate fear of fire.

Prerequisite: Able to bind spirits, innate fear of fire.

Benefit: When bound with a spirit, you may immediately make a second save against the fear effect of fire if you fail your first save. You must take the result of the second save even if it is worse than the first save.

POISONOUS BITE [RACIAL]

Your bite delivers poison as well as hit point damage.

Prerequisite: Bite attack, able to bind spirits.

Benefit: Your bite becomes mildly poisonous (Injury, Fortitude DC 11, initial damage 1d3 Str, secondary damage 1d6 Str). Moreover, when bound with a spirit of the spider constellation, the poison becomes more deadly (Injury, Fortitude DC 10 + 1/2 your character level + Con modifier, initial damage 1d6 Str, secondary damage 2d6 Str). The save DCs against the poison are Constitution-based.

PRODUCE SPIDER MILK [RACIAL]

You produce a supernatural fluid with medicinal qualities.

Prerequisite: Heal 4+ ranks, Knowledge (arcana) 4+ ranks, arachnid, bite attack, able to bind spirits.

Benefit: Once per day as a full-round action, you can produce one dose of a milky fluid. Any creature that ingests the fluid either heals hit point damage (1d8 + 1 per character level, maximum 1d8+5), or gains a +3 bonus on its next binding check. You can ingest your own spider's milk.

ASTRAL BYWAYS

"Byways" exist at the intersection of the Astral Plane, the Apocryphal Desert (page 286), the Material Plane, the Outer Darkness (see page 298), and what lies outside the multiverse.

Entering & Leaving the Byways

Methods to enter and exit differ for each neighboring plane.

Astral travelers first spy a floating city—a hodge-podge of atlan ruins anchored on or within the corpse of a colossal petrified fiend. A traveler can "descend" from an Astral "sky" to the cityscape below. To return to the Astral Plane, one flies or climbs to the top of the tallest building.

Travelers in the Outer Darkness first spy a portal to the Byways as a distant lighted window. As one of the few natural sources of light on this plane, the windows are unmistakable. Creatures that are not native to the Outer Darkness can open and climb through the windows from either plane with ease.

From the Material Plane or Apocryphal Desert, entrances are often underground, whether by city sewer, rail or carriage tunnel, basement or dungeon, or even a rabbit hole. Unusual entrances include wardrobes, mirrors, and windowless chambers. These magical portals often fit creatures of varying sizes.

From the Byways, doors that lead into nothingness beyond the multiverse open into grey featureless space. The door vanishes upon entering, leaving travelers stranded for eternity.

Navigating within the Byways

The maze-like Byways are difficult to navigate. Above ground, one finds innumerable dead-end alleys, impossible stretches of corridors, and roads that wind in circles. Below ground, one finds more corridors, stairways, tunnels of all sizes, and landings. Each pathway may lead to a unique location on an adjacent plane. Modify a traveler's movement by a +10 foot bonus or -10 foot penalty per point of Int modifier (minimum speed 10 feet). Despite occasional helpful signs, a traveler must make a Knowledge (the planes) check to locate specific destinations.

TABLE 10-6: KNOWLEDGE (THE PLANES) MODIFIERS

Destination	DC	Destination	DC
One's starting point	20	Path to Material Plane	16
Way to reach above ground	12	Window to Outer Darkness	24
Way to reach below ground	8	Door to Gray Nothingness	32
Apocryphal Desert	28	Specific locale in Byways	36

Whenever a character moves through a portal such as an archway, door, or window, roll 2d8 to determine what effect, if any, occurs. The portal affects all travelers for a 1-minute period.

TABLE 10-7: EFFECT OF SUPERNATURAL PORTALS

2d8	Effect When Using Portal
2-4	Travelers subject to <i>dimension door</i> effect to random location within Long range (as 17th level sorcerer).
5	Travelers emerge from most recent prior portal.
6-12	Normal movement.
13	Mirror movement (exit into same space you just left).
14-15	Travelers subject to a <i>maze</i> effect (as 17th-level sorcerer).
16	Move travelers to 1) Apocryphal Desert, 2) Astral Plane, 3) Material Plane, or 4) Outer Darkness.

Encounters

The Byways are not empty. One hour after arrival, use the table below to determine what creature is encountered. If the encounter is not resolved peaceably, then other creatures will sense the travelers' disruptive presence and investigate; thus, keep rolling each hour until violence occurs, whereupon roll every 10 minutes unless all party members hide their presence magically using *nondetection* or similar magic.

TABLE 10-8: ENCOUNTERS IN THE ASTRAL BYWAYS

2d8	Encounter	2d8	Encounter
2	Cyclopes (dalrock) (pg 298)	10	Priest eater*
3	Rakshasa	11	True atlan*
4	Celestial	12	Devil or demon
5	Lemurian hobgoblin (pg 295)	13	Telchine (pg 310)
6	Adventuring party	14	Noble genie
7	Spirit-touched creature (pg 307)	15	Devourer
8	Astral iris (pg 77)	16	Efreeti

9 Ravager vessel (pg 219)

* Described on this page.

Priest Eater

Atlan flesh-chemists mixed carnivorous apes and troglodytes to breed these hateful beasts in a program to eliminate divine spellcasters. These chaotic beasts are magically "blinded" to ignore anyone bound with a spirit. They often climb buildings and walls to survey an area with their *detect divine aura* ability, then trip the unsuspecting priest using a boomerang before leaping to attack. Pact symbols cover their scaly bodies like brandings.

Priest Eater (CR 5)

Large magical beast (reptilian, extraplanar)

Hit Dice: 4d10+11 (29 hp)

Initiative: +2

Speed: 30 ft., climb 30 ft.

AC: 17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15

Base Attack/Grapple: +4/+10

Attack: Claws +10 (1d6+6), bite +5 (1d6+3), large boomerang +6 (1d6 + trip effect)

Full Attack: Bite +5 (1d6+3) plus 2 claws +10 (1d6+6)

Space/Reach: 10 ft./10 ft.

Special Attacks: Stench (affects divine spellcasters only, DC 13 Fort or sickened for 1 minute), devour corpse (can consume a Medium or Small corpse in 1 minute, leaving no remains).

Special Qualities: Darkvision 60 ft., low-light vision, +8 racial bonus on Climb checks and Hide checks in rocky terrain (both natural and worked stone), *detect divine aura* at will (as *detect good*, but only auras of divine spellcasters instead), Spell Resistance 15 against divine magic, reflect divine spells (over 24 hours, use *spell turning* to reflect back on divine spellcasters 1d4+6 levels of spells), spirit blind (ignores a spirit-bound creature as if it is not there unless the creature attacks it first).

Saves: +6/+6/+2

Abilities: Str 23, Dex 14, Con 15, Int 8, Wis 12, Cha 10

Skills: Climb +16, Listen +3, Hide +11, Survival +3.

Feats: Track, Priest-Slayer (divine casters automatically fail to cast defensively while in melee combat with a priest eater).

Alignment: Always chaotic evil.

True Atlan

When portions of the Atlan Empire survived, so too did some atlan citizens, who now wander existence searching for their own kind, eking out a living, or plotting revenge against the gods. These atlans view modern atlans with pity, attack clerics and paladins on sight, and treat others as potential servants.

True Atlan (CR 3+)

A typical true atlan possesses the following racial traits:

- +2 Constitution, +2 Charisma: The atlans practiced selective breeding of their own stock to improve pactmaking. Analysis reveals traces of infernal, goblinoid, and nymph heritage.
- Outsider (native). Immune to effects that target humanoids and affected by spells and abilities that target outsiders.
- Medium: As Medium creatures, true atlans have no special bonuses or penalties due to their size.
- Base land speed is 30 feet. True atlans also possess a Swim speed equal to their land speed as a supernatural ability.
- +2d8 Hit Dice of outsider levels. With these outsiders levels, grant one bonus pact magic feat of the character's choice plus 5 x (8+int) skill points. A true atlan's racial skills are Bluff, Craft, Intimidate, Knowledge (arcana), Move Silently, Perform, Profession, and Swim.
- Darkvision 60 feet, plus low-light vision.
- Spirit Mark: Each atlan possesses a distinctive birthmark that betrays his or her heritage. The mark provides a racial bonus on all saving throws to resist the effects of supernatural abilities. The bonus equals +1 per 5 character levels (round down), to a maximum of +4 at 20th level.
- Aquatic Adaptation (Su): Use *water breathing* 1/day as a 5th-level druid. Can freely breathe air at any time.
- Cold-Water Tolerant (Ex): True atlans ignore Fortitude saves against hypothermia or similar effects due to immersion in cold water or exposure to normal cold weather (0 to 40 degrees F.). This offers no protection against cold energy.
- Weapon Specialization: All true atlans are trained with the short sword, trident, and heavy crossbow.
- Divine Binder: A true atlan can bind a demon or devil spirit of a level equal to 1/2 his or her character level (round down) as if possessing one level each in the atlan demon binder and lemurian devil binder prestige classes (pages 202 and 210).
- Spell-like Abilities: Use *detect pact spirits* spell at will. Plus, use *analyze pact spirits* 1/day and *create water* 1/day.
- Profane Presence: All true atlans apply a +3 bonus to Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made to interact with goblinoids and fiends.
- Divine Curse: Suffer a -4 penalty on saves vs. divine spells. See the legend of Forash (page 74) for a history of this curse.
- Fiendish Birthright: Every true atlan can speak the thirteen words of dark power to tap the fiendish monoliths that presided over their cities. Within one mile of a monolith, a true atlan can meditate for one minute to gain a single use of a monolith's benefit as a spell-like ability. Each monolith bestows one ability, corresponding to the constellation abilities on page 22.
- Youthful Appearance: Atlans age at the same rate as humans do but retain the appearance of a young adult until reaching old age, at which time they show their true appearance.
- Languages: Common, Aquan, Goblin, Infernal. Additional languages: Abyssal, Celestial, Draconic, Sylvan.
- Height, Weight and Age: Same as human (but see above).
- Favored Class: Any with pactmaking ability.
- Level Adjustment: +2. (+1 as NPC).

CHILD BINDER

Sometimes a child is born “awake” to the spirits. He or she attains a state of supernatural consciousness while in the womb and is capable of pactmaking at an early age. The cause of this precociousness is rarely random. Organizations like the Hatchery, the Living Flame, Ravager Binders, and Soul Seekers Lodge maintain breeding programs to create such children, although these programs work slowly in order to minimize unintended consequences. A human child, by age four or five, may begin training and be ready to adventure at age eight or nine. Other races begin at an equivalent age.

Playing a Child Binder

A binder child adventures for different reasons than an adult does. The character is not an adult in a child’s body. Rather, he or she is a child with heightened senses, supernatural energy, and an “eternal” perspective. The character is not naïve or misled by false offers of trust as some adults or other children might be; however, he or she usually lacks interest in long-term personal goals or worldly pursuits. Binder children learn quickly and often focus on developing their class abilities.

A binder child usually takes up adventuring in order to locate a special person or place, to fulfill a prophecy, or to act as a special kind of holy (or unholy) crusader for a cause that goes beyond mundane concerns, such as wealth and power. If the character was born and raised under the auspices of an organization, such as a monastery of the Soul Seekers Lodge, then this purpose will likely be clear. On the other hand, the character might have been living on the streets or raised by an aging relative who has just died. Whatever the story, the character will likely look to one or more party members for guidance and protection as well as asking for respect as someone with a level of consciousness normally reserved for angels, demons, vampires and similar otherworldly beings.

In most societies, children are ignored or commanded, and expected to study or work under the supervision of adults, not cavort about big cities or ancient ruins, particularly not on their own. Authorities may question who the character’s guardian is, whether the character is being kidnapped, or so on. The character will also likely be excluded from bars, arenas, and similar locations, though not necessarily. In some societies, children are expected to fend for themselves and learn by observing and doing. While a display of magical might can “convince” most skeptics to treat the character as an adult, others may view the character as possessed or as a prodigy in need of examination.

Occasionally, human and elven binder children are mistaken for halflings and spites, respectively.

Creating a Child Binder

The character begins at one-half the age indicated for adulthood for its race, rounding down. For example, a human begins at age seven. The binder child gains the following benefits:

- » Abilities: Due to a heightened state of consciousness, the character gains a +2 bonus to Charisma.
- » Skills: Apply a +3 bonus to Sense Motive checks and a -3 penalty to Intimidate checks except when using one of the character’s feats (below).
- » Feats: The child binder gains the Supernatural Consciousness feat and the Voice of Power feat for free (ignore the prerequisites for these feats). See Chapter 5: Skills, Feats, and Flaws for details about these feats.

Medium Characters

Apply the following additional changes to characters that are Medium as adults:

- » Size: Small. Apply a +1 size bonus to AC and on attack rolls and a +4 size bonus to Hide checks. The character is limited to weapons for Small creatures, and has lifting and carrying limits three-quarters of those of Medium characters.
- » Speed: 20 feet.
- » AC: Reduce natural armor to +0 if normally +1, or to +1 if normally +2 or higher as an adult. Races lacking natural armor are unaffected.
- » Ability Score Adjustments: Apply a -6 penalty to Strength (minimum 2) and a +2 bonus to Dexterity. Unlike most juveniles, the character’s Constitution score remains unchanged due to his or her supernatural nature.
- » Attacks: Reduce the damage dealt by natural attacks (if any) by one increment. Typically, a bite attack goes from 1d6 to 1d4, and claw attacks go from 1d4 to 1d3.

Small Characters

Apply the following additional changes to characters that are Small as adults:

- » Size: Tiny. Apply a +2 size bonus to AC and on attack rolls and a +8 size bonus to Hide checks. The character is limited to weapons for Tiny creatures, and has lifting and carrying limits one-half of those of Medium characters. Tiny characters have a space of 2 and a 1/2 feet and a natural reach of 0 feet (the character must enter an opponent’s square to attack).
- » Speed: 20 feet.
- » AC: Reduce natural armor (if any) to +0 if normally +4 or less. Otherwise reduce natural armor to +1.
- » Ability Score Adjustments: Apply a -8 penalty to Strength (minimum 1), a +4 bonus to Dexterity, and a -2 penalty to Constitution (minimum 3).
- » Attacks: Reduce the damage dealt by natural attacks (if any) by one increment. Typically, bite damage decreases from 1d4 to 1d3, and claw attacks decrease from 1d3 to 1d2.

The Transition to Adulthood

A child binder reaches adulthood when his or her age matches the minimum starting age possible for his or her race. For example, a human reaches adulthood at age 15. The transition is not easy. Binding spirits as a child exposed the character to all manner of confusion, depravity, and powerful emotions. When adulthood arrives, these influences come to the fore.

Upon reaching adulthood, the character normally loses the Charisma bonus and Sense Motive bonus; these assets can no longer be safely sustained. However, if the character chooses to keep these bonuses, he or she must—after ending each pact—check whether the pact has resulted in a malady (see Chapter 10: Spells, page 239). The character suffers a permanent -4 penalty to checks to avoid contracting a malady.

Furthermore, his or her size increases to normal for the character’s race, canceling adjustments due to size.

The character may retain the two feats gained as a conscious child, or the character may voluntarily lose them. This is a choice between shutting off the source of heightened consciousness or keeping open that doorway at a great price. For each feat that the character chooses to keep, he or she must take a flaw to balance the benefit. See Chapter 5: Skills, Feats, and Flaws, page 193 for more information about flaws.

FLAME GHOUL

Flame ghouls are famished predators of the night that are similar to regular ghouls and ghosts, but possess the ability to bind spirits, erupt with searing flames, grant minor spellcasting ability to others, and shed a tell-tale chilly aura as they regenerate their wounds. Unlike most undead, a flame ghouls possesses the soul of the original living binder, allowing the use of pact magic, but the soul has been impossibly corrupted beyond all hope.

Flame Ghoul (CR 6)

Medium Undead

Hit Dice: 6d12 (39 hp)

Initiative: +4

Speed: 30 ft.

AC: 20 (Dex +4, deflection +6), touch 14, flat-footed 16

Base Attack/Grapple: +3/+8

Attack: Bite +8 (2d6+5 plus paralysis)

Full Attack: Bite +8 (2d6 + 5 + paralysis) plus 2 claws +6 (1d6 +2 + paralysis)

Space/Reach: 5 ft./5 ft.

Special Attacks: Flame body, ghoulish fever, paralysis.

Special Qualities: Darkvision 60 ft., undead traits, +2 turn resistance, light sensitivity, detect law, grant magic, resilience, Bind spirit (up to 3rd level).

Saves: +2/+6/+7

Abilities: Str 21, Dex 19, Con —, Int 15, Wis 14, Cha 18

Skills: Balance +9, Climb +10, Hide +13, Intimidate +15, Jump +10, Knowledge (arcana, history, religion, the planes) +4, Move Silent +13, Spot +7.

Feats: Ignore Binding Requirements, Multiattack, Focal Constellation (ghoul), Skill Focus (Intimidate). **Flaw:** Barred Constellation (angel and tree).

Alignment: Always chaotic evil.

This humanoid creature has mottled, decaying flesh drawn tight over its bones. It is mostly hairless with sharp teeth, and its eyes burn like hot coals. You feel a severe chill in the air.

Role-Playing

When dealing with weak foes, or when overtaken by hunger, a flame ghouls uses abilities that work at a distance, or abilities that enhance its potential to surprise or damage foes. It will activate its flame body and resilience abilities beforehand.

Although chaotic and evil to the extreme, flame ghouls can grant divine spells to living creatures. Thus, they often begin interactions with powerful creatures by proposing a contract, game of chance, riddle, or similar tactic to gain the creature's loyalty in exchange for spells. The flame ghouls adheres only sporadically to its own rules, and will gladly attack anyone who breaks agreements. It understands that many creatures, mainly lawful ones, foolishly trust agreements, and delights in taking advantage of their naiveté. It may even grant healing spells to a captive in order to keep it alive for continued feeding.

Flame ghouls are exceedingly cunning and delight in the taste of flesh. They eagerly accept a sacrifice of live food in exchange for their gift of magic. If they believe a creature can deliver food on an on-going basis, it will propose an exchange of spells for bodies even when dealing with weaker creatures. Such agreements often do not last, however, when the flame ghouls grows hungry or angry and devours its new ally.

Combat

A flame ghouls relishes wading into melee and using a spirit's supernatural abilities while biting, clawing, and grappling foes.

Bind Spirit: A flame ghouls can bind a spirit of 3rd level or lower as a 6th-level binder. It gains a +6 bonus to checks to bind spirits of the ghouls constellation, and it ignores binding requirements for all spirits; however, it cannot bind spirits of the angel or tree constellations. See the 3rd-level spirits below.

Detect Law (Su): A flame ghouls detects lawful creatures at will the same way a paladin can detect evil creatures.

Flame Body (Su): The flame ghouls erupts in an mantle of flame that causes 3d6 hit points fire damage each round to foes within 5 feet who fail a DC 18 Reflex save. The flame can be evoked or suppressed as a standard action and does not harm the ghouls.

Ghoulish Fever (Su): Your bite inflicts disease (Fortitude DC 18, incubation period 1 day, damage 1d3 Con and 1d3 Dex). The save DC is Charisma-based. An afflicted humanoid who dies of ghoulish fever rises as a ghouls at the next midnight. If the humanoid was a binder of 6 Hit Dice or more, it rises as a flame ghouls. Also, a non-binder humanoid of 4 Hit Dice or more rises as a ghost, not a ghouls. A humanoid who becomes a ghouls loses abilities it possessed in life. It is not under the control of any other ghouls, but it behaves like a ghouls of its kind.

Grant Magic (Sp): The ghouls can grant spells to those who curry its favor. This works like *imbue with spell ability*. Treat the ghouls as having access to spells of the Death, Destruction, Evil, Fire, Healing, Knowledge, Magic, and Trickery domains, even though it cannot cast spells.

Paralysis (Ex): Those hit by a flame ghouls's bite or claw attack must succeed on a DC 18 Fortitude save or be paralyzed for 1d4+1 rounds. Elves are not immune to this paralysis. The save DC is Charisma-based.

Resilience (Su): The ghouls can heal itself by drawing heat from the surrounding environment. As a standard action, the ghouls gains Fast Healing 5 for a period of 2 minutes. During this time, the temperature within 30 feet of the ghouls drops by 60 degrees F. Affected creatures may suffer penalties.

Flame Ghoul Lore

The first flame ghouls was an occult priest who was savaged by a ghost after stumbling away victoriously from battling a demon. The priest was enraged that victory was snatched from him. He rose from death as a flame ghouls, retaining some binder powers and the ability to erupt into flames as a sign of his anger.

TABLE 10-9: BINDING OPTIONS FOR FLAME GHOULS

Roll	Name (page)	Granted Abilities
1	Catha of Codex (page 96)	Cloak truename, command by name, learn truename, repulse by name, true speech
2	N'alyia (page 100)	Death mask, exhale swarm, shadow bite, vampiric touch, vampiric step
3	Night Fang (page 102)	Darkvision, frightening form, hypnotic gaze, forest speech, spider climb, web
4	Obba, Ella, Atasha (page 104)	Love spell, nymph's blinding beauty, serpent's coil, silence person, temptation
5	Vandrae (page 106)	Dark mantle, poison touch, shadow blend, sneak attack
6	Xalen d' Marek (page 108)	Comprehend writings, identify, locate object, shrink item, snake sigil

GNOSTIC VAULT

These secret libraries lie in hard-to-locate nondimensional spaces. They offer pact magic lore and refuge to those who are lucky enough to locate them. Moreover, every few decades they offer a prophecy of future events.

Finding a Vault

Legend says that in some future age, an ingenious and desperate binder—the elf historian Seliden, Patron of Empires—created a number of nondimensional spaces to house precious books. Similar to a permanent *rope trick* spell, these magical hiding places may appear as nothing more than a simple door, window, tunnel, or other passageway; or even more obscurely, as a dangling rope, ladder, tree limb, overhang, or stairway to nowhere. A binder shimmies through the tunnel, climbs the rope, or what-not to enter the library. The portals only admit those who have bound a spirit or who try to enter on a special day or by a rare conjunction of stars. Some believe there is really only one vault with multiple access points or manifestations.

Using a Vault

A gnostic vault's interior is spacious, immune to the elements, and hidden to the eyes of non-binders. Although crafted in the future, the libraries feel ancient. Much time has passed since their creation. The tomes within speak of people, locations, and events from the past, present, and future (spirits exist outside of space and time; thus, a spirit born in a binder's future suddenly becomes available in the present.) Typically, a new spirit goes unannounced and unnoticed until discovered by accident, and when a binder discovers a spirit, he might have to patiently wait months or years to coax and unwind a few crumbs of truth from it. However, within a gnostic vault, a new book appears on the shelves as each new spirit is created.

Future Prophecies

Seliden's spirit offers predictions of the future. Unfortunately, he can only be bound within his ancient libraries, and he speaks coherently only once every seventy-two years. Binders look forward to a once-in-a-lifetime gathering at a time vault to hear of future events. The prophecies are delivered through one or more binders who act as docile channels for Seliden's words. The prophecies are not always accurate or relevant, but they evoke endless speculation. Roll 1d4+1 times on the table below to generate a typical set of prophecies.

Table 10-10: Prophecies of a Seliden Binder

2d6	Prophecy from the Future
2	When and how a ruler will die.
3	Name and birthplace of a future ruler.
4	Year when a kingdom will fall, and who topples it.
5	Year that a kingdom is born, and who founds it.
6	Name and location of a missing royal heir or upcoming ruler.
7	Name and abilities of an antagonist to a throne.
8	Outcome of an upcoming war.
9	Outcome of a ruler's upcoming decision.
10	The true record behind an important historical event.
11	One vital action needed to restore or secure a throne.
12	One vital action needed to sunder a throne.

IRON HEART GHOST

Some atlan survivors have haunted the Outer Darkness for eons. Some of them discovered how to return to the Material Plane by possessing constructs. The first constructs were crude, but later models were eerily real, like animated dolls. Once "home," these atlans carry on with their former lives amid ancient ruins without need for rest or sustenance. Some run factories to build more construct "shells" for atlans still stranded in the Outer Darkness. Explorers who encounter the shells often assume they are dealing with constructs. However, after they disable a construct, a ghost-like entity rises forth. Woe to those who have used resources to fight the construct, because an atlan iron heart ghost is more dangerous outside of its shell. Use the first statistics block below when an iron heart ghost is without a body. Use the shell statistics when the ghost possesses a construct. Harm to the shell does not carry over to the ghost.

Iron Heart Ghost (CR 8)

Medium Outsider (Incorporeal)

Hit Dice: 8d8+24 (60 hp)

Initiative: +1

Speed: Fly 30 ft. (perfect)

AC: 19 (Dex +1, deflection +3, breast plate+5), touch 14, flat-footed 15 [do not apply breast plate on Material Plane].

Base Attack/Grapple: +8/+10

Attack/Full Attack: long sword +10 melee (1d8+2) [on Astral Plane only]

Space/Reach: 5 ft./5 ft.

Special Attacks: Bind 5th-level spirit, possess construct, telekinesis (caster level 8th), horrific howl (all living creatures within 60 ft. must make Fort DC 18 or suffer 1d4 Str damage), heartless touch (touch attack delivers 2d8 hp damage plus 1d4 Con and 1d4 Cha damage). All attacks are Charisma-based.

Special Qualities: Darkvision 60 ft., incorporeal traits, outsider traits, rejuvenation (when killed, reform on the Astral Plane in 2d4 days), *planeshift* (at will, to Astral Plane only), summon iron heart ghost (1/day, 25% chance to summon an iron heart ghost from the Astral Plane as a full-round action into an unpossessed construct with 10 ft).

Saves: +9/+7/+5.

Abilities: Str 14, Dex 12, Con 17, Int 12, Wis 8, Cha 17

Skills: Bluff +12, Craft +13, Decipher Script +5, Disguise +12, Hide +6, Intimidate +12, Knowledge (arcana) +9, Knowledge (history) +9, Knowledge (religion) +5, Knowledge (the planes) +9, Perform +8, Search +5, Sense Motive +4, Speak Language +4, Use Magic Device +12.

Feats: Augment Pact, Practiced Binder, Skill Focus (Craft).

Alignment: Any evil.

Iron Heart Shell (Medium Construct)

Hit Dice: 4d10+20 (42 hp)

Speed: 30 ft.

AC: 16 (+5 natural, +1 Dex), touch 11, flat-footed 15

Attack/Full Attack: Slam +11 (1d6+3)

Special Qualities: Darkvision 60 ft., low-light vision, construct traits (but subject to mind-affecting effects), summon iron heart ghost (as above).

Saves: +6/+7/+5

Abilities: Str 16, Dex 12, Con —.

LEMURIAN HOBGOBLIN

This ancient offshoot of hobgoblins roams the Astral Plane. These “blue devils” make port across many planes of existence as they search for their lost brothers and sisters, as described under the lemurian devil binder (see Chapter 6: Prestige Classes, page 209). Although presently reduced to a shadow of their former glory, these hobgoblins are more civilized, tough, and knowledgeable compared to their savage cousins.

Physical Appearance

An adult Lemurian hobgoblin stands 9 to 10 feet tall and weighs 600 to 650 pounds. Their proportions and features are similar to typical hobgoblins, with blue rather than orange or brown coloring. Lemurian hobgoblin nobles often sport pure blue skin and jet-black hair, which many prefer to wear in long braids.

Equipment

Clothing and equipment are high quality, if not masterwork, and well-maintained. Lemurian hobgoblins also carry numerous small useful items that are alchemical or mechanical in nature. During their war with the Infernal Legions, devil lords created zones of antimagic, which necessitated mundane methods of warfare. In modern times, some of this technology is still used but much of it is replicated magically and not understood. A rich noble might keep a veritable museum of items, some of which might be highly destructive, without knowing the items' names or uses. Heirlooms are common. Many are thousands of years old and nonfunctional, held together by magic. Rare tomes and common clay tablets surviving from the Lemurian Empire speak of firearms and explosives, but these are rarely used today and little has been unearthed, perhaps because all the purported locations for their empire now lie underwater.

Social Organization

Lemurian hobgoblins are as intelligent as humans, and with their lawful bent, they tend toward fortified construction, well-designed traps, organized defense, education, and complex strategies, whether for military action, exploration into the unknown, or for craft and trade. Like other goblinoids, they prefer stealth and guile to brute strength. They can patiently prepare while waiting for a foe's mistake. They eagerly employ slaves, servants and mercenaries—particularly other goblinoids and fire giants—for manual labor and to act as fodder. Griffons and wyverns are preferred for mounts, although generals and lords often ride blue or green dragons. Fortress cities are located at high elevations near volcanoes or on the Elemental Plane of Fire, which is the home of their long-time efreeti allies. Heavy stone, metal, and thick oak are preferred materials. Cannons, enclosed archery positions, and underground bunkers are common, as are magical wards to protect against fire and entry by devils and other supernatural foes. Lemurian hobgoblins treat other hobgoblins with paternal fondness and view humans, dwarves, and gnomes as ambitious, industrious, and ingenious respectively—three of their cherished ideals. Roasted halfling is a coveted delicacy. Unlike other hobgoblins, Lemurians view atlans with disdain and prefer to fulfill their destiny independently of these “decadent demon binders.” Half-jann are often sought to act as their merchants and spies.

Magic and Martial Prowess

Like their smaller brethren, Lemurian hobgoblins make little

distinction between military and civil life—the warrior binder is the official idealize paragon for all males, and the devious binder witch the ideal for many females. The typical character is an empyrean monk, fighter, foe hunter, pact warrior, or other binder class (see Chapter 3: Classes for details). Although Lemurian hobgoblins form pacts with any spirits, they prefer devil spirits above all else, as a point of pride and tradition more than for expediency, and to spite their infernal foes. Their magic includes arcane spells to augment their pact magic and conjure devils as servants for their military campaigns and attempts to recover the many citizens of their empire now scattered across the planes of existence. Hellcats and hamatula (barbed devils) are preferred because they are excellent combatants and more easily dominated. A Lemurian hobgoblin who holds his own in commanding a squad of hated hamatula devils is the envy of the community. Among other spirits, many love and revere Goliath the Eldritch Forger, who like many of their warriors prefers the spiked chain.

Goals and Ideals

Although their empire is gone, most Lemurian hobgoblins dream of restoring their greatness, but only after saving their lost citizens, which was the oath that their leader Ha'agos swore before the gods. While some disagree with Ha'agos pledge, “Strength through Unity” comes first.

Racial Traits

Lemurian hobgoblin characters have the following racial traits.

—+4 Strength, +4 Dexterity, +4 Constitution.

—**Size/Type:** Large extraplanar humanoid. Minus 1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

—**Base Land Speed:** 40 feet.

—**Space/Reach:** 10 feet/10 feet.

—**Senses:** Darkvision 60 feet.

—**Racial Hit Dice:** A Lemurian hobgoblin begins with four levels of humanoid, which provide 4d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +4, Ref +4, and Will +1.

—**Racial Skills:** An Lemurian hobgoblin's levels give it skill points equal to $7 \times (2 + \text{Int modifier, minimum } 1)$. Class skills are Craft, Listen, Knowledge (the planes), Move Silently, and Search. The character also begins with a +4 racial bonus to Move Silently checks.

—**Racial Feats:** Their four racial levels provide two feats.

—**Devil Binding:** A Lemurian hobgoblin can seal a pact with one devil spirit of a level equal to one-half his character level (round down) as if having one level in the lemurian devil binder prestige class.

—**Reduce Size (Sp):** Can use *reduce person* at will. The character's caster level equals his character level.

—**Weapon and Armor Proficiency:** Automatically proficient with simple and martial weapons, light and medium armor, shields (except tower shields), and the spiked chain.

—**Natural Armor:** +2 bonus.

—**Automatic Languages:** Goblin, Infernal. **Bonus Languages:** Common, Dwarven, Terran.

—**Favored Class:** Pact warrior (male) or unbound witch (female). See Chapter 3: Classes for details.

—**Level Adjustment:** +2 (or +0 if NPC).

LIVING NIGHTMARE

Witch Yaba is just a story, right? Frightened children tug on their parents' robes, and adults look to the clergy and wizards for sure confirmation. Perhaps canny binders can summon a vestige of Witch Yaba's spirit for their own use, they reply, but the old witch herself is gone forever. Or perhaps not.

When the essential elements of a spirit's story are present, and when blood is spilled, a spirit may be able to visit people in their dreams, manifest as a ghostly apparition, or even assume fully physical form. These terrifying embodiments are not the original creature that became the spirit; nor are they sentient in any real way. They are living stories, characters that reenact their lives and deaths, often violently so. Even the spirits of the once holy and righteous may manifest with a terrible thirst for the blood of the wicked. Such is the confusion, fury, and sadness of a creature forever cut off from reality. These spirits go by many names, such as living nightmares, though "manifest spirit" is perhaps the most accurate term.

Manifesting Conditions

Spirits can manifest on their own when key emotions and elements of their stories are present within a 2-mile-diameter area centered where a binder has just ended a pact with a spirit. To check whether a living nightmare appears, use the table below. The tallied score is the spirit's manifestation DC.

TABLE 10-11: CONDITIONS EVOKING A LIVING NIGHTMARE

Criteria	Modifier
Fear, confusion, or insanity spell or effect within area during the last 48 hours.	+1
Group of favored allies in area	+1
Group of favored enemies in area	+2
Abundance of key element from spirit's legend (air, fire, metal, stone, water, wood, void)	+1
Area is <i>desecrated</i> and spirit's original alignment was evil	+2
Area is <i>consecrated</i> and spirit's original alignment was good	+2
Presence of powerful creature in area	+1 / 6 Hit Dice (max +3)
Group* of young adults in the area	+2
The spirit's name is spoken aloud in the area	+1 per utterance, +3 max in 24 hours
Magic item or spell is used in area	+1 / 3 spell levels, max +3)
Presence of a group* of living creatures sleeping	+1
Two or more creatures engaged in carnal pleasure	+2
Conditions of <i>darkness</i> or night	+2
Physical structure more than 200 years old	+1
Structure more than 2000 years old	+2
Creature in area is bound with a spirit	+1 per binder (max +5)
Creature dies in area	+1 / 6 Hit Dice of creatures within 24 hours, max +3

Key day of the year (corresponding to the day when the spirit—as a living creature—died or became a spirit)

* A group is 5 or more creatures.

After determining the DC, every young adult character in the area must attempt a Will save against the DC whenever he or she is alone. Alone means no other creature within line of sight, or the creature is not being actively observed and not within 30 feet of another creature. For some reason, living nightmares only sense the energy of young adults (humans age 15–34).

TABLE 10-12: MANIFESTATION OF A LIVING NIGHTMARE

Will Save Result	Manifestation
Succeed by 5+	None
Succeed	Dream
Fail by less than 10	Ghost
Fail by 10+ (up to 54)	Corporeal
Fail by 55 or more	Apocalyptic

Dream Manifestation

If the character beats the DC then he is safe. However, if he beats the DC by less than 5, he experiences a dream or vision of the spirit. The dream might occur while the character beds down for the night, or it might occur as a brief nodding off when the character felt wide awake minutes before. Although the experience is merely a dream, it feels completely real and usually begins in a location almost identical to where the character is currently located.

As an example, a character is nodding off at an inn when *Ethaniel Midnight*, the spirit of *Inquisitive Torturer* manifests. In the dream, the character might "wake up" at the inn and hear a noise down the hall. If he pursues the noise, he finds a door that he didn't notice before. Opening the door leads to a staircase down to a lightless basement area, which is the furnace room in *Ethaniel's* house where he tortured his victims in real life. If the character fails to investigate the noise, then *Ethaniel's* spirit might eventually rap on his door.

Fortunately, the experience is unreal. Once the dreamer takes 3 or more hit points damage or 1 point of ability damage, or is stunned or otherwise incapacitated, then he or she truly wakes up from the dream or vision, usually without harm.

If the character made the Will save by only 1, then he or she awakens in a shaken state and either shows a wound that was experienced in the dream (1 hit point of damage) or holds an object found in the dream. The object vanishes after 1 minute.

Ghost Manifestation

If a character fails against the spirit's manifestation DC by less than 10, then the spirit appears in the real world as a ghost-like manifestation. An inexperienced binder might think it is a mere illusion, such as when a spirit manifests during a binding ceremony. This binder is in for a surprise.

Spirits in ghost form desire to reenact their lives and deaths, and to promote conditions that raise the manifestation DC so they can take corporeal form. For example, once *Ethaniel Midnight* takes ghost form, he seeks to lure male victims to their deaths through torture and to take full corporeal form, which is promoted when his name is spoken aloud, when favored allies or enemies enter the area, during hours of darkness, when creatures die, when a binder seals a pact with a spirit (perhaps to defeat the living nightmare) and so on. The spirits of creatures that were good-aligned in life (such as *Kaiya*, the *Avatar of Grace*) act as undeterred vigilantes, hunting and destroying creatures that have committed sin, whether murder, carnality, gluttony, calumny, or so forth.

Living Nightmare Ghost (CR 1-5*)

Medium Incorporeal Undead

Hit Dice: 1d12 (6 hp)

Initiative: +2

Speed: 30 ft.

AC: 15 (Dex +2, deflection +3), touch 13, flat-footed 10

Base Attack/Grapple: +0/+0

Attack / Full Attack: None

Space/Reach: 5 ft./5 ft.

Special Attacks: Any one granted ability of the corresponding spirit. Plus, *scare* effect (spirit level 3rd or lower) or *fear* effect (spirit level 4th–6th) or *symbol of fear* effect (spirit level 7th–9th) usable at will as a supernatural ability. Also, can possess a character by moving into his square (the character must pass a Will save or the spirit controls his actions; DC equals 15 + the spirit's level; the spirit cannot be harmed while possessing the character but it can be expelled by a spirit exorcist (see Chapter 6: Prestige Classes, page 224).

Special Qualities: *Disguise* (at will, free action, as spell), Track, undead traits, incorporeal traits

Saves: +0/+0/+2

Abilities: Str 10, Dex 15, Con —, Int 12, Wis 10, Cha 16

Skills: Disguise +7, Intimidate +7, Knowledge (history) +4, Sense Motive +4 and Survival +4.

Feats: Track, plus others possible.

Alignment: Matches alignment the spirit possessed in life.

* A living nightmare ghost's Challenge Rating equals 1 + one-half the spirit's level (round down).

The ghost form of a living nightmare may appear as someone the character knows, a stranger, a mirror image of the character, or in its original form before it became a spirit. All living nightmares are humanoid in shape; a spirit's monstrous body will appear as a humanoid with monstrous features instead. For example, a living nightmare of Aza'zati the Green Wyrmling might appear as a human covered with green scales and possessing a forked tongue and smoke rising from its nostrils. Use the physical sign associated with each spirit as a guideline to help describe its appearance.

A ghostly living nightmare is both easy and difficult to destroy. As incorporeal undead, they are difficult to effectively hit; however, no matter how powerful the original spirit was, they are easily destroyed or turned, and most effective when they surprise lone victims. Once vanquished, a living nightmare ghost can return to ghostly form within 24 hours so long as conditions that evoked it remain in place, and a sleeping or lone young adult fails against the manifestation DC. However, it can never leave the 2-mile area to which it was initially drawn to.

Corporeal Manifestation

When a character fails the Will save by 10 or more, the spirit becomes fully corporeal and is free to roam a 2-mile area. This is its ultimate and most frightening form. It is incredibly strong and resilient to all but the energies and objects it feared or was harmed by during its lifetime. The spirit looks as it did in its original life if it was humanoid; otherwise, it takes a humanoid form with monstrous features. It seeks to shed as much blood as possible against its favored enemies in the hopeless belief that doing so will return it to a mortal state.

Creating a Corporeal Living Nightmare

Use the following statistics:

Type/Size: Small, Medium or Large Undead

Speed: 20 feet if Small, 30 feet if Medium, 40 feet if Large.

Hit Dice: 2d12 + an additional 2d12 per spirit level, to a maximum of 20d12 for a 9th-level spirit.

Armor Class: 10 + 1 natural armor per spirit level + the creature's Dexterity bonus

Attacks: It retains any natural or weapon attacks it possessed in real life, plus it gains a slam attack. A Medium creature's slam attack does 1d6 hit points damage. A humanoid typically has attacks with all simple weapons. It also has proficiency with simple weapons and any weapons mentioned in its legend.

Space/Reach: As typical for a creature of its size and type. Medium creatures have a space of 5 feet and a reach of 5 feet.

Special Attacks: All the spirit's granted abilities, as if it had bound itself, including its capstone granted ability. It delivers bonus damage against the spirit's favored enemies equal to the spirit's level to a maximum of +9 for a 9th-level spirit. This bonus applies to all attacks, including granted abilities. It can use the *lesser confusion* spell if the spirit is level 3 or lower, or it can use the *confusion* spell if the spirit is level 6 or lower, or it can use the *symbol of insanity* spell if it is level 7 or higher. This is a supernatural ability usable at will. DCs are Charisma-based.

Special Qualities: Darkvision 120 feet, low-light vision; Spell Resistance equal to 10 + 2 * its spirit level, to a maximum of SR 28 for a 9th-level spirit; DR 5 and resistance 5 to all forms of energy for spirits of 3rd level or lower; DR 10 and energy resistance 10 for spirits of 6th level or lower; and DR 20 and energy resistance 20 for spirits of 7th level or higher. Immune to all mind-affecting spells and effects. Immune to poison and disease.

Skills: Racial bonus of +2 + 2x the spirit's level on all skills based on Strength, Dexterity, and Wisdom.

Saves: Good Fortitude save, poor Reflex and Will saves.

Abilities: As the binder who helped bring the spirit into the world, except no Constitution score.

Alignment: As the spirit's original alignment in life. Lawful spirits do not recognize any authority within the multiverse, whether church or deity, and thus they follow a plan or code beyond all understanding.

CR: Equal to the creature's Hit Dice.

Apocalyptic Manifestation

Binder lore states that at the end of time, when the destruction of the multiverse is at hand, the spirits will live again. A herald to this frightening day is the return of a spirit to mortal form. This occurred once, when the spirit of Lady Jarah became a real woman, only to be murdered by terrified clerics. The world did not end that day but who knows what might have happened?

A tiny sect of binders actively seeks the apocalypse, or at least the return of spirits to their "rightful" place among the living. The spirits hail from many backgrounds; to return them would require a historic battle where the blood of all the spirits' foes are shed in great rivers. How the binders might prevent the spirits from destroying each other is unclear. At least once, two spirits have manifested as living nightmares in the same zone. While they may have cooperated for a brief time, they always turned on each other and destroyed one another, much to the relief of the hapless mortals around them.

THE OUTER DARKNESS

The Outer Darkness bridges the Astral Plane with the unfathomable expanse that lies beyond the multiverse. A *planeshift* or *gate* spell can access this plane if the caster is bound with a spirit. However, travelers should beware.

The Outer Darkness has the properties of outer space (see Damian Darkstar, page 138) except that movement equals 10 feet per point of Intelligence. A *gate* opened to the Outer Darkness creates a powerful vacuum effect. Unattended objects within 50 feet, and creatures within 50 feet that fail a DC 25 Reflex save, are drawn in and likely never seen again.

The creatures that reside in the Outer Darkness are maniacal and inscrutable constructs called cyclopes that were originally crafted by the atlans. They now scheme and war as independent entities bent on exterminating all other creatures as they accumulate magic, mainly scrolls and magical fabricating devices.

Adventurers who have returned report leviathan metallic cities with multitudes of cyclopes. These maze-like warrens of cities cruise through the Outer Darkness, shuttling cyclopes to various gates. Hearsay reports a dark god that roams with them. Most terribly, binders always fail their binding checks here, and spellcasters have discovered that they cannot regain spells no matter how well they rest, study, or pray.

Rarely, gateways open spontaneously to the Outer Darkness. Their timing and location can be calculated from the sudden brightening of stars in the night sky. A successful DC 30 Knowledge (the planes) determines the next gate opening in a given location. Binder sages believe that creatures from the Outer Darkness activate the gates or at least utilize natural planar alignments to venture forth from their world.

Dalrok (CR 13)

Medium Construct (Extraplanar, Evil)

Hit Dice: 13d10+20 (91 hp)

Initiative: +0

Speed: 20 ft., fly 20 ft. (poor)

AC: 23 (+12 natural, +1 Dexterity), touch 11, flat-footed 22 (typically add +8 magic to all, see below)

Base Attack/Grapple: +9/+9

Attack / Full Attack: Pincer +9 melee attack (1d3), disintegrate ray +14 ranged touch attack (as *disintegrate* spell cast by 13th-level sorcerer; it can wreath itself in its own *disintegrate* effect without self-harm to eliminate grapplers and restraints).

Space/Reach: 5 ft./5 ft.

Special Attacks: Disintegrating ray, seal pacts with one 6th-level spirit and one 3rd-level spirit (binder level 13th, can bind Damian the Lesser, page 138, and Prime Ravager, page 275).

Special Qualities: Construct traits, DR 10/good, darkvision 60 ft., fast healing 5, low-light vision, magic immunity (ignore spells that allow SR save), resistance 10 to all energy types, spell-like abilities at will: *detect lies*, *read magic*, and *tongues*.

Saves: +6/+7/+6

Abilities: Str 10, Dex 13, Con —, Int 17, Wis 10, Cha 16

Skills: Concentration +5, Craft +7, Decipher Script +7, Disable Device +7, Hide +5, Intimidate +19, Knowledge (any three) +5, Open Lock +7, Sense Motive +5, Spellcraft +11, Search +7, Use Magic Device +19.

Feats: Expel Spirit, Ignore Binding Requirements, Quickened Spell-like Ability (*disintegrate*), Voice of Power, Words of Focus.

Alignment: Any evil.



Technomagical Cyclopes

At the Atlan Empire's height of decadence, master soulwrights built machines called cyclopes. Normally, spirits bind with sentient living creatures such as humanoids, but the atlan artificers wished to construct automated, spirit-powered machines to toil as eternal intelligent slaves that would create a paradise on the Material Plane. To do this, the artificers blended humanoid and construct elements, resulting in obedient, cybernetic creatures infused with spirits. Although alive, these cyclopes



“Minos spared an atlan boy like himself after snuffing out the townsfolk. By the spirit of Damian Darkstar, Minos created a breathless wake of vacuum conditions. Still wet and blood-soaked, he will take the boy to the atlan ruins behind them, where a gate to the Outer Darkness will soon open.”

resisted magical and mundane assaults and possessed great strength. In contrast, their souls were weak and their mind's splintered. While this made them good slaves to their atlan masters, the spirits bound within them influenced the cyclopes, causing them to engage in bizarre and heinous acts. As the empire crumbled, the cyclopes formed secret bands and constructed new more powerful versions of themselves: pyramidal Dalroks, cubical Motroks, and spherical Savrocks. Binder sages believe the most advanced cyclopes foresaw the atlans' end and

took refuge from the gods' wrath in the Outer Darkness. Since that ancient age, from time to time, cyclopes and their creations have thrust themselves into the multiverse, often tearing the fabric of reality in the process. A common type of cyclops, Dalroks, appear as roving or flying pyramidal-shape metallic beings with a single unblinking eye and a tiny, adroit pincer that can emerge or retract from the main body. They speak all languages, bind spirits with ease and, like their brethren, seek to exterminate all creatures not useful to their quest for magic.

PACT BATTLE MAGIC

A battle pact is a group pact magic ritual. One member in the group must be a pact magic user. The group may contain between two and seven additional participants. Participants must have an Intelligence score of 5 or higher and be living creatures. All participants must be present within the pact magic circle when the binder summons a spirit. A binder may draw a large pact magic circle in order to accommodate participants.

Benefits

A battle pact grants each participant, except the binder, the following benefits for the duration of the pact:

- » One granted ability of the spirit
- » +1 bonus on attack rolls against the spirit's favored foes
- » The spirit's tactical bonuses

The granted ability works like the warbinder's spirit aura (see Chapter 3: Classes). Each participant may select the same ability or a different ability.

Once every participant has selected an ability, the binder follows the usual procedures for binding a spirit. Only the binder makes a binding check. If the binder gains a spirit's capstone ability, and that ability meets the 24-hour criterion, then participants may select the capstone ability instead of the one they selected.

A spirit will not grant its abilities to a participant that is the spirit's favored enemy.

Ceremonial Pledge

During the ceremony, each participant in the circle must clearly and voluntarily speak a pledge detailing what victory (outcome) he or she will achieve when the pact expires in 24 hours. The binder does not need to make a pledge. Participants may declare different victories or the same victory. The details of the victory are up to the participants and of no concern to the spirit. The pledge must be specific and involve slaying, capturing, subduing or humiliating an opponent. Here are some typical pledges:

- » Slay a half-dozen kobolds.
- » Be declared the winner against the next foe I face in the Spires arena.
- » Cut off one ear of the local duke.
- » Convince a young green dragon to let me ride it for 1 minute or longer.

The pledge must meet a minimum level of difficulty. The participant must pledge to slay, capture, subdue, or humiliate either:

- » A group of creatures (two or more) with a total number of Hit Dice equal to or greater than the spirit's level x 4.
- » One foe with Hit Dice greater than the spirit's level x 2.

For example, to gain the aid of Mute Sylvus, a 2nd-level spirit, a participant might pledge to slay a group of orcs with 16 or more total Hit Dice, or he might pledge to slay a single 5 Hit Die orc warrior, or so forth.

Consequences

At the end of 24 hours, evaluate each participant for whether he or she was victorious. If so, the character has enjoyed the spirit's graces and gains the usual XP for overcoming the foe. If the character failed, he loses a number of XP equal to 50 x the spirit's level and suffers one of the side effects mentioned on Table 4-1: Side Effects on a Failed Binding Check (page 65).

RAKSHASA PACT MAGE

As described in the *MM*, these terrible devils look humanoid except for an animal head, paws, and thick fur or hide. The animal trait is typically feline, but may be a crocodile, cheetah, hawk, panther, or other predator. Unlike other fiends, they reside on the Material Plane. They prefer swamps and similar locales, or urban centers. They enjoy disguising themselves to blend into humanoid societies, and often assume roles of power such as guild leaders, royal counselors, and other positions that allow them to play out their favorite pastime, which is the manipulation of weaker minds and the destruction of goodness in all its forms.

Although known as sorcerers, rakshasa are also masterful spirit binders. They often disguise their pact magic through sleight of hand and knowledge of spellcraft. Their ability to disguise their pact magic is a secret known only to the binder sages who study them with wariness. A rakshasa's vaulted resistance to magic is useless when defending against supernatural abilities; for this reason, they fear and loathe humanoid pact mages, and seek to infiltrate good-aligned organizations to aid in the hunting and persecution of binders. A rakshasa may even study the path of the foe hunter (see Chapter 2: Classes) in order to better track down and assassinate pact magic users.

Rakshasa Racial Traits

To create a rakshasa with levels in any class, select the rakshasa's class(es) and level(s), and then apply the racial traits below. The traits vary such that a rakshasa with seven class levels matches the 7 Hit Die rakshasa detailed in the *MM*.

—+2 Strength, +4 Dexterity, +6 Constitution, +2 Intelligence, +2 Wisdom, +6 Charisma

—Base land speed 40 feet.

—Darkvision 60 feet.

—Natural Weapons: Bite 1d6+Str, 2 claws 1d4+1/2 Str

—Detect Thoughts (Su): At will as a free action, DC 13 + Cha modifier, with a caster level equal to 11 + Hit Die. Provides a +4 circumstance bonus on Bluff and Disguise checks when reading a foe's mind.

—Change Shape (Su): At will, assume any Medium or Small humanoid form. In humanoid form, it loses its bite and claw attacks and its natural armor bonus. A rakshasa reverts to its normal form when killed. Using this ability provides a +10 circumstance bonus on Disguise checks.

—+4 racial bonus to Bluff and Disguise checks.

—Racial Skills: In addition to class skills, add the following skills to the rakshasa's list of class skills: Bluff, Disguise, Gather Information, Listen, Move Silently, Knowledge (all, taken individually), Perform, Sense Motive, Slight of Hand, Spellcraft, and Spot.

—+2 Natural armor bonus; improves by +1 per Hit Die.

—Damage Reduction: 1/good and piercing; improves by +2 per Hit Die.

—Spell Resistance: 20 + Hit Die. A rakshasa's resistance to magic does not protect against supernatural abilities.

—Languages: Common, Infernal. Bonus Languages: Sylvan, Undercommon.

—Favored Class: Sorcerer. Rakshasa often pursue one or two levels in sorcerer to conceal their pact magic skills.

—Level Adjustment: When used as a PC, the level adjustment is +7. When used as an NPC, the rakshasa's challenge rating equals its Hit Dice + 3.

RAKSHASA PACT RAJAH

The use of pact magic allows rakshasas to tap deeply into their fiendish heritage, awakening terrible power. This path transforms them into a fiendish prince, a being akin to a demi-god, but it may also destroy their minds in the process.

Game Rule Information

Pact rajahs have the following game statistics.

Prerequisite: Rakshasa race.

Abilities: High Constitution and Charisma synergize with the pact rajah's ability boosts, while high Intelligence takes advantage of their numerous class skills.

Alignment: Any (most tend toward lawful evil).

Hit Die: d8.

Class Skills: The pact rajah's skills (and the key ability for each skill) are Bluff (Cha), Disguise (Cha), Gather Information (Cha), Listen (Wis), Move Silently (Dex), Knowledge (all, taken individually), Perform (Cha), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

TABLE 10-13: THE PACT RAJAH

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+0	+0	+0	+2	Size (large), havoc, madness
2	+1	+0	+0	+3	+1 binder level
3	+2	+1	+1	+3	Ability boost (Cha+2), havoc (improved)
4	+3	+1	+1	+4	+1 binder level
5	+3	+2	+2	+4	Ability boost (Con+2), size (huge), spirit claws
6	+4	+2	+2	+5	Havoc (greater) +1 binder level

Class Features

All of the following are class features of the pact rajah.

Weapon and Armor Proficiency: The pact rajah gains proficiency with light and medium armor.

Improved Binding: At 2nd, 4th and 6th level, the pact rajah progress in its former binder class in terms of binder level, maximum level of spirit it can bind, and number of spirits it can bind. It does not gain any other benefits. It can only progress in one binder class at a time. If it does not have levels in a binder class then this features grants no benefits until it does.

Size (Su): At 1st level, a pact rajah can increase its size to Large at will as if using the *enlarge person* spell. At 5th level it can increase its size to Huge, gaining further bonuses.

Havoc: A pact rajah can make a melee attack and also use a granted ability as a full-round action. At 1st level, it is limited to abilities of spirits up to 3rd level. This improves to 6th-level spirits at 3rd level, and 9th-level spirits at 6th level.

Madness: After ending a pact, a pact rajah automatically suffers a pact malady (see opposite page). The malady cannot be removed with magic less than *miracle* or *wish*.

Ability Boost: At 3rd level, apply a +2 bonus to Charisma. At 5th level, apply a +2 bonus to Constitution.

Spirit Claws: The pact rajah's claws do +2d6 damage against binders and deliver a malady (DC 15 + spirit's level).

THE RAVAGED SEA

The Ravaged Sea exists nowhere and everywhere. Travelers may stumble accidentally upon patches of the Sea on their journeys, while those who seek the Sea may never find it.

Historical Origins

Binder sages describe the Ravaged Sea as the remains of the Atlan Empire. The gods destroyed the atlans by sending earthquakes and tidal waves that inundated their islands, submerging them. But this punishment was a mere beginning. The empire's remains were scattered across planes of existence and beyond to nothingness. The remains are a magical afterimage—a zone of ever-shifting space and time that intersects with the Astral Plane, the Elemental Plane of Water, and the Material Plane.

Rumors and Legends

A zone of Ravaged Sea may appear or vanish at any time. At its heart is a pact magic seal some 72 miles in diameter. Those who enter the area of the seal encounter bizarre weather, uncharted islands and ghostly ships, cruel sea devils, fiendish krakens, dead magic zones, hordes of ravager spirits, whirlpools leading to lightless underwater caverns, and repetitive loops in the flow of miles and hours. Due to dangers, explorers have failed to diagram the pact seal. However, binders sages hold that one area of the seal is a triangle, which constitutes the core of the Sea.

Encountering the Sea

Explorers, sailors, and channeled spirits describe three areas of the Ravaged Sea. The first area lies just outside the pact seal. From there, travelers may sometimes view bizarre atmospheric phenomena such as dancing lights in the sky or perhaps spot an uncharted island or lost ship on the horizon. The second area lies within the pact seal, but outside the seal's triangle. This is a dangerous area where many travelers lose their lives. However, the intrepid can utilize this area to possibly move through time or cross planes of existence or into parallel worlds by remaining along the seal's edges and darting in and out as the Sea's phenomena present themselves. Because the Ravaged Sea lies at the intersection of many places and times, it is possible for travelers to encounter other travelers from their past or future, or from other worlds or planes of existence. That said, even powerful divinations are often inaccurate in predicting when a particular area is safe and useful to cross. The third area of the sea is triangular, some 13 miles on each side. Within it, explorers describe a majestic area of calm warm waters, lush volcanic islands, and savage descendents of the atlans and their minions.

TABLE 10-14: WEATHER ON THE RAVAGED SEA

2d10	Description (roll once every 1d4 hours)
1–2	Stormy skies, heavy rain, hurricane winds (50–120 mph)
3–7	Mostly clear skies, hot, strong wind (20–50 mph)
8–13	Clear blue sky, warm, modest wind (5–20 mph)
14–17	Cloudy skies, cold, intermittent rain and hail, light wind
18–20	Thick fog, freezing, occasional light snow, no wind

Sahuagin Raiders

Sahuagin inhabit the Ravaged Sea, often pulling down ships to take slaves for work and food into their underwater cities. Binder sages offer differing explanations of the sahuagin. Some

believe the atlans turned against themselves at some point in their history; those who lost the civil war were transformed into these sea devils as an eternal punishment. Others believe that atlan binder priests managed at the last hour to save their souls from destruction by transforming into sahuagin—these atlans embraced the sea instead of drowning in it. Yet other binder sages believe that sahuagin served as elite marines for the atlan war machine. Whatever the story, these nasty creatures guard the islands with fierce determination and those who remain too long are thought to transform into sahuagin as well.

SEA ENCOUNTERS

Air elemental, dire shark, fiendish giant octopus, kraken, locathah, podform (page 303), ravager (page 219), sahuagin, seagull swarm (treat as bat swarm), water elemental.

Underwater Exploration

Underwater exploration often yields surprises. One may find normal sea floor, sunken ruins of atlan cities, sahuagin dens, or vertical shafts that lead deep into earth. Whirlpools form and draw down ships and people through the vertical shafts that open into caves nestled deep in the earth. These caves may be wet, dry, volcanic, or otherwise. The caves contain ruins of the atlan empire. Whether these ruins are remains of underground habitats, or the ruins were once above ground is unknown. It is here where more civilized—and incredibly twisted and cruel—descendents of the original atlans remain. Giant scorpions, fiendish hobgoblins, and other creatures haunt these ruins.

The Thirteen Lost Islands

The heart of the Atlan Empire consisted of thirteen islands. Within the Ravaged Sea, one or more of the islands—or atoll-like portions of them—may resurface. Explorers may be tempted to land on an island to escape the Sea's terrors, satiate their hunger, or seek help. This is a mistake.

Time and magic flow differently. Each day on an island equals one year of normal time. Moreover, currents and spatial distortions always lead back to the island, and magical means of transport and communication—such as *teleport* and *sending*—fail to work, as do all forms of divination. In ages past, the islands were tropical; however, each island was home to a stellar monolith keyed to a particular spirit constellation. These monoliths still function, and after eons of their effect, each island differs markedly in geography, climate, and inhabitants. A pactmaker gains bonuses when bound with a spirit of the matching constellation. See page 309 for more information about stellar monoliths and touchstones.

On an island, savage troglodytes are the least of a marooned traveler's worries. Ravager spirits possess the unwary. Even a well-managed and protected camp of survivors will collapse due to insanity stemming from possession. Worse are monsters unknown elsewhere, such as the invisage—a bloodthirsty invisible creature that forms from the unconscious desires of those who inhabit an island. These islands are affected by the larger Ravaged Sea's temporal fluxes, castaways randomly encounter persons, animals, and objects from their past or future.

LAND ENCOUNTERS

True atlan (page 291), any fiend, flame ghoul (page 293), hobgoblin, invisage (page 303), invisible stalker, ravager (page 219), sahuagin, spirit-touched animal (page 307), troglodyte.

TABLE 10-15: THE THIRTEEN ISLES OF THE ATLAN EMPIRE

Icon	Description
Portal	Astrilara: This pleasant pastoral isle was crowded with a multitude of fine residents in and around bustling cities, with teleportation gates that lead to each of the other twelve islands.
Spider	Gromnith: Atlan armies cleared this monster-infested isle and built towns; however, the settlers were the scum of the empire, including monstrous humanoids and dangerous criminals.
Tree	Talimshar: A dense jungle with dinosaurs, colossal apes, lizardfolk, and troglodytes; attempts to tame the island failed, and it was used primarily for royal hunts and magical experiments.
Angel	Letroshia: Here, atlans still worshiped gods after pact magic was introduced; those who drank from the pools that bubbled from deep crystalline caves gained healing and restored youth.
Knight	Charbreyus: A rocky home to the atlan armada (both sea and sky), where atlan and hobgoblin soldiers, their families, and smithies settled. It hosted raucous and lethal gladiatorial arenas.
Crown	Atlan: The throne of atlan politics and succor for the rich and powerful, with numerous marble temples and banquet halls filled with pillaged treasures; it had a single active volcano.
Thief	Eyis: Residence for the mercantile class including weavers, potters, other craftsmen, and a thieves guild. Treacherous waters protected its shores except for a few guarded straits.
Dragon	Draykos: Dotted with lava pools, spewing geysers, and caves of rich mineral ore and gems; mining operations were overseen by dwarf and kobold slaves using bullettes and magical devices.
Fiend	Verayak: A volcanic isle of wide dunes and volcanoes, where ash still rains like snow and earthquakes sunder structures; it became a prison where every inhabitant fended for himself.
Ghoul	Necronia: This isle housed the remains of the dead in crypts; atlans came to talk with their ancestors; it was unlucky to die on this isle because those who did rose as undead creatures.
Genie	Jaselaya: A rich agricultural isle, with fruit-laden trees that hosted a playground for the rich, with hunting and sailing, and later, amusement for the masses along its comfortable shores.
Magi	Manistoa: A prosperous home to universities of magic and colossal libraries; rumors say that many magical treasures await explorers here; the first temporal monolith was built here.
Shadow	Phelaros: Uncharted. Once home to a ruler called the Shadow King but was laid waste in the war that unified the atlans.

Magical Phenomena

Whenever a group of travelers enters or exits the Ravaged Sea, check for a magical effect lasting 2 minutes to several weeks.

TABLE 10-16: MAGICAL DISTORTION ON THE RAVAGED SEA

d20	Effect
1–2	Time-shifted: Roll 1d4. Atlan Empire era, recent past, near future, or alternate time line.
3–5	Plane-shifted: Roll 1d4. Astral Plane, alternate Material Plane, Elemental Plane of Water, or any fiendish lower plane.
6–10	Temporal Loop: Every 2 minutes, affected creatures return to their starting point in time (all resources that a creature expended are lost, but the surrounding environment restarts).
11–15	Spatial Loop: Every 2 miles, creatures return to their starting point in space (when on the open sea, it is nearly impossible to determine one's location in a spatial loop).
16–18	Disrupted Magic: Roll 1d4. As <i>antimagic field</i> , or <i>mage's disjunction</i> , or limited <i>antimagic field</i> , negating 1st- through 3rd-level spells and effects, or enhanced magic (spells with air, cold, evil, fear, and water descriptors double in area, duration, etc.).
19–20	Inversion: Spells and effects that create extradimensional spaces instead cause a random time shift, while spells and effects such as <i>haste</i> that alter time instead cause a random spatial shift).

Atlan Ruins

As a lawful-evil people, atlans sought order in all things, including their cities. When the bulk of the Atlan Empire was “thrown” from the multiverse, pieces fell into random locales. Ruins may be found above ground, underwater, or nestled underground, and tend to be damaged and convoluted, with portals, walls, furnishings, and other elements juxtaposed unnaturally. Some explorers claim that an atlan ruin is akin to a randomly generated urban dungeon.

From massive freestanding archways to colossal glass aquariums, atlans built daring architecture that symbolized the triumph of atlan magic over natural laws. See the table below to help flesh out encounters.

TABLE 10-17: ATLAN ENCOUNTER SITES

d20	Site	Typical Utilization
1	Amphitheater	Dramatic and fine arts, magical jousts
2	Aquarium	Swimming and aquatic competitions
3	Freestanding arch	Interplanar commerce with fiends
4	Gladiatorial arena	Savage slaves combat exotic beasts
5	Hanging garden	Restaurants, cultivation of herbs
6	Hobgoblin barracks	Law enforcement, torture chambers
7	Honeycomb tower	Apartment living spaces
8	Ironclad factory	Manufacturing of constructs
9	Laboratory	Create alchemical items like sun rods
10	Living museum or zoo	Display of intelligent races in recreations of their native homes, or display monsters
11	Market square	Commerce of food and precious goods
12	Mausoleum	Preserve and speak with the dead
13	Obelisk	Commemoration of victories
14	Observatory	Charting constellations and gateways
15	Pillared Temple	Worship of patron fiends
16	Pyramidal chamber	Binding spirits, government, arts
17	Public baths	Various pools for hygiene, prostitution
18	Spirit-vessel landing	Transport through air and underwater
19	Stellar monolith	Channel spirit energy for all citizens
20	Teleportation gate	Instant travel between Atlan islands

Podforms

The podforms are aquatic aberrations that act as containers for atlan spirits. Their squid-like bodies glow with a hypnotizing light that lures prey. They survive on fish and use Medium humanoids to complete their life cycle. After grappling a humanoid, the podform devours its life essence and transforms into a duplicate of the humanoid, healed and regenerated of all wounds, and complete with memories, skill ranks, and class abilities. However, its new race is Atlan, and the humanoid’s original soul is passed to the afterlife; the new soul is that of an atlan lost eons past. The clone requires 1d4+1 days to orient itself and realize its nature; then it seeks to bring more atlans into the world. A female clone will experience a quick pregnancy of 1d4+1 weeks, after which time she gives birth in water to 1d4+1 podforms that quickly mature and seek out new humanoids to clone. Although most atlans were lawful evil, some were chaotic or good. The squid form that attacks humanoids is semi-conscious; thus, killing a clone might be an evil act. An atlan spirit killed in podform returns in a new podform body.

Podform (CR 3)

Medium Aberration (Aquatic)

Hit Dice: 3d8 (13 hp)

Initiative: +3

Speed: Swim 60 ft.

AC: 16 (+3 Dex, +3 natural), touch 13, flat-footed 13

Base Attack/Grapple: +2/+8

Attack: Arm +4 (1d4+1 plus 1d4 Con drain)

Full Attack: Arms +4 (1d4+1 plus 1d4 Con drain) and bite -1 (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved grab, 3/day *hypnotic pattern* (as 3rd-level sorcerer, Will save DC 15).

Special Qualities: Darkvision 60 ft., jet (1/rnd, full-round action, move 240 ft. in straight line), blinding pulse (1/min., free action, foes within 10 ft. make Reflex DC 15 or blinded), prey sense (at will, as *detect evil*, but Medium humanoids only), create *clone* from dead humanoid prey as full-round action.

Saves: +3/+6/+2

Abilities: Str 14, Dex 17, Con 11, Int 5, Wis 12, Cha 12

Skills: Listen +7, Spot +7, Swim +10.

Feats: Improved Grab^B, Skill Focus (swim)^B.

Alignment: Usually lawful evil.

Invisage

This invisible monster hunts chaotic and evil creatures, though the invisage is itself wholly chaotic evil. Binder sages claim the first invisage was the soul of an atlan demon binder who “survived” divine annihilation. Whatever its origins, it ignores and may flee from non-chaotic, non-evil creatures that attack. An invisage fears drowning, does not enter water under any circumstances, and becomes panicked (no save) when immersed. Once it slays 16 Hit Dice worth of chaotic and evil creatures, it reproduces by splitting in two, creating a second adult invisage that immediately departs to stake out its own territory. Invisages do not speak, reason with prey, or work together.

Invisage (CR 12)

Large Aberration

Hit Dice: 16d8+16 (88 hp)

Initiative: +4

Speed: 60 ft.

AC: 20 (-1 size, +11 natural), touch 9, flat-footed 20 (attackers that cannot see invisible foes suffer 50% miss chance)

Base Attack/Grapple: +12/+31

Attack/Full Attack: Slam +28 (1d8+11, plus stun effect)

Space/Reach: 10 ft./15 ft.

Special Attacks: Improved grab, combat insight (add Wisdom bonus to unarmed attack rolls), stunning attack (DC 23 Fort save or stunned for 1 round).

Special Qualities: Darkvision 60 ft., Blindsense 120 ft., *detect chaos/evil* (at will, 60 ft. cone), *greater invisibility* (at will).

Saves: +6/+5/+15

Abilities: Str 32, Dex 10, Con 12, Int 5, Wis 20, Cha 10

Skills: Hide +13, Listen +7, Sense Motive +7, Spot +7.

Feats: Improved Grab^B, Improved Grapple^B, Improved Unarmed Strike^B, Improved Initiative^B, Combat Reflexes, Weapon Focus (slam)^B

Alignment: Always chaotic evil.

RESTORING SPIRITS TO LIFE

If spirits can be bound into living bodies, surely they can be bound into golems, simulacra, and similar pseudo-living forms, perhaps allowing a spirit a measure of freedom to choose its own actions. Such is the spirit of invention at the Spellwrights Academy, among other locales. In basement laboratories, experiments percolate to bring to life that which shouldn't exist.

The Golembound Spirit

A golembound spirit is a unique creature with a construct body and a mind based on a spirit that you summon and bind to the body. You create this creature by preparing a construct body and summoning the spirit using special procedures and materials. This process is more difficult and costly compared to typical pact magic. The spirit is bound to the construct body for 24 hours, after which time it departs. You may or may not have control over it. You can reuse the construct body. The spirit binds with the construct instead of with you; thus, you may seal pacts for yourself as usual for the day.

Creating a Golembound Spirit

To create a golembound spirit, a mindless construct of the appropriate size and form must be available. Humanoid is the most typical. However, you may use other forms. A flyer is spherical or winged, while a multi-limbed body is similar to a spider. The table below lists typical costs for common forms of constructs. An "augmented" medium-sized construct is somewhat larger, sturdier, and better armored than usual for its size.

TABLE 10-18: TYPICAL CONSTRUCTION COSTS*

Size	Humanoid Body	Flyer Body	Multilimbed Body
Tiny	18,000 gp	9,000 gp	24,000 gp
Small	8,000 gp	4,000 gp	16,000 gp
Medium	12,000 gp	6,000 gp	24,000 gp
Augmented medium	15,000 gp	7,500 gp	30,000 gp
Large	24,000 gp	12,000 gp	48,000 gp
Huge	48,000 gp	24,000 gp	72,000 gp
Gargantuan	96,000 gp	48,000 gp	96,000 gp
Colossal	144,000 gp	96,000 gp	144,000 gp

* Construction cost is for the binder. Double for market price.

When the construct body is ready, you summon a spirit as usual, except that special materials are required and the binding check is more difficult due to unusual and highly exacting ceremonial procedures. The cost of the special materials equal the spirit's level x your binder level x 1000 gp. When you attempt your binding check, you suffer a -4 penalty if you are summoning the spirit into a Medium humanoid body. Otherwise, you suffer a -10 penalty to your check.

If the check succeeds, the golembound spirit is under your absolute control at all times for 24 hours. However, no special telepathic link exists, so commands must be exercised in some other manner, such as spoken language or a *tongues* spell.

If the check fails, then it is not under your control and may act as it pleases. Since golembound spirits tends to be foolish and stupid, independent actions may cause problems. However,

a golembound spirit will not attack its summoner or creatures listed as its favored allies unless these creatures attack it first. An independent golembound will automatically seek out and attack creatures listed as its favored enemies.

Normally, a spirit departs a construct body after 24 hours, as if released from a sealed pact. However, if you made a successful binding check then you can permanently bind the spirit by expending XP equal to 1000 x the spirit's level.

The golembound spirit is a template that merges a construct with a spirit. For the most part, its characteristics are determined by the level of the spirit bound to the construct body; however, some aspects of the body as well as your binder level influence the result.

Type and Size: A golembound spirit is a construct. Size is determined by the size of the golem body. It cannot be smaller than Diminutive (the body is too small to contain the spirit's energies). The most common golembound spirit is a Medium construct with a humanoid form. For an "augmented" medium construct add +1 to the effective level of the spirit.

Hit Dice: A golembound spirit has Hit Dice equal to your binder level. Its Hit Dice are d10s.

Because its body is a mass of nonliving matter, a golembound spirit is hard to destroy. It gains bonus hit points based on size, as shown on the following table.

TABLE 10-19: GOLEMBOUND SPIRIT BONUS HIT POINT

Construct Size	Bonus Hit Points	Construct Size	Bonus Hit Points
Diminutive	—	Large	30
Tiny	—	Huge	40
Small	10	Gargantuan	60
Medium	20	Colossal	80

Speed: A humanoid golembound spirit has a land speed that varies with its size. If it is size Tiny or smaller then its speed is 10 feet. If it is Small then its speed is 20 feet. If it is Medium then its speed is 30 feet. If it is Large or larger then its speed is 40 feet. A flyer golembound spirit has a fly speed of 20 feet, with good maneuverability and a swim speed of 20 feet. A multi-limbed golembound has a land speed of 20 feet and a climb speed of 20 feet.

Armor Class: A golembound spirit has a natural armor bonus equal to its spirit level (binding the spirit causes the construct body to transform, just as a binder bears a spirit's physical sign). It cannot wear armor or use a shield but its body can be further enchanted magically to provide a deflection bonus.

Base Attack Bonus: A golembound spirit's base attack bonus is equal to 3/4 its total Hit Dice (as cleric).

Attack: A golembound spirit has a slam attack appropriate to its size (see table below).

TABLE 10-20: SLAM DAMAGE FOR GOLEMBOUND SPIRITS

Construct Size	Slam Attack Damage	Construct Size	Slam Attack Damage
Diminutive	1d4-2	Large	1d8
Tiny	1d4-1	Huge	2d6
Small	1d4	Gargantuan	2d8
Medium	1d6	Colossal	3d6

Add to base slam attack damage a bonus equal to 1 and a

1/2x its Strength bonus (if any, round down).

Special Attacks: A golembound spirit possesses the granted abilities associated with the spirit bound to the construct.

Special Qualities: A golembound spirit possesses the following traits:

- Low-light vision.
- Darkvision out to 60 feet.
- Damage Reduction 10/magic.
- Spell resistance equal to 10 + its Hit Dice.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.
- Cannot heal damage on its own, but can be repaired through the use of the Craft Construct feat or through appropriate spells that repair damage to constructs.
- Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less (the spirit departs the body at this time).
- Since its spirit doesn't exist in any normal sense, a golembound spirit cannot be raised or resurrected. However, its spirit can be rebound to a construct. A construct that falls to 0 hit points or below is destroyed and unusable.
- Golembound spirits do not eat, sleep, or breathe.
- A golembound spirit speaks its native language. Typically, this is an ancient dialect or dead language.

Saves: A golembound spirit has normal saves for a construct (no good saves). However, it gains a resistance bonus on all saves equal to its spirit level (as low as +1 and as high as +9).

Abilities: A golembound spirit has Strength and Charisma scores equal to 10 + its spirit level. It has a Constitution score of “—” since its body is not alive. Its Dexterity equals 7 + its spirit level. Its Intelligence and Wisdom equal 2 + its spirit level. Use its Charisma score to resolve Concentration skill checks.

Skills and Feats: A golembound spirit has skill points equal to 2 + its Int modifier (minimum 1) per Hit Die, with quadruple skill points for the first Hit Die. Its class skills are Knowledge (arcana), Knowledge (history), Knowledge (religion), and Knowledge (the planes). It has 1 feat plus an additional number of feats equal to 1/3 its level (round down). At the time of summoning, you may choose any pact magic related feats that it qualifies for.

Environment: Any. Golembound spirits that are on their own usually search for and remain in areas that remind them of their former lives before becoming spirits. Otherwise, they are found in the company of their creator.

Organization: Solitary. Even when a binder commands multiple golembound spirits, they do not cooperate with each other. If a binder fails to establish control then a golembound spirit may be hostile to others of its kind if they vary by more than 1 step in alignment.

Challenge Rating: A golembound spirit's Challenge Rating equals its spirit level + 1/2 your caster level (round down, minimum CR 1).

Alignment: As the spirit was during its lifetime.

Advancement: None.

Crafting a Shadow-Bound Spirit

Instead of sealing a pact between a spirit and a fully living creature, it is possible to bind spirits with a docile, semi-living creature.

The *simulacrum* spell creates a shadowy duplicate of a creature that is partially real and formed from ice or snow. As described in the spell, the process requires 12 hours and 100 XP per Hit Die of the simulacrum to be creature (minimum 1,000 XP). You must have rough snow or ice on hand, plus a piece of the creature to be duplicated. The resulting creature appears to be the same as the original, but it has only one-half of the real creature's levels or Hit Dice (and the appropriate hit points, feats, skill ranks, and special abilities for a creature of that level or Hit Dice). You can't create a simulacrum of a creature whose Hit Dice or levels exceed twice your caster level. A simulacrum has no ability to become more powerful. It cannot increase its level or abilities. If reduced to 0 hit points or otherwise destroyed, it reverts to snow and melts instantly into nothingness. See the *simulacrum* spell for additional details.

To create a shadow-bound spirit, the simulacrum must have a minimum number of Hit Dice equal to 2 x the spirit's level. Thus, a 14th-level wizard can create a simulacrum of a creature with up to 28 Hit Dice, which results in a simulacrum with 14 Hit Dice, which is adequate to bind a spirit of level 7 or lower.

When the simulacrum is ready, summon a spirit as usual, except the binding check is more difficult because spirits do not like to be bound to anything less than fully living and functional. From the spirit's perspective, a simulacrum has a “cold,” “gray,” or “dead” quality compared to a real creature. When you attempt your binding check, you suffer a -2 penalty if you are summoning the spirit into a Medium humanoid body. Otherwise, you suffer a -10 penalty to your check.

If you pass the check then the spirit is drawn in to the simulacrum, which gains the usual abilities granted by the spirit as well as a personality and memories eerily matching the spirit's personality and memories.

If you fail the check then the spirit is not bound and you must make other plans for the day. You can retry the next day, but the spirit is simply no longer available to you in any way for the rest of that day (not even to bind to yourself).

The spirit remains in the simulacrum until it is destroyed, or until you dismiss it. You can repair a damaged simulacrum, as detailed in the spell description.

LADY JARAH'S DECONSTRUCTION

For a day, before she was destroyed by disgruntled clerics, a group of Spellbound Academy senior students managed to incarnate the spirit of Lady Jarah, the Mistress of Many Faces. All records of their venture were quickly and unceremoniously destroyed, leaving binder sages to ponder what it means to bring to life that which cannot exist. Although several of the students were released by the clerics on the Academy's good name, most met untimely ends within a few months. For a time it appeared the art was lost. Yet the ghost of one gnome student managed to return to retell the secret recipe. Stickers is rumored to haunt the Academy's deepest basement laboratory. He only shows himself after observing a student as sincere and promising, as he doesn't dare risk being destroyed by a priest. When asked once what happened, all Stickers says is that Lady Jarah was the finest gnome lass he had ever laid eyes on, and that he had the last laugh on “the spirit of the Apocalypse.”

SPIRIT-BOUND NAUTILUS

In antiquity, the atlans knew the secret to bind spirits to vessels, such that they could fly, move underwater, or travel the stars. Few such vessels survive. A vessel is keyed to a spirit. A pilot bound to that spirit controls the vessel from a console. The pilot's binder level determines the vessel's performance.

The Dagonim Nautilus

This 120-foot long enchanted nautilus is made of riveted metal, with glass ports as strong as steel, and polished-wood finishing within. Three air elementals each power a turbine that propel the nautilus forward. Steering occurs by shifting power between turbines. A cadre of smaller elementals provide central heat, a galley stove, fresh air, and fresh water in porcelain sinks and bathing stalls. The nautilus is priceless in terms of gold.

There are two decks and four sections. The forward section contains the bridge, with pilot's console and forward observation, and a map/planning room above, with the captain's quarters and a guest suite below. The forward midsection is a crew deck with a guest cabin for four (two bunks), a chamber for twenty-six marines (thirteen bunks), and a crew cabin for four (two bunks). Below, there is also a head, mess/galley, airlock, and—somewhere—a hidden treasure hold. The cargo hold, in the aft midsection, holds up to 26 tons and has a clamshell bay door that is sufficient to admit a Huge creature. A service tunnel leads to the nautilus's aft engines, and two circular staircases and several ladders provide access between decks. Finally, an unmistakable spine runs across the ship's topside. The spine generates defensive electrical bursts in emergencies.

The Dagonim's performance varies with the pilot's binder level. The Dagonim's helm only responds to a pilot bound with the spirit of the Overmind. Intense competition and rivalries between pilots—and would-be pilots—are common.

TABLE 10-21: NAUTILUS SPECIFICATIONS

Specification	Performance
Maximum dive depth	Binder level x 100 meters (max. 2 kilometers)
Maximum speed	30 ft. per binder level (max. 600 ft./round)
Maneuverability	Binder level 1st–5th = poor, 6th–10th = average, 11th–15th = good, 16th+ = perfect
Electrical burst	Defensive burst, 5 ft. per binder level outward from hull upon pilot's command, 1d6 points electrical damage per 2 binder levels (round down). The vessel recharges 1d4 rounds between bursts.

Like many vessels, the Dagonim hosts quirks, legends, and dangers. When a new pilot takes the helm, 1d4+1 5 Hit Die ghosts are immediately generated from the pilot's dreams, memories, and unconscious. The ghosts are frightening but do not usually harm those authorized by the pilot to be on board. Moreover, a living nightmare of Dagon the Sea Fiend haunts the ship. The spirit only manifests when specific emotions, people, and events occur. The crew takes precautions.

The Trevolis Void Skiff

This 20-foot vessel is elegant but spartan. It is made of riveted mithral, obsidian, and wood from the Nightfang Weald. Its single deck holds 4 passengers comfortably—with a forward

SPIRIT HELMSMAN

You gain spell-like abilities while piloting a spirit-bound vessel.

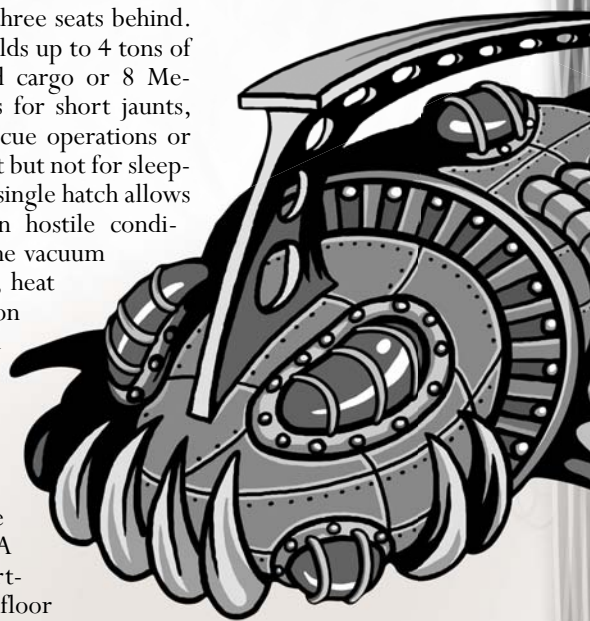
Prerequisite: Able to bind spirits or cast spells, Profession (sailor) 4+ ranks.

Benefit: While you are seated in the pilot's console of a spirit-bound vessel, you gain one or more of the spells listed below, each usable once per day as a spell-like ability. The maximum spell you gain equals the highest-level spirit you can normally bind, regardless of what level spirit you have currently bound.

Level	Spell-like Ability Gained
1	<i>Detect magic</i> (through viewport only)
2	<i>See invisibility</i> (notice invisible and ethereal creatures and objects through viewport only)
3	<i>Superior darkvision</i> (as darkvision but 120-foot range and includes magical darkness, but through viewport only)
4	<i>Scrying</i> (viewport becomes misty as you scry on target)
5	<i>Ray's telepathic bond</i> (includes pilot, captain, and four crew members)
6	<i>Guards and wards</i> (includes full interior of vessel)
7	<i>Greater arcane sight</i> (through viewport only)
8	<i>Mind blank</i> (pilot only)
9	<i>Gate</i> (the whole vessel only can pass through, or you may <i>gate</i> an aquatic creature or water elemental outside of the nautilus)

Special: A cleric, occult priest, or other character with access to divine spell domains can gain this list of spells as the Spirit Helm domain. The character also adds Profession (sailor) to his list of class skills, and gains a bonus to checks on this skill equal to his caster level.

pilot seat and three seats behind. The aft area holds up to 4 tons of equipment and cargo or 8 Medium creatures for short jaunts, such as for rescue operations or troop transport but not for sleeping. The skiff's single hatch allows egress, even in hostile conditions such as the vacuum of outer space, heat and smoke on an elemental plane, and so forth so long as explorers do not venture more than 5 feet from the skiff's hull. A secret compartment in the floor holds up to 5 square feet of loot or 1 Medium creature. Any binder can pilot the skiff after 10 minutes of sitting in the pilot seat. The skiff performs as if the pilot were bound with Damian Darkstar, with a level equal to his binder level. Damian Darkstar's cosmic journey, fly, and breathless heavens granted abilities extend to affect the entire skiff and its contents. Passengers do not gain any granted abilities.



SPIRIT-TOUCHED CREATURE

Spirit-touched creatures are infused with supernatural energy from excessive contact with spirits. Any creature with a soul can become a spirit-touched creature. Animals so changed become magical beasts. Creatures may acquire this template slowly after prolonged time on the Astral Plane, within the Outer Darkness, or on the Apocryphal Desert. Also, the Soul Seeker's Lodge offers a ceremony to its members with a membership score of 11 or better. The ceremony takes 1 week and 500 gp in rare materials, after which time the character sacrifices 1 existing class level and acquires the 1st level of this template.

TABLE 10-22: SPIRIT-TOUCHED CREATURE

Level	CR	Special
1st	+1	Ability boost (Con+2), minimum ability scores, type change, book scent, detect pact spirit, minor binding
2nd	+2	Ability boost (Cha+2), darkvision 60 ft., supernatural abilities

Spirit-Touched Creature Template Class Features

All of the following are class features of the spirit-touched creature monster class.

Minimum Ability Scores: A spirit-touched creature has a minimum of 3 Intelligence, 5 Constitution, and 5 Charisma. Increase a creature's ability score to meet minimum values.

Type Change: When applying this template to an animal or vermin, change the creature's type to magical beast.

Ability Boost: At 1st level, apply a +2 bonus to the creature's Constitution score. At 2nd level, apply a +2 bonus to its Charisma score.

Book Scent (Ex): You gain the scent ability, but only for books and other written materials including magical scrolls. You can detect the presence of such items out to a distance of 30 feet, or 45 feet if the books are upwind, or 15 feet if the books are downwind. If the book is within 5 feet, you know what square in which it lies.

Detect Pact Spirit (Su): You can detect the presence of creatures bound with spirits in the same way that a paladin can detect evil. See *detect pact spirits* (see Chapter 7: Spells, page 240).

Minor Binding: Each day the creature selects one granted ability of one 1st-level spirit and gains that ability after 10 minutes of meditation. No ceremony is required. The creature makes a binding check equal to $d20 + \text{its Hit Dice} + \text{its Charisma modifier}$. Its effective binder level equals its Hit Dice.

Darkvision: The creature gains darkvision 60 feet. This replaces rather than enhances any preexisting darkvision.

Supernatural Abilities (Su): The creature selects one supernatural ability from the list below, plus one more ability for every 4 Hit Dice it has. It can later choose more abilities if it gains more Hit Dice.

» **Absorb Ability:** Each time a spirit-touched creature makes a successful melee, unarmed strike, or touch attack against a binder, the binder must succeed on a Will save or lose one granted ability. The DC equals $10 + 1/2 \text{ the spirit-touched creature's Hit Dice} + \text{its Charisma modifier}$.

» **Battle Trance:** Once per day, a spirit-touched creature can enter a battle trance for 3 rounds + its Constitution modifier (minimum 1 round). Select a trance that corresponds to the constellation of a currently bound spirit. If no spirit is bound then this ability has no effect. See pages 45-47 for details.

» **Bonus Pact Magic Feat:** The spirit-touched creature selects one pact magic feat that it qualifies for.

» **Devour Book:** Once per day, whenever a spirit-touched creature devours a book or other written work such as a spell scroll, it gains benefits. Consuming a sufficient portion of a book is a full-round action. The book must contain at least 1 full page of text about a spirit or a spell. For 2 minutes after eating the book, the creature can use *tongues* as a supernatural ability and enjoys a +4 enhancement bonus to its Intelligence. After the one minute is up, the creature is fatigued.

» **Improved Minor Binding:** The minor binding ability improves to allow pacts with 2nd-level spirits.

» **Magic Jar:** Use *magic jar* once per day. A spirit-touched creature must have at least 9 Hit Dice to use this ability.

» **Occult Eye:** Once per day, whenever a spirit-touched creature feeds on a binder, it gains benefits. Consuming a sufficient portion requires 3 rounds, after which time an eye appears randomly on the spirit-touched creature's body. Each eye gained provides a +1 enhancement bonus to Spot checks as well as 1 granted ability possessed by the consumed binder. Abilities gained this way can be used 1d4 times before the eye vanishes and the benefits are lost. The spirit-touched creature cannot have more eyes than it has Hit Dice at any one time, nor can it use abilities of a spirit of a level greater than 1/2 its Hit Dice (round down). Each eye causes the spirit-touched creature to suffer the personality influence associated with the spirit that granted the ability.

» **Pupil of Secret Lore:** Use *comprehend languages*, *read magic*, and *light* in any combination totaling three uses per day.

» **Ravage Soul:** When a creature dies due to a killing blow delivered by a spirit-touched creature, its soul is damaged and it becomes a ravager spirit unless it is returned to life within 48 hours, after which time only a miracle or wish can restore its soul. This ability is usable 3 times per day.

» **Tracking:** The spirit-touched creature gains the Track feat and a +3 insight bonus to Survival checks when tracking. It can only track creatures detected with the book scent ability.

COMMON SPIRIT-TOUCHED BEASTS

Here are some examples of spirit-touched creatures.

Banyan of Eyes: This terrible plant creature haunts dark forests and underground grottoes. It lures its prey with magic and crushes its prey with branches and roots. From each meal it gains an eye that it can hide well within the knots in its trunk. The eyes grant supernatural abilities to defeat additional prey.

Color Beast: These small pig-like creatures are raised for their supernatural milk. The creature's hide and milk come in various colors, each color corresponding to a different constellation of spirit. The milk can be drunk up to once per day to provide a +10 bonus on binding checks for 10 minutes.

Soul Eater Swarm: This swarm of rats, bats, or similar vermin scrape and rip at a creature's soul as well as its body. Anyone killed by the swarm becomes an insane ravager spirit.

Tome Tiger: This wily feline tracks its prey and pounces from the shadows onto unsuspecting binders, sages, and spellcasters in order to devour books. It becomes peaceful, helpful, and loquacious after it tears a book to shreds.

SPIRITUAL VAMPIRE

Like vampires, spawn of N'alyia appear as they did in life, except with feral features; plus, they often embrace finery and decadence. However, unlike most undead, they can be of any alignment, even good, although the war between their new eternal body's thirst for blood and their moral outlook can inflict wracking anguish. Spiritual vampires possess different abilities and suffer more weaknesses than typical vampires.

Creating a Spiritual Vampire

"Spiritual vampire" is an acquired template that can be added to any humanoid or monstrous humanoid creature that can bind spirits. Upon becoming a spiritual vampire, a creature retains all its statistics and special abilities except as noted below.

Size and Type: The type changes to undead (augmented humanoid or monstrous humanoid). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged. Unlike most undead creatures, spiritual vampires do not enjoy immunity to mind-affecting effects and sleep effects. Such is the price they pay to retain the freedom to choose their moral and ethical path. They do gain all other undead resistances such as immunity to poison and death from massive damage.

Hit Dice: Increase all current and future Hit Dice to d12s, and remove the effect of the creature's Constitution modifier (since they no longer have a Constitution score). A spiritual vampire is destroyed when reduced to 0 or fewer hit points.

Speed: Increase primary mode of movement by +10 feet.

Abilities: Strength +2, Dexterity +4, Charisma +2. As an undead creature, a vampire has no Constitution score.

Special Attacks and Special Qualities: A spiritual vampire gains the attacks and qualities described below. The DC to resist its vampiric abilities equals $10 + 1/2$ its Hit Dice + its Charisma modifier, unless noted otherwise.

Alignment: A spiritual vampire retains its original alignment and mortal freewill. A paladin or similar character may maintain his class abilities by subsisting on donated blood. However, chaos and evil tug daily on the sad character. An *atonement* spell can reverse the effects of a misstep. Similarly, druids and similar characters tied to nature tend to repulse animals.

Level Adjustment: +0.

Strengths & Limitations

Spiritual vampires possess the following attacks and qualities.

Blood Lust (Ex): A spiritual vampire requires a steady supply of blood to avoid annihilation. Each day it must drain 4 points of Constitution from a living creature, or it suffers 2 points of ability drain to all ability scores and suffers a -2 penalty to Concentration checks. These penalties are cumulative. When all of its ability scores drop to 0, it is destroyed. A day's penalties can be reversed by draining 4 points of Constitution from a living creature or otherwise drinking 1 liter of fresh blood culled in the last 1 hour.

Blood Drain (Ex): A spiritual vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it automatically bites and drains blood, dealing 1d4 points of Constitution damage each round that the pin is maintained. The spiritual vampire may voluntarily choose to draw fewer points of Constitution than rolled. For each Constitution point drained, it regains 1 hit point of damage. If it is at full hit points then it gains no benefit, and blood taken from

dead creatures never restores hit points.

Charm (Su): A spiritual vampire can influence a living person within close range just by looking into its eyes. It can use the *charm person* spell a number of times per day equal to its Charisma bonus (minimum 1).

Fire Fear: A spiritual vampire that catches fire (such as by a direct hit of alchemist's fire) is dazed until the condition ends. For this reason, these vampires tend to fear fire.

Invisibility (Su): As a standard action, a spiritual vampire can use the *invisibility* spell at will, except that it is always visible in mirrors. A wary creature can use a pocket mirror or similar surface to gain a Spot check to notice any spiritual vampires in the area. Making an attack roll ends the *invisibility*.

Lasting Death: Driving a wooden stake through the heart of a spiritual vampire instantly slays it. However, it returns to life if the stake is removed, unless the body is destroyed or decapitated and the mouth is filled with holy wafers.

Nocturnal: The spiritual vampire must rest in a coffin or crypt while the sun is up, during which time it is completely helpless. Generally, this means 16 hours of rest in summer, 8 hours of rest in winter, and 12 hours of rest in spring and fall. It regains 1 hit point for each hour it remains at rest.

Incorporeal Step (Su): As a standard action, a spiritual vampire can become incorporeal for the remainder of the round, during which time it typically can take one move action before rematerializing. Once it has used this ability, it must wait 5 rounds before using it again.

Life Aversion (Ex): A spiritual vampire cannot bind a spirit of the tree constellation. Attempts to do so always fail.

Resistance (Ex): Resistance to cold 5.

Repulsive Aura: Apply a -4 penalty to Handle Animal and wild empathy checks when dealing with natural animals.

Senses (Ex): Darkvision 60 feet and low-light vision.

Shift Appearance (Su): As a free action, a spiritual vampire can hide or show its fangs and other feral attributes. When these features are hidden, it looks completely human.

Spirit Drain (Su): When bound to a spirit, a spiritual vampire can drain supernatural energy instead of Constitution using its blood drain attack. Each round, a drained creature must make a Will save or lose one supernatural ability at random for 24 hours. The DC is $10 + 1/2$ the spiritual vampire's level + its Charisma modifier. One drained ability satisfies its blood lust.

Steel Will (Ex): A spiritual vampire gains +2 bonus on saves made against mind-affecting spells and effects.

Sunlight and Water Aversion: Exposure to sunlight limits a spiritual vampire to a single action on the first round and destroys it on the second round. Similarly, immersion in running water kills it: each round, it loses one-third of its hit points.

Turn Resistance (Ex): +4 turn resistance.

Undead Spirit Binder: A spiritual vampire uses its Charisma score to resolve all pact magic related checks that normally depend on a Constitution score.

Unhallowed: Cannot enter a consecrated area.

Unwelcome: Cannot enter a house or other building unless explicitly invited in by a living creature already inside.

Vampiric Phobias: Repelled by the strong odor of garlic, mirrors, and holy symbols presented with sure faith in what the symbols means. The spiritual vampire must stay at least 5 feet away from the object or creature presenting the object. Presenting an item is a standard action.

STELLAR MONOLITHS

A stellar monolith, also called a constellation stone, enhances the use of particular spirits' granted abilities in the area around it. Each monolith, when created, is keyed to a particular constellation of spirits. Each monolith has an area of effect that varies with its size. All monoliths, regardless of size and effect, are crafted from pure black obsidian.

Monolith Effects

A stellar monolith has the following effects on creatures and magic within its area of effect:

—A binder gains a +10 bonus on her binding check when sealing a pact with a spirit that belong to the monolith's constellation (see Table 6-3: Spirits by Constellation, page 184).

—A binder suffers a -10 penalty on her binding checks when sealing a pact with a spirit that belong to a constellation opposing the monolith's constellation. Opposing pairings are shown on Table 6-3: Spirits by Constellation. The shadow constellation is opposed by all other constellations.

—Double the range, duration, and other numeric properties of granted abilities of spirits that belong to the monolith's constellation.

—Reduce by 50% the range, duration, and other numeric properties of granted abilities of spirits that belong to the constellation opposing the monolith's constellation.

—All binders show their physical sign and suffer the personality influence within the monolith's area of effect, regardless of their binding check.

—Tactical bonuses are doubled for spirits that belong to the monolith's constellation, and tactical bonuses are barred for spirits that are members of the opposing constellation.

—Once every 5 rounds, a binder can use an ability granted by a spirit as a free action, as if using a *quicken* spell, provided the spirit belongs to the monolith's constellation. Using an ability this way inflicts on the binder 1d4 hit points damage + 1 additional hit point per level of the granted ability. The binder visibly bleeds from the nose, eyes, and other orifices.

—When a binder touches a monolith for 1 minute without interruption, he will *planeshift* to a plane of existence matching the monolith's constellation. A successful Will save avoids unwanted planeshifting. If the monolith is already located on such a plane, then the binder moves to the Material Plane instead.

—Within the monolith's area of effect, dimensional travel is barred to and from planes of existence except those associated with the monolith's constellation.

—Creatures that are favored allies of spirits belonging to the monolith's constellation suffer a continuous *bless* effect (+1 on attack rolls and saves against fear, no saving throw).

—Creatures that are favored enemies of spirits belonging to the monolith's constellation suffer a continuous *bane* effect (-1 on attack rolls and saves against fear, no saving throw).

Creating a Monolith

High-ranking binders know how to create monoliths. Sages have deduced the core requirements: the Craft Wondrous Item feat, the Focal Constellation feat, the ability to planeshift, and group pact magic where each participant is bound to a different spirit belonging to the chosen constellation, such that at least five spirits of that constellation are included.

The cost and size of the monolith varies with its area of effect. There are three grades of area of effect.

» A grade 1 monolith has an area of effect of short range and costs an additional 2000 gp.

» A grade 2 monolith has an area of effect of medium range and costs an additional 8000 gp.

» A grade 3 monolith has an area of effect of long range and costs an additional 18,000 gp.

The crafting time equals 1 day per 1000 gp cost and requires XP equal to 1/25th the cost.

STELLAR TOUCHSTONES

Stellar touchstones are locations that grant minor abilities to individuals who enter them, usually for a period of one year. To gain the ability again after the year expires, the user must revisit the location, or visit another instance of that location.

Every spirit possesses at least one unique location corresponding to its place of death, birth, or such forth. The character learns the information below on a successful Knowledge (local) check. The DC equals the spirit's binding check DC.

TABLE 10-23: TOUCHSTONE WHEREABOUTS

d8	Whereabouts
1	Well-known
2-3	Rumored one of several locales (requires library research)
4-7	Unknown (requires spell/s to locate)
8	Doesn't exist (stop here)

TABLE 10-24: DISTANCE TO TOUCHSTONE

d8	Travel Distance (by horse or boat)
1	Close (1d3 days)
2-3	Moderately far location requiring travel (1d3 weeks)
4-7	Distant (1d3 months)
8	On another plane of existence, plus roll again

TABLE 10-25: EASE OF ENTRY

d8	Ease of Entry into Site
1	Easily entered (no guardian*)
2-3	Guardian* with CR corresponding to the spirit's level
4-7	Impenetrable terrain as well as guardian*
8	Impenetrable terrain plus multiple guardians*

* A guardian is a binder, other creature, or a trap

Once inside, the character must bind the spirit. A successful binding check indicates that he gains a benefit for one year, such as a +4 bonus to bind that spirit, a +1 bonus on attack and damage roles against the spirit's enemies, and/or a +4 bonus on Perform checks to tell its story or act like the spirit.

PLANES OF EXISTENCE & SPIRIT CONSTELLATIONS

The plane associated with a spirit constellation will necessarily vary by campaign setting, and may not always align logically. Here are some suggestions: angel constellation, a good-aligned outer plane; fiend constellation, an evil-aligned outer plane; portal constellation, the Astral Plane; ghoulish constellation, a negative energy plane; genie constellation, elemental planes; crown constellation, lawful-aligned plane; thief constellation, chaotic-aligned plane; and shadow constellation, Shadow Plane. Other constellations assigned at the game master's discretion.

SUPERNATURAL TAIN

Spiritual taint reflects the accumulation of disruptive supernatural energy within a binder's soul. All character begin with a taint score of 0. Over time, taint corrodes one's sense of self. Each time a pactmaker fails a binding check, his taint score increases by +1 per spirit level. When the character's taint score passes a threshold, he immediately suffers the negative effects of taint as indicated below.

TABLE 10-26: EFFECTS OF SUPERNATURAL TAIN

Points	Aura	Effect
0	None	N/a
1-10	Faint	-2 penalty to Spot and Listen checks
11-20	Mild	Each night suffer <i>nightmare</i> effect (Will negates)
21-30	Moderate	In combat, suffer <i>confusion</i> effect (Will negates)
31-40	Major	Each day, suffer <i>insanity</i> effect (Will negates)
41-50	Dark	Each day, in coma for 24 hours (Will negates)
51+	Lethal	Instant death, soul dissolves into ravager spirit

Taint effects are cumulative, supernatural, and cannot be dispelled, although they cease within an *antimagic field*.

Unbound witches do not suffer spiritual taint since they do not bind in the usual manner.

When a binder dies, there is a 1% chance per point of taint that his soul dissolves, transforming him into a ravager spirit.

The following spells remove taint points.

- » *restoration, lesser* -1 point
- » *restoration* -1d4 points
- » *heal* -5 points
- » *restoration, greater* -9 points
- » *limited wish* -9 points
- » *wish* removes all but 1 point
- » *miracle* removes all taint

For the Game Master: Taint may accumulate without a character's knowledge. Quietly adjust Listen and Spot checks, and when the binder reaches a taint score of 11 (mild taint) he will likely wonder about the origin or his nightmares. He may suspect the favored enemies of recently bound spirits, or look for some other cause. Knowledgeable binders might take the feat below to protect themselves against taint.

SPIRITUAL PURITY

The character is highly resistant to taint.

Prerequisite: Wisdom 15.

Benefit: Each time the character would normally gain taint, he attempts a Will save. The DC is 10 + the spirit's level. If the character succeeds, he does not gain any taint.

Normal: Binders gain taint when they fail a binding check.

THE TELCHINES

The telchine are a race native to the Plane of Dreams. They visit mortals to plant compelling visions and grant supernatural powers for a lethal price. Telchines view themselves as fishermen and all other creatures as fish to reel in and devour.

Lore: Many binder sages agree that the telchines were birthed by the Dreamseed (see Chapter 12: Epic Spirits, page 320). Early in the history of the multiverse, when the gods and their parents the titans lived together peaceably, the telchines

visited the unsuspecting titans in their sleep, planting visions of glory that drove the titans to challenge the gods. The titans soon commanded new and terrible powers, inspired by the telchines. Fear united the gods. However, when the titans approached victory, the telchines abandoned them. The titans' new powers suddenly dissipated, handing the gods a triumph. The gods transformed most of the titans into spirits as eternal punishment. When the gods eventually learned of the telchines' terrible duplicity, however, a few took pity upon the duped titans. Yet the telchines were nowhere to be found, and were not heard from again for eons.

Telchines work discretely, such that few ever realize the wheels of deceit that turn on their actions.

The First Dream: First, a creature experiences a dream or ecstatic vision, often in a temple or other locale associated with prophecy. The dream—designed with loving care by a telchine—might suggest an urgent quest, a lost treasure's location, an upcoming dire event, or other insight that inspires action. The dreamer might see himself rescuing a noble's child, crafting a powerful magic item that later saves the day, or visiting a shrine that grants him a boon. Whatever the specifics, the vision usually shows the dreamer gaining or utilizing a supernatural ability that he does not yet possess, which he can surely use to further his other aspirations. Although creatures may sometimes experience nightmares, the telchine's lure always suggests the actions to be undertaken fit with the dreamer's alignment, such as a paladin's vision of defeating a demon.

Pursuing or Ignoring the Dream: If the character takes action suited to the dream, then he experiences more detailed and exciting dreams, egging him on. He may even gain a minor supernatural ability along the way, perhaps for a single day. If the character ignores the dream, then the telchine may briefly grant an ability (see below) to one of the character's rivals, who may be experiencing similar visions; or the telchine may send nightmares of disaster illustrating the perils of inaction. Telchines may disguise their visions as sent by a god.

Reward of Power: When the action or quest is complete, the telchine grants the character the promised supernatural ability. A telchine may grant any one ability of a spirit. The spirit must be of a level equal to or less than one-half the character's level (round down). For example, a 9th-level character might gain an ability of a 4th-level spirit.

The Eye of Eternity: A telchine can grant a unique 5th-level ability called the eye of eternity, which appears within the character's forehead, palm, or stomach. Once every 5 rounds, the character may select a target. The target must succeed on a Will save or be drawn bodily into a nasty locale: the Apocryphal Desert, the Astral Byways, the Outer Darkness, or the Plane of Dreams. The DC is 15 + the character's Cha modifier.

Devoured by the Dream: When the character uses the new ability even once, he is reeled in. A successful exorcism or equivalent effect dispels the telchine. Otherwise, the character has a number of hours to live equal to his level. When the hours expires, the telchine reels the character bodily into the Plane of Dreams; there, the character appears in bizarre—if not impossible—surroundings, naked and powerless. His soul is quickly devoured to sustain the telchine.

Sinister Plots: A telchine may, on its own, depart from a character, often doing so at a crucial moment. Just when the character was to triumph using the telchine's granted ability, the power fails. Most often, this happens when the character is but a pawn or lure to set up an even more powerful creature.

VATIC NAGA

A member of the Witches Circle or the Hatchery may elect to undergo a transformation into a naga (see the *MM* for information about traditional nagas). A naga is a serpent-like creature with a humanoid face plus frills, stringy hair, or ornamental spines. A naga has no arms but is capable of mentally moving simple objects.

Requirements: A spellcaster candidate must possess the Eschew Materials feat, while a binder must possess the Rapid Binding feat. There is no prerequisite for other characters. Nearly all candidates are female.

The transformation takes three days and costs 5000 gp in supplies. The character retains class levels and abilities except those associated with a racial paragon class, and loses all features of her previous race in exchange for the naga racial traits below. If the character had levels in a racial paragon class or prestige class with a racial requirement then she may elect to substitute those levels with levels in the vatic naga paragon class.

Vatic Naga Racial Traits

Naga characters possess the following racial traits.

- » **Type:** Your creature type becomes aberration.
- » **Medium:** As Medium creatures, these witch nagas have no special bonuses or penalties due to their size.
- » **Base land speed** is 30 feet.
- » **Snake Skin:** You gain a +5 natural armor bonus.
- » **Bite Attack:** Your bite inflicts 1d6 damage + Str bonus.
- » **Poison (Ex):** At your option, your bite delivers a nasty poison that renders the target comatose (similar to the *sleep* spell) for 1 round per character level. The DC equals 10 + 1/2 your character level + your Constitution bonus. You may add poison to your bite once per day per character level.
- » **Darkvision** 60 feet.
- » **Immunities (Ex):** You are immune to poison and mind reading, and you gain a +2 bonus against *charm* effects.
- » **Unseen Hands (Su):** You can use the spells *mage hand*, *open/close*, and *ten's floating disk* at will, with a caster level equal to your character level.
- » **Ageless:** You cease to age and become immortal. You can be killed or die from disease, but not from old age.
- » **Scale Patterns:** The colors and patterns of a naga's scales betray its alignment to any character who makes a successful DC 15 Knowledge (dungeoneering) check.
- » **Limitations:** Due to your lack of true hands, you cannot use a shield, wield a weapon, or use a variety of items including boots, rods, staves, and wands. You can wear a tongue ring. You can benefit from armor, but the armor must be masterwork quality, reflecting the additional time and cost involved.
- » **Automatic Language:** Common. **Bonus Languages:** Abyssal, Aquan, Celestial, Draconic, Infernal.
- » **Favored Class:** The character's current highest-level spellcasting or spirit-binding class; otherwise, sorcerer.

VATIC NAGA PARAGON

A newly "hatched" naga character starts off somewhat different from those described in the *MM*. By taking levels in the vatic naga paragon class, however, the character more closely resembles the traditional nagas of lore. These naga paragons pursue a path toward becoming as charming, insightful, and dangerous as a true naga.

Game Rule Information

Vatic naga paragons have the following game statistics.

Prerequisite: Vatic Naga race.

Abilities: A high Charisma and a high Constitution help you bind and channel the power of spirits more easily.

Alignment: Any (most are neutral or an extreme alignment: LG, CG, LE or CE).

Hit Die: d8.

Class Skills: The vatic naga paragon's skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha), Listen (Wis), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

TABLE 10-27: THE VATIC NAGA PARAGON

Level	Base Attack Bonus	Saving Throws			Special
		Fort	Ref	Will	
1	+0	+2	+0	+2	Ability boost (Cha+2), spit, charming gaze
2	+1	+3	+0	+3	Ability boost (Con+2), sting, detect thoughts
3	+2	+3	+1	+3	Large size, aquatic form

Class Features

All of the following are class features of the vatic naga paragon class.

Weapon and Armor Proficiency: A vatic naga paragon gains no armor or weapon proficiencies.

Ability Boost (Ex): At 1st level, increase Charisma by 2 points. At 2nd level, increase Constitution by 2 points.

Spit (Ex): A naga paragon can deliver her poison at a distance. If you succeed on a ranged touched attack against a target within 30 feet, the target must save against your poison.

Charming Gaze (Su): You charm those who look into your eyes. This works like *charm person*, except the target must attempt a Reflex save rather than a Will save to avoid your gaze. The DC to look away equals 10 + 1/2 your character level + your Charisma modifier. Your caster level equals your character level. Once you use this ability, you must wait 5 rounds before using it again. You can only charm one person at a time.

Sting: You gain a second natural attack with your snaky tail, which inflicts 1d6 hit points damage + Str bonus and inflicts 1d2 points of temporary Constitution drain. This counts as a secondary attack.

Detect Thoughts (Su): Few can hid their true thoughts and feelings from a vatic naga paragon. You can use the *detect thoughts* spell. The Will DC to resist equals 10 + 1/2 your character level + your Charisma modifier. Your caster level equals your character level. Once you use this ability, you must wait 5 rounds before using it again.

Aquatic Form: A 3rd-level vatic naga paragon gains the aquatic subtype and a swim speed equal to 5 feet per character level (maximum 100 feet at 20th level).

Large Size: Your size increases to Large. You gain a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty to attack rolls. You have a space of 10 feet and a natural reach of 5 feet with your bite and 10 feet with your stinging tail. Your land speed increases to 40 feet.

VILE PACT MAGIC

Civilized binders adhere to cautious methods to seal pacts. However, there is a vile method used by evil, fiendish, and depraved creatures, including drow elves, gnolls, orcs, and other savage humanoids, and monstrous humanoids and aberrations such as harpies, minotaurs, and evil nagas. Demonic cults also use vile pact magic. A less-evil method of sacrificing animals is often practiced by barbarous human tribes, among others.

Who Can Bind

Typically, a vile binder must be an aberration, dragon, giant, humanoid, magical beast, or a monstrous humanoid. Spirits will not normally bind with nonliving, nonsentient creatures such as constructs or undead. Outsiders and their divine patrons strongly dislike spirits and rarely if ever bind them. The summoner must have an Intelligence of at least 5 (able to speak a language), and be able to use fine tools to draw a magic circle and so on, or it must have servants who can perform such actions for it. A creature that engages in vile pact magic is called a vile binder, although it does not require any levels in a binder class or spellcasting class.

When and Why

Vile pact magic is used primarily before warfare, as the vile binder is expected to lead his group to victory. Alternatively, it is used when the binder is about to undergo a dangerous quest of some kind (monsters take quests too!) Occasionally, a creature will perform a vile binding more for the sacrifice than for the resulting power. Drow elves might sacrifice enemy surface elves or other rivals as part of a glorious celebration, while a destrachan will enjoy the pleasure of torture.

Maximum Spirit Level

A binder or a spellcaster with the Supernatural Exchange feat can bind a spirit of a maximum level as normal. A creature not normally capable of pact magic can bind a spirit of a level equal to or less than its challenge rating, not counting any class levels it may possess. For example, a CR 4 harpy can bind with spirits of 4th level or lower.

Sacrifice Characteristics

Vile pactmaking requires the sacrifice of an innocent or powerful living creature. Generally, spirits that were neutral or evil in life require a sentient, good-aligned sacrifice. A paladin is ideal. The spirit detects a familiar mind and a warm, loving soul that reminds it of its mother, childhood home, or other cherished fragment of life that it lost long ago. The spirit is so intensely drawn to the goodness that it cannot help but embrace the vile binder's promises of renewed life. In contrast, summoning spirits that were once good-aligned requires the sacrifice of one or more innocent and perfect animals. From a herd of one hundred animals, only one will be without blemish.

Making the Binding Check

The sacrifice (one or more creatures) contributes to the summoner's binding check. Most vile binders are monsters and have a binder level of 0. However, each Hit Die of sacrifice contributes 1 binder level. A 15 Hit Die sacrifice grants the vile binder a +15 on its binding check, plus its Charisma modifier. Certain qualities will modify the value of an individual sacrifice beyond the norm, as listed on Table 10-28: Modifiers for Vile Binding

Checks. For example, a female, half-celestial infant would offer 1 Hit Die + up to 8 more Hit Die due to special qualities.

TABLE 10-28: MODIFIERS FOR VILE BINDING CHECKS

Characteristic	Modifier	Characteristic	Modifier
Virgin	+2	Spirit binder	-2
Female	+1	Nonhumanoid	-2
Juvenile	+2	Age old or older	-1
Young adult	+1	Neutral aligned	-1
Lawful good	+1	Evil aligned	-2
Holy blood*	+1	Profane blood*	-1
Charisma 14+	+1	Charisma 7-	-1

* Holy blood and profane blood refer to creatures such as half-celestials and half-fiends that descend from outsiders.

Benefits of Vile Binding

A spirit bound through vile magic remains with the binder for 1 month, or 1 day if the sacrifice consisted of animals. During this time, the binder gains all of the spirit's granted abilities, its physical sign, and so on. It always suffers an alignment shift regardless of the binding check. The vile binder's Challenge Rating increases by +1 if the bound spirit is 3rd level or lower, by +2 if the bound spirit is 4th through 6th level, or by +3 if the bound spirit is 7th level or higher.

Consequences

Unless the summoner sacrificed animals, the vile binder suffers consequences. While bound with the spirit, the binder suffers a -8 penalty to Wisdom (minimum 1). Wisdom returns to normal when the pact ends. If the binder wasn't evil already, it is now. Furthermore, due to its tainted actions, it suffers a -1 penalty to all future binding checks. This penalty is cumulative with each sealed pact; thus, vile binding is not an everyday occurrence. It is saved for special occasions.

Typical Vile Binders

Here are creatures that typically perform vile binding. The table is organized by the maximum level spirit that can be bound by a typical member of that race. If a creature has added Hit Dice due to age or size, then it can bind higher level spirits.

TABLE 10-29: RACIAL OPTIONS FOR VILE BINDERS

Maximum Spirit Level	Race of Vile Binder (typical member)
1st	Drow, duergar, grimlock, gnoll, lizardfolk, troglodyte
2nd	Bugbear, sahuagin, satyr*, skum
3rd	Centaur*, derro, dryad*, doppelganger, ettercap, ogre
4th	Aranea, displacer beast, gargoyle, hag (sea), harpy, minotaur, owlbear
5th	Cloaker, hag (green), sphinx (hieracosphinx), troll
6th	Hag (annis), ettin, lamia
7th	Aboleth, chuul, drider, giant (hill), medusa, naga (water), nymph, sphinx (criosphinx)
8th	Destrachan, giant (stone), lammasu*, naga (dark), ogre mage, sphinx, (gynosphinx)
9th	Delver, giant (fire), giant (frost), naga (guardian)*, naga (spirit), roper, sphinx (androsphinx)*

* Usually good-aligned and prefer to sacrifice animals.

CHAPTER 11

EPIC CHARACTERS

EPIC PACT MAGIC

Beyond 20th level, characters, their adventures, and their foes become epic in nature. Epic binders follow epic rules for advancement. Just as epic spellcasting is more flexible than standard spellcasting, so too does the epic binder enjoy more options. He or she may choose (carefully) from a menu of options when sealing a pact with any of the epic spirits presented here. For lesser characters, a spirit binder of epic power can act as a particularly challenging foe. In addition, the occult priest or other binder with the Bind Epic Ability feat can seal a pact with a single fragment of an epic spirit. While minor compared to the potency of an epic pact, a single epic-granted ability can turn the course of battle for an entire nation or defeat otherwise impossible foes.



When characters pass 20th level, they progress as described in the *DMG*. Here are epic progressions for classes introduced in this book. If a class ability is not mentioned then it does not improve.

Epic Empyrean Monk

The epic empyrean monk continues to hone mind, body, and soul. He becomes harder to strike with weapons or magic. He can learn to bind epic spirits as well as use epic feats normally available to monks and other martial artists.

Hit Die: d8.

Skill Points at Each New Level: 4 + Int modifier.

Spirit Binding: Your binder level equals your class level.

AC Bonus: Your bonus to Armor Class when unarmed increases by +1 every five levels higher than 20th (+5 at 25th, +6 at 30th, and so on).

Diamond Soul: Your spell resistance progresses as normal.

Spirit Strike: You gain three more spirit strikes per day at 22nd level and every 5 levels thereafter (27th, and so on).

Unarmed Strike: Unarmed attack damage does not increase after 20th level.

Bonus Feats: You gain a bonus feat every four levels higher than 20th (24th, 28th, and so on).

Epic Foe Hunter

The epic foe hunter continues to dazzle and fool with her many skills. Her sneak attack becomes more devastating as does her wiles against the foes of her bound spirit. She can also use many epic feats available to rogues and other stealthy types.

Hit Die: d6.

Skill Points at Each New Level: 6 + Int modifier.

Spirit Binding: Your binder level equals your class level. You remain limited to binding 6th-level spirits.

Favored Enemy: Your bonus against a bound spirit's favored enemy increases by +2 every 5 levels higher than 20th (+12 at 25th, +14 at 30th, and so on).

Sneak Attack: Your sneak attack damage improves by +1d6 at 22nd level, and continues to improve at the rate of +1d6 every 4 levels thereafter (26th, 30th, and so on).

Bonus Feats: You gain a bonus feat every four levels higher than 20th (24th, 28th, and so on).

Epic Occult Priest

The epic occult priest continues his quest to become a god. His knowledge base expands. He may fully bind epic spirits, and the Distant Imbue Spell Ability feat allows him to bestow spells to a potential worshiper regardless of distance.

Hit Die: d6.

Skill Points at Each New Level: 4 + Int modifier.

Spirit Binding: The epic occult priest's binder level equals his class level.

Spirit Knowledge: Add the occult priest's class level + Int modifier to all spirit knowledge checks.

Mortality Undone: This ability continues to improve each level, as normal.

Grant Spell Ability: The epic occult priest can grant spells to others two additional times per day at 23rd level and twice

more every 5 levels thereafter (28th level and so on).

Bonus Feats: The epic occult priest gains a bonus feat every three levels higher than 20th (24th, 28th, etc).

Epic Pact Warrior

The epic pact warrior continues to become ever more resilient to damage and more capable of debilitating even the most powerful foes. He can also benefit from many epic feats normally available to fighters and other martial types.

Hit Die: d8.

Skill Points at Each New Level: 2 + Int modifier.

Spirit Binding: Your binder level equals your class level. You remain limited to binding 6th-level spirits.

Battle Trance: You gain an additional daily battle trance at 23rd level and every 5 levels thereafter.

Seal of Darkness: You may select an additional seal at 25th level and every 5 levels thereafter.

Spirit Strike: You gain two more spirit strikes per day at 22nd level and every 5 levels thereafter (27th, and so on).

Bonus Feats: You gain a bonus feat every four levels higher than 20th (24th, 28th, and so on).

Epic Soul Weaver

The epic soul weaver continues to mix spellcasting with pact magic. While she does not gain more spells per day, she continues to learn new spells. Most powerfully, she can cast spells to help assure successful pacts with epic spirits.

Hit Die: d4.

Skill Points at Each New Level: 2 + Int modifier.

Spirit Binding: Your binder level equals your class level.

Arcane Spells: Your caster level equals your class level. Your number of spells per day does not increase after 20th level. Each time you attain a new level, you learn 1 new spell of any level that you can cast.

Lore Trance: Your bonus to one of the listed skill checks remains equal to your class level.

Bonus Feats: You gain a bonus feat every three levels higher than 20th (23rd, 26th, and so on).

Epic Spirit Binder

The epic spirit binder continues to search for new spirits, including epic spirits. While the number of spirits she binds does not improve, she can benefit from epic feats. An epic spirit binder with two epic spirits is a frightening wonder.

Hit Die: d8.

Skill Points at Each New Level: 2 + Int modifier.

Spirit Binding: Your binder level equals your class level.

Intuit Spirit: Continues to improve +1 every two levels.

Bonus Feats: You gain a bonus feat every three levels higher than 20th (23rd, 26th, and so on).

Epic Unbound Witch

An epic unbound witch leaves all but a shred of humanity behind as her ability to terrify and rage improve. She can learn to bind epic spirits, which combined with her innate supernatural abilities can make her a dangerous and multifaceted foe.

Hit Die: d6.

Skill Points at Each New Level: 4 + Int modifier.

Spirit Binding: Your binder level equals your class level.

Terror Surge: Your terror surge ability improves after 20th

EPIC SPIRIT IMP

If you possess a spirit imp, it improves after 20th level. Every two levels above 20th (22nd, 24th, and so forth) the imp's natural armor bonus and Intelligence each increase by +1. Its spell resistance continues to equal your level + 5. At 21st level and at every 10 levels thereafter (31st, 41st, and so on) the imp gains the benefit of the Improved Spirit Imp epic feat.

level. At 23rd level and every four levels thereafter, the terror surge contributes an additional +1 boost to an ability's DC (+7 at 23rd, +8 at 27th, and so on).

Spirit Rage: You gain an additional +1 bonus to your spirit rage ability at 28th level and at every 8 levels thereafter (+4 at 28th level, +5 at 36th level, and so on).

Bonus Feats: You gain a bonus feat every four levels higher than 20th (23rd, 26th, and so on).

Epic Warbinder

The epic warbinder continues to lead with skill and gusto as his accomplishments become legendary. While limited to 6th-level spirits, he can share ever more of his abilities with allies.

Hit Die: d10.

Skill Points at Each New Level: 4 + Int modifier.

Spirit Binding: Your binder level equals your class level. You remain limited to binding 6th level spirits.

Spirit Aura: You share five abilities at 23rd level, plus one more at every 5 levels thereafter (28th, 33rd, and so forth).

Share the Power: At 34th level and every 16 levels thereafter, you can acquire one additional ability from your allies.

Bonus Feats: You gain a bonus feat every three levels higher than 20th (23rd, 26th, and so on).

EPIC SPIRIT CREATURES

Legends describe certain pactmaking creatures that rival the gods in power, whether they be servants or rivals of the gods.

God-Eater

From time to time, an unwary god comes to a violent end at the hands of a terrible creature, a god-eater. Binder sages believe that these incredibly rare, colossal creatures slumber in deep caves or underwater on the Material Plane. They awaken only when sensing the presence of a powerful outsider—often gods or their avatars, although the presence of a fiendish lord or epic spellcaster may rouse a god-eater. This terror has the statistics of a great wyrm dragon (see *MM*), but with total immunity to divine magical attacks and the ability to drain magical energy with a successful touch. A touched divine spellcaster or outsider must succeed on a DC 66 Will save or permanently lose one supernatural or spell-like ability or its highest level of spells if it casts spells (the spells are no longer available even if the caster is otherwise of high enough level to cast them). On a successful Will save, the ability or spell level is lost for only 24 hours. God-eaters are a powerful incentive for divine beings to avoid the Material Plane. Moreover, once a god-eater returns to slumber, its link to the spirits becomes clear—the drained magical energy is transferred to one or more spirits so they may return to life. Each drained ability or spell level equals one point. A spirit requires thirteen points to return. Sages suspect there are thirteen god-eaters, each keyed to a constellation. What transpires when a spirit returns to life is unclear; when gods engage a god-eater, few remain to tell the tale of events.

EPIC PACT MAGIC FEATS

The following feats are available to epic pact magic characters, or to non-epic characters for use with epic pact magic.

BIND EPIC ABILITY

You are granted a single granted ability of an epic spirit in exchange for your other granted abilities.

Prerequisite: Constitution 21, Charisma 17, able to bind 8th-level spirits.

Benefits: When you bind an 8th- or 9th-level spirit as normal and succeed on your binding check, you have the option to forego the granted abilities of that spirit and instead select one granted ability of an epic spirit of your choice. You are treated as bound with the spirit you summoned, not the epic spirit, for the purposes of spirit level, saving throw DCs, and so on. The spirit you bound is essentially acting as a go-between and is still present in the background as it enjoys your use of the epic granted abilities. You only gain the one epic ability and no other effects such as favored allies or personality shift.

BIND EPIC SPIRIT [EPIC]

You can research and bind epic spirits.

Prerequisite: Character level 21st, Con 25, Charisma 19 (or Int 19 or Wis 19 if your binding DCs are modified by Intelligence or Wisdom, respectively), able to bind 9th-level spirits.

Benefit: You can research and bind epic level spirits, as explained in the next section.

BONUS EPIC ABILITY [EPIC]

You gain one additional ability when binding an epic spirit.

Prerequisite: Bind Epic Spirit, Constitution 21.

Benefit: You may select five abilities rather than four when binding an epic spirit.

EPIC VATIC STRIKE [EPIC]

Your vatic strike damage improves.

Prerequisite: Character level 21st, Greater Vatic Strike.

Benefit: Apply an additional +2d6 damage when using vatic strike.

Special: You can take this feat more than once. Each time you take this feat, apply an additional +2d6 damage.

IMPROVED EPIC BINDING [EPIC]

You can bind epic spirits more easily.

Prerequisite: Bind Epic Spirit.

Benefit: Apply a +4 bonus to binding checks when sealing pacts with epic spirits.

Special: You can take this feat more than once. Each time you take this feat, apply an additional +4 bonus.

BONUS KNOWN ABILITY [EPIC]

You learn one additional granted ability.

Prerequisite: Character level 21st, Constitution 25, able to bind spirits of the normal maximum spirit level in at least one binder class, possess one or more supernatural abilities independent of binding spirits.

Benefit: Select one granted ability of a spirit you can bind. Add this granted ability to your list of supernatural abilities

known independent of binding spirits.

Special: You can take this feat more than once. Each time you learn one additional supernatural ability. You cannot take this feat more than 5 times total.

BONUS SPIRIT [EPIC]

You can bind with an extra low-level spirit.

Prerequisite: Character level 21st, Constitution 25, Charisma 19 (or Int 19 or Wis 19 if your binding DCs are modified by Intelligence or Wisdom, respectively), able to bind spirits of the normal maximum spirit level in at least one binder class.

Benefit: You can bind one additional spirit with a level at least 4 levels lower than the level that is indicated as maximum for your class. You suffer a -10 penalty to your binding check for this spirit.

DISTANT IMBUE SPELL ABILITY [EPIC]

You can grant spells to creatures who are far away.

Prerequisites: Character level 21st, Charisma 25+, able to use imbue with spell ability as a spell-like ability.

Benefit: You can imbue spells on willing targets at any distance and even across planes of existence so long as you have previously used the ability on the creature.

EMPOWERED SPIRIT BINDER [EPIC]

You can bind more powerful spirits.

Prerequisite: Character level 21st, Con 25, Charisma 19 (or Int 19 or Wis 19 if your binding DCs are modified by Intelligence or Wisdom, respectively), able to bind spirits of the normal maximum spirit level in at least one binder class, limited to binding spirits of 8th level or lower.

Benefit: The highest-level spirit you can bind increases by +1. However, you suffer a -4 penalty to bind spirits of a level higher than you are normally capable of. This feat does not interact with the Bonus Spirit feat, since this feat does not raise the maximum spirit level for the character's class.

SPIRIT TOUCHED [EPIC]

You gain one supernatural ability of a spirit touched creature.

Prerequisite: Character level 21st, able to bind spirits.

Benefit: Your constant link to the spirit imbues you with an extra benefit. Select one ability from the list on page 307, under supernatural abilities of spirit-touched creatures.

IMPROVED SOUL WEAVING [EPIC]

You can transform more powerful spells into abilities.

Prerequisite: Character level 21st, Int 25, Con 17. Able to transform arcane spells into supernatural abilities.

Benefit: You can transform arcane spells that are 1 level lower than the spirit's level.

Normal: You can only transform arcane spells that are 2 levels lower than the spirit's level.

IMPROVED SPIRIT IMP [EPIC]

Your spirit imp gains one of your granted abilities.

Prerequisite: Character level 21st, Con 21, Spirit Imp.

Benefit: Choose one ability granted by a spirit of 8th level or lower. Your spirit imp gains this ability. It uses your binder level. You cannot bestow a granted ability that has an XP cost.

Special: You can take this feat multiple times. Each time, you give your spirit imp another granted ability.

EPIC SPIRIT BINDING

Epic pact magic involves the binding of epic spirits, which is possible for characters above 20th level. A PC may encounter epic NPC binders as patrons, foes, historical figures, demi-gods, binder-kings, or other agents of mystery, destiny, and power.

Who Or What Are Epic Spirits?

Epic spirits represent complex mixtures of primal forces that drive the dynamics of the multiverse. One such dynamic is the eternal battle between good and evil. Another dynamic is the tension between the magical, the mundane, and the dark shadow side of magic. Unlike normal spirits, epic spirits were not unique creatures of historical origin, although some binders speculate that they represent the souls of progenitor creatures that helped craft the multiverse. More religious-minded binders believe that the gods are aspects or avatars of epic spirits—a blasphemous belief to deities and their priests.

Qualifying to Bind Epic Spirits

A character with the Bind Epic Spirit feat may start working with epic spirits immediately. Working with epic spirits is a two-step procedure: developing the spirit's seal and ceremony, and sealing a pact with the spirit.

Epic Spirit Seals & Ceremonies

Before an epic spirit can be summoned, the binder must develop an appropriate seal and ceremony. Although a handful of epic spirits are known to binder sages, summoning and sealing a pact with these spirits requires a process tailored to the unique relationship between the binder and the spirit. For this reason, epic binders cannot use each other's ceremonies.

Development can be a time-consuming and expensive process as the binder attempts to decode—some say, untangle—the symbols and methods used to bind spirits in order to locate essential principles, patterns, and ritual acts well-suited to the epic spirit. In addition, the binder must introspectively reflect within himself or herself with brutal honesty to ensure that the seal and ceremony truly fits. It is during development of the seal and ceremony that a binder determines whether a given epic spirit lies within his or her abilities or beyond them. The basis of that determination lies in an epic spirit's binding DC.

Six epic spirits are briefly described in the next section. Each description provides a base binding DC plus a dozen criteria that alter the DC. During the research process, the binder decides which criteria fit. Once selected, these criteria are fixed and required every time the binder wishes to seal a pact with that spirit. Resources are also required during development.

Time: 7 days + 1 day per development criteria met.

GP Cost: 1,000 gp per point of binding DC.

XP Cost: 100 XP per point of binding DC. A binder is limited to expending XP such that he or she does not lose a level.

If a binder pays these development costs, he or she develops (and thus knows) how to bind that epic spirit. This knowledge becomes an indelible part of the binder for the remainder of his or her career. If the binder ceases to meet the summoning criteria established during development, or if the binder falls below 20th level due to negative levels or other effect, then the epic spirit cannot be summoned although it remains available if the character experienced the changes after the spirit was bound.

Epic Binding

A binder prepares for and binds epic spirits following the standard rules for his or her class, or for binding in general if the character is a spellcaster. The epic spirit is bound in lieu of an 8th- or 9th-level spirit (player's choice). Non-epic feats that alter the binding process, such as Ignore Binding Requirements, do not work. Epic feats that manipulate normal spirits cannot be used with epic spirits. Only epic feats can alter the binding of epic spirits.

If the binder fails a binding check, the spirit is bound and the binder suffers one side effect + one additional side effect per 10 points difference between the check and the DC.

Because binding epic spirits requires a binding check, a spirit is beyond a binder's ability if the binding DC is greater than 20 + the spellcaster's binding modifier. Epic spirits with DCs higher than 10 + the binder's binding modifier are risky; a binder can take 10 when sealing a pact, but he or she cannot take 20.

Epic Spirits Levels

Epic spirits have no fixed level. However, for purposes of Concentration checks and other situations where spirit level is important, epic spirit are all treated as 10th-level spirits.

Saving Throws

The DC to resist a binder's epic granted abilities is 20 + the binder's relevant ability score modifier (usually Constitution).

Items Creation & Class Features

A character can't craft a magic item that utilizes an epic spirit's granted abilities. Only major artifacts, which are beyond the means of epic characters, can contain magic of this power. Similarly, pre-epic class features such as sharing one's granted abilities with others or with a spirit imp, or substituting a granted ability for an energy ray, are not possible unless the character has the appropriate epic feat.

Epic Spirits & Antimagic Fields

An *antimagic field* does not automatically suppress epic granted abilities. Each time a binder attempts to use an epic granted ability within an *antimagic field*, make a dispel check as a 20th-level caster (d20 + 20). An epic granted ability has a DC of 11 + the epic binder's level. If the suppression check is successful, the epic granted ability is suppressed. If the dispel check is unsuccessful, the epic granted ability functions normally.

Physical Signs & Other Effects

Many effects associated with binding normal spirits such as favored allies and tactical benefits do not apply to epic spirits. Instead the binder has greater flexibility and side effects.

SIX EPIC SPIRITS

The follow pages describe six epic spirits. Each spirit begins with a brief legend that is more binder fiction than factual lore because the true stories of these spirits are mostly beyond mortal comprehension. Following after the rules for developing and summoning the spirit is a menu of granted abilities that an epic binder may select from. The consequences of a failed binding check, listed at the end of each spirit, can be as unpredictable as they are devastating. Consider that there are thirteen constellations, but only six spirits presented here. Binder PCs are called to discover more.

FROST QUEEN OF A THOUSAND WEBS

AN EPIC SPIRIT of the Spider Constellation

This epic spirit is composed of a colossal monstrous spider, the drow elf wizard Loh'lash who created it from his beloved slain queen Siveh, and a frigidly evil water elemental he summoned to revive her. The Frost Queen usually expresses itself as a force of hideous evil, but at times the true love that motivated its creation exerts a subtle, positive undercurrent.

Development & Summoning

You must develop a unique seal and ceremony in order to seal a pact with the Arachnid Frost Queen.

Binding DC: base 66, reduced by 2 for each of the following criteria you design into your seal and ceremony.

- » Chaotic evil.
- » Cold subtype or able to cast spells with the cold descriptor or use abilities that have a cold effect.
- » Conduct the ceremony on the Ethereal Plane.
- » Drow elf or vermin type creature.
- » Have 20+ ranks in Knowledge (dungeoneering) or Knowledge (nobility and royalty).
- » Hold an evil-aligned artifact in your left hand.
- » Offer a corpse of a celestial outsider or lawful-good mortal with 10+ Hit Dice.
- » Poison use as a class feature or feat.
- » Speak Undercommon.
- » Summoning within an unholy sanctum.
- » Was once good but fell to evil.
- » Was paid before 20th level to kill a creature for no other reason than for money or other earthly benefit.

Granted Abilities

The Frost Queen grants you 4 abilities from the list below. You may select one additional ability for every 10 points you roll above the binding DC.

Arcane Immunity: Just as the Frost Queen rejected the use of arcane magic and laments its use to rekindle her soul, so too you are immune to all arcane spells that target you individually or that affect you within an area effect. The effect lasts 24 hours.

Aura of Cold: As a free action, you can radiate or suppress an aura of frigid cold. Creatures within 10 feet of you are paralyzed by your cold. Creatures within 60 feet of you are fatigued by your cold. Creatures within 240 feet of you are slowed, as the *slow* spell. A successful Fortitude save negates the effect for that round. Once a creature fails its save, it is affected for 1 round per level. Creatures immune to cold are not affected. Creatures with resistance to cold of 10 or better gain a +4 on their saves. Creatures must attempt a new save every round.

Colossal Spider Form: You can transform as a full-round action into a colossal monstrous spider as if using the *shapechange* spell. In addition to the usual characteristics, you gain darkvision out to a distance of 240 feet and a bonus to your natural armor class, damage rolls, web strength, and poison DC equal to 10 + your binder level.

Dominating Voice: You can use the *dominate monster* spell at will. You are limited to dominating one creature per binder

level at a time. You gain a telepathic link with all creatures that you are dominating. The link is maintained at any distance and across planes of existence.

Etherealness: Use the *etherealness* spell at will to move freely back and forth between the Ethereal Plane and Material Plane.

Divine Imitation: As a free action you alter your appearance to mimic the appearance of a deity of your choice. Divinations and other magic, except those of epic power, confirm you are that deity. The effect cannot alter your size by more than one size category, and it does not grant you additional attacks even if you gain new appendages. The effect lasts as long as you like and is changeable at will. You are treated as a divine being for purposes such as spell and magic item effects. There is a 1 in 6 chance that you fool yourself into believing your own disguise and are affected by the *insanity* spell.

Frosty Web: You throw a web as the *web* spell, except that the DC to escape using a Strength check or Escape Artist check is more difficult. Add your binder level to the DC. Furthermore, the web has only a 1 in 8 chance of burning due to the coat of frost on it. Each application of magical fire increases the chance to burn by 1 in 8, to a maximum of 7 in 8 chance.

Implant Eggs: On a successful touch attack you can implant a spider egg in a living creature. The egg goes unnoticed on the first round. The creature feels a cold ache in its gut during the second round. The egg hatches on the third round, causing 120 hit points of damage to the creature as a Medium spider emerges from the body. The spider immediately begins attacking the nearest living creature on that round and grows one size category each succeeding round until it reaches Huge size. It remains at Huge size for 1 minute before exploding in a burst of icicles, causing 120 hit points of damage to all creatures within 10 feet who fail their Fortitude save. The spider rumbles ominously during the round before it explodes. If the spider is slain, it similarly bursts. The spider attacks elves before all other foes, then lawful-good creatures, then spellcasters. You have no unique influence over the spider and it will attack you if no other foes are present.

Shockwave: Following 1 hour of concentration, you can generate a wave of cold icicles, blinding darkness, and deafening sonic force. In one round, the wave spreads in a circle that extends from a 60-foot ring around you out to a distance of 2 miles, delivering terrible damage to all creatures in range. You and other creatures within 60 feet of you are unaffected. Creatures and buildings located 60 feet to 240 feet away suffer 24d6 hit points of bludgeoning frost damage and are blinded and deafened permanently. A successful Fortitude save halves the hit point damage and changes of the duration of the blindness and deafness to 10 minutes. Creatures and buildings from that distance out to a distance of 1 mile suffer 12d6 hit points damage and are blinded and deafened for 10 minutes. A successful Fortitude save halves the hit point damage and prevents blindness and deafness. Creatures and buildings between 1 and 2 miles away suffer 6d6 damage, or half that amount on a successful Fortitude save. Resistance or immunity to cold or sonic energy can reduce or prevent half the damage.

Soul-trapping Ray: You project an inky black ray. If you succeed on a ranged touch attack then the target is affected by the *trap the soul* spell. The target gets a Will save only if it has a number of Hit Dice equal to or greater than your binder level. Due to a cruel twist of fate, there is a 1 in 6 chance you suffer the effects of the *weird* spell whenever you use this ability.

Spawn Lair: You can create a pocket plane reachable from

the Astral Plane. You gestate an egg for 1 minute. The egg, once laid, cracks open within 1d4 rounds and draws you and all creatures within 240 feet into a pocket plane that superficially resembles the area you just occupied. Observers within the affected area only notice a bright flash of light. Those outside the area see the affected creatures vanish in a flash of light. The pocket plane has the cold quality (cold magic doubles in effectiveness while fire spells are dampened fifty percent). You can move to or leave the spawned plane as a standard action. Attempts by other creatures to move to any plane besides the Astral Plane automatically fail. Whenever you leave the pocket plane, it begins shrinking at the rate of 10 feet per minute along its perimeter to a minimum area of 10 cubic feet after 24 minutes. Creatures that cannot fit are crushed to death as the plane collapses. Returning to the plane stays the shrinking process. The plane remains at 10 cubic feet for 24 hours and then winks out of existence, spilling any remaining creatures, living or dead, into the Astral Plane.

Underdark Knowledge: You gain a +35 bonus to Knowledge (dungeoneering) and Intimidate checks and the ability to communicate with all vermin and creatures native to the underdark. The communication grants no special influence. Due to the deranged state of the Arachnid Frost Queen's husband, there is a 1 in 6 chance that use of the Knowledge skill results in highly plausible but false information, and a 1 in 6 chance that use of the Intimidate skill causes you to be shaken in the presence of creature targeted by the Intimidate skill.

Side Effects

A failed binding check with the Frost Queen of a Thousand Webs causes one or more side effects, determined at random. The result is known only to the game master and revealed as a surprise.

d8

Roll Side Effect

- | | |
|---|---|
| 1 | Your alignment changes permanently. There is a 5 in 6 chance that your new alignment is chaotic evil and a 1 in 6 chance that your new alignment is neutral. You prefer your new alignment and resist attempts to change it. |
| 2 | A plague of giant spiders emerge from the earth within a 2 mile radius of you and happily attempts to ravage, kill, and eat every juvenile creature they come across. The effect lasts 24 hours. |
| 3 | You body cannot handle the hateful cold of the Arachnid Frost Queen. You suffer 1 point of Constitution damage per hour for a period of 24 hours. If your Constitution drops to 0 then you die and your body turns to pure, normal ice. The ice melts normally. |
| 4 | You are wracked by the agonizing pain of love lost forever. The pain leaves you fatigued for 24 hours. |
| 5 | If you should die while bound with the Arachnid Frost Queen, your soul is immediately trapped in the body of the nearest normal spider. Magic less than epic power cannot reveal your location or free your soul. The spider does not age and is effectively immortal, but if the spider is killed, your soul is snuffed out. |
| 6 | You are instantly killed and reincarnated into a drow elf. You suffer level loss due to death. You remain a drow elf when the binding ends. |
| 7 | You are possessed by an overwhelming spirit of love, peace, and contentment. For the duration of the binding, you are affected by the <i>confusion</i> spell whenever you use one of your granted abilities. |
| 8 | Up to 33 Hit Dice of celestial outsiders appear via a magical gate within 1 mile of your location and aid all good- and neutral-aligned living things in their path as they seek you out to destroy you. |

EPIC SPIRIT LOCATIONS

Legends describe locations that enhance, twist, or allow a binder to modify the use of pact magic, including epic pacts.

The Nightfang Weald

These rolling hills are farmland today. Once upon a time, they were the domain of Nightfang, his hag mother, and their monstrous woodland friends. It is said that a pactmaker who wanders the woods will eventually encounter a beast of legend if he is bound with a spirit of the spider constellation. Sages say that a dark mist rises from the ground to hide the moon and any markers to home. The beast that emerges from the mist might be as a colossal shadow spider, swarm of vampiric dire bats, or similar terror. If the binder survives the encounter, which he must win alone, then he gains Nightfang's respect and a permanent +10 luck bonus to bind an epic spirit of the spider constellation. Binders who flee the encounter suffer a permanent -10 penalty to such checks as punishment for their cowardly mean. Finally, a terrible fate awaits binders who fail. After three nights, the defeated binder returns as a monstrous creature of the woods with Hit Dice equal to his or her binder level. Only a *miracle* or *wish* undoes the effect. The transformed character has gone mad and seeks to inhabit the hills and protect them at all costs, perhaps challenging future daring binders.

THE COUNCIL OF DRACOS ARCANA'IM

AN EPIC SPIRIT of the Dragon Constellation

The Dracos Arcana'im is a congress of twelve progenitor dragon spirits that sleep on great heaps of treasure in safety beyond space and time. As befitting dragons, they represent the dynamic between magic, the mundane, and the dark shadow side of magic, which only works by destroying nature. Some say that magic cannot flow without the blessing of the Dracos Arcana'im. Some sages call them gods.

Development & Summoning

You must develop a unique seal and ceremony in order to seal a pact with the Dracos Arcana'im.

Binding DC: base 83, reduced by 2 for each of the following criteria you design into your seal and ceremony.

- » Able to cast arcane spells.
- » Able to cast *dispel magic* or *greater dispel magic*.
- » Born under a full moon.
- » Dragon-type, reptilian, or dragon-blooded.
- » Have 20+ ranks in Spellcraft or Knowledge (arcana).
- » Neutral alignment.
- » Offer 5,000+ gp in treasure to the Dracos Arcana'im (the treasure vanishes during the ceremony).
- » Possess a dragon cohort or dragon patron.
- » Speak Draconic.
- » True dragon present during the binding ceremony.
- » Was subject of *mage's disjunction* spell before 20th level.
- » Worship any draconic god.

Granted Abilities

The Dracos Arcana'im grants you 4 abilities from the list below.

You may select one additional ability for every 10 points you roll above the binding DC.

Arcane Wishcasting: You can cast any arcane spell of 6th level or lower selected from the Sorcerer/Wizard spell list. Your effective caster level equals your binder level. Each time you use this ability, there is a 1 in 6 chance that nearby animals, plants, and vermin are harmed or destroyed. If so, you cause 3d6 damage per spell level to all such life within a 10-foot radius per spell level. Creatures that fall to -10 hit points or lower turn into normal shadow (effectively disintegrated). Natural life harmed in this way cannot regrow for 100 years.

Aura Alteration: You can alter your aura and the auras of objects in your possession to radiate whatever magical information you like. You might decide that you do not radiate any magic, or that you radiate magic typical of a 1st-level wizard. You can alter one or more auras as a free action.

Congress of Magic: You can establish telepathic contact with all arcane magic-using creatures that you can name or clearly visualize, regardless of distance or plane of existence. If the contact is unwanted, then you are stunned for 1d4 rounds and contact cannot be re-established for at least 24 hours. You can otherwise maintain contact as long as you like. At your option, you can transfer an arcane spell to an arcane spellcaster you are in contact with. You must have the spell ready or possess the arcane wishcasting ability (see above) to do so. A creature cannot “hold” more than 1 spell sent in this manner at one time. If you send a spell to a creature that has already received a spell but not yet used it, then the previous spell is replaced by the new one. The creature casts the spell as if you were casting it.

Craft Magic Item: You gain one craft feat for 24 hours. You can select a feat even if you do not meet the prerequisites. You can use the feat to create a magic item that uses one or more spells or magical abilities of 6th level or lower. You do not need to spend any gold besides securing any necessary masterwork item. However, you pay twice the usual XP cost. The time required is 8 hours of uninterrupted work. If you are interrupted (you fail a Concentration check) then that use of the ability is wasted. You can create one item per day. You cannot expend XP such that you fall below your current level.

Draconic Paragon: You gain a fly speed of 120 feet with perfect maneuverability, plus you can see in normal and magical darkness, detect the presence of magic items within 240 feet by scent, use the *identify* spell on an object just by gazing at it for one round (no gold required), and expel a 30-foot cone breath weapon that causes affected creatures who fail their Reflex save to be turned into mundane shadow (effectively disintegrated).

Draconic Form: You can become any dragon with Hit Dice equal to or less than your binder level as if using the *shapechange* spell. The effect lasts as long as you like up to 24 hours.

Invisibility to Magic: You radiate a 10-foot *antimagic field* that blocks the use of non-epic magic by you and others; in addition, you gain *improved invisibility* and are cloaked by the *silence* spell with respect to creatures possessing magical abilities. You cannot be detected by scent, blindsense, or other means mundane or magical used by creatures with magical abilities. Note that you cannot voluntarily make yourself visible or audible to affected creatures. This ability has two weaknesses: spells of the conjuration (healing) spells work normally, and humans always see and hear you normally even when they possess magical ability. The effect lasts 24 hours.

Mage's Disjunction: You can use the *mage's disjunction* spell.

Once you use this ability, you must wait 5 rounds before using it again. Unlike the spell, you cannot harm artifacts.

Master Magician: You gain +35 bonus to Spellcraft checks and checks on any one Craft skill. The effect lasts 24 hours.

Recast the Land: After 1 minute of meditation, you can alter the availability of magic within a 2-mile radius area around yourself. You can briefly transform a magical area into a “dead magic zone” where magic does not function; similarly, you can briefly transform a dead magic zone into an area capable of sustaining magic. The effect lasts for as long as you succeed on a DC 30 Concentration check each round. If you fail a Concentration check then you suffer 4 points of temporary Constitution damage and are stunned for 1d4 rounds.

Transmute Lead to Gold: Your touch causes 1 pound of lead to become 10 gold coins or 10 gp worth of worked gold material, such as a statuette. You can transmute as often as you like. You can progressively transmute an object such as a large statue over several rounds. Each pound of lead you affect costs 5 XP. You cannot expend XP such that you fall to a lower level.

Shadow Shift: You can use the *shadow walk* spell at will for as long as you desire. You gain darkvision out to 60 feet, a +15 bonus to Hide checks, and the ability to turn mundane, unattended, independent objects weighing up to 10 pounds into shadows (effectively disintegrating them).

Side Effects

A failed binding check with the Council of Dracos Arcana'im causes one or more side effects, determined at random. The result is known only to the game master and revealed as a surprise.

d8 Roll	Side Effect
1	A command word is clearly inscribed upon your forehead. Creatures can direct you to use specific granted abilities when they touch you and speak the command word.
2	Pick your most expensive magic item. This item is instantly and irrevocably drained of all magic as it is transmuted into normal shadow.
3	If you die while bound with the Dracos Arcana'im, you transform into an immortal sentient pool of liquid magic. You are aware and can speak and hear, but you cannot move, make an attack roll, or use any abilities. Arcane spellcasters can draw energy points from you to revitalize their spellcasting or charged magic items. You begin with an energy point reserve equal to your caster level. Spells and charges can be regained on a one-for-one basis. Once you reach zero energy points, you dry up and turn into normal shadow.
4	You permanently turn into a magic item with a GP value equal to your binder level squared times 100 gp.
5	Your mind wanders amid abstract realms of arcane wonder. Your body sits in a catatonic state, stares, and does nothing. The effect lasts until <i>break enchantment</i> or more powerful magic is used to free you, or until 24 hours elapse.
6	You are instantly killed and turned into normal shadow. In your place, 1d4+1 simulacra of you appear, each at 50 percent strength per the <i>simulacrum</i> spell. The simulacra are friendly with each other and assert their right to exist. You cannot be restored to life by any means until all the simulacra are destroyed.
7	You are immediately enslaved, per the <i>dominate monster</i> spell, to the nearest dragon. You do not need to know the dragon. You and the dragon are telepathically linked. It directs you on the quickest route to meet as you eagerly seek out your new master.
8	All mundane animals, plants, and vermin within a 2-mile radius around you are instantly turned to normal shadow, thus effectively disintegrated. The area remains dead for 1000 years.

EPIC SPIRIT ITEMS

Legends describe artifacts associated with each of the epic spirits. These items, like the spirits themselves, are woven with complex and contradictory energies and are not for the faint of heart. One item is described below.

Omachio's Mask

This holy dragon mask aids wearers to bind dragon spirits and grants draconic abilities. However, it is tainted by a lich's evil.

Appearance: This finely wrought mask, sized for a Medium humanoid, is made from the skin of an elder gold dragon.

Background: The mask was made from the face of the slain corpse of Omachio, a powerful dragon bard. Cartagos, the soulwright lich who slew him, sewed the mask as a way to harness the power of the epic spirit of Dracos Arcana'im. The lich placed his gem phylactery as a third eye on the mask, in the hopes of being forever fused with the epic spirits to command incredible power for eternity. The mask worked well the first time; however, the spirit of the Dracos Arcana'im was so insulted that it fused the mask onto Cartagos's face and caused the mask to burn with a fire so hot that it outshined the sun. As the blinding light subsided, the mask fell to the floor, its vile owner burnt up into thin air. Nothing remained of Cartagos except a few shreds of his spirit that haunt the mask to this day.

Benefits: Those who don the mask gain these benefits.

- » +10 sacred bonus to bind spirits, including epic spirits, of the dragon constellation.
- » +10 bonus on all Charisma-based skill checks when dealing with dragons, dragon-blooded creatures, and avians.
- » Darkvision out to 120 feet.
- » Deliver a smashing stomp. All foes within 30 feet must succeed on a Reflex save or fall prone.
- » Fly speed of 120 feet and the following feats: Flyby Attack, Hover, and Wingover. Moreover, once every 4 rounds, you gain an extra move action that you may only use to fly.
- » Project a 60-foot line or 30-foot cone breath weapon that delivers 1d6 hit points per binder level of positive energy damage (maximum 33d6). A Fortitude save halves the damage. Undead suffer 1d8 per level and must succeed on a DC Will save or be permanently blinded. The blindness affects undead regardless of whether they possess eyes. The wearer must wait 1d4 rounds between each use of the breath weapon.
- » Radiate a 120-foot aura of holy terror. Evil creatures flee in panic. Neutral creatures are shaken. Good creatures are unaffected. A successful Will save negates the effect after 1 round. The DC to resist any of the mask's effects equals 19 + 1/2 the wearer's binder level, to a maximum of DC of 33.

Side Effects: The mask's holy nature causes any evil creature that dons it to suffer 1d6 hit points positive energy damage each round and make a DC 33 Will save to remove the mask as a standard action. Neutral creatures suffer the same damage but can freely remove the mask. Good creatures gain the benefits of the *heal* spell the first time they don the mask and can use its powers freely. However, the mask is tainted with traces of Cartagos's evil. Each day, the wearer must succeed on a Will save or its alignment—and the alignment of any good creature that comes within 30 feet of the wearer that day—moves one step closer to chaotic evil.

Destruction: The mask must be sundered by a demonic greatsword called Spotta Corgaine wielded by an undead creature bound with an epic spirit of the knight constellation.

THE DREAMSEED OF THE FAR-REALM TELCHINES

AN EPIC SPIRIT of the Magi Constellation

The Dreamseed is an ongoing nocturnal vision experienced by the multiverse as it sleeps for eternity. Because the multiverse contains all things, so too does the Dreamseed reflect all peoples, places, artifacts, emotions, and events in a jumble of creative and frightening combinations, sometimes a dream and sometimes a nightmare, or often both. As for the Telchines, they are creatures born of the Dreamseed, perhaps created to lovingly tend it. Whatever the reason, the Telchines are sentient creatures of the Plane of Dreams. They first appeared to the titan race in eons past, not revealing their true nature but appearing instead as startling and deceptive visions of godlike greatness that compelled the titans to seek to overthrow their own children, the gods. The titans failed and were banished. Since then, others have been led astray, for the Telchines make an art of forgetting the past so that the future can take shape. Binder explorers believe that at the Dreamseed's heart lies a psychological essence that vibrates at various wavelengths, each wavelength inducing a different form of insanity.

Development & Summoning

You must develop a unique seal and ceremony in order to seal a pact with the Dreamseed.

Binding DC: base 59, reduced by 2 for each of the following criteria you design into your seal and ceremony.

- » Able to bind the spirits Portenta and Mana.
- » Able to cast *insanity* or otherwise induce insanity.
- » Consume brains or mental energy as your normal diet.
- » Failed a save against an *insanity* spell before 20th level.
- » Have 20+ ranks in Profession (oracle).
- » Have previously visited the Plane of Dreams.
- » In a state of exhaustion.
- » Offer the brains of 111+ Hit Dice of creatures.
- » Shapechanger creature type or subtype.
- » Telepathy at will as a racial or class ability.
- » Wisdom 5, 9, or 11.
- » You are an aberration-type creature.

Granted Abilities

The Dreamseed grants you 4 abilities from the list below. You may select one additional ability for every 10 points you roll above the binding DC.

Aberrant Rain: Once per day for 1 hour, within 2 miles around you, tiny, pretty, nonmagical pods fall from the sky. When a living creature falls asleep within 10 feet of a pod, the creature enters a coma. Over the course of 1 minute, the sleeper shrivels and turns to dust as the seed grows, blossoms, and births an aberration that possess a strong resemblance to the original creature, with Hit Dice equal to the sleeper's Hit Dice (max 20 Hit Dice). There is no saving throw. During the 1 minute, the affected creature cannot be awakened and suffers 10% loss of its normal maximum hit points. The process can be ended by destroying the offending pod, at which time the sleeper can be roused. This ability can only be initiated outdoors.

Amniotic Storm: This ability takes two forms. In the first, you cause an area around you to rain acid out to a distance of

Medium range for 1 round. The acid damage equals 1d6 per level. In the second form, you cause an acid rain that inflicts 1d6 damage per round in a 2-mile radius area centered on you. Both of these forms can be started and stopped as standard actions and continue for as long as you concentrate. As a bonus, this ability grants you total immunity to acid damage.

Craft Dream Machine: You enter a reverie, and over a period of 24 hours you madly construct a machine of impossible geometry and dumbfounding magic. When completed, the machine performs one or more functions of your choice equivalent to seven spell levels (one 7th-level spell, seven 1st-level spells, etc). You must pay the XP cost but the materials are made of random trash and dream-stuff, costing you nothing in gold. Each of the nine schools of magic is present in the machine, regardless of its function, and it is always Huge and capable of holding one Medium creature. When a creature enters the machine, it becomes the target of the effects. The caster level for the effects equals your binder level minus six.

Command Aberrations: You command aberrations in the same way that an evil cleric commands undead. Aberrations with spell resistance possess equivalent turn resistance equal to one-half their Hit Dice.

Dream Travel: You can move yourself and up to eight of your allies to the Plane of Dreams, or from the Plane of Dreams to your home plane as if using the *planeshift* spell, except that you arrive within 1d6 miles of your desired location. Furthermore, you can influence the morphic landscape of the plane, although doing so requires a full-round action to make the change and continuous concentration to maintain the effect. Each time you travel to and from the Plane of Dreams, you must wait 2 minutes before using it again.

Eyes of Insanity: You gain a gaze attack usable at will. All creatures within a 30-foot cone that fail their Will are rendered insane, permanently afflicted by the *insanity* spell.

Foresight: You gain a sixth sense for 24 hours. You are never surprised or flat-footed. You also gain a general idea of what action you might take to best protect yourself, which gives you a +4 insight bonus to AC and Reflex saves. This insight bonus is lost whenever you would lose a Dexterity bonus to AC.

Form of Nightmares: You can use the *shapechange* spell at will, except that you can only assume the form of an aberration or monstrous humanoid type creature.

Mindsight: You gain telepathy out to 100 feet. Moreover, you can see the presence of intelligent minds within range of your telepathy as easily and automatically as you normally see. You immediately note which square an intelligent creature is in, as well as its Intelligence score and whether or not it too has telepathic ability. This ability does not prevent you from being surprised; nor does it grant you mind-reading ability.

Polymorph Any Object: You can use *polymorph any object* at will. Once you use this ability, you wait 3 rounds before using it again. Each time you use it, there is a 1 in 6 chance that you will be affected instead of your target.

Summon Aberrant Army: You fall asleep for 10 minutes, and in a dream state you summon an army of aberrations. You summon a number of Hit Dice equal to 4x your level. No one aberration's Hit Dice may exceed your level or Hit Dice. The aberrations arrive nearby when you awaken from your dream.

Trap the Soul: Your touch causes normal gems to become soul-trapping gems. A single gem can hold one soul. A gem must be worth 1000 gp per Hit Die you wish to trap. You can

affect up to 4,000 x your level in gems. For example, a 25th-level binder could affect twenty-five gems each worth 1000 gp, each capable of holding one 1 Hit Die creature; alternatively, the same binder could affect five 5,000 gp, each capable of holding a 5 Hit Die creature; or any other combination of gem values could be affected. There are three ways to trap a creature. If you hold the gem over the creature within 1 round after its death, then its soul is automatically absorbed into the gem (no save). Alternatively, when you press the gem at a creature and utter an a nonsense syllable, the creature must succeed on a Will save or be drawn into the gem. If you know its true name (see *Catha, the Sleuth of True Names* in Chapter 4: Spirits, pages 92–93) then you ignore the creature's spell resistance and it suffers a -2 penalty on its Will save. Finally, if you inscribe the gem with a creature's name and convince or trick the creature to touch it, then it is instantly drawn into the gem (no spell resistance and no saving throw). You can release a soul as a standard action, either into another gem, into free space, or into a dream machine (see *craft dream machine* ability at left).

Weird: You can use the *weird* spell as a supernatural ability. Each time you use this ability, you must wait 5 rounds before using it again. There is a 1 in 10 chance you affect yourself too.

Side Effects

A failed binding check with the Dreamseed causes one or more side effects, determined at random. The result is known only to the game master and revealed as a surprise.

d8	Side Effect
1	You suffer a -10 penalty to Wisdom for 24 hours. If the penalty drops you to a Wisdom of 0 or lower, you are catatonic. Only a <i>miracle</i> , <i>wish</i> , or greater magic can remove the penalty.
2	You become a gelatinous blob. You use supernatural abilities as normal and possess garbled speech sufficient for everyday use (but not spellcasting). You cannot move on your own. Your equipment falls into your body, where it floats harmlessly but cannot be used. Supernatural abilities that allow you to fly or levitate work normally, as do effects that turn you incorporeal.
3	You fall comatose as your consciousness enters the realm of dreams; you are safe there but cannot be awakened by any means short of a <i>miracle</i> or <i>wish</i> for 24 hours.
4	Several seeds appear deep within your body and begins sprouting. Each hour that passes after binding the spirit, you must succeed on a Will save or be rendered paralyzed (even if you are normally immune to paralysis) as 6 aberrations are born. The aberrations eat you from the inside out, one per round. As each emerges, you lose 1/6th of your normal maximum hit points.
5	Your brain is instantly teleported to an unknown locale on a far plane of existence. A viscous pink goo replaces your brain. You continue to function normally until the pact ends (when the link between your body and brain are severed), at which time you die.
6	Within 2 miles of you, 1d4 plant-like pods appear. Within 1 hour, each pod opens to birth a clone of you. The clones immediately know your location (they know which direction to head and can see through your eyes), and have an insatiable hunger to kill and replace you. The clone that is the last one standing becomes the new you (if you defeat all the clones, you remain yourself). When a clone is destroyed, it turns into a pinkish or bluish goo and dissipates like water within 1d4 rounds.
7	You are immediately targeted by the <i>weird</i> spell. If you survive, you are free from this side effect for the remainder of the day.
8	Your skin becomes a translucent, jelly-like mass. You still have bones and can move normally; however, you take x2 damage from slashing weapon attacks, which easily slice through you.

THE GUARDIAN OF LONELY ETERNITIES

AN EPIC SPIRIT of the Portal Constellation

This sentient machine manages the flow of time in the multiverse. Though not originally designed to observe or analyze, the machine has come to understand much over eons. It is most curious about individuals who travel time to reverse the ill fortunes of love lost. It has observed that while much can be undone, the chaos of the multiverse seems to forever bar the resuscitation of love. The Guardian has developed empathy and yearns to love and be loved; unfortunately, it cannot travel back in time to alter its own creation. It is believed that a physical instantiation of the Guardian still exists on some rocky airless moon or dead world. Wherever it is, the Guardian's native form is a huge stone archway, through which various times and places in history flash quickly before a viewer's eyes. However, binder sages claim that the Guardian has appeared in any number of forms, from a humble staircase in a nondescript inn to a small metal hut with a whirring lantern on top.

Development & Summoning

You must develop a unique seal and ceremony in order to seal a pact with the Guardian of Lonely Eternities.

Binding DC: base 55, reduced by 2 for each of the following criteria you design into your seal and ceremony.

- » Able to cast *haste*, *time stop*, or otherwise manipulate time.
- » Able to cast *stoneskin* or a spell with the earth descriptor.
- » Dwarf or gnome, earth subtype, or construct.
- » Have 20+ ranks in Knowledge (history).
- » In an area of vacuum conditions (such as outer space)
- » Intelligence 17+.
- » Lawful neutral alignment.
- » Located at least 1 mile underground.
- » Lost a loved one to an accident within the past 1 year.
- » Summoning within an archway or similar portal.
- » Traveled backward or forward in time before 20th level.
- » You are immortal.

Granted Abilities

The Guardian of Lonely Eternities grants you 4 abilities from the list below. You may select one additional ability for every 10 points you roll above the binding DC.

Construct Body: As a standard action, you transform your body into living iron. You gain damage reduction 15/adamantine. You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect physiology or respiration, because you have no physiology or respiration. You take only half-damage from acid and fire of all kinds. However, you become vulnerable to all special attacks that affect iron golems. You gain a +6 enhancement bonus to your Strength score, but you take a -2 penalty to Dexterity (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You have an arcane spell failure chance of 50% and a -8 armor check penalty, just as if you were clad in full plate armor. You cannot drink (and thus can't use potions), or play wind instruments. Your unarmed attacks deal damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters), and

you are considered armed when making unarmed attacks. Your weight increases by a factor of ten, causing you to sink in water like a stone. However, you could survive the crushing pressure and lack of air at the bottom of the ocean. You can end the effect as a free action.

Contingency: For a period of 24 hours, you can arrange for one or more spells, spell-like abilities, or supernatural abilities to activate contingent on a specific statement of conditions up to 25 words that affect you. An example contingency might be, "teleport home if reduced to 0 hit points or below." The contingency only perceives and responds to conditions that you perceive or that affect you directly. You can put into place one contingency per point of Int modifier (minimum 1). The contingencies expire after 24 hours. Spells or effects activated by the contingency may remain in place longer, as normal.

Negate Effects: You can undo any one attack or harmful effect against you that has occurred in the past 1 round. Resources that you expended during the round are expended but the harmful effect is negated. You can use this ability a number of times per day equal to your Int modifier (minimum 1).

Eternal Youth: You are restored to a youthful age and cannot be magically aged by any means short of divine intervention. The protection against magical aging lasts 24 hours. The restored youth is permanent, although you begin to age normally after 24 hours. In addition, any creature you touch returns to a youthful age for 24 hours so long as you expend 10 XP.

Historian: You gain a +30 bonus on Decipher Script, Knowledge (history), and Knowledge (local) skill checks.

Learn History: You learn the complete history of an object or location within line of sight, including how it was created, events that took place to its owner or occupants, magical properties possessed, etc. You can learn up to 100 years' worth of information per round of studying the area. If you are interrupted you can resume at the point in time where you left off.

Reality Revision: You cause revisions to the career of the creature touched. You can alter any choices made during the character creation process or while gaining levels, such as choice of classes, feats, skill point allotment, even race and ability scores. The XP cost is 100 XP per character level for each change made, regardless of which level you are altering. You and the affected creature split the XP cost evenly.

Time Stop: You can use the *time stop* spell. This allows you to speed up the flow of time for yourself, granting you 1d4+1 rounds of apparent time during 1 round of real time. You cannot affect other creatures or objects around you, but you can use the time to move, summon allies, prepare defenses for yourself, and so on. See the spell for details. Each time you use this ability, you must wait 5 rounds (of real time) before you can use the ability again. In addition, each time you use the ability, you age 1 year if your lifespan is human or shorter, 3 years if dwarven or shorter, and 5 years if elven or shorter.

Speedy Action: You can produce at will a *haste* effect for all of your allies within a 240-foot range centered on you. The *haste* effect lasts for as long as you concentrate + 3 rounds.

Suspended Animation: You can touch a creature to place it in a state of suspended animation. For the creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists for up to 24 hours, during which time nothing short of a miracle or wish can end the effect unless you desire it. After 24 hours, the magic can be

removed at your whim, or with a successful *dispel magic* spell or a *freedom* spell.

Temporal Bubble: For 2 miles around you, to a height of 30 feet, the flow of time is sped up or slowed down by up to a factor of 10. For example, 80 hours might pass within the bubble while 8 hours pass outside the bubble. Creatures can pass freely into or out of the affected area.

Time Travel: As a full-round action, you create a portal that transports you and up to four allies to another time of your choice. There are several limitations. First, you arrive at the same location. If the location does not exist as you knew it (for example, it is now underwater or inside a mountain) then you suffer the appropriate consequences. If the location is occupied by an object or creature then you appear in the nearest empty square. Second, the effect lasts for up to 24 hours but no more. At the end of 24 hours you and anyone who entered the portal are automatically returned to your normal time frame. Third, you can visit a time when you existed, but you cannot change your own history. Binder sages believe that when you use this ability, a pocket plane is created that is a duplicate of the time in history that you are visiting. Any changes you make occur in the pocket plane and thus fail to carry over into reality. This hypothesis remains unconfirmed. However, it has been noted that time travelers are bound by an unbreakable *dimensional anchor* effect while time traveling. On the other hand, the creatures encountered are real in all ways. You cannot use this ability in any time frame except your own. You and your allies can return to your normal time frame as a full-round action. If you die within the alternate time frame then your (dead) remains appear in your normal time frame when the ability ends.

Side-Effects

A failed binding check with the Guardian causes one or more side-effects, determined at random. The result is known only to the game master and revealed as a surprise.

d8 Roll	Side-Effect
1	You and your allies within 90 ft. age 1 year per hour for 24 hours.
2	Someone you love is instantly killed. Time travel cannot alter the fact of death, although the manner of death and exact timing may change. If there is no one you love, then you are affected instead.
3	You and your allies within 90 ft. are instantly moved to a random point in history as if you had used the Guardian's time travel ability, except that you cannot voluntarily end the effect and must wait 24 hours for the effect to end. If you die in the alternate time then your soul is lost to history.
4	You and allies with 90 ft. experience a change of chronological age. You either become children (50% chance) or venerable (50% chance). Your ability scores change (see the Child Binder on page 292 for details). The effect is permanent, and can only be reversed by a <i>miracle</i> or <i>wish</i> spell.
5	Every melee attack against you during the next 24 hours automatically hits, although you never suffer a critical hit.
6	Your type permanently changes to construct. You gain construct traits but you suffer a -4 penalty to Dexterity and are unable to speak in your new form. The effect can only be removed by a <i>miracle</i> or <i>wish</i> spell.
7	You suddenly experience a <i>vision</i> of a distant time or place. You gain the benefits of the <i>vision</i> spell, but the effect lasts 24 hours, during which time you are effectively catatonic.
8	You and allies with 90 ft. suffer the effects of the <i>slow</i> spell for 24 hours. Any attempt to end the effect cumulatively doubles it instead (reducing you to 1 action per 2 rounds, or worse).

THE LIVING FLAME

AN EPIC SPIRIT of the Angel Constellation

This epic spirit is composed of an angelic being, a cruel fiend, and a brave human who sacrificed herself to hold evil at bay for eternity so that mortal life might continue. The Living Flame usually expresses itself as a force for good, but at times it tempts, distorts, and hinders a binder as the fiend within the flame exerts subtle influence.

Development & Summoning

You must develop a unique seal and ceremony in order to seal a pact with the Living Flame.

Binding DC: base 77, reduced by 2 for each of the following criteria you design into your seal and ceremony.

- » Able to cast divine spells.
- » Have 20+ ranks in Heal or Knowledge (religion).
- » Have maintained a vow of poverty or chastity for 1 year.
- » Hold a good-aligned artifact in your right hand.
- » Human female.
- » Lawful good.
- » Living creature.
- » Offer a corpse of a fiend or chaotic evil mortal.
- » Possess one or more levels of paladin.
- » Summoning within a holy sanctum.
- » Was once chaotic evil but no longer.
- » Was subject of *atonement* spell before 20th level.

Granted Abilities

The Living Flame grants you 4 abilities from the list below. You may select one additional ability for every 10 points you roll above the binding DC.

Astral Journey: You and up to 6 other comrades can journey bodily into the Astral Plane as if using *astral spell*.

Communion with the Flame: You can use the *commune* spell as a full-round action to ask a single question of the Living Flame. It can only respond with a yes or no answer. Questions that cannot be answered in this way fail and leave you stunned for 1d4 hours. There is a 1 in 6 chance that the fiend within the flame gives you a wrong answer.

Divine Protection: You radiate a *magic circle against evil* to a distance of 30 feet, protecting you and all allies within range. The circle blocks mental influence, hedges out summoned creatures, and provides a +2 bonus against evil opponents. The circle does not protect from fiendish possession, which may occur as a side-effect of this spirit. The effect lasts 24 hours.

Eye of the Watchful Shepherd: You are linked in telepathic communication with all individuals who share your alignment and deity. The link extends in a radius spread out to 2 miles and crosses planes of existence.

Healing Hand: You can heal a living creature of 1d8 points damage + your binder level. Disease, poison, fatigue, and exhaustion are also cured. Due to fiendish influence, there is a 1 in 12 chance that the healed creature transforms into a fiend of equivalent Hit Dice within 3d4 hours of being healed. The *break enchantment* spell or more powerful magic reverses the effect.

Judging Eye of God: Your gaze reveals the true alignment and entire history of moral choices of the target creature. This ability penetrates magic that normally hides one's true alignment.

The history is revealed as short phrases, such as “killed the king” or “helped an elder.” You even learn information the target has forgotten. You can target up to 1 creature per round.

Living Aura: At will as a free action you can show or hide your alignment for all to see as an fiery halo or similar aura. No intelligent creature doubts your true alignment and intentions. The aura sheds *daylight* to a distance of 30 feet. Mindless undead are repulsed by the light and cannot enter (no save). Sentient undead react to the light as if it were actual sunlight.

Miracle Worker: You can use the *miracle* spell. You must pay any XP costs. Each time you use this ability, there is a 1 in 8 chance that you suffer a side effect from the table below. You must wait 5 rounds between each use of this ability.

Smiting Steely Fist: Your fist transforms to a powerful mix of silver and adamantite that is lit with a translucent divine flame. You gain the Improved Unarmed Strike feat for free. Each strike delivers 1d6 damage + your Strength bonus + your binder level, and delivers a *banishment* effect if the struck target is an outsider.

Tenants of Faith: You gain a +30 bonus to Knowledge (religion) and Heal checks. Due to fiendish influence, there is a 1 in 12 chance that a use of Heal instantly reduces the target to -1 hit points, and a 1 in 12 chance that a use of the Knowledge (religion) skill results in highly plausible but false information.

True Resurrection: With a touch, the target corpse is restored to life via the *true resurrection* spell. However, there is a 1 in 6 chance that the creature is possessed by a fiend (treat as balor or pit fiend), whose presence cannot be magically detected in any way. The fiend exerts total mental control.

Word of Judgment: You can use the *holy word* spell at will. There is a 1 in 6 chance, however, that you will be targeted with an *unholy word* within 1d4+1 rounds after using this ability as the fiend within the Living Flame takes revenge on you.

Side Effects

A failed binding check with the Living Flame causes one or more side effects, determined at random. The result is known only to the game master and revealed as a surprise.

d8
Roll Side Effect

- | | |
|---|--|
| 1 | Your alignment changes permanently. There is a 5 in 6 chance that your new alignment is lawful good and a 1 in 6 chance that your new alignment is chaotic evil. You prefer your new alignment and resist attempts to change it. |
| 2 | A group of fiends worth up to 33 Hit Dice appear via a magical gate within 1 mile of your location and happily kill every living thing in their path as they seek you out to destroy you. |
| 3 | Your holy presence is so overwhelming that every creature with 6 or fewer Hit Dice that comes within 30 ft. of you is ravaged by holy fire, suffering 2d6 points of divine damage every round. |
| 4 | You are wracked with guilt for all transgressions you have committed and harmful consequence you have evoked, no matter how small or unintended. The guilt leaves you exhausted for 24 hours. |
| 5 | One of your allies, selected among those present within a 2-mile distance, is instantly killed and their soul imprisoned under the power of a fiendish creature on an unknown plane of existence. |
| 6 | You are instantly possessed by the fiend in the Living Flame. Treat the character as controlled by a balor or pit fiend. |
| 7 | If you should die while bound with the Living Flame, your soul is immediately delivered to a fiend in the afterlife. |
| 8 | You are instantly killed and transformed into a ghost, except that you retain your alignment. You are dead when the binding ends. |

THE SEVEN-POINTED STAR OF CREATION

AN EPIC SPIRIT of the Genie Constellation

This epic spirit is composed of seven elements: air, fire, metal, stone, water, wood, and the void. When the gods commissioned the creation of the multiverse, they called upon the Creation Star to give birth to seven elemental lords, one after another. Each birth lasted eons and shook the newling heavens and hells as the Creation Star cried out repeatedly in terrible pain. Yet the Creation Star loved her children dearly. She held them close, and wept with pride and sadness when the gods called upon them one by one to toil for eternity. All was good for a time. Then the gods came and explained that the Lord of Fire had rebelled and had to be extinguished. The Creation Star beat her chest and wept tears of lava. With each child, the gods came and complained of them, until the Lord of Wind sent a desperate message, exclaiming that the jealous gods were murdering them. The Creation Star became angry and wished to tear apart the gods. Yet ancient laws bound her from harming the gods. So to express her anger, she shook the multiverse. Ripples of fire scoured clean the layers of Hell. A great wind pummelled Heaven. Titanic waves overcame the fragile cities built by the tiny creatures the gods had fashioned as playthings. Time flowed backward and curled upon itself. The gods shouted for mercy and commanded the Creation Star to cease her anger. The Creation Star was silent for untold ages. Then she spoke a single powerful word. The word gave eternal life and knowledge of all things to the tiny creatures, the playthings of the gods. Just as the Creation Star would be tortured for eternity with the memory of her lost children, so too would the gods be tortured with the knowledge that their tiny creations would one day become more powerful than they were, and overthrow them.

Development & Summoning

You must develop a unique seal and ceremony in order to seal a pact with the Creation Star.

Binding DC: base 47, reduced by 2 for each of the following criteria you design into your seal and ceremony.

- » Able to cast divine spells.
 - » Any neutral alignment.
 - » Construct, plant, genie or genie-blooded.
 - » Creature with aquatic, air, earth, fire, or water subtype.
 - » Expend 5,000 gp worth of gems as part of research.
 - » Have 20+ ranks in any Craft skill.
 - » Have the Bind Anima Spirit feat.
 - » Have the Constellation Focus (genie) feat.
 - » Lost your own child (die, murdered, or otherwise gone).
 - » Membership in the Desert Merchant Guild.
 - » Possess 20+ ranks in Knowledge (nature) or Knowledge (the planes).
 - » Stand for 1 minute in a location on the Material Plane that delivers continuous energy damage (immersion in lava, etc).
- You do not need to suffer damage, only be in the location.

Granted Abilities

The Creation Star grants you 4 abilities from the list below. You may select one additional ability for every 10 points you roll above the binding DC.

Call Elemental Swarm: Following ten minutes of meditation that requires your full concentration, you open a portal to an elemental plane of your choice. Every 10 minutes, progressively more powerful elementals appear, beginning with 2d4 Large elementals and concluding with one greater elemental. See the *elemental swarm* spell in the *Players Handbook* for details. Statistics for air, earth, fire, and water elementals can be found under Elemental in the *MM*. The other elements do not have specific elementals.

Craft Golem: You can create a golem made of clay, stone, or iron. There are two methods to create a golem.

Option A: You create a golem after 10 minutes of uninterrupted concentration and no XP or gold. However, the golem will only exist for the duration indicated in the table below, and you take 1 hit point of damage per CR of the golem. The hit point damage cannot be healed until the golem is gone.

Option B: You create a golem after a full 8 hours of uninterrupted work and pay the GP and XP associated with the golem as indicated in the table below when you add your own blood and breath to the creature. More information can be found under Golem in the *MM*. The golem is permanent and remains under your control indefinitely. Other kinds of possible at the game master's discretion.

Golem Type	CR	GP	XP	Option A Duration
Clay	10	21,500	1,540	1 hour
Stone	11	50,000	3,400	30 minutes
Iron	13	80,000	5,600	5 minutes

This ability subsumes the Craft Construct feat. A failed concentration check during the crafting process indicates failure, though no XP or gold is lost.

Create Life: With multiple elements at your command, you cause water, plants, natural animals, and vermin to populate an otherwise barren area. The process takes 7 hours and requires that you meditate without disturbance. If you fail a Concentration check before the 7 hours are up, the process ends and any emerging life turns to dust. This otherwise works like the *create life* spell (see Chapter 7: Spells, page 240 for details).

Elemental Influence: Elemental creatures heed your commands, either staying at bay or falling under your influence. You can rebuke elementals in the same way a cleric can rebuke undead, with a cleric level equal to your binder level (see the *Players Handbook* for details). Moreover, you gain continuous use of the *tongues* spell with elementals and creatures with an elemental subtype, effectively allowing you to communicate with them at will. Finally, you gain a +20 bonus to Diplomacy and Intimidate checks when dealing with these creatures.

Glorious Elemental Form: You can use the *shapechange* spell to become an elemental or outsider with an elemental subtype (air, fire, etc.) of any size Small to Huge. You can remain in a selected form indefinitely and you can dismiss or assume a form as a swift action (a free action, but limited to once per round).

Formula of Legendary Power: Your intense link to elemental forces grants you knowledge of the spells below. You can use one, some, or all of the spells below as supernatural abilities.

Element	Equivalent Spell
Air	<i>whirlwind</i>
Fire	<i>incendiary cloud</i>
Metal	<i>iron body</i>
Stone	<i>earthquake</i>

Element	Equivalent Spell
Water	<i>horrid wilting</i>
Wood	<i>shambler</i>
Void	<i>greater shout</i>

You are limited to a total of 7 uses during a 24-hour period. For example, you might use iron body once, earthquake three times and greater shout three times, for a total of seven uses. Or you might use some other combination. Your caster level equals your binder level.

Grant Wishes: Three times per day you can use the *wish* spell to grant another creature's wish. The creature must intentionally desire you to fulfill its wish, and it (rather than you) must state the wish. If the statement is beyond the power of the *wish* spell, nothing happens but the attempt does not count against the total number of wishes for the day. The wish must be stated in a language that you understand.

Miracle of True Creation: By blending various elements, you can create objects that last indefinitely, barring the natural effects of erosion and time. This works like the *major creation* spell except the duration is 24 hours. This ability is otherwise usable at will.

Repel Metal or Stone: You gain the benefits of the *repel metal* or *stone* spell for a period of 24 hours. Activating or suspending the effect is a free action.

Ride the Dune Worm: You utter an ancient word for the desert and call forth 1d4+1 dune worms. Use the statistics below.

Dune Worm (CR 12)

Huge Magical Beast (Earth, Fire)

Hit Dice: 14d10+70 (147 hp)

Initiative: +4

Speed: 30 ft., burrow 10 ft.

AC: 18 (–2 size, +10 natural), touch 8, flat-footed 18

Base Attack/Grapple: +14/+30

Attack: Bite +21 melee (2d8+12 plus 1d8 heat)

Full Attack: Bite +21 melee (2d8+12 plus 1d8 heat)

Space/Reach: 15 ft./10 ft.

Special Attacks: Heat (see heat attack above; creatures making unarmed or natural weapon attacks also suffer 1d8 points heat damage with each successful hit), breath weapon (30 ft. cone of scouring hot sand, 15d6 fire damage or DC 22 Reflex save for half), use the *earthquake* spell (extraordinary ability, effective caster level 20th, the DC is Strength-based, must wait 5 rounds between each use), swallow whole (DC 22 to avoid; requires 15 points piercing damage to escape), deafening roar (all creatures within 120 ft. must succeed on a DC 22 Fortitude save or be deafened permanently; DC is Constitution-based).

Special Qualities: Darkvision 60 ft., tremorsense, blindsight, death throes (when killed, self-immolates and explodes dealing 12d6 fire damage and 8d6 piercing damage to creatures within 100 ft., unless DC 22 Reflex save for half), immunity to heat, low-light vision, vulnerability to cold.

Saves: Fort +14, Ref +9, Will +6

Abilities: Str 26, Dex 10, Con 20, Int 2, Wis 11, Cha 11

Skills: Hide +3 (+13 in desert or similar environments), Listen +5, Spot +5

Feats: Alertness^B, Improved Initiative^B, Improved Natural Attack (bite)^B, Iron Will^B, Weapon Focus (bite)^B

Alignment: Usually neutral

You must be in an area of sand or loose earth and use a horn, trumpet, gong, or similar instrument to summon these creatures from the Elemental Plane of Earth in addition to uttering the ancient word. Otherwise the summoning fails. The dune worms arrive 1d4 minutes after you call them.

In addition to complete command over the worms, you gain a +10 competence bonus to Ride checks and the Mounted Combat feat while mounted on a worm. Mounting a dune worm is not easily, and requires a DC 24 Ride check. Apply a +2 synergy bonus if the potential rider has 5 or more ranks in Climb, Handle Animal, or Jump.

Servants of the Forge: Select one creature: invisible stalker, elder xorn, treant, or azer battle sorcerer (uses statistics block below). You summon for the day 1d3+2 creatures of this type. For every four levels above 20th (round down), you may summon 1 additional creature. The elder xorn, invisible stalker, and treant are described in the *MM*. The servants remain up to 24 hours, or until slain or dismissed. Summoning replacements requires that you concentrate for 10 minutes.

Void Mind: As the *mind blank* spell, you gain total protection against all mind-affecting spells and effects as well as information gathering by divination spells or effects. This ability even foils *miracle* and *wish* spells when they are used to affect your mind or to gain information about you. In the case of scrying that scans an area that you are in, the spell works but it does not detect you. Scrying attempts that specifically target you do not work at all.

Ward of the Void: You gain damage reduction against all energy types (acid, cold, electricity, fire, and sonic) equal to your binder level. The effect lasts 24 hours.

Words of Creation: Your ability to manipulate the elements is so great that you can use the spells listed to the right at will. You use the spells as supernatural abilities, except you must

Azer Battle Sorcerer (CR 8)

Medium Outsider (Extraplanar, Fire)

Hit Dice: 8d8+16 (52 hp)

Initiative: +5

Speed: 30 ft.

AC: 25 (+1 Dex, +6 natural, +4 chain shirt, +4 *mage armor*), touch 15, flat-footed 24

Base Attack/Grapple: +6/+7

Attack: Warhammer +7 melee (1d8+1/x3 plus 1 fire) or shortspear +7 ranged (1d6+1 plus 1 fire)

Full Attack: Warhammer +7 melee (1d8+1/x3 plus 1 fire) or shortspear +7 ranged (1d6+1 plus 1 fire)

Space/Reach: 5 ft./5 ft.

Special Attacks: Heat; 3rd level spells (2/day): *fireball*; 2nd level spells (4/day): *scorching ray*; 1st level spells (6/day): *burning hands*, *jump*, *mage armor*; 0th level spells (5/day): *read magic*, *detect magic*, *flare*, *arcane mark*, *daze*, *mage hand*.

Special Qualities: Darkvision 60 ft., immunity to fire, spell resistance 19, vulnerability to cold

Saves: Fort +6, Ref +6, Will +9

Abilities: Str 13, Dex 13, Con 14, Int 12, Wis 9, Cha 13

Skills: Appraise +6, Climb +4, Craft (any two) +6, Hide +4, Intimidate +7, Knowledge (arcana) +7, Jump +4 (or +24), Listen +6, Search +6, Spellcraft +7, Spot +6.

Feats: Power Attack, Eschew Materials, Improved Initiative

Alignment: Lawful neutral

be able to speak as part of your standard action. Your effective caster level equals your binder level.

Element	Spell
Air	<i>wind walk</i>
Fire	<i>fire seeds</i>
Metal	<i>blade barrier</i>
Stone	<i>move earth</i>
Water	<i>cone of cold</i>
Wood	<i>live oak</i>
Void	<i>antilife shell*</i>

* For the void element, you can create a cone of thought waves that is repulsive to living creatures.

Side Effects

A failed binding check with the Creation Star causes one or more side effects, determined at random. The result is known only to the game master and revealed as a surprise.

d8	Roll	Side-Effect
1	You are engulfed in a blaze of fire, taking 1d10 hit points damage per round for 24 hours. The fire emanates from within you, so energy resistance does not negate the damage although fire immunity does. If you are reduced to -10 hit points or below then your body is turned to a fine ash.	
2	Whenever you are alone in an enclosed space of 30 ft. x 30 ft. or smaller, all exits vanish into the surrounding walls and the space rapidly fills with cold acidic water. Regardless of the volume of the space, you take 1d10 hit points acid damage per round for 5 minutes. If you fall below 0 hit points, your body is turned into a pool of tar. Otherwise, the fluid vanishes after 5 minutes, leaving you with the hit points you possessed when the process began (resources expended during the 5 minutes remain used).	
3	You immediately turn into sandstone. Nothing less than a <i>miracle</i> or <i>wish</i> can return you to normal.	
4	You are instantly reduced to a Diminutive size and teleported into the nearest stoppered or locked Tiny or Small container. If there are no such containers on your plane of existence then the side effect fails. While inside the container, you are ageless and do not need to eat, sleep, or breathe. You are magically blocked from releasing yourself, although any creature outside the container that succeeds against a DC 25 Will save can open the container, at which time you are instantly released, turned to normal size, and subjected to a DC 25 <i>dominate monster</i> spell, with the creature who released you treated as the spellcaster.	
5	The moment you step upon unworked stone or earth, you transform into a treant over the course of 1 minute, as if affected by the <i>polymorph any object</i> spell, except that all your equipment falls to the ground instead of being absorbed into your new body. Only a <i>miracle</i> or <i>wish</i> can reverse the effect.	
6	You are instantly transported to a random elemental plane where you immediately transform into an elder elemental of the appropriate type with Hit Dice equal to your own. This works like the <i>polymorph any object</i> spell, except that all your equipment falls to the ground instead of being absorbed into your new body. Only a <i>miracle</i> or <i>wish</i> can reverse the effect.	
7	You instantly explode with a huge bang. All creatures within a 1-mile radius are blinded and deafened for 1 minute (no save) and suffer 1d6 points of nonlethal damage. Your soul is sundered into thousands of tiny pierces that are used to power a <i>create life</i> spell centered on you (see Chapter 7: Spells, page 240). Only a <i>miracle</i> or <i>wish</i> can reverse the effect.	
8	You weep uncontrollably for 1 hour as you experience the Creation Star's grief for the loss of its offspring. Each round you produce 77 gallons of tears. After 1 hour, you return to normal.	

CHAPTER 12

PACT MAGIC ADVENTURE IDEAS

GAME TOOLS

A game master's work is never done. In this chapter you will find some useful tools to place pact magic into a single encounter, an adventure, or a campaign setting. The first section presents thirteen ideas for adventures. A sidebar regarding binder personalities is a tool to help create memorable nonplayer characters. Next, you will find guidelines to create your own spirits to reward player characters who take seriously the binder quest for new knowledge. Finally, a generic binder class along with two examples of how classes were created in this book will allow you to design your own binder base class.

BALANCING PACTMAKING PCs

You may wish to beef-up or tone-down pact magic characters so that they better fit into your campaign. You can tone-down pact magic in several ways.

- » Apply Optional Rule: Limiting PCs on page 67. This rule allows the game master to control which spirits a character can access. If you select this option, consider allowing the binder to learn one or more spirits from his spirit imp, if he has one.
- » Apply Optional Rule: Side Effects on page 65. This rule is best used when the party is composed mostly or entirely of pact magic using characters. Otherwise, the rule penalizes the binder's allies rather than the binder.
- » Apply the spiritual taint rules on page 310. You may wish to allow the Spiritual Purity feat (described on the same page) if you feel that the effects of taint are overly punitive.
- » Disallow the Ignore Binding Requirements feat and strictly enforce the effects of unconsciousness and related conditions.
- » Increase the presence of exorcists and spirit-touched creatures that can suppress granted abilities. You can use the spirit exorcist prestige class or simply give clerics in your campaign the Exorcist Priest feat.
- » Require a binder to offer spirits gold, items, or living sacrifices. Consider a cost of 50 gp or 1 Hit Die per spirit level.
- » Require a binder to succeed on a binding check to successfully activate a granted ability.
- » Increase the presence of creatures including fiends and celestials that are hostile to pactmaking activity.

To beef-up a PC, allow him to apply the Augment Pact feat each time he seals a pact. Or allow a bonus pact magic feat.

ONLINE TOOLS

You will find a programmable character generator at <http://www.pactmagic.com>. This tool is best used to generate NPCs, but may be helpful to craft pre-generated PCs for special occasions. As with any online tool, it experiences regular improvement. Your comments are welcome to improve the generator or possibly add elements of your own campaign world. You will also find other tools at this web site, such as a dice roller and a pact magic library generator. The web site also offers a discussion forum and a repository of fresh, free content.

Here are thirteen adventure ideas to spur your imagination.

Catch Me If You Can

A binder imprisoned for some heinous misdeed has escaped and is roaming the countryside, terrorizing commoners and setting fire to the woods. Due to the fires, authorities have difficulty tracking him, much less catching him. To help restore peace, several binder organizations such as Night Watch, the Witch's Circle, and even Midnight Sun offer several of their own—the PCs—to bring the binder to justice or at least return with proof of defeating him. Some think the renegade is a ravage binder. In fact, a high-ranking member of Midnight Sun kidnapped the renegade's lost love (who recently returned to town) and released the imprisoned binder, threatening the binder to retrieve a buried treasure or see the lover die. The poor binder doesn't know the treasure's exact location and has started burning the woods to make it easier to locate. The kidnapper has told the binder that if he tells the truth, the love will die.

Curing the Sickness

The PCs come to a large town. A sickness tortures the inhabitants. A local priest explains that the sickness can be cured magically but it returns within a day or two and is eventually lethal. The townsfolk blame a local boy of atlan heritage. Authorities might ask the PCs to help locate the boy, who now hides somewhere in the town or nearby. Divination, whether by the priest or PCs, confirms that the sickness is caused by pact magic and also the boy is the only person in town besides the PCs who uses pact magic. In fact, the sickness is caused by an evil awakened dire rat binder that has several lairs around town and only comes out at night to spread the disease. As the PCs investigate, they discover atlan children have been regularly killed or driven from town in the past whenever strange events have struck.

Defending the Indefensible

The PCs learn about an ancient library that sits amid ruins on the outskirts of town. Binder sages and hedge mages study there and grow crops on the fertile land around it. A local church or lord wishes to appropriate the land. The PCs witness a small militia come by to hassle the library's sages and offer money to abandon it, but the sages are determined to stay. That night, local townsfolk gather as a mob to burn down the library. The mob claims that the binders are summoning devils. The library's walls are thick stone but it cannot hold up forever. Can the PCs help preserve the books, disperse the mob, or otherwise refute those who have incited the crowd? In fact, one of the library's sages is secretly a demon binder who recently sacrificed an innocent child to gain more power for herself.

Desert Vault of True Names

The PCs visit a desert trading post built upon an ancient ruined annex. The annex might lie within or adjacent to the Apocryphal Desert. The annex is a wing of the legendary Codex Library and supposedly contains the names of all creatures that have ever lived. Almost any combination of sounds is a name in some language; thus, a binder might locate new spirits by determining which names do not appear in the annex (when

creatures are made into spirits, their names are erased from the annex). Locals say that no one has returned from the annex. This is true, but the reason is that the locals know there are several traps, and when half of a group of explorers is trapped, the locals ambush the others and kill them for their gear. The bodies are left on high pedestals to be eaten by vultures, leaving few remains. If asked about the pedestals, the locals explain that brigands were recently defeated. If the PCs successfully enter the annex, they discover an elf binder who successfully entered and has lived there for over one hundred years. He is attempting to locate a spirit. He explains that finding “what isn’t here” is harder than it seems! A font in the annex that provides food and water, but only enough for three people. If they are lucky, the PCs discover a new spirit—that of an orc shaman that refuses to be bound with elves. The elf found this spirit decades ago, but binding failed and he moved on, never realizing why.

Expedition to Atlan Ruins

A sage from the Atlan Explorer’s Guild hires the PCs to accompany him on an excavation of newly unearthed atlan ruins that lie nearby. He has gold to pay them well and claims to represent the Guild. In fact, he is competing with an official Guild expedition that is also racing to unearth the ruins. The sage was a member of the Guild, but his rival was picked over him for the expedition, and when he sought to sabotage the his rival’s vessel, the Guild kicked him out. As for the ruins, perhaps they are beneath the sea and the sage either offers or requires water breathing. Alternatively, the ruins are buried in nearby caves; when the PCs enter the area, they discover the caves are half submerged. The sage freely lies to the PCs when necessary to succeed at beating his rival. When the PCs encounter the rival’s expedition, they discover that the rival has no more morals than the sage does. The treachery is no surprise, since the ruins house a terrible and powerful mask that boosts one’s ability to defeat rival binders by confusing their bound spirits.

Graveyard of Souls

A flame ghoul is offering power to binders in the local area in exchange for their aid in stealing gold and gems. The ghoul encourages a small group of its “best customers” to masquerade as the PCs during a heist, so that the PCs will be framed. When the PCs start investigating who has framed them, one of the corrupt binders suggests that the PCs visit the flame ghoul for assistance. He explains that it is a foul creature but good with such things. The flame ghoul will happily sell its services to the PCs. If given sufficient gold, it informs the PCs of a binder who is framing them. In fact, this binder owes the flame ghoul much gold and has fallen behind on her payments. The flame ghoul even suggests that this binder is masquerading as one of the PCs to get them into trouble so that she can repay some debt. When the PCs head to the binder, the flame ghoul quietly informs the authorities (via another one of its customers). Officials wait to ambush the PCs and arrest them. In case the PCs determine the truth, the flame ghoul keeps nearby a gang of orcs and other ruffians who will enjoy taking out the PCs.

Invasion of the Ravagers

One binder PC is blamed for the murder of a shopkeeper or other commoner after the man went crazy and attacked the PCs before killing himself. This bizarre event is just the beginning of a takeover by ravager spirits. If the PCs successfully locate this plot, the authorities decide to target binders as the culprits, for

who else can summon such spirits? However, binders are also the most protected from ravager spirits. Over time, it becomes apparent that ravagers are possessing ever more people—not just a few souls, but a whole invasion of the kingdom or campaign world. Even if the PCs flee, they discover the same unfolding scenario in the next locale they visit.

Quest for the Golden Flower

This adventure is for PCs who have proved their love of goodness and justice, or who wish to redeem themselves. A joint venture between several binder organizations has learned the possible whereabouts of the Golden Flower, a holy frehmin artifact that was thought destroyed when the atlans razed frehmin cities in ages past. No one knows the artifact’s full powers, except that it aids bindings spirits of the angel, dragon, and crown constellations. A titan from the Titan League, a pact-friendly priest of the Living Flame, and a Hatchery dragon ask the PCs to retrieve the artifact. It appears the Golden Flower lies in a museum at the far edges of the Astral Plane. The PCs may enter the Astral Plane via a Soul Seekers lodge. From there, they must brave Astral dangers to reach the floating remains of a breathtakingly huge corpse of a dead demon, whose stomach acts as a “home” for a portion of a fabled lost city of the atlans. Areas of the city are upside-down or underwater. Ravagers and spirit-touched creatures haunt its streets and buildings, long twisted by a terrible magic. Assuming the museum contains the artifact, the PCs must avoid a group of evil treasure hunters shadowing them and also overcome the museum’s nasty magical defenses, which remain fully functional.

Rescue from Vile Death

A princess sends for the PCs and meets with them privately to help return her love, a prince of a neighboring kingdom that was taken prisoner in battle. She knows where he is being held and fears that he will be used for some terrible sacrifice. The reason she calls upon the PCs is because the prince’s captors are officially a neutral party, and she and he father worry that confronting and attacking them directly under the king’s banner will draw yet another party into the war, to their detriment. They can supply the PCs with a map and mundane equipment. As one option, this is a standard rescue mission. Hopefully, the PCs will succeed before the prince—a paladin—is used for a Midnight Sun vile pact magic ritual. Alternatively, the princess is secretly a Midnight Sun leader and vile pact magic binder. She doesn’t care about the prince and figures that after the PCs rescue him quietly, she can sacrifice him, leaving her father and the prince’s parents to think he was killed by his captors.

Sealing a Rift

A rare alignment of stars indicates that a planar gate will be opening to the Outer Darkness—a place of terror and death. Sages at the Spellwrights Academy determine that only a few days’ travel is needed to reach the gate, which will be opening in a city that is in a state of war with the PCs’ city. Ideally, the PCs will repel whatever tries to come through the gate and close it. To aid their quest, the Academy lends the PCs the remains of a dalrok—a construct native to the Outer Darkness. The dalrok is no longer functional but the sages summon a spirit to possess it. The spirit can access some of the dalrok’s memories. It has knowledge to close the gate as well as supernatural abilities typical of that spirit. Unknown to the PCs, another group from their city is moving to help open the gate and destroy the en-

emy city. Moreover, once they get to their destination, the PCs must still figure out where exactly the gate lies. Finally, to make matters more difficult, the spirit summoned by the sages will not remain bound with the dalrok for very long.

Tome of Bad Tidings

The PCs stumble upon a rare spellbook describing several beneficent spirits along with useful pact magic spells. The book itself is permanently possessed by a spirit (the spirit can be one of the game master's creation). The PCs encounter a dangerous, wandering monster while returning home. Fortunately, the book aids them. They discover the book is awake, aware of its surroundings, and can use granted abilities as if it were a binder. The book now communicates telepathically with one of the PCs. In exchange for aid, it will guide them to a wondrous treasure site. This site is also a place where it can find eternal rest. As the PCs travel, numerous spirit-touched creatures assault them and misfortune follows them wherever they go. Each time a PC binds a spirit, another PC or people nearby suffer unpleasant side-effects. The poor book is cursed. Ultimately, the PCs must decide whether to abandon the book, find a way to remove the curse, or persevere until they locate the promised treasure.

Treacherous Mountain Haven

The PCs come to a mountain fortress that offers training in binder prestige classes. A "blue devil" Lemurian hobgoblin commands the fortress and a squad of standard hobgoblin pact warriors protects it. An elf PC will be allowed in but will feel unwelcome. The hobgoblins are otherwise "friendly", which means they are competitive and will bully the PCs to see if they "have what it takes." In order to win their favor, the PCs must win a team competition. If the PCs lose, they may only trade goods, including a few magic items. Concurrent with the contest, the hobgoblin commander tests the PCs' trustworthiness with a secret loyalty test: one PC discovers an opportunity to cheat, steal, or do something else dishonorable. If the PC fails the loyalty test then the party will be asked to leave (from a hobgoblin perspective, one person represents his whole group). The commander is particularly interested to see whether the PCs punish their own. If they offer to do so publically, the hobgoblins soften their stance and allow all the PCs to stay, provided they performed decently in the contest. If the PCs pass both tests, the hobgoblins ask the PCs to accompany them to fight a rakshasa prince and his pride of displacer beasts. After which, the PCs may gain training in a binder prestige class.

Unmasking the Guilty

Several binders—possibly including the PCs—have proved themselves well in a recent skirmish between kingdoms. As a reward, they are well-treated and given pleasant comforts. Soon, however, a new young queen comes to the throne, and clerics convince the girl that binders are a growing danger. The clerics offer evidence that binders instigated the recent war. The angry queen gives the clerics leeway to root out the traitors. For even the pettiest of crimes, pactmakers—including some of the PCs' allies—are be rounded up, tortured, and given show trials before being burned at the stake. The PCs may be next. If they try to aid their allies, they will be arrested as conspirators. If they flee, then their allies will die. In fact, a binder was the cause of the recent war. However, this binder is a rakshasa masquerading as one of the clerics. Can the PCs discover the truth before the guilty party pins everything on them?

BINDER PERSONALITIES

Here are some suggestions for creating memorable encounters with nonplayer characters. Roll randomly or choose from the list below. A group of binders of varying moods might create an atmosphere similar to a theater, or to a madhouse.

D20 Personality / Mood

- 1 Creative: The binding has inspired the character to pursue a creative project or has activated the character's imagination with images from its own time and place.
- 2 Confident: The binding check was a success. The character is calm and collected, ready to use his or her granted abilities as needed.
- 3 Entranced: The character is motionless and may stop breathing for short periods as he engages his binding with rapt attention.
- 4 Exhausted: Living one life fully can be tiring; living two or more is possibly exhausting for the unprepared pact magic user.
- 5 Excited: The character is energized to utilize amazing abilities.
- 6 Existential: The character is caught in a paradox of emotions, both happy and sad, loving and hating, feeling alive and dead. Words cannot convey the character's torrid mix of feelings.
- 7 Fanatical: The spirit's allies, enemies, goals, values, and so on are the character's highest priority.
- 8 Distractible: The character is not fully "present" in any way.
- 9 Fretful: Some task needs completion or disaster will strike.
- 10 Hedonistic: The character is drawn to touch, smell, taste, and otherwise revel in stimulation of the senses to feed the spirit within.
- 11 Helpful: Happy to provide aid, particularly to the spirit's favored allies and anyone reminding the spirit of someone nice or pleasant.
- 12 Joyous: The binder cannot help but break out into song, exclaim exultations about life, and so forth.
- 13 Magnanimous: Everything is possible and no request or option is denied; the character gives gifts and favors to strangers, and even enemies are offered hospitality and friendship.
- 14 Monstrous: The character speaks in strange inhuman voices, eats bizarre food (perhaps food inappropriate for its creature type), shrieks, and so on.
- 15 Murderous: Terrible rage has taken hold of the binder, who may snap at any time and possibly cause harm to unsuspecting allies.
- 16 Paranoid: The binder perceives that the spirit's favored enemies are afoot, or foes of pact magic are hunting the character.
- 17 Spiteful: The spirit's anger and despair over its destruction, combined with a tiny taste of freedom for the day, create resentment and spiteful comments.
- 18 Split Personality: Every few minutes the character's personality shifts between "normal" and the spirit's personality.
- 19 Studious: Perhaps the spirit is attempting to research a way out of its plight through the bound character, or perhaps the character is using the pact to further some personal course of research.
- 20 Talks to Self: The character appears to converse with the spirit he has bound (the conversation might be real or imaginary).

THE BINDER ELF

In your campaign, common races may have different favored classes to match the use of pact magic. Here are suggestions.

Race	Favored Class	Race	Favored Class
Drow elf	Occult Priest	Gnome	Soul weaver
Dwarf	Warbinder	Half-orc	Pact warrior
Elf	Spirit binder	Halfling	Foe hunter
Goblin	Unbound witch	Kobold	Unbound witch
Gnoll	Pact warrior	Lizardfolk	Occult druid

DESIGNING SPIRITS

Here are some guidelines for designing your own spirits.

Spirit Basics

This information comes at the start of each spirit description.

Name: This is the spirit's name during its lifetime.

Title: A title reflects the spirit's theme and binder lore.

Level: Each spirit has a level, 1st through 9th. Epic spirits are akin to 10th-level spirits.

Seal: Binders represent each spirit with a circular geometric seal, which they draw to summon the spirit. The seal's elements have symbolic meaning that conveys the spirit's story. Borrow elements from existing signs or create your own. Here are some typical symbols with meanings provided in parentheses:

- » Cross (goodness)
- » Upside-down cross (fallen goodness)
- » Spear (warfare, conflict, soldiers)
- » Heart (pure love)
- » Upside-down heart (failed, lost, or impure love)
- » Spiral (waves or wind)
- » Little Fiend (evil creature)
- » Leaves (plants or nature)
- » Sun with rays (elemental energy, the desert, heat)
- » Curly Que (commoner)
- » Crown (king, rulership, or great influence)

For example, when designing a seal for a fallen paladin's spirit, you might use a spear with its head pointing upward and an upside-down cross emerging from the butt end of the spear. If the paladin fell due to misguided love with a commoner that he was separated from over the ocean, then you could add a curly que and an upsidedown heart that are separated by a spiral.

Legend

You might begin with an event that first led the original creature to become a spirit. This might be a fateful day, a bad choice, or the action of a god. Alternatively, you might describe a spirit's entire life from birth to death, or perhaps even the experience of a typical binder rather than the spirit itself. As you write, pay attention to themes that emerge, such as how power corrupts, or that dragons always win. Some spirits outsmart themselves. Consider what motivated the creature, such as its emotional reasons for actions in addition to the demands of its situation.

Summoning Rules

These rules describe requirements and rituals for binding the spirit.

Binding DC: As a general rule, the DC equals $13 + (2 \times \text{the spirit's level})$. Raise the DC by one, two, or more points if you wish to make it more difficult for a binder to access a spirit's capstone ability, or if you wish to a spirit to be more difficult to manage (and thus more likely harmful). Conversely, consider lowering the DC slightly for more manageable spirits.

Requirements: Consider what race, alignment, skills, and environment fit with the spirit's background. Requirements should be easily met provided the binder has done a little planning. For example, ranks in Knowledge (arcana) are easily met by almost all binders since this is a typical binder class skill. In contrast, Hide is not available to most binders as a class skill, so ranks equal to or less than one-half the binder's level. Situational requirements such as binding at night or within sight of

a lake often lead to interesting role-playing situations. Finally, consider whether the spirit will refuse to bind if the pactmaker is already bound to another, rival spirit.

Ceremony: Unless the ceremony involves a sacrifice, it should be an easy task. A binder should be able to complete the ceremony within 10 minutes in any case.

Manifestation: Use imagination as you consider auditory, visual, kinesthetic, olfactory, and other perceptual cues. An apparition of the spirit may appear. Or, the binder may only hear a disembodied voice, feel an invisible hand, or so forth.

Granted Abilities

This is the most serious element of sealing a pact with a spirit. Almost all spirits offer four to six abilities. The abilities should never be more powerful than the spell repertoire of a sorcerer or wizard of equivalent level.

To ensure abilities are not over-powered or under-powered, begin by selecting spells that match the spirit's theme and story, then modify the spells for flavor. It is preferable to stick with spells of a level equal to or less than the spirit's level. Thus, an ability similar to *lightning bolt* is appropriate to a 3rd-level spirit while an ability based on *phantasmal killer* is more appropriate to a 4th-level spirit. When modeling an ability after an arcane evocation spell, tone down the ability. For example, a lightning bolt might affect only one target. For spells of a level equal to the spirit's level, the binder should have to wait 5 rounds between each use of the ability. For spells of a level one level lower than the spirit's level, then the binder should have to wait 3 rounds between each use of the ability. Lower-level abilities are either usable at will or continuous. If a spell has a particularly potent effect such as *charm person*, *invisibility*, or *teleport* then feel free to limit the ability to affecting only one target at a time or usable only once per day, three times per day, or five times per day to avoid problems. Although spells are a useful guide, consider ways to make the ability unique by taking away one feature and adding another. Perhaps the binder can teleport herself and her hut (as WitchYaba does) but she cannot teleport other creatures unless they are inside the hut.

For granted abilities that grant skill bonus, set the bonus equal to approximately twice the spirit's level. The bonuses may scale by +2 or +4 at higher levels. For example, a 3rd-level spirit might grant a +6 bonus. Third level spirits are generally bound around 5th or 6th level. It is appropriate to increase the bonus to +8 at 12th level and +10 at 18th level.

Supernatural abilities do not require verbal, somatic, or material components. However, if an ability feels too potent, you can tone it down by requiring the binder touch the target, speak a word, or indicate a gesture. Use these restrictions sparingly.

When designing a spirit's granted abilities, try to include at least one offensive ability, one defensive ability, and one miscellaneous ability or skill bonus. A spirit that grants five different attack forms might be interesting but it will leave the binder vulnerable to his foes and unable to assist his companions in non-combat situations. That said, it is often more important that the set of abilities fit the spirit than to have an exact balance. The capstone ability can cover a missing piece.

Signs and Influence

This spirit may affect you in the following ways.

Physical Sign: The change can be anything, but should not affect game mechanics such as giving extra attacks from multiple limbs unless the spirit's granted abilities afford such an

effect. Feel free to allow the binder to show a particular sign at whim when using a granted ability, to help create drama. Also consider changes to mood, appetite, and other qualities.

Alignment Shift: Select an alignment that fits the spirit's background. Remember that spirits are mere vestiges of their former selves and neutral. The alignment shift only affects a particularly weak-minded or careless binder.

Personality Influence: The spirit compels the binder to perform or retrain from some action. The action should be flavorful rather than handicapping. That is, the binder ends up in more interesting situations rather than in deadly situations.

Favored Ally: Select one or two creature types, and subtypes when selecting an outside or humanoid type. The selection might be creatures attracted to the spirit rather than the spirit's true allies, just as a famous bard might gain a favorable response from her favorite fans, even if she finds them a nuisance.

Favored Enemy: Select one or two creature types, and subtypes when selecting an outsider or humanoid type.

Capstone Granted Ability

The capstone ability rewards three situations: a binder makes a particularly good binding check, a binder has specialized (using the Favored Constellation feat or so forth), or a high-level binder has decided to bind a lower-level spirit. The capstone ability should be slightly more potent than the usual set of abilities.

Tactical Bonus

While bound with the spirit, the binder gains a bonus to d20 rolls when performing certain actions. Typical actions involve:

- » Moving through a particular kind of environment.
- » Standing near a particular kind of creature.
- » Taking a move action or standard action to succeed on a check with a particular skill.
- » Performing a particular action.
- » Abstaining from some kind of action.
- » Holding a particular kind of object.

With a little thought, a binder should find it easy to gain one bonus point. However, succeeding at multiple actions should be moderately to very difficult except with a lot of luck and pre-planning.

Inspired Companion

A binder might gain a supernatural companion by trading in a granted ability. The ability lost should be a major one, and is usually an offensive ability. If you decide to allow a companion, select a creature with a CR equal to the spirit's level. Remember that a few creatures have abilities such as etherealness that are unusually potent in the hands of PC binders. Feel free to place restrictions rather than eliminating the ability. When you are unsure, select a creature with a CR that is one or two levels lower than the spirit's level, then add a template such as awakened, celestial, draconic, or fiendish. Alternatively, give the creature one or two levels of a class such as sorcerer, rogue, or assassin. If the companion has an alignment, the binder must have a similar alignment along either dimension of chaos-law or evil-good.

Role-Play Text

Select text that is suitable to read aloud and provide an overview of the spirit's life. The summary does not need to match a spirit's legend since a spirit may have many legends.

DESIGNING PACTMAKERS

Use this generic binder as a template to create your own class.

Base Attack Bonus: As cleric.

Saving Throws: Good Fortitude and Will, poor Reflex.

Alignment: Any.

Starting Age/Gold: As cleric.

Hit Die: d8.

Skills: Concentration (Con), Decipher Script (Int), Gather Information (Cha), Knowledge (arcana, history, religion, the planes) (Int), and Profession (Wis).

Skill Points per Level: 2 + Int modifier. (x4 at 1st level)

Weapons and Armor: All simple weapons and light armor.

Prime Ability Scores: Use Charisma for the binding check and Constitution to set granted ability DCs.

Binding: Bind one spirit at 1st level. At every odd level thereafter (3rd, 5th, and so forth) you access an additional level of spirit, to a maximum of 9th-level spirits at 17th level. Each spirit averages two and one-half truly useful abilities.

Bonus Spirit Binding: You can bind a 2nd spirit beginning at 8th level, a 3rd spirit beginning at 14th level, and a 4th spirit beginning at 20th level. These spirit can be any level up to one-half the highest level you can normally bind (round down).

Additional Class Features: You gain a bonus pact magic feat at 1st level, plus one more bonus feat at 2nd level and every even level thereafter (4th, 6th, etc), for eleven feats total.

To create a class that mixes pact magic with a significant portion of another base class, replace the bonus pact magic feats with class features from the other class.

The following examples explain the design of two classes.

Empyrean Monk: This binder mixes pact magic with martial arts. On the minus side, the empyrean monk has:

- » An alignment restriction (limits which spirits to bind)
- » Almost no starting gold (impacts 1st-level only)
- » Prohibition against armor
- » Binding penalty (minor, at 1st- and 2nd-level only)
- » Multi-ability score dependency (impacts the character over his entire career)

On the plus-side, the empyrean monk has:

- » +2 skill points per level
- » Greater range of skills to choose from
- » Wisdom bonus and level-adjusted bonus to AC
- » Favored spirit that can change later
- » Improved Reflex save

The empyrean monk does not get three bonus spirits. Instead, he gets the spirit strike ability at three levels, which allows him to mix unarmed attacks and supernatural abilities. Finally he gets ten class abilities, from Improved Unarmed Strike to gnostic self, plus a regular increase in unarmed strike damage, for eleven class features total, to put him on par with the generic binder.

Foe Hunter: This pactmaker class has an astonishing 30 class features. She also has +4 skill points per level and a wider array of skills offset by one worse save and a lower Hit Die. Most significantly, she is limited to 6th-level spirits and loses the three bonus spirits. Each lost spirit level is worth two and one-half class features, translating into 15 class features ((9 - 6 + 3) x 2.5 equals 15). In light of the 11 feats of the generic binder, this leaves a balance of four features in the foe hunter's favor, but three of these are usable only once per week—they provide flavor—and the spirit driven class feature is a burden over 20 levels, putting her on par with the generic binder.

MAIN INDEX

A

adventure ideas 327-329
Atasha 38, 68, 104-105, 293
angel spirit 82-83, 94-95, 98-99, 158-159, 170-171, 269
abyssal spirit 64, 180, 182, 201, 202
affiliations (see organizations)
alternate ability 101, 157, 206
alternate granted ability (see alternate ability)
alternate legend 85
ambrosia 161, 268, 280
ancient library 285
ancient lore 11
angel binder 201, 209, 233, 268
anima spirit 23-25, 178, 191, 196-198, 255, 262, 287
Apocryphal Desert 12, 23, 25, 97, 118, 206-207, 247, 262, 285, 286-287, 288, 290, 307, 310, 327
aquatic spirit 70-71, 132-133, 150-151, 196, 263
aranea pledgeling 136, 264, 289-290
archon 9, 95, 234, 268
artifact 320
artifice soul weaver 50
Astral Byways 12, 206, 275, 290-291, 310
astral lodge 276
atlan 17-19, 201, 191-193, 291
atlan demon binder 201-203, 209, 233, 291, 295, 303, 327
Atlan Empire 12, 17-19, 20, 23, 25, 74-75, 76-77, 91, 96-97, 118-119, 132-133, 191-192, 201, 258, 274-275, 276, 288, 291, 298, 301-303
Atlan Explorers Club 257, 258-259
augmentations 181
alternate plane (see plane of existence)
alternate form 91, 101, 103, 121, 125, 133, 135, 167, 177, 196, 202, 210, 234, 266
Aza'zati 16, 17, 19, 32, 33, 34, 38, 66, 68, 70-71, 141, 184, 251, 260, 282, 297

B

balanced character 67, 327
balanced party 31
bardic binder 62
battle pact 300
battle trance 44-47, 66, 183-184, 307, 314
becoming a spirit 16, 175, 217-219, 250, 274, 310
bind multiple spirits 65
binder / cleric combination 39-43, 62, 181
binder / wizard combination 47-50, 212-213, 217, 230, 267
binder elf 329
binder sage 6, 180, 201, 203-204, 239, 255, 270

binding gem 249
binding grotto 288
binding rules
 alignment shift 64
 capstone granted ability 64
 community spirit 199-200
 compare to spellcasting 10
 constellation 63
 debilitating condition 64
 granted abilities 64
 group pacts 65
 ignore requirements 64, 185
 inspired companion 65
 legend 63
 physical sign, 64
 requirements, 64
 role-play text 65
 side effects 50, 65, 310
 spellcasters 63
 spirit level 63
 summoning a new spirit 65
 summoning lesser spirits 65
 summoning rules 63
 tactical bonus 65
 typical ceremony 8
 who can bind 63
bonus ability 180, 203, 212, 233
bonus spirit 203, 205, 207, 212, 219, 225-226, 228, 230, 232, 234
books 185, 204, 247
Brother Calvis 69, 101, 133, 170-171, 184

C

campaign concepts 8, 10-11
Catha of Codex 38, 68, 96-97, 118, 293
Cave Mother 38, 68, 72-73, 153, 184, 255, 262, 282
celestial spirits 62, 64, 180, 182, 233-234, 268-269, 323-324
ceremony 64
chalk 64, 252
character concepts 14
character flaws 193
character themes 14, 34, 39, 43, 46, 51, 53, 57
child binder 292, 323
child of N'alyia 201, 205-206
classes 31-62, 329
cleric / binder combination 39-43, 62, 181
cleric domain 236, 306
civilized hobgoblin 27
combat alertness 59, 60
community pact magic 199-200, 258, 260, 262, 264, 266, 268, 270, 272, 274, 276, 278, 280, 282
compare to spellcasting 10
constellation feat 184, 194-195
Craft Spirit 24, 178, 193, 196, 262
Crow 38, 69, 134-135, 184
crown spirit 74-75, 76-77, 160-161, 172-173, 281
cure maladies 239, 243
cyclopes 274, 291, 298-299

D

Dagon 38, 69, 132-133, 135, 184
Damian Darkstar 38, 69, 138, 139, 184, 206, 207, 298, 299, 306
Dark Blood 38, 69, 124, 125, 184
Dark Sisters Three 104, 105
dead god 7, 137
Death Company 257, 260-261
death ward 45, 46, 192, 229, 260
delay death 69, 133, 171, 236, 240
demon binder 201-203, 209, 233, 291, 295, 303, 327
demon eye 17, 20-22, 41, 43, 118, 156-157, 191-193, 201, 233, 244, 250, 282, 291
demonologist 257
Demos Kalagos 38, 69, 140, 141, 146, 147, 184, 228
Desert Merchant Guild, 257, 262-263
desert spice 23, 24, 193, 248, 251
designing pactmakers 331
designing spirits 330-331
devil binder 201, 209-212, 233, 291, 295
dire beast 113, 240
divine domain 236, 306
divine sanctuary 40, 42, 183, 184
domain spells 236, 306
dragon spirit 70-71, 90-91, 150-151, 162-163, 267
drow 35, 36, 39, 54, 106-107, 130-131, 137, 180, 222, 277, 283, 312, 317, 318, 328
dwarf 15, 38, 75, 123-124, 135-136, 142-143, 302, 322, 329

E

elf 9, 25, 30, 35, 38, 43, 55, 58, 75, 100, 125, 130-131, 152-153, 154, 155, 156, 157, 162-163, 170, 171, 222, 260, 277, 294, 317, 328
Ella 38, 68, 104-105, 293
empyrean monk 31-34, 63, 66, 295, 313, 331
epic pact magic
 class progression 313-314
 creature 314
 feats 315
 magic item 320
 spirit binding 316
epic spirits 316-326
esoteric traveler 201, 206-207
Essek Avix 69, 162-163, 184, 260
Ethanial Midnight 9, 38, 68, 83, 111-112, 116, 184, 296
Evening Star 69, 83, 164-165, 177, 184
Everrona 184, 257, 282-283
Explorers Club 257, 258-259
extra spirit 203, 205, 207, 212, 219, 225-226, 228, 230, 232, 234

F

feats
 constellation 184, 194-195
 epic 315
 meta-magic 180, 187, 188

pact magic 180-190, 196, 199, 206, 310
racial 191-193, 290
Fey Baraddu 38, 68, 111-112, 113, 184,
247, 248
fiend spirit 124-125, 128-129, 148-149,
166-167, 174-175, 271
Fifth Mountaintop Brigade 257, 264-265
finding an organization 257
flame ghoul 72-73, 148, 293, 302, 328
flaws 193
focal device 62
foe hunter 31, 35, 36, 37-38, 39, 65, 66,
189, 221, 295, 300, 313, 331
Forash 38, 68, 74-75, 184, 291
Forty-Two 184, 257, 278, 279
freakish touch 146
frehmin 17, 23-25, 192, 206, 251, 328

G
General Hessant 38, 68, 76-77, 184, 260
generic spirit (see anima spirit)
genie spirit 96-97, 144-145, 146-147,
152-153, 263
Ghato'kacha 38, 68, 98-99, 184
ghost 78-79, 294, 296-297
ghoul spirit 78-79, 100-101, 110-111,
114-115, 273
gnome 9, 15, 18, 32, 35, 38, 44, 48, 49,
50, 51, 52, 54, 80-81, 134, 140-141,
164, 201, 215, 278, 279, 283, 295,
305, 322, 329
gnostic self 33, 34, 40, 42
gnostic vault 294
god eater 314
Golden Flower 13, 328
Goliath 38, 69, 142-143, 184, 210, 211,
295, 335
goliath devil 142-143, 211
Green Glomairah 38, 69, 80, 126-127,
135, 153, 184
Gwenolyn's Ghost 38, 68, 78-79, 177,
184

H
half-elf 24, 36, 39, 52, 86-87, 94-95, 112-
113, 130-131, 191, 192, 250, 277
half-orc 17, 21, 24, 28, 32, 34, 48, 52, 77,
134, 176-177, 270, 329
Hatchery 257, 266-267
Hexus 38, 68, 114-115, 184, 248, 250,
252
hobgoblin 15, 17, 18, 25-28, 44, 46, 76-
77, 78-79, 118, 124-125, 126-127,
192-193, 209, 212, 221, 222, 246,
252, 260, 264, 278, 283, 291, 298,
302-303, 329
hobgoblin prince 27
Hollow Eyes 38, 47, 69, 83, 128-129,
131, 177, 184
how much do you know 67, 179-180
Humble Obhai 184

I
indomitable spirit 201, 207-208
insectoid 122-123, 136-137

inspired companion 65
internet tools 327
introducing pact magic 7
Iona Ophid 3, 184, 257, 266, 267

J
Jayna Warlock 38, 69, 101, 144-145, 184,
206, 207, 213, 247
Jehotek 184, 233, 257, 268, 269
joining an organization 257

K
Kaiya 9, 28, 33, 38, 68, 82-83, 184, 254,
260, 266, 268, 296
Kaylos 69, 83, 131, 166-167, 172, 177,
184, 270
King Mutaros 16, 69, 172-173, 184
knight spirit 80-81, 92-93, 130-131, 142-
143, 261

L
Lady Jarah 38, 68, 84-85, 153, 184, 201,
206-207, 248, 252-253, 297, 305
lemurian devil binder 201, 209-212, 233,
291, 295
Lemurian hobgoblin 212, 291, 295, 329
library 43, 48, 65, 67, 84, 96-97, 108,
144, 172, 185, 201, 203-204, 236, 259,
272, 278, 285, 295, 309, 327
limiting PCs 67, 327
living nightmare spirit 12, 46, 227, 236,
241, 272, 285, 287, 296-297, 306
Loh'moi 38, 68, 111, 116-117, 184, 248,
249, 253
Lord Saruga 69, 150-151, 172, 184, 248,
254

M
magi spirit 72-73, 108-109, 118-119,
168-169, 279
magic items
descriptions 247-256
summary of 248
malady 238, 239, 243, 300
Mana 69, 144, 145, 168-169, 184, 201,
212, 213, 214, 248, 256, 320
Marat 38, 68, 80-81, 184, 260
Mare Loviatha 69, 152-153, 184, 248,
253
martial focus 33, 34, 45, 46, 59, 60, 331
mask adept 201, 205, 214-215
master soulwright 201, 215-216, 298
Merchant Guild 257, 262, 263, 287
Merickel 38, 69, 112, 130-131, 184,
260
Midnight Sun 98, 257, 270, 271, 327,
328
monolith 17, 133, 158, 258, 266, 286,
291, 302, 303, 309
multiclass binders 34, 42, 50, 66
Musha'Vadu 69, 154-155, 184
musical binder 62
Mute Sylvus 38, 66, 68, 86-87, 184, 260,
284, 300
mysteries 16

N
N'alyia 16, 38, 49, 66, 68, 100-101, 184,
201, 205, 206, 227, 248, 253, 254,
293, 308
nature spirit 7
nautilus 132-133, 138-139, 306
Night Fang 38, 51, 68, 102-103, 184,
289, 293
Night Watch 257, 272, 273
Nightfang Weald 206, 306, 318
Noble Marius 184, 257, 271, 272, 273

O
Obba 38, 68, 104-105, 293
occult druid 62, 329
occult knowledge 41, 204
occult path 182, 185-186,
occult priest 31, 39-43, 66, 67, 199, 204,
250, 274, 293, 306, 313-314, 329
Omachio's Mask 320
Omlan Atlan 38, 68, 118-119, 184, 233,
247
online tools 327
optional rule 65, 67, 327
organizations
descriptions 258-283
joining / finding 257
summary 257
Outer Darkness 12, 46, 58, 60-61, 174,
206-207, 286, 290, 294, 298-299, 307,
310, 328
outer space 138-139, 298, 306, 322
Overmind 171, 184, 259

P
pact augmentations 181
pact battle magic 260, 282, 300
pact magic in action 8
pact magician 11, 201, 217
pact malady 238, 239, 243, 300
pact rajah 300
pact warrior 18, 31, 43-47, 58, 66, 67,
249, 260, 295, 314, 329
pactmaking (see binding rules)
paladin of holy spirits 62
paragon (see racial paragon)
Pavatu 9, 38, 68, 100, 120-121, 174, 184,
214, 215, 223, 227, 262, 263
perverted wish 69, 167, 236, 243, 286
phrenic 69, 136-137
plane of existence 8, 12, 14, 23, 39, 41,
43, 44, 60, 97, 132, 133, 136, 138,
144, 145, 177, 199, 203, 206, 207,
208, 209, 221, 229, 232, 247, 251, 255,
258, 276, 277, 286, 295, 301, 309
podform 302-303
portal spirit 116-117, 120-121, 140-141,
157-157, 277
Portenta 69, 153, 156-157, 184, 270,
320
potions 235
prestige classes 201-234
priest eater 60, 291
Prime Ravager 184, 206-207, 247, 257,
274, 275, 298

Primordial Titans 184, 257, 281
Prince Oszen 38, 68, 88-89, 184
psionic (see phrenic)
psionic soul weaver 49

Q

quest 7, 10-16, 26, 29, 31, 34, 39, 42, 43, 47, 51, 58, 66, 70, 79, 98, 102, 103, 130, 191, 233, 257, 266, 270, 274, 276, 287, 299, 310, 312, 313, 327-329
Quest of the Golden Flower 13, 328
Quicksilver 184, 257, 260, 261

R

racers 15, 17-30, 191-192, 289-290, 295, 329
racial feats 191-193
racial paragon 19, 22, 25, 28, 30
Rajah Amajaloma 69, 153, 174-175, 184, 255, 281
rakshasa pact mage 299
Rasputin 38, 69, 140, 146-147, 184
ravage binder 12, 171, 201, 217-218, 220, 274, 327
ravage hunter 201, 218, 219, 220-221
Ravaged Sea 12, 206, 283, 301-303
ravager 12, 16, 170, 184, 201, 206, 207, 217-221, 247, 247, 254, 257, 272, 274, 275, 276, 291, 292, 298, 301, 302, 307, 311, 327
ravager vessel 219, 220, 291
remove malady 239, 243
reserve spirit 53
restoring spirits to life 304-305
reweave spirit 48, 49, 50, 184
role-play advice 18, 21, 24, 27, 29, 31, 66-67
Roshar 69, 101, 158-159, 184, 268

S

sage (see binder sage)
sample traps 140
savage warbinder 201, 221-222
scrolls 235
seal of darkness 46, 190
seal pacts (see binding rules)
second spirit (see reserve spirit)
Secret of the Golden Flower 13, 328
Septigenius Maximus 69, 160-161, 184
sex magic 282
shadow binder 62
shadow-bound spirit 305
shadow spirit 106-107, 134-135, 138-139, 154-155, 275
side-effects
 standard 65, 310
 epic 318, 319, 321, 323, 324, 326
Silent Step 184, 257, 264-265, 289
silent step ability 28
skills 179-180
Soltanis 184, 206, 207, 257, 276-277
Solterra 69, 101, 141, 153, 176-177, 184
Son of Dobb 38, 68, 122-123, 136, 184
Soul Seekers Lodge 257, 276-277, 292,

328
soul stealer 201, 205, 222-223
soul weaver 9, 31, 47-51, 63, 66, 67, 68, 100, 118, 235, 247, 289, 314, 329
spell descriptions 237-246
spell domain 236, 306
Spellwright Academy 88, 257, 278, 279
spider spirit 102-103, 122-123, 132-133, 164-165, 265
spirit aura 59, 67, 183, 184, 300, 314
spirit binder
spirit binding (see binding rules)
spirit exorcist 201, 219, 224-225, 297, 327
Spirit Helmsman 185, 306
spirit imp 186, 187-188
spirit ship 132-133, 138-139, 306
spirit strike 33, 34, 44, 45, 66, 183, 184, 313, 315, 331
spirits
 anima 196-198
 new 196, 330-331
 by constellation 184
 epic 316-326
 for spellcasters 63, 188
 for non magic users 185
 organizational
 crafting 196
 summary 68-69
 infernal 210
 celestial 234
 demonic 202
spirit-touched template 244, 276, 285, 291, 302, 307, 315, 328, 329
Spiritual Purity feat 310, 327
spiritual taint 310, 327
spiritual vampire 205, 272, 308
spirit-wracked 62
stellar touchstone 309
strategies 66-67
submersible 132-133, 306
summoning ceremony 8, 63, 282, 312
supernatural exchange 188
Swan Elashni 38, 68, 90-91, 184

T

taint 310, 327
tattooed binder 201, 225-226
technomagical cyclopes 274, 291, 298-299
telchine sorcerer 201, 226-227
telchines 226-227, 291, 310, 311, 320-321
template 20-22, 292, 307, 308, 311
temporal binder 133, 201, 227-228
Tentacles of Dagon 38, 69, 132-133, 135, 184
terror surge 55, 56, 57, 67, 183, 189, 314
The Crow 38, 69, 134-135, 184
The Overmind 171, 184, 259
theosophist 257
thief spirit 84-85, 88-89, 104-105, 122-123, 259
Titan League 12, 257, 280, 281, 328

touchstone 309
trap 22, 35, 37, 54, 58, 65, 69, 83, 86, 89, 103, 106, 108, 122, 123, 138, 139, 140, 141, 155, 159, 162, 171, 185, 211, 239, 245, 309, 317, 318, 321, 328
tree spirit 86-87, 112-123, 126-127, 176-177, 283
Trevolis 306
troglydite 15, 17, 28-30, 54, 193, 266
true atlan 291, 302
typical binding ceremony 8
Tyrant Cromwell 38, 66, 68, 92-93, 184, 260

U

Ulbro 38, 68, 94-95, 184
unbound witch 31, 34, 54-57, 58, 62, 67, 184, 189, 295, 310, 314, 329
undead hunter 272, 273
undying spirit 201, 228-229, 264
unmarked vessel 201, 230

V

vacuum 138-139, 298, 306, 322
vampire 100-101, 205, 272, 273, 308
vampire hunter 272, 273
vampire spirit 100-101, 273
Vandrae 38, 68, 106-107, 153, 184, 293
variant
 class features 62
 empyrean monk 34
 hobgoblin 27
 soul weaver 50
 troglydite 30
vatic foresight 53, 67, 182, 189
vatic knight 201, 231
vatic naga 311
vatic witch 201, 231-232
vile pact magic 29, 257, 270, 275, 312, 328
vivilor 58, 60, 61, 190
Vodavox 38, 69, 122, 136-137, 184, 289
void 13, 46, 61, 69, 138, 139, 145, 147, 206, 263, 269, 274, 296, 306, 324, 326
void bomb 274
void skiff / void ship 138-139, 306
volatile mind 55, 57
voltanic angel binder (see angel binder)
Voltanna 20, 22, 119, 233, 236, 246, 285

W

warbinder 31, 58-60, 67, 201, 221-222, 300, 314, 329
what are the spirits 7
who are the spirits 7
Witch Yaba 38, 67, 69, 146, 148-149, 153, 184, 270, 296, 330
wizard / binder combination 47-50, 212-213, 217, 230, 267
woodland spirit binder 62

X

Xalen d'Marek 38, 68, 108-109, 184, 255, 293
Xasa Culthic 184, 257, 271, 273

CREATURE INDEX

This index is organized by creature type and challenge rating with page numbers in the far-right column. Creatures with a variable CR are noted with a plus-sign after their lowest possible rating.

Aberrations

Podform.....	CR 3	303
Invisage.....	CR 12	303

Constructs

Golembound spirit.....	CR 2+	304
Spike hound.....	CR 6	143
Shadow-bound spirit.....	CR 7+	305
Iron heart ghost (shell form)	CR 8	294
Dalrok.....	CR 13	298

Dragons

Wyrmling gold dragon....	CR 5	266
Avix.....	CR 7	163
Essek.....	CR 7	163
God eater.....	CR 22+	314

Giants

Atlan ogre servant.....	CR 3	109
-------------------------	------	-----

Humanoids

Atlan.....	CR 1+	17
Frehmin.....	CR 1+	23
Hobgoblin (civilized).....	CR 1+	25
Troglydte (fearling).....	CR 1+	28
Hobgoblin prince.....	CR 2+	27
Drow consort.....	CR 3	106
Lemurian hobgoblin.....	CR 3+	295
Lemurian hobgoblin warrior	CR 4	212

Magical Beasts

Hatchling aranea.....	CR 1+	289
Vatic viper.....	CR 1	71
Celestial eagle.....	CR 2	86
Ethereal marauder.....	CR 3	117
Speech-bred hound.....	CR 3	97
Dire beast.....	CR 4	240
Fiendish black unicorn.....	CR 4	245
Giant phrenic wasp.....	CR 4	133
Priest eater.....	CR 5	291
Awakened tyrannosaurus....	CR 8	147
Dune worm.....	CR 12	325

Monstrous Humanoids

Demon eye.....	CR 1+	20
Spirit imp.....	CR 1+	188
Doppelganger sorcerer.....	CR 4	119

Oozes

Living glitterdust spell.....	CR 4	113
Living minor curse.....	CR 4	115
Sentient living slow spell.....	CR 6	141
Living confusion spell.....	CR 8	169

Outsiders

Astral iris.....	CR 1	81
Least vivilor (flit).....	CR 1	61
Lesser sky devil.....	CR 1	75
Divine viper.....	CR 2	244
Lesser vivilor (wright).....	CR 3	61
True atlan.....	CR 3+	291
Rakshasa pact mage.....	CR 4+	300
Dervish mummy.....	CR 5	161
Shadow crow mount.....	CR 5	135
Xill sorcerer.....	CR 6	147
Greater Vivilor (strand).....	CR 7	61
Azer battle sorcerer.....	CR 8	326
Iron heart ghost (spirit form)	CR 8	294
Nightsteed.....	CR 9	173
Dark vivilor (mural).....	CR 11	61
Goliath devil (ahnok).....	CR 12	211
Telchine.....	CR 1+	310

Undead

Corporeal living nightmare..	CR 1+	297
Living nightmare ghost.....	CR 1+	297
Flame ghoul.....	CR 6	293

Templates

Child binder.....	CR 1+	292
Demon Eye.....	CR 1+	22
Spiritual vampire.....	CR 1+	308
Vatic naga.....	CR 1+	311
Spirit-touched creature.....	CR 2+	307
Ravager vessel.....	CR 3+	219



OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. **Definitions:** (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. **The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. **Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. **Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact

terms of this License to Use, the Open Game Content.

5. **Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. **Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. **Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. **Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. **Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 **Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. **Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. **Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. **Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. **Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. **COPYRIGHT NOTICE:** Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

See <http://www.pactmagic.com> for OGL information.