Occult Options: Binder Secrets









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Author's Preface

Thank you for purchasing Occult OPTIONS 1, BINDER SECRETS. As some readers may know, my first published product as a 3PP designer was PACT MAGIC UNBOUND, VOL 1 for Radiance House. Dario Nardi took a risk on a relative new-blood that few others would make and I am eternally grateful for that risk. You wouldn't be wrong in saying that Everyman Gaming, LLC wouldn't be possible with Dario. Based on Goetian beliefs and practices, pact magic is an esoteric art that I have always been enamored with ever since I first encountered it in 2010. Yes, I got on the pact magic band wagon must later than most, but its evocative style and alien mechanics have always been awe-inspiring to me.

Some might wonder why I chose to publish Occult OPTIONS I instead of working with Dario to make a digital line for Radiance House or save the material for the next big PACT MAGIC UNBOUND print book (because there's always a next one) instead of branching off and publishing my own, personal pact magic stuff. Which isn't to say that my work in PACT MAGIC UNBOUND isn't personal; I'm Radiance House's primary PATHEINDER RPG Designer, and as a result the content of nearly every Pathfinder compatible product Radiance House publishes has my fingerprint on it somewhere. Ultimately, the reason I chose to start my own, solo-Pact Magic content is simple: time. I wanted to be able to provide new pact magic material to our fans at a much faster pace than what Dario or I could otherwise do, especially small expansions or alterations that don't require a full product to expand upon.

You're not likely to see another OCCULT OPTIONS product from Everyman Gaming until after Radiance House's next big pact magic product comes to fruition in 2015 (hint: its big enough to require crowd funding), but once that happens you can be sure that more Pact Magic content will be heading your way, freshly squeezed from the most clandestine and esoteric portions of my brain!

- Alexander Augunas, Everyman Gaming, LLC

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New Binder Secrets (Pg. 3): This product revolves around the addition of new binder secrets, and as a result it begins and ends on the indicated page.

Citations

This product makes use of the following citations. ^{PM1} PACT MAGIC UNBOUND, Vol 1 ^{PM2} PACT MAGIC UNBOUND, Vol 2 ^{UM} PATHFINDER ROLEPLAYING GAME ULTIMATE MAGIC

Using This Product

OCCULT OPTIONS 1, BINDER SECRETS IS A SUPPlemental product to Radiance House's PACT MAGIC UNBOUND Series. In order to get the most use out of OCCULT OPTIONS 1, you must possess a copy of PACT MAGIC UNBOUND, VOL 1 or a PACT MAGIC UNBOUND product that includes Radiance House's occultist class.

Pact Magic itself is a clandestine art that allows savvy binders to summon forth otherworldly entities known as spirits from the Spirit Realm, a world of non-existence. In order to keep the spirit manifested while the pact is being made, practitioners of pact magic (called binders) draw seals of chalk, ink, or even blood that have been inscribed with a series of sigils that both attract the spirit into its vessel and keep it rooted in place while the pact is taking place. Although many would believe otherwise, a seal is an anchor, not a prison, and a spirit is free to leave the seal and end the pact before a bargain has been negotiated whenever it likes. Should a bargain be made and a pact be sealed, however, the spirit gifts its supernatural powers onto its binder for a time while it soaks in the glorious sensations of mortal life. Willy and legalistic to a tee, however, the bound spirit will seek any and every excuse to draw more from its bond with the binder than promised to gain additional control over the sensations that it experiences, for every spirit has its own, personal agenda that it seeks to fulfill through sealing pacts with mortals. As a result, only the most powerful and charismatic of binders remain alive for long.

A binder secret is a special ability that an occultist, masters of pact magic that they are, can select in order to augment their occult abilities. Whether they gain the ability to sense occult spirits, request clandestine information from an otherworldly being, or draw magical circles to protect themselves (or others) from unnatural entities, an occultist uses the secret knowledge that she has acquired to further her abilities so that she may unlock additional pact lore in her never ending pursuit of power, knowledge, and understanding.



Binder Secrets

The following binder secrets are available to binders who meet their prerequisites. In addition to standard secrets, the following categories of binder secrets exist with unique mechanics governing their use.

Alteration: An alteration secret allows a binder to alter the nature of one of her major granted abilities. Applying the benefits of an alteration secret to a major granted ability does not require an action and doing so increases the number of rounds that the major granted ability is expended for to 10 rounds, or 8 rounds if the occultist possesses the Rapid Recovery[†] feat. An occultist may only apply the benefits of one alteration secret to a granted ability at a time.

Aspect: An aspect secret replaces the normal benefits of one of the binder's constellation aspects or monstrous aspects with the binder secret's benefits. An aspect secret follows all of the usual rules for a constellation aspect and an occultist cannot gain the benefits of an aspect secret more than one, even if she makes multiple good pacts with multiple spirits. She may benefit from multiple, different aspects secrets simultaneously, however.

Rituals: A ritual secret allows a binder to perform a special ceremony to produce a desired effect. All rituals involve one or more occult spirits and in order to perform a ritual, the binder must complete the Knowledge Tasks of any spirit to be involved and be able to seal pacts with that spirit. Otherwise, performing a ritual secret is identical to performing a pact ritual, except ritual secrets take 10 minutes to perform and cannot be rushed without the rush ritual binder secret.

Aligned Strike (Aspect)

The occult power of your bound spirit allows you to overcome the defenses of some monsters.

Prerequisites: Constellation aspects class feature or monstrous aspects class feature, maximum spirit level 6th.

Benefit: Whenever the occultist selects a constellation aspect or a monstrous aspect, she may choose to select one alignment (chaos, evil, good, or law) and treat her attacks as having the chosen alignment for the purpose of overcoming damage reduction instead of choosing from the usual benefits available to a spirit of her chosen constellation. While benefiting from this binder secret, the occultist is affected by protection from evil, magic circle from evil, and similar spells as though she was a summoned creature with her chosen alignment. An occultist can activate or suppress this binder secret as a full-round action.

Alteration Master

You are able to effortlessly alter your spirit's major granted abilities.

Prerequisites: Any three alteration binder secrets, occultist level 17th.

Benefit: The occultist can apply the benefits of up to two alteration secrets to a single major granted ability. Applying two alteration secrets to a single major granted ability causes it to become expended for 10 minutes, or 8 minutes if the occultist possesses the Rapid Recovery feat. The occultist can use this binder secret three times per day.

Special: If the occultist adds both empower major ability and hateful major ability to a major granted ability simultaneously, her major granted ability gains the benefits of each alteration secret separately: the maximum result plus half of the normally rolled result.

Analyze Pact Spirits

You learn about the spirits that a creature is bound to with a touch. **Prerequisites:** Intuit spirit binder secret[†] or ability to cast detect pact spirits^{PM2}. **Benefit:** As a standard action, the occultist can make a melee touch attack against one creature in order to learn about any spirits that it is bound to. If she hits a target with this touch attack, the occultist determines the number of spirits that the target is bound to, the level of those spirits, the names of their granted abilities and how many daily uses (if any) those abilities have remaining, as well as which constellation each spirit belongs to, as if she had studied the creature for 3 rounds with *detect pact spirits*. The occultist does not *detect pact spirits* in any other object or individual within range when using this binder secret.

Armor Expert (Aspect)

The whisperings of heroes long dead help you wear your armor more effectively.

Prerequisites: Constellation aspects class feature or monstrous aspect class feature.

Benefit: Whenever the occultist selects a constellation aspect or a monstrous aspect, she may choose to reduce her armor check penalty by -1 (minimum 0) instead of choosing from the usual benefits available to a spirit of her chosen constellation. When the occultist reaches 6th level and every four levels thereafter, reduce the occultist's armor check penalty by an additional -1 when you select armor expect as her constellation aspect, to a maximum of -4.

Bountiful Abilities

You can make additional use of a bound spirit's granted abilities.

Benefit: The occultist adds 3 to the number of times per day that she can use any minor granted abilities that she possesses with a limited number of daily uses, such as Dark Blood's *rakshasa's* rage^{PMI} or Humble Ohbai's *elemental ascension*^{PM2}.

Burning Major Ability (Alteration)

By expending extra occult energy, you cause your powers to burn away your enemies.

Prerequisites: Occultist level 3rd.

Benefit: When the occultist activates a major granted ability that deals fire or acid damage, she can cause the effect to adhere to its target, causing it target to suffer damage equal to half her occultist level at the start of its next turn. This damage is of the same type that the modified granted ability deals (acid or fire).

Bind Soul (Ritual)

You can ensnare a mortal soul into your service using your pact magic techniques.

Prerequisites: Occultist level 11th.

Benefit: The occultist can perform a ritual in order to bind one humanoid creature to her service. In order to perform this ritual, the creature that the occultist wishes to bind to her will must remain within the ritual's seal for the ceremony's entirety, and when the ritual is completed the occultist makes a binding check against a DC of 10 + the creature's Will save bonus. If the creature has an ability that allows it to temporarily increase its Will save bonus (such as a swashbuckler's charmed life or a barbarian's rage) it may add this bonus to the occultist's binding check DC provided that it is able to take use this ability.

If the occultist succeeds on her binding check, she rips the creature's soul from its body and stores it within an effigy that immediately takes on the creature's likeness. The effigy must be worth at least 1,000 gp per Hit Die of the target or the ritual fails. If this requirement is met, she can control the target's actions for up to 1 day per occultist level as if using *dominate person*, except the occultist cannot issue commands to the target unless she is holding the effigy that houses its soul and the creature receives a -4 penalty on saving throws to resist the dominate effect.

This ritual counts against the total number of spirits that an occultist can seal a pact with at once, and she may only dominate one creature at a time with this ritual. *Dispel magic* cannot end the dominate effect, but *break enchantment* can. Such attempts must target the effigy, not the dominated creature. If the target succeeds on a saving throw and ends the *dominate person* effect or the effigy is targeted by a successful *break enchantment* spell (or a similar effect), the effigy is destroyed. The occultist can attempt a new ritual to refresh the *dominate person* effect without needing to replace the effigy, and the dominated target receives a -4 penalty on its Will save to resist attempts to reassert the *dominate person* effect.

Dazing Major Ability (Alteration)

Using extra occult power, you can daze opponents with the power of the Spirit Realm.

Prerequisites: Occultist level 7th.

Benefit: When the occultist activates a major granted ability that deals damage, she can modify it to daze one creature damaged by the granted ability. If the granted ability damages multiple opponents, this secret affects one target of her choice. The damaged creature becomes dazed for a number of rounds equal to the occultist's maximum spirit level unless it succeeds on a Will save (DC 10 + 1/2 her occultist level + her Charisma modifier). A successful Will save negates this condition. If the granted ability already dazed its target, the duration of this alteration secret is added to the duration of the granted ability.

Delay Major Ability (Alteration)

You can delay the effects of a major granted ability that you use. **Prerequisites:** Occultist level 5th.

Benefit: When the occultist activates a major granted ability, she can choose to delay the effects for a number of rounds up to her Charisma modifier (maximum 5 rounds). When the designated number of rounds has passed, the major granted ability takes effect at the start of her next turn. Any decisions that the occultist would make about the delayed major granted ability, such as targets or area, must be decided when she activates the major granted ability. All other effects are not resolved until the major granted ability takes effect. A delayed major granted ability is expended while it is delayed in addition to the usual increase enforced by an alteration secret.

Discriminating Major Ability (Alteration)

You are able to exclude creatures from your occult powers.

Prerequisites: Occultist level 11th.

Benefit: When the occultist activates a major granted ability, she can select one category of creature to be unaffected by the granted ability. This category can be based on type, subtype, age category, or any combination of the three. Creatures belonging to all selected categories are immune to the effects of the occultist's major granted ability. If the occultist made a poor pact with a spirit, the spirit's favored allies are automatically excluded when she uses this granted ability while its favored enemies are never excluded, even if they meet one or all of the categories chosen by the occultist.

Disruptive Major Ability (Alteration)

You are use the supernatural taint of the Spirit Realm to interfere with enemy spellcasting.

Prerequisites: Occultist level 7th.

Benefit: When the occultist activates a major granted ability that targets one or more opponents, she can cause targets affected by the granted ability to make concentration checks when using spells or spell-like abilities (DC equals the granted ability's DC plus her maximum spirit level) for 1 round. Targets that avoid the granted ability's effects avoid this binder secret's effect as well.

Elemental Major Ability (Alteration)

You can manipulate the elemental nature of your granted abilities. **Prerequisites:** Occultist level 3rd.

Benefit: Select one energy type: acid, cold, electricity, or fire. Once chosen, this cannot be changed. When the occultist activates a major granted ability that deals damage, she may replace that ability's normal damage with that energy type or split the granted ability's damage, so that half is of that energy type

and half is of its normal type.

Special: The occultist can select this binder secret multiple times. Each time she does so, select a different type of energy to apply its benefits to.

Energy Shell

You are able to wrap yourself in the rejuvenating power of the spirit world.

Prerequisites: Gift of life binder secret[†], constellation aspect or monstrous aspect class feature.

Benefit: When the occultist uses gift of healing, she may choose to shroud herself in positive energy for a number of rounds equal the number of gift of healing dice she possesses instead of the ability's usual effects. If she do so, the occultist immediately heals 1d6 hit points and sheds a warm, welcoming light that increases the light within 20 feet of her level by one step, up to normal light. In addition, the occultist heals an additional 1d6 hit points at the start of each round.

Enlarge Major Ability (Alteration)

You can call upon reserves of occult power to stretch your granted abilities farther than usual.

Prerequisites: Occultist level 3rd.

Benefit: When the occultist activates a major granted ability, she can increase its range by 100%. If the major granted ability has a range of close it now has a range of 50-ft. + 5 ft./ level, while medium-range granted abilities have a range of 200 ft. + 20 ft./level and long-range spells have a range of 800 ft. + 80 ft./level. If the major granted ability has a non-variable range, its range is doubled.

Extend Reserve

You are able to keep your reserve spirit around longer than most.

Prerequisites: Reserve Spirit^{PM2}, occultist level 6th.

Benefit: The occultist adds a number of minutes equal to her level to the number of minutes that her reserved spirit remains active for each day.

Normal: An occultist may keep a reserve spirit active for a number of minutes each day equal to her binder level.

Flaring Major Ability (Alteration)

You can use the spectral light of the Spirit Realm to dazzle your foes. Prerequisites: Occultist level 3rd.

Benefit: When the occultist activates a major granted ability that deals electricity or fire damage she can use its supernatural power to dazzle all creatures damaged by the major granted ability for a number of rounds equal to her maximum spirit level.

Focused Major Ability (Alteration)

You are able to focus your spirit's otherworldly powers onto one target, making them difficult to resist.

Prerequisites: Occultist level 3rd.

Benefit: When the occultist activates a major granted abil-

ity that targets more than one creature, she can choose one target or creature within the ability's effect and increase the saving throw DC to resist the granted ability by +2. The occultist must choose which target to focus the granted ability on before activating it and granted abilities that do not request a saving throw to resist or lessen its effect do not benefit from this binder secret.

Gift of Life (Aspect)

You mend the wounds of a living creature using the power of the Spirit Realm.

Prerequisite: Constellation aspect class feature or monstrous aspect class feature.

Benefit: Whenever the occultist selects a constellation aspect or a monstrous aspect, she may choose to gain the ability to use her occult powers to heal a living creature with a touch instead. As a standard action, the occultist can heal 1d6 hit points of damage from one living creature with a touch. This ability does not use positive energy and does not affect nonliving creatures, including undead.

When the occultist reaches 4th level and every two levels thereafter, increase the healing done by this ability by 1d6 points, to a maximum of 10d6 at 20th level. The occultist can use this ability a number of times per day equal to 3 + her Charisma modifier (minimum 1).

Gift of Rebirth

You can use your occult powers to restore life to recently slain.

Prerequisites: Constellation aspects class feature, gift of life binder secret[†], maximum spirit level 5th.

Benefit: The occultist can expend 10 uses of gift of life as a standard action in order to save a touched living creature's life, as *breath of life* with a caster level equal to her occultist level. If the target was returned to life by this ability, it becomes affected by *spirit birth*^{PM2} for 24 hours and is compelled to try and procreate, as a spirit's personality influence (Will saving throw DC equals 10 + 1/2 the occultist's level + her Charisma modifier).

Hateful Major Ability (Alteration)

You can grant your major granted abilities the ability devastate a spirit's favored enemy.

Prerequisites: Occultist level 5th.

Benefit: When the occultist activates a major granted ability that deals damage, she can maximize the damage dealt if the target qualifies as a favored enemy of the granted ability's associated spirit. This binder secret does not affect major granted abilities that do not deal a random amount of damage.

Incite Animosity

You are able to set your spirit's wrath upon any opponent.

Benefit: While bound to a spirit, the occultist can select one target within 30 feet that she can see and mark it as an enemy of the Spirit Realm. For 1 minute, all spirits that the occultist is bound to treat the marked target as though it were a favored

enemy. The occultist can use this ability a number of times per day equal to 3 + her Charisma modifier (minimum 1).

Indomitable Resolve

Your tenacity is fortified by your mastery of the occult arts.

Prerequisites: Bind spirits class feature, resolve class feature, maximum spirit level 4th.

Benefit: When she uses her resolve ability, the occultist may also expend the major granted ability of any spirit that she is bound to as part of her use of resolve in order to gain one of the following benefits based on the type of resolve used.

Determined: When the occultist uses resolve to remove a condition, she also becomes immune to that condition for 1 minute.

Resolve: When the occultist uses resolve to reroll a failed Fortitude or Will saving throw, she gains an insight bonus on the saving throw equal to half of the level of the spirit whose major granted ability was expended as part of her use of resolve.

Unstoppable: When the occultist uses resolve to immediately stabilize, she also heals a number of hit points of damage equal to the total spirit level of every spirit that she is currently bound to.

Intensify Major Ability (Alteration)

You can charge a major granted ability with additional power in order to increase its effectiveness.

Prerequisite: Occultist level 5th.

Benefit: When the occultist activates a spirit's major granted ability, she can change its activating time to concentration in order to increase its effectiveness. If something interrupts the occultist's concentration while she's channeling, she must make a concentration check or the granted ability fails to activate and becomes expended for 5 rounds. The occultist's concentration bonus equals 1d20 + the occultist's binder level + her Charisma modifier. The occultist can concentrate on a granted ability for up to 5 rounds. For every full round that she spends concentrating, the occultist gains a +1 bonus to her binder level with the granted ability and its saving throw DC (if any) increases by +1, up to a maximum of +5.

The occultist cannot intensify a major granted ability with a duration longer than instantaneous. Only granted abilities that can be activated as a standard action or full-round action can be intensified.

Intuit Spirit

You can sense occult auras.

Benefit: The occultist gains the ability to cast *detect pact spirits*^{PM2} at will as a spell-like ability.

Magic Circle (Ritual)

You can draw a magical circle that wards against outsiders.

Prerequisites: Protection from the unnatural with the chosen alignment.

Benefit: Choose one alignment. You can perform a ritual

that allows you to create a *magic circle* effect (as the spell) against the chosen alignment. The circle remains for up to 24 hours or until its form is physically broken by a living creature (the lines smeared, the salt scattered, etc.) Environmental effects cannot damage an active magic circle. An occultist may only have one *magic circle* active at a time (although she can dismiss an existing *magic circle* as a free action) and it counts against the total number of spirits that she can bind.

Occult Magic

Your research has taught you to cast a small number of spells. **Prerequisites:** Constellation Focus[†].

Benefit: Select one constellation that the occultist has selected with Constellation Focus. She can cast that constellation's 1st-level patron spell as a spell-like ability twice per day. The constellations (and their associated patron spells) are noted in *PACT MAGIC UNBOUND, Vol. 2*.

Special: The occultist can select this binder secret multiple times. Each time it is selected, either apply its benefits to a new constellation or gain the ability to cast the next-highest spell on the constellation's patron spell list as a spell-like ability twice per day. Spells must be selected in order and the occultist cannot use this ability to gain a spell-like ability whose level exceeds her maximum spirit level.

Occult Resolve

Your dealings with occult spirits have made your spirit indomitable.

Prerequisites: Occultist level 4th.

Benefit: The occultist gains the ability to use her willpower to stave off even the most gripping of wounds. She gains the resolve class feature, as a samurai, and her occultist levels stack with any samurai levels she possesses for the purpose of determining the number of times per day that she can use resolve.

Persistent Major Ability (Alteration)

You can modify your major granted abilities to become more tenacious when its targets resist the effect.

Prerequisites: Occultist level 5th.

Benefit: When the occultist activates a major granted ability that targets one or more creatures or that affects an area, she can force targets that succeed on their saving throw against the granted ability to reroll their saving throw and use the new result. If a creature fails this second saving throw, it suffers the full effects of the granted ability, as if it had failed its first saving throw. Granted abilities that do not require a saving throw to resist or lessen the ability's effect do not benefit from this binder secret.

Translocation Ritual (Ritual)

You transform an ordinary seal into a gate between worlds. **Prerequisites:** Occultist level 17th.

Benefit: Once per day, an occultist can perform a ritual that transforms an ordinary seal into a *gate*, as the spell. This gate can only be used for planar travel, but unlike the spell, it can also

be used to open a gate to another location on the same plane (as interplanetary teleport). Unlike these spells, the translocation ritual requires that the occultist has some clear idea of the location and layout of the destination. The clearer her mental image, the more likely the translocation ritual works. Areas of strong physical or magical energy may make the translocation ritual more hazardous or even impossible. Determine how well any travel made using a translocation ritual works as though the occultist had cast teleport.

The seal created by a translocation ritual lasts 24 hours, or until it is damaged or destroyed at either the starting point or the ending point. Any creature can use the seal to translocate during its duration. Deities and other powerful beings can prevent this ritual from opening in their presence if they so desire.

Protection from the Unnatural

You are warded against summoned creatures.

Prerequisites: Occultist level 5th.

Benefit: Select chaos, evil, good, law, or neutral. As a standard action, the occultist can shroud herself in supernatural power that repels summoned entities with the chosen alignment as a standard action. Creatures with the chosen alignment are prevented from making bodily contact with the occultist for 1 minute per occultist level she possesses. These minutes do not need to be consecutive. This causes the natural attacks of such creatures to fail and the creature recoils if such attacks require touching the occultist.

This protection ends and the ability becomes suppressed for 1 minute if the occultist makes an attack against a creature that possesses the chosen alignment if she tries to force the barrier against such a creature. Spell resistance can allow a creature to overcome this protection and touch the occultist. If she selects neutral as her chosen alignment, this binder secret protects her against creatures that are neutral on either alignment axis.

Protection from the Vestigial

You are warded against the powers of the Spirit Realm.

Prerequisites: Occultist level 5th.

Benefit: As a standard action, the occultist can shroud herself in supernatural power that repels occult entities as a standard action. Creatures that are bound to occult spirits or that have been summoned by granted abilities or binder secrets (including all vestigial companions) are prevented from making bodily contact with the occultist for 1 minute per occultist level she possesses. These minutes do not need to be consecutive. This causes the natural attacks of such creatures to fail and the creature recoils if such attacks require touching the occultist.

This protection ends and the ability becomes suppressed for 1 minute if the occultist makes an attack against a creature that is bound to an occult spirit or that has been summoned by a granted ability or bind secret or if she tries to force the barrier against such a creature. Spell resistance can allow a creature to overcome this protection and touch the occultist.

Remove Pact Malady

You are able to use your supernatural gifts to remove deadly afflictions. **Prerequisites:** Occultist level 10th.

Benefit: While bound to a spirit, the occultist can perform a 10-minute ritual to remove a pact malady affecting one creature, as *remove pact malady*[†]. Use the occultist's level as her caster level when using this binder secret. A creature can only be affected by this ability once per day.

Seal of Healing

You are able to draw occult energy around you in a circle of supernatural energy.

Prerequisites: Gift of life binder secret[†].

Benefit: As a standard action, the occultist can expend one use of her gift of healing ability and a bound spirit's major granted ability for 5 rounds in order to create a 20-foot by 20foot cylinder of spiritual energy centered on her. The circular faces of this cylinder take the form of the seal of the spirit whose granted ability was expended in order to use this binder secret. Creatures within this seal are healed for a number of hit points equal to her maximum spirit level at the start of each of her turns. The seal lasts 5 rounds, after which it vanishes.

Special: This binder secret is considered a major granted ability when determining how it interacts with feats such as Selective Ability^{PM1}.

Sickening Major Ability (Alteration)

The taint of the Spirit Realm sickens your enemies.

Prerequisites: Occultist level 5th.

Benefit: When the occultist activates a major granted ability that deals damage she can modify it to sicken any creatures it damages for a number of rounds equal to her maximum spirit level. A successful Fortitude save (DC 10 + 1/2 her occultist level + her Charisma modifier) negates this sickening effect. If the granted ability also causes a creature to become sickened, the duration of this binder secret is added on to the duration of the major granted ability.

Skill Insight (Aspect)

Sa posse

Your bound spirit's insight allows you to improve your chance of success at a given task.

Prerequisite: Constellation aspect class feature or monstrous aspect class feature.

Benefit: Whenever the occultist selects a constellation aspect or a monstrous aspect, she may choose to gain spiritual insight from her bound spirit instead of choosing from the usual benefits available to a spirit of her chosen constellation. While she is bound to a spirit, she can spend an immediate action in order to roll a skill check twice and use the better result. Alternatively, the occultist may use this ability after a skill check's result is revealed to replace the d20 result with a 10. This ability cannot be used to replace a natural 1 with a 10. The occultist can use this ability a number of times per day equal to 3 + the occultist's Charisma modifier.

Spiritual Animosity

Your dedication slowly brings tolerance to hateful spirits. **Prerequisites:** Constellation Focus[†].

Benefit: Choose one constellation that the occultist has selected with Constellation Focus. Her totem bonus on binding checks is not reduced by half if she are a favored enemy of a spirit that belongs to the selected constellation.

Special: The occultist can choose this binder secret multiple times. Each time it is chosen, it applies to a new constellation.

Summon Monster

You are able to conjure extradimensional beings to assist you.

Prerequisites: Occultist level 1st.

Benefit: The occultist can cast *summon monster I* as a spelllike ability a number of times per day equal to 3 + her Charisma modifier. The occultist cannot possess more than one *summon monster* spell active in this way at one time and she cannot use this spell-like ability to summon more than one creature, even if she has an ability that would normally increase the number of creatures that her spells summon (such as Superior Summoning^{UM}).

If the occultist possesses a vestigial companion when she casts this spell-like ability, it disappears for the spell's duration and the summoned creature acts as her vestigial companion in its place, allowing it to use the occultist's Hit Dice instead of its own for the purpose of effects related to number of Hit Dice and the vestigial companion's base attack bonus, base saving throw bonuses, skill bonuses, and total hit points (not including temporary hit points) instead of its own, though these statistics are modified by the summoned monster's ability scores instead of the vestigial companion's. In addition, the summoned monster gains any special abilities, ability score bonuses, and natural armor bonuses that the vestigial companion received based upon its master's level. When the summoned creature is dismissed, the vestigial companion immediately reappears in the summoned monster's space.

Special: This binder secret can be selected multiple times. Each time it is selected, increase the power of the summon monster spell-like ability by one level. This spell-like ability's spell level cannot exceed the occultist's maximum spell level.

Unbarred

You are more flexible than others in your trade.

Prerequisites: Tunneled lore class feature.

Benefit: Select 1 constellation that the occultist has barred and unbar it. The occultist may perform pact rituals with spirits from the unbarred constellation, though her binder level is reduced by half when making binding checks with these spirits.

Constellations unbarred by this binder secret are not considered to have been selected by the tunneled lore class feature and gain none of the benefits for having been selected as such. For example, a cleric with the occult priest archetype does not expand the list of domains available to her for having unbarred a constellation with this binder secret. **Special:** If the occultist later multiclasses into a class with the tunneled lore class feature, that class's tunneled lore class feature does not bar any constellations that she has selected using this binder secret.

Vestigial Trance

You can enter a state of extreme concentration to beseech an occult spirit for additional power.

Prerequisites: Spirit Focus with the chosen spirit.

Benefit: Choose one spirit. While in possession of the chosen spirit's vestigial companion, the occultist can enter a trance as a full-round action in order to regain the minor granted ability that she traded for her spirit's vestigial companion for 1 minute. If the minor granted ability has a daily use limitation, any uses of that minor granted ability while using this binder secret count towards that minor granted ability's daily limit.

Alternatively, if the occultist is not in possession of the chosen spirit's vestigial companion, the occultist can enter a trance by concentrating as a full-round action in order to summon the spirit's vestigial companion to her side for 1 minute per occultist level she possesses. Treat this as if she had summoned the creature using a *summon monster* spell. While summoned in this way, a vestigial companion cannot touch any creature warded by *protection from evil* or a similar effect and it can be sent back to the Spirit Realm by *dispel magic, dismissal, banishment*, and similar effects. For the purpose of those spells, this binder spirit has an effective spell level equal to your maximum spirit level.

You can use this binder secret once per day. At 5th level and every four occultist levels thereafter, you can use this binder secret one additional time each day (maximum 5).

Widen Major Ability (Alteration)

You can spread your granted abilities across vast distances.

Prerequisites: Occultist level 7th.

Benefit: When the occultist activates a major granted ability that affects targets in a burst, emanation, radius, or spread she can increase its area by 100%. Spells that do not have an area of one of these four sorts are not affected by this binder secret.

Wings (Aspect)

Your spirit's occult powers cause you to grow a pair of magnificent wings that reflect the spirit's constellation.

Prerequisites: Constellation aspect or monstrous aspect class feature, occultist level 9th.

Benefit: Whenever the occultist selects a constellation aspect or a monstrous aspect, she may choose to grow a set of wings instead of choosing from the usual benefits available to a spirit of her chosen constellation. While is bound to a spirit, she gains a 30 foot fly speed with average maneuverability. At 11th level, her fly speed improves to 60 feet and her maneuverability improves to good. These wings are considered a spirit's physical sign. The occultist does not receive this binder secret's benefits unless she shows its physical sign.

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