DARIO NARDI

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VILLAINS OF PACT MAGIC

VILE FOES TO TEST YOUR ETERNAL SOUL

DARIO NARDI

FOR USE WITH SECRETS OF PACT MAGIC AND THE 3.5 OGL FOR THE WORLD'S MOST POPULAR FANTASY ROLE-PLAYING GAME

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CHAPTER 1 INTRODUCTION

Pact magic, also referred to as binding, is a method of sealing agreements with ghost-like spirits. A pact mage (or binder) summons a spirit by scribing a geometric sign and performing a ceremony unique to that spirit. The mage and spirit bargain; in exchange for granting the spirit a measure of life and company, the spirit grants the mage a small, thematic set of supernatural abilities for the day. The harder the spirit is to bind, the more awesome the power it grants. It departs when the day is done. The next day, the binder can seal a pact with the same spirit or a different one. Often times, conflict follows in magic's wake. For every wise binder there is a foolish or monstrous villain who embraces fear, vanity, hate or other motivation. **WHAT'S INSIDE** This book is a supplement to *Secrets of Pact Magic* (abbreviated *SoPM*). You will find sufficient material in this book to use it on its own; however, you will encounter references to *SoPM*, which is a trove of all things related to the sealing of pacts with spirits. Here is a description of what you will find in each chapter.

Chapter 1: Introduction—Includes a chapter-by-chapter overview plus advice for game masters and players.

Chapter 2: Classes—Introduces the exorcist, muse, ravaged soul and templar. All four classes are useful as villains and as player characters.

Typically, an exorcist is a pact mage's worst nightmare; he can expel spirits, thereby reducing a powerful binder hero to an empty shell in mere moments. A small group of exorcists might be sent to capture or slay a party of wayward pactmakers. Alternatively, a player might seek an exorcist in order to expel a spirit she is tired of using. A friendly exorcist makes a useful aid to an adventuring party. He brings divine spells and can help his partymates quickly swap spirits as circumstances change. A ravaged soul embraces one anima spirit above all other spirits. Without her spirit, she is weak, perhaps blind or crippled. With her spirit, she is power incarnate. In addition to her spirit's granted abilities, she influences others, shrugs off damage with ease, and rejuvinates by defeating foes. A ravaged soul makes an unkillable villain or a resilient ally.

The muse embraces Primal Chaos. She rides calamity, tempts heroes to fated quests, and seeks to shatter reality. She blends arcane spellcasting and pact magic throughout the day with subtle and wondrous ease. For her, all boundaries of magic are illusary. Her hallmark spells and abilities allow her to deflect and mimic magic, grant creatures supernatural abilities through dreams, and torment through nightmares.

A templar is a stealthy divine agent. He can exorcise spirits, sneak, and wield a sword with modest ease. Templars also serve a singular role: uphold Divine Law. This is the system of the multiverse that defines the everlasting relations between mortals, gods, and the afterlife. Pactmakers disrupt this order. Thus, templars hound binders. Sometimes, however, templars and binders work together to repulse a shared foe.

Chapter 3: Spirits—Overviews rules for sealing pacts and describes twenty-seven spirits from Coralene, the Sovereign of Silver, to The Malebolge Moors, Thirteen Traitors of Hell. Each description includes the spirit's legend, summoning rules, granted abilities, side-effects, tactical options, an inspired companion (if any), and role-play text. A game master may wish to grant these spirits to binder characters as rewards.

Chapter 4: Feats, Flaws, and Anima—Includes options to customize characters and three familiar-like companions (the spirit brute, spirit steed, and spirit wraith). You will also find the medium NPC class, the talisman binder prestige class, and rules for using paper talismen. Easy-to-add tactical templates allow you to spice-up characters without the hastle of fidley bits. Finally, two-dozen anima spirits bring diversity to a binder's daily options.

Chapter 5: Spells—Details over fifty new spells. Binders will find spells for creating new spirits and managing tomes. Clerics, exorcists, muses and templars gain access to spells that trap, trick, and torment binders.

Chapter 6: Agents of Purity—Introduces purifiers, a religious sect that embraces self-mutilation and torture as necessary to cleanse one's soul and ascend to life as a serene supernatural being. Purifiers lay traps, hunt, and subdue pact-makers. Captured binders are stolen away to extradimensional pockets called enclaves where they weigh a terrible choice: repent and join the purifiers, or resist and become hounds, twisted slaves that further the hunt against more binders.

Chapter 7: Nightfang Cults—Introduces the lurking inhabitants of the Nightfang Weald, a shadowy forest realm of toppled palaces and petrified glades where the gods stow unrepetent fey for eternal punishment. The Weald is the sum of all blighted, burned, and cut forests. Its twisted creatures were once hauty nymphs, trickster satyrs, and pactmage pixies. The Mother of Dreams calls binder adventurers into the Weald in search of pact lore. They find fates worse than death.

Chapter 8: Imperious Atlans—Explores history's most notorious pactmaking force, the Atlan Empire. In their time, all atlans bound spirits from the infernal to the sublime. They crafted wondrous devices such as elemental monoliths and cast terrible spells that perverted their enemies into subserviant idiot savants. Ultimately, the gods expunged the atlans from history. Yet remnants linger. Characters may delve ruins. An atlan might appear along a party's path, thrown from the stream of time. Adventurers might even find a route between moonrises to visit atlans in their magnificant cities, still untouched.

Chapter 9: Lords of Darkness—At the fringes of the multiverse lies the Outer Darkness, a cold foreboding void hostile to all souls, from mortals to gods. Divine Law does not penetrate here. Yet life persists. Ancient and terrible constructs called cyclopes cruise the void amid swarms of ghostly vivilors and other oddities. Like their creators, the atlans, cyclopes are adept with pact magic. The spirits are close in the Outer Darkness, and a warlord cyclopes can swallow mortal kingdoms to further fuel its occult power. Woe to mortals when a cyclopes wends its way to the Material Plane. Traditional casters find their magic fails against these abominations. Warriors' blades have no effect. Only binder characters can save the day.

Chapter 10: Binder Challenges—Provides puzzle portals, traps, terrain zones and rules for conducting stage plays that a game master can insert anywhere in adventures. Binder characters can learn to create many of these on their own. You will also find maps and descriptions of four adventure sites.

Chapter 11: Magic Items—Includes two dozen new magic items, ten treasure tables, and rules for binder novels.

YOUR CAMPIAGN

Here are suggestions to introduce this book into your campaign.

First, the villains reside in secluded places. Purifiers secret themselves in enclaves. Nightfangs haunt the wilds. Atlans flit through the time stream. A cyclopes might visit the Material Plane but its home lies in the Outer Darkness. Thus, you can introduce these villains without altering your campaign world.

You can use villains at any level of play. You can use the base classes to grow your villains over the course of a campaign. Moreover, each of the four villainous races—atlans, cyclopes nightfangs, and purifiers—come at various levels. For example, there are statistics for cyclopes at CR 2, CR 7, CR 13, CR 19, and CR 26 to challenge heroes over their whole career.

Not every monster is meant to be killed and not every site is a battle stage. Besides overcoming terrain, traps, and puzzle portals, the most heroic act may be one of restraint, especially when a novice binder bumps into a demi-god. Consider letting your heroes taste fear and anger; the reward will be sweet many levels later when they are ready to match their nemesis.

Feel free to make handouts. Every spirit entry has a gameready layout. When a player discovers a new spirit, you can copy its spread knowing nothing vital lingers on an adjacent page. The puzzles in Chapter 12 make ideal game props.

Finally, here is a secret: pact magic plays relatively quickly at all levels. Feel free to run 15th or 20th level binders against that 52 Hit Die warlord cyclopes. They will relish it or die.

DIVINE LAW VS. PRIMAL CHAOS

Divine Law and Primal Chaos are not the same as lawful and chaotic. The division is deeper than the traditional alignment system. Divine Law is a system for ordering souls, gods, and the afterlife; and it encompasses all nine alignments. In contrast, Primal Chaos is a melange of elemental forces, vestiges of broken souls, genies that twist destiny, and violent entities that seek to rend existence itself. Because spirits represent power outside of Divine Law, exorcists, templars and other divine agents view binders as misguided and villainous fools who play with a fire that can burn all of creation.

CHAPTER 2

CLASSES

This chapter introduces four base classes that are well-suited as nonplayer character adversaries. A player might consider these classes under special circumstances.

Exorcist: An exorcist is a specialized priest who detects and expels ghosts, fiendish entities, haunts, and bound spirits. While not necessarily hostile to all pactmakers, he can turn a powerful binder into a powerless commoner in mere moments.

Muse: This magic user is an agent of Primal Chaos. She can blend supernatural abilities and spells off-the-cuff to aid allies or mislead the unwary to their doom.

Ravaged Soul: This character dedicates himself to binding a particular anima spirit. While bound with his favored spirit, he

is nigh invincible with superhuman powers and goals; without his spirit, he is weak and unstable, if not pathetic.

Templar: The templar dedicates himself to preserving Divine Law—the system of gods, souls, planes, and afterlife shared by most beings regardless of moral or ethical outlook. Templars often find themselves in conflict with pactmakers and extraplanar entities that ignore or subvert Divine Law.

The table below briefly summarizes the four classes.

TABLE 2-1: VILLAIN CLASSES

Class	HD	BAB	Skills	Magic
Exorcist	d6	Average	4 pts	Full progression of di- vine spells, exorcism.
Muse	d4	Poor	2 pts	Full progression of ar- cane spells, pactmaking.
Ravaged Soul	d10	Average	4 pts	Bind one anima spirit.
Templar	d8	Best	4 pts	Daily selection of a few spell-like abilities.

Exorcist

"Take care, child of the gods, that the spirit that moves your feet, your hands and your tongue is your very own."

—A traveling exorcist, in one of his regular sermons.

Summary

The goals and means of the exorcist are clear: to discover and eradicate the presence of supernatural entities, with a special focus on pactmakers and creatures that attempt to influence and possess mortals. Binders, spirits, ghosts, fiends, haunts, heretics and wayward arcanists threaten freewill, civilization, and the multiverse. Many exorcists view pactmaking as an organized strategy by otherworldly beings; thus, even if a binder believes she controls spirits, the scope of pactmaking and its potential to undo society and undermine faith in gods is enough to necessitate the elimination of heresy, whatever its form. Dealing with such a large-scale threat requires organization. Many exorcists are members of "star chambers." A few act as vigilantes. Rarest of all is the exorcist who travels with a group of pactmakers to aid their cause against more ominous threats such as planar invasions by spirit creatures.

Background & Adventures

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

Adventures: Like all divine agents, an exorcist adventures to fulfill his religious and spiritual imperatives. If he worships a specific deity or pantheon, then his church's dogma determines his faith. Other exorcists adventure in the name of all deities, all mortals, or to avenge wrongs done by pactmakers or possessed creatures. Because spirits and outsiders such as fiends know few boundaries in terms of geography or time, exorcists often find themselves traveling even when they desire to settle down. Just as one area is cleansed, another area down the road plays host to new dangers. Exorcists also travel for magic items and artifacts that are potent tools against the supernatural. Tales also speak of exorcists who travel with binders as part of a greater quest.

Characteristics: Exorcists are easily mistaken for clerics. In fact, in the early days, clerics were recruited to learn special spells, resulting in specialized monasteries and an unique path against the supernatural. Today, exorcists cast divine spells from their own spell list. Over time, an exorcist learns all of his class spells and can cast spells spontaneously. In addition to spells, exorcists learn how to suppress the abilities granted by possessing entities, and with luck they expel those entities altogether. Armed with special gear and a divine shield against supernatural abilities, an exorcist is a pact mage's worst nightmare.

Alignment: Most exorcists are lawful neutral, lawful good or neutral good, since their focus is the protection of others, maintenance of the Divine Law, and the separation of mortal life on the Material Plane from other planes of existence. However, some exorcists are chaotic or evil. Exorcists who worship chaotic deities view their role as helping to maintain free will—mortals are inherently weaker than demons, ghosts, spirits, and similar entities. Even if a person willingly enters a pact, he or she inevitably loses a measure of free will, perhaps spiraling into a state of spiritual darkness where the demon or other entity completely dominates. Such an end is an anathema to any chaotic being. Among evil exorcists, lawful evil is common. Some sages believe that neutral evil exorcists result from either the arrogance of their powers or the corrupting effects of regular exposure to possession. If there is a major alignment divide between exorcists, it is whether to proactively seek out and eradicate threats or allow individuals to choose their paths and only interfere when the natural order is clearly breached or freewill is lost.

Religion: As divine spellcasters, exorcists are religious; the best among them are also wise spiritual leaders. Unlike most clerics, however, exorcists are often ecumenical, eager and ready to work well with clerics of various gods. The origin of the exorcist's spontaneous magic is well-know. In ancient times, the gods called clerics of many faiths to work together to eradicate pact magic. In those days, an elven priest of a neutral good deity of the forest and healing might have found herself fighting alongside a hobgoblin priest of a lawful evil deity of fire, punishment, and war. Praying together was challenging. When traveling, lodging, and fighting side-by-side, praying separately was not an option either. Indeed, reliance upon one's deity for guidance regarding daily spells resulted in clerics working toward the same goals in radically different ways. Questing members often came to blows. Ultimately, the wisest leaders set up unique nondenominational monasteries where aspiring exorcists only learned spells related to exorcism, resulting in less flexibility but more independence from gods and more cooperation among the clerics themselves.

Background: Most exorcists are trained in monasteries that teach spontaneous casting and the methods to expel spirits and similar beings. Although exorcist magic has its origins in ecumenism, most teachers in the current age emphasize the potent advantages of spontaneous spellcasting. The tools against the supernatural are few and straightforward; what an effective exorcist needs is flexibility in using those tools. Interestingly, many exorcists learn how to summon minor spirits in order to learn how to dispel them. Knowledge of such spirits is also useful when infiltrating binder organizations and fiendish cults. Early training often includes field trips to haunted locales. Ghosts are preferred over other entities because they return even after they have been exorcized from a person. Also, students learn to use weapons such as bolas, clubs, mancatchers, nets, and saps that are useful to subdue foes. Finally, instructors recruit top students into star chambers. These secretive organizations vary from a half-dozen souls to two hundred or more members, and have names such as Crossbones and Deathwatchers. Star chambers work with and above local rulers. In light of all this training, exorcists emerge from monastery life able to resist possession and endure the rigors of adventure.

A few exorcists learn from an individual mentor; often times, these mentors were trained at a monastery but then took their own path after becoming vigilantes. Some exorcists are even former pact magic users.

Races: Almost every sentient race has a god or pantheon and priests who act as shepherds and representatives. Thus, it is no surprise that individuals of all races are called to become exorcists. Lawful races such as dwarves and hobgoblins tend to produce the greatest number of exorcists. Lawful societies tend to encourages the training of exorcists to maintain the stability that their races prize so highly.

Other Classes: Exorcists generally get along with other divine spellcasters, provided their deities and dogmas are not too far apart. Most exorcist clerics value others' aid. However, they may prefer to work alone when the hour of exorcism comes because they fear for the souls of their companions who are not as well versed in defending themselves.

Exorcists generally do not get along with pactmakers or anyone who deals too much with outsiders or undead. Only in dire circumstances will a typical exorcist work with such individuals. However, some exorcists work with binders and hold the attitude that if pactmaking cannot be eliminated, it should at least be monitored and controlled.

Role: An exorcist fills a similar role as a cleric, although he is not as adept in melee and lacks day-to-day flexibility. His specific role varies with his deity and the domains he chooses. An exorcist of a war deity differs markedly from an exorcist of a healing deity. Exorcists are not potent against undead (except ghosts). Unless an exorcist learns spells to deal with undead, his party must rely upon other means to defend themselves.

Game Rule Information

Exorcists have the following game statistics.

Abilities: The exorcist's key attributes are Wisdom and Charisma. Wisdom determines the highest level spell he can learn and cast, and improves some class abilities. Wisdom is essential for sensing others' motives and detecting whether a creature is bound to a spirit or otherwise possessed. High Charisma grants bonus spells per day, makes spells harder to resist, and enhances exorcisms. High Intelligence helps the exorcist make greater use of skills. High Constitution makes him more resilient in combat. Finally, high Dexterity improves defense and aim.

Alignment: Any. An exorcist's alignment must be within one step of his deity's. An exorcist cleric may not be neutral unless his deity's alignment is also neutral.

Starting Age: As cleric. Starting Gold: 5d4 x 10 (125 gp). Hit Die: d6.



TABLE 2-2: THE EXORCIST

Class Skills

The exorcist's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all, taken individually) (Int), Profession (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), Survival (Wis) and Use Rope (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 exorcist:

Weapon and Armor Proficiency: Exorcists are proficient with all simple weapons, bolas, nets and mancatchers, plus light and medium armor, and shields (except tower shields). See page 190 for details regarding mancatchers.

Aura (Ex): An exorcist of a chaotic, evil, good or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see *detect evil* for details). Those who don't worship a specific deity but follow the tenants of Chaos, Evil, Good or Law have a similarly powerful aura of the corresponding alignment.

Spells: An exorcist casts divine spells, which are drawn from the exorcist spell list. Like a sorcerer, you can cast any spell you know without preparing it ahead of time. When you gain access to a new level of spells, you automatically know all spells for that level given on the exorcist spell list. Exorcists also know domain spells (see below) and may add to their spell list through their advanced learning ability (see below).

To cast a spell, an exorcist must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an exorcist's spell is 10 + the spell level + the exorcist's Charisma modifier.

Like other spellcasters, an exorcist can cast only a certain

	Base Attack	Saving Throws		ows			Exorcist Spells Per Day							
Level Bonus		Fort	Ref	Will	Special	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	+0	+2	+0	+2	Aura, detect spirits, domains, exorcism	3	-	-	-	-	-	-	-	-
2	+1	+3	+0	+3	Resist possession	4	14	-		1.20	-	ALC: N	-	- 1
3	+2	+3	+1	+3	Spiritual mettle	5	-	-	-	-	-	-	-	-
4	+3	+4	+1	+4		6	3	-	176	1.	-		1-1	11
5	+3	+4	+1	+4	Advanced learning	6	4	-	-	-	-	-	-	-
6	+4	+5	+2	+5		6	5	3	-	14	-	14	1-	-
7	+5	+5	+2	+5	Spiritual grace	6	6	4	-	-	-	-	-	-
8	+6/+1	+6	+2	+6		6	6	5	3	•	18-1		<u>.</u>	
9	+6/+1	+6	+3	+6	Advanced learning	6	6	6	4	-	-	-	-	-
10	+7/+2	+7	+3	+7		6	6	6	5	3		1	1 - 1	1-1
11	+8/+3	+7	+3	+7	Exorcist's mantle	6	6	6	6	4	-	-	-	-
12	+9/+4	+8	+4	+8		6	6	6	6	5	3	-	-	7-1
13	+9/+4	+8	+4	+8	Advanced learning	6	6	6	6	6	4	-	-	-
14	+10/+5	+9	+4	+9		6	6	6	6	6	5	3	-	1
15	+11/+6/+1	+9	+5	+9	Manifesting exorcism	6	6	6	6	6	6	4	-	-
16	+12/+7/+2	+10	+5	+10		6	6	6	6	6	6	5	3	1
17	+12/+7/+2	+10	+5	+10	Advanced learning	6	6	6	6	6	6	6	4	-
18	+13/+8/+3	+11	+6	+11		6	6	6	6	6	6	6	5	3
19	+14/+9/+4	+11	+6	+11	Spiritual mindbar	6	6	6	6	6	6	6	6	4
20	+15/+10/+5	+12	+6	+12	/ X	6	6	6	6	6	6	6	6	5

number of spells of each spell level per day. His base daily spell allotment is given on Table 2-2: The Exorcist. In addition, he receives bonus spells per day if he has a high Charisma score.

Chaotic, Evil, Good, and Lawful Spells: An exorcist cannot cast spells of an alignment opposed to his own or his deity's (if he has one).

Domain Spells and Granted Powers: Choose a deity or philosophy and two domains from among those offered by that deity or philosophy. Add the spells of those two domains to your exorcist spell list. Like a cleric, you also gain the granted power associated with each of the selected domains.

Advanced Learning: At 5th, 9th, 13th, and 17th level, you can add a new spell to your spell list, representing the result of personal study and experimentation. The spell must be a cleric spell of the abjuration, conjuration (healing), divination or enchantment school, and the spell's level must be no higher than the highest-level spell you already know. Once you select a new spell, it is forever added to your class spell list and can be cast just like any other spell on your class list.

Exorcism (Su): You target a creature or object within 30 feet and line of effect that has bound spirits or is possessed. A target may be possessed by a fiend, ghost, living nightmare or similar entity, or even an arcane spellcaster using *magic jar*. This ability is effective against all forms of possession.

To resolve an exorcism, target one creature or object and make a special check equal to d20 + your exorcist level + your Charisma modifier. The DC equals 10 + the possessing entity's Hit Dice or 10 + 2 x the bound spirit's level. On a successful check, you suppress the entity (and its abilities) for 2 minutes. If you succeed by 5 or more, the entity is utterly expelled.

When an exorcist expels a bound spirit, the spirit cannot be summoned again for 24 hours, and the binder's first attempt to rebind the spirit results in a -10 penalty to the binding check.

When a target is bound to or possessed by more than one entity, the exorcism targets the weakest spirit present.

When you target a creature that is not possessed, you cause it to be dazed for 1 round on a failed Will save. The DC equals 10

+ 1/2 your class level + your Charisma modifier.

You can perform an exorcism a number of times per day equal to 3 + your Charisma modifier. The Extra Exorcism feat grants four additional uses per day of this ability.

Detect Spirits (Su): An exorcist can detect the presence of possessed creatures and objects within a 30-foot-cone area. On the first round, you detect whether or not possession is present in the area. On the second round, you detect the type and strength of possession, including whether the form of possession is from ghostly malevolence, a spell such as *magic jar*, fiendish possession, a binder's pact or so forth. The strength of possession equals the level of spirit or Hit Dice of possessing creature. On the third round, you learn exactly which creatures and objects are possessed and in which squares they are located.

Resist Possession (Su): Beginning at 2nd level, an exorcist receives a +4 bonus on saving throws against possession, including *magic jar* spells, ghostly malevolence, fiendish possession, and supernatural abilities of pact magic users that result in possession. You also receive a +2 bonus on saving throws against all charm and compulsion spells and effects caused by evil outsiders or undead.

Spiritual Mettle (Su): Starting at 3rd level, whenever you fail a saving throw to resist possession, you are allowed a second saving throw one minute later. You must take the result of the second save even if it is worse than the first one. This ability fails

to work if you voluntarily forego your initial saving throw.

Spiritual Grace (Su): Beginning at 7th level, you gain a bonus on all your saving throws to resist the effects of supernatural abilities equal to your Wisdom bonus (minimum 1).

Exorcist's Mantle (Su): Beginning at 11th level, as a standard action you can forfeit one of your uses of exorcism for the day in order to extend to all of your allies within 30 feet of you the benefits of one of your defensive class abilities, either resist possession, spiritual mettle, spiritual grace or (at 19th level) spiritual mindbar. The mantle lasts for 2 minutes.

Manifesting Exorcism (Su): At 15th level onward, you may expend one daily use of your exorcism ability to cause an incorporeal creature to become corporeal for 2 minutes. The effect is resolved as an exorcism, except you target an incorporeal creature that is not currently possessing another creature.

Spiritual Mindbar (Su): At 19th level you gain total immunity to possession and all charm and compulsion effects.

Associates: An exorcist rarely associates with characters who are possessed or bind spirits and he will never associate with creatures such as fiends or ghosts that seek to possess others.

Ex-exorcists: An exorcist who becomes possessed or possesses another creature through the use of an ability, item or spell may not progress farther in levels as an exorcist. He regains his advancement potential if he atones for his violations (see the *atonement* spell description).

EXORCIST CLASS SPELL LIST

The following spells are available to exorcists.

Level 1—bless water‡, comprehend languages, daze, detect pact spirits†, evoke sign†, light, missionary's missive*, protection from evil‡, remove fear, reveal heresy*, sanctuary, shackles*, shield of faith, venatu's scribe*.

Level 2—analyze pact spirit[†], consecrate, darkvision, daze monster, deity's legend[†], detect fingerprints^{*}, dream ward^{*}, glimpse of the divine^{*}, reveal heretic^{*}, see invisibility, shield other, status, vision of nothing^{*}, zone of spiritual abstinence[†], zone of truth.

Level 3—chapel*, daylight, dispel magic, glyph of warding, memoir*, lesser penitent's sacrifice*, magic circle against evil[‡], magic vestment, mass daze, meld into stone, searing light, sepia snake sigil, solomon's scourge[†].

Level 4—bestow malady[†], cloak against possession^{*}, death ward, dimensional anchor, dimensional shackles^{*}, discern lies, dismissal, divine reformation^{*}, imbue with spell ability, planar prison^{*}, resilient sphere, scrying, spiritual killer[†], stoneskin, tome of scrying^{*}.

Level 5—animus field*, atonement, baptism by fire*, break enchantment, dismiss pact spirit⁺, dispel evil⁺, hallow⁺, penitent's sacrifice*, mark of justice, reviving light*, soul thief⁺, supernatural leech field*, true seeing.

Level 6—banishment, forbiddance, geas/quest, greater dispel magic, greater glyph of warding, legend lore, mass meld into stone*, voltanna's tome ward[†].

Level 7—antimagic ray*, banish pact spirits†, forcecage, greater penitent's sacrifice*, greater dispel magic, greater scrying, plane shift, refuge, telekinetic sphere.

Level 8—antimagic field, anti-spirit field[†], dimensional lock, mass stoneskin^{*}, mind blank, protection from the supernatural[†], vision.

Level 9—foresight, imprisonment, mass mark of justice*, soul bind.

* New spell. See Chapter 5.

† Spell presented in *Secrets of Pact Magic*, Chapter 7.

‡ A chaotic, evil or lawful exorcist may replace this spell with a version of the spell appropriate to his alignment.

Character Themes

Consider the following archetypal character themes when roleplaying your character.

Church Inquisitor: This exorcist and his fellow inquisitors are a last defense and best hope against anarchy, whether the current threat is ghosts, fiends, binders or all of the above. Church inquisitors prize solidarity; even when individuals fall to possession, others will surely aid them. This character typically employs spells such as *zone of truth* and feats like Hellscourge Exorcist. Some church inquisitors tend toward paranoid persecution of the innocent. Most dangerous is when a high-ranking inquisitor falls to possession; through him and churchly order, many souls may be corrupted or eliminated.

Divine Spy: This exorcist goes on dangerous covert missions. He learns how to blend in with pactmakers, fiendish cultists, and necromancers in order to discover their weak points and arrange for them to be brought to justice. These characters take feats such as Minor Binding in order to demonstrate some believable aptitude with spirits, and they may masquerade as occult priests to explain their use of divine spells.

Lone Vigilante: This exorcist cares little for churches or even divine dogma. He utilizes his training to exact just vengeance against those who once harmed him, his family or his community. Frequently, this character adventures to locate a powerful magic item to tip the tide against his foes. This character makes a fine figure to topple a church ruled by a corrupt or possessed inquisitor and is also a dangerous foe against the incautious binder. Woe to the lone vigilante who has fallen to a ghost or fiend, for there may be no one to aid him.

Questing Heretic: Rarely, an exorcist moves to the side of pactmakers and their ilk. Perhaps this character realized that a larger meaning exists in the multiverse. Or maybe he leads a questing band of pactmakers against another, far more dangerous group. Or perhaps he acts in the name of romantic love. This questing heretic makes a wonderful companion for binders, assuming they can trust him not to quench their own powers after he devastates their foes. Questing heretics are often pursued by other exorcists and similar divine agents seeking to redeem or punish the character.

CALEB STARTING CHARACTER

Male human exorcist 1

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

HP 1d6+2 (8 hit points)

BAB +0, **Grapple** +1, **Speed** 20 ft., **AC** 16, **Init** +0 **Fort** +4, **Reflex** +0, **Will** +4

- **Skill Ranks**: Concentration +4, Gather Information +4, Heal +4, Knowledge (arcana) +1, Knowledge (religion) +4, Knowledge (the planes) +1, Sense Motive +4, Spellcraft +2, Spot +4.
- **Class Features**: Exorcism (5/day, d20+2), detect pact spirits at will (30-ft. cone, requires up to 3 rounds), divine domains (fire and healing; add *burning hands* and *cure light wounds* as known spells), domain powers, spellcasting.
- Racial Abilities: Bonus feat (Greater Exorcism 1/day). Speak Common, Celestial, and Goblin.

Level 1 Feat: Divine Interrogation.

Gear: Scale mail, heavy wooden shield, heavy mace, wooden holy symbol, light crossbow, 10 bolts, backpack, waterskin, 2 day's rations, bed roll, flint and steel.

Gold: 13 gp, 9 sp.



"To truly embrace magic is to embrace chaos; to embrace chaos is to delve the subconscious with all its dreams and nightmares." —Lady Ashkari, Weaver of Dreams Made Real.

Summary

A muse dispenses with boundaries between arcane magic and pact magic. At any moment, she has access to arcane spells that she has learned, supernatural granted abilities, possibly other class spells accessed at random, and even dweomer observed in use by others. This freedom of blending magic requires a chaotic soul. A muse embraces and weaves together magical elements and themes as the need arises, and through special spells she can grant some of her magic to allies and even enemies that she wishes to influence through the inspiration of dreams and the corrupting effects of power. She may not be much in melee, nor does she study and plan, but woe to anyone who lacks care with this mistress of spontaneity, calamity, and stealth.

Background and Adventures

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

Adventures: Muses travel for several reasons. Foremost, their dreams and nightmares may suggest places to explore, objects to acquire, and people to romance. There are many worlds, and to stick to one world, one plan or one form of magic is an anathema. More practically, muses travel to learn about magic, including new spells and new spirits. Some are destructive, a few yearn to aid their fellows, and many are selfabsorbed in myriad arcane interests. Muses also enjoy pretty gold and luscious magic items.

Characteristics: A muse is an adaptable and stealthy spellcaster and pactmaker. Each day she can bind a spirit and cast arcane spells. The number and range of spells known is limited; however, with luck or time to dream, she can access any spell on the muse spell list. She is never assured of getting the spell she wants in the thick of combat. Muses have fair stealth skills, and they pride themselves on illusion and misdirection. Like most other magic users, muses are weak in melee combat.

Alignment: The nature of muse magic requires a chaotic mindset and comfort with randomness and open-ended options. Most muses are chaotic neutral. They adventure and use their magic to further personal ends, usually without harming others. A fair number of muses are chaotic good. The magic of chaos, dreams, enchantment and illusion is a powerful antidote against forces of oppressive tyranny. No strategem, no matter how infernal, can fully plan against a random foe. Finally, a few muses are chaotic evil. They embrace the destructive facets of the unconscious to wreck havoc, often in the name of revolution but just as often to revel in their own appetites.

Religion: Most muses are aware of Primal Chaos, which is not one person or thing but a melange of primordial impulses and strands of potential. It existed before the gods, before the multiverse, and before magic. Many muses are also aware of Telchines, a race of disruptive creatures that are rumored to thrive in the heart of the Plane of Dreams. Both Primal Chaos and Telchines are inspirations rather than divinities; unless a god of chaos and pact magic exists in your campaign world, a muse is likely agnostic and defiant against organized religions.

Background: How does one stumble upon chance? Myths describe muse academies; historically, however, the practice of

muse magic eschews organization for self-teaching, individual mentors, and happenstance. More than a few muses found themselves flunking in both the arcane arts and binding of spirits; then somewhere along the way, possibly through a tome, a creature or admired mage, the character discovered a middle path that allows her to blend multiple forms of magic to her heart's desire. Sages also speculate that the dream-like Telchines visit young rebels in their sleep to plant subconscious suggestions and inspirations that guide them along their journey into magic.

Races: Humans, elves, gnomes, half-elves, and the occasional troglodyte become muses more often than characters of other races. Humans are naturally predisposed to be selfish and ambitious as well as adaptable, while elves and half-elves are precocious with magic and comfortable with creativity and chaos. Gnomes make excellent pactmakers and enjoy the trickster qualities of the class, while troglodytes are drawn to the potential for mayhem and wanton destruction. Among other races, halflings may gravitate to this class due to their trust in luck. Orcs and half-orcs usually lack the charisma to deal with spirits and spontaneous magic.

Other Classes: Muses work well with sorcerers as well as barbarians, rogues, and any other class that trusts instinct over planning. Muses appreciate wizards for their variety, and they welcome if not love clerics and druids of chaotic deities. Monks, paladins, and similar disciplined types are harder to work with. Muses get along with most other pactmaking classes.

Role: A muse's role is similar to the role of a sorcerer. They bring magical stamina and adaptability. While they do not have the same range of spells as a sorcerer, they can use supernatural abilities to trump difficult foes. With charisma and stealth-related skills, they also make good infiltrators and spies. Only a muse with a death wish enters melee combat.

Game Rule Information

Muses have the following game statistics.

Abilities: The muse's key attributes are Constitution and Charisma. High Constitution makes her granted abilities hard to resist and improves hit points and fortitude. High Charisma improves pactmaking and makes her spells harder to resist. High Dexterity and Intelligence are also useful. They provide better defenses and more skills.

Alignment: Any chaotic. Starting Age: As sorcerer. Starting Gold: 3d4 x 10 (75 gp). Hit Die: d4.



Class Skills

The muse's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Gather Information (Cha), Hide (Dex), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), and Tumble (Dex).

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

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

Class Abilities

All of the following are class features of the muse.

Armor and Weapon Proficiency: You are proficient with all simple weapons. You are not proficient any kind of armor or shields. Wearing armor can interfere with your arcane spellcasting, causing your spells to fail.

Bind Spirit: A muse may seal pacts with spirits. Each day,

TABLE 2-3: THE MUSE

	Base Attack	Saving Throws			Maximum	Highest	Spells	Spell Levels		
Level	Bonus	Fort Ref Wil		Will	Spirit Level	Spell Level	Known	Per Day	Special	
1	+0	+0	+0	+2	1	1	1*	2	Reverie	
2	+1	+0	+0	+3	1	1	2	4	Random spell access, resist charm	
3	+1	+1	+1	+3	1	1	3	6	Advanced learning	
4	+2	+1	+1	+4	2	2	4	8		
5	+2	+1	+1	+4	2	2	5	10	Random deflection shield (1/day)	
6	+3	+2	+2	+5	3	3	6	12	Advanced learning	
7	+3	+2	+2	+5	3	3	7	14		
8	+4	+2	+2	+6	4	4	8	16	Mirror magic (1/day)	
9	+4	+3	+3	+6	4	4	9	18	Random deflection shield (2/day)	
10	+5	+3	+3	+7	5	5	10	20	Dreamlife spells (<i>dream</i> and <i>nightmare</i>)	
11	+5	+3	+3	+7	5	5	11	22	Advanced learning	
12	+6/+1	+4	+4	+8	6	6	12	24		
13	+6/+1	+4	+4	+8	6	6	13	26	Random deflection shield (3/day)	
14	+7/+2	+4	+4	+9	7	7	14	28	Mirror magic (2/day)	
15	+7/+2	+5	+5	+9	7	7	15	30	Telchine mind	
16	+8/+3	+5	+5	+10	8	8	16	32	Advanced learning	
17	+8/+3	+5	+5	+10	8	8	17	34	Random deflection shield (4/day)	
18	+9/+4	+6	+6	+11	9	9	18	36		
19	+9/+4	+6	+6	+11	9	9	19	38	Telchine ascension	
20 • In ad	+10/+5 dition to three	+6 cantrir	+6 os selec	+12 ted at st	9 tart	9	20	40	Mirror magic (3/day)	

BARDIC MUSE VARIANT

Whenever you gain access to a new level of spells, add 1 spell from the bard spell list to your muse spell list. You must still choose to know the spell. In exchange for a slightly greater range of spells, all of your spells require a verbal component and you cannot take the Silent Spell feat.

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 2-3: The Muse under Maximum Spirit Level. Your binding check equals d20 + your class level + your Charisma modifier (a hearty body is required to effectively channel a spirit's energy). See Chapter 3: Spirits (pages 22-24) for all other rules regarding binding and use of spirits.

Spellcasting: You begin play knowing three cantrips and one 1st-level spell of your choice drawn from the muse spell list. At each level thereafter, you learn one additional spell of any level of muse spells that you have access to, as indicated on Table 2-3: The Muse under Highest Spell Level. Like a sorcerer, these spells are always ready to use and require no daily preparation. The DC to resist your spells equals 10 + the spell level + your Charisma modifier. In order to know and cast a spell, you must have a Charisma equal to or greater than 10 + the spell level.

During a 24-hour period, you are limited to casting a number of spell levels equal to 2 x your muse level. For example, an 8th-level muse has a daily limit of sixteen spell levels, which you might use to cast four 4th-level spells, two 4th-level spells and four 2nd-level spells, or any other combination of spell levels. A cantrip equals one-half of a spell level.

At 4th level, and again at 7th, 12th, and 18th level, you can forget one spell you know and replaced it with another spell of equal level from the muse class spell list.

Reverie: You are immune to *sleep* spells and effects, and do not need to sleep 8 hours each night. Instead you enter a meditative reverie for 4 hours. Elven characters meditate 2 hours.

Random Spell Access: Beginning at 2nd level, you can attempt to access spells you do not know that are on the muse spell list. At any time, after you declare that you are casting a muse spell that you know, you may decline to cast that spell and cast in its place a randomly selected spell of the same level. To discover which spell you cast, roll twice on the muse spell list and choose which of the two results you prefer. Use Table 2-4: Random Spell Selection at right to learn the die to roll at each spell level. This ability cannot result in a spell gained due to advanced learning (below).

A muse can spend 30 minutes in a

dream-like reverie to access any spell on her spell list. This is akin to taking 20 on a skill check, but applied to spell access instead.

THE MANY NAMES OF MUSE

Muses are known by many titles, from dreamwitch and dreambinder to sirene, night hag, telchine binder and vagery. Muses also often go by numerous personal names, such as Sasha to one ally and Cadence to another and Trithon to a third.

TABLE 2-4: RANDOM
SPELL SELECTION

Spell Level	Die Roll
Oth	d12
1st	d20 (max. 15)
2nd	d20
3rd	d20
4th	d20
5th	d20
6th	d20 (max. 16)
7th	d20 (max. 15)
8th	d12
9th	d8

Charm: You enjoy a bonus equal to 1/2 your class level (round down) on saves to resist *charm* spells and effects. **Advanced Learning**:

Resist

At 3rd, 6th, 11th, and 16th level, you can add a new spell to your spell list, representing the result of personal study and experimentation. The spell must be a sorcerer/wizard spell of the abjuration, conjuration, enchantment or illusion school, and of a level

no higher than the highest-level spell you already know. Once you select a new spell, it is forever added to your class spell list and can be learned and cast just like any other spell on your class list (except that it cannot be used with your random spell access ability).

Random Deflection Shield (Su): At 5th level, you can deflect magical attacks and effects that target you specifically. You may activate the shield as an immediate action (that is, even when it is not your turn), and the shield works against spells, spell-like abilities, and supernatural abilities. Once activated, the shield lasts until the beginning of your next turn. The shield intercepts magic and, like a mirror, deflects the magic to strike a random opponent within 20 feet of you. Resolve the magic normally against the new target. If there are no opponents within 20 feet, then the attack dissipates harmlessly.

You can use this ability once per day at 5th level, plus one additional time per day at 9th level and every 4 levels thereafter, to a maximum of 4 times per day at 17th level.

Mirror Magic (Su): Beginning at 8th level, you can imitate a magical effect that you witness being activated within your line of sight during the past one round. Imitation is a full-round action that proceeds in three steps. First, you identify the spell or ability. For spells and spell-like abilities, you must succeed on a Spellcraft check with a DC equal to 20 + the spell's level. For supernatural abilities gained from a bound spirit, you must succeed on a Knowledge (arcana) check with a DC equal to 20 + the spirit's level. All other magical effects require a Knowledge (arcana) check with a DC equal to 20 + 1/2 the Hit Dice of the magic user (round down). Second, determine whether you can use the spell. You can only mirror spells and spell-like abilities of the abjuration, conjuration, enchantment, and illusion schools, and spells and abilities with the chaotic or sonic descriptor. You can mirror any supernatural abilities except granted abilities of spirits belonging to constellations barred to you (if any). Third and finally, you reproduce the magical effect. You must mirror the observed magic within one round of identifying it or the opportunity is lost.

You can use this ability once per day at 8th level, twice per day at 14th level and three times per day at 20th level.

Dreamlife Spells: At 10th level, you gain both dream and *nightmare* as bonus spells known.

Telchine Mind (Ex): At 15th level, swirling chaos suffuses your mind. You gain immunity to confusion, insanity, nightmare, and phantasmal killer spells and effects.

Telchine Ascension (Su): At 19th level, your type changes to outsider, you become immune to charm spells and effects, and you gain Damage Reduction 10/magic; moreover, whenever you die due to injury or old age, you automatically reform in 1d6+1 days into a fresh young adult body in a location of your choice.

Ex-Muses: A character that becomes nonchaotic cannot take additional levels in this class and loses the random spell access and random deflection shield class features.

Character Themes

Consider the following archetypal character themes when roleplaying your character.

Dire Harbinger: This vile muse embraces disaster, entropy, and insanity. Primal Chaos runs the show. The sanest of these sorcerers tout revolution-it's not that the local king is unreasonable, it's that the notion of kings is wrong. Revolutions often result in severed heads and streets awash with blood. Most dire harbingers are chaotic evil.

Far Wanderer: This muse wanders from person to person, town to town, and plane to plane to enjoy an infinity of wondrous sensory surprises. Her compatriots are demons (if evil), genies and titans (if good or neutral), and similar chaotic outsiders who represent wit and whim.

Fey Aficionado: This muse's chaotic demeanor, talent with dreams, natural charms, and elf-like immunities endear her to fey, who treat her with both awe and amusement. This character cultivates co-conspirators among fey; she may reside in a fey community or seek to spread the fickleness of fey life to humanoid communities, often through pranks. Most of these muse's are chaotic neutral.

SIRENE STARTING CHARACTER Female human muse 1

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

HP 1d4+2 (6 hit points)

BAB +0, **Grapple** +0, **Speed** 30 ft., **AC** 12, **Init** +2

Fort +2, Reflex +2, Will +2

Skill Ranks: Concentration+4, Hide +4, Knowledge (arcana) +2, Move Silently +4, Spellcraft +2, Tumble +4.

Class Features: Bind 1st-level spirit (d20+2), reverie, spells known (0th: dancing lights, daze, mage hand; 1st: color spray).

Racial Abilities: Bonus feat (Scribe Scroll). Speak Common. Level 1 Feat: Ignore Binding Requirements.

Gear: Dagger, dart x6, chalk, incense, backpack, scroll (disguise *self*), waterskin, 2 day's rations, bed roll, flint and steel. Gold: 36 gp, 8 sp.

MUSE CLASS SPELL LIST

The following spells are available to muses.

Level 0-dancing lights, daze, detect magic, ghost sound, lullaby, mage hand, message, prestidigitation, quiet step*, resistance, summon instrument, touch of fatigue.

Level 1—charm person, color spray, destiny dissonance*, detect pact spirits*, disguise self, entropic shield, evoke sign*, faerie fire, hypnosis, magic aura, protection from law, shield, sleep, suppress sign⁺, ventriloquism.

Level 2—analyze pact spirit⁺, arc of primal chaos*, borrow granted ability*, daze monster, detect thoughts, dream ward*, exorcist's lament[†], glitterdust, heroic binder⁺, hypnotic pattern, invisibility, lesser confusion, mirror image, misdirection, phantasmal rake*, planar adaptation*, see *invisibility, sense link*, touch of idiocy, trance of legends†*.

Level 3—bolster binding†, clairaudience/clairvoyance, deep slumber, defenestrating touch*, heroism, lesser dream of abrogation*, love spell[†], magic circle against law, mass daze*, nightfang form*, nondetection, possess animal*, ray of exhaustion, retributive dream ward*, retributive nightmare*, solomon's scourge†, spiritual exchange*, suggestion, tongues, zone of primal chaos*.

Level 4—air walk, bestow curse, bestow malady⁺, brutal melange^{*}, chaos hammer, charm monster, confusion, dispel magic, dream walk*, freedom of movement, imbue with supernatural ability*, improved invisibility*, rainbow pattern, reincarnate, phantasmal killer, polymorph, scrying, spirit mask[†], spiritual killer[†], supernatural transformation[†].

Level 5—animus field*, baleful polymorph, dismiss pact spirit[†], dispel law, ensure binding[†], erwyn's seance*, false vision, feeblemind, form of nightmares[†], glibness, greater planar adaptation^{*}, magic jar, marvelous pigments*, mindfog, minor wish*, possessing dreamform*, ray's telepathic bond, soul thief[†], supernatural leech field^{*}, waves of fatigue.

Level 6—anarchic mien*, animate objects, circe's urgent pact[†], dream of abrogation*, flesh to stone, greater dispel magic, greater heroism, mass suggestion, mislead, plane shift, shadow walk, stone to flesh, supernatural magic jar[†], veil, voltanna's tome ward[†], wind walk.

Level 7—antimagic ray*, banish pact spirits†, doppelganger form*, greater imbue with supernatural ability*, greater scrying, insanity, limited wish, mass invisibility, mass slumber*, prismatic spray, project image, reverse gravity, statue, waves of exhaustion, word of chaos.

Level 8—animal shapes, anti-spirit field[†], cloak of chaos, irresistible dance, maze, mindblank, mass charm monster, perverted wish[†], polymorph any object, prismatic wall, protection from the supernatural[†], whirlwind.

Level 9—anarchic ascent*, freedom, greater dream of abrogation*, prismatic sphere, shapechange, storm of vengeance, weird, wish.

* New spell. See Chapter 5.

[†] Spell presented in Secrets of Pact Magic, Chapter 7.

Inspired Artisan: The muse's ability to access a wide range of spells through a dream-like reverie encourages magic item creation. These crafters tend to labor lovingly on unique and humorous items such as a parasol of air walk, a compact of scrying or a codpiece of suggestion. Inspired artisans are generally loathe to craft items that harm pact mages.

Tyranny's Foe: This muse is the bane of corrupt regimes, oppressive dogmas, and tyrannical rulers. Instead of directly facing the organized and practiced forces of lawful evil, this character flit past tyrannical defenses with disguises, dreams, suggestions, and nightmares. A favorite spell is possessing dream form; a cruel king's heavy fist is replaced by random acts of kindness while the interloping rebel muse is no where to be found. Most of tyranny's foes are chaotic good.

RAVAGED SOUL

"A mortal, born of infirmity and weakness, but graced with a destined path, forever linked with a powerful spirit; bound with that spirit, she is everything. Unbound, she is pathetic, a ravaged soul."

—Empress Atrosia, in front of her vanity mirror, as overheard by a blind and mute servant girl.

Summary

A ravaged soul seals a lifelong pact with an anima spirit. Because these spirits exert far less influence on a binder compared to more traditional spirits, a ravaged soul is free to explore and utilize the spirit's power in myriad ways without fear of losing herself. While common folk often describe many adventurers as brave to the point of fool-hearty, ravaged souls might be best described as confident to the point of hubris. This confidence hides a terrible secret: many a ravaged soul took up this path because of an incurable malady or accursed weakness. When they have bound their favored spirit, they are more than restored to health and wholeness, they are supernatural. But when they lack



their spirit's energy, their truly sad nature reveals itself.

Background & Adventures

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

Adventures: Like other pactmakers, ravaged souls enjoy testing their abilities and feeding their senses to please their bound spirit. Because a ravaged soul selects one spirit above all others, she lacks interest in new spirit lore until later in her career. Nor does she focus on a spirit's favored allies or foes since anima spirits are too inchoate to compel such idiosyncratic interests. Rather, many ravaged souls seek admiration, power, love or other intangible and grand prizes that they would surely find beyond their reach without their spirit. They tend to seek these prizes from their home town or any locale where others know their upbringing and true weaknesses.

Characteristics: A ravaged soul is a physical and supernatural powerhouse. She can move with blinding speed, fall like a cat, and shrug off damage that would kill others. She has the best saving throws possible, a large pool of hit points, and can recover from damage by devouring the energy released by the parting souls of her dying foes. And these are just the side benefits of her lifelong pact, which confers a handful of powerful abilities. Add a moderate set of skills and feats, and she feels invincible. Unfortunately, these strengths hide terrible weaknesses. A ravaged soul is sustained by magic; without her magic, she is less than nothing, she may be an idiot or a cripple. For this reason, she falls easily against foes of magic such as exorcists and mage slayers.

Alignment: Ravaged souls may identify with any alignment, although their lifelong choice of spirit likely influences their

outlook. A good character who selects a demonic anima has a rough time. A lawful ravaged soul cultivates will power to master her spirit and push it to achieve complex plans, while a chaotic ravaged soul revels in the free use of powers with a disdain for personal safety or obligation to others.

Religion: A ravaged might or might not be religious. Often times, their choice of religious belief traces its roots to how they acquired their weaknesses and how they discovered their spirit's power. A ravaged soul born blind, deaf or otherwise infirm might blame the gods for her state; if she discovered her spirit on her own, she likely views her career path as a defiant rebuke of divine destiny. Conversely, a ravaged soul who suffered crippling effects at the hands of mortals or monsters might view her path as a gift wrought by the gods, even when someone tells her that the gods disapprove of her magic. Having perspectives of both weakness and strength helps them appreciate the gulf between mortals and gods and may result in a cynical or philosophical response when queried about their beliefs.

Background: A ravaged soul's background is everything and yet nothing. The nature of her background is obvious when she is not bound with her chosen spirit. She might have been born an idiot. Or perhaps disease savaged her in youth, leaving her legs useless and her arms weak. Perhaps a monster or experiment permanently blinded and deafened her in a way that no magic could cure, suggesting she was cursed by the gods. Often times, unwhole individuals are ignored, stigmatized or abused. Then one day, perhaps by chance or due to a kind pactmaker's tutelage, the ravaged soul binds a spirit. All infirmity vanishes. All sigma leaves. People treat her kindly, if not with adulation. She can take action with deft agility and strength of body and mind. Who would go back to their former lives? Ravaged souls understand each other implicitly regarding these issues and questions, even when they find themselves on opposing sides of battle.

Races: Unlike other pact magic classes, ravaged souls hail from any and all racial backgrounds. Different races select different spirits to embrace. Evil and savage characters tend to select infernal and demonic spirits. Elves often select anima such as The Pegasus Arrow or The Oak of Broken Sky. Dwarves tend to select The Fisher Under the Earth or Our Lady of Blades. Half elves often embrace The Serpentine Lover or Titans of Thunderous Rage. A ravaged soul's local environment may drive her choice. A character raised in snowy tundra might select the chilly Anima of the Arctic Sea or the fiery Flames of Dancing Death.

Other Classes: Ravaged souls work well with most other classes. They are only frustrated by teammates who have a problem with them personally. Ravaged souls tend to distrust exorcists, mage slayers, and similar characters, up to and including an allied wizard who has prepared an *antimagic field* spell for the day.

Role: With their sturdy bodies, agile reflexes, and strong minds, ravaged souls are often healthy and alert when other party members are down; similarly, they are adept at defending their allies on the front line of battle even if they are not experts in melee combat. Because ravager soul magic is supernatural, they don't need to worry about a foe disrupting their magic as a spellcaster would. Although different anima offer a wide variety of abilities, each one bestows only four to six abilities: typically, a few skill bonuses, one or two signature magical attacks, and a couple of defensive or miscellaneous abilities. Thus, ravaged souls often lack flexibility and find it difficult to adapt to challenges that don't fall under the storm of their powers.

Game Rule Information

Ravaged souls have the following game statistics.

Abilities: The ravaged souls's key scores are Constitution and Charisma. High Constitution makes her granted abilities difficult to resist and grants fortitude. A ravaged soul with a high Charisma better commands her favored spirit and finds it easier to bind other spirits. High Strength and Dexterity improve combat ability. High Intelligence leverages her many class skill options. High Wisdom improves alertness and will power.

Alignment: Any. Starting Age: As sorcerer. Starting Gold: 4d4 x 10 (100 gp). Hit Die: d10.

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Class Skills

The ravaged soul's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Jump (Str), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Spot (Wis), Survival (Wis), Swim (Str), and Tumble (Dex).

A ravaged soul of strong alignment gains bonus class skills. Chaotic evil grants Escape Artist (Dex) and Intimidate (Cha). Chaotic good grants Perform (Cha) and Sense Motive (Wis). Lawful evil grants Bluff (Cha) and Use Rope (Dex). Lawful good grants Diplomacy (Cha) and Heal (Wis). True neutral grants Handle Animal (Cha) and Survival (Wis). Alignment change alters the bonus class skills when advancing to the next level.

A ravaged soul also gains as class skills any skills improved by her favored spirit, and gains 1 free rank of Speak Language reflecting her favored spirit, such as Ignan for Dance of Fiery Death.

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

TABLE 2-5: THE RAVAGED SOUL

	Base Attack Saving Throws		ows	Favored Bonus					
Level Bonus		nus Fort Ref		Will	Spirit Level	Spirit Level	Special		
1	+0	+2	+2	+2	1		Bind favored spirit, fast movement (10 ft.), handicap		
2	+1	+3	+3	+3			Anima secret, slow fall (10 ft.)		
3	+2	+3	+3	+3	2		Fast movement (20 ft.), anima insight (+1d6)		
4	+3	+4	+4	+4			Anima secret, slow fall (20 ft.)		
5	+3	+4	+4	+4	3		Soul drain (1)		
6	+4	+5	+5	+5		1	Anima secret, fast movement (30 ft.), slow fall (30 ft.)		
7	+5	+5	+5	+5	4		DR 1/-		
8	+6/+1	+6	+6	+6		2	Anima secret, slow fall (40 ft.)		
9	+6/+1	+6	+6	+6	5		Fast movement (40 ft.), anima insight (+2d6)		
10	+7/+2	+7	+7	+7		3	Anima secret, slow fall (50 ft.), DR 2/-		
11	+8/+3	+7	+7	+7	6		Soul drain (2)		
12	+9/+4	+8	+8	+8		4	Anima secret, fast movement (50 ft.), slow fall (60 ft.)		
13	+9/+4	+8	+8	+8	7		DR 3/-		
14	+10/+5	+9	+9	+9		5	Anima secret, slow fall (70 ft.)		
15	+11/+6/+1	+9	+9	+9	8		Fast movement (60 ft.), anima insight (+3d6), timeless body		
16	+12/+7/+2	+10	+10	+10		6	Anima secret, slow fall (80 ft.), DR 4/-		
17	+12/+7/+2	+10	+10	+10	9		Soul drain (3)		
18	+13/+8/+3	+11	+11	+11		7	Anima secret, fast movement (70 ft.), slow fall (90 ft.)		
19	+14/+9/+4	+11	+11	+11			DR 5/ -		
20	+15/+10/+5	+12	+12	+12		8	Anima secret, unlimited slow fall, spiritual apotheosis		

Class Abilities

All of the following are class features of the ravaged soul.

Armor and Weapon Proficiency: You are proficient with all simple weapons and with either two martial weapons or one exotic weapon of your choice. You are proficient with light and medium armor but not shields. You may exchange proficiency with one martial weapon to gain proficiency with shields (excluding tower shields) if you so choose.

Bind Favored Spirit: Select one anima spirit such as Ravager (*SoPM*, page 219). At any time, you can bind this spirit after 1 minute of concentration without performing its ceremony. Binding still provokes attacks of opportunity. The spirit's level is indicated in Table 2-5: The Ravaged Soul under Favored Spirit Level. You always succeed on your binding check and gain a benefit of the Augment Pact feat as is usual for binding anima spirits. The DC to resist one of its granted abilities equals 10 + 1/2 your class level + your Constitution modifier.

Handicap (Ex): You suffer the Born Crippled flaw. When not bound with your favored spirit, or when the spirit's abilities are suppressed (such as in an *antimagic field*), you suffer one weakness listed below. You select the weakness at 1st level. Once selected, the weakness cannot be changed. The handicap never interferes with binding your favored spirit. More weaknesses may exist in addition to those listed.

Blind and Palsied: You cannot see and are limited to one standard or move action per round.

Frail Frame: Strength and Constitution drop to 5. You cannot select this option if your normal Strength or Constitution scores are less than 10.

Lame: Your move is 5 ft. You cannot run or hustle. Your weak frame does not support anything heavier than a light load.

Poor Reflexes: Intelligence and Dexterity drop to 5. You cannot select this option if your normal Dexterity or Intelligence scores are less than 10.

Unlucky: Whenever you make a d20 roll, you must roll twice and take the lower of the two rolls.

Weak Willed: Wisdom and Charisma drop to 5. You cannot select this option if your normal Wisdom or Charisma scores are less than 10.

Fast Movement (Su): When bound with your favored spirit, your base speed increases by +10 feet. At 3rd-level and every three levels thereafter, your speed increases by an additional +10 feet to a maximum of +70 feet at 18th level. The penalty when not bound remains at -10 feet regardless of your level.

Slow Fall (Su): When you are bound with your favored spirit, reduce by 10 feet the distance you fall for the purpose of computing falling damage. You still fall the same amount, and unlike a monk you do not need to be near a wall or other surface. At 20th level, you can fall any distance without taking damage.

Anima Secret (Su): At 2nd level and every even level thereafter, select one pact magic feat that you qualify for. Alternatively, select one supernatural ability listed below. A level in parentheses indicates the minimum class level needed to qualify for that secret. You must have bound your favored spirit to use a secret. When a secret indicates a spell, use your class level as your caster level. All DCs are Charisma-based.

Augury (2nd): Use augury 1/day.

Inspire Courage (2nd): You and allies within 20 feet enjoy a +2 morale bonus to resist charm and fear effects for 1 full round when you spend a move action to speak from your spirit. Conviction (4th): You ignore any magical effect that attempts to alter your alignment.

Inspire Competence (4th): You and allies within 20 feet enjoy +2 morale bonus to one particular skill check for 1 full round

when you spend a move action to speak from your spirit.

Extra Heart (6th): You ignore death due to massive damage and you die at -20 hit points rather than the usual -10.

Suggestion (6th): Use suggestion 1/day.

Everbound Spirit (8th): Any attempt by spell or ability to exorcize your favored spirit automatically fails.

Many Lives (8th): Up to once per class level, should you die, you *reincarnate* within 1 hour. See the spell for details.

Communion (10th): Use *commune* 1/day.

Inspire Greatness (10th): You and allies within 20 feet enjoy a +2 morale bonus to attack and damage rolls for 1 full round when you spend a move action to speak from your spirit.

Hidden Name (12th): No one can recall or pronounce your true name, warding you against *power word* spells as well as spells and effects that rely on knowing or using your name.

Resilient Body (12th): You enjoy the benefits of death ward. Mass Suggestion (14th): Use mass suggestion 1/day.

Query Spirit (14th): Use vision 1/day.

Inspire Heroics (16th): You and allies within 20 feet enjoy a +2 morale bonus to saving throws and AC for 1 full round when you spend a move action to speak from your spirit.

Malkeborne's Luck (16th): Use moment of prescience 1/day. Resilient Mind (18th): You enjoy the benefits of mind blank.

Time Lord (18th): Use *time stop* 1/day.

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

Anima Insight (Su): Once per day, you may apply a +1d6 insight bonus to any one d20 roll or hit point damage roll. You must declare the use of the bonus before you learn the result. You must have bound your favored spirit to use this ability.

Starting at 9th level, you may add +2d6. Starting at 15th level, you may add +3d6.

Soul Drain (Su): At 5th level you gain a ravaged soul's most fearsome aspect, the ability to drain creatures of their life force in order to feed your bound spirit. Whenever you deliver a killing blow against a sentient living creature with a soul, you immediately gain one of the following benefits:

» Heal yourself 1d8 points + 1 per Hit Die of creature slain.

» Maximize the numerical effects of your next granted ability so long as the creature's Hit Dice equal or exceed half your class level (round down).

» Double the area of effect of your next granted ability, so long as the creature's Hit Dice equal or exceed half your class level (round down).

Increase by +2 the DC of the next granted ability you use.

» Restore to yourself 1 point of ability damage or 1 negative level so long as the creature's Hit Dice are equal to or greater than your class level.

At 11th level you gain two benefits from the list, and at 17th level you gain three benefits from the list.

Bind Spirit (Su): Beginning at 6th level, you may seal pacts with spirits. Each day, you may bind one spirit of your choice. The maximum level of spirit you can bind is indicated in Table 2-5: The Ravaged Soul under Bonus Spirit Level. Your binding check equals d20 + your class level - 5 + your Charisma modifier. You follow all other rules for binding and use of spirits as described in Chapter 3: Spirits (pages 22-24).

Damage Reduction (Su): At 7th level, a ravaged soul

gains Damage Reduction. Subtract 1 from the damage you take each time you are dealt damage from a weapon or a natural attack. At 10th level, and every three levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Timeless Body (Su): You ignore ability score penalties for aging, appear ever-youthful, and cannot be magically aged.

Spiritual Apotheosis: At 20th level, you become a magical being forever more. Your type changes to outsider and you gain darkvision 60 feet and DR 10/magic. Unlike an outsider, you can still be returned to life as a creature of your original type.

Character Themes

Consider the following archetypal character themes when roleplaying your character.

Deluded Dilettante: This ravaged soul revels in her power. The world is hers to take. Despite her bound spirit's influence, she views herself as captain of her soul. A deluded dilettante may introduce herself as friendly and offer extravagant gifts and decadent pastimes. But woe to those who believe she cares, or care to cross her. She might define herself with a carefree laugh or a wicked glance; regardless, every act is tainted with a thirst for attention and sensual fulfillment. She ignore how her bound spirit alters her perceptions and inflicts dark suggestions.

Mystery Hero: This ravaged soul views her powerful gifts as both a blessing and a liability. She knows her spirit tugs at her psyche, twisting and misleading it. Thus, she seeks to live in two worlds. In one, she maintains a mundane alter-ego. No one in her hometown would believe she is a heroic adventurer. She may live a sedate life by day and assume full power at night, or she may leave home on occasion to adventure under the pretext of trade or visiting relatives. A mystery hero sometimes has to choose between aiding loved ones and aiding a larger cause.

Twisted Monster: This ravaged soul is at her spirit's mercy. Often, her spirit lies quiet—a sleeping demon. The ravaged soul looks and acts normal, reliable, and sane. Under stress the spirit awakens, often at the worst moment, and she becomes a wild beast as in the tale of the milkmaid who slew and devoured her new husband on their wedding day. Following her mad episodes, a twisted monster withdraws, seeks absolution and forgiveness, or implores allies to help cure her sickness. Yet the spirit within always reasserts itself.

ZARASH STARTING CHARACTER

Female half-elf ravaged soul 1

Str 8 **Dex** 14 **Con** 16 **Int** 14 **Wis** 14 **Cha** 10

HP 1d10+3 (13 hit points)

BAB +0, **Grapple** -1, **Speed** 40 ft., **AC** 16, **Init** +2 **Fort** +5, **Reflex** +4, **Will** +4

- Skill Ranks: Jump +4, Knowledge (arcana) +2, Knowledge (the planes) +2, Listen +4, Sense Motive +4, Spot +4, Tumble +4.
- **Class Features**: Favored Spirit (Titans of Thunderous Rage), fatal weakness (weak-willed).
- Racial Abilities: Immune to sleep effects, +2 save vs. enchantments, low-light vision, +2 bonus on Diplomacy and Gather Information checks, +1 bonus on Listen, Search, and Spot checks. Speak Common, Elven, Auran, Sylvan and Celestial.

Level 1 Feat: Binder Prodigy.

Gear: Studded leather armor, spiked chain, dagger, backpack, waterskin, 2 day's rations, bed roll, flint and steel, jewelry.

Gold: 40 gp.

TEMPLAR

"Pray tonight to your god, whoever that may be, with great earnestness, that your precious soul proceeds safely to its afterlife."

—A templar, to a village boy who witnessed the capture of a coven of pactmakers.

Summary

The templar is a champion of the Divine Law—the system of the multiverse that binds and balances gods, divine servants, mortals, souls, and the afterlife. Whenever a creature or force seeks to undermine this order, a templar or small band of highly coordinated and disciplined templars is ready and willing to fight. Templars are stealthy warriors. They train to study, trick, and flank their foes in order to deliver terrible blows. They gain a few spell-like abilities from their deities and are adept at exorcising spirits, resisting fear, and drawing upon light, whether that be Holy Light, Perfect Light or False Light; for each has its contribution.

Background & Adventures

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

Adventures: Templars adventure to uncover and defeat forces, notably Primal Chaos, that threaten divine law and order. Their intractable foes are atlans, who murdered their own gods; cyclopes, a godless race bent on establishing their rule over the multiverse; nightfangs, accursed unseelie fey, and of course pactmakers, who cavort with all manner of spirits, anima, and vestiges of things that should not be. Putting light to these foes takes templars to deep under the earth and to far planes of existence, often with stealth and under disguise.

Characteristics: Templars are elite soldiers of the gods, trained to fight with sword and bow, light and spell, stealth and deception. They combine a paladin's discipline and a rogue's stealth with an assassin's eye and an exorcist's power over malevolent spirits. Templars like to work with others, to better set up flanking and sneak attacks. They wear medium armor and wield longswords, longbows, and similar martial weapons, and they tend to keep at least one hand free to effectively climb, tumble, and move with quiet and deadly grace. Templars also gain a few spell-like abilities from their gods.

Alignment: All templars are lawful. A lone templar can be a challenge, and a band of well-organized templars can synergize talents to present a deadly foe. Many templars are lawful good. They honor Holy Light, a beacon of purity, wisdom, and compassion. A fair number of templars are lawful neutral. Their mission is often two-fold: uphold Divine Law and cultivate Perfect Light, which resides inside of themselves. Lawful evil templars are rare and perhaps the most potent. They honor False Light, a beacon that deceives foes of the gods into destroying themselves.

Religion: While some templars hold to a particular deity, many honor Divine Law: the compact that binds all gods and souls regardless of their moral and ethical differences. Thus, a lawful evil templar might act on behalf of a chaotic good deity because that deity is part of a supreme order, with a history and portfolio and goals—less chaotic than Primal Chaos, which is a miasma that dissolves all souls.

Background: Templars come from many walks of life. Some were streetwise thieves who turned to the gods. Others were pious clerics who believed in a tougher stand. A few were despotic bullies drawn to a larger cause after a change of heart. Whatever the background, most templars report a powerful personal encounter with the afterlife or a visitation from an angel, devil or similar divine agent. This might have occurred during a near-death experience or after a terrible event. Most convincing are stories involving the destruction of a soul—not theirs, but of a loved one. These experiences have convinced them that mere mortals play an important role in the divine order.

Races: Dwarves, hobgoblins, and humans make the most tenacious templars. Sometimes, elves and halflings are attracted to the templar devotion to light; plus, these two dexterous, glib races make excellent spies on more covert missions. A templar hailing from a chaotic race such as troglodytes is a rarity worthy of legend.

Other Classes: Being organized and disciplined, templars work best with lawful characters such as paladins and monks. Templars who lean toward evil often work with assassins and blackguards who are lawful. Templars find it difficult to work with barbarians and similar chaotic folk, and will only work with binders in dire circumstances such as a shared mission against a threat clearly greater than themselves.

Role: On missions with others of their kind, templars coordinate actions and daily choice of spell-like abilities. They like to work as a team, each member selecting a different spell-like ability, such that the team as a whole covers all contingencies. Similarly, when traveling as part of a more diverse group, a templar views himself as alert, motivated and ready to organize his comrades to maximize their success as a group.

Game Rule Information

Templars have the following game statistics.

Abilities: Strength, Dexterity, and Charisma are most important for a templar. High Dexterity enhances stealth, defenses, and ranged attacks, while high Charisma improves divinely-inspired abilities. A high Strength improves acrobatics such as climbing and jumping in armor as well as hitting and dealing damage. A high Constitution improves fortitude, Intelligence affords more skills, and Wisdom boosts willpower and perception.

Alignment: Any lawful.

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

Class Skills

The templar's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Move Silently (Dex), Ride (Dex), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Dex), and Tumble (Dex).

d8

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

Class Abilities

All the following are class features of the templar.

Armor and Weapon Proficiency: You are proficient with all simple weapons and two martial weapons or one exotic weapon of your choice. Templars are proficient with light and medium armor. They are not proficient with shields. You can forfeit a martial weapon proficiency to gain shield proficiency. **Spell-like Abilities**: Each day you may select one or more spells to use as spell-like abilities by praying for 1 hour. Consult Table 2-6: The Templar to determine the highest level spell you may select. To access a spell, you must have a Charisma score of 10 + the spell's level. For each level of spell you can access, select one spell from the templar class spell list (see page 20). You may use each selection as a spell-like ability 1/day. You do not gain additional uses for high Wisdom. Your caster level equals your templar level. The DC to resist one of your spell-like abilities equals 10 + the spell level + your Charisma modifier. When a spell is used as a spell-like ability, no components are needed although concentration is still required.

It is possible, though highly unusual, that a templar's patron deity or deities will offer a spell not on the list to deal with a special foe or situation. To request a spell not on the list when the situation warrants the spell (game master's discretion), a templar must succeed on a special Wisdom check (d20 + class level + Wisdom modifier) against a DC or 20 + the spell level. If he succeeds on the check, then the spell is granted.

Detect Spirits (Su): You can detect the presence of possessed creatures and objects within a 30-foot-cone area. On the first round, you detect whether or not possession is present in the area. On the second round, you detect the type and strength of possession, including whether the form of possession is from ghostly malevolence, a spell such as *magic jar*, fiendish possession, a haunting or a binder's pact. The strength of possession equals the level of spirit or Hit Dice of possessing creature. On the third round, you learn exactly which creatures and objects are possessed and which squares they are located in.

Resist Spirits (Su): A templar enjoys a bonus on saving throws against possession, including *magic jar* spells, ghostly malevolence, fiendish possession, and supernatural abilities of pactmakers that result in possession. The bonus equals your

Charisma bonus (if any).

Pillory (Su): You can imbue your weapon with a stern divine radiance for 1 full round. During this time, your weapon gains one or more special qualities from the list below beginning at the level indicated in parentheses:

» Your weapon counts as magical (1st level).

» Your weapon counts as lawful (3rd level).

» Your weapon affects incorporeal creatures without a miss chance (6th level).

» Your weapon counts as a banishing weapon—the target must succeed on a Will save or lose any possessing entity or bound spirit with it. The DC equals 10 + 1/2 your templar level + your Charisma modifier (9th level).

» You resolve your weapon attack rolls that round as touch attacks (12th level).

» Your weapon counts as adamantine (15th level).

When you hit, you deal extra damage equal to your templar level, and whether you hit or miss, your target is dazzled (no save).

At 5th level you can pillory twice per day. You gain an additional daily use at 9th level and every 4 levels thereafter, to a maximum of five times per day at 17th level.

Sneak Attack (Ex): Beginning at 2nd level, if you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals extra damage any time your target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when you flank your target. This extra damage is +1d6 at 2nd-level, and it increases by 1d6 every four templar levels thereafter, to a maximum of +5d6 at 18th-level. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

You can sneak attack only living creatures with discernible

TABLE 2-6: THE TEMPLAR

0	Base Attack	Saving Throws				Highest Level Spell	Total Number Of	
Level	Bonus	Fort Ref Will		Will	Special	As Spell-like Ability	Spell-like Abilities	
1	+1	+0	+2	+0	Detect spirits, resist spirits, pillory 1/day	Oth	1	
2	+2	+0	+3	+0	Sneak attack +1d6, uncanny dodge			
3	+3	+1	+3	+1	Divine grace, healing light	1st	2	
4	+4	+1	+4	+1	Exorcism, radiant weapon			
5	+5	+1	+4	+1	Pillory 2/day	2nd	3	
6	+6/+1	+2	+5	+2	Sneak attack +2d6, improved uncanny dodge			
7	+7/+2	+2	+5	+2	Stealth warrior (+1)	3rd	4	
8	+8/+3	+2	+6	+2	Death attack			
9	+9/+4	+3	+6	+3	Pillory 3/day	4th	5	
10	+10/+5	+3	+7	+3	Sneak attack +3d6			
11	+11/+6/+1	+3	+7	+3	Stealth warrior (+2)	5th	6	
12	+12/+7/+2	+4	+8	+4	Analyze pact spirit			
13	+13/+8/+3	+4	+8	+4	Pillory 4/day	6th	7	
14	+14/+9/+4	+4	+9	+4	Sneak attack +4d6			
15	+15/+10/+5	+5	+9	+5	Stealth warrior (+3)	7th	8	
16	+16/+11/+6/+1	+5	+10	+5	Aura of courage, divine health			
17	+17/+12/+7/+2	+5	+10	+5	Pillory 5/day	8th	9	
18	+18/+13/+8/+3	+6	+11	+6	Sneak attack +5d6		44	
19	+19/+14/+9/+4	+6	+11	+6	Stealth warrior (+4), luminous aura	9th	10	
20	+20/+15/+10/+5	+6	+12	+6	Divine servant, eternal soul	/ <	TA	

anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Uncanny Dodge (Ex): Starting at 2nd level, you can react to danger before your senses would normally allow you to do so. You retain your Dexterity bonus to AC (if any) even if you are caught flat-footed or struck by an invisible attacker. However, you still lose your Dexterity bonus to AC if immobilized.

If you already have uncanny dodge from a different class, you automatically gain improved uncanny dodge instead.

Divine Grace: At 3rd level, you gain a bonus equal to your Charisma bonus (if any) on all saving throws.

Healing Light (Su): Beginning at 3rd level, a templar with a Charisma score of 12 or higher can heal wounds (his own or those of others) by touch. Each day you can heal a total number of hit points of damage equal to your templar level x your Charisma bonus. You may choose to divide the healing among multiple recipients, and you don't have to use it all at once. Using healing light is a standard action.

Alternatively, a templar can use any or all of this healing power to deal damage directly to a possessing creature (rather than its host). Using healing light in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. You decide how many points to use as damage after successfully touching a possessing creature. Bound spirits do not have hit points and are unaffected by this optional ability.

Exorcism (Su): You target a creature or object within 30 feet and line of effect that has bound spirits or is possessed. A target may be possessed by a fiend, ghost, living nightmare or similar entity, or even an arcane spellcaster using *magic jar*. This ability is effective against all forms of possession.

To resolve an exorcism, target one creature or object and make a special check equal to d20 + your templar level - 3 + your Charisma modifier. The DC equals 10 + the possessing entity's Hit Dice or <math>10 + 2 x the bound spirit's level. On a successful check, you suppress the entity (and its abilities) for 2 minutes. If you succeed by 5 or more, the entity is utterly expelled.

When a templar expels a bound spirit, the spirit cannot be summoned again for 24 hours, and the binder's first attempt to rebind the spirit results in a -10 penalty to the binding check.

When a target is bound to or possessed by more than one entity, the exorcism targets the weakest spirit present.

You can perform an exorcism a number of times per day equal to 3 + your Charisma modifier. The Extra Exorcism feat grants four additional uses per day of this ability.

Radiant Weapon (Su): Beginning at 4th level, when you use the pillory class feature, you may choose to also expend a daily use of your exorcism ability as part of your attack. You declare use of this ability before making your attack roll. If you successfully hit your target, then the target suffers one effect listed below, as selected by you, on a failed Fortitude save (DC equals 10 + 1/2 class level + Charisma modifier). Apply the effect before resolving your normal weapon damage.

» Blinded for 1 round and dazzled for 1 minute thereafter.
 » Dazed for 1 round.

- > Knocked back 5 feet if there is space to move.
- » Lose damage reduction until the start of your next turn.

TEMPLAR CLASS SPELL LIST

The following spells are available to templars to choose as spelllike abilities.

Level 0—acid splash, caltrop field*, daze, reveal heresy*, detect magic, detect poison, disrupt undead, light, message, quiet step*, resistance, shackles*, virtue.

Level 1—acid gout*, alarm, bane, bless, command, cure light wounds, detect chaos, detect undead, evoke sign[†], feather fall, jump, magic weapon, missionary's missive*, protection from chaos, shield of faith, true strike.

Level 2—acid arrow, align weapon, analyze pact spirit[†], cat's grace, cloak against possession^{*}, cure moderate wounds, detect fingerprints^{*}, eagle's splendor, invisibility, lesser restoration, owl's wisdom, pass without trace, reveal heretic^{*}, sound burst, spider climb, see invisibility, undetectable alignment, zone of truth.

Level 3—acid bolt*, chapel*, cure serious wounds, daylight, etheric step*, greater magic weapon, invisibility sphere, magic circle against chaos, meld into stone, nondetection, searing light, sepia snake sigil, solomon's scourge†, suppress spirit†.

Level 4—acidic blade*, black tentacles, cure critical wounds, death ward, dimensional shackles*, dismissal, dimensional anchor, divine reformation*, freedom of movement, greater invisibility, locate creature, planar prison*, restoration, shout, spiritual killer†, stoneskin.

Level 5—axiomatic sword*, dismiss pact spirit[†], disrupting weapon, flame strike, mark of justice, sending, reviving light*, true seeing.

Level 6—acid fog, axiomatic mien*, antimagic field, banishment, blade barrier, greater command, harm, heal, heroes feast, mass undetectable alignment*, word of recall.

Level 7—acidic wrath*, antimagic ray*, banish pact spirits[†], ethereal jaunt, greater restoration, dictum, mass meld into stone*, refuge, sunbeam, undeath to death.

Level 8—antispirit field[†], dimension lock, discern location, greater shout, mass stoneskin*, mind blank, protection from the supernatural[†], shield of law, sunburst.

Level 9—axiomatic ascent*, etherealness, foresight, gate (lawful creatures only), imprisonment, mass heal, mass mark of justice*, storm of vengeance.

* New spell. See Chapter 5.

[†] Spell presented in Secrets of Pact Magic, Chapter 7.

» Made visible as *faerie fire* until the end of your next turn.
 » Mark with a supernatural sigil or rune of your choice that lasts 30 days. The spells *erase*, *remove curse*, and *break enchantment* eliminate the mark.

» Shaken for 1 minute (multiple applications do not stack).

» Suffer +1d4 damage if possessed or bound to a spirit.

Improved Uncanny Dodge (Ex): A templar of 6th level or higher can no longer be flanked. This defense denies a rogue or templar the ability to sneak attack you by flanking you, unless the attacker has at least four more rogue or templar levels than you do.

If you already have uncanny dodge (see above) from a second class, you automatically gain improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level required to flank the character.

Stealth Warrior (Su): Starting at 7th level, when wearing light or medium armor, apply a +1 bonus to your armor class. Moreover, your armor check penalty is lessened by 1 and the highest Dexterity bonus you enjoy increases by +1. The armor check penalty can never be reduced to less than 0. The adjustment increases by +1 every four levels thereafter. You do not gain the bonus while wearing heavy armor.

Death Attack (Ex): From 8th level onward, if a templar studies a target for 3 rounds and then makes 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 (templar's choice). While studying the target, 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 class level + your Intelligence modifier) against the kill effect, the victim dies. If the saving throw fails against the paralysis effect, the target is rendered helpless and unable to act for 1d6 rounds + your Charisma bonus (if any). If the target'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, 3 new rounds of study are required before you can attempt another death attack.

Analyze Pact Spirit (Su): At 12th level, you can use the *analyze pact spirits* spell at will to determine the exact name, level, granted abilities, and other features of one spirit that the target creature has bound. Your caster level equals your templar level. The ability is Charisma-based.

Aura of Courage (Ex): Beginning at 16th level, a templar is immune to fear (magical or otherwise). Each ally within 10 feet of you gains a +4 morale bonus on saving throws against fear effects. This ability functions while you are conscious, but not if you are unconscious or dead.

Divine Health (Ex): At 16th level, you gain immunity to all diseases, including supernatural and magical diseases.

Luminous Aura (Su): Starting at 19th level, you are immune to possession of all kinds and to *confusion* effects (includes spells such as *lesser confusion* and *insanity*).

Moreover, you radiate a 60-foot aura. All possessed creatures within the aura must succeed on Fortitude save or be shaken while they remain in the aura. The save DC equals 10 + 1/2 your templar level + your Charisma modifier. A creature that makes it saving throw against the aura does not need to make additional saves to resist it for a period of 24 hours. You may activate or dismiss the aura as a free action.

Eternal Soul (Su): At 20th level, you become immune to any spell or effect that would trap or harm your soul, including *trap the soul, imprisonment, and soul bind.*

Divine Servant: At 20th level, a templar becomes a divine creature. You are forevermore treated as a lawful outsider 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.

Code of Conduct: A templar must be of lawful alignment and loses all class abilities if he ever willingly commits a chaotic act or uses pact magic to bind a spirit. A templar's code also requires that he respect legitimate authority, act in coordination with allies (not going off on one's own or secreting information), help those who support Divine Law, and punish those who knowingly seek to thwart the divine order, including the use of pact magic.

Associates: A templar will never knowingly associate with characters who seek to thwart Divine Law, nor will she continue

an association with someone who consistently offends her code of conduct. A templar may accept only henchmen, followers or cohorts who are lawful and act in support of Divine Law.

Ex-templars: A templar who ceases to be lawful, who willfully binds a spirit, or who grossly violates the code of conduct loses all templar supernatural and spell-like abilities. He may not progress any farther in levels as a templar. He regains his abilities and advancement potential when he atones for his violations (see the *atonement* spell description).

Character Themes

Consider the following archetypal character themes when roleplaying your character.

Holy Light: This pious templar is touched by a beatific energizing light that provides clarify of purpose, purity of soul, and hope of peace for all creatures. While some souls sadly choose darker paths, he understands that free will is part of the divine plan, and the afterlife a fair reward. This templar prefers spells like *bless*, *daylight* and *heal* to demonstrate compassion. His daily challenge is working alongside others who share his passion for order but not for goodness, and his spiritual challenge is understanding the divine role of chaos and evil.

Monastic Guardian: This disciplined templar seeks to cultivate Divine Law within himself and live up to the Perfect Light as expressed in the underlying order of the multiverse. Some day he may become a divine agent, a guardian and enforcer of universal truths. In addition to his official duties, this templar tends to horde and study religious tomes of various gods to further puzzle out Divine Law. He prefers spells like *detect heresy* and *magic circle against chaos*. His greatest challenge is accepting eternal imperfection.

False Light: Legends describe the first fallen angels as creatures of incredible beauty and light; in time, after many misdeeds, their true forms twisted to darkness and corruption, yet they have remained capable of showing a visage of their former glory to fool the unwary. These legends inspire some templars, who understand that deception and domination are necessary to overcome foes that have vanquished gods and sundered planes of existence. This templar prefers spells like *bane*, *dimensional shackles* and *harm* to get the job done. This templar's greatest challenge is to avoid further temptation into evil and mercilessness that leads away from his dedication to the gods.

ALEXION STARTING CHARACTER Male human templar 1

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

- HP 1d8+4 (12 hit points)
- BAB +1, Grapple +3, Speed 30 ft., AC 17, Init +0

Fort +3, Reflex +5, Will +0

- **Skill Ranks**: Balance +2, Climb +2, Hide +4, Knowledge (religion) +1, Move Silently +4, Sense Motive +3, Tumble +7.
- **Class Features**: Detect spirits at will (30-ft.-cone, requires up to 3 rounds), resist spirits (+2 vs. possession), pillory 1/day, one 0th-level spell-like ability 1/day.
- Racial Abilities: Bonus feat (Skill Focus(Tumble)). Speak Common.

Level 1 Feat: Toughness.

Gear: Longsword, chain shirt, wooden holy symbol, longbow, 20 arrows, backpack, waterskin, 2 day's rations, bed roll, flint and steel.

Gold: 18 gp, 9 sp.

CHAPTER 3

SPIRITS

This chapter introduces over two-dozen spirits with which binders may seal pacts. The game master may wish to reserve these spirits as rewards for adventuring; alternatively, a player character can begin using them right away.

You will also find a complete set of binding rules so that you can use these spirits even when you do not have access to *Secrets of Pact Magic*.

Fourteen of the spirits were contributed by readers like yourself in an online contest. The varied themes and writing styles reflect the diversity of materials that a binder will likely encounter during his quests. See the Credits on page 2 for a complete list of contributors.

RULES FOR BINDING SPIRITS

This section describes how to bind spirits, the benefits you gain, and side-effects you may suffer. These rules apply to spellcasters who wish to bind spirits as well as characters who belong to a binder class unless their class rules say otherwise. Following these rules on page 25 is a chart summarizing twenty-seven spirits of 1st through 9th level.

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. All granted abilities are supernatural in nature.

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 a pactmaking class, 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 on page 24.

If you are not a binder or spellcaster, you can learn to bind spirits. The Minor Binding feat and related feats (*SoPM*, page 185) grant the use of one or possibly more of a spirit's granted abilities.

Constellation

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

Legend

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

Summoning Rules

This section includes information to summon a spirit.

Binding DC: You roll against this DC to form an advantageous pact. Your check equals d20 + your binder level + your Charisma bonus (unless stated otherwise for your class or ability).

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

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

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

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

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. Certain classes and feats described in *Secrets of Pact Magic* provide 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. Certain classes and feats described in *Secrets of Pact Magic* provide bonuses when dealing with the enemies of a bound spirit.

Debilitating Conditions

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

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

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

Tactical Bonus

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

Inspired Companion

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

Role-Play Text

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

Summoning a New Spirit

If you have the Expel Spirit feat (\bar{SoPM} , page 181), then you can summon a new spirit to replace one you have bound. When you suffer an exorcism that completely expels one of your bound spirits, you can bind a spirit. You can either rebind the exorcized one with a -10 penalty to the binding check, or you can bind a new spirit with no penalty of the same or lower level.

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.

SPELLCASTERS & SPIRIT BINDING

A spellcaster can learn to bind spirits by taking the Supernatural Exchange feat (*SoPM*, 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 advantangeous 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. An exorcist who willingly binds a spirit must seek atonement. Similarly, exorcists are unwilling to regularly aid pactmakers by terminating their pacts early using exorcism.

A templar's spell-like abilities are not spells and cannot be swapped for a spirit. A muse can forfeit her spells in order to gain a second spirit for the day.

TABLE 3-1: GRANTED ABILITIES OF SPIRITS BY LEVEL

Spirit Level	Spirit Name and Title	Page	Supernatural Granted Abilities	
1	Coralene Sovereign of Silver	26	Affect fortune, command, confuse the senses, master of subterfuge, silver strike	
1	Dantalios The Broken Athlete	28	Canny wrestler, fleet of foot, monstrous mien, throw anything	
1	Eos Dei The Lonely Archon	30	Alone in my world, hypnotism, know time, mask of loneliness, scramble time, shatter clocks	
1	Milo of Clyde Detective of Despair	32	Canvas the streets, feather fall, gentle fist, milo's lucky break, trapfinder, urban tracking	
2	Lord Alister Foxglove IV Exchequer of the Stolen Purse	34	Courtly bearing, curse rivals, hold person, mark of seduction, pockets of holding	
2	Mishpo The Rightful Kobold	36	Detect magic, master of traps, sorcerous blood, tiny terror, wink wink	
2	Shelassik The Sea Devil's Grin	38	Sea legs, water breathing, shark friend, hideous laughter, sahuagin's bite	
2	Vaukner Champion of Valor	40	Beacon of goodness, courageous, giant sight, martial familiarity, ogre might	
3	Cornelius Button Gardener of Dreams	42	Ensorcel plant, insect tattoo, major illusion, tree shape, woodland stride	
3	Muse Istago Painter of Paradox	46	Conjure painting materials, mirror of sanity, painters muse, sense link, sleeping sight	
3	The Crystal Lady Truth of the Earth	48	Blindness/deafness, body double, destiny dissonance, hypnotic pattern, produce light, second sight	
3	The Nivea Nieces Twins of Nightmares	52	See the spirit's description. Each twin offers different abilities related to insects, the ocean, poison, snakes, the wind, and vines. You select one or the other twin.	
4	Death Howls War Gnoll of the Ghostlands	54	Bitten by cold, ether sight, etheric tongue, ghost weapon, ghost strike, winter's howl, wisdom of the elders	
4	Gulguthriana The Glutton	56	Death urge, disease strike, improved grapple, immunity to disease, iron gullet	
4	Kandisha Desert's Revenge	58	Avian communion, desert pox, fog cloud, noble aura, touch of insanity	
4	Moy The Uncaring Queen	60	Adoration of the masses, meat puppet, decree, untouchable beauty	
5	Arthu The Sleeping King	62	Prodigious strength, sorcerous sword, inspire Allies, corpsewhisper	
5	Circe's Runes Last Refuge of Pacts	64	Arcane audacity, Circe's probation, Circe's temper, runic sorcerer, vatic foresight	
5	Wendigo The Ever-Hungry	66	The better to eat you with, hunger makes the best sauce, iron stomach, gnawing the bones, finding the next meal	
6	Alrik of Malkeborne Alabaster Prince of Chaos	68	Charm anyone, curse of unluck, medicinal lore, royal countenance, ruinous blade	
6	Ma'zad and Aza'mi Lovers in Battle	70	See the spirit's description. Each lover offers different abilities related to love and war. You select one or the other lover.	
7	Dead Kings Echo of Grandeur	72	Clarity of madness, forbidden fruit, imperious word, mental maze, raise ruins, sealed legends	
7	The Elysium Choir Innocence Slain	74	Aria of life, celestial performance, life's grace, pursuit of peace, righteous harmony, shattering chorus	
8	Doomed Salu'im Army at Time's Horizon	76	Cyclopean form, ghostly time travel, lore of the living end, poetic justice, vanquish to time's horizon	
8	Young Krios Author of Sedition	78	Fate's whisper, invisibility, liar's tongue, secrets of nobility, shrink head, undetectable alignment	
9	Aladdar The Unhindered Mage	80	Always ready to run, doors are no bar to my step, eyes in the back of my head, freedom everlasting, hiding amongst the blind, horse master, no force can cage me	
9	The Malebolge Moors Thirteen Traitors of Hell	82	Defy goodness, flensing, infernal horde, infernal Immunity, magical expiration, ocular power, torturous insight	
/	Λ ,			

CORALENE Sovereign of Silver

She is the avaricious aristocrat who is wily, deceptive and stealthy. She grants her summoners the ability to influence the actions of others, issue brief mandates, bewilder others with phantom noises, hide in the shadows or in another guise, and strike with the power of silver.



LEVEL: 1 Thief Constellation

Legend

Coralene loved all things silver. She was sure that the moon was made of silver and that if she looked hard enough, she could see her own reflection if it. Coralene had heard of the Crown of Camulus. At one time, the crown was a status symbol of righteous rulership. Now, it was just an expensive and fanciful relic in a wealthy merchant's collection. It languished, locked away where no one could admire it.

How sad, thought Coralene.

Javid, a merchant, was throwing his annual spring ball; and though Coralene was not invited, Arian was. Coralene checked herself in the mirror. Instead of a pretty woman, the face of a male half-elf stared back at her. Arian was an alternate identity that Coralene used every so often. Her feminine slender features could easily be explained away as part of Arian's elven heritage. She checked the prosthetic ear points and then her hair. She slipped silver rings onto each of her fingers. Lastly, she strapped a scroll tube to the upper part of her inner left arm. "Just in case..." she thought.

Arian traveled by carriage with Lady Julie, a young aristocrat that was 'his' date for the evening and she held the invitation to the merchant's party. Arian was a true gentleman, but truth be told, Julie was only a means to an end. Coralene felt a twinge of guilt for deceiving the young woman, but she couldn't pass on the chance to see the Crown of Camulus for herself. She just had to wait for the right opportunity to slip away from the rest of the guests.

As their carriage entered Javid's sprawling estate, Coralene made note of the high wall surrounding it. She also spotted his personal guardsmen walking the grounds with guard dogs. All the while, Julie prattled on about something and Arian feigned interest. It was easy. A few words from Arian could lighten or darken any conversation.

During the ball, most people Arian conversed with stared at the multitude of silver rings adorning 'his' fingers, which was exactly as intended.

Don't look at my face, thought Coralene, just keep looking at my hands. Coralene's fingernails were short and well manicured. Long nails might have been suspicious.

The evening flew by.

Arian finished half of a glass of wine and then surreptitiously slipped a sleeping powder into the other half, which she casually passed to a bored guardsman standing in one of the doorways. If the guard was unaffected, no harm would be done. If the guard passed out on the spot, then Arian would use the distraction to sneak into the deeper sections of the mansion. All the better if the guard stepped away and passed out.

"You've had a lot to drink," Arian said to Julie, "Don't you have to *go* have a powder." Arian emphasized the word "go". Without knowing why, Julie excused herself. Coralene chuckled to herself. She had picked up a few minor magical tricks over the last two years. Commanding the weakminded was one such feat.

With Julie gone, Arian made his way to the drugged guard who had passed out in a nearby room. He donned the man's chain shirt and helmet as well as his pants. He then walked with all casual speed into parts of the mansion where mere guests weren't allowed.

It took several minutes, but Arian finally found the small gallery on the second floor that made up the merchant's private collection.

The Crown of Camulus wasn't even the centerpiece. *Outra*geous!

Arian approached it. The silver crown gleamed in the light of the full moon, which peered through a nearby window. Even though it was old and marked with a slight crack, the crown was breathtaking to behold. *Beautiful*. It begged to be possessed and Coralene obliged, most impulsively.

She snatched up the crown. A magical alarm activated. It sounded like a large hand bell.

"Stupid!" Coralene cursed herself. But she did not drop the Crown of Camulus. Instead, she bolted out of the gallery.

She heard guards approaching and squeezed up against the wall, next to a cabinet, as two guards rushed by without seeing her. After they passed, she quickly discarded the chain shirt, which would only serve to slow her down.

She heard more guards rushing in her direction and ducked into the closest room she could find.

Moments later, six more guards rushed into the hallway and began looking around. One found the chain shirt next to the cabinet. Another ordered his guardsmen to search every room.

With a slight gesture of her hand, Coralene manifested the sound of glass breaking in another room on the opposite side of the hallway. It was another magical trick that she learned. The guards rushed the room while she charged toward a nearby window.

As Coralene peered outside, the helmet slipped off of her head and fell into the bushes. *No matter*, she thought, *and how appropriate anyway*. The lost helmet made room for a crown. Clutching the Crown of Camulus in one hand, she shimmied down the thick ivy that had grown up the side of the mansion.

Coralene charged out across the estate's grounds. She thought if she could make it over the wall, she would be home free. She could never again pretend to be Arian, but that was a small price to pay for acquiring the crown.

Her ears perked up at the sound of dogs barking. The dogs had caught her scent.

Ugh! Too much cologne, she thought.

Coralene placed the crown on her head and pulled the scroll case from its hiding spot up her sleeve. She fumbled with the case and pulled the scroll from the tube. The case itself fell from her grasp. Distracted, she rushed through a sculpted hedge, which scraped her clothes and brought her to a halt as she exited the other side.

In the light of the full moon, Coralene read the scroll of *dimension door*, ignoring the tears in it caused by her brush with the hedge. With the silver Crown of Camulus resting on her head, Coralene read the last words of the spell.

She vanished, forever.

Unfortunately for Coralene, a damaged scroll was far worse than no spell at all.

Summoning Rules

The following rules describe the requirements and rituals for binding Coralene, the Sovereign of Silver.

Binding DC: 15.

Requirements: Appraise 1 rank and Knowledge (nobility and royalty) 1 rank, or dressed as the opposite gender.

Ceremony: Meticulously lay out a fine set of clothes with no noticeable wrinkles.

Manifestation: The seal glows silver as a plainly dressed androgynous human appears as if stepping out of a shadowy hiding spot. It bows and when it stands, a male half-elf in fine clothing has replaced the figure. The half-elf spins one hundred eighty degrees, as if performing a dance move, and is replaced by a human man in studded leather armor and wearing a helmet that doesn't fully hide his face. The guard sweeps his hands in front of his face only to be replaced by a woman in an elegant dress. The woman smiles at you. She then steps back and disappears as if stepping into the shadows from whence she came. Each of these figures wears a broken silver crown and silver rings on each finger.

Granted Abilities

Coralene grants the following supernatural abilities.

Affect Fortune: You may inspire your allies or dishearten your enemies within a 50-ft. burst. As a standard action, you grant a +1 bonus to your allies' attack rolls and saving throws versus fear affects. Alternatively, you confer a -1 penalty to your enemies' attack rolls and saving throws versus fear affects. The bonus or penalty lasts for 5 rounds. You must wait until the previous effect expires (or after 5 rounds if the effect is dismissed beforehand) before using this power once more. The binder that invokes this ability also receives its bonuses, but not its penalties.

Command: You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. This works like the *command* spell. You must wait 5 rounds between each use of this ability.

Confuse the Senses: You create a variety of sounds. This works like the *ghost sound* spell except the sound created only lasts 1 round. You must wait 3 rounds between each use of this ability.

Master of Subterfuge: You gain a +4 bonus to Disguise and Hide checks. This bonus increases to +6 at 12th level and +8 at 20th level.

Silver Strike: At your option, your unarmed strikes may be treated as silver for the purpose of overcoming damage reduction. However, when using silver strike, your unarmed strikes do one less point of damage (as alchemical silver). This ability does not confer any extra proficiency at making unarmed strikes. At 13th level, you may choose to have all of your weapons (melee and ranged) treated as alchemical silver.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: While bound to Coralene, your skin becomes clean and flawless. Any dirt, grime and scars vanish. Furthermore, the first segment of each finger (nearest one's hand) turns to a silvery color as if they were subjected to some sort of dye. You also slightly smell of cologne or perfume, as you choose. At your option, whenever you use a granted ability, a fiery, silver corona glows around the irises of your eyes. Alignment Shift: When you fail your binding check by 10 or more, your alignment moves one step closer to chaotic neutral for 24 hours.

Personality Influence: Coralene enjoyed the finer things in life. She compels you to attend elegant balls or fancy dinner parties when given the opportunity.

Favored Ally: Humanoid (noble or aristocrat). Coralene feels more at home with those of high birth.

Favored Enemy: Dogs and canine-like creatures. Coralene resents the fact that dogs foiled her chance to escape.

Capstone Granted Ability

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

Trackless Step: As the druid ability, you leave no trail in natural surroundings and cannot be tracked. You may choose to leave a trail if so desired.

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:

- » Dressed as a member of the opposite gender.
- » Hidden in the shadows.
- » See the light of the full moon.
- » Steal a piece of silver jewelry.

Role-Play Text

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

» "Coralene was a highborn young woman. She was a talented disguise artist and was obsessed with all things silver, even imagining that the moon was made of silver."

- » "Coralene picked up a few minor spell tricks."
- » "Coralene's lack of forethought led to her undoing."
- » "Dogs caught Coralene's scent while she attempted to escape with the silver crown she stole, called the Crown of Camulus."

» "A mishap with a torn spell scroll helped Coralene escape from her pursuers, but she now only exists as a spirit."

FAUX CROWNS OF CAMULUS

Although the original crown vanished with Coralene, similar crowns exist. Here are some crowns and their benefits, if any.

Cheap Imitation: Binder rogues, spirit mediums, atlan festival artists, and other fans of Coralene have crafted cheap silver-coated copies. These cost 8 gp and impart no magic; in fact, wearing one while binding Coralene inflicts a -1 penalty to the binding check, as her spirit is insulted by the cheap crown.

Fine Replica: Ambitious and dishonest binder crafters have made expensive, 110 gp replicas of solid silver, crack included. Wearing such a crown grants a +2 bonus to bind Coralene and a +1 bonus to DCs when using her abilities. A few of these crowns sell for 5,400 gp and afford *enthrall, invisibility,* and *dimension door* (self only, 30 ft. distance) each once per day.

The Queen's Crown: Legend says the crown was originally made as a pair—one for the king and a slightly smaller one for his queenly wife. If a binder can find and wear the queen's crown, then the pact with Coralene grants tremendous power, a melding of the otherwise-opposed constellations of the thief and the crown. Any pactmaker who wears this unique 26,000 gp crown can bind Coralene as if he were a 20th level binder with a +2 bonus to DCs to resist her granted abilities.

DANTALIOS The Broken Athlete

Dantalios meddled with forbidden magic to improve his athletic prowess; as with all things forbidden, he shamefully destroyed his frame and warped this mind. He grants his summoners the ability to throw anything as a lethal weapon, run as quick as the wind, extend one's reach, and wrestle cleverly.



LEVEL: 1 Genie Constellation

Legend

Dantalios was the fastest runner in the town of Kingsbridgeon-Alcester. Each day, he would shirk his duties on his family farm, jogging away from his father's angry commands. His feet would fall in time with the swish of the peasants' scythes as they brought in the harvest. He would run past the school, waving merrily to the children within. Even their teacher would smile at his welcome distraction as he raced past. He would run along the Kobold's Dance, following the path laid a hundred years ago by a lustful kobold and a terrified elven lass.

Dantalios was not content with the fame that he enjoyed in his hometown, and soon grew bored with the teasing milkmaids that constituted his admirers. One day, when his father beat him for neglecting his farm duties, Dantalios ran out of the door and followed the Alcester until he found the large city of Halwell.

Dantalios arrived in Halwell on the very day of its annual festival. Discovering a bored water-carrier—pretty besides her lazy eye—Dantalios talked her into leaving her duties and showing him around the fairground. She happily obliged, dropping her vase and letting its precious contents leak into the parched ground. He took her hand and she dragged him to see the fair's attractions.

Of all the carnival had to offer, Dantalios was interested in but one thing. For all the girl's cajoling, he barely looked at the Plant-Women of the Forbidden Isle, the Beardless Dwarf or Rasputin, Stage Magician and Prestidigitator Supreme. Leaving behind the circus tent, the couple wandered through the stands until they came across the racecourse. The girl led Dantalios to a seat, sitting on his lap as they admired the horseracing.

Dantalios had never seen horses like this before. They were sleek, with thick coats. Whipped into a fever by their jockeys, the horses galloped around the course faster than any animal Dantalios had ever seen. Dantalios had never wanted anything so much in his life as to run beside those beautiful beasts. For once, Dantalios wanted to run with someone instead of ahead of them.

After the last race was over, a thin merchant loaded down with his weight in gold jewelry took to the stage and announced the next event in the proceedings. His daughter, a beautiful young lady, stern of jaw and bright of eye, had come of age that week and he sought a brave, strong man to marry her. He called upon the audience. Were there any young men who thought they could run fast enough to claim his daughter's hand?

Dantalios leapt to his feet, dumping to the ground the girl who had been in his lap. The merchant's eyes lit up, and he gestured Dantalios forward. The merchant announced that Dantalios could prove his speed by racing against his fine herd of horses. Should Dantalios stay with the herd for two laps of the course, he could wed the merchant's fine daughter. In between the two laps, he could have a break to drink as much water as he required.

Dantalios did not hesitate. Taking his position, he waited calmly while the horses were calmed and led to the starting line. One, a large black stallion, savaged a stable boy with his hoofs before he could be settled. The merchant dropped his silk handkerchief, the jockeys set the horses in motion with shouts and cries, and the race began.

Dantalios ran faster than he had ever run before, keeping abreast of the leading horse—the stallion, the stable boy's blood still fresh on its hoofs. The wind whipped in his hair and he felt the rhythm the herd was beating. Each step flicked a halo of sand into the air, and even as he fell back into the midst of the herd he felt a connection to that black stallion.

After the first lap, Dantalios was overcome with a savage thirst. But when he approached a water-carrier, she turned away from him and pretended not to recognise him. He realized with horror that the water-carriers bore the same guild mark as the merchant. Looking about frantically, his eye fell on the girl he had convinced to join him earlier. He approached her on his knees, begging her for just a drop of water from her vase.

She held the vase upside down. It had been empty since she had let it drop to join Dantalios in the fair. She carefully avoided meeting his eye, glaring instead at the merchant's beautiful daughter.

Dantalios sunk further into despair. It took two withered, wrinkled hands laid on his cheeks to attract his attention. An old woman, one eye flailing madly about in its socket, offered him a bubbling potion.

"Drink this and you will win the race, that is my promise". Her cloak covered her hair, showing only her face. The cloak shifted and danced in the wind.

Dantalios hesitated for not a moment longer, swigging the potion and jogging to the starting line for the second lap. He felt renewed and revitalized by the potion, but it upset his stomach.

Dantalios had not realized how drained he truly was. He lost his place at the front of the herd in a matter of seconds, and it was not long before he fell towards the back of the herd. Eventually, he ran alongside the nag at the herd's end, a decrepit creature with an eye that spun and twisted wildly.

Marshalling his last reserve of strength, Dantalios began to run faster and faster. Boosted by some curious force, his gait became longer and longer, his arms beating the air faster and faster. He seemed to grow in size, towering over the horses. He heard, in the distance, the gasps and shocked silence of the crowd. But he was focused on the rhythm of the run, a rhythm that grew clumsy and heavy as his footfalls drowned out the hoofbeats of the horses.

Dantalios did not run with the pack for the last stretch of the race. He ran ahead of it, kicking sand into the eyes of the horses behind him. When he reached the finish line, he reached forward to seize the merchant's daughter and clutch her to his bosom.

She screamed and ran, and the merchant's bodyguards closed in upon him, poking and prodding with their sharp pole arms. Confused, Dantalios let loose a roar that sent saliva splattering against the ground in front of him. He seized the bodyguards —one in each hand—and threw them to the ground. This motion burst the boils that had appeared on his ogreish shoulders and twisted body, sending pus leaking down his arms and dripping – like fat from roast lamb – on the ground.

Staring down at his reflection in the pool of spit and oily,

reflective pus that had dribbled out of his monstrous body, Dantalios added bitter tears to the foul mess of liquids at his feet. His eldritch muscles had burst through his flesh, red-raw and exposed. His skull was pathetically small in contrast to his broad shoulders, and it bobbed and rolled about on his shoulders as if it were a rag-doll's head. One eye stared desperately ahead, the other gazed out to his side as if too scared to spot itself in any reflection. Each breath he took caused eddies and breezes, such was the amount of air needed to fuel his enormous lungs.

Realizing the monstrosity that he had become, Dantalios started running. He ran from the noisome pool. He ran from the water-carrier, the hag and the nag. He ran and did not stop running, though the friction wore away his shoes. He ran and did not stop running, though his feet had been rubbed away by the constant motion. He ran and did not stop running, though his entire body had disintegrated and all that was left was his soul—running and never stopping.

Summoning Rules

The following rules describe the requirements and rituals for binding Dantalios, the Broken Athlete.

Binding DC: 16.

Requirements: You must be exposed to the open air and able to see the horizon in at least one direction.

Ceremony: You perform the stretches and ablutions required before athletic activity. The keystone of the ceremony involves pouring a circle of oil onto the ground, then oiling your own body.

Manifestation: A tall, young man appears in the centre of the circle. He jogs on the spot while you address him, and he talks in the staccato of a long-distance runner. Should you close your eyes, an after-image of a monstrous abomination appears. Eventually, the runner fades away and nothing remains.

Granted Abilities

Dantalios grants the following supernatural abilities.

Canny Wrestler: You gain a +4 insight bonus on grapple and trip related checks when initiating or resisting grappling or tripping involving an opponent larger than you. Moreover, as an immediate action, you can take a five-foot step away from any creature that attempts to grapple you. Usually, this negates a grapple attempt. Once you take the bonus 5-foot step, you must wait 5 rounds before taking it again and you lose your bonus on grapple and trip checks while you wait.

Fleet of Foot: Your land speed increases by +10 feet and you gain Endurance and Run as bonus feats.

Monstrous Mien: As a swift action, you can increase your reach by 5 feet until the start of your next turn. After you use this ability, you must wait 4 rounds before using it again.

Throw Anything: You can throw any object you can carry as a thrown weapon with a range increment of 10 feet. Improvised thrown weapons inflict 1d6+Str damage (a confirmed critical hit on a 20 inflicts double damage). As you increase in level, your damage die for improvised thrown weapons also increases.

Binder Level	Die of Improvised Thrown Weapon
1-5	1d6
6-11	1d8
12-17	1d10
18-20	1d12

In addition to using improvised weapons, double the range increment of any conventional (as opposed to improvised) thrown weapons that you use.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign:Your skin, already glistening from the oil applied in the summoning ritual, becomes pus-covered and scaly. An almost overpowering stench of sweat surrounds you. At your option, whenever you use a granted ability, you appear momentarily as a grotesque beast.

Alignment Shift: When you fail your binding check by 10 or more, your alignment moves one step closer to chaotic neutral for 24 hours.

Personality Influence: Dantalios's fatal flaws were jealousy and pride. His spirit compels you to compete whenever you are given the opportunity, and his spirit suggests immoral ways to manipulate odds in your favor.

Favored Ally: Aberrations. Dantalios was reduced to a subhuman mass of discordant, disparate parts by the 'blessing' of the hag. Aberrations recognise this jumble of animal and human parts as something similar to themselves.

Favored Enemy: Aberrations. Dantalios can never forget the monstrous form he brought upon himself at great cost, and he loathes all creatures that remind him of his fall from grace.

Capstone Granted Ability

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

Monstrous Throw: If you become grappled, you can perform a wrestling feint to toss your assailant to the ground. As an immediate action when grappled, you can make a grapple attempt of your own. If successful, your foe lands prone in an empty square within 10 feet. This ability is in addition to any other actions you take to end the grapple.

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 water or a potion as a move action.
- » Engaged in a competition in which you lack the primary ability, feat or skill.

» In sight of a woman of Charisma 15+ with whom you have not yet spoken.

» Move three or more times your normal speed.

Role-Play Text

Read aloud the following points to quickly convey all or part of the legend of Dantalios:

» "Young Dantalios was the fastest runner in his town. One day, he grew bored and traveled to a nearby town's festival."

» "At the festival, he befriended a water-carrier girl with a lazy eye who showed him the festival's delights."

» "At the festival, a merchant challenged Dantalios to race a herd of horses—if Dantalios won, he could marry the merchant's daughter."

» "Dantalios gleefully left the water-carrier girl; later, during the race, he needed a drink of water from her, but she refused to help him parch his thirst."

"Desperate, Dantalios took a potion offered by a strange old woman. He won the race but the potion had twisted and warped his frame." "Hideous and terrified, Dantalios ran from the festival and continued running until his body faded away entirely."

EOS DEI The Lonely Archon

This once-minor angel watched over the passage of hours of the day. He grants his summoners the ability to know time, shatter clocks, hypnotize foes, reorder foes' actions, and wear a generic mask that hides their true face.



LEVEL: 1 Angel Constellation

"Oh beautiful hour," Eos sang. "Beautiful hour."

"Mid-morning tis the time, between little eight and bolder nine. Farmers take their breakfast break. Princesses are roused and wake. When kingdoms hum to life, and summer sun bestows its warmth sans strife."

Someone clapped, rousing Eos from his reverie.

"Lovely." The voice was sarcastic, if Eos understood sarcasm.

Eos looked up. There flew a demon, all blood red and bruised blue, with a wicked smile and a mouth full of teeth made from shrunken skulls. Eos had never seen such a monstrosity, but as an angel he instantly recognized what category of thing it was.

"Thank you for the compliment," Eos said, and took a bow. His wings fluttered with happiness to have an audience to his song. And certainly nothing was lost by assuming a friendly posture; an unfriendly one would certainly do no good against a rabid, lost demon.

The demon looked about. Eos assumed incorrectly that the demon was keeping any eye out for warrior angels. In fact, the demon was but one of a nineteen that had just fled a failed attempt to steal the sun. They needed a hostage or fifty.

"Would you like another song?" Eos asked. He figured he should keep the demon busy while more warrior angels made their way to him. "I have a tune for ten-past the hour."

"Yes, I would like another song," the demon said soothingly as he landed before Eos. "But I have a few tunes in mind of my own."

"Well then, we have something in common," Eos offered. "A love of songs."

The demon was quite large. He lifted up tiny Eos in the palm of his hot, rough hand.

"That tickles," Eos said.

"My, you're just relentlessly chipper, aren't you." The demon offered. "I suspect that's what we have most in common. Can you sing songs of souls?"

"Yes." Eos said. "I know first marriage, discovery of new lore, the pleasure of a warm bath, and the celebration of innocence. And many others. What shall I sing?" At that, a cage crafted from iron ribs fell around Eos, courtesy of a smaller demon that had joined its older brother.

"How about," the demon offered, "the song of childhood stolen, the song of plans gone wrong, or perhaps the song of misguided good intentions."

"I don't understand," Eos said. Not only had he never heard of these songs, he couldn't fathom what they might mean.

"Your beneficent creator the Sun God might have held good intentions, keeping you in the darkness of impenetrable Light, but now you find yourself confused and unprepared."

Eos smiled. A smile was better than a frown. And surely the Sun's angelic warriors were coming soon.

"How about another song, for you and your friend?" Eos offered, to delay the demons.

"I'd love for you to try my song," he answered. "If you do it well, I will let you free,

so your warriors can find you."

> Eos more felt hopeful than usual. "How does it go?" he asked.

The demon sang, and Eos did his best to hear the song, but the words were gibberish, the tune was dissonant, and at best Eos could discern a feast of random noise.

"If I might kindly suggest," Eos of-

fered, "try singing along with me first so we can harmonize and locate a pleasant melody."

The smaller demon cackled. If Eos understood rudeness, he might have been insulted. But forgiving others was like breathing to mortals.

⁴Quiet, Iduk," the large demon said, swatting the smaller one against a rock.

"Oh my, I have been most rude," Eos said. "I have failed to introduce myself or ask you your name."

"We shall be introduced in a moment," the demon said, "as soon as you sing for me."

Eos nodded. "A poem then. Oh red sun above fiery peaks, and fierce Majesty as angels weep. Enflame our hearts as we turn the tide...."

"Fine!" the demon said. "I shall let you out to make true music." The demon broke open the cage and took Eos in his hot hand.

"Hello again," Eos said to the big red horned visage that filled his view.

"Let's sing!" the demon said. The demon promptly popped Eos in his mouth, swallowed him whole, and enjoyed the song his acidic belly provided him.

Summoning Rules

The following rules describe the requirements and rituals for binding Eos Dei, The Lonely Archon.

Binding DC: 12.

Requirements: In sight of a clock, sundial or other time piece.

Ceremony: You smash a pocket watch or similar time keeping device worth at least 5 gp.

Manifestation: From each of the hours indicated by the smashed device, an apparition of a sad nondescript face rises up. One face begins to sing a lonely tune. The others join in to make a chorus. The music is heavenly, spiriting your heart and

mind to beautiful places. Yet slowly, the faces fade and wink out, leaving only the first face to sing along. He stops and sobs before winking out, leaving you alone in silence.

Granted Abilities

Eos Dei grants the following supernatural abilities.

Alone in My World: You gain the benefits of the *sanctuary* spell for a number of rounds per day equal to your level. You can use the levels all at once or over the course of the day.

Hypnotism: You can use the *hypnotism* spell. On a failed Will save, you caused 2d4 Hit Dice worth of creatures to stop and stare blankly for 2d4 rounds. When used in combat, subjects enjoy a +2 bonus on their save. If used against one target only, it suffers a -2 penalty on its save. While hypnotized, you can encourage a mild suggestion (something under 10 words that sounds reasonable to subjects without causing them harm). You must wait 5 rounds between each use of this ability.

Know Time: As a swift action you learn the exact time of day relative to your current location (geographic and plane of existence), relative to your home base (or birth place if no current home base), and time elapsed since you last used this ability.

Mask of Loneliness: You acquire a magical mask. It appears on your face and cannot be removed except by ending this ability. The mask has a featureless putty-like quality and can be of any color and appear to be made of any material. It provides a ± 10 bonus to Disguise checks to not be recognized as yourself. It also provides a ± 1 armor bonus to AC (that stacks with other armor bonuses), immunity to blindness, and a ± 4 bonus on saves against inhaled poisons and gaze attacks. You cannot use the mask to appear like anyone in particular.

Scramble Time: Once per day you can disrupt the normal order of events as established in people's minds. All foes within 60 feet engaged in combat against you and/or your allies must reroll their initiative. Use the result of the new roll even if it is better than the old one.

Shatter Clocks: You automatically project a 10-foot aura. All clocks, pocketwatches, and other timepieces not on your person within the aura shatter and become useless. Attended objects and magical time pieces get a Will save to avoid the effect.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: You acquire an angelic countenance with soft, childlike features and wide, soulful eyes. Your smile beams like morning sun. At your option, white feathers sprout from your hair and arms when using one of Eos Dei's granted abilities.

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

Personality Influence: Eos Dei loved to sing to pass the lonely hours. He compels you to sing when you are alone. Moreover, he often missed his fellow angels and urges you to stay close to any angel you encounter.

Favored Ally: Outsider (good).

Favored Enemy: Outsider (evil). Eos Dei knew to hate the evil and chaos of demons, but wariness did him no good.

Capstone Granted Ability

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

Hypnotic Song: You can sing with great beauty, such that

even creatures in combat can hear you and possibly cease their activities. This works like the *hypnotic pattern* spell except the area of effect is 15 ft. around you, and the singing is a sonic mind-affecting effect that causes foes to stop their activities and listen, fascinated. You affect a number of Hit Dice equal to 2d4 + your level (maximum +10). The effect lasts for as long as you sing + 2 rounds. Once you stop singing, you must wait 5 rounds before starting again, and you can only affect one group of foes at a time in any event.

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:

- » By yourself (no one within 10 ft. or line of sight).
- » Hold a watch or clock or stand within 5 ft. of a timepiece.
- » Sing or cry as a move action.
- » Within sight of a celestial creature.

Inspired Companion

If you forego the mask of loneliness ability and are lawful or good, Eos Dei provides you with a flying celestial clock as a companion.

Flying Celestial Clock (CR 1)

Tiny Construct [Good, Lawful]

Hit Dice: 1/2 d10 (2 hp)

Initiative: +2

Speed: 20 ft., fly 40 ft.

AC: 14 (+1 size, +2 Dex) touch 14, flatfooted 12

Base Attack/Grapple: +0/-9

Attack: Slam +1 melee (1d3-1)

Full Attack: Slam +1 melee (1d3-1)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Smite evil (1/day, +1 damage).

Special Qualities: Construct traits, DR 3, darkvision, resistance 5 (acid, cold, electricity), SR 6, speak Celestial.

Saves: Fort +0, Ref +2, Will +0

Abilities: Str 8, Dex 14, Con -, Int 5, Wis 10, Cha 5

Skills: Balance +10, Hide +11, Listen +9, Move Silently +8, Spot +2.

Feats: Weapon Finesse^B.

Alignment: Lawful good.

Role-Play Text

Read aloud the following points to quickly convey all or part of the legend of Eos Dei:

» "Eos was a minor angelic guardian of the day. His charge was not the sun and its motion through the heavens, but the hours themselves, sun dials and other time pieces."

» "Eos worked alone and loved to sing to himself and listen to the beautiful sounds of the heavens. The precise ticking of celestial motions was pure joy to his ears."

"During a time of war between gods and their servants, demonic forces sought to shake the sun from its path and darken the sky forever. The Lord of the Sun repulsed the demons."

» "The desperate, fleeing demons stumbled up Eos as he sang to himself. They took Eos hostage, demanding the sun in return. The Lord of the Sun did not budge."

» "The enraged demons killed Eos, but the gods took pity on him and transformed him into a spirit."

MILO OF CLYDE DETECTIVE OF DESPAIR

Milo of Clyde is the cynical ally of law in a city rife with crime. He grants his summoners the ability to track suspects through urban environments, gather information from the street, fall without harm, subdue criminals for trial, and diffuse traps.



LEVEL: 1

Spider Constellation

Milo was a hard-drinking dwarf with a penchant for beautiful women of all races. He was also the best detective around for the gray city of Clyde, on the fetid banks of the Wendigo River.

A knock rattled his office door.

Legend

"Enter," Milo said as he fingered a revolver under his desk.

"Darling!" Atasha exclaimed, strutting in with a fat purse and sumptuous robe to frame her dark, flowing hair.

"Eh, Atasha." Milo felt equal parts relief, fear and boredom.

"That's no way to greet a wealthy client, is it?" she scolded. She sat in the leather-clasped chair closest to Milo's desk, which was quite big and thus afforded a wide berth between him and any customer, enemy or mistress.

"Wealthy, you say?" Milo replied. He smiled. She *had* been wealthy with her husband, now deceased under mysterious circumstances. With Milo's help—sans any more nuptials—she would be wealthy again.

"Did I give you a scare?" she asked playfully.

"Since you came to this city, dear Atasha, you have made me a wealthy man with all the cases cruel folk have filed against you. Some of them might want to exact revenge against me."

"Oh, it's true." She took out a golden pipe and lit it. "They think I'm like my sisters, but poor Obba couldn't catch a doll much less a man. And Ella, always the faithful one."

Milo laughed. He'd never met Atasha's sisters. Surely they were persuasive—who else could drive Atasha to gray Clyde?Yet how could anyone, he mused, be more of a handful than her?

"You know, Milo, the secret of success is to do what I like. Which is why I adore you. You do what clients ask of you."

"Speaking of which...."

"That abominable street thug Krenith presented a 'new' will to the Magistrate saying my dear husband had left everything to him." She lit her pipe and took a deep drag from it.

"The priests say it is legitimate and he tells the truth." "It's all a scheme against me, against us." She puffed out

smoke. "Whose side are you on, anyway?"

"My reputation," Milo said, "is that I am not bought off." "So what do we do? His household is worth one hundred and twenty thousand gold. And you get ten percent."

"I have a plan," Milo said to convey confidence. "But...." "Will it work? Will we get the gold?"

"Yes. But...'

"But what?" She sighed, like a princess forced to eat something she did not like. "Out with it, little man."

"It involves you disappearing for a little while."

"We can do that, where to?"

"No where in particular." Milo was thinking of a tome in his library, the Codex of Nihilism. Using it, Atasha would literally be nowhere for a few weeks. Then she would come back. Milo would need to go with her.

Alas, the trip was Milo's last. Why would Atasha share her gold?

Summoning Rules

The following rules describe the requirements and rituals for binding Milo of Clyde, Detective of Despair.

Binding DC: 14.

Requirements: You must have witnessed a serious violation of law (not committed by you) in the last day. Typical crimes include battery, mayhem, murder, rape, robbery, and so forth.

Ceremony: Recite a litany of universal laws and their proper remedies, such as chopping the hands of thieves. You must also swear an oath to uphold both the letter and spirit of the law.

Manifestation: Luminous sigils rise from the pact seal, each representing virtues such as faith, hope, and charity. One by one, like stars being extinguished, the sigils vanish until only one, hope, remains. Just as you consider that you will lose hope as well, Milo's spirit reminds you of something wonderful that you have forgotten, allowing you to rediscover a feeling of joy.

Granted Abilities

Milo of Clyde grants the following supernatural abilities.

Canvas the Streets: Apply a +3 insight bonus to Gather Information and Sense Motive checks in urban environments. The bonus to +5 at 10th level and +8 at 20th level.

Feather Fall: You benefit from the *feather fall* spell a number of times per day equal to your Charisma bonus (minimum 1).

Gentle Fist: You are proficient with nonlethal unarmed attacks, delivering 1d6+Strength nonlethal damage if you are Medium and 1d4+Strength nonlethal damage if you are Small. You cannot choose to deal lethal damage unless you have the Improved Unarmed Strike feat.

Milo's Lucky Break: Any and all hit point damage that you suffer when surprised, flanked or flat-footed is converted to nonlethal damage.

Trapfinder: You gain a rogue's trapfinding ability, allowing you to detect traps with a Search DC above 20. Moreover, apply a +3 insight bonus on Search checks when looking for traps. The bonus improves to +5 at 10th level and +8 at 20th level.

Urban Tracking: You gain the Urban Tracking feat (summarized at right with rules for tracking binders) and a +3 bonus on Survival checks when tracking. The bonus improves to +5 at 10th level and +8 at 20th level. Use the tables at right to resolve tracking situations.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: You gain worry lines across your brow and either a dwarf-like beard (if male) or a thin line of fuzz across your upper lip (if female).

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

Personality Influence: Milo of Clyde was good-hearted and also cynical about mortals' hopeless flaws. He compels you to counter naive talk of reforming evil; but given a good story of a tragic past, he also compels you to give the wrong-doer another chance for reform.

Favored Ally: Humanoid (good or neutral) that is a victim of crime within the past 72 hours.

Favored Enemy: Humanoid (evil or neutral) that has committed a serious crime within the past 24 hours. Serious crimes include battery, mayhem, murder, rape, robbery, and so forth.

Capstone Granted Ability

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

Interrogation: You can use *zone of truth* for a number of rounds per day equal to your level. You activate the zone as a free action. As the spell, creatures automatically sense the ability is in effect, they receive a Will save to resist, and affected creatures may choose to keep silent in any event.

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 empty alleyway (a space between two buildings that is between 5 ft. and 20 ft. wide).

» Stand within 5 ft. of an orphan, prostitute or dock worker.

» Hold a mug of ale.

» Touch a corpse as a move action.

Inspired Companion

If you forego Milo's lucky break granted ability and are lawful or good, Milo of Clyde provides you with a godly ferret as a companion.

Albino Ferret (CR 1)

Tiny Celestial Magical Beast Hit Dice: 1/2 d8 (2 hp)

Initiative: +2

Speed: 20 ft., climb 20 ft.

AC: 14 (+1 size, +2 Dex) touch 14, flatfooted 12

Base Attack/Grapple: +0/-12

Attack: Bite +4 melee (1d3-4)

Full Attack: Bite +4 melee (1d3-4)

Space/Reach: 2-1/2 ft./0 ft.

- **Special Attacks**: Attach (if hit once, may remain attached to automatically deliver bite damage each round but with AC 12), smite evil (1/day, +1 damage).
- **Special Qualities**: Darkvision, low-light vision, scent, resistance 5 (acid, cold, electricity), SR 6, speak Dwarven.

Saves: Fort +2, Ref +4, Will +1

- Abilities: Str 3, Dex 15, Con 10, Int 5, Wis 12, Cha 5
- Skills: Balance +10, Climb +10, Hide +11, Move Silently +8, Spot +3.

Feats: Weapon Finesse^B.

Alignment: Lawful good.

Role-Play Text

Read aloud the following points to quickly convey all or part of the legend of Milo of Clyde:

» "Milo the dwarf was a detective in the sprawling port city of Clyde."

» "He often felt compassion for the weak and indigent, and spent many extra hours tracking down criminals who took advantage of them, to ensure justice was served."

» Sadly, Milo lived alone except for his partner in law, Milky, an albino ferret that would talk to him when others were not around. Milky would keep Milo entertained as he enjoyed his evening mugs of ale. Milky also had a fine nose for tracking suspects."

» "Milo was modestly good at avoiding traps and set-ups, but he had a soft side for those who might repent. One day, he let down his guard against a sorceress named Atasha. He didn't have a chance."

"The gods took pity on poor Milo and made him a spirit."

Urban Tracking [General]

Using this feat, you can track down the location of missing persons or wanted individuals within communities.

Benefit: To find the trail of an individual or to follow it for 1 hour requires a Gather Information check. You must make another Gather Information check every hour of the search, as well as each time the trail becomes difficult to follow, such as when it moves to a different area of town.

The DC of the check, and the number of checks required to track down your quarry, depends on the community size and the conditions:

Community Size	DC	Checks Required
Thorp, hamlet or village	5	1d3
Small or large town	10	1d4+1
Small or large city	15	2d4
Metropolis	20	2d4+2

Condition	DC Modifier
Every three creatures in the group being sought	-1
Every 24 hours party has been missing/sought	+1
Tracked party "lies low"	+5
Tracked party matches community's primary racial demographic	+2
Tracked party does not match community's primary or	-2

secondary racial demographic

If you fail a Gather Information check, you can retry after 1 hour of questioning. The game master should roll the number of checks required secretly, so that the player doesn't know exactly how long the task will require.

Normal: A character without this feat can use Gather Information to gain information about a particular individual, but each check takes 1d4+1 hours and doesn't allow effective trailing.

Special: A character with 5 ranks in Knowledge (local) gains a +2 bonus on the Gather Information check to use this feat. You can cut the time between Gather Information checks in half (to 30 minutes per check rather than 1 hour), but you take a -5 penalty on the check.

Tracking Binders: Due to the physical signs typical of poor binding checks, you can use this feat to track pactmakers in urban areas, often with success in areas where such activity is unusual or illegal. Use the rules above with the following modifiers:

Statis of Pact Magic in Community	Condition of Binder	DC Modifier
Unusual / illegal	No signs	-1
Unusual / illegal	Physical sign or personality shift	-3
Unusual / illegal	Both sign and shift	-5
Common / legal	No sign	+0
Common / legal	Shows physical sign	-1

The following spells and abilities further affect tracking a binder: Condition DC Modifier

-3

- 1

Use detect pact spirits or wear goggles of spirit sight

Nose for Books feat, *scent of lore* or smell spirit lore ability

Use *detect magic* and binder has binder-related magic item -

Binder protected by undetectable spirit

LORD FOXGLOVE IV Exchequer of the Stolen Purse

The Exchequer is the consummate court ladies man, scheming plotter, and recipient of others' wealth. He grants the ability to pass as an aristocrat, freeze a target in place, pocket small items, lay a minor curse on rivals, and mark for seduction the object of one's affection.



LEVEL: 2 Dragon Constellation

Legend

"Beautiful day, wasn't it!" Alister said, raising a crystal goblet for a toast. At the head of the huge polished-oak supper table sat grey-bearded Lord Brimbsbi d'Avix. Ostensibly the toast was to him and his daughters at his sides, Lady Saoirse and her younger sister Caoimhe. With Alister were three other remaining suitors, Shane, Riley and Oisin.

"Yes, and let us profusely thank Lord Brimbsbi d'Avix," Oisin said, "for hosting this splendid day, which may not come again." He smiled at Saoirse, the daughter whose hand they pursued.

"... for some of us," Alister added.

"Now gentlemen," Saoirse chided, "let's leave the rivalries of today's fox hunt back in the woods, shall we?"

"You four are here," Lord Brimbsbi offered in his deep seamerchant's voice, "because you are worthy of our consideration. And nothing is decided."

He glanced fondly at Saoirse.

"How about tomorrow night's costume ball?" Caoimhe interjected. "Who has settled on a mask? Lord Foxglove, will you be taking a fox mask or perhaps a hare mask?"

"A viper," Alister said, "so that I might better blend in."

Shane and Riley both laughed.

"If so," Oisin said, "I request the mongoose mask."

"Oh," Caoimhe cooed, "a tenacious creature from the far shores of our spice route."

"Please share with us what you know of the mongoose," Lord Brimbsbi asked Oisin, as if testing him. "After all, it is the moniker of House Llantrey, our rivals along the Southeast routes."

"I have thoroughly familiarized myself with Brimbsbi's businesses," Oisin offered. He glanced at Alister, whom he deemed his strongest rival to gain Saoirse's hand. This outraged him. Alister was no Foxglove. Oisin's men at the Portsmouth's Commerce Chamber confirmed that Alister Foxglove, who would now be age forty, not twenty, had perished at sea some years ago. But he wanted more facts before unmasking the ruse.

Oisin continued. "I would not wish to bore everyone by reciting facts with which they are surely familiar."

"As long as no one dresses as a bull's eye, we shall all have a fine time," Caoimhe interjected. During the hunt, Alister had accidentally shot Meynar Crowsley, another suitor who now lay with the house priest in the chapel hospice with bandages and a broken back. He had fallen from his horse when the arrow hit.

Lord Brimbsbi rose. "The hour is late, and strong wine is surely carrying away our spirits."

The suitors rose immediately, but none made their way to Saoirse or Caoimhe before they unseated themselves.

"I shan't make any of you boys jostle and bust each other just to open my seat," Saoirse said.

Riley snickered at the double entendre.

"We depart and wish you good night," Lord Brimbsbi said. His eyes betrayed that he too was drunk, and he stumbled briefly as he and his daughters left with all eyes on them. Almost all eyes. Oisin noticed that Alister winked to Caoimhe.

The men sat dumbly and tired until the butler came and offered, "Your rooms are ready for the night."

The suitors took to their upholstered, canopied rooms. Each room presented a view of the beachfront far beneath the throne-like cliff upon which the manor sat.

Oisin did not ready himself for bed. He paced, gazed at the full moon, and tried to read a book. His brow sprouted beads of warm sweat.

"Something is going on!" he said to his reflection in the mirror. He had a little magic of his own, which was why he had been invited in the first place. The mirror's flat gaze rippled to reveal Alister treading the shadowy stairwell and entering Lord Brimbsbi's paneled office. The familiar hand of Caoimhe was wrapped around the door handle.

"Got cha!" Oisin said. He left his room, excited to confront Foxglove. Perhaps his action was rash, but this was his chance.

"What can I get, sir?" the hall boy asked, standing at attention.

"Going for a beach walk. The waves are most soothing."

"Of course, sir." The hall boy sat. "Shall I get you a towel?" "No," Oisin replied as he took the stairs with as much speedy stealth as he could muster. He wondered what magic Alister might have, besides redirecting arrows to new targets. Caoimhe was only fifteen and certainly not yet a hopeful bride-to-be. He knew the rumors of Brimbsbi magic as well, though so far had seen none of it. No trade house prospered without it.

The mirror in Oisin's now-empty room maintained its revealing eye. Alister and Caoimhe were embraced in a passionate exchange of kisses.

The door burst open. Oisin strode in. His mouth twisted as his eyes locked on to Alister and Caoimhe.

"These are private chambers," Alister chided.

Oisin's face was as red as a flame wyrm and beads of sweat fell like spring rain. He closed the door harshly.

"I won't speak of this to anyone," Oisin said, "if you leave the estate now, Alister, back to whatever orphanage or dockhouse who call your true home. Enough of you, already."

"I have a better idea," Caoimhe said as she let loose of Alister's embrace and threw herself to Oisin.

"What?" Oisin said, surprised. A gentleman wouldn't be aggressive against a woman. "I am not a debaucherer," he said firmly. "I am genuinely here for your sister Saoirse's hand."

Caoimhe wrapped her arms around Oisin and spoke softly into his ear while Alister looked on with amusement. "Perhaps I shall think," Caoimhe whispered, "that Oisin and the hall boy have become too chummy with each other, if you know what I mean. And my sister would want no part of a... man... like that."

"You wicked, jealous wench," Oisin spat out as he pushed her away. Perhaps, he wondered, all the rumors of the family's wicked ways and scheming were true.

"Why would you embrace this witch?" Oisin asked Alister with incredulousness. "Or are you so desperate to climb into the bed of high society?"

"Because," Alister replied as he advanced and spoke softly into Oisin's red face, "I am also a witch."

Caoimhe locked the door. "When the door is locked in this study," she explained to Oisin, "No sound passes into or out of the room. Just the way father always likes it."

Oisin looked around. The windows were high and barred. The fireplace was quiet with no irons in sight. A gold mermaid bookend was perhaps the only viable weapon in the room. "Don't bother," Alister said. "It will be a beautiful night."
Caoimhe began to remove her blouse. "Oisin," she purred, using her witch's voice, "remove your tunic. Alister and I are going to have some fun with you."

"I will do nothing of the sort," Oisin said. But he could not move his feet and his own hands were already reaching for his tunic buttons as if they obeyed a different master.

"My father is most influential," Caoimhe said as she joined Oisin and Alister. "Your name would be fit only for the life of a sailor or common tradesman if word got out of your proclivities."

"My family would disown me," Oisin said matter-of-factly. "But the priests could confirm my innocence," he added. He sought to back away but found he could not move.

"There shall be no pure, innocent Oisin after tonight," Alister said, removing Oisin's tunic for him.

"With my soul's dying breath, I curse you," Oisin said.

"Shush," Caoimhe suggested. His tongue fell silent.

The lamps died low in the study as Alister sealed his marriage into the Brimbsbi family with a kiss.

Summoning Rules

The following rules describe the requirements and rituals for binding Lord Foxglove IV, Exchequer of the Stolen Purse.

Binding DC: 17.

Requirements: You must be inside a mansion or wearing noble clothing or just returned from at least 3 hours of hunting.

Ceremony: Bring into the summoning circle an article of clothing from a romantic partner, or a light melee weapon such as a rapier taken from a defeated rival, or a small item of at least 1 gp value pilfered from a noble.

Manifestation: An apparition of Lord Foxglove IV joins you for a taste of life's pleasures and treasures.

Granted Abilities

Lord Foxglove IV grants the following supernatural abilities.

Courtly Bearing: You enjoy a +3 bonus on Appraise, Bluff, Knowledge (nobility and royalty), Perform (dance), Ride, and Slight of Hand skill checks. The bonus increases to +5 at 10th level and +7 at 20th level.

Curse Rivals: When you strike a creature with a weapon, you may place a minor curse. If the target fails its Will save, it suffers a -3 penalty to one ability score of your choice (minimum 1 for a score), or a -2 penalty on attack rolls, saves, ability checks and skill checks, or a 25% chance per turn of taking no action when under stress (such as when engaged in combat). The effect lasts 24 hours. You can affect a particular target more than once, but each time you must specify a different effect. You must wait 5 rounds between each use of this ability.

Hold Person: One creature you touch is instantly paralyzed and freezes in place if it fails its Will save. A paralyzed creature is aware and breathes normally but cannot take any actions, even speech. Each round on its turn as a full-round action, it may attempt a new save to end the effect. This ability is usable at will, but you can only affect one creature at a time.

Mark of Seduction: As a swift action touch attack, you scribe a unique invisible mark on a creature. For 24 hours, a marked creature begins all of its encounters with you at one grade friendlier than normal (for example, from indifferent to helpful), and you boost by +1 the DCs of your spells and abilities that target the marked creature with a divination or enchantment. The bonus increases to +2 at 10th level and +3 at 20th level. You can use this an ability a number of times per day equal to your Charisma bonus (minimum 1). Multiple marks on one creature do not stack.

Pockets of Holding: You modify your clothing to hold up to 250 pounds worth of equipment that is storable or retrievable at will as a move action, except for one named item of your choice that can be stored or retrieved as a free action. Changing which item is named is a standard action. The equipment is stored in an extradimensional space within the folds of your clothing, and is not detectable as a seam, pocket or by any other mundane means. Equipment stored in this way adds nothing to your encumbrance. In the event the magic is negated, the equipment falls harmlessly to the floor at your feet.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: You show a ruddy birthmark in the shape of a fox on the right side of your neck. At your option, whenever you use one of Foxglove's abilities, the birthmark scampers about your neck as a fox might.

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: Lord Foxglove IV compels his binders to take the attitude that life's pleasures—notably romantic pleasures—are theirs to take and any rivals to such pleasures should be challenged.

Favored Ally: Humanoid (female). Foxglove loved all of the women he met, though not always romantically.

Favored Enemy: Humanoid (male). Foxglove saw all other males as rivals to his desires.

Capstone Granted Ability

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

Clairaudience / Clairvoyance: Once per day, you can use the spell of the same name, except you can only view creatures affected by your mark of seduction.

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 a mansion or similar expensive estate.

» Spend a move action to stow or retrieve an item from your pockets of holding.

» Stand within 5 ft. of a humanoid with a Charisma of 15+.

Within sight of a fox.

Role-Play Text

Read aloud the following points to quickly convey all or part of the legend of Lord Foxglove IV:

» "Lord Foxglove IV, a half silver dragon, was usually poor due to his lavish spending habits. He had no will to restrain himself from pleasures, whether buying gifts for himself or chasing romance."

» "The wealthy Brimbsbi merchant family held numerous costume balls, archery and hunting competitions and so on to sort which suitors were best for their daughters. Foxglove shot, poisoned, and otherwise underhandedly ruined most of his competitors."

"The daughters planned unpleasant ends for their future husbands. Since they admired Foxglove's guile, they made him a family friend and accomplice rather than officially marry him."

» "Their plan failed when the Goddess of Love showed up in disguise to turn Foxglove's wretched head; when Foxglove tried to seduce her, the goddess's betrothed arrived and in a terrible dual snuffed out his soul."

MISHPO The Rightful Kobold

Mishpo is the eternal scam artist, ever lifting a quick gold piece or precious item. He grants his binders the ability to shrink their form, find and disarm traps, detect magic, and cast an arcane spell or three over the course of the day.



LEVEL: 2 Thief Constellation

"I am the rightful owner of that gem," Mishpo said.

"We'll discuss that when you give me back my baby!" the merchant woman demanded tensely.

"Would you say the gem is beautiful, isn't it?" Mishpo said, mixing both statement and question to confuse his mark, as he often did.

"Huh? Yes," the woman answered, glancing at the gem held firmly in her hand. Mishpo could have used that moment of distraction to bat the gem away from her or cast his grabbing spell, but the baby cried out, distracting him.

"Give me my baby back!" the woman yelled, now infuriated. Heads poked out of tents and stalls, and shoppers around the market looked in their direction.

"Your baby is far more beautiful than that dull gem," Mishpo said, "but I have a family and need to eat too. The gem is all we poor ones have." He didn't have a family, at least not one he supported. He figured he had eight or ten offspring somewhere, each by different wives, most of them kobolds, one of them a dragon. Armed with magic, Mishpo had more guile and luck in romance than three or four dragons.

"What's going on?" a burly half-orc mercenary asked as he came over. He sneered at Mishpo. "I can fix this runt in no time, good lady." Mishpo contained his laughter. The woman was ugly enough to only be a lady by orc standards.

The woman explained, "This kobold took some valuables from my wagon when he thought I was distracted by other customers. My eldest grabbed this gem as payment." She looked over to her son, an oily and bedraggled youth. "Then this creature stole my baby."

Mishpo cradled the baby with his best attempt at warm care, and gave a toothy smile of innocence.

"All I want," the woman demanded, "is my baby and I will let bygones by bygones."

"Is this true?" the half-orc asked, turning to Mishpo. He didn't sound very curious.

"Sort of," Mishpo replied. "I returned the items to this gentle woman when I saw they were worthless trinkets, but she has yet to return my gem. I returned all the items, I swear." He glanced briefly at a burly noble woman watching them nearby, hoping to draw her into his game.

The noble woman came, her eyes bulging in anger at him.

"You hand over that baby, cur," the noble woman said, "I am an impartial witness to these events."

"What did you see?" the half-orc demanded of her.

"Are you interrogating me? Who made you a member of the palace guard?" she spat back at the half-orc. "Oh let me guess, an otyugh lord from the lower district."

The half-orc pushed her away. "Shut up, fools gold," he boomed. Several men and women of various races including the merchant woman's son rushed in to restore calm, which did not occur. It never did. Wherever Mishpo and his confederates went, chaos was sure to follow.

He cast a quick spell, still and silent as was his style, and shrunk down to three apples high. The baby shrunk with him —after all, it wasn't a real baby, just a very large and supple kumquat that benefited from an illusion, which was running out as fast as his game was.

Mishpo ducked under a wagon and out of sight as pans, pinwheel sandwiches, and flora mixed with shouts and punches.

"Orc scum," someone shouted.

"Guards!" the noble woman yelled.

"Give me that gem, that was mine!" another shouted. Mishpo chuckled. He had used the same fake gem several times in this market. Ah, the vagrancies of multiplicities.

Mishpo climbed into the back of the merchant woman's wagon. There was her real baby, sleeping quietly. And there was the real gem, requiring extraction from its unfortunate, reputed imprisonment in a safe box.

He checked for traps while keeping an ear perked.

There was a trap, most magical. The safe was of gnomish design, which conjured a delightfully funny memory of a prank years ago, when Mishpo used a devil's mask to masquerade as a gnomish bard and put on a play where he ate his fellow actors.

He moved his hands and mouthed a quick incantation, dispelling the safe's magic. *Now for the mechanical lock*, he said to himself as he reached to work it.

Mishpo found himself in darkness.

"Oh gods," Mishpo yelped. "Gods of luck and freedom, deliver me!" As all kobolds, he could see in darkness, but there was apparently nothing to see but six featureless walls of metal a few inches away, enclosing him on all sides.

"Got cha!" The voice was infernal.

A bright reddish light blinded Mishpo. He covered his eyes and trembled. "Oh, woe is me," he exclaimed with meekness, "You've caught this poor beggar."

"Ha!" the voice said.

Mishpo felt himself and the box moving upward. As his eyes adjusted, he saw he was in a transparent cage. Outside, holding up the cage, was a goliath devil.

"High Lord Mobaros of the Terror Forge?" Mishpo asked in as polite a voice as possible. He had robbed this devil of many precious items over the years, as sort of a game between friends, except for the friends part, although Mishpo liked to think of everyone he met as a potential friend of some sort.

The fiery metallic giant of a devil just peered at him, turning the cage to view Mishpo from all sides.

"You'll make fine hands in my forge," Mishpo said matter-offactly.

"Is this glassy steel, the cage?" Mishpo asked, feigning as much excitement as he could muster. "It is, isn't it, famous and incredibly difficult to make glassy steel."

"Yes," Mobaros replied, flattered and surprised. "Like it?"

"A masterpiece, I should have known."

"At least you have taste," Mobaros said.

"I think I could be more than hands for you," Mishpo offered. "I know much about devices, and illusions, and souls." He didn't know about souls, but he figured devils liked souls so best to add that. Besides, his very soul might be at stake.

"No doubt you could turn my whole workshop upside-down," Mobaros said skeptically.

"Don't I get a trial first?" Mishpo asked.

"You were tried in absentia years ago."

"Oh." Mishpo added, "Petition to a higher court maybe? I mean, lower court, or would it still be higher?"

"Lower. Lord Asmodius himself signed the paperwork. After all, you stole a mask I was crafting for him. He was enraged. So was I."

"Well then..." Mishpo said, thinking as fast as he could, "Wouldn't Lord Asmodius want to see me for himself?"

"No prattling," Mobaros boomed as he placed Mishpo's cage on a table. "Lord Asmodius is having you for dinner."

The devil looked into the cage and starred at Mishpo for a long moment. "After I remove your hands, little one, to add to my workshop, I will place you in that machine over there...." He looked to a sinister, oven-like device made of plates and stretched humanoid skin with the head and eyes of a gnome. In fact, the opening to the machine was the gnome's mouth.

"Oh," Mishpo said. *Was this were the end*? The cage looked a wee bit too large to fit the cage into it, so the devil would have to release him, providing an opportunity to escape.

"Don't worry, your cage fits perfectly."The devil smiled. *Oh Hell of hells*, Mishpo though, *he can read my mind*.

"And yes, it's a cooker," the devil added. "It purees your soul."

Summoning Rules

The following rules describe the requirements and rituals for binding Mishpo, The Rightful Kobold.

Binding DC: 17.

Requirements: Spellcraft 1 rank and Disable Device 1 rank. Alternatively, you must have either kissed a kobold spell-caster, stolen a magical item, or escaped from magical confinement (spell or device) within the past 24 hours.

Ceremony: You must dance the Mishpo dance, a kobold dance of victory performed after acquiring an item. No ranks in Perform (dance) are necessary.

Manifestation: Poor Mishpo's apparition rises up amid Infernal smoke, his yapping voice suggesting a hundred unlikely ways you might restore his soul.

Granted Abilities

Mishpo grants the following supernatural abilities.

Detect Magic: You can use *detect magic* at will, and you gain a +4 bonus on Spellcraft checks. Moreover, when examining traps, you can determine the spell or spells enchanting the trap on a successful Spellcraft check as a full round action. The Spellcraft DC equals 12 + the spell's level.

Master of Traps: Apply a +4 bonus to Craft (trapmaking), Disable Device, and Search checks. Moreover, you gain a rogue's trapfinding ability and can take 10 on these skill checks even when threatened or rushed.

Sorcerous Blood: Select for the day one 2nd-level spell or one 1st-level spell and two cantrips. The selected spells must be sorcerer spells of the conjuration, illusion or transmutation schools. You can use each spell once as a supernatural ability.

Tiny Terror: You shrink your size and gain a nasty bite and two sharp claws. Firstly, reduce your size by one category. As the *reduce person* spell, your dimensions are halved and your weight reduces by x8. You gain a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to size. In addition to a smaller size, you gain a bite attack and two claw attacks. The bite deals 1d4 and the claws 1d3 for a Medium creature reduced to Small, or 1d3 and 1d2 for a Small creature reduced to Tiny. You are

proficient with these natural weapons. You can make a single bite or claw attack as a standard action or you can make a bite attack and two claw attacks as a full-round action. This ability is usable at will but the effect lasts only 3 rounds and you must show Mishpo's physical sign to use it.

Wink Wink: You gain a +2 bonus on Charisma-based skill checks when dealing with female dragonblooded creatures such as dragons and kobolds.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Your skin is covered with fine pink scales and an amalgam of tiny gems and trinkets typical of Mishpo's acquisitions over his years. The item can be removed, but they turn to worthless dust within 1 round and then reappear on your skin after 1 minute. Removal is a move action. In addition, your voice becomes a high-pitched yapping typical of a kobold.

Alignment Shift: When you fail your binding check by 10 or more, your alignment moves one step closer to chaotic neutral for 24 hours.

Personality Influence: Mishpo compels you to lie, cheat, and steal whenever possible so long as you believe you can get away with it. This often involves locating a mark and inciting chaos around the mark while you grab an item.

Favored Ally: Dragon-blooded creatures.

Favored Enemy: Outsider (devil). Mishpo met his demise at the hands of a devil, who clearly took his antics too seriously. Mishpo seeks to continue frustrating devils whenever possible, from freeing treasure to freeing prisoners.

Capstone Granted Ability

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

Freedom From Confinement: You can use *freedom of movement* for a number of rounds per day equal to one-half your binder level (round down). You can use the effect on yourself or on another creature that you can touch. You may use the rounds all at once or spread out over the course of 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:

- » Moving through a marketplace.
- » Trapped in a cage.
- » Within 10 ft. of a devil or similar lawful evil outsider.

» Within 5 ft. of an unattended gem, jewel or other treasure worth at least 100 gp.

Role-Play Text

Read aloud the following points to quickly convey all or part of the legend of Mishpo:

» "The kobold Mishpo was a thief and scam artist with a gift for illusion and transformation magic."

» "Over the years, he lifted many treasures, often by creating diversions; and he sired many children, often with unsuspecting female kobold adventurers, but also with at least one dragon that he duped."

» "Mishpo enjoyed repeatedly robbing and scamming the same marks, particularly if they were powerful, rich or lawful."

» "Among Mishpo's repeat victims was a goliath devil. He stole a mask the devil was making for his infamous master, Asmodius."

» "In revenge, the devil laid a trap that Mishpo could not escape from, and pureed his soul to serve to Asmodius."

SHELASSIK, The Sea Devil's Grin

Shelassik is a monstrous warrior of the deep sea. He grants his binders the ability to breathe water, swim like a fish, communicate with sharks and bulettes, and cause one's foes to laugh uncontrollably, perhaps causing them to drown.



LEVEL: 2 Tree Constellation

Legend

Although the vile sahuagin race holds dear the destruction of all forms of sentient life besides their own kin, they are thankfully limited to far and deep reaches of ocean. But this has not always been the case.

In ages past, Shelassik was a skilled and cunning sahuagin warrior who, like all young men of any race, wished to prove himself. During one land raid cloaked in the darkness of a new moon, he and his hunting party encountered a bulette, otherwise known as a land shark. Shelassik discovered that he could mentally communicate with this creature just as he and his kind could communicate with sharks. Later that night, he dreamed of a daring plan to wipe out the surface world's denizens with the aid of these terrible burrowing creatures. In doing so, he would surpass his older brothers, his chief, the city elders (four-armed mutants that are monstrous even for sahuagin) and even his emperor.

So began Shelassik's legendary strategy of terror. He decimated coastal and inland villages one-by-one with the aid of bulettes. As each village fell—its inhabitants devoured from below—Shelassik was known to smile with devilish glee. The few villagers whom he allowed to escape would report his hideous grin, so bloodcurdling that one might fall down with insane laughter before being eaten alive.

Now, Shelassik was not a mere self-aggrandizing villain. When a village fell, he was sure to devote a sincere prayer of thanks to his evil god, whose name few civilized men know. Sages say that it was truly by the god's blessing that Shelassik held power over the bulettes and thus the land. Moreover, this was a time when the atlans were beginning to venture forth to conquer neighboring coastal kingdoms. Shelassik understood atlan power. Like his race, the atlans were ocean-goers. Moreover, they also utilized the sky, which neither shark nor bulette could control. What sahuagin could defeat them? In return for aiding the atlans, Shelassik brought much wealth to his city. Foolish sahuagin who did not capitulate to Shelassik's ever-burgeoning plans could be bought, or assassins could be bought to drain them of their blood. Many sahuagin rightly said, "Shelassik is blessed for he sits at the right hand of our god."

Alas, the night came when the weakness of a mortal soul overtook Shelassik. After an entire shining city of humans and elves fell into his fishy clutches, he was heard to say, "What has any god wrought that I cannot undo!" Shelassik's god was enraged at the brazen challenge. As punishment, the bulettes and sharks under Shelassik's command turned against him in a hungry fury and ripped him limb from fin until nothing remained but a thousand pieces in the stomach of every shark within ten miles of that night.

After the terrible punishment, Shelassik's god wept, the first tears that ever fell from its evil eyes, for he had effectively bitten off his own right hand in a fit of rage. The tears fell as a cold, stinking rain for forty days and forty nights over much of the sea and land; and when the sun returned, the war against the land dwellers was forever done.

As for Shelassik, his spirit continued: first in the stomachs of his sharks, then in the currents of the ocean, and finally in a shadowy place of eternal reward, a realm of spiritual fragments where he might continue his frenzy of conquest through his binders and those land-lovers who believe – often quite wrongly – that they can control him.

Summoning Rules

The following rules describe the requirements and rituals for binding Shelassik, the Sea Devil's Grin.

Binding DC: 15.

Requirements: Speak Sahuagin, cannot be an elf or halfelf, and must be immersed in water or within 1 mile of the ocean or other large salt water body.

Ceremony: You mix a few drops of warm elf blood into sea water (hands cupped with water will do). If the blood is from an aquatic elf, apply a +1 bonus to your binding check. You then call out in Sahuagin that you are eager and able to take your place under his command in his hunting party.

Manifestation: You experience a tingling sensation, then what feels like a few fish bites, as if sharp needle-like teeth are penetrating your skin. The bites intensify to hideous pain as you feel sharks ripping you apart. With each bite, you transform to look more like a sahuagin, complete with scaly skin, webbed fingers and toes, and fins. If you fail your binding check, you shriek in pain as Shelassik takes command of your body and spirit. If you succeed on your binding check, you manage to stay your voice as you control the pain and allow it to energize you.

Granted Abilities

Shelassik, the Sea Devil's Grin, grants summoners the following supernatural abilities.

Sea Legs: You gain a swim speed of 40 feet, or +40 feet if you already have a swim speed. However, your land speed drops by 10 feet, to a minimum of 10 feet, as you are suddenly awkward when moving on land. You must show Shelassik's physical sign to use this ability.

Water Breathing: If you normally breathe air, then you gain the ability to breathe salt water as easily as you breathe air. You can also breathe fresh water, but only for a duration of 1 minute per binder level before you must resurface. If you do not resurface you immediately become fatigued and risk drowning as usual for air-breathing creatures. If you normally breathe water, then you gain the ability to breathe air for as long as you are bound with Shelassik's spirit.

Shark Friend: You can communicate telepathically with sharks and bulettes (also known as land sharks) out to a distance of 120 feet. The nature of the communication is limited to simple three-word reports and commands, such as "attack those elves."You also gain a +4 bonus on Handle Animal checks when working with sharks and bulettes. This bonus applies to bulettes even though they are magical beasts. This bonus stacks with all other bonuses you might possess. The effect lasts 24 hours.

Hideous Laughter: Your grin causes foes to erupt in terrible laughter. Foes must be within 30 feet and able to see you. This otherwise works like the *hideous laughter* spell. When you use

this ability underwater, a foe that breathes water is affected by the spell in the usual manner. Against a submerged air breathing foe who is holding its breath, however, the spell holds an extra danger. Such a foe must make a Fortitude save in addition to the usual Will save. Failure indicates that the creature, at the start of its next turn, effectively reaches the end of its ability to hold its breath and begins drowning. Use the rules for drowning as described in the DMG.

Sahuagin's Bite: You gain a bite attack for 1d3 damage if you are Small and 1d4 if you are Medium. You must show Shelassik's physical sign—notably, his needle-like teeth—to use this ability. If you already possess a bite attack, then you do an additional 2 hit points in addition to your normal damage.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: You acquire scaly skin, webbed fingers and toes, and a mouthful of sharp needle-like teeth. You also gain small fins on your arms, back and head.

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: Shelassik compels you to avoid entering fresh water, traveling with elves, and casting spells (sahuagin are notoriously superstitious of magic).

Favored Ally: Sahuagin, sharks, and bulettes. You naturally relate to and attract the attention of these cruel creatures.

Favored Enemy: Elves, half-elves, and dolphins. The enemies of the sahuagin are now your enemies.

Shark Form

Medium Animal (Aquatic) **Speed**: Swim 60 ft. **AC**: 15 (+2 Dex, +3 natural), touch 12, flatfooted 13 **Attack/Full Attack**: Bite 1d6+1 **Space/Reach**: 5 ft./5 ft. **Special Attacks**: None. **Abilities**: Str 13, Dex 15, Con 13.

Sahaugin Form

Medium Monstrous Humanoid (Aquatic) **Speed**: 30 ft., Swim 60 ft. **AC**: 16 (+1 Dex, +5 natural), touch 11, flatfooted 15 **Attack**: Talon 1d4+2 or bite 1d4+1 or by weapon **Full Attack**: Talon 1d4+2 and bite 1d4+1 or by weapon **Space/Reach**: 5 ft./5 ft.

Special Attacks: Rake 1d4+1, blood frenzy, (1/day, after taking damage, you may enter a rage-like state, gaining +2 Con and +2 Str and suffering a -2 penalty to AC; the rage does not end until the character or his opponent are dead). **Abilities**: Str 14, Dex 13, Con 12

Aquatic Elf Form

Medium Humanoid (Aquatic) **Speed**: 30 ft., Swim 40 ft. **AC**: 11 (+1 Dex), touch 11, flatfooted 10 **Attack/Full Attack**: By weapon **Special Attacks**: None. **Abilities**: Str 11, Dex 13, Con 10

Capstone Granted Ability

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

Sea Devil Form: You can use the *polymorph* spell to transform into a sahuagin (two armed version), aquatic elf or Medium shark. Use the statistics boxes at left, below. The duration is 1 minute per level. Once the duration expires, you must wait 5 rounds before using the ability 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:

» Move at night under a new moon..

» Upon submerging in salt water from fresh water or from dry land.

- » Inflict hit point damage to an elf, half-elf or dolphin.
- » Within 5 feet of a bulette, sahuagin or shark.

Inspired Companion

If you forego the hideous laughter granted ability, Shelassik provides you with a large shark as a companion.

Large Shark (CR 2)

Large Animal (Aquatic)

Hit Dice: 7d8+7 (38 hp)

Initiative: +6

Speed: Swim 60 ft.

AC: 15 (-1 size, +2 Dex, +4 natural) touch 11, flatfooted 13

Base Attack/Grapple: +5/+12

Attack: Bite +7 (1d8+4)

Full Attack: Bite +7 (1d8+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: None.

Special Qualities: Blindsense (30 ft. radius, underwater only), keen scent (notice creatures by scent within a 180 ft. and detect blood in the water up to a range of 1 mile).

Saves: Fort +8, Ref +7, Will +3

Abilities: Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2

Skills: Listen+8, Spot+7, Swim+11 (can take 10 even when distracted or endangered, and can use the run action while swimming in a straight line).

Feats: Alertness, Great Fortitude, Improved Initiative. **Alignment**: Neutral.

Role-Play Text

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

» "Sahuagin are monstrous humanoids that live under the sea. They often raid coastal settlements at night. Their race aspires to destroy all other intelligent life. However, their skills on land are limited."

"One night, ages ago, a young sahuagin warrior named Shelassik discovered that he could influence bulettes, otherwise called land sharks, as a blessing from his god."

» "Shelassik used his god's power to scour the land and rise above other sahuagin."

"In time, however, Shelassik grew careless and instead of thanking his evil god, arrogantly challenged him. The god turned sharks and bulettes again Shelassik. They utterly devoured him."

» "After this, Shelassik's god wept for what he had done. Shelassik's spirit survives to this day on the currents of the sea."

VAUKNER CHAMPION OF VALOR

He is the valiant, misunderstood hero that does the right thing despite the prejudice of others. Vaukner grants his summoners the ability to project an aura of goodness, withstand fear affects, proficiently use his favored weapon and armor, see in dark conditions, and become larger and stronger.



LEVEL: 2 Knight Constellation

Legend

Vaukner was born to the chief of a northern ogre tribe in the Valley of the Standing Stones. He was groomed to be the next leader of the tribe. Vaukner was aggressive and domineering, traits that made his father proud.

During a hard winter in his late teens, Vaukner joined the warriors of his tribe in a raid on a human village in search of food and supplies. The attack met little resistance. Not even an old and grayed paladin, who had stopped in the town during his journey through the valley, could stop them from sacking the town. As the settlement burned, the ogres carried captives, including the paladin, back to their village.

To celebrate their successful raid on the human village, the ogres cooked up some of their captives as part of a great feast. After eating his fill, Vaukner took note of an old man who tried to keep the other captives calm and quiet. The ogre asked the old paladin why he wasn't afraid like the others. The man looked at Vaukner and simply told him that he had lived a long, good life, full of good deeds and good works. Intrigued, Vaukner asked the old paladin to tell him of some of his life. As the other ogres celebrated into the night, the old man relived his life, telling Vaukner of things that he had seen and done. During the next couple nights, Vaukner spent time with the old paladin, asking to hear more of his stories of valor and honor. And soon, the ogre found himself constantly thinking of those stories and dreaming of what it would be like to do great things. Vaukner learned that the paladin's only regret was being too old to better help defend the village.

Not wanting to see his son corrupted, the chief dragged the old paladin from the holding pen and killed him in front of Vaukner. Instead of proving how weak the human was, all Vaukner saw was a great man meet his death with honor and a pride that he had never seen before. The encounter with the paladin had forever changed Vaukner's life. He daydreamed of living the great deeds and grand adventures that the old paladin had relayed to him. A few months later, Vaukner left his tribe to live a life mirroring the old man's stories.

Excited, Vaukner wondered the roads of the valley looking for good deeds to perform and people to save, Vaukner defended

travelers from bandits and highwaymen. To his dismay, everyone that he encountered reacted negatively towards him. If they didn't run away from him, they ran towards him with weapons drawn. He tried to make the best of it, not letting their reactions get him down. He just assumed that once word of his good intentions and good heart spread, he'd be welcomed.

Vaukner's first chance to truly prove himself came when he stumbled upon a farmstead being raided by a small group of orcs. With axe in hand, he ran into the fray and helped drive off the orcs. Expecting to be thanked and welcomed as a friend and champion of good, Vaukner was dismayed when the farmers screamed at him, calling him 'monster'. Shocked, the ogre ran off. Vaukner ran until he collapsed from exhaustion by a small grove of trees. He sat there and wondered what he did wrong. Filled with self-pity, the words of the old paladin came back to inspire him. "When one does good, it's not for recognition, praise or glory. One does good for no other purpose other than it's the right thing to do."

Over the next few years, Vaukner lived the life of self-sacrifice, making Valor, Honor and Truth his three guiding points, which became the tenants that he followed as a paladin. Though he often encountered bigotry, he took joy in the knowledge that what he was doing was good and right.

Vaukner's common enemies always seemed to be the workers of death magic and their undead minions. His private crusade was against the followers of a minor death goddess.

Although it wasn't one of Vaukner's greatest deeds, his rescue of the goblin, Derney, from a troll's stewpot was one that brought the most joy to his life. The goblin became the ogre paladin's fast friend and loyal squire. Just as Vaukner had done before him, Derney broke from his lifelong evil ways and dedicated his life to the pursuit of good.

Later, Vaukner learned that a small elven kingdom had been attacked by worshippers of the death goddess. Undead hunted and slaughtered the elves, claiming more and more of the forest in the name of their goddess. Without hesitation, Vaukner rushed to aid the elves. The battle for the forest came to a climax where the high priest of the death goddess constructed an altar of bones and blood, and summoned a powerful aspect of the Undying One. Fighting side-by-side with elven warriors and other heroes who had rallied to their side, the high priest and the aspect of death were vanquished. The undead warriors collapsed as the death magic dissipated.

With the fighting over, a battle-worn Vaukner let down his guard to give Derney a smile of friendship and victory. But someone he believed was a new ally and friend suddenly betrayed him. One of the humans noble who fought along side the elves was disgusted by Vaukner's 'mockery of good' and decided to put an end to the monster. The noble struck a cowardly blow by stabbing Vaukner in the back with his sword. Derney could only watch in disbelief as Vaukner died. Vaukner was posthumously honored by the young, newly crowned elven queen. Since heroes from across the lands had come to aid the elves, the story of the ogre paladin was carried far and wide. Also, elves are long-lived and have long memories, thus Vaukner's legend lives on.

Summoning Rules

The following rules describe the requirements and rituals for binding Vaukner, the Champion of Valor.

Binding DC: 20.

Requirements: You must be a non-evil alignment. Also, you cannot be bound to a spirit that could move your alignment a step closer to evil. You must speak Giant.

Ceremony: After drawing the seal, you must recite a list of your heroic deeds in the Giant language.

Manifestation: The ghostly image of an ogre in banded mail armor holding a large greataxe appears before you. A nimbus of soft silvery light shines from his head and axe. The ogre turns to smoke, which enters your mouth and creeps into your lungs. You do not cough or gasp. After you inhale all of the smoke, you feel a renewed sense of purpose.

Granted Abilities

Vaukner grants the following supernatural abilities.

Beacon of Goodness: While active, beacon of goodness conceals your normal alignment from all forms of divination. Instead, you project an aura of good (see the *detect good* spell) equal to your binder level. For better or worse, while this power is active, you count as "good" for the purpose of determining how spells (such as *holy smite*) affect you and for taking extra damage from magic weapons with the unholy quality. You may suppress or activate this aura as a free action on your turn.

Courageous: You enjoy a +4 bonus to resist fear effects including rolls to resist intimidation.

Giant Sight: You gain darkvision 60 feet and low-light vision. *Martial Familiarity*: You are proficient with greataxes and banded mail armor.

Ogre Might: For a number of rounds per day equal to your level, you may increase your size to Large or by one size category if you are Small or smaller. You gain the following modifiers when enlarged: +4 bonus to Strength and -1 size penalty to attacks and AC. If your size increases from Medium to Large, you also gain an extra 5' of reach. This power can be activated or dismissed as a free action during your turn. The time spent enlarged does not have to be consecutive and can be used multiple times over the course of the day. This ability does not stack with other abilities or spells that increase size and does not allow you to grow bigger than Large in any event.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Your skin appears to thicken slightly and takes on a dull brown coloration.

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

Personality Influence: When you are helpful or perform a good deed, you do not expect or demand praise or reward.

Favored Ally: Elves (excluding drow). While Vaukner helped liberate their forest home, he grew to appreciate them. **Favored Enemy**: Necromancers and undead. Vaukner fought their kind on many occasions and found they had no redeeming qualities.

Capstone Granted Ability

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

Turn Dead: As the cleric ability, you may attempt to turn undead a number of times per day equal to 3 + your Charisma modifier. If you have 5+ ranks in Knowledge (religion), then apply a +2 bonus on turning checks. For the purpose of turning dead, your cleric level equals your 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:

- » Betrayed by someone you thought was an ally.
- » Interact with an elf (non-combat action).
- » Subjected to a fear effect.

» When outnumbered two to one or when facing an enemy with a challenge rating four levels higher than you.

Inspired Companion

If you forego the giant sight ability and are good, you gain a goblin squire as a companion.

Goblin Squire (CR 2)

Small Humanoid (Goblinoid) Fighter 2

Hit Dice: 2d10+2 (13 hp)

Initiative: +1

Speed: 30 ft.

AC: 14 (+1 size, +1 Dex, +2 leather armor), touch 12, flat-footed 13 Base Attack/Grapple: +2/-2

Attack: Morningstar +4 melee (1d6) or javelin +4 ranged (1d4) Full Attack: Morningstar +4 melee (1d6) or javelin +4 ranged (1d4)

Space/Reach: 5 ft./5 ft. Special Attacks: None.

Special Qualities: Darkvision 60 ft.

Saves: Fort +4, Ref +1, Will -1

Abilities: Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6

Skills: Climb +2, Handle Animal +2, Hide +5, Jump +2, Listen +1, Move Silently +5, Ride +5, Spot +1, Swim +2.

Feats: Alertness, Dodge, Weapon Focus (morningstar).

Alignment: Neutral good.

Role-Play Text

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

» "Vaukner was born the son of an ogre chief."

» "During a raiding party that Vaukner was a part of, several captives were taken including an aging paladin."

» "The old paladin regaled Vaukner with stories of his past deeds. Though the paladin was killed, his ideals of valor, honor and truth lived on in Vaukner. Vaukner left his tribe to find his own way. Though he performed many good deeds, Vaukner often encountered bigotry because of his monstrous appearance."

» "After Vaukner helped the elves of the Valley of Standing Stones to liberate their forest from a necromancer and his undead army, he was killed by a supposed ally who saw him as nothing but a monster."

» "Vaukner was posthumously given the recognition for the good deeds that he had done by the young, newly crowned elven queen."

GARDENER OF DREAMS

He is the consummate botanist, alchemist of plant life and friend to helpful insects. He is also the gentle gardener of imagination. Cornelius Button grants his summoners the ability to turn into a tree, call forth insects from tattoos, stride eas-



ily through woodlands, create convincing illusions, and ensorcel plants into magical traps or healing fonts.

LEVEL: 3 Tree Constellation

Legend

Cornelius leaped about in the bushes. Birds flew up, not squawking in anger but beating their plumage in displeasure nonetheless.

"Crickets!" This was foul language for Cornelius. He spent many a morning chasing the noisy, hungry things. Crickets were the island's bugbears.

"Hello?!" a female voice called out.

Cornelius looked at the greenhouse, then the main mansion. "Hello, kind sir?" the voice called again.

A young woman in wet, torn clothes was meandering toward him down one of the narrow paths that lead to the beach. He hadn't much used it since the crabs and seagulls were scarce until summer. The poor girl looked half drowned and covered in mosquito bites and scratches from branches. This was the first human voice he had heard in months.

"Oh dear!" he cried out. "Over here." He waved his white net. She headed toward him, and almost stumbled on a root. She smiled, as if overjoyed to see him.

"Do I know you?" he asked.

"We shipwrecked," she replied. Up close, she was young with aristocratic hands, and clearly strapping and confident of character.

He doffed his wide-brimmed hat as a courtesy.

"My lady," he said. He smiled. "I'm but a lonely old man, here on this little island in the Jungle Sea."

"You are salvation!" she replied. She plopped down on a rock. Her breasts heaved with the torment of exercise in heat and humidity.

"A drink?" he asked.

"I've had water for a lifetime, thank you." She got up, suddenly agitated. "There are a dozen of us down on the beach. None injured. That storm was a demon."

"Storm?" he asked, genuinely astonished. "It's been fine spring weather for almost two years here."

She looked confused. "Where am I?" she asked. "I'm sorry I don't mean to be rude. It's been an ordeal worthy of grandchildren."

He gave a gentle, sympathetic laugh. "Well then, come on in, let's get you dry, with a salve for those bites, and then we'll let your friends know they have a warm and tidy place to stay. We're about three days good sailing from Portsmouth on Ains Bay.

He showed her to the greenhouse, which was only a dozen steps away. There were blankets and fresh water inside.

"We were on our way to Portsmouth," she said.

"I lived there for a good ten years. Would never go back. You'd best not settle there either, lest you lose your heart and sanity."

"Is there anyone else here?"

"My wife lives on the other side of the island," he replied, as

if such a living arrangement were normal. "Oh?"

"We meet for bunch or tea, and holidays." He pulled out a fine bowl and filled it with fresh water. "The water is from the well," he said, "no worries. I pulled it up this morning. As for my wife, I try to avoid her. But who can. She is Mrs. Button, after all. Her garden parties are insufferable."

"Oh by the way, I'm Llydia," the girl said, taking the water along with a towel to clean her face and arms.

"And I'm Cornelius Button."

"Is there a town here?"

"No." Cornelius gave her a look, the kind one provides to delay explaining a complexity. "Let's say," he explained, "that the crickets and my children keep us too busy for civilization."

"Children?" She liked them, though she had none herself yet.

"The garden, dear." He directed her attention to the greenhouse in all its expansive lush wonder, a riot of chaos in half-broken pots. "I try not to force any of them to follow my will, as parents often subject onto children, or kings unto their subjects...."

"Or the ocean onto its travelers."

"I stand back a little, provide them what they need, and let them be." He indicated Llydia to follow him. He pointed to various plants, mundane and colorful, known and odd. "Some grow fruit." He picked a pomegranate from a small tree as they passed it. "Others grow carnivorous." He turned a corner, stopped, and indicated for silence with a finger over his lips.

The bush before them rustled, then opened its branches to reveal a greenish red maw nestled deep within. It yawned, nice and loud.

"I feed him, don't worry."

"Do you have any favorites?" she asked.

"Hmm. Oh yes, the singers. My sweet singers."

"I would love to hear them," she replied. If plants could yawn, then singing was not far-fetched.

"They hypnotize the unwary." He smiled. She could not decipher it. She wondered, was his wife even real? Or was she a figment of his imagination, a half-potted plant somewhere?

They exited the greenhouse onto a veranda adjoining the main house. A parasol shaded two wide, comfortable chairs woven with colorful stripes. They sat lonely and unused.

"One day my wife invited her nieces from Portsmouth of all places for holiday. Too many midnight balls, I'd wager. All Hell broke loose, literally."

"I can't imagine," Llydia said.

"Riding along in their luggage was a foreigner, an insect not native to our island. It ate whatever it liked. It sang at all the wrong hours and in broken chords. It spawned, somehow, a swarm of itself that leaped with gay abandon about the property. My wife almost had a heart attack. That's when she took to the other side of the island."

"How rude of the insect," Llydia said.

"Indeed," Cornelius agreed. "The balance of the island, its harmonies...." He sighed, as if harmony equated to youth, and he was now forever stuck as an old man.

They entered the mansion's parlor. It was fine, though clearly in need of organizing, polishing and repairing. There was ticking but no clocks. A melange of odd contraptions stood watch from shelves and glass cabinets, mechanisms she had never seen in her days of adventure. Llydia saw in the lace serviettes and paisley patterns the clear touches of a woman's hand. A portrait of a noble lady with gray locks and sharp green eyes smiled over the parlor.

"Does she visit?"

"It happens. She controls the lady bugs and such—although her nieces now rule the butterflies. Only the crickets are mine. Now, let's get you that changes of clothes." He wandered to the kitchen and disappeared, his voice trailing after him. "Oh, and I hold sway for no good reason over the roaches, those poisons to one's heart."

Llydia examined a nearby curio cabinet. Several specimens

were caught in the reflection of her own face as

the lazy afternoon sun beamed onto the glass through a nearby window. She turned her head to an angle to better see the curios. Most were butterflies. Each was unique, a patterns suggesting a mood or eon in the old man's life.

"Did your wife catch these butterflies?" she asked loudly.

"Oh no," he called from the pantry. "Although she does. I used to chase butterflies, once upon a time. But after I married Martean, they only flew for her." He returned with a set of women's summer garden knickers and a pink blouse. "Forgive me," he said, "These are my wife's but she won't mind. You can change in the guest privy."

She took the clothes into the privy. It was narrow and tall with one high window, plus an open window above the door.

"Did your nieces enjoy their trip?" she asked as she changed. "When we get to Portsmouth, if there is anything you would like me to take to them, by all means we will do so. You've been so kind."

"Thank you," he said. "We had a hedge maze then, and the girls, Mariath and Taydie, fell through a trapdoor into the root cellar below. They regaled us afterward with a story about entering the court of the King of the Butterflies. And in fact, they emerged with butterfly tattoos, having had fun with the cellar's paints."

Llydia examined herself in the privy's mirror. She took water from the marble basin, where rose pedals languished, and redressed her hair as best she could. She opened the door.

"Ah, much better!" she exclaimed.

"You are lovely, if an old man like me might dare a compliment."

She laughed with abandon, all thoughts of the shipwreck, her bickering comrades, her lost lover, gone for a moment.

"The world out there needs more people like you," she said. "Oh my!" He blushed red.

"I should return to the beach now, to gather the other survivors"

"But I didn't finish my story about girls"

the girls."

She looked at him, about to brush him aside, about to treat him harshly, as a young person might treat a befuddled old man, or a gardener a buzzing insect. She stormed barrelf What if she had landed alone on a deserted

She stopped herself. What if she had landed alone on a deserted island? Or fallen prey to a kraken? Surely the world would continue five more minutes. She took a seat in one of the parlor's overstuffed chairs.

He sat across from her. "Thank you," he said. "The rest of the story is important." He paused. "The girls didn't just return from a cozy play. They returned knowing their power."

"What do you mean?" she asked, curious.

"Because you have been kind," he said, "Here is a gift for your journey." He now held a small wooden box in his hands.

"Very sweet," she said, touched. Years earlier, her great aunt Llydia, after whom she was named, gave her a jewelry box. She hadn't understood why at the time, but her aunt died a few days later.

"No doubt you see the odd contraptions in this place," he said, motioning around.

"I've been privileged to view wonders," she said, looking around. "Your home is special. Where are you from, really?"

He just smiled with a mischievous glint in his eyes.

She scrutinized the room. Her eyes finished their journey on the old man's arms, now covered with cricket tattoos. She hadn't noticed them before. "Alchemy?" she asked.

"No," he replied. A cricket popped out and hopped down from the man's chair onto the floor and bounded out the door. It was the size of an ogre's fist. "That's Squiggly. My family," he said, "was shipwrecked."

"Not here," she surmised.

"We beached on this world."

Llydia had heard tales of travelers who hailed from other times and places. Perhaps this island was the proverbial eye in a frightening and unfamiliar storm.

"The girls didn't know," he explained. "Their parents felt it best, to ensure they found their place comfortably. But I don't believe in hiding much. Their father took them back all in a huff." "So it's not alchemy where you come from, is it," she said, "It's imagination?" She spied the box, wondering what was inside. He smiled. "Tell me a story about this little box, Llydia.

Whatever you say, that is what you'll find when you open it." Llydia returned to the beach later that afternoon. The other survivors had their grumbling way and soon returned to Portsmouth, but she stayed for several months, to think, to sing, to walk the beach, to play with odd contraptions, to hear of other worlds.

"You ready?" Cornelius finally asked her one afternoon over tea. "Yes," she said. "My story."

"Splendid. I hope it's a good one."

Summoning Rules

The following rules describe the requirements and rituals for binding Cornelius Button, spirit of the Gardener of Dreams.

Binding DC: 18.

Requirements: On an island; or in sight of a greenhouse, garden or potted plant.

Ceremony: First, prepare greens for consumption. Swallow a live cricket that you have painted in lively garden colors. The eat the greens.

Manifestation: You feel your limbs extend, and your vision fractals into a multitude of segments, each one evoking a different apparition of injustice that has been occurring around you. You feel curious and then enraged against these injustices.

Granted Abilities

Cornelius Button grants the following supernatural abilities.

Ensorcel Plant: You imbue a normal plant with a special ability that activates according to the twenty-five word condition that you set for it. Preparing the plant takes 1 minute and the plant remains primed for up to 24 hours. The effect activates once and then dissipates. The call-out box on the next page summarizes your options, from a balm that removes blindness to a trap that producing sleeping gas. You can use this ability a number of times per day equal to your Charisma bonus (minimum 1).

Giant Cricket (CR 3)

Small Celestial Magical Beast (Extraplanar Augmented Animal) **Hit Dice**: 3d10 + 3 (19 hp) Initiative: +3 Speed: 20 ft., climb 20 ft., fly 20 ft. **AC**: 16 (+1 size, +3 Dex, +2 natural), touch 14, flat-footed 13 **Base Attack/Grapple**: +3/+0 Attack: Bite +6 melee (1d4-2+sleep poison) **Full Attack**: Bite +6 melee (1d4-2+sleep poison) Space/Reach: 5 ft./5 ft. Special Attacks: Sleep poison (DC 13 Fort. save or sleep 2d4 minutes), smite evil (1/day, +3 dmg vs. evil foe). Special Qualities: Darkvision 60 ft., standing jump (no penalty when jump without running), use *alarm* 1/day as a supernatural ability (CL 3rd), resistance 5 (acid, cold, electricity), SR 8, speak Celestial, Common, and Sylvan. Saves: Fort +3, Ref +6, Will +1 Abilities: Str 9, Dex 17, Con 10, Int 15, Wis 10, Cha 5 Skills: Climb +2, Hide +10, Jump +13, Listen +3, Move Silently +6, Search +5, Spot +3 (includes +8 racial bonus on Jump checks).

Feats: Toughness, Weapon Finesse. **Alignment**: Neutral good. **Insect Tattoo**: You may produce a swarm of large butterflies, crickets, fireflies, ladybugs or similar nonpoisonous insects similar to the *summon swarm* spell. The swarm covers two 5-foot squares. Each round, all creatures in the affected area must succeed on a Fortitude save or be distracted and suffer 1d4 points of nonlethal damage for 1 round. The swarm is otherwise like a bat swarm. You must show Cornelius Button's physical sign of tattoos to use this ability. The swarm lasts for as long as you concentrate + 2 rounds. You can only have one swarm at a time.

Major Illusion: You can create an illusion that fools the senses including sight, sound, smell, and thermal effects. The illusion, a figment of the imagination, can appear anywhere out to 400 feet and occupy and move within a space of ten 10-foot cubes. A creature that interacts with the illusions gains a Will save to disbelieve it. You must concentrate as a move action to cause the illusion to move in any way, and it vanishes when struck by a foe unless you are concentrating to make it respond appropriately. The illusion lasts 3 rounds after you stop concentrating. Once you stop concentrating, you must wait 5 rounds before you can use the ability again.

Tree Shape: You assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs. The closest inspection cannot reveal that the tree is actually a magically concealed creature. The *detect magic* spell reveals a faint aura of transmutation. While in tree form, you can observe all that transpires as if you were in your normal form, and your hit points and save bonuses remain unaffected. You gain a +10 natural armor bonus to AC but have an effective Dexterity score of 0 and a speed of 0 feet. You are immune to critical hits in tree form. All clothing and gear carried or worn changes with you. You can end the effect as a free action.

Woodland Stride: You move through any sort of nonmagical undergrowth at your normal speed, without taking damage or suffering any other impairment. However, areas that have been magically manipulated to impede motion, except as manipulated by you, still affect you.

Giant Butterfly (CR 3)

Small Fiendish Magical Beast (Extraplanar Augmented Animal) **Hit Dice**: 3d10 + 3 (19 hp) Initiative: +7 Speed: 10 ft., climb 10 ft., fly 40 ft. **AC**: 16 (+1 size, +3 Dex, +2 natural), touch 14, flat-footed 13 **Base Attack/Grapple**: +3/+0 Attack: Bite melee +6 (1d4-3+sleep poison) **Full Attack**: Bite melee +6 (1d4-3+sleep poison) Space/Reach: 5 ft./5 ft. Special Attacks: Sleep poison (DC 13 Fort save or sleep 2d4 minutes), smite good (1/day, +3 dmg vs. evil foe). Special Qualities: Darkvision 60 ft., improved evasion, use hypnotism 1/day as a supernatural ability (CL 3, Will DC 13), resistance 5 (fire and cold), Spell Resistance 8, speak Common, Abyssal and Infernal. Saves: Fort +4, Ref +6, Will +2 Abilities: Str 5, Dex 17, Con 12, Int 15, Wis 12, Cha 5 Skills: Climb +2, Hide +7, Jump +3, Listen +4, Move Silently +6, Search +5, Spot +12 (includes +8 racial bonus on Spot checks).

Feats: Improved Initiative, Weapon Finesse. **Alignment**: Neutral evil.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Cricket tattoos appear on your torso and hands. At your option, the tattoos shift and move whenever you use one of Cornelius Button's granted abilities.

Alignment Shift: Nine out of ten times, when you fail your binding check by 10 or more, your alignment moves a step closer to neutral good for 24 hours. However, one in ten times you suffer Cornelius's shadow side instead and your alignment moves one step closer to neutral evil.

Personality Influence: Cornelius Button compels you to drink tea at dusk and dawn, and to study and sketch any new creature you encounter, particularly if it is a plant or insect.

Favored Ally: Any humanoid, magical beast or plant creature of good alignment (or evil aligned versions of these creatures if you bind his shadow side).

Favored Enemy: Any humanoid, magical beast or plant creature of evil alignment (or good aligned versions of these creatures if you bind his shadow side).

Capstone Granted Ability

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

Aura of Calm: As calm emotions, but as a 20-foot-radius aura continuously in effect and centered on you whenever you concentrate as a move action. For those within the area who fail their Will save, the aura negates *rage*, revelry, bard competence bonuses, all morale bonuses and penalties, and *fear* and *confusion* effects. Moreover, affected creatures are unwilling to take aggressive action. Others who make their save and choose to initiate aggressive action within the area cancel the effect for all others within the area unless they leave or cease their aggression, at which time creatures may attempt another save. You can suppress the aura by ceasing to concentrate on 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:

» Hold a watering can in one hand.

» Move through an area of undergrowth that would normally impede your movement.

» Stand within 30 feet of twins.

» Stand within 5 feet of a magical beast or plant creature.

Inspired Companion

If you forego the insect tattoo granted ability and you are good or neutral aligned, Cornelius Button provides you with a giant awakened celestial cricket as a companion.

In the event that you bind the evil version of Cornelius and are evil or neutral aligned, then Cornelius grants you a giant awakened fiendish butterfly as a companion instead.

The giant butterfly is also the inspired companion of the spirit of the Nivea Nieces, beginning on page 52.

Role-Play Text

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

» "Cornelius Button and his family were called travelers, people from another time and place than the world they stumbled upon."

» "Many of Cornelius's family sought to blend in to their new home in Portsmouth, but he often spoke his mind, and though well intentioned,

ENSORCEL PLANT OPTIONS

The following options are available to binders of Cornelius Button when they use the ensorcel plant granted ability. Each option corresponds to a particular constellation. The applicable spell is shown in parentheses to adjudicate resolution of the ability when there are questions about its full use.

Portal (*remove blindness/deafness*)—The plant produces a balm that cures one person of either blindness or deafness, your choice.

Spider (*contagion*)—The plant reaches out to touch a creature within 5 feet. The target must make Fortitude save or immediately contract a disease that causes 1d4 points of Strength damage.

Tree (*remove disease*)—The plant produces a salve that cures one person of all disease and similar infection.

Angel (*cure serious wounds*)—The plant produces a salve that cures 3d8 hit points + 1 point per level.

Knight (*snare*)—The plant reaches out 5 feet to tightly snare a Large or smaller target, no save. The creature can escape on a DC 23 Escape Artist check or DC 23 Strength check beginning on its turn.

Crown (*neutralize poison*)—The plant produces a salve that cures one person of all ongoing effects of poison.

Thief (*suggestion*)—The plant sings a catchy tune. The nearest creature that fails its Will save suffers a *suggestion* effect for 1 hour per level or until the suggested action is complete. You word the suggestion when creating the plant trap.

Dragon (*sound burst*)—The plant roars when triggered. All creatures within a 10-ft.-radius spread suffer 1d8 sonic damage and must make Fortitude save or be stunned for 1 round.

Fiend (*stinking cloud*)—The plant belches a 20-foot radius fog cloud that lasts 1 round per level. The cloud obscures all vision including darkvision beyond 5 feet and nauseates all creatures within it that fail their Fortitude save.

Ghoul (*halt undead*)—The plant sings a dirge that immobilizes up to 3 undead creatures within 30 feet for 1 round per level. Nonintelligent undead get no save. All others get a Will save to resist the effect.

Genie (*create food and water*)—The plant instantly bears fruit sufficient to nourish 3 people or 1 horse per level.

Magi (*glyph of warding*)—The plant spits an acidic spray, causing 1d8 points of acid damage per 2 binder levels (round down, maximum 5d8) to one intruder within 10 feet and all those within 5 feet of him.

Shadow (*deep slumber*)—The plant releases a cloud of gas. Up to 10 Hit Dice worth of creatures within 30 feet fall asleep for 1 minute per level.

his family cursed him and expelled him and his wife to a secret island." " "The island sat along a rift in the fabric of the multiverse and at a nexus between worlds. Due to this rift and an eldritch device buried on the island, one could make anything in the imagination come true."

"One day, a group of shipwreck survivors washed up on the island. Among them was Llydia, a good-hearted strong and educated woman of means who treated old Cornelius with kindness."

» "Due to her kindness and open-mindedness, Cornelius helped Llydia to develop her own magical power, an act which would later cause his own demise."

MUSE ISTAGO Painter of Paradox

Istago is the painter whose creations mirror the contents of all men's souls. Those who bind his spirit can conjure art materials, paint with skill, mirror others' gazes, see through other's senses, and revisit in dreams places they have recently visited.



Legend

LEVEL: 3 Portal Constellation

Istago did not like his new patron, Baron d'Lumiere, from the moment that he first saw him. He couldn't explain it really. It was just an uncomfortable feeling that sent a wave of dread over him. Almost like when the weather was about to change. Istago knew the baron would be difficult to work with. He watched him stride into his studio with an unusual blend of confidence and complete distraction. The baron wanted to commission Istago to paint a mural for his new country lodge, and Istago needed the commission because he needed the coin to live, and so he said yes, against his better judgment.

"You can paint whatever you want," the baron said, "but there is one condition. I want distraction. I want to fantasize when I look at art. I want to see a completely different world. I don't want to see myself. I don't want to see my surroundings. Does that make sense? My duties and pleasures encompass all of my hours, and so I want this artwork to not have anything to do with me—to be a place where I can escape completely."

Istago was annoyed with how demanding the baron was and with the esoteric nature of the request. But he understood that his patron wanted to receive a specific feeling from the mural. Art could evoke many emotions and one's patron should be able to gain the emotions that he wished from his commission. After the baron left, Istago inspected the lodge. The first thing that he noticed was the huge stark white wall, waiting to be filled. It reminded him of the walls in his childhood home, which remained desolately whitewashed and empty until one day he grabbed a box of charcoals and filled the wall with bright colors as high as his eight-year-old arms could reach. Istago smiled as he walked around the lodge and remembered what it had felt like to press those waxed charcoals hard against the flat wall. He didn't paint that day. Instead, he contemplated several design ideas.

That night, Istago had an extremely vivid dream. At first, the images appeared to come from an unknown muse hovering at the edge of his consciousness. He saw bright colors and clear shapes and incredible visual manifestations of sound. Then, suddenly, he became the muse, floating in his bedchamber near the rafters looking down at himself and holding a watering can from which he sprinkled glittering confetti onto the closed eyes of his own head. He was in his body again, now at a costume ball across town where he could peer into the thoughts of each person. Most were thinking of food, their clothes, and who was standing with whom. In one mind, he saw soft, swaying clouds. He closed his eyes and hopped into the clouds. It felt as if he had landed in an unlikely medley of goose feathers, oversized silks, and fallen leaves. One leaf brushed against his arm as a kinetoscope descended before him. He felt peaceful, overwhelmed, excited, and ready to begin work.

Istago awoke early the next morning and quickly sketched the ideas from his dreams onto an old piece of canvas. As soon as he finished, he immediately rode to the lodge. Taking a piece of charcoal out of his bag, he was about to transfer the images on the canvas to the wall when the baron strolled in.

The baron picked up the canvas, frowned, and raised his brow. "This is nice," he said as Istago waited for the disclaimer to end so that the baron could get to his point, "but I'm sorry, it's not going to do. I told you that I don't want to see any of my own life in art. This twisted mirror here is very artistic, but it reminds me of myself and my confusion of how other people see me. Can you come up with something else and show it to me tomorrow?"

For the next ten days, Istago brought the baron new sketches each day, trying to find something that would satisfy him—not only because he was his patron and needed the commission but also because he could tell that the baron would be a much happier person when the mural was complete. Istago's sketches came from various points of inspiration: dreams, inner monologues, quiet reflection. He made housecalls on friends from the academy and spoke to old masters. "I've got a complicated task," he told each one. "Do you have any suggestions?" He took these thoughts and made numerous lists of different ideas, created separate piles of art books of various periods on his supper table, even used placards to organize his thoughts. He turned to his favorite songs and even took afternoons with the local bards, handing himself over to the harmonies of sound to activate his imagination.

None of the sketches were directly based on anything real, and yet, for each one, the baron found something that had some direct significance to his life. Istago sketched a picture of an aboleth, and the baron saw a question of his spiritual beliefs. He sketched a pandemonious melting clock, and the baron saw his inability to balance time between duties and leisure with his family. "It's amazing!" the baron told Istago. "I barely know you, and yet you keep drawing my life. That's what I don't want though."

"Right." Istago made a mental reminder to forward bills to the baron of all the supplies he had wasted. Was there a way to solve this problem? Could he have the freedom to create without really having complete liberty? The painting was for Baron d'Lumiere and the baron was supporting him, so he had a right to determine its context. And yet, as the artist, Istago was doing the actual creating; the work wouldn't exist without him. Was his muse more important than the baron's wishes, or were his wishes more important?

Such questions, along with the pile of discarded sketches in the kitchen corner, made Istago dizzy. Finally, he hit upon a solution. If there was nothing identifiable in the paining, the baron wouldn't be able to relate anything back to his own life. It was pure genius. Istago thought about different objects and ideas surrounding him. With each image, he drew a tough sketch. Then he drew a second sketch contorting the image so much that nobody but himself would be able to tell what the first image was. After, he draw a picture incorporating all of these contorted images. This took all day.

Late that afternoon, while wading through a rabble of market wagons, Istago looked out his carriage window and glimpsed a boy in the grassy commons. The boy was sitting and drawing a picture. Perhaps the picture was of a tree or a friend. Maybe it was the whole commons? Perhaps it was a sketch of nothing but the manifestations of a young mind spilled upon paper for the first time. As Istago imagined such a picture, he suddenly felt as if he were the boy sitting and drawing a picture in the park and the boy was him, wading through a thick marketplace and glimpsing out of the carriage window. Amazing, he thought as he returned to the space and time in front of the cold, clanking carriage. A violent whistle of wind brought the leaves dancing near his carriage to the neighing of the horses. He leaned forward out of his window and looked at the sky. In that blue backdrop above, he saw what the mural would look like when it was complete. The market road cleared of wagons. He smiled and rode on.

Istago brought the baron the new sketch the next morning. The baron looked at it then looked at him. Istago looked at him then looked at it. This carried on until the clock chimed before he spoke. What was the baron thinking? "I like it. And it doesn't remind me of myself," he said. "But you know that in all this time we've spent together, Istago, I really feel like you are a part of my life. And this picture reminds me of you."

Summoning Rules

The following rules describe the requirements and rituals for binding Muse Istago, Painter of Paradox.

Binding DC: 17.

Requirements: Craft (painting) 1 rank, the ability to sleep and dream (elves and other creatures that do not dream cannot use all of Istago's abilities even if they are somehow able to bind him).

Ceremony: You sketch or paint a small image that strongly reminds you of yourself.

Manifestation: A mass of riotous colors reminiscent of people and events in your life rise and swirl around you. The images become more twisted, abstract and indistinct until you see nothing but a blur of paints and then gray nothingness.

Granted Abilities

Muse Istago grants the following supernatural abilities.

Conjure Painting Materials: You conjure nonliving materials suitable for painting, such as easels, brushes, canvases, jars of paint, and pallets. The materials are masterwork quality. You are limited to conjuring up to 1 cubic foot of materials per level over the course of the day. The materials normally last only 8 hours; however, if you completely paint a canvas, the resulting artwork is permanent.

Mirror of Sanity: You gain a +4 bonus to resist gaze attacks. Moreover, whenever you successfully resist a gaze, your features twist to match the gazing creature and reflect the attack; the gazer must save to avoid suffering its own effect.

Painters Muse:You enjoy a +6 insight bonus on Craft (painting) and Profession (painter) skill checks. You can craft a single painting in 8 hours with a value equal to your skill check minus 15, multiplied by 50 gp. You can take 10 on your Craft check but you cannot take 20 due to the fickle nature of the creative process.

Sense Link: Select one willing creature within 100 feet. For as long as you concentrate, you perceive what the subject perceives using its sight, hearing, taste or smell (select one sense). See the *sense link* spell (page 117) for details. You can use this ability at will but you can only maintain one sense link at a time. Dismissing a link is a free action.

Sleeping Sight: While you sleep, for a period of up to 1 hour, you can watch over any one location you have physically visited. You view the location through your dreams as if you were there in the waking world (if the area is dark then you may not see much). You cannot affect the area you observe. Creatures that you observe feel they are being watched on successful Will save. This ability does not change how restful your night's sleep is.

Signs & Influence

This spirit may affect you in the following ways. **Physical Sign**: Your skin and clothing are covered with fine flecks and splotches of paint no matter how much you wash or change clothes. At your option, whenever you use one of Istago's granted abilities, a swath of color swirls around you, as if a brush is painting the air.

Alignment Shift: When you fail your binding check by 10 or more, your alignment moves one step closer to neutral good for 24 hours.

Personality Influence: Muse Istago compels you in your free time to brainstorm artistic ideas by sketching, questioning others, and meditating in solitude. Most of all, you cannot help but apply dabs of paint to blank walls. You are otherwise good-natured and when questioned about your work, say you only wish to please others and express yourself.

Favored Ally: Anyone with ranks in Craft or in an artistic profession. You feel kinship with fellow artists.

Favored Enemy: Nobility and anyone who commissions artwork. These folk strike you as difficult, and they in turn are never satisfied with your work.

Capstone Granted Ability

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

Magical Realism: Once per day, you can magically enhance a painting or other artwork worth 250 gp or more. You can imbue the piece with one of the following spells: augury, blindness/deafness, calm emotions, eagle's splendor, fox's cunning, hypnotic pattern, hold person, leo's trap, magic mouth, minor image, owl's wisdom, resist energy, touch of idiocy or scare. Viewers who look at (study) the picture for a full round are subject to the selected spell's effect, as if cast by a 3rd-level sorcerer. The DC is Charisma-based. The painting functions three times total before losing its magic, but you may re-imbue it in the future with either the same spell effect or a different effect. An item can only hold one spell effect 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:

- » At the moment you enter a place you have been to before or greet a person you have met before.
- » Hold a brush or easel.
- » Stand within 5 feet of a blank wall.
- » While you sleep.

Role-Play Text

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

» "Istago was a professional painter for the wealthy churches and noble houses of his time. To make ends meet, he created whatever his patrons demanded of him."

"One day, a wealthy baron well-known for his lavish feasts hired Istago to paint a mural in one of his lodges. The baron did not want anything in the mural to remind him of his busy and complicated life." "Istago worked for weeks, offering different sketches to the baron, who disliked all of them. The stress and excitement caused Istago to dream of ever more wild and fanciful images."

» "Finally, Istago realized what he must paint. His creation did not have a single discernible image in it. The baron liked it, but then complained that the painting reminded him of Istago."

» "After this failure, Istago's dreams turned to nightmares and his sanity wore away until his soul became lost in a swirling melange of nothing in particular."

THE CRYSTAL LADY TRUTH OF THE EARTH

She is a poem of the earth; her crystalline nature sings and pulsates, vibrating threads of unfathomable blinding power. Those who dare to bind The Crystal Lady can create light, blind and deafen foes, hypnotize or disorient creatures with ripples of twisted perception, produce an illusory double, and gain

an illusory double, and gain occasional benefits from glimpses into the future.



LEVEL: 3 Portal Constellation

Legend

Boaz touched the surface as he was passing by it. It was warm to the touch and had a dry feeling that was oddly alive, almost like stroking the length of a cobra. Illumination sprang from the tunnel's surface, brightening the path in front of him with warm amber colors. Far in the distance, he could see the uneven floor descending into a dark patchy fog.

A hand on his shoulder urged him forward, reminding him that this was not the time or the space for long thoughts. He let Dolev pass and marveled, once more, at the sheen of Dolev's intricately jagged vest, almost translucent yet glowing in the eerie tunnel as if energized by the ambient light. He continued clutching the medallion around his neck that Noga had given him. He remembered her warm, worried and sad expression when he parted from her and the kids. Thinking about them twitched his insides. With an inner shrug he moved forward to match Dolev's quickening pace.

A throbbing noise echoed in his ears and paced his movement forward. Oddly, his ears recognized the sound's rhythm but his brain was having difficulty understanding or even remembering it. His concentration slipping, he slipped on an overgrown moist part of the tunnel, causing Dolev to turn—and even as he was falling down—catch him and give him a look of be-morecareful-and-concentrate.

The tunnel opened to a large space. In front, he could see stairs carved in the material of the tunnel. He and Dolev descended the stairs, taking two turns and offering a quick hello to four steatite composites that were shaped like deformed humans, as if melted. Dolev put his hand on one of them and said something that rang with an earthy tone in a language that Boaz had never heard.

Ahead, a patch of light gleamed, revealing a square-shaped opening. Getting closer, his eyes discerned in the dim light some kind of a containment sphere, with this opening being its door. They entered. Still, as before, no verbal exchange passed between them.

He forgot who he was—it was sudden and glaring almost like an afterthought but not one of his own thoughts. The process of thinking stopped and he felt incapable of reason, though he felt an expectation or hope that the prize of his journey would happen.

A shiver passed over him as he acutely felt his lungs draw in air, just within the limits or rules of living. He could sense the air but not understand it. It passed just as it came, leaving him livid and discolored as a result of sudden bruising, but with no real harm. Dolev only had a gleam of interest in his discomfort, and Boaz could not glean any concern from him.

They were accelerating hard when he remembered who he was.



It was the colors that had brought him back and alerted him to the fast motion—colors flashing by and vertically creating a swatch blinding to the eye and mind. He felt detached from whom he'd been a minute ago. This should have alarmed him yet he felt none the jolted.

Dolev turned from painting in the air. The colors came in a stream from a tiny sphere, the size of a button, that was hanging in front of him. Speaking for the first time in a week, he said, "It is different for each man, the colors, I mean."

Boaz reeled as if hit by a physical blow. He was not expecting the sound of Dolev's voice. For two silent weeks, they had traveled together from the Upper Autonomy through the Bears Straight. Jointly they had survived the Horned Crossing with its steep and sloping sides that defined the Ghist Mountain. "You speak?" he proclaimed in wonder.

There was no response. *Am I dreaming*? He mused. Would that be a wonder following the episode he just had? A grin suddenly seemed appropriate to him at this point, but that got him no response either.

The scope of his perception changed to a rapidly decreasing pinpoint. He forgot himself again, and in forgetting he witnessed his beloved rocky land of keeps on jagged sea fronts, of dark water against white foam. The vista, highlighted by the tormenting state of affairs, sought salvation that only he could provide. Oh, he sighed, the knowledge he sought, the power to move the earth, the promise of a legend.

Flickers of light blinded him, granting him a glimpse of Danita, his innocent daughter, sacrificed, eaten alive by those who would be made her guardians. It felt so real, tormenting him. *Why me?* He cried in quiet anguish, *Can there be no one else?* He forgot again. The tunnel brought him back to the moment, reclaiming his thoughts and senses. He and Dolev had arrived somewhere. He was not sure where they were or what had happened to him on the journey down. The ambient glow had intensified and now he noticed heat, immense heat. How could he not have noticed that before? He shivered in the warmth. He had a burning need to speak, to shout and yet to talk no more. He kept quiet, tormented by the contradiction.

The flickers intensified. They were to the eye as clouds are to the sky, shapes of coexistence. They were floats of colors that shimmered to the eye's delight only to rain sorrowed daggers and glints of pain.

He remembered daylight through the curtains, seeing his daughter raising her hands to him. The cruel deepness of the heart, the pain it causes. The memory ceased, he forgot again. The flickers coalesced into a shine.

Through the veil, through a fleeting seam opened in the unbearable shine, through the throbbing lava flow that shaped this place.... She came.

A sphere came to be. Gently floating, it created ebbs in its wake. Flowing, billowing, moving, streaming, it was drawing the shine with it. It stooped in its flight, touching ever so gently the edge of the burnt and melting stone ledge that Boaz stood on. Dolev was no more. But all felt right.

She formed in front of him.

She was a flow of essence. She was slivers of light. She was the ding of sand melting to the powers within. Red, he could see red, it was a crescent moon and beautiful, and it was an eye. A blink, and a face was looking at him. He caught his reflection in her eye as she cooled and crystallized but warmed to see him.

A chime sounded in the distance. Or was it near his ear? He could not determine.

He forgot to see. His eyes were joyfully burning, forever. The last glimpse of her formed the beauty that would now live with him. She spoke and his ears went to searing light, no sounds were to be heard by them since, only the words of her essence. She spoke to him in a language that no human ear could hear. Crystal sang in his veins, which burned him with the power she granted. He burned and he was enshrined in joy. He wept and felt his life draining away yet he lived more than

ever. He now knew what to do. His power was terrible. He was more than a mortal and less than a god. *I will not be able to return*, he knew. Sorrow ripped his heart. Let me, he mumbled, let me.... He felt thirst, terrible thirst.... All felt like a contradiction, neither past nor future, both truths and lies.

Summoning Rules

The following rules describe the requirements and rituals for binding The Crystal Lady.

Binding DC: 25.

Requirements: A warm cave under the earth, illuminated by fire or magical light.

Ceremony: Light a candle and allow its melting wax to burn your hands.

Manifestation: The light of the candle and its burning heat grow to such intensity that they blind and deafen you, closing

your mundane senses so that you may receive and use the otherworldly senses of The Crystal Lady.

Granted Abilities

The following rules describe the requirements and rituals for binding The Crystal Lady, Truth of the Earth.

Blindness / **Deafness**: You target one creative within 30 feet with a blast of sound and light; if it fails its Fortitude save it is blinded or deafened, as the spell. You must wait 3 rounds between each use of this ability.

Body Double: You can create an illusory double of yourself as a move action. This double functions as a single mirror image and lasts one round per level (or until dispelled or destroyed). It provides either a static visual image or an appearance of movement when you concentrate (as a move action), but it makes no sounds, emits no scent, and vanishes when interacted with. You can maintain one double at a time.

> Destiny Dissonance: Your touch floods the senses of your target with an imperfect, unfocused glimpse of the lines of destiny that connect past, present and future. The creature is sickened, suffering a -2 penalty to all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks for 1 round per level. There is no save against the effect. If you touch a creature two more times while it is sickened, it becomes nauseated instead and unable to attack, cast spells, concentrate, or do anything else requiring attention -thus limited to single move actions -for the duration.

Hypnotic Pattern:

You can project a rainbow of weaving, flowing colored lights to subdue your foes, as the *hypnotic pattern* spell. You can affect a number of Hit Dice of creatures equal to 2d4 + your level. All the creatures must

be within a 10-foot-radius spread. The effect lasts for as long as you concentrate, plus 2 additional rounds. You can use this ability at will but are limited to one set of lights at a time. If you create a new set of lights, the previous set vanishes and any hypnotized creatures are immediately freed from influence.

Produce Light: You can use *light* at will to produce bright light in a 20-foot radius and dim light for an additional 20 feet from a point up to 30 feet away. You can only maintain one light source as a time. If you create a new one, the old one immediately extinguishes. Moreover, you can produce *daylight* as the

ALTERNATE ABILITY

A binder who studies the legend of The Crystal Lady discovers that transference of power is a central theme. The binder can convince the spirit to grant him an alternate ability on a successful binding check. This ability replaces the destiny dissonance ability normally granted by the Crystal Lady.

Act of Transference: You can, as a full round action, transfer one of The Crystal Lady's granted abilities to a willing living creature that you touch. The creature attempts a binding check, using d20 + its Charisma bonus if it is normally unable to seal pacts. If the check succeeds, you lose the ability and the creature gains the ability for itself for 24 hours or until you dismiss the effect or your pact with the spirit ends. If the check fails, the creature is blinded for 1d4 rounds and gains nothing, though you may try again when the creature regains its sight. To dismiss the effect, you must touch the creature, it must be willing to return the ability, and you must still be bound with The Crystal Lady.

spell, for as long as you concentrate (DC 15 Concentration check as a move action).

Second Sight: You possess a precognitive edge. The Crystal Lady affords many glimpses into the future. These glimpses are inchoate and usually hard to interpret until the relevant moment manifests itself. In practice, you can apply a +2 bonus to any one attack roll, weapon damage roll, saving throw, skill check or ability check as an immediate action. You must wait 2 minutes between each use of this ability.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: You become spiked with a fine sheen of crystal that reflects and amplifies ambient light. Whenever you use a granted ability, your eyes become the color of flowing magma.

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

Personality Influence: You become utterly baffled by and inured to people's emotions. You experience emotions but in a detached manner.

Favored Ally: Elementals of earth and fire, and creatures that produce light as an extraordinary ability such as fireflies.

Favored Enemy: Water elementals, and creatures with sonic attacks or the ability to produce darkness.

Capstone Granted Ability

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

Produce Magma: You target one 5-foot square to call forth a small geyser of magma from the earth. On the first round, a small tremor wracks that square and all immediately adjacent squares. Creatures in those square must succeed on a Reflex save or fall prone. On the second round, magma erupts, causing 5d6 fire damage to all creatures in those squares. On the third and final round a jet of scalding noxious gas escapes along with more magma. All creatures remaining in the affected squares suffer an additional 3d6 fire damage and must succeed on a Fortitude save or suffer 1d4 points of Constitution damage from inhaled poison. The magma hardens and the gas dissipates at the end of the third round. This ability is usable at will, but you are limited to a number of magma geysers at once equal to your Charisma bonus (minimum 1).

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 illuminated by magical light such as a *daylight* spell.

» Spend one move action to descend along a tunnel under the surface of the earth.

- » Stand within 5 feet of magma.
- » Suffer the blindness and/or deafness condition.

Inspired Companion

If you forego the hypnotic pattern granted ability and have a neutral component to your alignment, then The Crystal Lady provides you with a tiny floating crystal companion. Alternatively, you may select a Medium earth elemental or a spirittouched thoqqua (see *MM* and *SoPM*, page 207 for details).

Crysmal Flit (CR 3)

Diminutive Elemental (Earth, Psionic)

Hit Dice: 4d8 + 4 (22 hp)

Initiative: +2

Speed: 5 ft, fly 60 ft.

AC: 21 (+4 size, +2 Dex, +5 natural), touch 16, flat-footed 19 Base Attack/Grapple: +3/-1

Attack: Ram +0 melee (1d2-4)

Full Attack: Ram +0 melee (1d2-4)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Use *light* (at will, centered on self only), *color spray* (3/day, DC 12 Will), and blinding flash (1/day, single target at Close range, DC 13 Fort. or permanent blindness). All spell-like abilities are caster level 4th and Cha-based.

Special Qualities: Darkvision 60 ft., DR 5/ bludgeoning, elemental traits, evasion, immune to fire and cold, resistance to electricity 15, supernatural link (at will, one allied creature at a time can see, hear, speak, and direct supernatural abilities through the flit, gaining normal vision and darkvision to a distance of 60 ft. plus normal hearing and speech; initiating the link requires standard action touch).

Saves: Fort +5, Ref +2, Will +2

Abilities: Str 3, Dex 15, Con 12, Int 7, Wis 13, Cha 13

Skills: Appraise +9, Hide +8, Listen +3, Move Silently +3, Spot +9 (includes +8 racial bonus on Spot and Appraise checks).
Feats: Hover, Weapon Finesse.

Alignment: Neutral.

Role-Play Text

Read aloud the following points to quickly convey all or part of the legend of The Crystal Lady:

» "The legend of The Crystal Lady, a noble of the elemental realm, is known through her prophets in the mortal world, Boaz and Baron, his son with her."

» "Unlike most of her kind, The Crystal Lady wished to understand mortals. Boaz sought out the Crystal Lady to aid his homeland."

» "She fell in love with him, and as a sign of her love granted him power.Yet the power overwhelmed and blinded him."

"Among the few glimpses that he understood from her, he foresaw that returning to his family to save his land would in fact destroy them."

"Thus, Boaz was forced to live alone to raise his son in a foreign land, guiding the boy so that one day he would be ready to meet his mother."

THE NIVEA NIECES TWINS OF NIGHTMARES

These vixens embody nature's poisonous and stormy countenance. Each twin grants slightly different benefits such as the ability to produce a poisonous insect swarm, navigate an ocean or jungle safely and quickly, use wind or water to hamper a foe's moves, and deliver a poisonous bite.



LEVEL: 3 Spider Constellation

Legend

Binder sages have interviewed the Button spirits and scrutinized the history of their family to learn more about travelers and the odd relationship between Cornelius Button and his twin nieces. Here is what is discovered so far.

The Nivea Nieces, as they were named by the family, were born to Brimbsbi Agnes (pronounced brims-bee) from the house of Button. Brimbsbi Agnes's husband was a rich merchant, son and heir to a famous Portsmouth trading family that controlled the East trading routes. Sages haven't vet identified the world or historical period, and the meaning of these routes remains a mystery. The Brimsbis made the most of their furtively-gained fortune by ferrying "gyrons," which the spirits also call "Faba," an ocean-based form of life that was highly sought after by the noble houses of the West.

A problem occurred when Cornelius joined the Brimbsbis and perceived right away that the gyrons were sentient creatures. This ignited the family. He fiercely fought the gyron trade. Eventually, he critically sabotaged shipments by giving away family secrets to the competing Galos family. The Brimbsbis viewed this as betrayal. They forbade any contact with Cornelius and expelled him and his wife to a veiled isle that could only be reached using the family's navigation maps. The island existed on a rift between worlds, perhaps as part of the Ravaged Sea. The island was also a nexus for the gyrons to return to their watery realm, though it is believed that the gyrons had lost their knowledge of its whereabouts and no longer crossed between worlds. Due to some curse, or perhaps the nature of the island itself, or maybe even old age, Cornelius forgot his purpose that drove him, leaving him to concentrate on the island's beloved crickets and plants with few other cares.

In time, the Nivea Nieces grew up and stole a navigation map and tools. They chartered a crew (as their family possessed many vessels) and sought out the island of their uncle and aunt. The girls' intentions were pure, but subtle subversion by some of the crew that worked foremost for Brimbsbi house interests led to a conflict when they landed on the island. Moreover, during the sea voyage, both girls fell deeply in love with one of the sailors, Filco, and competed venomously with each other over who would grant him her heart. Cornelius's wife Martean, whom the nieces loved deeply and blindly, was drawn in to these quibbles after the nieces arrived, resulting in some harm to her. The nature of the harm remains unclear. However, the ensuing fight spurred Cornelius to regain some of his memory. Alas, the magical power that the nieces discovered proved more than they could handle in the weeks and years after they returned to Portsmouth, leading them slowly into selfish and dark vexations that Cornelius would have to face later, leading to his death and theirs and their transformation into spirits. In his years on the island, Cornelius figured out its secrets

including a hidden "dream machine," as his spirit names it, that maintained the rift and veiled the island from the outside world. When shipwreck survivor Llydia Ohmsworth was swept ashore, Cornelius regained his memory and vowed to exact revenge against the Brimsbis for stealing his past and trapping him and his wife on the island. At first, the Nivea Nieces were his convenient allies, but they quickly turned against him as well, not in the Brimsbi name, but to command the greater powers of the dream machine. Though Llydia tried to aid Cornelius, he ended up expending much of his power to protect her from the twins, and in so doing weakened himself, leading to his death.

Summoning Rules

The following rules describe the requirements and rituals for binding The Nivea Nieces, Twins of Nightmares.

Binding DC: 19.

Requirements: Must be with a set of twins, or possess Knowledge (nature) 3 ranks, or be on a boat traveling a tropical sea, or be with a young adult male of Charisma 15+.

Ceremony: Draw ten chalk squares and hopscotch between them in a special pattern. Succeeding on your binding check means you are able to keep on time and key.

Manifestation: Motes of light swirl around you, then blossom into a shower of colorful poisonous butterflies that alight on your skin and merge into you, forming tattoos.

Granted Abilities (Mariath)

Mariath, the first twin, grants the following supernatural abilities. You gain her or Taydie's abilities, but not both.

Insect Tattoo: You may produce a swarm of spiders, centipedes or similar poisonous insects to duplicate the effects of a summon swarm spell. The swarm covers two 5-foot squares. All creatures in the affected area must succeed on a Fortitude save or be distracted and nauseated for 1 round. You must show the Nivea Nieces' physical sign of tattoos to use this ability, and you can only have one swarm at a time.

Mistress of Misdirection: You cloud the mind of a target within close range, causing it to move in unintended directions. On the target's turn, if it fails its Will save, roll 1d8 to determine which direction it moves. It believes it is going in the correct direction until it stops movement, at which time its actual new point of arrival is revealed. You can use this ability at will, but you can only affect one creature at a time. The effect functions even when the target moves out of range, and it lasts for as long as you concentrate (as a move action) plus 2 rounds.

Ocean Sense: You enjoy a +6 bonus on Survival skill checks to know the direction and distance you are traveling over or within water.

Poison Use: You know how to use poison and you never risk poisoning yourself when applying poison to a blade.

Rip Tide: You command the waters to lift a creature or object and propel it forward; or conversely, to submerge it and propel it backward. The maximum size of the creature or object de-Binde pends on your level, following the

table at right.	Binder Level	Creature/ Object Size
The rip tide moves the crea-	Below 7th	Medium
ture or object in a straight line at a speed of 60 feet either forward	7th-8th	Large
or backward from its current po-	9th-10th	Huge
sition relative to you. The effect	11th-12th	Gargantuan
ends when the creature or object	13th+	Colossal

contacts dry land or moves out of a range (440 feet). Creatures get a Fortitude save to avoid the effect each round, and the effect lasts for as long as you concentrate (as a move action) plus 2 rounds.

Snakebite: One of your arms turns into a venomous eel-like serpent. You can use your arm to make a melee attack as a standard action. On a successful hit, you deliver 1d3 bite damage + Strength modifier, plus a poison that delivers 2 points of Constitution damage on a failed Fortitude save. Like all poisons, the victim must attempt a second save 1 minute later or suffer an additional 2 points of Constitution damage. You cannot use your transformed hand to wield weapons or any other activity. Adjudicate two-weapon fighting as usual.

Granted Abilities (Taydie)

Taydie, the second twin, grants the following supernatural abilities. You gain her or Mariath's abilities, but not both.

Bite of the Wolf Spider: Once per day, you become one with the venomous ichor within you. For one round per level, you enjoy +2 enhancement bonus to Strength, a +4 enhancement bonus to Dexterity, +4 enhancement bonus to Constitution, and a +4 bonus to your natural AC. You also gain a bite attack that deals 1d6 points of damage (or 1d4 if you are small) + 1-1/2 times your Strength modifier. You also gain the benefit of the Blind-Fight feat.

Capricious Zephyr: At any time, you can create a 5-ft. sphere of swirling wind that buffets foes. You can move the sphere up to 30 feet per round as a move action. If the ball enters an occupied square it stops. Any creatures in that square must attempt a Fortitude save or be pushed back 10 feet (from the

Binder Level	Creature/ Object Size
Below 7th	Medium
7th-8th	Large
9th-10th	Huge
11th-12th	Gargantuan
13th+	Colossal

direction the sphere arrived) and knocked prone. If a creature encounters an obstacle while being pushed back, it suffers 1d6 points of damage instead. The size of the creature you can affect depends on your level, as shown in the table above.

Insect Tattoo: You may produce a swarm of spiders, centipedes or similar poisonous insects to duplicate the effects of a *summon swarm* spell. The swarm covers two 5-foot squares. All creatures in the affected area must succeed on a Fortitude save or be distracted and nauseated for 1 round. You must show the Nivea Nieces' physical sign of tattoos to use this ability, and you can only have one swarm at a time.

Jungle Sense: You enjoy a +6 bonus on Survival skill checks to know the direction and distance you are traveling through jungle or dense forest terrain.

Mistresses of Vines: You direct the rapid growth of vines in any outdoor area within 60 feet. You affect a circular area with a 10-foot radius per level. The vines have one of four affects, as indicated by you.

» Bind helpless targets (bound creatures require a DC 25 Escape Artist check to free themselves).

» Hamper movement (creatures move at half speed).

» Provide climbing aid (creatures can climb at half-speed rather than one-quarter speed, or suffer half-penalty for faster movement in any event).

» Provide camouflage (add +4 bonus to Hide checks for everyone in the area).

The effect lasts for as long as you concentrate + 2 rounds.

Poison Use: You know how to use poison and you never risk poisoning yourself when applying poison to a blade.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: No matter what you wear, lace grows to cover your arms and neck.

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: When standing next to one ally, you feel compelled to giggle as if there is some kind of personal joke that you two share. You also demand cookies at the most inappropriate times.

Favored Ally: Any aquatic creature, vermin or ophidian of evil alignment.

Favored Enemy: Any aquatic creature, vermin or ophidian of good alignment.

Capstone Granted Ability

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

Whisper of Nightmares: You whisper to an intelligent creature within 10 feet, speaking hateful and poisonous thoughts that eat away at its senses and well-bring. The whisper itself is a colorless, odorless etheric poison. If the creature fails its Fortitude save, it suffers 1d10 points of Wisdom damage, plus another 1d10 points of Wisdom damage 1 minute later on a second failed save. You can use this ability a number of times per day equal to your Charisma bonus (minimum 1).

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 poisoned blade or vial of poison in your hand.
- » Move through water or jungle.
- » Pretend to cry as a move action.
- » Stand within 5 feet of a young male with Charisma 15+.

Inspired Companion

If you forfeit the insect tattoo granted ability and you are evil or neutral aligned, the Nivea Nieces provide you with a giant awakened fiendish butterfly as a companion. See the statistics box on page 44 for details.

Role-Play Text

Read aloud the following points to quickly convey all or part of the legend of the Nivea Nieces:

» "The Nivea Nieces and their mother's family were travelers, people from another time and place than the world they stumbled upon."

» "Like many travelers, their mother Agnes sought to blend into her new world. She married a wealthy merchant of the noble Brimbsbi family."

» "The Brimsbis were wealthy from the sale of sentient creatures called gyrons. When the nieces' uncle Cornelius Button discovered the plight of the gyrons, he betrayed the Brimbsbis to their rivals to end the trade."

» "The Brimsbi family cursed Cornelius and his wife to forget their former lives and spend their remaining days on a remote island."

» "When they neared adulthood, the Nivea Nieces traveled to the island to learn their heritage; instead, the island's magic corrupted their spirits; in the end, Cornelius was forced to sacrifice himself to destroy them."

DEATH HOWLS GNOLL KNIGHTS OF THE GHOSTLANDS

This restless spirit was a ghostly band of savage knights who knew no fear, pain or rest. Death Howls grants the ability to see and speak with ethereal creatures, strike with a ghostly sword,



LEVEL: 4 Ghoul Constellation

Legend

howl like winter.

rely upon elder wisdom, and

"Sit and listen to the story of the ghost knights," the old sage called to the clan's chattering children. It was late and their parents were in the lower camp, dancing and singing so the ghosts would grant them strength in the coming hunt.

"Father Majo," one of the older girls said with disdain, "We've heard this story a dozen times before."

"Oh good," Majo said calmly. "As the oldest of the tribe's young ones, Himeen, it is your turn to tell it."

Himeen was startled by the request. She searched for something to say. The other children would laugh at her if she made a mistake in the story.

"I am not sufficiently prepared," she finally said.

"Either that is a brilliant insight," Majo offered, "The ghost warriors were not prepared either. Or perhaps...."

Except for the crackling of the firepit, silence filled the cave. The other children had realized what was going on and waited breathlessly for what would happen next.

"How about we tell it in turns," Majo offered. "I can start, and we could move around in a circle."

At this, the children sat, except Himeen.

"For thousands of years," Himeen said, uttering the first lines of story. "The gnolls of Kathu sent their children...." She paused and then inserted, "...like us..."

The other children looked to Majo for approval. He gave it.

"...into the Snow Country, a land of winter-touched woods and snow-capped mountains kept by ghosts."

The boy to her right stood and Himeen sat. His frame and voice were thin, so he spat out the words. "Those who survived returned to their parents with the Voice, to speak with ghosts, the Eyes, to see ghosts, and the Claws, to infuse the boys' swords and the girls' bows with the spirit of Nightfang."

An older boy, Safkoli, picked up the story. "The human children who lived in the valley beneath envied the gnolls' wisdom and endurance. Finally, the day came when human children took off their shoes and their shirts and rolled in the snow and ran after the gnoll children as they ran into the Snow Country."

"That night," Majo added, to play his part, "the parents of the human children called out the boys' and girls' names. Hanamii? Savokash? Zovar? Elubith?"

"But the children did not answer," all the children chimed.

"Chief Togar of the strongest human tribe took ten strong men and climbed his way up to the gnoll village."

"There was much snow," everyone said in unison, and a few howled with laughter.

"You have stolen our children! Where are they?' Togar shouted at the gnolls."

"We do not have them. They ran into the Snow Country."

"At this, Togar's face grew red," Majo said. "One gnoll shall die for every one fallen child." "Fools!" the children cried in gnollish. Some laughed, for the word fool in gnoll also meant a cuckold gnoll warrior.

"No one dies in the Snow Country," Himeen said.

"Three days and nights passed. The human women wailed while the gnoll women danced. The human warriors gnashed their teeth and twisted their beards while the gnoll warriors brewed ale that only a gnoll can drink."

"How lucky for our neighbors that we are not hungry," the drunk gnolls would sing loudly.

"On the third night a terrible blizzard struck the gnoll camp." "Whew, whew, whew," the children mouthed in unison.

"The gnolls, drunk and terrified, rushed down to the human villages and pleaded, 'Please let us sleep in your warm cabins. The ghosts of the Snow Country are displeased with us."

"The humans were very angry, and hungry. But the gnolls had brought their ale and meat, and the two villages became one."

"The next morning," Himeen said, "as a hot sun rose over the snow covered peaks, the gnoll and human children returned together from the Snow Country."

"The mothers ran out to count the heads of their children. All were smiling and laughing, for the ghosts had kept their word."

"And so it was," Majo finished, "That our village was born." "Yay!" the children cried out.

"Majo?" Himeen asked. "Are you what a human looks like?" "No sweet child, I am what a gnoll looks like." He laughed, and the children all laughed with him.

Summoning Rules

The following rules describe the requirements and rituals for binding Death Howls, Gnoll Knights of the Ghostlands.

Binding DC: 21.

Requirements: Within sight of snow or a ghost.

Ceremony: Write a brief letter saying goodbye to your family and adventuring companions.

Manifestation: A few flurries of snow fall around you. In moments, you are blinded by a swirl of chilly snow. As the snow abates, a flash freeze holds you breathless, paralyzed, and covered in a thin coat of ice. Just as you believe you will pass out from suffocation and numbing cold, the ice shatters and all traces of the little storm are gone.

Granted Abilities

Death Howls grants the following supernatural abilities.

Bitten By Cold: You ignore penalties for temperature extremes as if affected by the *endure elements* spell, and you gain resistance 5 to cold damage.

Ether Sight: You gain the benefits of the *detect invisibility* spell for a period of 24 hours. This allows you to see invisible and ethereal creatures as plainly as you would see nonhidden creatures on the Material Plane.

Etheric Tongue: You can speak with incorporeal creatures. You use the *tongues* spell but only with ethereal and incorporeal creatures. You address the spirits in a loud voice; if they are within 60 feet and choose to respond, then you hear their reply and may continue to converse with them even if they are entirely on the Ethereal Plane or they do not share your language.

Ghost Weapon: You perform an ancient ceremony for 1 minute. During the ceremony, you attune one specific melee or ranged weapon to the etheric realm. Alternatively, you may attune your hand for use with spells that resolve as a touch attack or ranged touch attack. When you use the attuned weapon, it ignores the 50 percent miss chance associated with striking incorporeal creatures. The benefit lasts 10 minutes, after which time you must reattune the weapon. If the weapon is damaged or lost or you wish to switch to a new weapon, you must perform the ceremony again.

Ghost Strike: As a standard action, you call upon the spirits to charge your melee weapon with otherworldly energy. Resolve your next melee weapon attack as a touch attack. You may hold the charge until you use your weapon, and the charge is expended whether or not you hit. In addition to bypassing most of a target's defenses, the charge also delivers +4d6 points of damage in addition to any damage you normally do with the weapon. This bonus damage is not multiplied by a critical hit and is applied whether or not your weapon inflicts any damage. You must spend another full round action to recharge your weapon.

Winter's Howl: All creatures within a 30-foot cone-shaped burst must succeed on a Will save or become panicked for 1 round per level, as the *fear* spell. Panicked creatures drop everything they hold and flee at top speed, avoiding you and any other dangers. They also suffer a -2 penalty on saving throws, skill checks, and ability checks. Such creatures may use magic or other abilities to ensure escape. A panicked, cornered creature cowers, trembling and unable to act with a -2 penalty to AC and no Dexterity bonus. Even if a creature succeeds on its save, it is shaken for 1 round. You must wait 5 rounds between each use of this ability.

Wisdom of the Elders: Once per day you may you call upon ancestral gnoll spirit warriors to aid. Apply a +4 bonus to any one d20 roll as a free action.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: You are perpetually bedraggled with shaggy black hair, ghostly pale skin, and deep blue eyes. Your clothing easily tatters and your muscles are lean as if you have worked and starved for years. At your option, whenever you use a granted ability, your eyes become bloodshot and you bleed lightly from your eyes, mouth, nose, and ears.

Alignment Shift: When you fail your binding check by 10 or more, your alignment moves one step closer to chaotic neutral for 24 hours.

Personality Influence: Death Howls compels you to defy nature, defy mortals at all turns, and defy death itself. When the weather is cold you minimize clothing. When it is hot, you wear a hooded cloak and heavy furs. You meet threats with derisive humor and frequently boast of how many times you have died.

Favored Ally: Dire animals, gnolls, humans, and incorporeal undead.

Favored Enemy: Evil dragons, evil giants, magical beasts, and monstrous humanoids.

Capstone Granted Ability

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

Etheric Step: As a standard action, you shift to the Ethereal Plane for the duration of your turn; you become invisible and insubstantial to observers on the Material Plane and can freely move through solid obstacles and occupied squares on the Material Plane. Force effects such as a *wall of force* may still hinder your movement. At the end of your turn, you reappear on the Material Plane. If you attempt to reappear inside an occupied square, you are shunted to the nearest empty square and suffer 1d6 points of damage per 5 feet that you are moved. You can use this ability a number of times per day equal to your 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:

- » Emerge from being buried in ice or snow.
- » Howl as a move action.
- » Move through an area of ice or snow that inflicts a terrain penalty.
- » Stand within 5 ft. of a gnoll or ghost.

Inspired Companion

If you forego the ghost strike granted ability and are a chaotic or neutral male, then Death Howls provides you with an icetouched gnoll ranger as a companion.

Ice-Touched Gnoll Ranger (CR 4)

Medium Monstrous Humanoid (Cold, Gnoll)

Hit Dice: 6d8+6 (33 hp)

Initiative: +1

Speed: 30 ft.

AC: 18 (+1 Dex, +2 natural, +3 studded leather armor, +2 heavy wooden shield), touch 11, flat-footed 17

Base Attack/Grapple: +6/+8

- Attack: Battleaxe +9 melee (1d8+2/x3) or composite shortbow+8 ranged (1d6+2/x3)
- **Full Attack**: Battleaxe +9 melee (1d8+2/x3) or composite shortbow +6/+6 ranged (1d6+2/x3)
- Space/Reach: 5 ft./5 ft.
- **Special Attacks**: Icy blast (breathe 20-ft.-cone mist, 2d6 cold damage, DC 13 Reflex for half damage, wait 1d4 rounds between each use).

Special Qualities: Darkvision 60 ft., immunity to cold, vulnerability to fire, wild empathy, favored enemy (+2 giants), *blur* 1/day, *gentle repose* 1/day, *see invisibility* 1/day, speak Gnoll.
Saves: Fort +7, Ref +8, Will +4

Abilities: Str 15, Dex 12, Con 13, Int 10, Wis 11, Cha 8

- Skills: Climb +2, Hide +2 (+10 in ice/snow terrain), Knowledge (nature) +1, Listen +2, Move Silently +1 (+5 in ice and snow terrain), Ride +6, Spot +2, Survival +7.
- Feats: Great Fortitude, Point Blank Shot, Rapid Shot, Track, Weapon Focus (battleaxe).
- Alignment: Chaotic neutral.

Role-Play Text

Read aloud the following points to quickly convey all or part of the legend of Death Howls:

» "For millennia, arctic tribes of gnolls and humans sent their youth to the Snow Country, a frosty etheric realm of eternal battle, in order to train for adulthood."

"The youth often returned with the power to detect and speak with spirits and infuse weapons with crackling energy that sundered ghosts."
 "As fame grew regarding the Snow Country and its warriors, adventurers from southern lands traveled north to join the arctic tribes' test of manhood. The tribal elders usually said 'no."

» "In time, adventures bribed and snuck their way into the Snow Country; one such band violated the laws of the Snow Country and killed a youth sent there. When elder warriors came, the band slew them too. All the warriors rose as martyrs, as Death Howls."

GULGUTHRIANA THE GLUTTON

She is the patron of grasping avarice and feculent contagion. Gulguthriana grants her summoners the ability to grapple with ease, spread disease by touch, wallow in filth without consequence, eat anything, and plant a death urge in the minds of one's foes.



LEVEL: 4 Crown Constellation

Legend

mighty

civilization.

races.

Their cities

swelled with

rotting matter

sent as tribute

from the lesser

The first otyughs rose from the primordial filth to walk among the younger races as gods. Although the otyughs lived in excrement, the world's early peoples revered them as kings and

queens of the natural order: a final consumption that ultimately faces all people, all animals, and all other living creatures. Instead of eking out existence, hidden away in the world's dark places as they are now, the otyughs built cious. There were a few protests when entire populations disappeared into the compost pits, but most otyughs held that it was their right as a superior species.

Most food-slaves went willingly. They accepted their place before the might and power of the otyughs' empire. However, the elves believed that they stood above mortality's rank decay. They decided that their beauty should no longer feed the otyughs, even as part of the natural cycle. They rebelled, eventually laying siege to G'ulacicul, the most ancient and befouled otyugh city.

Queen Gulguthriana, confident of victory, led her warriors into the dung fields outside the walls. Instead of a quick rout and a great feast after the carnage, the otyugh warriors found themselves at the mercy of their foes.

Unknown to prideful otyughs, the gods had grown angry at their greed. They had created Gulguthriana's people as part of

the natural order, not as the rapacious monsters they had become. Revolted at the corpulent appetite that the otyughs now embodied, the

> gods stripped Gulguthriana and her otyugh subjects of psionic power and intelligence during a crucial portion of the battle. Only a few otyugh escaped alive.

As arrows and swords pierced her body, Gulguthriana spoke a curse even the gods could not thwart. Her spirit would survive to take revenge on those who thought themselves better than the otyughs. Her spirit now roams the byways and sewers be-

tween planes, spreading disease and death wherever she goes.

If the otyughs possessed any flaws, it was first their gluttony and then their pride. As their empire and numbers grew, the otyughs tired or waiting for the death of other creatures before feasting on their remains. To gratify her subjects' hunger, Queen Gulguthriana decreed that otyughs would breed herds of sentient beings, the meat of which otyughs found most deli-

Summoning Rules

The following rules describe the requirements and rituals for binding Gulguthriana, The Glutton.

Binding DC: 22.

Requirements: Gulguthriana is a being of chaos and de-

struction. Thus, you must be non-lawful. Also, you must have contracted filth fever at some time prior to this pact.

Ceremony: Add refuse and garbage to the summoning circle, and prepare a meal to share with at least three other people. Your binding check indicates whether you and your companions are able to stomach the feast of filth.

Manifestation: As you eat the prepared meal, the filth around you undulates and shapes itself into a gargantuan otyugh that seems to rush at you and lift you into the air. This apparition of filth breaks apart as Gulguthriana's spirit binds to you.

Granted Abilities

Gulguthriana grants the following supernatural abilities.

Death Urge: You plant a hidden death-urge impulse within the mind of one opponent within 60 feet. On a failed Will save, the target falls under the effects of the death urge. On its next turn, it looks for the quickest method to end its life and attempts to do so. The subject takes no other action on its turn 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 an opening that an opponent may or may not choose to take. If the target is unarmed and no enemy is nearby, then the target does nothing. A target 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.

Disease Strike: You carry a supernatural form of filth fever that infects every pore of your being. You are always considered armed and your unarmed attacks deal 1d6 points of damage plus convey the disease. The Fortitude save to resist contracting filth fever equals your normal granted ability DC. A failed save indicates the target immediately contracts filth fever and suffers 1d3 Dex and 1d3 Con damage. Subsequent saves are made against Fortitude DC 12 on a daily basis to avoid further harm.

Improved Grapple: You do not provoke an attack of opportunity when you make a touch attack to start a grapple. You also gain a +4 bonus to all grapple checks, regardless of whether you started the grapple.

Immunity to Disease: You are immune to hit point damage and ability drain from all natural and supernatural diseases. You may still be a carrier of disease and spread disease to others.

Iron Gullet: You can subsist on filth and garbage including poisonous food and impure water.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Your skin takes on a rocky texture and your arms lengthen by six inches. Your body swells to become more ovoid in shape.

Alignment Shift: When you fail your binding check by more than 10, your alignment moves a step closer to chaotic neutral for 24 hours.

Personality Influence: Gluttonous Gulguthriana compels you to snack on food whenever the opportunity arises. She has no social graces and will even compel you to eat while talking to others.

Favored Ally: Creatures who have psionic class levels or the psionic subtype.

Favored Enemy: Elves (they are too thin, but they make good eats).

Capstone Granted Ability

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

Amazing Reach: Your reach for any natural attacks increases by 5 feet as your arms stretch outward like tentacles. You must show Gulguthriana's sign to use 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:

- » Engage in combat with an elf.
- » Just exposed to a disease or poison.

» Stand within 5 feet of a creature with a psionic subtype or psionic class levels.

» Use a move action to eat something.

Inspired Companion

If you forego the disease strike granted ability, and you are either chaotic or nonlawful and psionic, then Gulguthriana provides you with a juvenile phrenic otyugh as a companion.

Juvenile Phrenic Otyugh (CR 4)

Large Aberration (Psionic)

Hit Dice: 5d8+5 (27 hp)

Initiative: +0

Speed: 20 ft.

AC: 16 (-1 size, +7 natural), touch 9, flat-footed 16

Base Attack/Grapple: +3/+7

Attack: Tentacle +3 melee (1d6)

Full Attack: 2 tentacles +3 melee (1d6) and bite -3 melee (1d4)

Space/Reach: 10 ft./10 ft. (15 ft. with tentacle)

Special Attacks: Constrict (automatically inflict 1d6 tentacle damage on a successful grapple), disease (filth fever, Fort DC 14, incubation 1d3 days, -1d3 Con/-1d3 Dex), improved grab, 1/day (body adjustment, brain lock, force screen), 3/day (defensive precognition, empty mind, mind thrust).

Special Qualities: Darkvision 60 ft., scent, speak Common.

Saves: Fort +2, Ref +1, Will +6

Abilities: Str 11, Dex 10, Con 13, Int 7, Wis 14, Cha 10

Skills: Hide –1 (+7 in trash and dung), Listen +5, Spot +6 **Feats**: Alertness^B, Psionic Weapon, Weapon Focus (tentacle)^B. **Alignment**: Chaotic neutral.

Role-Play Text

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

» "Gulguthriana was the leader of the powerful Otyugh Empire. She was their first phrenic queen, displaying mental abilities far beyond what her primitive descendents show today."

» "From G'ulacicul, the City of Offal, Gulguthriana and her minions feasted on the decay and filth that other creatures brought to them, akin to offerings to gods."

» "Too ravenous to exist on the scraps of others, Gulguthriana began to breed humanoid herds for her race's gluttonous feasting."

» "The humanoid herds, lead by elves, rebelled against Gulguthriana's empire. The elves killed her using armaments and spells."

» "The otyughs' enslavement of the lesser races led the gods to curse them, stripping them of intelligence and turning them into nothing more than ravenous trash eaters."

KANDISHA The Desert's Revenge

She is the protector of women and vengeance against evil and violent men. Kandisha grants her summoners the ability to speak with birds, lay curses, create protective fog, convince the unwilling, and cause insanity in all whom she touches.



LEVEL: 4 Genie Constellation

Legend

Jameel, a desert guide, led the three stalwart explorers out of the dense fog.

"Are we here at last?" Vananiash wondered aloud. She was the loudest of the three explorers and best suited for battle.

"It's best to be quiet," Jameel whispered back. "The spirits are everywhere here, and those they bind rarely depart."

Vananiash gave a skeptical look to Regdari. He smiled back. Regdari was also retired from military duty and seeking fortune. He and Vananiash had weathered many adventures, from harpy caves to a coven of vile rakshasa binders. Little scared them.

High, open city gates loomed ahead, and beyond a noisy market square beckoned, free of the fog. Dour guards stood passively at the entrance. They wore thick iron helmets inscribed with pact magic symbols that neither Vadaniash or Regdari recognized.

ognized. "You know that?" Vadaniash asked Mialeek. Mialeek has the third in their band, an arcanist of considerable power who had learned the secret of arcane binding—to use her spells as a lure to bind a spirit. If anyone knew the symbols it would be her.

"Not at all," she whispered back. "But the helmets glow to my eyes with abjuring magic. The helmets protect them."

"From what?" Vadaniash wondered.

"Are the guards going to stop or search us?" Regdari asked Jameel. The guards seemed to him more concerned with who might be leaving than who was entering.

"Your perceptions are no doubt correct," Jameel replied.

"What?" Regdari asked. Could Jameel read his mind?

"Welcome to Bouya'Oman!" Jameel announced with outstretched arms and an odd joy as they passed the guards and stepped through the gates into the marketplace.

The three adventurers took in the sights of the market. Its colorful tents, grilling chickens, and flavorful spicy aromas tantalized the senses. More so the people—buying, selling, eating, singing, shouting, dancing, laughing, tumbling about. Their eyes were strange, as if looking in all directions at once.

"Mother Nature!" Vadaniash exclaimed, alarmed at the oddness, the insanity of it all.

"Most who come here are possessed, if not insane," Jameel explained. He smiled, as if amused.

Regdari looked back at the gate, wondering if anyone was following them, as he was the group's protector.

An old woman in bloody rags, with bird's feet and a vulturelike nose was pointing her index finger at him accusingly. "Violator!" she shouted.

A chill snaked up Regdari's spine. Then he stood frozen, his mouth agape—though they had just traveled but a hundred paces from the city's gates, there was no exit now. There was only fog, as if they had entered a city that would never let them leave.

Summoning Rules

The following rules describe the requirements and rituals for binding Kandisha, spirit of the Desert's Revenge.

Binding DC: 21. Apply a +1 bonus to your binding check if you slay a rooster for the ceremony.

Requirements: Female or virgin male or torture victim.

Ceremony: Purify yourself with pure spring water, then sprinkle yourself with the blood of a freshly killed bird (any will do, but a rooster is best).

Manifestation: A beautiful noble woman, mostly naked with bird-like clawed feet appears before you. If you are female, she speaks soothing words of comfort and wisdom. If you are male, she screams hateful epitaphs in an agonizing voice.

Granted Abilities

Kandisha grants the following supernatural abilities.

Avian Communion: You can speak with avians of all kinds, both normal and magical, as if using *speak with animals*, and you always start off interactions as friendly with such creatures.

Desert Pox: Your cold stare causes a *bestow curse* effect. You must wait 5 rounds between each use of this ability, you can inflict only one curse on a given creature in a 24-hour period, and you can use this ability a number of times per day equal to one-half your binder level. In addition to the options listed under *bestow curse*, you can cause a man's genitalia to shrivel and fall off, or you can cause a creature to sink up to its neck in sand and remain there held in place until the curse is removed (sand dug away immediately replaces itself, and Strength and Escape Artist checks automatically fail to release the victim). You can also cause *remove curse* effect but doing so expends two daily uses of the ability.

Fog Cloud: You can generate a thick, slowing mass of vapor as the *solid fog* spell for 1 minute per level. You may use the minutes all at once or spread out over the course of the day. You can only maintain one fog cloud at a time.

Noble Aura: You gain a +3 bonus to all Charisma-based skill checks for 24 hours.

Touch of Insanity: Your touch causes *confusion*, as the spell, usable once every 3 rounds. The effect lasts one round per binder level or until you choose for the effect to end.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: You gain avian features such as bird-like feet and small features. These do not have any game effect, but they are clearly visible.

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

Favored Ally: Any female creature. Kandisha is highly sympathetic to the tribulations of women.

Favored Enemy: Any male creature. Kandisha seeks revenge against the evil men who abused her.

Capstone Granted Ability

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

Malevolence: You can use the *supernatural magic jar* spell once per day. Unlike the spell, you are exhausted for 1 hour after returning to your own body. Note that unlike the spell, you can use your granted abilities while inhabiting the possessed form.

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:

- » Enter or leave the house of a noble.
- » Move 30 feet through desert terrain.
- » Stand within 5 feet of a bird (normal or magical).
- » Suffer damage from a male foe.

Inspired Companion

If you forego the desert pox ability and you are neutral aligned and female or a virgin male, Kandisha provides you with an accursed locust swarm as a companion.

Swarm of Bouya'Oman (CR 4)

Diminutive Magical Beast (Extraplanar, Swarm) **Hit Dice**: 6d10-6 (27 hp)

Initiative: +8

Speed: 10 ft., fly 30 ft. (poor)

AC: 18 (+4 size, +4 Dex), touch 18, flat-footed 14

Base Attack/Grapple: +6/-

Attack: Swarm (2d6)

Full Attack: Swarm (2d6)

Space/Reach: 10 ft./0 ft.

- **Special Attacks**: Distraction (Fort DC 14 or nauseated 1 round), smite male (1/day, +6 damage against a male foe as part of normal attack), avenging wound (damage from swarm can only be healed naturally, not by magic).
- **Special Qualities**: Darkvision 60 ft., low-light vision, immune to weapon damage, swarm traits, resistance 5 to cold and fire, damage reduction 5/magic, spell resistance 11, alter appearance (may appear as a locust swarm, a fog cloud filled with insane spectral faces, or a whirlwind of biting sand; the form does not alter the swarm's statistics).

Saves: Fort +4, Ref +9, Will +2

Abilities: Str 1, Dex 19, Con 8, Int 3, Wis 10, Cha 2 Skills: Listen +6, Spot +7

Feats: Alertness, Ability Focus (distraction), Improved Initiative.

Alignment: Neutral.

Role-Play Text

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

» "The countess Kandisha was unhappily married to a rich, powerful lord who ruled over a constellation of desert kingdoms. The marriage was to preserve peace between rival kingdoms."

» "She and her husband had rivals, and their foes sent assassins to abuse and kill Kandisha when her husband died. These men mistreated her terribly before she finally expired."

» "Under her own power—a desire to avenge misdeeds and protect other women—she transformed into a spirit. Women speak of her warmly, but men—particularly priests—refer to her as a cursed spirit."

» "Kandisha may spontaneously possess a woman when there is a wicked or violent man in her life. Other times, Kandisha binds to men, to drive them insane."

» "Somewhere in the mists of the Apocyphal Desert lies Bouya Oman, a refuge for the possessed and insane."

THE UNCARING QUEEN

MOY

Moy is the hedonistic manipulator who sees people as tools for her use and toys for her pleasure. She grants her summoners a disposable servant, the ability to make people love and obey them, and a measure of her stunning presence.



Legend

How had it come to this? Arden wondered.

It had started quietly at first. Reports of unrest had come from the outer villages, but the agents Arden had sent were unable to discover what was the source of the problem.

Wells were poisoned, bridges were destroyed, and military barracks were subject to raids. Villagers began savagely attacking foreigners and soldiers, killing as many as possible before ending their own lives. Bordering nations cut off trade and communication for fear the unrest would spread, leaving him to deal with it alone.

Soon entire villages were rising up, and a vast portion of his army with them. They laid siege to his castle for months, throwing themselves against its fortifications and defenders in mindless waves. They died by the score, crying "Death to the pretender!" until they no longer had the numbers to continue the fight.

When it looked like the worst was over, his men turned against him. They came in the night, dragged him and his family from their beds and threw them in the dungeon. They took his son first, and his daughter hours later. He and Drea, his wife, had wept through the night until they came for her. Arden prayed to any god that would listen that his family was safe or at least had not suffered. While he prayed, his sorrow deepened and hardened. He tempered it, turning it into rage. It was all he had left.

His turn finally came days later. He was dragged bound in chains to his throne room by men he once thought loyal. He could not imagine what could have inspired their betrayal, or why they refused to acknowledge his questions and curses. He wasn't anything to them. Just another prisoner.

The doors to the audience chamber opened with a thunderous bang and Arden winced at the sudden brightness. The hall was filled with magical light that blinded him after the darkness of the dungeon. Music and laughter echoed around the chamber as bards vied for attention, and servants shouted orders to one another and ran about with trays of food and drink. The smells of roasting meats and fresh bread and cake filled the air, making his mouth water. It sounded like a feast the likes of which he had never seen, and it made Arden sure that the usurper was planning to parade him around as entertainment before he was executed.

Lounging on his throne, the throne from which his family had ruled for generations, was a breathtakingly beautiful woman. Dressed in his daughter's clothes, wearing his wife's jewels, and surrounded by servants who fanned and fed her. She reminded him of a succubus. Her very presence muddled his thoughts, making it hard to think.

Servants who had served Arden's father scrambled back and forth, smiling as they gingerly approached her to ask if there was anything she wanted. She ignored them, focusing on Arden. She examined him slowly with hooded eyes, smiling a knowing smile.

He had seen cats smile that way before eating a mouse.

"Arden," she purred, stretching languidly. "I hope your new lodgings have been satisfactory?"

Her voice was like honey and filled his head with cotton. He found himself starting to nod. He shook his head to clear it and focused on his anger.

"Witch!" he yelled, straining against his chains. He wanted to strangle the life out of her, to make her suffer for her crimes. "Fiend! Where is my family? What have you done with them?"

She looked puzzled and gave a vague wave towards a crowd of people. One of Arden's generals came over and whispered something in her ear.

"Oh, them!" she waved again and the general disappeared into the crowd. She turned her attention back to Arden. "They're being put to good use."

The general returned before Arden could respond, with three servants in tow.

His family, raised to rule from the day they were born, stood before him dressed in rags and covered in dirt and grime. Their hands were raw and bleeding, yet they looked as happy and content as if they had been having a picnic in the garden.

"We've scrubbed all the floors, Mistress," said Drea, his darling Drea, as she fawned over the woman wearing her jewelry. She didn't even register Arden's presence. "Just as you asked. You can see your reflection in every stone. We made sure of that."

"What have you done to them?" Arden moaned, his anger draining away, leaving a cold emptiness inside him. His legs gave out underneath him and he dropped to the gleaming marble floor. It was over. He had lost everything.

"I've given them purpose." She said. "They serve me. Love me. Just as all things should. There is no disobedience or rebellion because they know that it is right. They were born to follow, just as I was born to rule. They would die to make me happy, just as many others have before them. Your people should have felt the same for you, Arden."

"The throne should be mine."

In one last gesture of defiance he raised his head to glare at her. Their eyes met.

With a crushing finality, Arden realized that she was right. He was a failure as a king and as a man. A sense of peace came over him. All the power and glory was rightfully hers.

He looked at his wife and children and saw their happy smiles as they gazed at their benevolent mistress. They understood. They had felt the same way and come to the same realization. The knowledge tore at him and he shook with shame. The only one way to make amends was by devoting his life to her.

"Please," He said, his voice breaking in a sob. "Please forgive me, my Queen."

Summoning Rules

The following rules describe the requirements and rituals for binding Moy, The Uncaring Queen.

Binding DC: 28.

Requirements: Moy despises anyone who has power over her. She cannot be bound at the same time as any other spirit of the crown constellation of 4th level or higher, nor will she bind if you can end a pact early. You must have a Charisma of 16 or greater.

Ceremony: Kneel in the middle of the seal, holding a lit candle in your bare hands, and meditate on the flame.

Manifestation: The flames dancing lull you into a deep

LEVEL: 4 Crown Constellation

trance while the geometric seal begins to glow. In this altered state of consciousness, you become aware of a feminine voice whispering in your mind, taunting you with one of your darkest desires. She describes a scene. The scene plays out in the candle's flame and you feel every sensation as though you were living it. Just as the scene reaches its peak, the candle expires and the trance ends.

Granted Abilities

Moy grants the following supernatural abilities.

Adoration of the Masses: You can make people see you as a true friend and trusted ally. This works like the *charm person* spell except you must touch your target, you can only affect a number of creatures whose combined Hit Dice does not exceed twice your level, and you can not use this ability on a creature that has more Hit Dice than your level. Otherwise, you may use this ability at will.

Meat Puppet: As a full round action, you create a disposable servant to do your bidding. The Meat Puppet appears as a generic dull looking human and performs as an unseen servant except that it is physical and is not limited by distance. If you take 10 minutes to enter a trance, you are able to project your consciousness into the Meat Puppet and control its actions directly. While controlling it in this way, you can see, hear and speak through the Meat Puppet but you cannot use spells, spelllike abilities or supernatural abilities. You can perform complex actions through the Meat Puppet, substituting its physical ability scores for your own, but you suffer a -2 penalty due to the body's unfamiliar nature. Mind-affecting effects that target the Meat Puppet affect you when you control it in this manner. You are unaware of your own body while you are in this trance, leaving it helpless. You can end the trance at any time as a free action. The Meat Puppet lasts until it is destroyed or the pact ends. You must wait 10 minutes before creating another if it is destroyed.

Meat Puppet (CR 1/4)

Medium Construct Hit Dice: 1d4+20 (24 hp) Initiative: +0 Speed: 30 ft. AC: 10 (+0 Dex), touch 10, flat-footed 10 **Base Attack/Grapple**: +0 /+0 Attack/Full Attack: Slam +0 melee (1d4 non-lethal) Space/Reach: 5 ft. / 5 ft. Special Attacks: None. Special Qualities: Construct traits, darkvision 60 ft., lowlight vision. Saves: Fort +0, Ref +0, Will +0 Abilities: Str 10, Dex 10, Con -, Int -, Wis 10, Cha 1 Skills: None. Feats: None. Alignment: Neutral.

Decree: UP to once every three rounds you may use the *command* spell. You must be able to speak and be heard to issue a command. Beginning at 15th level, you may issue a *greater command* instead.

Untouchable Beauty: Moy's presence makes it harder for others to strike you. You may add your Charisma Modifier to your AC when you are unarmored.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: A black collar with a gold tag stamped with Moy's seal appears around your neck. The collar cannot be damaged, removed or hidden in any way. At your option, whenever you use a granted ability your eyes become hypnotic swirls.

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: You become languid and imperious. Moy compels you to take advantage of any chance to revel in luxury and avoid any form of physical labor that someone else can do for you.

Favored Ally: Humanoid (human). Moy's ability to make her subjects love her still echoes today.

Favored Enemy: Royalty. Moy sees all other persons of royalty as pretenders and threats to her throne.

Capstone Granted Ability

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

Crushing Presence: You focus the power of Moy's ego at a living creature to beat them into submission. The target takes 2d4 points of Charisma damage, or half that amount (minimum 1 point) on a successful save. A target that fails its save is also dazed for 1 round. The damage increases to 3d4 at 11th level, 4d4 at 15th level, and 5d4 at 19th level. This is a mind-affecting effect. Once you have used 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:

» Acquire an item, healing or other benefit instead of protecting an ally from harm.

- » Embarrass or injure royalty.
- » Gain an item or service that an allied paid on your behalf.
- » Spend a move action to issue a command to an ally.

Role-Play Text

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

» "Moy was a peasant girl who discovered that she could make people do what she wanted with the power of her mind. After years of honing this ability she became so powerful that she could make her victims slavishly devoted to her."

"Her influence was so great that they would willingly sacrifice themselves to fulfill her every whim. She came to feel that she had been chosen to rule and sent out her 'subjects' to wage a guerrilla campaign against a local kingdom."

» "After years of careful manipulation, Moy succeeded in taking the throne for herself. She wallowed in luxury and excess while her influence spread across the land."

» "When she became obsessed with becoming a goddess, she sent her people out by the thousands to find a way to make her dream reality. Men, women and children from all walks of life threw their lives away for a quest they were not suited to undertake."

» "The sole survivor of this search eventually returned with an artifact of immense power. Moy needed all her concentration to complete the ritual to ascend, so she carelessly released control of her subjects only to be killed by her bodyguards at her moment of triumph."

ARTHU THE SLEEPING KING

Arthu is the king that served no one but himself, yet still many loved him. He grants his summoners prodigious strength, an animated sword, and the ability to inspire allies and send telepathic messages across moderate distances.

Legend

Your Majesty,



LEVEL: 5 Knight Constellation

Please find enclosed my confidential report on the malevolent spirit known as Arthu, the Sleeping King.

Arthu is a spirit, powerful in will and action, who waits restlessly in a barrow somewhere in the bounds of our great kingdom. He plots and feuds constantly, for he has lost control of the kingdom he once kept under his iron fist.

Witches and heretics that invoke this foul being are gifted with demonic powers—prodigious strength, a sorcerous sword, and a presence that inspires loyalty and courage in their pitiful slaves and duped companions. Among demonologists and wicked astrologers, Arthu is associated with the knight constellation.

I extracted the secret lore surrounding this perfidious spirit from a lazy old man by dangling his beloved hellspawn child above the purifying flames of my torch. I consolidated that with sketchy information from The Hammer of Binders.

Arthu was a bastard, born to a petty king who claimed some small part of the present kingdom. Even as a child he was shameful in his appearance and behavior; thusly, he was sent away for adoption. Arthu later learned of his noble heritage and—having already been insufferably arrogant—became even more difficult to deal with.

One day during a tournament, Arthu's step-brother was challenged to a duel and desperately needed a sword. Indolent and stubborn as always, Arthu dragged his feet, taking a detour to examine the rest of the stands at the fair.

One stand caught Arthu's attention. A cheap mountebank's basic prestidigitation awed this ungodly child. Arthu was most impressed by a sword that looked stuck fast in a rock—only to release itself when the magician triggered a certain sensitive floorboard. Upon the rock, the sensationalist charlatan had carved poorly-rhyming, ungrammatical verse about the sword releasing itself only for the true king of our illustrious nation.

Seeing an opportunity to seize a sword for his brother as well as impress the servants whose skirts he was forever chasing, Arthu asked for a go. He triggered the floor board, snatched the sword and sprinted from the irate magician, who lost his credibility, his sole attraction and his sword in one go.

By the time Arthu returned, his brother had begun the duel. While his foe fought with cold steel, Arthu's brother used a wooden duelling sword—all that he had at hand. Instead of handing over the charlatan's sword so his brother could defend himself, Arthu presented the sword to the crowd and claimed to be the rightful king. The crowd laughed uproariously at this tiny figure until Arthu turned around and sliced off the head of the man duelling his brother.

Impressed, one of the knights present sent a squire to investigate the stone. After reporting that the stone had indeed relinquished its sword and the magician had disappeared into thin air, the squire prostrated himself before Arthu.

It was not long before the rest of the crowd followed. Arthu had become king, and would have his pick of pretty girls —though his lust would eventually lead to his downfall.

Not content with his purloined sword, Arthu struck a pact with a dark and mysterious water weird, who bestowed upon him a true sword so heavily enchanted that it could slice through castle walls. Tempered with unholy fires from Hell and doused in the River Styx, this sword sung out for blood.

Its cry was heard, and Arthu drew back barbarian hordes in his hunger for carnage. He had other hungers too, and soon married the princess Gwyna. If any mortal lusted more than Arthu, it was his wife, who disgraced all of womenkind with her rutting. Nor did marriage fetter Arthu's urges. He raped the fair and lovely Morganna, a woman whose chastity rivalled Gwyna's promiscuity.

Morganna bore Arthu's child, a sanguine and insightful boy. According to a soothsayer, Arthu's downfall would come from a child born on May Day and, to Morganna's despair, she bore her son on that day. Arthu's knights scoured the land, seizing all babies born that day and casting them onto a dread ship. The ship was dispatched to the farthest reaches of the earth, where it would be sunk and the May Babies drowned.

Arthu's evil plan failed. The ship sank prematurely, just miles from shore. All the babies drowned, bar one who—by Providence or divine blessings—was carried gently to shore. An old man, Arthu's betrayed and discarded stepbrother, discovered Morganna's son and raised him to be a fine boy.

That boy, in adulthood, found his mother Morganna and discovered his heritage. It was he who, upon being appointed one of Arthu's knights, bound the king in irons and cast him into the sea to drown.

So goes the legend. But according to the heretics, Arthu did not drown. He was recovered by decrepit and decadent courtiers who had prospered under his licentious reign. They bore him to the barrows where the mighty barbarian kings of old were buried. They opened a tome and claimed to have laid him on a bed of gold. Many of his knights took a pilgrimage to this site, taking their lives so they could rest with their king.

The witches say that this act of sacrifice made the soul of Arthu restless and lonely, and so his ghost begged Morganna to return him to life. Morganna, these witches say, instead banished his spirit to a nether realm where it could interact with his followers only through the rituals I describe below.

Many heretics elaborate on this myth, saying Arthu remains in a state of undeath beneath the barrows. When he sees an opportunity to seize control of our glorious kingdom, he will sally forth with legions of the damned—shambling corpses as decayed and evil as their depraved 'king.' Note that he is deathless and patient, and many long years may pass before he plagues us.

As I promised, here are notes regarding the ritual that the prisoner outlined to me.

Firstly, the ritual must be held on dirt. A sword is stabbed into the ground so that it stands vertical. Oil, like that used in the anointing of a king, is flicked onto the sword's hilt. Finally, the heretic grasps clods of earth and throws them onto himself. Presumably, this symbolizes the heretic burying himself beneath the earth as Arthu is. There are no records of female witches performing this ritual, but my prisoner thinks this is simply because the cult of Arthu is favoured by men.

Assuming the ritual is proper, Arthu appears in muddied, rusty armor and wearing tattered clothes with half of a broken crown on his head. When he grasps the sword, his armor begins to clean and polish and his clothes knit together. Significantly, however, the crown is not restored. My prisoner told me he experimented by leaving a whole crown in the summoning circle. Arthu crushed it beneath his spurred foot.

Now, this demonspawn Arthu bestows certain fiendish powers upon those under his influence.

Firstly, once Arthu is bound, the muscles of the witch grow thick and large. While this offers some small benefit in typical day-to-day chores, it also affords short bursts of enormous strength allowing the witch to cause horrific wounds.

Then there is the matter of the sorcerous sword used in the ritual. Unbelievably, the sword becomes weightless and animated by some mischievous poltergeist or imp. The heretic can use it to strike at enemies at far distance—perhaps up to seventy feet. Expert witches, presumably with more power or higher standing in the eyes of Arthu, can attack with the sorcerous sword in an instant, taking advantage of any momentary lapse of concentration or vulnerability.

I should add, the wretches and sycophants that typically surround witches and heretics are not the most brazen or talented lot, but there is something about Arthu's influence that makes them vicious fighters. I suspect this is a parcel of the magic.

Arthu's followers also demonstrate a frightening ability to send secret messages by way of the wind. Warnings, threats and requests can all be sent, though their length is limited.

Some thralls of Arthu show physical signs and changes in mannerism. However much they might try to clean, their metal equipment grows rusty and smudged with grime while their clothes soil with dirt and even small plants and insects make homes in the heretic's clothing. As far as I can tell, these have no long-term effects except rust, which must be removed. Arthu's influence also causes suspicion and jealousy, but also a sense of righteousness and honesty. Those channelling Arthu show many of the traits of courtesy and chivalry—even peasants and serfs! We must assume that this is a charade to allow the heretics to ingratiate themselves within the villages.

Your Majesty, I hope that this information on the wretched spirit that plagues your land is taken in good faith and proves useful to Your Highness.

All Hail the True King Mordred! Your loyal servant, Myrddin.

Summoning Rules

The following rules describe the requirements and rituals for binding Arthu, The Sleeping King.

Binding DC: 23.

Requirements: The ritual must take place on dirt.

Ceremony: Stab a sword into the ground so that it stands vertically. Flick a small amount of kingly oil onto the sword's hilt. Finally, apply clods of earth onto yourself as a symbol of burial like that of King Arthu.

Manifestation: Arthu's apparition appears in muddied, rusty armor and tattered clothing. He wears half of a broken crown. He grasps the sword, resting his old body upon it. Immediately, his armor is clean and polished and his clothes knit together. However, the crown is not restored.

Granted Abilities

Arthu grants the following supernatural abilities.

Prodigious Strength: Your Strength increases by +2, you do an additional 1d6 points of damage on attack rolls, and you knock prone your opponent on a critical hit.

Sorcerous Sword: As a move action, you can move the sword used in the ritual up to 30 feet. The sword hovers in the air.

As a standard action, you can make an attack with the sword that functions as if you were making a melee attack from that square. As a full-round action, you can have the sword attack on your behalf as if you were using it as a melee weapon. You suffer normal penalties to attack and damage rolls (such as using a weapon that is too big or small for you).

Inspire Allies: Allies that are adjacent to you receive a +1 morale bonus on attack rolls and a +4 morale bonus on saving throws against fear.

Corpsewhisper: If you speak the full name of an individual, you can telepathically send a 25-word long message to the target. You can use this ability once every hour, and the target of the message must be within 50 miles of your position.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: However much you might try to clean your metal equipment, it rusts and smudges with grime. Similarly, your clothing easily soils with dirt and even small plants and insects begin to make their homes in your clothing. The dirt, plants, and insects pose no treat; they are illusory. However, rust from metal equipment must be removed when the binding ends.

Alignment Shift: When you fail your binding check by 10 or more, your alignment moves one step closer to true neutral for 24 hours.

Personality Influence: Arthu's influence evokes suspicion and jealousy, but also a sense of righteousness and honesty. Arthu compels you to be courteous and chivalrous, even to those below your station.

Favored Ally: Fey. Arthu is fond of faeries and similar woodland beings.

Favored Enemy: Humanoids (human). Arthu views other humans as rivals.

Capstone Granted Ability

When you pass your binding check by 10 or more, you gain the following ability.

Sudden Strike:You make attacks of opportunity with the sorcerous sword as if you threatened all squares adjacent to the sword.

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:

» Another character speaks or otherwise acts that round to deliberately evoke in you feelings of jealousy or envy.

- » Give a short rousing speech as a move action.
- » Stand adjacent to at least three allies.
- » Offered by a noble an official position of command.

Role-Play Text

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

- » "Arthu, the son of a petty king, was adopted by another family."
- » "He pulled a sword from a stone, supposedly fulfilling a prophecy."

» "Arthu became the acknowledged king, and during his debaucherous reign raped his sister Morganna."

"A child born on May Day, like Morganna's son with Arthu, was prophesied to be the one that would destroy Arthu."
 "Arthu had all May Babies drowned, but Morganna's son survived

» "Arthu had all May Babies drowned, but Morganna's son survived to kill his father years later."

» "Arthu is buried beneath a barrow, though where and what state his soul is in is unknown."

CIRCE'S RUNES LAST REFUGE OF PACTS

Witch Circe never became a spirit, but her repertoire of rune-based spells did. Her runic spirit grants the ability to cast spells, understand magic and use magical devices with ease, detect whether a person will make a good pact mage, foresee which spirits will be useful for the day, and whip up a storm of fiery supernatural rage.



LEVEL: 5 Magi Constellation

Legend

Dearest Saramena,

I hope this letter finds you with good spirits. Please accept my apologies. It has been some time since you asked about Circe's Runes, and I have not responded, as my old hands are stiff.

This is what I know. Circe lived for hundreds, perhaps thousands of years. In her travels, she accumulated many stories. As we have discussed, some stories reflect the hatred she encountered from those who feared her age, power, and friendship with gods. Rather than allow her stories to be reduced to a few popular or spiteful tales, she created a tablet of runes to express the essential elements of her life.

Please find the table enclosed with this letter. As you will discover from pondering the table, millions of stories can be told about Circe by arranging the symbols on the facing page to tell a coherent story.

Now, I know you have asked about the so-called true stories, and the gist of Circe's story is known to all binders. But I hope you will delight in Circe's sincerest wishes that pact mages use her runes to add spice to their own lives.

One final note. An old tome now by my side states that certain combinations of runes unlock additional power from this spirit. No doubt such a search will prove most entertaining.

Lovingly,

Grandpa

Summoning Rules

The following rules describe the requirements and rituals for binding Circe's Runes, Last Refuge of Pacts.

Binding DC: 22.

Requirements: Spellcraft 2 ranks or spurned by a lover in the past 24 hours.

Ceremony: Burn a spellbook. The book must contain at least one spell.

Manifestation: As the spellbook burns, a vision of a hundred pages rise from the fire and swirls around you. Each page glows radiantly with arcane markings (even if the spellbook used in the ceremony was mostly blank). As the fire fades, so too does the ink and then the pages until nothing remains.

Granted Abilities

Circe's Runes grants the following supernatural abilities.

Arcane Audacity: Apply a +5 bonus to all Knowledge (arcana), Spellcraft and Use Magic Device skill checks. The bonus increases to +8 at 15th level and +10 at 20th level.

Circe's Probation: At any time, you may touch a creature to determine its actual or potential skill with pact magic. If the creature is unwilling, you must succeed on a touch attack and it must fail a Will save for you to learn the information. Otherwise, if the creature is a pactmaker, you learn its class and the highest level spirit it can bind; if the creature is not a pact magic user, you learn which class it is most suited for, if any. As a guideline, the game master may sum the target's Constitution and Charisma scores. If the sum totals 30 or more, you learn that the target has great talent. If the sum totals 20 or less, you learn that the target has minimal potential.

Circe's Temper: You whip up a storm of fiery supernatural rage. The storm is a 30-foot-radius spread around a point of your choice within 60 feet. All creatures caught in the area that fail their Will save suffer 5d6 fire damage and 5d6 untyped damage consisting of raw magical energy. You are immune to the storm's effects. The storm does not affect objects or mindless creatures. At 15th level, the damage increases to 7d6 fire plus 7d6 untyped energy. At 20th level, the amount increases to 9d6 fire and 9d6 untyped energy. You must wait 3 rounds between each use of this ability.

Vatic Foresight: As a move action, select the names of three spirits. You immediately learn the order of usefulness of the spirits, from most to least useful during your planned quests over the next 8 hours. You can use this ability a number of times per day equal to your Wisdom bonus (minimum 1).

Vatic Sorcerer: Select three runes in the table at right. While bound with Circe's Runes, you know the spells listed with the selected runes. You can use one, some or all of these spells as spell-like abilities by inscribing a spell's rune in the air as a standard action. You can scribe runes a total number of times per day equal to your binder level. The spell DC's are Charismabased. Your effective caster level equals your binder level.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: If you are middle aged or older, then you appear as a young adult. If you are a young adult or younger, then you appear old. Your size and statistics do not change.

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: Circe's Runes compels binders to become easily annoyed, if not enraged, especially after casting a spell. Whenever you use her vatic sorcerer ability, you must spend a free action to shout, curse or yell in anger.

Favored Ally: Outsider (any). Circe was highly familiar with the gods and their emissaries, and they tolerated her use of pact magic because of her fondness for them.

Favored Enemy: Humanoid (any). Circe was always her own worst enemy.

Capstone Granted Ability

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

Urgent Pact: Twice per day, you may evict one spirit you have bound—either Circe's Runes or any other spirit—and replace it with a spirit of equal or lower level. The eviction is immediate and the new spirit is bound and ready for use at the start of your next turn. You must meet the new spirit's requirements and make a binding check, suffering a -4 penalty on your check, but you do not need to perform its ceremony. One minute after using this ability, you become exhausted for 1 hour, or if you are already exhausted you fall unconscious for 1 hour and then awaken exhausted for an additional 1 hour.

CIRCE'S SPELL RUNES

Each of the following 32 runes allows a binder of Circe's Spells to cast various spells.



*The freezing ray spell works like scorching ray but delivers cold damage instead, while transcribe duplicates one nonmagical page.

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 spellbook in one hand.
- » Move through water of a limited depth (from ankle deep to waist deep but no more).
- » Stand beside a male humanoids with Charisma 15+.
- » Stand within 5 feet of a snake.

Role-Play Text

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

» "Circe was an infamous witch who lived on a hard-to-find tropical island in a vast sea. Rumors said that she laid traps for ships to capture men whom she turned into pigs and goats to feast on."

» "In fact, Circe was a wise but lonely witch, practiced with both arcane spells and pactmaking. Unfortunately, she had a terrible

temper and feared that she might harm innocent folk with her tempest of magic; thusly, she kept to herself."

» "One day, a ravaging storm brought a handsome young captain and the remnants of his crew to her island. Circe fell in love with the captain, even though he was many years her junior. In fact, Circe was many centuries old but maintained her looks through magic."

"The day came when the crew finished building a small ship, and the captain expressed his desire to stay with Circe. She felt she must tell him her true age before he made such a commitment."

» "The captain disbelieved and mocked her, and she became enraged and showed him her true visage. He fled the island with his crew."

» "Sad and alone again, Circe wept. Her friend, the Goddess of Love, descended to comfort her. Circe realized that it was rage that frightened the captain and not her age. Unfortunately, her gift with runic spells and her rage came from the same birthrite. Thus, she gave up her runes to end her rage, then abandoned the island to explore new vistas, never to return."

WENDIGO THE EVER-HUNGRY

Wendigo is the voracious hunger that nearly ate the world to satisfy his need. He offers his binders the ability to eat almost anything, from rocks to spells, plus immunity to poisons and the ability to locate a next meal with ease.



Legend

LEVEL: 5 Fiend Constellation

Long ago and far away, there was a large village by the banks of a bustling river. Nestled amongst bountiful foothills, the village prospered. While many babies were born that summer, one of them was very special. His name was Wendigo. He was much loved by his parents as he was their first born and they took special care of him. He grew by leaps and bounds until, by winter time, he was as big as a child of four. His poor mother, bless her soul, was so exhausted by giving Wendigo milk that she passed away with the first snows.

All that winter, Wendigo's father laboured under his son's cries, "But Papa, I'm hungry!" Day and night he worked to assuage his magical son's hunger, but it was never enough. The neighbors cringed and shook their heads whenever the winter wind brought Wendigo's little piping voice: "Papa, I'm hungry."

When spring arrived, they noted that Wendigo's father was emaciated and had a haunted look. They shook their heads when they noticed how much of the family's livestock had gone to Wendigo. It seemed even a couple of the dogs had gone too. Most astonishing was Wendigo's size. He now seemed a boy about to come of age!

That year was a lean year for the village. At first the herds were plentiful, but villagers soon noted that some predator was wiping out livestock. In the spring, the hunters were finding half-eaten carcasses of elk and boar. By summer's end, hunters found almost no animals, only the occasional pile of bones. Every so often, a hunter would hear the wind whisper, "So hungry, so hungry." The farmers found their fields similarly robbed. Even the fishermen heaved up empty nets. By the time the autumnal mists shrouded the village, the lack of food was a serious concern. And the whole village echoed with Wendigo's low moans, "So hungry, so very hungry".

An anguished shriek broke over the village as the first snows fell on the hungry village. When the neighbors rushed over to Wendigo's house, they recoiled in horror at what they saw. Wendigo crouched over his father's broken body, gobbets of bloody meat clutched in his hands. The villagers called for the local priest who confronted Wendigo. While his holy words discomfited Wendigo, the priest's spells were snatched from the very air and consumed, so great was Wendigo's hunger. Emboldened and enlivened by this new food, Wendigo leapt upon the priest and set about eating him, too.

Horrified and enraged, the villagers surged forward and subdued Wendigo. Though many were gouged and bitten, at length Wendigo was bound in heavy chains. As flurries swirled about them, the villagers carried Wendigo writhing and pleading up into the hills above the village. All the while he moaned, "I'm so hungry, please give me some food."

The villagers threw Wendigo into a cave and collapsed the entrance. They placed holy symbols around the cave mouth and

headed home. All that winter, the wind from the hills brought pitiful moans and cries of hunger to the villagers. The noises Wendigo made were so piteous and moving that they reached up to Heaven. Despite his crimes, the gods were moved to pity. An angel was sent down to comfort Wendigo in his cave. Deep did the angel have to travel. Wendigo had gnawed his way down to the very bones of the earth to ease his hunger. Alighting beside him, the angel released Wendigo from his chains to soothe him.

Wendigo curled up, rocking back and forth. "I'm so hungry. Why does it never stop? No matter how much I eat. No matter what I eat. I'm still hungry!"

"Be at ease, child of Earth and Heaven," said the angel. "I bring you mana from the gods as balm for your hunger."

The angel prayed and a feast appeared. Ravenous, Wendigo ate it all. Three times did the angel call forth a feast and three times did Wendigo consume it to the last crumb. Each time he asked, "Please, may I have some more?"

After the third feast, the angel answered "I can produce no more for you today, I'm sorry."

"But I'm still so hungry. Please can't I have some more?"

"There is nothing more I can give you this day, oh son of Earth and Heaven," said the angel. "You will have to be patient."

"No!" cried Wendigo. "If you won't give it to me, I'll take it from you! I'll eat all of Earth and Heaven too. But first I'll start with you!" And with that, Wendigo leapt upon the angel and ate him all.

Heaven could not stand this affront and so cast Wendigo into the Void where his hunger could do no further harm. Even so, the memory of his gnawing occasionally causes the earth to shudder and shake to this day.

Summoning Rules

The following rules describe the requirements and rituals for binding Wendigo, the Ever-Hungry.

Binding DC: 25.

Requirements: You must not have eaten within 24 hours of summoning Wendigo.

Ceremony: Place a small amount of food and drink within the pact seal.

Manifestation: A voice whispers, "Hungry, so hungry." The ground trembles lightly.

Granted Abilities

Wendigo grants the following supernatural abilities.

The Better to Eat You With: You gain a bite attack appropriate for your size (1d6 for Medium creatures and 1d4 for Small creatures). You are proficient with this attack. Your bite attack counts as magical and adamantine for purposes of overcoming damage reduction.

Hunger Makes the Best Sauce: You can sustain yourself on anything, even objects normally considered inedible such as rocks, metal, and wood. You can even consume nongaseous poisons and noxious fluids. Things you can eat must have a physical presence, so fire and light are inedible. Magic items that are not meant to be consumed receive a Fortitude save to resist consumption. As a side effect of this ability, you never feel full no matter how much you eat.

Iron Stomach: You are immune to any sort of ingested poison. Insinuative and contact poisons are still effective.

Gnawing the Bones: You gain a burrow speed of 30 ft. that allows you to move through stone as well as dirt. You may choose to leave a tunnel behind you as you burrow.

Finding the Next Meal: You gain a +8 on Survival checks. You also gain the benefits of the Track feat.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Your teeth appear chipped and broken, as if you eat rocks. Your flesh and clothes bear the signs of having been wrapped in heavy chains.

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 view everything as food including trees, rocks and even other people. You spend considerable amount of time wondering how they might taste and the best means to prepare them. You are tempted to take a lick or a small nibble when the opportunity arises.

Favored Ally: Hunters, farmers and fishers. Though he stole the fruits of their labors, he appreciated them for the food that they produced.

Favored Enemy: Angels and clerics, because Wendigo finds them so very tasty.

Capstone Granted Ability

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

Mana From Heaven: Up to once per round, you may eat a single spell cast at you. You make the decision after succeeding on your saving throw against the spell. For every spell level that you eat, you heal 2 hit points. You may not exceed your normal hit point maximum. For every 4 hit points that you heal, you may choose to forego the healing in order to increase one physical ability score (Strength, Dexterity or Constitution) by one point for one round per level. You may use this ability once every five rounds

Tactical Bonus

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

- » Eat or drink something (or someone) as a move action.
- » Freed from chains in the previous round.
- » Standing in any food storage space.
- » Standing in or moving through a natural cave.

Role-Play Text

Read aloud the following points to quickly convey all or part of the legend of Wendigo.

» "Wendigo was a magical boy who grew up in a prosperous village. Sadly, his mother died that first winter."

» "Wendigo's father beggared his farm to provide Wendigo with enough to eat that winter. During the following summer, Wendigo ate most of the food that the villagers could hunt, fish or grow."

» "When winter came, Wendigo ate his father. The village priest confronted him but Wendigo ate the priest's spells and then the priest."

» "The villagers subduedWendigo, wrapped him in chains, and threw him into a cave, collapsing the entrance on top of him. In his hunger, Wendigo ate his way deep into the earth."

» "Wendigo's hungry cries moved Heaven to pity. Wendigo ate the angel sent to feed him when the angel couldn't produce enough food."

» "The gods threw Wendigo into the Void so that his hunger could cause no further harm."

GREY AVARICE

Grey Avarice serves as a trash heap, flea market, and home of used souls for the entire multiverse. Visitors find shoddy stalls and tattered tents overflowing with questionable goods amid millions of square miles of heaped refuse, discarded lives, halfeaten food, and foul dung. Though fetid and sad, Grey Avarice offers promising deals and hope for those with no where else to go. Inhabitants include binders, fiendish dire vultures, fiendish halfling thieves, living nightmares, otyughs, and vrocks. Sages describe a King of Avarice, a fiendish halfling rogue of great cunning, and the Ossified Queen, a woman who sits forever in despair after being left at the altar half-married.

Travel to/from Grey Avarice

To visit Grey Avarice, a character must use a spell or device that affords planar travel while bound to one of the following spirits: Dantalios, Gulguthriana, Hollow Eyes (*SoPM*, pg 128), The Ravenous Maw, Wendigo or Witch Yaba (*SoPM*, pg 148). Leaving Grey Avarice can prove difficult. After one hour on the plane, a visitor acquires a putrid supernatural odor—departure requires a successful DC 15 Will save. For each additional hour, increase the DC by +1. There is no upper limit on the DC, although an *atonement* or *heal* spell resets the DC at 15.

Purchasing Used Goods

The table below lists goods typically found in Grey Avarice. All goods cost one-quarter their normal market value.

2d10	Item	2d10	Item
2 Half-drunk potion		11-12	Useless trash
3	Half cast spell	13	Used noble costume
4	Half-bound spirit (binding lasts 1d6-1 hours)	14	Prematurely dismissed spell (use spell at half duration)
5	Refurbished wondrous magic item	15	Unfinished battle (use <i>hero-ism</i> once)
6	Refurbished magic armor, shield or weapon	16	Uncompleted quest (use <i>geas/quest</i> once)
 Incomplete summon monster spell (lasts 3 rounds) Incomplete journey (cast teleport once) 		17	Discarded alignment (change without penalty)
		18	Half-eaten feast (use <i>heroes feast</i> once)
9	Rended scroll	19	Jilted love (use <i>love spell</i> once)
10	Interrupted night's sleep (use <i>deep slumber</i> once)	20	Half-spoken wish (use <i>limited wish</i> once)

When a character uses an item from Grey Avarice, there is a 50% chance that the item works (gnomes and halflings enjoy a $\pm 10\%$ racial bonus) and a 25% chance that the user suffers the effects of *ghoul touch*, *bestow curse* or *polymorph any object* (into an otyugh). Resolve spell effects without a save at caster level 8th.

Scavenging for Items

Characters can search Grey Avarice's piles of rubbish and dung for "free" items. Each hour, a character makes a Search check over a 30-square-foot area. If the character rolls 15 or better, roll once on the table above. For every 5 points above 15, roll one additional time. Each hour, a character may suffer the effects of *contagion* (random disease, Fortitude DC 15 negates) or *poison* (-1d10 Con/-1d10 Con, DC 17 Fortitude negates). There is also a 1 in 20 chance a character will suffer the effects of the *maze* spell, but check each hour instead of each round

ALRIK OF MALKEBORNE THE ALABASTER PRINCE OF CHAOS

This terrifying prince aided the downfall of his own decadent empire; and wherever he wandered, death of love and beauty was sure to follow. He grants summoners the ability to charm anyone, curse foes, brew potions, and

strike opponents with the power of primal chaos.



Legend

Servants ushered the poet into Alrik's lavish bed chambers. The carved bone doors closed behind him. A morning breeze wafted through silk-covered windows.

Alrik eyed the poet but said nothing. The man showed signs of dirt and age. *Who allowed someone of ignoble birth to enter here?* Alrik wondered. Then he remembered that he himself had invited the poet. "You may speak," Alrik commanded. "I am not a man to stand on formalities."

"Yes, your majesty."

"Remember," Alrik began, as he rose in the torn remains of his silk sleeping gown to fully face the small man. "I like surprises."

"I am not an assassin," the man said in all earnestness.

"Now," Alrik responded with joy, "that is a wonderful start to your poem for me. And you say it so seriously. Remember as you continue that life is humor as well as tragedy. That is why I brought you here."

The poet eyed a sleeping figure in the bed. Alrik had spotted the pretty boy in the marketplace and had him brought to the palace, made clean, and introduced to the finer things.

"I do not wish to disturb the sleeping," the poet said. "Shall we go elsewhere?"

"Again, a good line, that first one," Alrik said. "But come and sit here by me. I inspired the boy, and now he will inspire you. Such is the circle of life and death."

"And the poet sat," Alrik hymned as the man sat down. Alrik reminded himself to have the sheets burned later, which was a pity. The boy's corpse left no blood, since Alrik's brotherly blade in battle, Spotta Corigaine, had drunk it all. And his soul too. But the lingering scent of the boy's soul left a faint residue.

By now, the poet realized that every word he spoke might tie his own noose. Yet he had been brought here to speak. At least the prince's themes were clear enough. His hand tremored with nervousness.

Alrik eyed him, betraying no sentiments.

"Forgive me," the poet finally said, "I am used to composing alone."

"You are alone," Alrik replied.

Just as Alrik had hoped, the poet was now inspired. The man embraced his fears and sang a dirge. A few lines through, he rose and took to the window to excoriate the villainy of the sun, the evil of the sea, and sadness of men's lives amid the glories just beyond their reach.

"And so we are assured that all life dies," he sang.

The poet fell silent. His palms were sweaty and his eyes blurry with tears. A few minutes passed as he just stood there, enraptured by the acceptance of his own mortality.

"Are you dead now?" Alrik asked, with curiosity.

The poet emerged a hint from his reverie.

Alrik wished for him to stay with that note and not lose it entirely, so he made his words brief.

"It is my joy," Alrik said, "to bring all of my subjects at least one moment of ecstasy, of rapture, for what is hopelessness without the rediscovery of joy against all odds?"

A mighty blade ran through the poet. It was Spotta Corigaine. The sword had been hovering in the corner, still savoring the boy but not yet satiated for the day. After all, Alrik had a battle ahead of him that afternoon, against the last of the priests who held against Alrik's rule.

Spotta Corigaine lapped up the poet's blood, and his soul, and a talented if empty shell crumpled to the marble floor.

Spotta Corigaine whispered in Alrik's mind. Feed me more.

"Patience," Ālrik replied aloud. "I wish to clean my body before I used it again."

When Alrik returned from his bath, the room had been cleared and dainty plates of fruit, meats, and nuts laid out on a wooden table.

A serving girl came in. Her dark locks fell around her neck with innocence, and her eyes were like a dryad's.

"Where are you from?" Alrik asked her.

"The woods of Avon d'Alvelor." She correctly assumed that he knew the name of his own conquered lands.

"Come over to me," he requested. She trembled lightly. His heart sang at the coming feast.

"Don't be shy. I am not a man to stand on formalities."

The serving girl slowly came to him; impatient, Alrik intercepted her and threw her onto the wooden table to enjoy her.

He stopped and asked, "Your mother was a dryad, wasn't she?" From the girl's look, he knew.

Malboshk, the demon that arranged Alrik's daily needs, often thought in terms of arrangements rather than single entrees. Surely, Alrik though, the table was the tree of the girl's mother. Perhaps a vestige of her spirit was still trapped inside.

Pressing the girl hard against the table, he spoke softly into her face, "I shall grant you a pleasure that so many mortals yearn for without hope. I shall return you to the womb of your mother."

Spotta Corigaine was hovering nearby. This one they would enjoy together.

As Alrik fed himself and Spotta Corigaine on the moans of pleasure and agony of the girl, he ruminated.

"How odd is it, Spotta, that I have chosen the path of a hero rather than the path of a god?" He could have joined the other atlan gods. He could have had priests of his own. Lord Corigaine, Spotta's previous divine owner, had offered him as much. But no, Alrik thought, how much more pleasurable to walk amongst mortals, to taste their souls.

Summoning Rules

The following rules describe the requirements and rituals for binding Alrik of Malkeborne, The Alabaster Prince of Chaos. **Binding DC**: 25.

Requirements: To be worthy of Alrik's spirit, you must have defeated a foe of 8 of more Hit Dice in single combat that you made love to earlier that day.

Ceremony: Make light slits across your wrists to release a small stream of blood, which you pour onto the pact seal. The ceremony inflicts 1 hit point of damage.

Manifestation: Your mind is pulled apart by a dozen noble thoughts, from founding empires to picking roses, and your body is torn with a dozen moods, from cruelty and competitiveness

to masochism and kindness. The manifestation fades but does not fully leave you. If you failed your binding check, you finish the summoning consumed by one of the eleven moods listed in the table below.

Granted Abilities

Alrik of Malkeborne grants the following supernatural abilities.

Charm Anyone: You can use the *charm monster* spell at will, except the effect lasts 24 hours. You cannot dismiss the effect, and you can influence a number of creatures at once up to your Charisma bonus (minimum 1). You cannot exceed this limit until the charm on a previous creature ends, which can only occur if the creature is dead or your pact with Alrik ends.

Curse of Unluck: You point at a creature and utter a terrible ancient verse, branding its soul with a curse. This works like the *bestow curse* spell except that you do not need to touch the target. Instead, it only gets a Will save to avoid the effect, and even if it saves, it suffers a -1 penalty on all of its d20 rolls for the next 5 minutes. Curse effects do not stack.

Medicinal Lore: Apply a +6 bonus to Knowledge (alchemy) and Heal skill checks. Moreover, you enjoy the benefits of the Brew Potion feat and once per day can cast any 1st-level assassin or bard spell for the purpose of brewing a potion.

Royal Countenance: All who view you believe that you are of royal blood. Apply a +12 bonus to Knowledge (nobility and

	2d6	Mood	Example Behaviors
	2	Kind	Aid a pitiful stranger, giving him or her an item of modest value to you.
	3	Intellectual	Debate philosophical points and play devil's advocate with all you meet.
	4	Cruel	Bully, harass and intimidate allies, enemies, and strangers.
	5	Paranoid	Grossly misinterpret ally's actions and accuse them of treachery.
	6	Competitive	Challenge an ally, foe or stranger to a nonlethal match.
	7	Entertained	Sing and dance, or laugh heartily at the actions of others.
	8	Nostalgic	Speak of past events in an unrealisti- cally positive light.
	9	Diligent	Energetically prepare for a future en- deavor with goals and details in mind.
	10	Sadistic	Romance a stranger to follow you to a quite place where you harm him/her.
	11	Poetic	Recite a poem regarding a mood, event or feature of nature.
	12	Masochistic	Cut yourself and ask others to inflict pain on you to "drive out demons"

ALTERNATE ABILITY

Alrik's binders have learned to tap into Alrik's skills as a sorcerer. You can forfeit Alrik's charm anyone granted ability to gain Medium Armor Proficiency and the ability cast arcane spells with a 20% lower chance of arcane spell failure. royalty) checks. You can use this skill as if you are trained in it.

Ruinous Blade: You gain exotic weapon proficiency with the bastard sword, which allows you to easily wield it in one hand. Moreover, whenever you wield a bastard sword, you deal +4d6 chaotic damage, plus your critical threat range is doubled (from 19-20 to 17-20) and foes that suffer a critical hit also suffer 1d4 points of temporary Constitution damage.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: You become an albino. Your skin and hair turn pure white and your eyes are a stunning shade of pink.

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: Prince Alrik was a man of many whims and moods. He could be compassionate one moment and cruel the next. He compels his binders to follow their moods. Consider randomly determining your mood. At the start of each encounter or 5 minute period, roll 2d6 and consult the table at left.

Favored Ally: Atlans, constructs, fey, goblinoids, and titans. These folk were Alrik's allies against the gods.

Favored Enemy: Gods, angels and devils. Alrik knows these eternal foes all too well.

Capstone Granted Ability

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

Aura of Disaster: Your aura causes foes within a 60-foot spread to suffer a -2 penalty to all d20 rolls. There is no save against the effect. Moreover, all creatures within the aura excluding you but including allies find that rolls to confirm critical threats and rolls to stabilize from bleeding always fail.

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:

- » Deliver a killing blow to a creature.
- » Recite a nostalgic or angry poem as a move action.
- » Stand within 5 ft. of a humanoid with Charisma 15+.

» Witness the death of an ally or creature under the sway of your charm anyone ability.

Role-Play Text

Read aloud the following points to quickly convey all or part of the legend of Alrik of Malkeborne.

» "Alrik was a powerful warrior mage and a royal heir to the throne of the Atlan Empire. In addition to his throne, he inherited a demonic bastard sword of high ambition and deviousness."

 "Alrik was moody and unpredictable. He both relished and despised the decadence of the gods and their habit of inflaming mortal affairs."
 "Alrik set aside his throne for a time to explore the wider world, gain allies, and search for a means to subdue the atlan gods. His travels took him back into the past and far into the future."

» "With the aid of cyclopes and others, Alrik meddled in the steam of time, seduced weaker gods to play them against each others, and killed the king of atlan gods, Fearsome. A killing blow by his sword transformed the slain god into a spirit bindable by mortals."

» *"For his crime of deicide, elder gods moved to crush Alrik. But his demonic sword slew him first, transforming him into a spirit."*

MA'ZAD AND AZA'MI LOVERS IN BATTLE

Two kingdoms at war for a thousand years, two elf warriors crossing blades in myriad battles, two lovers under a night's sky— Lord Ma'Zad Adi and Lady Lune Aza'Mi found peace only when they were joined in death for eternity. Binders gain abilities for love and battle depending on which lover they tap.



LEVEL: 6 Ghoul Constellation

Legend

Figures of black and white stood solemnly in a tight circle around the chastened lovers, naked and bound together in frosty spider silk provided by the gods themselves.

"General Ma'Zad." A snow elf elder dressed in silver fox furs and a flowing white scarf spoke with controlled anger. "You betrayed the trust of your people and your gods."

"Lady Aza'Mi." A tight drow elf woman in glimmering spider silk hissed with hate. "Our spider queen pronounces you guilty and unworthy of her countenance."

The two lovers were lowered into a granite coffin. They might have sobbed or shouted, but their tongues were cut out. They might have glared, but their eyes were gouged. They might have squirmed but they were frozen and bound.

The coffin was sealed over, leaving the two without magic, without aging, and without redemption. Forever.

Summoning Rules

The following rules describe the requirements and rituals for binding Ma'Zad and Aza'Mi, Lovers in Battle.

Binding DC: 29.

Requirements: Base attack bonus +12, proficiency with two martial weapons, Charisma 13.

Special: You must be male to bind Lord Ma'Zad Adi. You must be female to bind Lady Lune Aza'Mi. The Ignore Binding Requirements feat cannot bypass this special requirement.

Ceremony: You must remove all armor and lay all of your weapons within the binding circle, wherein you must also place a shard of ice that has formed in the last 72 hours. The ice may be normal or magical in nature. If it is natural, the pain of the manifestation is significantly lessened.

Manifestation: The manifestation varies whether you are male or female. If you are male, you call out to Lord Ma'Zad Adi. Adamantine barbs erupt from your skin and grow to cover your entire body. If you are female, you call out to Lady Lune Aza'Mi. Roses with sharp thorns erupt from your skin and grow to cover your body. Whether barbs or roses, your body writhes in a painful symphony of ripping flesh and spurting blood. Just as you are ready to pass out from the agony, the manifestation ends. Your binding check indicates whether or not you bite your own tongue as you suffer the pain.

Granted Abilities (Ma'Zad)

Ma'Zad, Warrior of One Thousand Battles, grants the following supernatural abilities. You gain his abilities or Aza'Mi's abilities, but not both.

Battlefield Reflexes: You enjoy the benefits of the Combat Reflexes feat. You can make an additional number of attacks of opportunity each round equal to your Dexterity modifier.

Lover by Night: In an area of darkness and during hours when the sun does not shine, you gain darkvision 120 feet, the ability to double or halve the output of normal flames at will, and the use of *charm monster* at will so long as you are within 30 feet of a fire. You can only charm one creature at a time. When you charm a creature, any previous effects of this ability immediately end for any other creatures you have charmed. You must show Mazad'Adi's physical sign to use this ability.

Preemptive Strike: All melee attacks made against you provoke attacks of opportunity. This allows you to make a single melee attack against a foe before it attacks you, provided the attacker is within melee range. You must still observe your limit of total attacks of opportunity per round. If you have the Opportune Ability feat, you can use a supernatural ability up to once per round (but no more often than that) as an attack of opportunity.

Skean of Rending Ice: At any time as a move action you can materialize a dagger-like blade of unnatural sharpness and pure crackling positive energy that delivers 1d10 points of slashing damage, 1d6 points of positive energy damage, and 1d6 cold damage. Undead and evil outsiders suffer 2d6 damage instead of 1d6 positive energy damage, while good outsiders and creatures composed of positive energy suffer no portion of that damage. You cannot throw the skean as a weapon. You can dismiss the skean as a free action.

Skin of My Enemies' Bones: You gain DR 2/adamantine if you are wearing medium or heavy armor; alternatively, you gain DR 5/adamantine if you are wearing light or no armor. You must show Ma'Zad Adi's physical sign to use this ability.

Thrown to the Wind: In one smooth motion you hurtle a foe up to one size larger than you a distance of d10 x 10 feet. You need only make a successful touch attack, and for the purpose of this ability your reach extends 5 feet further than is normal for you. A hurtled foe takes 1d6 damage per 10 feet thrown to a maximum of 10d6 at 100 feet. Moreover, on a failed Fortitude save, the creature's nonmagical items (including clothing) are blown off and randomly deposited d100 feet in every direction. You must wait 3 rounds between each use of this ability.

Signs & Influence (Ma'Zad)

This spirit may affect you in the following ways.

Physical Sign: Your skin becomes a steely white hue, your hair turns as straight and black as midnight, and your eyes burn with the light of unnatural fire. At your option, whenever you use one of Ma'Zad's granted abilities, you may evoke a host of small adamantine barbs from your skin. The bards are too small to use as a weapon or otherwise harm foes.

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: Ma'Zad was a powerful and merciless warrior of many battles. He compels you to rebuke those who complain of discomfort, flee from battle, or fail to hit a foe. Yet you are quick to forget these failings and always give another chance.

Favored Ally: Elves (except drow elves). As an elf fighting for elves, he adored his own kind except for their ridicule of his lover Aza'Mi.

Favored Enemy: Drow elves. Although his eternal lover Aza'Mi was a drow elf, he viewed her as the sole exception to an otherwise despicable and corrupted race.
Capstone Granted Ability (Ma'Zad)

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

From Death to Death: Up to three times per day you return from death 1 round after dying. You return with 1 hit point. This works like the *raise dead* spell except that no material component is required and you lose 500 XP rather than the usual full level loss associated with the spell.

Granted Abilities (Aza'Mi)

Aza'Mi, Warrior Queen of Shattered Moons, grants the following supernatural abilities. You gain her abilities or Ma'Zad's abilities, but not both.

Battlefield Expertise: You gain the benefits of the Combat Expertise feat, which allows you to shift up to 5 points of base attack bonus to improve your Armor Class.

Body of Black Roses: Your skin sprouts a melange of metallic black roses. You gain DR 2/adamantine if you are wearing medium or heavy armor; alternatively, you gain DR 5/adamantine if you are wearing light or no armor. The armor bonus has an additional effect. When grappled, the sharp roses animate, inflicting 2d6+12 hit points damage on your grappler. You must show Lune Aza'Mi's physical sign to use this ability.

Control Weather: As the spell *control weather*, this ability requires 10 minutes to gain hold of the local weather. Unlike the spell, you can only make the weather colder and darker, not warmer or sunnier. This ability is usable at will but requires concentration and affects only one area at a time. You can walk at normal speed and engage in everyday conversation while using this ability; casting spells, making attack rolls, and such cause the effect you end after 10 minutes. Restarting the effect requires another 10 minutes of preparation.

Daughter of Spears: In one smooth motion you hurtle a foe up to one size larger than you a distance of d10 x 10 feet into a wall of magical spears that manifests as your hurtle the foe. You need only make a successful touch attack. A hurtled foe takes 1d6 damage per 10 feet thrown to a maximum of 10d6 at 100 feet, plus an additional 1d10 damage from impacting the spears. Furthermore, the foe is held fast by the spears and must succeed on a DC 28 Strength check or a DC 24 Escape Artist check to escape. You must wait 3 rounds between each use of this ability.

Lover by Night: In an area of darkness and during hours when the sun does not shine, you gain darkvision 120 feet, the ability to use *create food and water* once per day, the ability to double or halve the output of normal flames at will, and the use of *charm monster* at will. You can only charm one creature at a time. When you charm a creature, any previous effects of this ability immediately end for any other creatures. You must show Lune Aza'Mi's physical sign to use this ability.

Twilight's Lament: You gain a +12 bonus on Perform (singing) checks. This bonus to increases to +20 at 20th level. Creatures that hear you sing for 1 full round become depressed and suffer a -2 penalty on all d20 rolls for the next 1 minute (no save). Moreover, affected creatures suffer an illusionary effect: they see any moons in the sky as nothing but broken remains. The singing effect does not stack with itself.

Signs & Influence (Aza'Mi)

This spirit may affect you in the following ways. **Physical Sign**: Your skin becomes a black hue, your hair turns as straight and white as snow, and your eyes burn with the light of unnatural fire. At your option, whenever you use one of Aza'Mi's granted abilities, you may evoke a host of small black roses from your skin.

Alignment Shift: When you fail your binding check by 10 or more, your alignment moves one step closer to neutral good for 24 hours.

Personality Influence: Aza'Mi was a powerful and honorable warrior of many battles. She compels you to rebuke those who bully the weak, send allies to their deaths, and fail to hold a blade in battle. Yet you are quick to forget these failings and always give another chance.

Favored Ally: Drow elves. As a drow fighting on behalf of her drow goddess, she adored her own kind except for their rejection of her lover Ma'Zad.

Favored Enemy: Elves (except drow). Although her eternal lover Ma'Zad was an elf of the day world, she views him as the sole exception to an otherwise pitiable and naive race.

Capstone Granted Ability (Aza'Mi)

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

Bloody Poison: At any time, you may cut yourself and suffer 1d4 hit points of damage in order to produce a potent poison (-1d6 Con/-1d6 Cha) that works by either contact or ingestion. Your must apply or insinuate the poison as you would any poison. The poison is supernatural and does not allow a saving throw unless the target creature is normally immune to poison, in which case it receives a Fortitude save. Within the confines of an *antimagic field* or antimagic zone, the poison functions as normal poison, causing the same damage on a failed Fortitude save. If you are bound with Aza'Mi, you can use the poison in conjunction with her body of black roses ability to exude a poison through your skin to harm creatures that grapple you.

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:

- » In sight of a full moon.
- » Move through a battle zone (12+ combatants in a 30-ft. square area).
- » Spend a move action to kiss your opponent.
- » Within sight of both a surface elf and a drow elf.

Role-Play Text

Read aloud the following points to quickly convey all or part of the legend of Ma'Zad and Aza'Mi.

» "Eons past, when surface elves fought their dark brothers, the drow, two warriors—one of each camp—fell deeply in love."

» "Lord Ma'Zad Adi, an unusually cruel and tenacious wood elf found a perfect mirror of himself in Lady Lune Aza'Mi, a drowess warrior who harbored a genuine warm heart beneath her steely exterior. Though their love was forbidden, a gnoll druid often helped bring them together after a long day's or night's battle that pitted their armies against each other."

» "The lovers often wrote each other poetry or song verse, each chiding the other for their indiscretions on the battle field."

» "After many centuries and several illegitimate children, the lovers" affair was discovered and the two races of elves joined as one for a brief dawn hour to bury alive the couple and their offspring."

» "No elven god took their souls and the pair languished as ghosts. Out of compassion, the Goddess of Love united their souls for eternity."

DEAD KINGS ECHO OF GRANDEUR

Hubris was the downfall of these kings of old, and those who would seek to bind them would do well to learn from their example. Dead Kings grants knowledge of long-lost empires, defiance of death, a liquidating touch, and the power to make prostrate foes with a word.



LEVEL: 7 Crown Constellation

Legend

The legend of Dead Kings remains a work in progress. Binders should refer to working manuscripts on the subject (see sidebar on right facing page).

Summoning Rules

The following rules describe the requirements and rituals for binding Dead Kings, Echo of Grandeur.

Binding DC: 36.

Requirements: Must have one statistic of at least 20 to command enough respect from Dead Kings for an audience. Must also have one of the following: 5+ ranks in Knowledge (history) or (arcana), 10+ ranks in Knowledge (planes), or contact with someone who has contacted or bound Dead Kings.

Ceremony: While burning a sacrifice of at least 100 gp value, the binder kneels before the fire and intones, "Oh great god of empires past, lord of all he surveys, please grant your humble servant an audience." Remain prostrate for at least two minutes until Dead Kings appears.

Manifestation: Dead Kings appears as a hazy, misty humanoid outline with a draconic mien, with miniature shadows of other humanoids racing through his corpus. The mists occasionally congeal to form a scene from some other time and place. The apparition speaks a bizarre, unintelligible tongue and delivers a soliloquy to an imaginary crowd until your sacrifice is fully consumed. You are well-served to use a sacrificial material that burns quickly.

Granted Abilities

Dead Kings, Echo of Grandeur, grants the following supernatural abilities.

Clarity of Madness: If you are rendered confused or insane (per *confusion, insanity*, and similar spells), do not roll on the usual chart for random effects. Rather, you immediately begin to sketch a bizarre diagram with whatever writing materials are at hand. This effect also occurs should you fall under the influence of a *charm, dominate* or *hideous laughter* spell. If you do not have writing materials, you suffer 1 point of damage per round as you use your own blood to sketch. The effect lasts 1d4+1 minutes or until the original attack's duration expires, whichever comes first; during this time you do not stop to perform any other action. When the 3 rounds are up, the intended mental attack also exipires.

Forbidden Fruit: The knowledge of Dead Kings' ancient empire contains several magics unknown to this world, and the world intends to keep it that way. Once every 2 rounds, you can call forth fell energies and cause parts of a foe's body to dissolve into raw supernatural energy. On a successful touch attack, the target suffers 5d10 dessication damage and a -2 penalty to saves, AC and attack rolls for 1 round (no save). At the same time, you suffer d20 damage as reality itself rebels against you for this violation of natural laws. However, at the start of your next turn you immediately regain the use of any one granted ability (if any) that required a waiting time to use again. Your dissolved foe has helped replenish your power.

Imperious Word: As a swift action usable at will, you can use a special version of *command* against any one humanoid target. The target enjoys a +4 bonus to its save because of Dead Kings' faded influence. If the target fails its save, it falls prostrate in awe of you for one round.

Mental Maze: Anyone who attempts to use a spell or psionic power that creates a mental link with you (such as *mindlink* or *domination*) must immediately attempt a Will save. If the save fails, your attacker is subject to a special *maze* spell that lasts 2 rounds and leaves it shaken for 5 minutes thereafter. This ability applies to beneficial spells such as *status*.

Raise Ruins: Once per day, you can use the *raise ruins* spell. Your caster level equals your binder level.

Sealed Legends: Once per day as a standard action, you can use a special version of *legend lore* about any subject more than 5,000 years old. The effect is instantaneous and the results are improved by one step from the spell's usual effect. If you inquire about Dead Kings or his empire and you survive the spell's carrier effect, then you gain a +5 profane bonus to Knowledge (history) and Knowledge (architecture and engineering) checks for 24 hours. The information imparted ties together several "missing links" throughout the historical and archaeological record; however, the insight gained is fleeting.

Whenever you use this ability, there is a 10% chance that you accidentally activate wards placed by deities of antiquity. If this occurs, you suffer 5 points of divine damage per binder level, plus 3d10 additional damage (no save). There is a 75% chance of this occurring when you inquire about the nature of Dead Kings or his empire, and the damage increases to 6d10.

Signs & Influence

This spirit may affect you in the following ways:

Physical Sign: At any given moment, a small portion of your body (including garments) fades from view and cannot be seen, even with *true seeing*. This area changes at least once per minute. At your option, all of you appears to fade for a brief instant when using one of Dead King's granted abilities.

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 are obsessed with the concepts of immortality and divine power. You feel driven to sketch out bizarre diagrams that appear illogical, if not impossible.

Favored Ally: Lizardfolk. For some reason, you feel a great kinship with lizardfolk. You can think of no reason why. Dead Kings, even when directly asked, cannot give an answer.

Favored Enemy: Good-aligned outsiders. You feel a vague but strong sense of antipathy towards all good-aligned outsiders, but as with your kinship with lizardfolk, you cannot fathom why.

Capstone Granted Ability

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

Defy the Grave: Once per day, you may elect to not fall unconscious below 0 hit points. Instead, you remain fully

functional up to -30 hp (or -40 at 17th level or -50 at 20th level). However, once the hit point mark is reached, your soul is forfeited to the corpus of Dead Kings. Allies can only retrieve your soul using two consecutive *wish* spells—the first to draw you forth from Dead King's corpus and the second to harness your soul before it dissipates. The wishes do not return you to life; *true resurrection*, *miracle* or another *wish* will do that.

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:

- » Activate a device as a move action.
- » Attack a being greater than your CR+3.
- » Give orders (a free action) to someone who obeys them.
- » Speak to a crowd of more than 500 people.

Inspired Companion

If you forego the imperious word granted ability and you are lawful or evil or you are a reigning monarch, Dead Kings provides you with a living planar jaunt spell as a companion.

Living Planar Jaunt Spell (CR 7)

Large Ooze

Hit Dice: 7d10+14 (65 hp)

Initiative: +0

Speed: 20 ft.

AC: 13 (-1 size, +4 deflection), touch 13, flat-footed 13

Base Attack/Grapple: +5/+7

Attack: Slam +7 (1d6+3 + planar jaunt)

Full Attack: Slam +7 (1d6+3 + planar jaunt) **Space/Reach**: 10 ft./5 ft.

Special Attacks: Planar jaunt (as *plane shift*, but targets only one person to visit a randomly selected plane, and has a duration of 8 minutes, after which time the subject returns to its departure point; if that space is occupied, it appears in the next nearest space), engulf (Reflex DC 16, targets who take attack of opportunity don't get a save to resist; engulfed foes are grappled and subject to planar jaunt).

Special Qualities: DR 10/magic, ooze traits, SR 17.

Saves: Fort +6, Ref +6, Will +6

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 Dead Kings, Echo of Grandeur:

» "No one knows Dead Kings' origin, only that he is part of multiple beings who claim to be kings of a forgotten, ancient empire."

» "Holes in the historical record suggest some empire—which may or may not be Dead Kings' empire—was systematically erased from history."

» "Dead Kings has never been able to give any of his composite beings' names, nor the empire from which he comes from."

» "One thing that is known is that these kings tried to achieve immortality and godhood by binding themselves into a machine."

» "Many aspects of Dead Kings' existence and his nature suggest interaction with beings from beyond this world and divine retaliation for his hubris and commerce with fell entities."

FROM THE UNFINISHED MANUSCRIPT 'ON THE SPIRITS' BY ONEIRON BIAR, Departed before his time.

"Dead Kings" is a traditional name for an exceedingly obscure spirit that claims to be the incarnation of thirty long-dead kings of an unknown empire. Very little is known about the spirit, partially because no writings of his legend exist. For his own part, for some reason, the spirit is unable to remember its or any of its kings' names, nor the name of its empire.

The only record, in fact, of the empire or the kings' existence is the absence of a record. Within several books of antiquity, chapters and sections of text are completely missing. For example, in the caravan logs of the Inthirians, which were meticulously maintained, there are notable blanks in several of the destination entries. It is therefore theorized by some historians that there was an intentional effort to wipe the historical record clean of an entire empire—it was not enough to simply tear it to rubble and kill all its citizens, but all history must be wiped of it.

There are a few other clues. For example, several mythologies speak of an empire disappeared into the sea, submerged by the mythology's god for a great misdeed. And there is the existence of Dead Kings himself. However, the history that he is able to impart is highly disturbing and only vaguely comprehensible to even an accomplished mortal.

Communicating with Dead Kings is an arduous and dangerous process. In his manifested state, the background noise from countless other entities swirling within his form make it impossible to understand him verbally. Only through psychic contact or binding is communication possible, and the former is as likely to kill the inquirer as glean anything useful. As a bindable spirit, Dead Kings rarely divulges any historical detail, thinking of himself more as a dominator, a ruler, rathan than an instructor.

Investigation has discovered this: Dead Kings is the amalgam of more than 30 generations of kings hailing from a single previously-unknown empire. The goal of all these kings was to build a device capable of transforming its user into a god. Not surprisingly, it was meant for one use only. Each of these 30 kings was bound into the machine upon their death; the fate of the last king (assumingly, the user of the device) is unknown. Dead Kings believes itself to have achieved its goal.

If what Dead Kings states is true, imagine the fascinating scenarios. Perhaps the gods, displeased with Dead Kings' hubris, inserted a flaw into the machine to obliterate its empire. Perhaps the machine was successful and the past kings were jettisoned into the Astral Plane like a broken bowstring. Perhaps it failed, and the excessive resources that were lavished on the machine caused the empire to fail. In any case, further investigation is certainly warranted.

Publisher's Note: In the interest of academic completeness, the following few legible bits in the notes that Biar remitted two weeks after his submission of this piece are included. The reader is warned, however, that Biar was institutionalized for apparent severe Chiron's Lamentations mere days afterward, and thus the reliability of this information is suspect.

—Failed godhood, in a sense? Perhaps didn't fail, but altered? Note: revisit wish and djinni research later.

—Insanity a possibility. Cannot rule-out.

—Mentions machine, will give diagrams.

Publisher's Note: Five illegible pages followed.

- -Machine flawless. Unknown why? Tricked? Research Oil.
- —Can give me divs. Will take tomorrow. —Empire was S.

THE ELYSIUM CHOIR INNOCENCE SLAIN

This holy choir of angelic boys and girls

brings good to the dark regions of the

multiverse. Those who summon The Ely-

sium Choir can sing with great talent, and

with their songs can restore dead allies to

life, repulse undead, provide sanctuary for

allies, empower good heroes,

and shatter unholy obstacles.

LEVEL: 7

Angel Constellation

Legend

"How do they perish?" Sophia asked the archon. The archon, the Sun God's personal oracle, could foresee future events.

The archon remained silently perched on his marble pedestal some ten feet above her.

"I truly wish to know." Sophia added, straining her neck and voice, though she knew the archon could hear even the faintest whisper. "The moral weight shall be mine to bare, not yours; for what oracle can bear the onus of history?"

"You shall cry, mortal Sophia."

"I have cried many times, and wish to continue to do so, lest I lose my human soul." She waited.

Wisps of fine white smoke floated up from the myriad small rocks that comprised an unstable floor. How fitting, Sophia thought, that one might stumble even asking a question.

Silence.

She considered the options. Battles between devils and angels raged on the four lowest mountains of Heaven. Her husband, the handsomest sweetest archon she knew, now showed his fearsome side along with his fellow angels. The fifth mountain, home to their son's choir, was in flux. Here, on the sixth mountain, the silence of a storm's eye, conveyed what might be Heaven's first false sense of peace.

"You will leave me," the archon said. "You will make your way to the marble temple of Solomon's Songs, where you shall find the rent bodies of sweet angels."

Tears filled Sophia's eyes, adding to the warm sweat that married her face to her metal visor.

"But your son shall not be among the fallen."

Sophia was ready to leave, to rescue her cherub, to hold him tightly in her arms again and tell him everything was okay.

"Thank you," Sophia said, and turned to leave in haste.

"Wait! The fullness of prophecy remains unspoken."

"If you descend to the deep pit of Malebolge to find your son, you will return to hold your husband's torn body from battle." "And if?"

"And if you join your husband in battle, you will one day meet a binder, who can speak to you of your son, and the unnatural affections visited on him by Malebolge's wardens."

At this Sophia lost her footing, fell, and cried as the floor's small jagged stones cut through her armor and bled her legs.

The archon high above her turned its tearful face to Heaven's seventh and highest peak, where white clouds cloaked verdant alpine peaks. "Your Mercy and Praise!" he exclaimed as tears streamed down his cheeks.

Sophia rose in pain. "Now, how do *I* perish?" she asked.

Summoning Rules

The following rules describe the requirements and rituals for binding The Elysium Choir, Innocence Slain.

Binding DC: 27.

Requirements: You must be nonevil and not bound with any other spirit that might draw you toward an evil alignment.

Ceremony: Sing holy words of praise and joy while washing in a vial of holy water.

Manifestation: As you sing, a choir of celestial angels joins you, quietly humming at first with a few voices, and then increasing to a full multi-layered aria.

Granted Abilities

The Elysium Choir, Innocence Slain, grants the following supernatural abilities.

Aria of Life: You sing for 1 full round. Within a 60-foot radius, your voice has the following effects on up to 1 creature per binder level. The effect, if any, on a specific creature depends on its type and alignment.

Listener Creature Type	Effect
Animal	If alive, stabilize if necessary and regain all hit points. If dead, restored to life and full hit points.
Humanoid (good)	If alive, stabilize and regain 5 hit points per binder level. If dead for no more than 1 hour, restored to life and 10 hit points with no XP or level loss.
Humanoid (neutral)	If alive, stabilize and regain 2 hit points per binder level. If dead for no more than 1 hour, restored to life and 1 hit point, suffering XP and level loss as <i>raise dead</i> .
Outsider (good)	If alive, stabilize if necessary and regain 3 hit points per binder level. If dead for no more than 1 hour, restored to life and 1 hp with no XP or level loss.
Undead	Lose benefits of the undead type (treat creature as its original type) for 1 round per binder level and suffer 5 hit points per level. A Will save negates the loss of benefits and reduces damage by half.

Other type No effect.

You can use this ability once per day. After using this ability, you are exhausted (or unconscious if already exhausted) for 6 hours.

Celestial Performance: Apply a +10 bonus to Climb, Perform (sing) and Sense Motive skill checks. The bonus increases to +14 at 20th level. Also, the Elysium Choir allows you to sing for a maximum number of minutes equal to 4x your Constitution score (rather than the usual x2). Once you sing the maximum duration, you must stop and rest your voice for 5 rounds before you resume singing.

Life's Grace: All allies within hearing range, up to one per level and each within 30 feet of another, enjoy the benefits of the *death ward* spell; moreover, any armor worn is treated as ghost touch armor and listeners gain a +7 sacred bonus to resist diseases and poisons delivered by undead attacks. You can select yourself as one of your allies. The benefit lasts for as long as you sing as a standard action plus 1 round per level.

Pursuit of Peace: All allies within hearing range, up to one per level and each within 30 feet of another, enjoy the benefits of the *sanctuary* spell. That is, any creature attempting to attack your allies must succeed on a Will save or fall back, unable and unwilling to attack as if doing so would be abhorrent. The benefit lasts for as long as you sing as a standard action plus 1 round per level. You can select yourself as one of your allies.

Righteous Harmony: All allies within hearing range, up to one per level and each within 30 feet of another, enjoy a +3 sacred bonus to d20 rolls and Spell Resistance 12 + your level against



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spells with the evil descriptor. Moreover, good aligned allies gain the outsider type and good subtype and DR 5 against cold, electricity, and fire. Do not recalculate any statistics due to change in type. The benefit lasts for as long as you sing as a standard action + 2 rounds. You can select yourself as one of your allies.

Shattering Chorus: You tune your voice to a specific material and sing at the perfect pitch to shatter that material. Select one of the following materials: flesh, metal, stone, wood or force. Your choral assault ignores all forms of Damage Reduction and inflicts 1d6 damage per binder level on one creature, or one object weighing up to 1 ton, of your choice within 60 feet. 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 acquire an angelic countenance.

Alignment Shift: When you fail your binding check by 10 or more, your alignment moves one step closer to neutral good for 24 hours.

Personality Influence: The Elysium Choir fills your heart with songs of joy. This spirit compels its binders to spread words of compassion and redemption to all who will listen, and to lead by example, withholding aggressive acts unless the binder needs to defend his life.

Favored Ally: Outsider (good). Naturally, angels and other celestial creatures are your friends.

Favored Enemy: Outsider (evil). Your demeanor equally amuses and frightens demons, devils, and other fiends.

Capstone Granted Ability

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

Tranquil Peace of Elysium: Your singing has several effects that vary with listeners' alignments.

Listener

Effect			
Awakened to sentience, as the <i>awaken</i> spell, and good alignment.			
Experience total peace within themselves and with others. May <i>plane shift</i> to Elysium, where it become an inhabitant of that plane.			
Experience pangs of remorse and questions life's meanings. On a failed Will save, the moral portion of its alignment moves to good.			
Experience pangs of remorse and questions life's meanings. On a failed Will save, the moral portion of its alignment moves to neutral.			
Weep with tears of joy (it may still act normally)			
Confusion effect (Will negates).			
Weep with tears of sad regret. Its alignment changes to good (Will negates).			
Destroyed (Will negates).			
No 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:

- » Move through a consecrated area.
- » Put away a weapon.
- » Sing or cry with joy as a move action.
- » / Stand within 5 feet of a good or neutral aligned child.

Inspired Companion

If you forego the shattering chorus granted ability and you are good aligned, The Elysium Choir provides you with an angel of Elysium as a companion.

Choral Angel of Elysium (CR 7)

Medium Outsider (Extraplanar, Good)

Hit Dice: 7d8+1d6+24 (59 hp)

Initiative: +8

- Speed: 40 ft., fly 100 ft. (perfect)
- AC: 26 (+4 Dex, +7 natural, +5 mwk mithral breastplate), touch 14, flat-footed 22

Base Attack/Grapple: +7/+11

- Attack: +1 holy scimitar +12 melee (1d6+4/18-20) or +1 holy composite longbow (+4 Str bonus) +12 ranged (1d8+5/x3) or slam +11 melee (1d6+4)
- **Full Attack**: +1 holy scimitar +12/+7 melee (1d6+4/18-20) or +1 holy composite longbow +12/+7 ranged (1d8+5/x3) or slam +11 melee (1d6+4)

Space/Reach: 5 ft./5 ft.

- Special Attacks: Spell-like abilities (CL 7th, at will: blur, detect evil, hypnotism (DC 13), gust of wind (DC 14), knock, mirror image), spell-like abilities (CL 7th, 2/day: lightening bolt (DC 15), cure serious wounds (DC 15)), whirlwind blast (3d6 damage along a 30 ft. line, Reflex DC 17 for half), bardic knowledge, countersong, fascinate bardic music effect, inspire courage+1, cantrips (2/day), bardic spells known (detect magic, light, lullaby, summon instrument).
- **Special Qualities**: Alternate form, DR 10/evil, darkvision 60 ft., immunity (acid, cold, and petrification), low-light vision, resistance 10 (electricity and fire), +4 sv. vs. poison, SR 17, protective aura (as *magic circle against evil* and *lesser globe of invulnerability* for all allies within 20 ft. except +4 deflection bonus to AC and +4 resistance bonus on saves vs. evil creatures), *tongues* at will.

Saves: Fort +8, Ref +11, Will +9

Abilities: Str 18, Dex 18, Con 17, Int 13, Wis 14, Cha 14

Skills: Concentration +12, Diplomacy +10, Escape Artist +13, Handle Animal +11, Hide +13, Jump +10, Listen +13, Move Silently +13, Perform (sing) +12, Ride +6, Sense Motive +11, Spot +13, Tumble +13, Use Rope +4 (+6 with bindings).

Feats: Alertness, Blind-Fight, Improved Initiative. **Alignment**: Neutral good

Role-Play Text

Read aloud the following points to quickly convey all or part of the legend of The Elysium Choir, Innocence Slain:

» "In the early multiverse, when Asmodius rebelled against the celestial court, he and his generals ravaged Elysium, a place of beauty and harmony suited as an afterlife for all good mortals."

» "Among Elysium's inhabitants were singers of Elysium's choir. These child-like angels were thoroughly innocent, unaware of evil."

» "Asmodius's infernal soldiers violated the sacred Temple of Songs and ravaged the choir angels in order to sully them and perhaps turn their hearts to evil."

» "One by one, the children were put to the test. Asmodius's minions frightened, bribed and cajoled, but the choir angel's hearts did not waver even beneath a river of tears."

» "Enraged that not a single choir angel joined his cause, Asmodius commanded that all seventy-seven angels be utterly destroyed."

DOOMED SALU'IM ARMY AT TIME'S HORIZON

Doom Salu'im was a cyclopean army of one that hides forever just behind a veil at the end of time in order to escape the wrath of the gods. He grants his summoners the ability to become a cyclopes, view any point in history, mark a creature with a curse lest it break orders, and place a foe in suspended



LEVEL: 8 Magi Constellation

Legend

Doomed Salu'im's legends are known, but only in a future forever delayed while Salu'im's spirit huddles in fear beyond the end of time. One day that future will be free to unfold.

Summoning Rules

animation at time's horizon.

The following rules describe the requirements and rituals for binding Doomed Salu'im, Army at Time's Horizon.

Binding DC: 29.

Requirements: Perform (poetry) 2 ranks.

Ceremony: Sow eight metal rings, each one inch in diameter, into your skin at locations of your choice.

Manifestation: One-inch holes appear all over your body. Myriad floating eyes emerge from the holes and swirl around you to form a visage of the great general of the Salu'im, a dalrok cyclopes. His apparition flees as quickly as it comes, and a voice from beyond beckons you to follow.

Granted Abilities

Doomed Salu'im, Army at Time's Horizon, grants the following supernatural abilities.

Cyclopean Forms: You become a cyclopes with a Challenge Rating equal to or less than your level. While in cyclopean form, you acquire all of its statistics (including extraordinary, spell-like, and supernatural abilities) except your Intelligence and alignment remain unchanged. You retain abilities granted by Doomed Salu'im and lose abilities granted by other spirits.

You may split into two or more cyclopes forms as long as the total Challenge Rating of all forms does not exceed twice your binder level. All the forms are telepathically linked so long as they remain on the same plane of existence. If one form should be slain or move to another plane of existence then its body immediately vanishes and you suffer 5 hit points per Hit Die of the lost form.

You can use this ability at will. However, changing to and from your normal form is a full-round action, and once you acquire cyclopean form you must remain in that form for a minimum of 5 minutes. Moreover, when changing form on the second and succeeding times, your hit points are automatically set to one-half your normal maximum.

Ghostly Time Travel: Once per day, you can move to a secret space between planes of existence from where you can view the stream of time from all points and directions. Effectively, you are able to scry on any person of your choice from any time in history for a period of 1 minute per binder level. This allows you to learn an answer to any three questions of your choice about that person, subject to a 25-word limit on each question/answer. When the time limit expires, you return to your starting location or the nearest unoccupied square.

Lore of the Living End: You enjoy a +15 bonus on Knowledge (history), Knowledge (the planes) and Perform (poetry) skill checks. The bonus increases to +20 at 20th level.

Poetic Justice: You can use *mark of justice* a number of times per day equal to your level. Unlike the spell, you do not need to touch the subject; instead, you recite a brief poem as a fullround action for the mark to appear on the target's forehead. Similar to the spell, the poem indicates under what circumstances the target suffers a *bestow curse* effect. You may enjoy poetic license; that is, the poem's wording does not need to be exact. Instead, you (the player) may craft a 25-word phrase indicating the mark's specific conditions.

Vanquish to Time's Horizon: On a successful melee touch attack, you banish a creature to the very precipice of eternity in the Outer Darkness, where it immediately enters a state of suspended animation. If it fails its Will save, it remains there forever. Otherwise, it remains there for 1d8+5 rounds, after which it reappears in the square it departed from or the closest unoccupied square. This otherwise works like the *temporal stasis* spell. As the spell, time ceases to flow for the creature's body. It does not grow old, require rest or further suffer any ongoing conditions. However, its consciousness remains alert. This does not allow it to use pure mental abilities since its mind no longer works. It is merely a spectator to Nothingness. No material component is required. However, you must wait 5 rounds between each use of this ability, and you are limited to using it a number of times per day equal to your Charisma bonus (minimum 1).

Signs & Influence

This spirit may affect you in the following ways:

Physical Sign: Myriad 1-in. holes cover your body. Each hole is dressed with a metal ring that is sewn into your skin. Inspection of a hole reveals a vista of the Outer Darkness beyond.

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: Doomed Salu'im compels you to fear capture by pursuers (real or imagined) and recite poetic odes and lamentations about life in eternal exile.

Favored Ally: Construct. The Doomed Salu'im prefer their own their kind.

Favored Enemy: Outsider (any). Doomed Salu'im fought many angels and devils. It holds intimate knowledge of their weaknesses.

Capstone Granted Ability

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

Reality's Maelstrom: Once per day, you can tear a hole between your current plane of existence and the Outer Darkness. The hole appears out to a distance of Medium range. The tear consists of two circular zones. The 20-ft.-radius inner zone is the tear itself. All unattended objects and all creatures that fail their Will save are immediately drawn into the tear, likely never to return (living creatures suffocate and die within 3 rounds in the Outer Darkness. See page 170 for details. Creatures within the inner zone must save every round. Spells such as *freedom of movement* are insufficient to protect a creature from the maelstrom, but a physically secure binding such as iron chains may be sufficient at the game master's discretion. A windstorm dominates the second, outer-zone. Large or smaller creatures, and unattended objects weighing 50 pounds or less, must succeed on a Reflex save or be drawn into the inner zone where they must immediately attempt a Will save to be drawn in. The hole is one-directional. Individuals who succeed on either saving throw can act 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:

- » Emerge from a *gate*, *plane shift* or similar extraplanar movement.
- » Make a successful Hide check or full withdrawal action.
- » Move through an area of variant time or variant gravity.
- » Stand within 5 ft. of a construct.

Inspired Companion

If you forego the cyclopean forms granted ability and you are neutral or evil or a construct, Doomed Salu'im provides you with an ocular swarm as a companion.

Ocular Swarm (CR 8)

Diminutive Construct (Extraplanar, Swarm) **Hit Dice**: 12d10 (78 hp) **Initiative**: +10 **Speed**: 5 ft., fly 40 ft. **AC**: 20 (+4 size, +6 Dex), touch 20, flat-footed 14 **Base Attack/Grapple**: +9/- **Attack**: Slam +7 (1d6+3 + planar jaunt) **Full Attack**: Slam +7 (1d6+3 + planar jaunt)

Space/Reach: 10 ft./5 ft.

Special Attacks: Distraction (DC 18 Will or confused for 1 round), time hop (move forward in time up to 12 rounds; must wait 5 rounds between each hop), *magic jar* (1/day, CL 12, DC Will 17, Cha-based).

Special Qualities: Construct traits, DR 10/magic, darkvision 60 ft., hive mind (Int 6 when have 12 hit points or more, otherwise Int –), immune to weapon damage, resistance 5 (cold, electricity, fire), low-light vision, swarm traits.

Saves: Fort +4, Ref +10, Will +7

Abilities: Str 1, Dex 22, Con –, Int 6, Wis 13, Cha 11

Skills: Hide +19, Listen +10, Spot +10.

Feats: Ability Focus (magic jar), Alertness, Improved Initiative, Iron Will, Minor Binding.

Alignment: Neutral evil.

Role-Play Text

Read aloud the following points to quickly convey all or part of the legend of Doomed Salu'im, Army at Time's Horizon:

» "In the time of the Atlan Empire, Alrik the Alabaster Prince of Chaos traveled to the future to recruit the Salu, a cyclopes brigade, to help him defeat the atlan gods."

» "The Salu'im warriors joined Alrik in several battles against angels and devils, with great success since the magic of the divine agents was useless against a cyclopes."

» "In time, the Salu'im and Alrik were victorious; all but a few atlan gods lay dead."

» "The elder gods were enraged. To escape punishment, the Salu brigade retreated back to their future empire. But the elder gods followed, for they live in all times."

» "Ultimately, the Salu'im were forced to retreat to the only refuge left to them, the doorway past the end of time."

YOUNG KRIOS Author of Sedition

Young Krios is the rebel that seeks to overthrow corrupt rulers. He grants the ability to send whispered messages with devastating effects, fight while invisible, lie and disguise oneself, pass amongst nobility, and shrink the heads of one's foes in order to live off of their essence.

Legend



LEVEL: 8 Shadow Constellation

Young Krios emerged naked from the river.

"I am perfectly innocent," he spoke with soft confidence to the lords and their soldiers waiting in armor with long spears and swords at the river's edge.

"I have come with a decree from the Nine Kings of Avendoth," the premiere lord among them announced as he doffed his helm and pulled forth a velum scroll from his steed's satchel.

Krios stood on the bank amid the mounted, armed men. Any other youth would have quivered in his boots, if he had any, at the threats of force and omens of death surrounding him. Yet Krios's legs did not shake and his lips did not quiver.

"Read to me," Krios said. "Do your duty, Lord Sorcerer Benthanar of Talifax."

"Aerius Anied!" The lord uttered arcane syllables with joy and the scroll unraveled itself in the air above them into a thousand pages. The ink shone in glimmering colors and the pages wafted gently in the wind.

"The Nine Kings of Avendoth," the lord said, "pronounce commoner Krios of the hamlet Sojourn guilty of calumny, heresy, sedition, treason, and rape of the Nine Pure Queens of Avendoth and cuckolding of their Most Courageous husbands."

Silence hung in the air with the shining scroll pages.

"That's all?" Krios asked. He had committed much worse.

"Quiet, whelp," the lord spat. A nearby soldier prodded Krios with the sharp point of his long spear, drawing a fine rivulet of crimson blood.

Krios did not flinch at the wound.

"I am a commoner, loyal to the Kingdoms and too simple and uncouth to woe a queen or enter a castle. Surely you see this." "Your sorcery does not work on me," the lord retorted.

"Sir, to whom do you speak?" one of the soldier's asked of the lord. "Is there a ghost?"

"What?" the lord eyed the soldier as if the man were an idiot. "As I said, you cannot see me," Krios said softly.

The soldiers' horses whinnied with a mix of boredom and nagging fearfulness, and the soldiers looked about anxiously, as if embarrassed for their lord and leader.

"Yes, it is a ghost," the lord replied to his men. "My apologies that my magic cannot make it visible to any but me."

"We understand." The soldiers knew Lord Benthanar was a magician of renown with frightful fire for the battlefield. "But if it is a ghost, why have you unraveled the scrolls?"

"Silence!" the lord shouted. "Are you a magician too?" "No, sir," the soldier's voice cracked as he replied. He was at least thirty years old, if not more.

"They are all naive children," Krios said to the lord.

"Too true," the lord replied. "You lead the Cryptosians. You alone have led a relentless war against our kingdoms' nobles." "Too true."

"If it were for a worthy and realistic cause, I might understand. But you merely wish to take their place on a corrupt throne of your own design."

"You could join me." "Why would I do that?"

"I will tell you a few secrets if you promise to leave my clothes and equipment behind when you continue your search with your men in a few minutes. There are sentimental mementos from my departed parents that I'd prefer to keep."

"Again, I am immune to your magic."

"So you keep saying. But we don't know what we don't know, now do we?"

The lord summoned the scroll back down into his strong hands and stowed it. "Riddles, and then some. I agree to your terms. But first, I'd like to know, how is it a common boy of fifteen years has such power and confidence? The priests say you are unforetold and you are indeed a common boy, not an incubus or such in disguise."

"My mother was a nymph, or a fey like that. I am not trained to define such things."

"Remarkable." As a sorcerer himself, the lord appreciated the boy's power, and now it made more sense. "Fey are not ambitious, though they have dangerous tongues. Why do you seek to rule?"

"I don't. That's part of my play."

"Now I am impressed," the lord said. "You make sense. Fey are known for their diversions. But you know, the cuckolded kings are much aggrieved. They will not stop until you are dead."

"No worries." Krios added. "I have in mind a fate much worse and much grander than death. I shall be sure that you personally witness my head roll from a guillotine. And then you can summon me later. You are also secretly a binder, are you not?"

The lord frowned. He had dabbled in spirits, but pactmaking was prohibited and punished by the gods themselves.

"Your secret is safe with me," Krios replied.

"I understand," the lord said. He reigned his steed. "Goodbye for now."

Lord Sorcerer Benthanar of Talifax instructed his men to

YOUNG KRIOS THE LESSER

Binders have discovered how to bind Young Krios as a 2nd-level spirit rather than an 8th-level spirit. As a 2nd-level spirit, he has a binding DC of 14, only requires the skull of a noble, and grants the following supernatural abilities.

Fate's Whisper: You can use *message* at will. Moreover, once per day, you can combine the *message* effect with the *cause fear* spell. On a failed Will save, the recipient of the message is shaken for 1 round. This is a fear and mind-effecting effect, and only works on creatures with fewer than 6 Hit Dice in any event.

Invisibility: You can become invisible, as the spell, for a period of 1 round per level. You may use the rounds all at once or scattered over the course of the day.

Noble Liar's Tongue: You gain a +6 bonus to Bluff checks and Knowledge (nobility and royalty) skill checks. The bonus increases to +8 at 15th level and +10 at 20th level. You can make the checks as if you were trained in the skill.

Shrink Head: You can use touch of idiocy, causing a target that fails its Will save to suffer 1d6 points of Intelligence, Wisdom and Charisma damage. Moreover, the ability causes a target's head to visibly shrink to one-half its normal size. If the target is wearing a helmet, headband or similar item, it must succeed on a Reflex save to avoid losing the item as it falls to the ground. You must wait 5 rounds between each use of this ability.

Undetectable Alignment: Your alignment is concealed from divination, as *undetectable alignment*, for a period of 24 hours.

leave the clothing and equipment they had found, to placate the 'river spirit,' and he led them north to a village where Krios was rumored to be found.

Summoning Rules

The following rules describe the requirements and rituals for binding Young Krios, Author of Sedition.

Binding DC: 29.

Requirements: Profession (philosopher) 1 rank, Knowledge (nobility and royalty) 2 ranks, Charisma 15+. You cannot possess an aristocrat title.

Ceremony: Within the summoning circle, decapitate a sitting ruler with a title such as "Lord," "Magistrate," or "King." Place the severed head in a glass jar filled with sweetened water and pieces of foil that name the crimes of the now-slain ruler.

Manifestation: The severed head speaks (it is audible through the jar's water). Krios's voice, young and idealistic, speaks of high-minded philosophical goals. Soon, his voice fades and betrays despair until he is left pleading with you to continue his quest for equality and freedom for all common folk.

Granted Abilities

Young Krios grants the following supernatural abilities.

Beyond Discovery: You can use improved invisibility at will as a swift action. While invisible, you enjoy a +8 bonus on Move Silently skill checks and cannot be tracked by scent, tremorsense or blindsense. You can still be tracked by blindsight.

Fate's Whisper: You can use the sending spell at will. Moreover, three times per day, you can combine the sending effect with one of the following spell effects: confusion, bestow curse, contagion, nightmare, phantasmal killer, poison, suggestion or touch of idiocy. You do not need to know these spells to use them. Ignore the normal range and delivery parameters for these spells when used as part of fate's whisper.

Noble Liar's Tongue: Gain a +15 bonus to Bluff, Forgery, Knowledge (nobility and royalty), and Profession (philosopher) skill checks. You make checks as if trained in these skills.

Shrink Head: You can use an enhanced version of touch of *idiocy* spell, causing a target that fails its Will save to suffer 2d6 points of Intelligence, Wisdom and Charisma damage. Even on a successful save, the target suffers 1d4 points of damage to each of the attributes. Moreover, the ability causes a target's head to visibly shrink to one-half its normal size. If the target is wearing a helmet, headband or similar item, it must succeed on a Reflex save to avoid losing the item as it falls to the ground. Multiple applications of this ability do not stack but more harmful results may replace less harmful ones delivered earlier, at your option. You must wait 5 rounds between each use of this ability.

Undetectable Spirit: You enjoy the benefits of the *mind blank* spell for 24 hours, and you are protected for 24 hours from divination with the following spell effects: misdirection, nondetection, and undetectable alignment. The mind blank effect instantly foils all attempts to read or influence your thoughts or emotions. The misdirection effect allows you to select another creature within 30 feet as the source of information provided to any divination effect targeting you. The nondetection effect allows you to foil *clairaudience*/*clairvoyance*, *scrying* and similar divinations—a spellcaster or pactmaker must succeed on a level check against a DC of 15 + your binder level to scry on you. Finally, *undetect*able alignment allows you to completely conceal your alignment for 24 hours when the misdirection is not in effect.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: You acquire a youthful and highly attractive appearance as an adolescent of your race. Moreover, your hair is perpetually disheveled and your eyes wild with faith in your current quest or cause.

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: Young Krios was a hopeless romantic idealist. His spirit compels you to advocate philosophical perspectives on matters of religion and nobility whenever you can, particularly in a private romantic situation.

Favored Ally: Any creature with levels in an NPC class except aristocrat (that is, adept, commoner, expert, etc).

Favored Enemy: Any creature with levels in the aristocrat NPC class or possessing a title of rulership such as "Lord."

Capstone Granted Ability

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

Off With Their Heads: This ability grants two benefits. First, your slashing weapon gains the vorpal quality whenever you wield it. On a natural 20, your target loses its head. Most living creatures die instantly without a head. Second, up to once per day per level, you can point to a target and make a 60foot ranged touch attack. If you hit, the target suffers slashing damage equal to 1d10 + your Charisma modifier. On a natural 20, the target loses its head as if struck by a vorpal 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:

» Expend a move action to pronounce philosophical points regarding religion or politics.

» Move through an area occupied by nobility (twelve or more aristocrats in a 30 ft. x 30 ft. area).

Behead a creature, using Young Krios's capstone granted ability, a vorpal weapon or normal means such as a guillotine. » Stand within 5 ft. of a favored ally.

Role-Play Text

Read aloud the following points to quickly convey all or part of the legend of Young Krios:

» "Young Krios, an idealistic and philosophical commoner, led a relentless war of sedition against his kingdom's nobility in order to overthrow them and take their place."

» "As a sorcerer, Krios used his innate gift for magic to pass secret messages, hide amongst the nobles he despised, and resist the divinations of those who sought to catch him."

» "Alas, one by the one, seditionists were caught and condemned to a terrible fate: following public decapitation, their heads were feebleminded, shrunk, and magically sustained in glass jars on display in the kingdom's noble parliament."

» "Over time, heads were stolen, lost, and so forth, such that only Young Krios's head remained. In a moment of clarity, he begged the gods to forgive the seditionists' misdeeds, if not his then at least the others whom he led into an eternity of suffering."

"The gods answered Krios's prayer by destroying the ruined souls » of the seditionists, to remind everyone that commoners should not seek through lies to unseat rulers who are sanctioned by the gods."

ALADDAR THE UNHINDERED MAGE

Aladdar forever seeks to avoid danger and responsibility. He grants his summoners the ability to act quickly in combat, bypass locked portals, avoid surprise, ignore restraints of all kinds, fight invisibly, ride with ease, and dispel force effects.



Legend

LEVEL: 9 Portal Constellation

Hiroshige sat in the small antechamber, eyeing its exotic décor. The walls were covered in one long bas-relief which depicted lords and warriors on horseback in glorious battle against hordes of infantry and archers. The horsemen bore the standards of King Leodan's kin; the enemy infantry hoisted much smaller standards of various nations and races. From his seat, Hiroshige thought he could almost make out the bladeand-crane standard of his own Queen Orenisha. Briefly he wondered if he was meant to be offended by this artistic display of animosity, but grunted in apathy at the thought.

Drumming his fingers on the table before him, Hiroshige scanned the chamber again. An ornate bronze centerpiece faced him from the center of the table; it was sculpted in the likeness of a winged horse in flight, its tail, fetlocks and mane streaming out behind it. The iron pokers arranged neatly beside the fireplace had handles carved into horse busts; the twin ornamental swords hanging above it had horse head hilts with coarse horse hair tassels; King Leodan's personal standard which graced the center wall displayed a black horse on a white field; even the floor tiles had simple horse outlines carved into them.

Just as he was beginning to think that he would have to get up and find King Leodan himself, the chamber's heavy wooden door swing outward. A man of middling years stepped through into the chamber. He bore no crown or other device of office and wore only the moderately rich robes of a minor noble or dignitary.

The man stood with his hands clasped behind his back and said, "King Leodan sends his apologies, but he is very busy looking after his herd and so cannot grant you an immediate audience. My name is Raspar and I am to show you to a guest room and ensure your comfort."

Hiroshige restrained a sigh. Instead, he changed the subject. "Your people seem to have a high regard for your horses."

Raspar paused only a moment before humoring the guest in his charge.

Ah, he is an attentive dignitary, Hiroshige thought.

Raspar continued. "Altan has always bred and trained the best horses of any nation in this world."

"So I have heard." Hiroshige replied. "And are they true, the stories about...?" Hiroshige pointed towards to bronze centerpiece in the image of a winged horse.

[^] Raspar's face split in a wide smile. "Ah, yes, all visitors want to know about the pegasi. They are real, and we do breed and train them like any other horse. Better, in fact. Pegasi are magnificent beasts, and to ride one...." Raspar's eyes looked upwards as he drifted in momentary reminiscence.

Hiroshige waited a moment before asking another question. "I have also heard very strange tales about Altan's history and the origin of the pegasi. Is it true that they are born of eggs rather than their mares?"

Raspar blinked and then responded. "My apologies. You understand that we all have our points of national pride. Well, Altar's steeds are ours, and hard won at that." "Do tell" Said Hirachiga simply

"Do tell." Said Hiroshige, simply.

Raspar began to orate, and to pace the chamber as if nervous. "The bards tell of a mage, an infamous man named Aladdar, Aladdar the free mage—Aladdar the coward. Aladdar was born among the wild horse herders of the Altan's great plains, but was discovered by the mage Heathis. Heathis was the royal mage of his time and the trusted advisor of his leige, King Learan. At that time, Altan was desperately trying to fight off a barbarian invasion from the west. As always, our greatest ally was our cavalry, though at that time the royal family could only breed and maintain a bare two score battleworthy steeds."

"Anyway, Aladdar was a brilliant apprentice and Heathis was a good teacher and so Aladdar quickly became a powerful mage in his own right. He was fiercely loyal to Heathis, to his native people and to his wives. It is recorded that he married seven wives over the course of his life, and it is said that each of his wives' weddings were grander than the last, and that none of his wives were jealous of the others because of his great care and devotion for each of them."

"Sadly, Aladdar did not get on as well with King Learan. They often had harsh words for each other and many said that it was only because of Heathis that the two suffered each other. Aladdar learned to defend Altan as a mage but also as a horse master. He used his knowledge of horsemanship, breeding and magic to create his greatest legacy to Altan. Aladdar believed that victory in battle was best achieved by freedom of maneuverability and speed, so he set himself the task of granting Altan's warriors that freedom. He bred the first pegasi from the royal family's own white brood and loved them as his own children. It is said that Aladdar, at great risk to himself, spearheaded the winged cavalry attack which drove the barbarians from Altan for then and ever since."

"But the more that Aladdar and his pegasi were victorious in battle, the more proud he became. He boasted that he was single-handedly responsible for Altan's victories and that he would achieve even greater triumphs. His friend and master Heathis tried to reign in his mind, but Heathis died and Aladdar became ever more arrogant. He became reckless and during one battle he was wounded and nearly died. After he was healed he became obsessed with freedom-freedom from pain, suffering, battle, responsibility-he sought to free himself from all bonds. One of his wives later said that he had found a place between worlds-a place where battles could be won before they started, a place without bounds and without danger-a place of ultimate freedom. He told King Learan that he was breeding a new mount—a steed that would provide not only ultimate freedom and maneuverability but also a wise companion capable of helping its master survive a battle and most importantly, it would be unflinchingly loyal. Aladdar succeeded. After a year and a day, King Learan made war on the barbarians to subdue them under his rule."

"It is said that the barbarians were subdued without a drop of blood spilled; that they saw Aladdar's steed and named it Shadowfar and then bowed down to King Learan. After the barbarians' subduel, Aladdar told King Learan that he intended to depart. He wanted to be free forever—and Shadowfar could take him to the place of ultimate freedom that he had found. King Learan ranted and demanded that Aladdar remain in his court and serve his country as others did, but to no avail. Aladdar mounted Shadowfar, King Learan mounted his own pegasus and the two raced toward the horizon."

Raspar paused and turned away from Hiroshige before continuing, as if unsure of himself. "King Learan later told his advisors that Aladdar and Shadowfar could have out-flown him, but they didn't. Instead, they seemed to argue with each other. Aladdar had bred Shadowfar to be loyal, but also to think for himself, two traits which Aladdar never expected to conflict with each other. It seems that Shadowfar felt he and Aladdar were being disloyal. At last, Aladdar won out. Smiling, he shouted a farewell to his king and then he and Shadowfar disappeared as if they had turned to gray mist. Circling back on the mist, King Learan heard Aladdar's voice echo from it as if in shock, pain and rage. The words he heard were 'freedom is empty'."

"A tragic tale." Hiroshige noted to Raspar's back.

"And yet it is a favorite of mine." Raspar paused and then said, "It is getting late and I expect you want to wash the road's dirt from your clothes, master Hiroshige. Let me show you to your guest room."

"Thank you," Hiroshige responded. "But I can't stay the night. I have other errands to run for my queen. I will return to speak with King Leodan when he is not busy breeding his pegasi."

"Well then, we should see to getting you a fresh mount. Maybe I can even convince the horse master to loan you a pegasus. Ah, I can almost smell the stables already."

"Thank you, but my mount is fresh enough." Hiroshige said as a hoof clap echoed inside the antechamber.

Raspar turned around with the hair prickling on the back of his neck. What he saw stopped his heart for a beat; Hiroshige stood beside a pegasus. No, he thought, pegasi had lighter haunches, narrower wings and were white. This beast had a glistening gray coat, pearly white eyes and was of the finest breeding.

As Raspar stood agape and unspeaking, Hiroshige leapt into his mount's saddle and spoke. "Tell your King Leodan that his efforts to attain Aladdar's legacy are fruitless. I know of the place between worlds—and I know that freedom is empty."

Hiroshige patted his mount's arched neck and said, "Come Shadowfar, show us the meaning of freedom." And the two were gone as if turned to gray mist.

Summoning Rules

The following rules describe the requirements and rituals for binding Aladdar.

Binding DC: 31.

Requirements: You must have fled or avoided a dangerous, adversarial or an uncomfortable situation in the past week.

Ceremony: You must draw Aladdar's sign and then beg him to help you gain freedom.

Manifestation: Aladdar's apparition appears as he did in life; a small man with leathery tanned skin wearing a white courtier's outfit and holding a tall horse-headed staff.

Granted Abilities

Aladdar grants the following supernatural abilities.

Always Ready to Run: You gain a +8 bonus on initiative checks.

Doors are No Bar to My Step: You may use knock at will.

Eyes in the Back of My Head: You gain the benefits of *fore-sight* for a number of rounds per day equal to your level. These rounds need not be consecutive. As the spell, you are never flat-footed or surprised. Activating or dismissing this ability is a free action.

Freedom Everlasting: You may benefit from the *freedom spell* for a number of rounds per day equal to your level. These rounds need not be consecutive. *Freedom* allows you to ignore all spells and effects that restrict movement, including binding, entanglement, grappling, *imprisonment*, the *maze* spell, paralysis, petrification, pinning, *sleep*, *temporal stasis*, and *web*. Activating or dismissing this ability is an immediate action.

Hiding Amongst the Blind: You can use greater invisibility for a number of rounds per day equal to your binder level. These rounds need not be consecutive. Activating or dismissing this ability is a free action. *Horse Master*: You possess ranks in the Ride skill equal to 3 + your binder level. These ranks supersede rather than stack with any existing ranks you possess in the Ride skill. Additionally, you enjoy the benefits of the Mounted Combat feat.

No Force Can Cage Me:You can dispel force effects by touch, up to once every 5 rounds. As a standard action, you touch the force effect to be ended and then succeed on a dispel check. (Your effective caster level equals your binder level.)

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: You exude a strong equine odor.

Alignment Shift: When you fail your binding check by 10 or more, your alignment moves one step closer to chaotic neutral for 24 hours.

Personality Influence: You become reclusive and easily agitated. Your eyes shift constantly, alert to danger, and you are unwilling to take risks unless absolutely necessary.

Favored Ally: Horses and other equine creatures.

Favored Enemy: Dedicated soldiers and military leaders.

Capstone Granted Ability

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

Out of Harm's Way: Up to once per five rounds, you can choose to ignore a single attack or 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:

- » Entangled, held or otherwise unable to move normally.
- » Move away from pursuers who seek to imprison you.
- » Use an action to bluff, dupe, trick or otherwise mislead or
- interfere with a military officer or three or more soldiers.
- » Within 5 feet of a horse or other equine such as a unicorn.

Inspired Companion

If you are neutral and forego the ability called "eyes in the back of my head," Aladdar provides you with a spirit steed as a companion (page 88). In addition to the steed's stated statistics, your steed—aptly named Shadowfar—can use *plane shift*, *shadow walk*, and/or *teleport* a total of three times while you are bound with Aladdar.

Role-Play Text

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

» "Aladdar was born among wild horse herders, but was discovered by the mage Heathis and educated at a royal court."

» "At court, he quickly shined as a gifted mage and horse master. He bred the first pegasi and won many battles against barbarian hordes in the name of his country and patron, King Learan."

» "As his fame and power grew, Aladdar became boastful in demeanor; yet at the same time, he resented his litany of responsibilities and harbored cowardly fears as his life began to draw to a close. Aladdar and King Learan often quarreled, and after his old master Heathis died, he became ever more prideful, believing he could cheat death."

"Aladdar schemed to find ultimate freedom from danger and duties.
 Aladdar's king chased him as he fled on his finest pegasi, Shadowfar."
 "Aladdar disappeared into 'a place between worlds' with Shadow-

far, never to be seen again in the flesh."

THE MALEBOLGE MOORS

THIRTEEN TRAITORS OF HELL

These fallen angels, devoured for their treachery by their false god Asmodius, were the worst of Hell's torturers. They grant their summoners the ability to conjure devils, flay foes, repel good opponents, and deploy floating eyes that dispel magic, stun opponents and use abilities at a distance.



LEVEL: 9 Fiend Constellation

Legend

The infernal master of Hell, Asmodius, has expunged almost all knowledge of the Malebolge Moors.

Summoning Rules

The following rules describe the requirements and rituals for binding The Malebolge Moors, Thirteen Traitors of Hell.

Binding DC: 33.

Requirements: Speak Infernal. Also, you must have sold your soul to an evil outsider, or helped sell another creature's soul, or resided in Hell for a minimum of 1 year.

Ceremony: Sign a contract to relinquish your soul to one of the thirteen Malebolge devils. You may select which devil. Note that your soul remains safe since only vestiges of the devils remain and they have no way to enforce the contract.

Manifestation: An apparition of your chosen devil coalesces and reveals your eternal punishment. Each devil looks somewhat different, but all are bald, black-skinned, and beautifully adorned with piercings of various kinds.

Granted Abilities

The Malebolge Moors grant the following supernatural abilities.

Defy Goodness: You continuously radiate *magic circle against* good. You and allies within 10 feet enjoy a ward against summoned creatures, immunity to mental influence, and a +2 deflection bonus to AC and a +2 resistance bonus to saves against attacks made or effects created by good creatures.

Flensing: You target one corporeal creature within 30 feet to strip its flesh from its body as if whipping it. On a successful Fortitude save, the target suffers 2d6 points of damage as its skin rips and tears. On a failed save, the target suffers 4d6 points of damage plus 1d6 Charisma damage and 1d6 Constitution damage. You can use this ability at will.

Infernal Horde: You conjure minute sparks of Hellfire in a 20-foot-radius area to a distance of up to 100 feet from you. The sparks remain for 10 rounds and inflict 1d6 points of heat damage per round to all creatures except you in the area. On the start of the 11th round on your turn, the area explodes in a wave of fire and brimstone that inflicts 10d6 fire damage and summons either 2d4 bearded devils, 1d4 chain devils or one bone devil (use *MM* statistics, except each devil has maximum hit points per Hit Die). The devils remain for up to 10 minutes per level. The devils obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the devils. You can dismiss them singly or in groups at any time. You can use this ability up to three times per day. Each time you must summon a different type of devil.

Infernal Immunity: You enjoy resistance 20 to cold and fire.

Magical Expiration: You conjure one or more hellish-green flaming eyes, each about the size of your head. You can conjure up to one eye per level, either all at once or spread out over the day. The eyes cannot be interacted with. Eyes appear within 30 feet in squares of your choice. You can move one or more eyes as a move action. When a magical effect targets a creature within 5 feet of an eye, you may choose for the eye to completely negate the effect as an immediate action. After an eye negates an effect, it vanishes for the day. An eye cannot negate a spell or effect that targets an area. An eye cannot negate an attack made by a deity.

Ocular Power: You conjure a hellish green eye. The eye lasts up to 1 minute per level. You may use the minutes all at once or spread out over the day. The eye is a Fine magical sensor with 90 ft. speed, 19 AC, 66 hit points, and a +19 bonus to Hide checks. You can see through the eye as a free action. In addition to normal sight, the eye instantly reveals the location, strength, and type of all magical auras within 30 feet of it. Moreover, you can direct through the eye any spell, spell-like ability or supernatural ability that you know that is not normally limited to affecting you (use the eye as the effect's point of origin). If the eye is destroyed, you cannot conjure it again for the day.

Torturous Insight: You utter a single word that evokes a target's deepest, most sinful desire and then punishes it with painful torture. The target is stunned whether it can hear you or not. The duration depends on the target's current hit point total (50 hit points or less equals 4d4 rounds, 51 to 100 hit points equals 2d4 rounds, and 101 to 150 hit points equals 1d4 rounds). Any creature that has 151 or more hit points is unaffected. You must wait 3 rounds between each use of this ability.

Signs & Influence

This spirit may affect you in the following ways.

Physical Sign: Your flesh appears to continuously tear and heal as if being chewed for eternity. You feel no pain, nor suffer hit point damage from the effect.

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: The Malebolge Moors overflowed with scorn for their lessors, lust for mortals, and ambitious designs against their master. These spirits compel you to insult and tease those beneath you (in Hit Dice or social station) and thwart any above you (in Hit Dice or social station). This influence does not apply to humanoids, which are the spirits' favored ally. With humanoids, this spirit compels you to engage in all manner of carnal pleasures instead.

Favored Ally: Humanoid (any). Humanoids are innately suffused with delicious sinful desires such as hate, lust and ambition.

Favored Enemy: Outsider (evil). You despise the fiends that betrayed your ambitions and allowed your soul to be shredded in your master's maw.

Capstone Granted Ability

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

Consign to Hell: On a successful 90-foot ranged touch attack, you *plane shift* a target to a dread Astral place called the Malebolge Remnant, which is an infernal cave complex of torture chambers hidden in the recesses of the Outer Darkness. Which chamber you shift the target to and thus which torture you subject it to depends on which Malebolge Moor

you selected when sealing this pact. Consult the sidebar below. Spells and abilities that prevent the target from plane shifting block this ability.

The target arrives in a position suited to its torture. The torture is extreme, and wards festoon the Malebolge chambers such that the victim is unable to concentrate and is utterly helpless. Each round, the victim suffers 6d6 damage of the type indicated in the torture's description and immediately suffers the *bestow curse* effect (no save). Reduce the target's damage if it has resistance or immunity to the particular form of damage.

The duration of torture varies with the target's alignment. Chaotic good creatures, and neutral creatures with an Intelligence below 5, suffer for 1 round before returning to their starting locale. Other chaotic and good creatures, and neutral creatures with an Intelligence score of 5 or more, suffer for 1d4+1 rounds. Lawful evil creatures suffer for 9 rounds, while lawful neutral and neutral evil creatures suffer for 1d4+4 rounds. Time flows such that a target returns to its starting locale at the start of your next turn regardless of how long it remained in the Malebolge Remnant.

In addition to the torture damage, the target must attempt two saves when it returns. First, it must succeed on a Will save or be enraged as the *rage* spell. Second, it must succeed on a Fortitude save or be slowed by tormenting pain, as the *slow* spell. The duration of both effects equals 3 + the target's Constitution modifier (you use its own stamina against 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:

- » Harm yourself as a move action, inflicting 1 hp damage.
- » Kill or banish a devil (lawful evil outsider)
- » Kiss a mortal humanoid as a move action.
- » Move through an area of magical fire.

Role-Play Text

Read aloud the following points to quickly convey all or part of the legend of the Malebolge Moors:

» "In the early multiverse, a powerful holy angel, Asmodius, rebelled against his liege along with twenty-two of his generals and hordes of lesser prideful angels." » "All the rebellious angels fell to Hell in defeat. As Asmodius lay dying, thirteen of his generals, the Malebolge Moors, sought to slay him in order to vitalize themselves and rule Hell for themselves."

"The other generals, urged by an enraged Asmodius, defeated the Malebolge Moors and fed them to Asmodius so he might regain his strength."

» "For eons, the Malebolge Moors languished until their souls finally expired. When all were digested, Asmodius erased their existence and betrayal from history."

» "Today, only very powerful binders can recall these spirits."

THE 9 HELLS IN REAL LIFE

Medieval literature, strongly represented by Dante's *Inferno*, provides detailed descriptions of Hell's punishments, which were just as ironic as they were graphic. In *Inferno*, the lost soul of the philosopher poet Virgil leads Dante on a harrowing journey through Hell's nine layers. Each layer is worse than the next. Here are approximations of the nine layers:

Layer Sin: Description of Layer

- 1 **None**: This restful landscape called Limbo is well-suited for virtuous pagans.
- 2 **Lust**: Innumerable shades, torn by lust as in life, float through a dread landscape.
- 3 Gluttony: An endless garbage dump guarded by the threeheaded dog Cerberus and populated by naked gluttons who meander through filth in freezing rain and battering hail.
- 4 **Greed**: Life's greedy hoarders howl madly as they strain their chests against enormous, crushing weights.
- 5 **Wrath**: The Styx, a marshy ocean, forever drowns the fiery anger of the wrathful, who are trapped in boiling slime.
- 6 Heresy: Medusa tends heretics who are entombed in flaming stony graves in the City of Dis.

7 **Murder**: Sinners who died in great violence bob in a bloody river, hang from trees in the suicide woods, or wander endlessly through burning sands. Terrible minotaurs, fiendish centaurs, and rapacious griffons hunt and torture them.

- 8 **Deception**: Malebolge consists of an arena of ditches in which liars, simonists, swindlers and deceivers are tortured for their frauds. Devils traverse the ditches on rickety bridges.
- 9 Pride: In the deepest pit of Hell, a huge Asmodius stands forever fixed in ice up to his waist.

TORTURE OPTIONS IN THE MALEBOLGE REMNANT

Select one devil spirit listed below when binding the Malebolge Moors. Use this table to resolve the consign to hell ability.

Devil	Constellation	Damage Type	Permanent Curse	Punishment Details
Blood Eye	Portal	Cold	Blind	Sunk in ice up to the neck. The eyes well shut with bloody, frozen tears.
Hook Nose	Spider	Fire	Always slowed	Endlessly dunked in flaming pitch and struck with hooks when seek to breathe.
Knife Knee	Tree	Electricity	-6 Dexterity	Repeatedly struck by lightning while growing branches and immobilizing roots.
Flame Tongue	Angel	Suffocation	Diseased	Repeatedly drowned in hot excrement.
Brittle Bone	Knight	Slashing	Lose one hand or foot	Hacked to pieces by swords and forced to march around holding one's own limbs.
Flayed Brow	Crown	Bludgeoning	Mute	Draped in heavy robes, chains, and faux jewels and forced to walk in circles.
Severed Ear	Thief	Poison	-6 Wisdom	Endlessly tortured by hissing, bitting snakes that burst the victim into flames.
Jagged Maw	Dragon	Piercing	-6 Strength	Forever chewed in a dragon's jagged flaming maw.
Scrag Beard	Fiend	Acid	-6 Charisma	Repeatedly seared by boiling acid that is delivered randomly in drops or buckets.
Foul Crotch	Ghoul	Necrotic	-6 Constitution	Endlessly eaten alive by a horde of writhing maggots.
Salty Wound	Genie	Transmutation	Always fatigued	Endlessly flayed, salted and submerged in hot water as if being made into a meal.
Hag Nails	Magi	Psionic	-6 Intelligence	Hung upsidedown with feet afire and small cuts made to prolong mental agony.
Splice Heart	Shadow	Sonic	Deaf	Chained down with eyes held wide to be pecked endlessly by cawing birds.
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FEATS

CHAPTER 4 FEATS, FLAWS, & ANIMA

In this chapter, you will find feats, flaws, companions, twentysix tactical templates, a prestige class for binders, the medium NPC class, two new seals of darkness for pact warriors, and over two-dozen anima spirits. Among the feats, some are useful to exorcists and templars while others transform a binder's spirit imp into a more potent companion. The Weapon Pact feat binds spirits into armaments, and various talisman feats allow a spellcasting binder to infuse runes with supernatural power.

Here are feats useful to pact magic users and the classes presented in this book, including exorcists and templars.

ATLAN SKYRIDER

Gain an atlan battle drake as a cohort.

Prerequisite: Character level 10th, Ride 4 ranks, speak Draconic, Charisma 13.

Benefit: You gain an atlan battle drake (page 158) as a stalwart and eager cohort. You and the drake enjoy an empathic link such that you know its general mood and condition. At each level after 10th, the drake gains 1 level in an NPC class of your choice (such as the medium NPC class on page 93). This progression assumes that the drake travels with you and experiences at least half the number of encounters you do. When it experiences fewer encounters, it does not gain a level. If it falls behind in progression, it may "catch up" one level each time it shares all of your encounters for one of your levels.

BONUS DAILY SPELL-LIKE ABILITY

Gain a new daily use of a spell-like ability.

Prerequisite: Able to select one or more spells each day to use as spell-like abilities.

Benefit: Each day you gain one additional spell that you can turn into a spell-like ability. The selected spell must be one you normally have access to. Typically, templars take this feat to boost their otherwise-limited magical abilities.

Special: Each time you take this feat, you gain one additional spell each day that you can turn into a spell-like ability.

BONUS SPELL KNOWN

You know one additional spell.

Prerequisite: Able to cast spells without preparation.

Benefit: Select one spell from your class spell list of a level less than the highest level of spells you current have access to. Add this spell to your list of known spells.

Special: You can take this feat more than once. Each time, select another spell from your list of class spells.

BOOSTED SNEAK ATTACK

Your sneak attacks are more deadly when coordinating with others. **Prerequisite**: Deliver sneak attack damage.

Benefit: You have trained to apply sneak attacks in tandem with an ally. Apply an additional +1d6 damage to your sneak attack damage whenever you and one or more allies flank the same foe.

COORDINATED SNEAK ATTACK

You and two allies cause a foe to be flat-footed.

Prerequisite: Deliver sneak attack damage.

Benefit: You have trained to apply sneak attacks in a team. Whenever you and two or more allies with sneak attack threaten a creature, then that creature is considered flat-footed for all of you regardless of how you and your allies are positioned. Only one creature per round can be affected in this way.

CRAFT PACT PUZZLE

You can create magical pact puzzles.

Prerequisite: Puzzle Master, binder level 2nd.

Benefit: You create pact puzzles that deliver magical effects. You can craft a puzzle with a number of seals equal to or less than your binder level. The pact puzzle's cost equals 375 gp x the pact puzzle's Challenge Rating x the number of seals in the puzzle. Crafting takes 8 hours per day for a number of days equal to 1/1000 the gp cost of the pact puzzle and you expend XP equal to 1/25th the pact puzzle's cost. You must be bound with a spirit each day of crafting, and during the creation process you must bind at least once each spirit whose seal appears in the puzzle. If you cannot bind a particular spirit than you cannot include its seal in the puzzle. See pages 185-187 for more information about pact puzzle's including puzzle Challenge Ratings.

DIVINE INTERROGATION

You can hold an interrogation with incredible effectiveness.

Prerequisite: Exorcism ability.

Benefit: You are highly adept at interrogation techniques against heretics. You can expend one use of your exorcism ability to conduct an interrogation with divine authority and guidance. For a period of one minute, you gain a +6 insight bonus on Intimidate, Sense Motive and Use Rope skill checks.

EMERGENT SNEAK ATTACK

Your sneak attacks do extra damage when you emerge from hiding.

Prerequisite: Deliver sneak attack damage, Hide 4 ranks.

Benefit: When emerging from a hidden position, whether through the use of the Hide skill or from magical concealment, apply +1d6 damage to all sneak attacks delivered during that round and in the following round.

EXPANDED LEARNING

Add a spell to your class spell list.

Prerequisite: Able to cast 1st-level spells, Spellcraft 4 ranks. **Benefit**: Add one spell from another class's spell list to your class spell list. The spell must be of a level at least one lower than the highest level spell you can cast. Moreover, if you cast arcane spells then the selected spell must be an arcane spell; similarly, if you cast divine spells, the selected spell must be a divine spell. Note that bards, sorcerers and similar spellcasters must still learn the selected spell.

Special: You can take this feat more than once. Each time, select a different spell within the restrictions noted above.

EXPANDED PACT KNOWLEDGE

Add a spirit to your list of bindable spirits.

Prerequisite: Binder level 1st.

Benefit: Select one spirit that you cannot bind due to class, alignment, skill ranks, gender, organizational affiliation or other restriction except insufficient binder level. You can now bind that spirit provided you are able to fully bind spirits of that level. You ignore the spirit's requirements and enjoy a +3 bonus on checks to bind that spirit.

Special: You can take this feat more than once. Each time, select a different spirit you cannot normally bind.

EXTRA ANIMA INSIGHT

Your bound spirit provides you with more daily insights.

Prerequisite: Anima insight class feature, Wisdom 13.

Benefit: You may use your anima insight ability two additional times per day.

Special: You can take this feat a number of times equal to your Wisdom bonus. Each time, you gain 2 additional daily uses of the anima insight ability.

EXTRA DEFLECTION SHIELD

You can use the deflection shield ability more often.

Prerequisite: Access to the deflection shield class feature.Benefit: You can use deflection shield 2 additional times per day.Special: You can take this feat more than once. Each time, you gain 2 additional uses of the deflection shield ability.

EXTRA EXORCISM

You can exorcise spirits more often.

Prerequisite: Exorcism ability.

Benefit: You can perform an exorcism four additional times per day than normal.

Normal: An exorcist or a cleric with the exorcism domain can perform an exorcism a number of times per day equal to 3 + his or her Charisma modifier (minimum 1).

Special: Each time you take this feat, you can perform an exorcism 4 additional times per day.

EXTRA MIRROR MAGIC

You can use the mirror magic ability more often. **Prerequisite**: Access to the mirror magic class feature. **Benefit**: You can use mirror magic 1 additional time per day. **Special**: You can take this feat more than once. Each time, you gain 1 additional use of the mirror magic ability.

FOCUSED SPELL-LIKE ABILITY

Your spell-like abilities are more difficult to resist.

- **Prerequisite**: Possess one or more spell-like abilities, Knowledge (arcana) 4 ranks..
- **Benefit**: Add +1 to all DCs to resist your spell-like abilities. This benefit stacks with the Ability Focus feat in the *MM*.

Special: You can take this feat a second time to apply an additional +1 bonus, for a total bonus of +2.

GREATER EXORCISM

You can expel spirits rather than suppress their activity.

Prerequisite: Exorcism ability.

Benefit: Once per day, you can perform a greater exorcism in place of a regular exorcism. The greater exorcism is like a regular exorcism except the DC to resist increases by +2 and the bound spirit, ghost or other possessing creatures is expelled if the target fails its save.

Special: Each time you take this feat, you can perform a greater exorcism one additional time per day in place of a regular exorcism.

HEALER EXORCIST

Expend use of an exorcism to heal a creature.

Prerequisite: Exorcism class ability, Heal 2 ranks, nonevil. Benefit: You can expend one use of your exorcism ability to cure a creature 1d8 hit points + 1 point per exorcist level + your Wisdom modifier. You do not need to touch the creature. It must merely be within 30 feet and line of effect.

HELLSCOURGE EXORCIST

Inflict visceral damage during an exorcism.

Prerequisite: Exorcism class ability, nongood.

Benefit: Your exorcisms are charged with harmful supernatural energy. When you use an exorcism against a target, it must attempt a Fortitude save in addition to any other saving throws. The DC equals 10 + 1/2 your exorcist level + your Charisma modifier. A failed save indicates the target suffers 1d8 points of profane damage per 3 exorcist levels (round down, maximum 6d8 at 18th level). The attack ignores energy resistance, spell resistance, and damage reduction. When you target a creature that is not bound with a spirit or not possessed, it enjoys a +2 bonus on its save to resist the effect.

INCANTATIONIST

You may attempt to cast spells you cannot normally access.

Prerequisite: Knowledge (arcana) 4 ranks, Spellcraft 2 ranks, Knowledge (nature, religion or the planes) 4 ranks, plus Intelligence, Wisdom or Charisma of 11.

Benefit: You may attempt to cast spells as incantations. In order to cast an incantation, follow these guidelines.

» Use a scroll (or spellbook entry) of the spell plus materials equal to 2x the scroll's cost. All components are expended whether or not the incantation succeeds.

» Include 1 assistant per spell level. Any creature with Intel-

ligence 8+ with hands and a voice can be an assistant.

» Attempt a number of skill checks equals to 1 + the spell'slevel. In general, arcane spells requite Knowledge (arcana) while divine spells require Knowledge (religion). Conjuration spells require Knowledge (the planes). Spells that target animals or plants require Knowledge (nature). The check DC equals 10 +the spell's level. You can fail up to 2 checks and successfully cast the incantation. Each assistant with 5+ ranks in the appropriate skill grants you a +2 bonus on all such checks. A bound spirit of the magi constellation provides a +3 insight bonus.

» Each check requires 10 minutes of game time. Thus, many spells are not appropriate to be cast as incantations.

» A failed check inflicts 1d8 points + 1 point per spell level in damage to you and all assistants. Spells with an energy descriptor inflict damage of that type. Other damage is untyped.

» If you fail two checks in a row, you and all assistants suffer 1d8 points of damage per spell level and suffer a *bestow curse* effect on a failed Will save (DC 10 + the spell's level).

» The incantationist pays 100 XP per spell level.

MASS EXORCISM

Exorcise multiple targets at once.

Prerequisite: Extra Exorcism.

Benefit: You can expend multiple uses of your exorcism ability to target either the same creature or multiple creatures at once. You can only use this ability to perform one kind of activity at once. For example, you can perform multiple exorcisms of the usual sort, multiple healings using the Healer Exorcist feat, or multiple soulholds using the Soulhold Exorcist feat. However, you cannot mix different types of exorcisms.

MEDICANT EXORCIST

Expend one use of an exorcism to gain a healing spell.

Prerequisite: Exorcism class ability, Heal 2 ranks, able to cast at least one conjuration (healing) spell.

Benefit: You can expend one use of your exorcism ability to cast a conjuration (healing) spell of 3rd-level or lower that you know without expending a spell slot.

MEDIUM'S EYE

You gain some minor spell-like abilities.

Prerequisite: Able to bind 4th-level spirits, Charisma 15. **Benefit**: You may use *dismiss pact spirit*, *ensure binding* or *erwyn's seance* 1/week as a Charisma-based spell-like ability with a caster level equal to your binder level.

OCCULT FAMILIAR

You bind a spirit into a construct to make a familiar-like helper. **Prerequisite**: Able to bind spirits, Craft (dollmaking, armorsmithing or woodworking) 2 ranks.

Benefit: You can bind a spirit into a puppet or figurine of a specific creature. The figure must be of masterwork quality and worth at least 100 gp per level of the spirit bound to it. You follow the binding ceremony as usual but present the figure for possession. On a failed binding check, the figure self-destructs. On a successful check, the figure grows and transforms into a life-sized animate, construct companion.

The occult familiar's outward appearance matches the form of the original figure, which grows to become a creature of size Tiny to Large with racial Hit Dice equal to or less than twice the bound spirit's level. For example, a 2nd-level spirit could be bound to a puppet of a blink dog, bugbear, spider eater or

Occult Familiar

Type: Construct

Hit Points: As base creature + amount based on its size (Tiny, +0; Small, +10; Medium, +20; Large, +30; Huge, +40). Special Attacks: The granted abilities of spirit bound to it.

Special Qualities: Construct traits. At binder level 3, you can see through its senses. At binder level 5, you can speak through it. At binder level 7, you can cast spells or use granted abilities through it. At level 9, it gains spell resistance equal to 5 + your binder level.

Saves: Will save as creature +1 per spirit level.

Abilities: Int 6, Wis 9, Cha 9; or as the original creature if its statistics are higher. The occult familiar's Intelligence and Charisma increase by +1 per spirit level. You may reduce one mental ability score to promote another to a minimum of 6 and a maximum of 16.

Skills: As binder or as selected creature, whichever is better.

Feats: As selected creature, plus the binder may transfer any of his feats to the occult familiar. It must qualify for a feat in order to benefit from it.

Alignment: Same as binder.

other animal with 4 Hit Dice or less. A human has 1 Hit Die.

Despite its outward appearance, an occult familiar is a construct. Use the statistics of the selected creature except as noted in the statistics box above. The occult familiar does not gain any of the creature's spell-like, supernatural or extraordinary abilities. It does gain the creature's movement modes and the movement and skill benefits of the aquatic subtype, if applicable. Immersion in water does not harm aquatic familiars.

The figure acts as a familiar for 24 hours after the ceremony unless it is destroyed, dismissed or exorcised, in which case it returns to inanimate figure form. If the figure is damaged, you may repair it using the Craft skill or the *make whole* spell.

The spirit bound to the figure counts against the total number of spirit levels that you can bind. For example, if you can bind 5th-level spirits and choose to bind a 3rd-level spirit into the figure, then you can bind a 2nd-level spirit for yourself.

As you progress in level, you can share the occult familiar's senses, speak through it, and project the use of any spells or granted abilities through it. You must attempt a Concentration check each round when performing these actions. The DC equals 10 + the level of the bound spirit. You can speak through the familiar even if lacks the capacity of speech.

PREMIERE SPIRIT CRAFTER

You can create an unlimited number of custom spirits.

Prerequisite: Craft Spirit, Knowledge (arcana) 9 ranks, Knowledge (the planes) 9 ranks.

Benefit: You maintain a tome of crafted spirits similar to a wizard's spell book. The book does not have a special cost because the contents, while esoteric, are mundane. A spirit occupies 1 page per two levels (round up).

Recording a new spirit in the tome requires one day (8 uninterrupted hours). Such a spirit may be one that you have crafted or one you have found in another binder's tome. Understanding a crafted spirit in another binder's tome requires a successful Knowledge (arcana) check with a DC equal to the spirit's binding DC. A fellow binder may use the aid another option to increase your check by +2. If you lose your tome, you retain memory of the most recent spirit that you bound plus an additional number equal to 3 + your Intelligence modifier (minimum 1 spirit), selected at random. To regain other spirits, you must recover the tome, purchase a new one, or recreate the spirits, paying the usual costs but automatically succeeding on the craft check.

Special: The benefits of this feat are in addition to the crafted spirits that you learn using the Craft Spirit feat.

PUZZLE MASTER

You are exceptional at solving puzzles, particularly binder puzzles.

Prerequisite: Intelligence 13, Knowledge (arcana) 2 ranks. **Benefit**:You enjoy a + 3 bonus when making Intelligence and Knowledge (arcana) checks to solve puzzles including magical puzzles such as pact puzzles. Moreover, you can craft mundane puzzles such as anagrams. To solve a mundane puzzle that you have created, a creature must succeed on an Intelligence check against a DC equal to your Intelligence score.

PUZZLEFINGERS LUCK

You avoid harm when making a mistake with a puzzle.

Prerequisite: Puzzle Master, Charisma 15; alternatively, race is halfling or gnome, Charisma 11.

Benefit: Once per day per point of Charisma bonus, you catch yourself just prior to making a mistake in solving a puzzle that would cause harm to you or your allies. You must declare the use of this feat after the game master announces that a harmful effect is about to occur due to your misstep but before the game master details the specific harm wrought by the puzzle.

SOULHOLD EXORCIST

Expend use of an exorcism to paralyze a creature.

Prerequisite: Exorcism class ability, Sense Motive 2 ranks. **Benefit**: Your exorcisms are charged with supernatural energy that disorients and immobilizes creatures. When you direct an exorcism against a target, it must attempt a Will save in addition to any other saving throws. The DC equals 10 + 1/2 your exorcist level + your Charisma bonus. A failed save indicates the target is held in place, as the *hold person* spell for 1 round per exorcist level. Similar to the spell, the creature can attempt a new save each round to ignore the effect for that round. Using this feat, you can target a creature that has not bound a spirit and is not possessed; however, it enjoys a +2 bonus on its save to resist the effect. Creatures immune to mind affecting spells and abilities are immune to the effects of his feat.

SPIRIT BRUTE

Your imp becomes a brutish monstrous companion.

Prerequisite: Spirit Imp, character level 6th.

Benefit: After performing an 8-hour ceremony between dusk and dawn, your spirit imp transforms into a hulking brute that is significantly more adept at pact magic and becomes a cohort for you. Each spirit brute looks unique, but all have rending claws and a nasty bite. Use the statistics on the next page. The ceremony costs 2,500 gp. If you lose your spirit brute, you can replace it by transforming another spirit imp for 2,500 gp.

Special: The spirit brute replaces your spirit imp.

SPIRIT STEED

Your imp becomes a noble steed. **Prerequisite**: Spirit Imp, character level 3rd.

Spirit Brute

Medium Monstrous Humanoid Hit Points: (d10 + 2) x binder's level **Initiative**: +1

Speed: 40 ft., climb 30 ft., swim 30 ft.

AC: 16 (+1 Dex, +5 natural), touch 15, flat-footed 11. Boost the brute's natural AC by +1 per two binder levels.

Base Attack Bonus: Equal to binder's level.

Grapple: As BAB + 3

Attack: Bite (1d6+3) or claw each (1d4+1) or by weapon.

Full Attack: Bite (1d6+3) and 2 claws (1d4+1) or bite (1d6+3) and weapon.

Space/Reach: 5 ft./5 ft.

- **Special Attacks**: Bind 1 spirit of a level 2 less than the highest level spirit the binder can access. Granted ability DCs equal 10 + 1/2 the brute's Hit Dice + its Con. modifier.
- **Special Qualities**: Darkvision 60 ft., improved evasion, empathic link with binder, does not sleep, proficient with all simple and martial weapons. Rend: At binder level 3, the brute can deliver a rend attack (when both claw attacks hit, apply an additional 1d6 points of damage + 1 per binder level). At binder level 5, the brute can speak using one language of the binder's choice. At binder level 11, the brute gains SR equal to the binder's level +5. And at 13th level, the binder can scry on the brute as if using *scrying*, once per day.

Saves: As binder's saving throws, modified: +0/+2/+2.

- **Abilities**: Str 17, Dex 13, Con 15, Int 6+, Wis 11, Cha 5. Boost the brute's Intelligence by +1 per 2 binder levels.
- Skills: As binder or the following, whichever is better. Balance +1, Climb +11, Jump +3, Listen +3, Spot +3, Survival +1, Swim +11. These are racial skills for the brute. Apply an additional +1 rank per Hit Die to any racial skill.

Feats: Multi-Attack plus 1 feat every 3 binder levels (3rd, 6th, 9th, 12th, 15th, 18th, etc).

Alignment: Same as binder.

Benefit: After performing an 8-hour ceremony between dusk and dawn, your spirit imp transforms into a noble steed that is adept at pact magic and becomes a cohort for you. Each spirit steed looks unique, but all have hooves, a bite, and the ability to leap long distances via shadows. The ceremony costs 1,000 gp in supplies. If you lose your spirit steed, you can replace it by transforming another spirit imp for 1,000 gp.

Special: The spirit steed replaces your spirit imp.

SPIRIT WRAITH

Your imp becomes an incorporeal monstrous companion. **Prerequisite**: Spirit Imp, character level 12th.

Benefit: After performing an 8-hour ceremony between dusk and dawn, your spirit imp transforms into an incorporeal wraith (page 89) that is adept at pact magic and becomes a cohort for you. The ceremony costs 10,000 gp in supplies. If you lose your spirit wraith, you can replace it by summoning and transforming another spirit imp for 10,000 gp.

Special: The spirit wraith replaces your spirit imp.

TACTICAL PACTMAKER

You forfeit some of your binding ability to gain tactical skills. **Prerequisite**: Focal Constellation (any), bind 2nd-level spirits.

Spirit Steed

Large Monstrous Humanoid

Hit Points: 3d10+6 + (d10+4) x binder's level **Initiative**: +2

Speed: 60 ft. (increases to 80 ft. at binder level 12th)

AC: 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13 Boost the steed's natural AC by +1 per two binder levels.

Base Attack Bonus: Equal to binder's level + 3

Grapple: As BAB + 6

Attack: Hoof (1d4+2)

Full Attack: 2 hooves (1d4+2) and bite (1d3)

Space/Reach: 10 ft./5 ft.

- **Special Attacks**: Bind 1 spirit of a level 2 less than the highest level spirit the binder can access. Granted ability DCs equal 10 + 1/2 the steed's Hit Dice + its Con. modifier.
- **Special Qualities**: Darkvision 60 ft., low-light vision, scent, Darkvision 60 ft., improved evasion, empathic link with binder, does not sleep, armor proficiency (light, medium, and heavy). Carry capacity (light load 230 lb., Medium load 460 lb., Heavy load 690 lb.) Binder level 3, can use a limited *shadow walk* (10 ft. distance per binder level, self and rider only, must wait 1 hour between each use). At binder level 5, the steed can speak in one language of the binder's choice. At binder level 11, the steed gains SR equal to the binder's level +5. And at 13th level, the binder can scry on the steed as if using *scrying*, once per day.
- **Saves**: As binder's saving throws, modified: +2/+4/+2.
- **Abilities**: Str 14, Dex 15, Con 15, Int 6+, Wis 11, Cha 6. Boost the steed's Intelligence by +1 per 2 binder levels.
- **Skills**: As binder or the following, whichever is better. Listen +4, Spot +4. These are racial skills for the steed. Apply an additional +1 rank per Hit Die to any racial skill.
- Feats: Endurance, Run, plus 1 feat every 3 binder levels (3rd, 6th, 9th, etc).

Alignment: Same as binder.

Benefit: Select one tactical template (page 90-91) that falls under the constellation for which you have the Focal Constellation feat. You permanently gain the tactical template's benefits and permanently reduce by 1 the highest level spirit you can bind.

TACTICAL SPIRIT COMPANION

Your spirit companion gains a tactical template.

Prerequisite: Spirit Imp.

Benefit: Select one tactical template (page 90-91). Add the mechanical benefits of the selected template to your spirit imp (or spirit brute, spirit steed or spirit wraith). At the same time, reduce by 2 your effective binder level for the purpose of computing your imp's statistics.

TRAP BINDER

You can create temporary supernatural traps.

Prerequisite: Focal Constellation (genie) or Focal Constellation (spider) or able to bind the spirit of Demos Kalagos, trapfinding, Disable Device 2 ranks.

Benefit: Once per day, you can create a temporary trap keyed to one of your bound spirits. You can create any magical trap with a Challenge Rating equal to or less than the keyed spirit's level after 1 minute of manipulating what appear to be

Spirit Wraith

Large Monstrous Humanoid (Incorporeal)

Hit Points: (d10 + 4) x binder's level

Initiative: +7

Speed: Fly 60 ft. (good)

AC: 14 (-1 size, +3 Dex, +2 deflection), touch 14, flat-footed 11 Boost the wraith's natural AC by +1 per two binder levels.Base Attack Bonus: Equal to binder's level.

Grapple: —

Attack: Incorporeal touch (1d4 plus cold attack).

Full Attack: Incorporeal touch (1d4 plus cold attack).

Space/Reach: 10 ft./10 ft.

- **Special Attacks**: Bind 1 spirit of a level 3 less than the highest level spirit the binder can access. Granted ability DCs equal 10 + 1/2 the wraith's Hit Dice + its Con. modifier.
- **Special Qualities**: Darkvision 60 ft., improved evasion, empathic link with binder, does not sleep, proficient with all simple and martial weapons. At binder level 3, gain a cold attack (supernatural ability, -1d4 Con/1d4 Cha in addition to normal damage dealt on a failed Fort. save). At binder level 5, the wraith can speak using one language of the binder's choice. At binder level 11, the wraith gains SR equal to the binder's level +5. And at 13th level, the binder can scry on the wraith, as if using *scrying*, once per day.

Saves: As binder's saving throws, modified: +0/+2/+2.

- Abilities: Str —, Dex 16, Con 19, Int 6+, Wis 14, Cha 15. Boost the wraith's Intelligence by +1 per 2 binder levels.
- **Skills**: As binder or the following, whichever is better. Diplomacy+5, Hide +6, Intimidate +4, Listen +6, Search +2, Sense Motive +4, Spot +6, and Survival +2 (+4 when following tracks). These are racial skills for the wraith. Apply an additional +1 rank per Hit Die to any racial skill.
- Feats: Alertness^B, Blind-Fight^B, Combat Reflexes, Improved Initiative^B, plus 1 feat every 3 binder levels (3rd, 6th, etc).
 Alignment: Same as binder.

trivial local materials costing less than 1 gp. If you fail a Concentration check while creating the trap then the effect fails and that use is wasted for the day. The trap remains for 10 minutes or until activated. You cannot dismiss the trap; however, if the keyed spirit is evicted then the trap vanishes harmlessly. See the *DMG* and page 176 for information about magical traps including the CR for such traps. Traps created with this feat are supernatural in nature and cannot be bypassed using *dispel magic* or similar effects, though an *antimagic field* will suppress the trap.

Special: Each time you take this feat, you can create a temporary magical trap one additional time per day.

TRAPFINDING

You can locate and disable traps like a rogue.

Prerequisite: Disable Device 2 ranks, Search 2 ranks.

Benefit: You gain a rogue's trapfinding ability. This allows you to discover and disable traps including magical traps that have Disable Device and Search DCs greater than 20.

VATIC AURA

You cause surrounding terrain to deliver supernatural effects. **Prerequisite**: Able to bind spirits, Focal Constellation (any), Concentration 9 ranks. **Benefit**: You may radiate an aura that evokes the effects of a terrain zone. You must meet the zone's location condition, and you are limited to selecting a zone that is keyed to a constellation for which you have the Focal Constellation feat. For example, if you have Focal Constellation (spider), then you have access to the Poison Knife Cloud and River of Blood terrain zones. See pages 180-183. The chosen zone's Challenge Rating must be equal to or less than your highest bound spirit's level.

Activating the aura is a swift action, and the aura lasts for as long as you devote a full round of concentration plus an additional 1 round. While projecting the aura, you can defend yourself normally but making an attack roll or move action ends your concentration. The aura is a supernatural emanation that passes through mundane barriers such as walls. When activating the aura, you set the emanation's radius, which is a minimum of 10 feet and a maximum of 10 feet per level of the highest level spirit you have bound.

You ignore the effects of terrain zones that you create and enjoy a +2 bonus on saving throws to resist the effects of similar terrain zones created by others (or occurring naturally).

VATIC AURA MASTER

You can move while projecting a vatic aura.

Prerequisite: Vatic Aura, Concentration 12 ranks.

Benefit: You may take move actions while using your vatic aura, and the aura lasts 2 rounds after you cease concentration.

Normal: Move actions end your concentration and the aura lasts only 1 round after you end concentration.

WEAPON PACT

You can bind a spirit to your weapons and armor.

Prerequisite: Able to bind spirits, Charisma 15.

Benefit: You can bind a spirit to a suit of armor, shield or weapon by swapping item bonuses for spirit levels on a one-forone basis. For example, a +2 vicious holy sword is equivalent to a +5 weapon (base +2, vicious quality +1, holy quality +2). You could exchange up to 4 bonuses to infuse the sword with a 4th-level spirit. An exchange must always leave a minimum bonus of +1. Thus, binding a 9th-level spirit requires an item with ten bonuses. You cannot swap armor and weapon qualities that have a fixed cost. You can only bind one spirit into an item, and you have can only have one weapon pact at a time.

To infuse an item, you perform the spirit's ceremony as usual but with the item on your person. You bind the spirit to the item regardless of the binding check result, and on a failed check you suffer the spirit's sign and influence whenever you wield or wear the item. The pact lasts 24 hours or until exorcised or dismissed using the Expel Spirit feat. A weapon pact does not effect your ability to seal pacts for yourself, except with regard to spirits whose binding requirements stipulate you must not bind another spirit at the same time.

The bound spirit's granted abilities become available to you as if you had bound the spirit to yourself, provided the item is on your person. You are limited to your usual number of actions per round. You have no access to a spirit's abilities when the item is not on your person. Only you benefit from the item.

Sealing a spirit into an item makes it more resilient and potent. For each spirit level, the item gains +1 to its hardness rating and 5 additional hit points. A sealed weapon does +1 hit point per spirit level, while sealed armor provides DR 1/- per spirit level. Finally, you enjoy an empathic link with the item such that you always know which direction to move to find it.

TACTICAL TEMPLATES

A tactical template helps differentiate and bolster a creature's role in a group. A binder can take the Tactical Pactmaker feat to gain a tactical template in lieu of some of his pactmaking ability. Other characters such as rogues, templars and even monsters can enjoy a template with a +1 Level Adjustment. Characters are limited to one template every 10 levels (round up, max +3Level Adjustment at 30th level). Template benefits that duplicate spell effects are Charisma-based spell-like abilities with a caster level equal to the character's level. Many templates introduce a new kind of bonus, the role bonus, which stacks with other kinds of bonuses but not with itself.

Acrobat (Thief)

The acrobat role grants the following abilities:

» +2 role bonus to Balance and Tumble skill checks.

» +3 role bonus on Climb checks, ignore combat penalties and retain your Dexterity bonus while climbing, ignore the first 10 feet when computing falling damage, and always land on your feet when falling (rather than landing prone).

» 2/day—feather fall.

Adept (Magi)

The adept role grants the following abilities:

» Use *detect magic* at will and enjoy a +3 role bonus on Spellcraft checks when studying magic auras.

» 6/day—Energy Ray: A successful ranged touch attack on a target within 60 feet delivers 1d8 damage per 2 of your Hit Dice, to a maximum of 3d8 damage. The damage is always the same type-acid, cold, electricity, fire or sonic-as chosen when you took this template.

» 1/day—prayer or levitate.

Antimage (Shadow)

The antimage role grants the following abilities:

- » Spellcasters that you threaten cannot cast defensively.
- » As a full round action, you can make a single standard attack that ignores a foe's magical defenses (shield, etc) to AC. » 4/day—As an immediate action, ignore any one magical effect that would otherwise harm you. You decide to use this ability after attempting a save and before the effect is resolved.

Archer (Angel)

The archer role grants the following abilities:

» As a full-round action, you may make one additional ranged attack per round at your highest Base Attack Bonus, but all attacks that round suffer a -2 penalty.

» Apply a +1 role bonus on all ranged attacks, ignore penalties normally associated with firing into melee, and ignore attacks of opportunity when firing while threatened.

» 2/day—*true strike* with a ranged weapon only.

Assassin (Ghoul)

The assassin role grants the following abilities:

» Apply poison as a move action to an item or weapon without risk of harming yourself or as a swift action while moving. Enjoy a +3 role bonus on Craft (poisonmaking) skill checks

and add +3 to DCs to resist any poison that you employ. » Paralyzing Attack—When you hit that opponent within 1 minute after studying it for 3 rounds, it must succeed on a Fortitude save or be paralyzed (helpless) for 1 minute.

Brute (Dragon)

The brute role grants the following abilities:

- Your melee attacks deliver +2 points of damage. »
- » +1 role bonus to your AC.

Push Back—When you deal damage to a foe and the foe is » one size larger than you or smaller, you may push it back 5 feet. If the pushed foe encounters a solid obstacle, it suffers 1d6 hit points damage. If the push would knock it over an edge, it grabs the edge's side on a successful DC 15 Reflex save. Defenders with the stability trait or 3+ legs are immune to this ability.

Charger (Knight)

The charger role grants the following abilities:

» When you move at least 10 feet, you ignore attacks of opportunity and foes that would normally have hit you with an attack of opportunity must succeed on a DC 15 Reflex save or instead strike an adjacent ally (or fail to hit if no ally present).

» Whenever you move at least 10 feet in combat, you deal +1d8 damage per 4 of your Hit Dice (max. +3d8) on your next primary melee weapon attack that round.

» 1/day—An an immediate action when a foe strikes you, you may elect to automatically suffer the full normal damage of the weapon while you automatically hit your foe with your own weapon to deliver a confirmed critical hit.

Defender (Knight)

The defender role grants the following abilities:

- Gain +2 hit points per Hit Die.
- » At any time as an immediate action you may absorb half the damage dealt to one ally within 5 feet of you.

2/day—Active Defense: Enjoy +2 role bonus to AC, with » an additional +1 per 6 Hit Dice (maximum +5 AC) for a period of 5 minutes. Activating this ability is a free action.

Grappler (Tree)

The grappler role grants the following abilities:

» +6 role bonus on Escape Artist checks.

» You gain Improved Unarmed Strike and Improved Grapple. When grappling and making unarmed attacks, you never provoke an attack of opportunity, and you apply a +4 role bonus on grapple checks.

Terrible Fist-Apply +1d8 damage to your unarmed strikes and grapple damage.

Healer (Angel)

The healer role grants the following abilities:

» Apply +6 role bonus on Heal checks; moreover, on a DC 20 Heal check applied to an ally within one round if its death, you can restore it to -9 hit points and stabilize it.

» 2/day—Any one of the following spells: remove poison, less-

- er restoration or cure disease.
- » 2/day—cure light wounds.

Leader (Crown)

The leader role grants the following abilities:

Aura of courage—You are immune to fear. All allies within »

- 20 feet of you enjoy a +4 morale bonus to resist fear effects. » Immunity to *sleep* effects and enjoy a +4 role bonus vs. all
- other mind-affecting spells and effects.

» 2/day—Rally: Allies within 30 feet who see or hear you gain a bonus move action on your turn. You must be able to move and speak to use this ability.

Lurker (Ghoul)

The lurker role grants the following abilities:

- » Not subject to attacks of opportunity.
- » +3 role bonus on Hide checks and can Hide as a swift action.
- » 2/day—darkness, ghoul touch or meld into stone.

Oracle (Magi)

The oracle role grants the following abilities:

- » You are never flat-footed when surprised or during the first round of combat before taking your first action.
- » 3/day—Speak a prophecy to cause a hold person effect.
- » 1/day—augury, but casting time is 1 standard action.

Rider (Portal)

The rider role grants the following abilities:

- » Gain Mounted Combat, Rideby Attack, and Spirited Charge, plus either Mounted Archery or Trample.
- » +2 role bonus on Handle Animal and Ride checks.
- » 2/day—speak with animals (your mount and creatures of its kind).

Scout (Genie)

- The scout role grants the following abilities:
- » Apply +10 foot bonus to base speed.
- +3 Move Silently checks, move through difficult terrain with no penalty, and leave no tracks or scent that is detectable by natural means.
- » 2/day—expeditious retreat or endure elements.

Sentry (Portal)

The sentry role grants the following abilities:

 » Enjoy a +2 role bonus on Listen and Spot checks, and gain low-light vision (or double your current low-light vision).
 » Possess improved uncanny dodge as if you are a rogue of a

level equal to your Hit Dice.

» 1/day—protection from arrows.

Shifter (Spider)

The shifter role grants the following abilities:

- » Take an extra 5-foot step as a swift action, usable a number of times per day equal to your Hit Dice.
- » 3/day—move 10 feet as an immediate action.
- » +2 role bonus on Jump and Tumble checks.

Sneak (Shadow)

The sneak role grants the following abilities:

» Coward's Step—As an immediate action when initiative is rolled you may attempt a Hide check against your nearest foe's Spot check. If you are within 30 feet of cover or concealment, you move there and hide before combat begins.

- » +4 role bonus on Hide and Move Silently skill checks.
- » 2/day—invisibility.

Sniper (Fiend)

The sniper role grants the following abilities:

» Hidden Shot—When you are hidden and you make a ranged attack, you may remain hidden so long as you make that attack as a full-round action.

» 3/day—Ranged Focus: When making a single ranged attack as a full-round action, apply a +4 role bonus to your attack roll, ignore penalties associated with firing into melee, double the weapon's critical threat range, and ignore cover less than 100%.

>_2/day—true strike with ranged weapon only.

Spy (Fiend)

The spy role grants the following abilities:

- » For up to 5 minutes per binder level per day, use *disguise self* as a transmutation effect. You can use the minutes all at once or spread out over the course of the day.
- » +3 role bonus on Bluff, Forgery and Listen checks.
- » 1/day—undetectable alignment or misdirection.

Squire (Genie)

The squire role grants the following abilities:

» 3/day—Handy Haversack: As a move action, you conjure a mundane item weighing up to 5 pounds and costing 3 gp or less. Tossing an item to an ally typically requires that you succeed on an attack vs. AC 10.

» Whenever an ally within 5 feet of you suffers a blow, you may suffer the entire damage dealt as an immediate action.

» Use *light* at will.

Stormtrooper (Dragon)

The stormtrooper role grants the following abilities:

» 2/day—Gain a bonus attack action on your turn in the first round of combat.

 $\,$ > 2/day—Make a second saving throw against an ongoing effect and take the better of the two saves.

» 2/day—align weapon.

Striker (Thief)

The striker role grants the following abilities:

» +4 role bonus to Initiative checks.

» Deliver +1d6 sneak attack damage. This stacks with other sneak attack dice.

» Mobile Attack—You can move before and after making a standard action attack (whether attacking with a weapon, spell or other ability) so long as the total distance moved does not exceed your usual speed; moreover, you enjoy a +4 role bonus to your AC against attacks of opportunity.

Tracker (Tree)

The tracker role grants the following abilities:

- » Gain Track and a +6 role bonus on Survival checks when tracking
- » Scent ability.
- » 1/day—locate object or see invisibility.

Trapmaker (Spider)

The trapmaker role grants the following abilities:

» 1/day—Instant Trap: As a full-round action, create a magical trap with DC 24 Search and DC 24 Disable Device checks; the trap delivers 1d8 points of energy damage per 2 of your Hit Dice (maximum 3d8). For each trap, choose acid, cold, electricity, fire or sonic energy. The trap lasts 10 minutes or until activated. After 10 minutes, it fails harmlessly.

* +4 role bonus on Search and Disable Device skill checks.
* +3 role bonus on Craft (trapmaking) checks. Make traps for one-half the usual price and in one-half the usual time.

Warden (Crown)

The warden role grants the following abilities:

- » +4 role bonus on Intimidate and Sense Motive checks.
- » 4/day—Conjure magical rope that lasts 1 hour to bind and gag a Large or smaller foe; the rope requires a successful DC
- 27 Strength or DC 27 Escape Artist check to break.
- » 2/day—detect thoughts or detect lies.

FLAWS

For each flaw you take, you gain another feat of your choice. Flaws are taken at 1st level with your game master's permission.

BORN CRIPPLED

You are handicapped when not bound to a spirit.

Prerequisite: Able to bind spirits.

Effect: Select one weakness from the list below. When not bound with at least one spirit, or when all of your spirits' abilities are suppressed, you suffer the effects of the weakness. This flaw never interferes with binding spirits. More weaknesses may exist in addition to those listed.

Blind and Palsied: You cannot see and are limited to one standard or move action per round.

Frail Frame: Strength and Constitution drop to 5. You cannot select this option if your normal Strength or Constitution scores are less than 10.

Lame: Your move is 5 ft. You cannot run or hustle. Your weak frame does not support anything heavier than a light load.

Poor Reflexes: Intelligence and Dexterity drop to 5. You cannot select this option if your normal Dexterity or Intelligence scores are less than 10.

Unlucky: Whenever you make a d20 roll, you must roll twice and take the lower of the two rolls.

Weak Willed: Wisdom and Charisma drop to 5. You cannot select this option if your normal Wisdom or Charisma scores are less than 10.

CATASTROPHIC CEREMONY FAILURE

When your binding circle is disrupted, the summoned spirit manifests as a hostile free creature.

Prerequisite: Able to bind spirits, your binding requires use of a pactmaking circle.

Effect: Often times in fiction when a summoning circle is broken the summoned creature is freed. Typically, its first act is to wreck havoc upon or kill the hapless binder.

In the event that your binding circle becomes physically disrupted before a pact is completed, you fail the binding check and the spirit's manifestation becomes a free corporeal creature that acts of its own accord, remaining until destroyed. See page 297 of *Secrets of Pact Magic* for statistics of a living nightmare.

CRIPPLING WEAKNESS

You suffer a handicapped under many conditions.

Prerequisite: Born Crippled feat.

Effect: In addition to the usual triggers, you suffer the innate handicap that you selected from the Born Crippled feat whenever you are confused, exhausted, panicked or stunned. The handicap ends when the condition ends.

HOMELESS PSYCHE

You tend to mutter to yourself and behave oddly.

Prerequisite: Able to bind spirits, chaotic or evil alignment.

Effect: Your appearance tends to be disheveled, you mutter to yourself and others, perhaps using profanity or making unsettling prophecies, and your hygiene tends to be poor. Encounters with fey, giants, humanoids and outsiders that are good or lawful always begin one step more poorly (from neutral to unfriendly, and so forth).

BONUS SEALS OF DARKNESS

Here are two additional seals of darkness that pact warriors (*SoPM*, pages 43-47) may select during their careers.

Death Armor: Over one full round, your armor grants you DR 5/silver. As you suffer damage, track how much damage the armor absorbs. At the start of your next turn, the absorbed damage is released as white, crackling supernatural energy. All affected creatures within 10 feet suffer hit point damage equal to the absorbed damage, or half if they make their Will save.

Rending Flesh: For a duration of one round, any and all affected foes that are grappling you suffer 1d6 damage per spirit level on their turn.

WHERE DO SPIRIT IMPS COME FROM? What is a spirit imp? Do they all look the same or are there varieties? And where do they come from? The answers to these questions may have serious implications for your binder and your campaign world.

A spirit imp is a tiny monstrous humanoid, so it necessarily possesses some human-like features, but with an odd or grotesque twist. All spirit imps can fly and bite, so they will have some form of wings and sharp teeth.

Beyond these parameters, a spirit imp can appear any way you like. It might look like a flying monkey-faced toad, a butterfly-like creature with tiny arms and a scrunched gnome-like face, a tiny winged kobold sporting a rainbow of colorful scales, or any other form from odd to grotesque to fey-like. Although people rarely describe monstrous humanoids as beautiful, an imp's master might feel otherwise. Some binder sages believe a spirit imp's appearance says much about its master's psyche.

Where does a spirit imp come from? Here are some typical origins.

» The binder performs a summoning rite, during which time the imp appears in a summoning circle.

» Akin to a rat or mouse suddenly appearing in one's house, the spirit imp pops out of a hole in the wall or floor; perhaps the hole acts as a gateway to another plane of existence such as the Nightfang Weald.

» The binder steels a halfling infant, and after a terrible ceremony the innocent baby transforms into a spirit imp.

» The binder prepares an egg (from a chicken, insect, etc) or a large fruit seed, then soaks the egg (or seed) in a special brew and swallows it. After a few hours or days, it hatches (or sprouts) and is vomited up as a diminutive imp, which has a ravenous appetite and quickly matures to its adult size.

» The binder plants a specially prepared egg (or seed) into a living host such as a dog or cow, or a captured monster, or even a person. After a few hours or days, the egg (or seed) hatches and devours the host. Creating a spirit imp using a living sentient host is an evil act.

» A good binder might grow the imp as one might grow a potato by soaking it in a chalice of holy water.

» The binder crafts an inanimate doll-like replica of the spirit imp, which comes to life the next morning (or next night) after the application of monstrous blood or a special oil.

» A spirit imp might spring from the correct diagramming of a geometric sign, sigil or mathematical formula. It literally wiggles out of a geometric angle.

Binder lore suggests that spirit imps and their kin hail from one of several outer planes such as the Apocryphal Desert, Outer Darkness, Nightfang Weald or Ravaged Sea. The variety among imps suggests a binder's subconscious also plays a roll.

MEDIUM NPC CLASS

"Come closer dear. The spirits tell me that your future is almost here. —A medium to one of her regular customers.

Summary

A medium is a commonplace spirit binder. These pact mages do not adventure. They immerse themselves in the lore and rituals associated with the spirits; and while they do not bind the most powerful spirits, they make effective binders. Some mediums stay with one community while others travel, sometimes with a retinue of followers, guards, and extended family.

Mediums are present wherever pactmkaing is common. Those who lacked talent or an opportunity to become fullfledged binders often take this path. Such individuals are often self-trained and may rely on odd and ineffective techniques. Most mediums have one or several favorite spirits that they bind daily. In atlan times, Aberrant of Time Eternal was the most popular spirit among mediums.

Characters may visit a medium to gain special services such as access to rare spirit lore. A medium usually asks 2 gp to answer a lore-related question or use a supernatural ability on behalf of a customer. She may charge up to 5 gp, 10 gp or more when a customer requests a particular spirit or when an extended amount of time is required to research a topic.

Game Rule Information

Mediums have the following game statistics.

Abilities: The medium's key scores are Constitution and Charisma.

Alignment: Any.

Starting Age: As cleric. Starting Gold: 5d4 x 10 (125 gp). Hit Die: d6.



Class Skills

The medium's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Gather Information (Cha), Heal (Wis), Knowledge (any, taken individually) (Int), Profession (Wis), Search (Int), Sense Motive (Wis), and Use Magic Device (Cha).

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 medium:

Weapon and Armor Proficiency: Mediums are skilled with all simple weapons. They are not proficient with any type of armor or shields.

Bind Spirit (Su): A medium 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 4-1: The Medium NPC Class 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.

Specialization (Sp): At 2nd level, select any one 2nd-level spell related to pactmaking such as *augur pact*, *heroic binder* or *trance of legends*. You can use this spell 1/day as a Charisma-based spell-like ability with a caster level equal to your medium level. Alternatively, you may select 1 pact magic related feat.

TABLE 4-1: THE MEDIUM NPC CLASS

	Base Attack	Sav	ingThr	ows	Maximum	
Level	Bonus	Fort	Ref	Will	Spirit Level	
1	+0	+2	+0	+2	1	
2	+1	+3	+0	+3		
3	+1	+3	+1	+3		
4	+2	+4	+1	+4	2	
5	+2	+4	+1	+4		
6	+3	+5	+2	+5		
7	+3	+5	+2	+5		
8	+4	+6	+2	+6	3	
9	+4	+6	+3	+6		
10	+5	+7	+3	+7		
11	+5	+7	+3	+7		
12	+6/+1	+8	+4	+8	4	
13	+6/+1	+8	+4	+8		
14	+7/+2	+9	+4	+9		
15	+7/+2	+9	+5	+9		
16	+8/+3	+10	+5	+10	5	
17	+8/+3	+10	+5	+10		
18	+9/+4	+11	+6	+11		
19	+9/+4	+11	+6	+11		
20	+10/+5	+12	+6	+12	6	

ABERRANT OF TIME ETERNAL

This transcendental spirit grants the following abilities

Alchemical Absolution: You can create alchemical items using Craft (alchemy) even though you are not a spellcaster, and you enjoy a +2 bonus per spirit level on Craft (alchemy) checks.

Infinite Knowledge: You enjoy a +2 bonus per spirit level to any two Knowledge areas of your choice.

Swim the Endless Sea: You gain a swim speed of 10 feet per spirit level and the ability to breathe water as easily as you breathe air. This does not hinder your ability to breathe air. While in water, ignore the effects of cold up to -40 ° F.

Time's Eye: You can use *augury* 1/day per spirit level as an immediate action. Your effective caster level equals your binder level. As the spell, you ask one question relevant to events within the next 8 hours, and you receive a response of "weal," "woe," or "indifferent." The chance of an accurate response is 70% + 1% per binder level.

Vessel of the Eternal Soul: Beginning as a 1st-level spirit, you automatically recover to 0 hit points as a full round action whenever you fall unconscious while at least 50% immersed in water. When binding a 4th-level or higher spirit, if you die in water then you may (if you choose) return to life as a fully healthy podform (*SoPM*, page 303) within 1 minute of death. The podform forms from your corpse, leaving no trace of your old body behind. The podform lifecycle allows you to *reincarnate* as soon as you secure a host body. When binding a 7th-level or higher spirit, if you die in water then you are automatically restored to life within 1d3 rounds with 1 hit point and no level loss. Ongoing conditions present at the time of your death remain ongoing. You can benefit from vessel of the eternal soul a number of times per day equal to the spirit's level.

TALISMANS

A talisman is a portable receptacle for a spell. Binders who are also spellcasters may learn to seal their spells within talismans, sometimes to great effect but also to their peril. Small cabals of such binders delve deeply into this art. They learn to use talismans to convey raw supernatural energy or animate familiar-like servants that follow their bidding. Characters who are interested in the use of talismans can take feats and even a prestige class to reflect such training, which might be easy to come by or gained only from the most secret of cabalistic sources.

TALISMAN BINDER

You can seal spells into disposable talismans.

Prerequisite: Able to bind spirits, able to cast spells, Knowledge (arcana) 4 ranks, Spellcraft 4 ranks.

Benefit: You may place any spell you have readied into a Tiny or Small inanimate nonmagical object that can be written upon legibly. Placing the spell into the object works by expending the spell as if you were casting it, plus an additional move action to inscribe appropriate runes on the object. If you can cast two or more spells in a single round then you may place multiple spells into a talisman for a compounded effect.

The object's possessor—whether you or another character that succeeds on a Spellcraft check (see below)—can attempt a 10-foot ranged touch attack with the object against a target at any time. A possessor may hurtle multiple talismans at once if he has iterative attacks, and he may apply feats and abilities applicable to ranged weapons such as Point Blank Shot and Weapon Focus (talisman). If the talisman misses its target, the spell is wasted and the talisman burns to ash at the beginning of the possessor's next turn. If an intended target is willing to receive the talisman (to benefit from your spell), then the possessor need only succeed against AC 10 (size modifiers apply). If the talisman hits, the spell is released, with the target acting as the recipient or center of effect of the spell. Resolve saving throws and spell resistance as normal.

As a physical object, a talisman remains until expended, destroyed or dismissed by you (in which case it self-destructs in a brief and harmless fiery display). Talisman also count as spells; when you have one or more talismans left at the end of the day and you opt to keep them, you must deduct an equivalent number of spell slots from the spells you can ready the next day, and further days until the talismans are used. Creatures other than you—including foes that retrieve a talisman that has failed to strike its target—may use your talisman by succeeding on a Spellcraft check. The DC equals 10 + the level of the imbued spell. A successful check allows the new possessor to throw the talisman or dispose of it as desired. Similarly, you may retrieve and use others' talismans.

Placing spells in talismans is not without dangers, as the talisman contains a portion of your life force. For each spell placed after the first, you suffer 1 point of Constitution damage that goes away when the talisman is expended.

ANIMATE TALISMAN

You can animate a talisman to act as a familiar-like helper. **Prerequisite**: Talisman Binder.

Benefit: When you place a spell into an object to produce a talisman, you may choose to convert the spell's energy into an animating force. This process temporarily transforms the object into a creature as if you had cast a *summon monster* spell or

THE ADVENTURES OF BINDER EDO

Edo fled into the library and bolted the door shut, but his hobgoblin foes were soon working to ram it down. "What to do, what to do?" he stammered to himself. He had but one spell left, arcane eye, which he had meant to use in the library. It was a powerful spell but useless against these foes, and their rude shaman had expelled Edo's bound spirit earlier that day.

"Surrender!" the hobgoblin warlord snarled from the other side of the door as it splintered and then buckled.

But Edo was not ready to surrender. He fumbled backward and bumped into a desk. On the desk was a book, paper, ink, scrolls, and such. Marvelous, Edo thought.

The door shattered as burly hobgoblin arms reached through to push away the remains of the bolt. Edo grabbed paper from the desk and began scribbling fell symbols on it.

The door fell to the ground with a thundering thud. The hobgoblin warlord and his lackeys stepped though.

"Foolish with books to the end, eh Edo?" the warlord spat. Edo crumpled his paper and through it at the hobgoblins. It

struck the leader and exploded in a flash of inky darkness.

As the darkness cleared, the hobgoblins lay motionless, ash cold, and dead.

"He, he," Edo chuckled as he stepped over to retrieve the best of their belongings.

"I am no longer just a ghoul binder," Edo hissed in the dead hobgoblins' faces, "I have learned the secrets of the talisman binders."

a summon nature's ally spell of a level equal to the level of spell placed into the object. Thus, a 4th-level spell is converted into summon monster IV or summon nature's ally IV, whichever you desire. When the spell's duration ends, the object returns to its original form. If the creature is slain, it immediately reverts to its object form, which is now damaged to 0 hit points (and thus destroyed). Unlike a summoning spell, the effect is a transmutation and cannot be hedged out, banished or dismissed, though dispel magic, an antimagic field or such works normally.

EMPOWER TALISMAN

Energy released from your talismans is more harmful.

Prerequisite: Talisman Binder, plus either Sealer of the Magus Eye, Sealer of Light Immortal or Sealer of Defiling Darkness.

Benefit: When you use a talisman to deliver positive, negative or arcane energy, the thrown talisman produces splash damage. If the talisman hits your intended target, all other creatures within 5 feet of the target suffer half the amount of damage dealt to the target. If the talisman misses your intended target, randomly determine which adjacent square it lands in and treat that square as the origin of splash damage.

SEALER OF DEFILING DARKNESS

You can empower a talisman to deliver raw negative energy.

Prerequisite: Talisman Binder, able to cast spells, able to rebuke undead, neutral or evil alignment.

Benefit: When placing a spell into a talisman, you may choose for the talisman to deliver raw negative energy rather than the usual spell effect. If the talisman strikes an evil outsider or undead target, the creature heals 1d6 points of damage per spell level (a 0-level spell heals 1d3 points of damage). In contrast, the talisman inflicts 1d8 points of damage per spell level

against living creatures and good outsiders. Other creatures (such as nonliving constructs) are unaffected. Spell resistance does not apply. The talisman counts as magical and evil for the purposes of overcoming damage reduction.

Using this feat may result in side-effects. A character who channels four or more spell levels within a 24-hour period gains the benefits of the *false life* spell and acquires a decrepit appearance and foul odor. The character also produces a visible profane aura that alerts all good outsiders and living creatures within 60 feet of the character's presence and current square.

SEALER OF LIGHT IMMORTAL

You can empower a talisman to deliver raw positive energy.

Prerequisite: Talisman Binder, able to cast spells, able to turn undead, neutral or good alignment.

Benefit: When placing a spell into a talisman, you may choose for the talisman to deliver raw positive energy rather than the usual spell effect. If the talisman strikes a living target or good outsider, the creature heals 1d6 points of damage per spell level (a 0-level spell heals 1d3 points of damage). In contrast, the talisman inflicts 1d8 points of damage per spell level against evil outsiders and undead. Other creatures (such as nonliving constructs) are unaffected. Spell resistance does not apply. The talisman counts as magical and good for the purposes of overcoming damage reduction.

Using this feat may result in side-effects. A character who channels four or more spell levels within a 24-hour period gains the benefits of the *aid* spell and acquires a youthful appearance and pleasant odor. The character also produces a visible sacred aura that alerts all evil outsiders and undead within 60 feet of the character's presence and current square.

SEALER OF THE MAGUS EYE

You can empower a talisman to deliver raw arcane energy.

Prerequisite: Talisman Binder, able to cast spells, Knowledge (arcana) 7 ranks.

Benefit: When placing a spell in a talisman, you may choose for the talisman to deliver raw magical energy rather than the usual spell effect. If the talisman strikes a target, the target suffers 1d6 points of untyped damage per spell level (or 1d3 points from a cantrip). Spell resistance does not apply. The talisman counts as magical for the purposes of overcoming damage reduction.

Using this feat may result in side-effects. A character who channels four or more spell levels within a 24-hour period can use the *detect magic* spell at will and acquires eldritch characteristics such as eerie glowing runes on his skin, white hair, eyes that shift color, spastic supernatural sparks or a similar effect. This dweomer alerts all creatures within 60 feet that possess innate magical ability (mostly magical beasts and outsiders) of the character's presence and current square.

TALISMAN OF THE AIR

You can create a talisman by drawing a seal in the air.

Prerequisite: Talisman Binder, caster level 3rd, plus either Sealer of the Magus Eye, Sealer of Light Immortal or Sealer of Defiling Darkness.

Benefit: Creating a talisman no longer requires a physical object. Instead, you scribe a seal in the air with your finger as you sacrifice the spell, resulting in a ray of energy that you direct at a target as a 60-foot ranged touch attack.

Talisman Binder

"Light and darkness, the magical and the mundane... through the way of the talisman, we transcend these seeming opposites."

A talisman binder seeks to master talisman magic, such that he can transcend normal limitations of its use.

Requirements

To qualify to become a talisman binder, a character must fulfill the following criteria.

Binding/Spellcasting: Able to bind spirits and cast spells. **Skills**: Knowledge (arcana) 8 ranks.

Feats: Talisman Binder, Weapon Focus (talisman).

Class Progression

A talisman binder learns all aspects of this approach to magic. **Hit Dice**: d4.

Class Skills: The talisman binder's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (arcana) (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the talisman binder.

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 spellcaster class at a time.

Auspicious Power: Whenever you take a feat that has the Talisman Binder feat as a prerequisite, you ignore all other requirements that are not feats.

Bonus Talisman Feat: At 2nd and 3rd level you may select any one feat that has the Talisman Binder feat as a prerequisite.

TABLE 4-2: THE TALISMAN BINDER

		Base	Saving Throws		rows	
	Attack Bonus	Fort	Ref	Will	- Special	
	1	+0	+2	+0	+0	Auspicious Power, +1 binder/caster level
	2	+1	+3	+0	+0	Bonus talisman feat +1 binder/caster level
	3	+1	+3	+1	+1	Bonus talisman feat, +1 binder/caster
				a – .	-	

3 Levels of Binder / Spellcaster Progression

TALISMANS IN THE REAL WORLD

Historically, talismans were used by Chinese diviners and astrologers who followed a form of magic called Wu Xing (elemental magic). More recently, Japanese anime portrays these magicians as healers, binders, wards, exorcists, and undead slayers who specialize in the use of paper talismans (fuju). Sometimes, spirits called "shikigami" (personal gods) are bound into paper dolls. The magic animates the doll to act as a servant similar to a familiar. Collectively, these uses of talismans are referred to as Onmyoudou, and talisman binders are called Onmyoji.

ANIMA OF SEVEN SINS

These anima are sin incarnate. They include envy, gluttony, greed, lust, pride, sloth, and wrath.

ALL THAT GLITTERS (GREED)

This greedy spirit offers the following abilities.

Chains of Greed: The weight of any wealth you target within 30 feet increases by 100% per spirit level (A 1st-level spirit doubles the weight, a 2nd-level spirit triples it, a 3rd-level spirit quadruples it, and so on). The wealth must be discrete, either in a container or stand as a single identifiable object such as a piece of art, a piece of jewelry or a gem stone. You must be able to see the wealth or sense it through finding the hoard (below). The weight gain lasts for 1 minute per binder level.

Finding the Hoard: You detect wealth in the form of precious metals, gems, and works of art, similar to *detect magic.* You scan a cone-shaped emanation with a range of 20 feet per spirit level. The effect lasts for as long as you concentrate. The information learned depends on how long you study an area. On the first round, you determine the presence or absence of wealth. On the second round, you learn the total value of the wealth present to within 100 gold pieces. On the third round, you learn the specific items and their values.

Spirit of Acquisition: For each spirit level, you enjoy a +2 bonus on Appraise, Open Locks, and Search checks. When binding a spirit of 5th-level or higher, you can attempt a second Appraise check; success indicates the item's magical abilities (although this ability does not reveal which items are magical to begin with).

Starting Capital: With your touch, you may alter the look and feel of base and worthless metal to that of valuable gold. You may alter 1 pound of metal per spirit level. The change in appearance lasts for 1 hour per binder level. A mirror reflection reveals the true nature of altered items. You can dispel the effect at any time by touching the material with a consecrated item such as a holy symbol, holy water or grave soil.

Wealth's Obsession: Once per day, you may command a single creature within 60 feet to obsessively collect as much wealth as it can carry to the exclusion of all other activities. The creature may not have more Hit Dice than twice the bound spirit's level. A Will save negates the effect. The obsession lasts for a number of days equal to your binder level. For each day the target fails to complete its obsession, it suffers a cumulative -2 penalty to all of ability scores to a maximum penalty of -8. No ability score can drop below 1. The penalties end 24 hours after the target resumes collecting wealth or the obsession ends.

THE BOILING BLOOD (WRATH)

This wrathful spirit offers the following abilities.

Aspect of Wrath: You project an aura of fear within a radius of 5 feet per spirit level. Foes caught in the aura are shaken. The area affects up to 4 Hit Dice of creatures per spirit level on a first-come, first-frightened basis. A successful Will save negates the effect. When binding a spirit of 4th-level or higher, foes are frightened rather than shaken. When binding a spirit of 7thlevel or higher, foes are panicked rather than frightened. You may suppress or reinstate the aura as a free action.

Ferocity: You act normally when disabled or dying. If you have bound a spirit of 5th-level or higher, and you have been

dropped to -10 or lower in hit points by a melee attack, you may make a final attack as an immediate action against the opponent who has killed you. Use your best attack bonus with the weapon you have in hand when making this attack.

Red Haze: You may enter a rage similar to a barbarian's rage. You can rage for a number of rounds per day equal to twice the spirit's level. You may split the rounds you use as you see fit. For example, if you have bound a 4th-level spirit, you can rage for up to 8 rounds and could use 2 rounds of rage in your day's first encounter, 5 rounds in your second encounter, and 1 round in your third encounter. You may only rage once per encounter. Once you end a rage, you lose all of its benefits and become fatigued. When binding a spirit of 7th-level or higher, you gain the benefits of a barbarian's greater rage.

Red Right Hand: You gain the benefits of the Power Attack feat. This feat allows you to trade bonuses on your attack roll for bonuses on your damage roll up to your Base Attack Bonus (with a maximum trade equal to the spirit's level). When binding a spirit of 3rd-level or higher, you also gain the benefits of the Cleave feat. When binding a spirit of 6th level or greater, Cleave becomes Great Cleave instead.

Tools of Anger: You gain proficiency with one martial or exotic weapon of your choice. When binding a spirit of 3rdlevel or higher, treat the weapon as magical for the purpose of overcoming piercing damage reduction. When binding a spirit of 6th- level or higher, also treat the weapon as either evil or good for the purpose of overcoming piercing damage reduction.

IDLE HANDS OF MISCHIEF (SLOTH)

This slothful spirit offers the following abilities.

Apathy: You shed an aura of apathy with a radius of 5 feet per spirit level. For every two spirit levels (round up), affected creatures in the aura suffer a -1 penalty on saving throws and contested skill checks (such as checks to oppose Bluff and Hide). This is a mind-affecting effect. A successful Will save negates the effect on a creature for 24 hours. You may suppress or reassert the aura as a free action.

Ennui: You affect one creature within 30 feet with *calm emotions*. When binding a spirit of 4th-level or higher, the target also suffers a -2 penalty on all attack rolls, weapon damage rolls, saving throws, ability checks, and skill checks. The effect lasts for as long as you concentrate, to a maximum of 1 round per binder level. A successful Will save negates the effect.

Indolence: You enjoy a +1 bonus per spirit level on saves to resist effects that require concentration to maintain against you. Moreover, creatures within 5 feet of you automatically suffer a similar penalty to their Concentration checks. When binding a spirit of 5th-level or higher, the save bonus extends to all of your allies within 30 feet.

Laziness: On a successful 60-foot ranged touch attack, the target suffers a speed reduction of 5 feet per 2 spirit levels (round up). If you bind a 4th-level or higher spirit, the target is also reduced to taking a single action (either move or standard but not both) each round. The effects last for 1 round per spirit level.

Torpor: You cause up to 4 Hit Dice of creatures per spirit level to fall asleep. This is a 10-foot-radius burst with Medium range. The effect lasts for 1 round per binder level. A successful Will save negates the effect. Creatures not normally affected by sleep such as elves, constructs, and undead become inert. However, such creatures enjoy a +4 bonus to resist. You must wait 3 rounds between each use of this ability.

THE RAVENOUS MAW (GLUTTONY)

This gluttonous spirit offers the following abilities.

Hungry Bite: You gain a bite attack that inflicts 1d6 piercing damage and is considered magic for the purpose of overcoming damage reduction. When binding a 5th-level or higher spirit, the damage increases to 2d6 and the bite gains the adamantine material property. When binding a 9th-level spirit, the bite inflicts 3d6 damage and acts as a wounding magical weapon. Add your Strength modifier to total damage dealt. You may use this attack for each attack you normally have in a round and may make attacks of opportunity with your bite as well.

Iron Gut: For each level of spirit bound, you enjoy a +2 bonus on saving throws to resist poisons. When bound as 9th-level spirit, you enjoy total immunity to poison damage.

Life Leech: As a melee touch attack, you may bestow negative levels. The maximum number of negative levels you can bestow equals the level of the bound spirit x your Constitution modifier. For example, a pactmaker with a Constitution modifier of +3 who binds The Ravenous Maw as a 3rd level spirit can bestow up to 9 negative levels in a 24-hour period. The maximum number of negative levels that you can bestow in a single round equals the spirit's level. A binder with a 0 or lower Constitution modifier can bestow one negative level per spirit level. Negative levels need not be inflicted all at once. For example, when binding a 3rd-level spirit, one attack might inflict two negative levels while an attack of opportunity might inflict another negative level in a single round.

For each such negative level bestowed, you immediately heal 5 hit points. Excess hit points are gained as temporary hit points and vanish after 1 hour.

A touched creature can attempt one Fortitude save per attack to initially resist gaining negative levels no matter the number inflicted by a touch. When bound as a 4th-level or lower spirit, the negative levels last only 1 hour per binder level; as a 5thlevel or higher spirit, adjudicate the negative levels normally. Undead are not affected by this power. Living creatures that die from excess negative levels do not rise as undead.

Sense Meat: This functions like *detect undead* except that it detects every type of creature except those with the elemental type and those with the extraplanar or incorporeal subtypess. You can detect native outsiders with this ability.

Swallow Soul: You shed an aura that inhibits creatures from returning to life. The aura's radius equals 10 feet per spirit level. Creatures that die within the aura cannot be returned to life with *raise dead* or *reincarnate*. When binding a 5th-level spirit, creatures that die within the aura cannot be returned to life with a *resurrection* spell. Binding a 9th-level spirit negates even *true resurrection* and prevents creatures from returning to their home planes to reform (as is typical of demons and devils).

SICKNESS OF DESIRE (LUST)

This lustful spirit offers the following abilities.

Burden of Wanting: You target a creature with a purplish, lusty ray. On a successful 60-foot ranged touch attack, the target is dazed while overcome by intense sexual cravings. The effect lasts 1 round per spirit level. A successful Will save reduces the duration to one round if the target's Hit Dice are equal to or fewer than your own, or negates the effect otherwise. This ability only works on creatures with an Intelligence of 3 or more.

Lust for Life: Your touch drains a living person's life force to fuel your own. With a successful melee touch attack, you drain a target of 1d4 hit points per spirit level. Half the damage

dealt is added to your hit point total. You may exceed your normal maximum number of hit points; however, excess points are treated as temporary and last for no more than 1 hour. You may not drain a person below 1 hit point with this ability. This ability can be used once every three rounds.

Lust for Power: You may use the *command* spell once every three rounds. When binding a 6th-level or higher spirit, your voice gains the effect of the *greater command* spell instead. You must be able to speak and your targets must be able to hear you; otherwise, this ability has no effect.

Lust for Sex: Your charming gaze works as the charm person spell but with modifications. As the spell, the target's attitude is adjusted to friendly; however, the target views you less as a friend and more as an object of sexual desire. This effect fails if you are not someone your target would normally desire for sex. For example, you cannot cause a male target to desire another male unless he normally desires men. Your target much be within 30 feet. A Will save negates the effect. When binding a spirit of 4th level or higher, you may specify a person other than yourself to be the object of desire. This person must be within sight of both you and the target. Unless the object of desire is willing, it too receives a Will save to resist the effect. This ability does not induce lustful feelings in the object of desire. The effects of this ability last 1 hour per binder level. You can maintain influence over a number of creatures at once equal to the spirit's level. You cannot dismiss the effect.

Synchronicity of Desire: You gain a +1 synergy bonus per spirit level on any skill check used to satisfy a base personal want. For example, you receive the bonus on a Bluff check to seduce someone or on a Diplomacy check to curry favor, but you do not receive the bonus on a Craft check to make something you were paid to make or on a Use Rope check to tie a tent.

THIS AND NO OTHER (ENVY)

This envious spirit offers the following abilities.

Cheat: You can alter the outcome of a game of chance. Normally, you can only influence nonmagical games, such as those using mundane cards or dice. When binding a 6th-level or higher spirit, you can influence magical games such as drawing from a magic deck of cards. Whenever a die roll is made regarding the outcome of a game or turn in a game, you may demand a reroll and take the better of the two rolls. Observers may attempt a Will save to realize the game is magically influenced, although the save does not reveal the cause. You can use this ability once per day per binder level.

Path to My Heart's Desire: You conjure an invisible bridge of force that is 5 feet wide by 10 feet long per spirit level. The bridge lasts for as long as you concentrate to a maximum of 1 round per binder level. You must wait 3 rounds between each use of this ability. When binding a 4th level or higher spirit, you can use this ability at will. When binding a 7th level or higher spirit, you can extend the range to 100 feet per spirit level. If you are interrupted, use a granted ability, or otherwise cease to concentrate, then the bridge immediately vanishes.

See My Precious: As a full round action, you see or hear a remote location to a distance of 10 feet per spirit level. The ability does not require line of sight and it penetrates natural material barriers except lead barriers. Viewing requires concentration with a maximum duration of 1 round per binder level. You can perceive whatever lies within 5 feet per spirit level of the target point. You can see or hear (but not both) the location as you would if you were standing there. When binding a 5th-level or higher spirit, you can both see and hear.

Thieving Hand: You gain a +2 bonus per spirit level on Slight of Hand checks. Moreover, you can conjure an invisible hand made of pure force that you can use with the skill of your own hand. The hand appears in your square and moves at speed 30 under your concentration to a maximum distance of 10 feet per spirit level to a target of your choice. As a standard action, you can attempt to caress or pick-pocket a target or manipulate a device using the hand, which holds up to 5 pounds per spirit level. The hand lasts 1 round per binder level before vanishing. If the hand is holding an object when it vanishes then the object drops to the ground. You must wait 3 rounds between each use of this ability.

Restraining Gaze: You direct a paralyzing gaze upon a creature or attended object within 60 feet. Your desire is so strong that on a failed Will save the target is held in place for 1 round per binder level or until you dismiss the effect or it succeeds on a new save. The target receives a Will save each round on its turn to resist. However, if the target fails a save, you may expend a full round action to cause its next save to fail. You must wait 5 rounds between each use of this ability.

VANITY'S MIRROR (PRIDE)

This proud spirit offers the following abilities.

I Know Better Than You: You may use *suggestion*. This ability fails on creatures with more Hit Dice than you have binder levels. You may only make a suggestion to one person at a time. If you make a suggestion to someone else before the first suggestion has either been completed or expired, the old suggestion fades and the new one is put in place. When binding a spirit of 5th-level or higher, you may choose to dominate the target as the *dominate person* spell instead. When binding Vanity's Mirror as a 9th-level spirit, you may use *dominate monster* instead.

Indomitable Will: You gain a +1 bonus per spirit level on saving throws to resist any spell or effect of the compulsion sub-school or with the mind-affecting descriptor.

No Tongue But Your Own: You may silence a single creature with a glance. This gaze attack has a reach of 60 feet. The target is silenced for 1 minute per binder level. A successful Will save negates the effect. Staring into a mirror admiring oneself for 3 or more rounds affords a second save to negate the effect early.

The Adulation You Deserve: You can use enthrall with some modifications. As the spell, you speak or perform for 1 full round, after which creatures within 100 feet must succeed on a Will save or become friendly to you for up to 1 hour. Creatures normally hostile to you enjoy a +4 bonus on their save to resist the effect. Creatures that have witnessed your exploits on their behalf suffer a -4 penalty on their save. Typical exploits include defeating a powerful or dangerous foe, saving the life of an ally, or providing wealth or time to audience members or to those like them. You can affect up to 10 creatures per binder level. Creatures that fail their save will happily provide you with up to 10 gp worth of services such as food and lodging for you and companions even after the effect ends. When binding a 5thlevel or higher spirit, you can weave a mass suggestion into the crowd. You can use this ability a number of times per day equal to your Charisma bonus (minimum 1). Creatures that save once are immune to the effect for the rest of the day.

The Will to Power: Few can resist your forceful and blindingly beautiful personality. You enjoy a +2 bonus per spirit level to Bluff, Diplomacy, and Sense Motive skill checks.

Anima of Murdered Atlan Gods

The midpoint of atlan history marks the murder of their gods by Alrik of Malkeborne, the Alabaster Prince of Chaos. Of the original twelve deities, nine fell to Alrik's artifacts and devious stratagems, which involved isolating gods and driving them against each other. The details are lost to history, in no small part hidden by gods who wish to keep knowledge of deicide out of mortal hands. Little is known about the three surviving deities, though one was a dragon. Alrik's methods transformed the slain deities into anima spirits that atlan binders sealed with pride and ease as a symbol of their own destined godhood. The nine anima are presented below.

FATHER FEARSOME

Father Fearsome was the first atlan. The elder god Jehotek created him and his wife Matron Naustrali in the Garden of Creation, a palatial temple nestled within the world's highest mountain. After departing the temple, Fearsome fought demons, attracted the loyalty of mortals, and retired to a swath of beautiful islands that would become the jewels of the Atlan Empire. In time, the elder gods granted Fearsome full godhood. His spirit offers the following abilities.

Aura of Nobility: You appear dressed in aristocratic attire and blessed with aristocratic mannerisms. This is an illusion that affects creatures within 50 feet. A Will save negates the ruse.

Battle Cry: Up to once every 5 minutes, you can produce a fear-inducing cry. All creatures within 30 feet with 6 or fewer Hit Dice than you are panicked. Other creatures up to one Hit Die less than your level are frightened. All others are shaken. A successful Will save resists the effect.

Detect Alignment: At 1st-level you can detect the presence of chaotic evil creatures. This works like *detect evil* but is limited to chaotic evil. For each spirit level, you can detect one additional alignment of your choice to a maximum of nine alignments when binding Father Fearsome as a 9th-level spirit.

Fearsome Throw: On a successful touch attack, you toss a creature a distance of 10 feet per spirit level with the ease of a gale tossing a feather. The impact causes 1d6 damage per 10 feet thrown if the creature strikes a solid barrier and it lands prone in any event. When binding Father Fearsome as a spirit of 3rd-level or less, you must wait 5 rounds between each use of this ability and are limited to targets smaller than yourself. When binding Father Fearsome as a spirit of 4th- through 6th-level, you need only wait 3 rounds and the target can be up to one size larger than you. As a 7th-level or higher spirit, you do not need to wait and can throw a creature of any size.

Noble Bearing: For each spirit level, you enjoy a +2 bonus on Knowledge (nobility and royalty) and Diplomacy skill checks.

LORD CORIGAINE

Lord Corigaine is the son of Sumermia and the king of satyrs. Unlike his mother, he refused evil's hold and chose the beauty of the forest and joy of the fey. He is a sylvan god of animals, dance, fertility, music, song, and wine. Artwork and legends often portray him as a satyr, nereid or werewolf. Corigaine could never be tamed. As a show of family unity, his half-brother Mithrius forged for him an eldritch sword named Spotta. Alrik of Malkeborne later used this sword to murder the gods, starting with Corigaine. This spirit offers the following abilities.

TABLE 4-3: ATLAN DEITY ALIGNMENTS AND DOMAINS

Deity (alignment)	Role / Domains		
Father Fearsome	First atlan and king of the gods.		
(LG)	Air, Good, Knowledge, Nobility, Weather		
Lord Corigaine	Fey god of the wilds and revelry.		
(CN)	Animals, Charm, Luck, Plants, Trickery		
Matron Naustrali	First atlan wife and queen of the gods.		
(TN)	Death, Earth, Fire, Magic, Rune		
Old One Ixion	An extradimensional being of terrible intellect.		
(LE)	Air, Evil, Law, Mind, Travel		
Prince Yerik	Dashing god of sailing and an artists' muse.		
(CG)	Craft, Good, Liberation, Ocean, War		
Protector Mithrius	Minotaur god of the forge, law, and contracts.		
(LN)	Law, Protection, Metal, Pact, Strength		
Queen Sumermia	Snowy goddess of dark magic and vengeance.		
(NE)	Evil, Magic, Poison, Trickery, Winter		
Red Demon	Fiery evil son that sought to destroy the world.		
(CE)	Chaos, Destruction, Evil, Fire, War		
Saint Elaria	Goddess of healing, love, and prophecy.		
(NG)	Good, Healing, Oracle, Redemption, Sun		

Aura of Luck: You project an aura that makes allies lucky. Up to once per day per spirit level, an ally that is within 50 feet of you may—at your leisure—immediately reroll one d20 roll. The reroll must be declared after the first roll is made but before its result is known, and the results of the reroll must be used even if they are worse than the first roll.

Charming Smile: You can use *charm person* at will, but the effect lasts only 10 minutes per binder level and you are limited to influencing a number of Hit Dice of persons at once equal to 4 x the level of the bound spirit. If you exceed this limit, then all charmed creatures are instantly freed from your influence. You cannot charm the same creature more than once per day.

Form of the Wolf: You can rage as a barbarian for 3 rounds per spirit level per day. Your effective barbarian level equals your binder level.

Irresistible Dance: A targeted creature within 30 feet dances for 1 round per spirit level on a failed Will save. While dancing, it can defend itself but it cannot take any other actions. You can only affect one target at a time. If you affect a second target, the first one is immediately free of your influence. A creature can only be affected once per day by this ability.

Vanishing: For each spirit level, you enjoy a +2 bonus on Hide, Move Silently and Survival skill checks. When binding Corigaine as a spirit of 4th level or higher you may become a tree, as the *tree shape* spell, at will. When binding him as a spirit of 7th level or higher, you may become *invisible* at will.

MATRON NAUSTRALI

Matron Naustrali is the wife of Father Fearsome and mother of the atlan people. Artwork often portrays her as a wise woman or crone tending a hearth with implements of magic in hand. She gave the atlans supreme knowledge of magic, and as Matron she watched over and afforded speech with the spirits of the dead. She also taught the atlans how to draw runes, which lead to the use of pact magic. Her words sundered the Red Demon's soul, transforming him into the first anima. She offers the following abilities.

Aura of Sleep: You plus one ally per spirit level within 50 feet of you sleep soundly, do not dream, and are immune to

spells and affects that target sleeping creatures.

Banishing Word: You can use *dispel magic* once per day per spirit level. Your effective caster level equals your binder level. You must be able to speak to use this ability.

Raise the Dead: After 1 minute of concentration, you conjure skeletons, zombies or similar mindless undead from earth or water within 30 feet. You conjure up to 4 Hit Dice per spirit level, and the undead obey your mental commands for 10 minutes per binder level. You can use this ability as often as you like, but you are limited to a total of 4 Hit Dice per spirit level of undead at once. Attempts to conjure more than that number fail. When binding Matron Naustrali as a 7th-level or higher spirit, you can conjure sentient undead following the same limitations. Conjured undead immediately turn to dust if you lose control of them for any reason.

Rune of Power: You draw a glowing rune in the air as a fullround action. When you are done, it releases a spasm of magical energy at one target of your choice within 60 feet. The target suffers 1d4+1 hit points damage per spirit level, no save. Only total cover protects the creature from being struck.

Wisdom of the Hearth: For each spirit level, you enjoy a +2 bonus on Knowledge (arcana) and Spellcraft skill checks. Moreover you can produce a tiny flame at will sufficient to light a camp or hearth fire. The flame is otherwise harmless.

OLD ONE IXION

Old One Ixion is an aberrant, extradimensional being of dizzying intellect and mysterious mental powers. Sages speculate that Ixion was either the shadow side of the other atlan gods, or an interloper that gained influence due to the many cults of wizardry that grew prominent during the early Atlan Empire. Artwork depicts Ixion as a featureless, sexless grey humanoid with large opal-like eyes. He was thought to reside in caves, in the sky, and under fallen tree limbs, from which he would fly out at night to kidnap and experiment on the unwary. This spirit offers the following abilities.

Aura of Stillness: Your presence causes foes within 5 feet per spirit level to slow their motion, as the *slow* spell. This is a mind-affecting effect. A creature that makes a successful Will save to resist is immune to the aura for 24 hours.

Dark Flight: You gain a fly speed of 5 feet per spirit level but only in areas of darkness (underground or outside at night). If exposed to natural daylight, you immediately fall to the ground, while magical illumination causes you to drift gently to the ground as the *feather fall* spell.

Disguise: Once per day per spirit level you can take on the surface appearance of a person that you have slain in the last 1 round. The effect lasts up to 24 hours and you can revert to your original form or reacquire the adopted form as a move action. You retain your statistics except appearance-related characteristics such as weight. For each spirit level, you may acquire for yourself one of the person's extraordinary, supernatural or spell-like abilities or one of its spells (if any). You can access the acquisition only in the disguised form. You can only use this ability on slain persons (sentient living humanoids).

Eyes of Night: For each spirit level, you enjoy darkvision to a distance of 10 feet and a +2 bonus on Knowledge (the planes) checks.

Undulate the Mind: You send out a 15-foot cone-shaped burst of mental energy that shatters psyches. The wave inflicts 1d6 untyped damage per spirit level. There is no save but creatures immune to mind-affecting effects are immune to it.

PRINCE YERIK

Prince Yerik was the son of Saint Elaria and the Angel of Tears. He was eternally young and sailed the atlan islands, leading war against the enemies of his grandfather, Father Fearsome. Yerik was artistic, moody, idealistic, and always hoping to liberate oppressed souls. Sailors and maritime warriors prayed to him for safe travel and successful battles. Yerik was a comrade and lover of Lord Corigaine. His spirit offers the following abilities.

Aura of Inspiration: All allies within 50 feet and line of sight enjoy a +1 bonus per spirit level on untrained skill checks and a +1 AC bonus per spirit level to avoid attacks of opportunity.

Battle Tricks: You gain Weapon Finesse. At every odd spirit level after the first you may select one additional feat, choosing from the following options: Improved Disarm, Improved Feint, Improved Trip or Improved Initiative. You benefit from the selected feats even if you do not normally meet their requirements.

Master Merchant: For each spirit level, you enjoy a +2 bonus on Appraise and Swim checks and any one Craft check of your choice.

Sea Steed: You can summon within 30 feet an apparition of a giant sea horse or sea cat. The creature cannot make attack rolls nor can it be attacked or dispelled. However, you and any one Medium or Small ally can ride it at a speed of 30 feet per spirit level either underwater or on the surface of the ocean. The apparition remains for 24 hours or until dismissed by you.

Underwater Action: You breathe water as well as air and you gain a swim speed of 10 feet per spirit level for up to 1 hour per level per day. You can use the hours nonconsecutively.

PROTECTOR MITHRIUS

Protector Mithrius was the son of Father Fearsome and his mistress, the Crystal Lady, an enigmatic being of the deep earth. Atlan artwork often portrayed Mithrius as a colossal minotaur, a large dwarf of fiery countenance, or a huge stony hand. He was patron of metalworking, laws and contracts, and the numerous volcanos that dotted the atlan islands. During the Year of the Falling Sky, Mithrius sheltered the early atlans in magical caves. His spirit offers the following abilities.

Aura of Protection: You and all allies within 50 feet enjoy the benefits of *endure elements* and resistance 2 per spirit level to all energy types. The benefits are continuous and automatic.

Bull's Strength: Apply a +1 bonus per spirit level to your Strength score for the pact's duration.

Fists of Gold: You gain Improved Unarmed Strike. At every odd spirit level after the first you may select one additional feat, choosing from the following options: Deflect Arrows, Improved Grapple, Snatch Arrows or Stunning Fist. You benefit from the selected feats even if you do not normally meet their requirements.

Knowledge of Earth: You enjoy a +2 bonus per spirit level on Knowledge (architecture and engineering) and Knowledge (geography) checks plus any one Craft check of your choice.

Word of Law: You speak a word of legal insight that causes all non-lawful foes within a 15-foot cone-shaped burst to suffer 1d6 points per spirit level of nonlethal damage. There is no save against this effect.

QUEEN SUMERMIA

Queen Sumermia was the fraternal twin sister of Saint Elaria and daughter of Fearsome and Naustrali. She was a glamorous dark-haired beauty with cold white skin and an appetite for revenge against any who might slight her or interfere with her plans. Sumermia organized hobgoblin clans against the atlan kingdoms in a bid to rule them. As a minor goddess, she attracted the prayers of many scoundrels and disgruntled atlans. Her spirit offers the following abilities.

Aura of Shame: Creatures within 50 feet become painfully aware of their innate sinfulness for 1 minute per spirit level. Moreover, if an affected creature misses on an attack roll against you by 5 or more, you may cause it to strike an adjacent ally or itself instead. You can use this ability once daily per spirit level.

Beguiling Caress: You can use *touch of idiocy* but only on male humanoids. Your touch inflicts 1d6 points of Intelligence, Wisdom, and Charisma damage. You must wait 5 rounds between each use. When binding Queen Sumermia as a 3rd-level or higher spirit, you need only wait 3 rounds. When binding Queen Sumermia as a 5th-level or higher spirit, you do not need to wait.

Poison Tongue: For each spirit level, you enjoy a +2 bonus on Bluff and Gather Information skill checks.

Strangling Necklace: You conjure a magical necklace that strangles into submission anyone who wears it. Upon donning the necklace, you can cause the wearer to immediately begin suffocating—each round the victim must succeed on a Constitution check or fall unconscious. The DC equals 8 + the spirit's level. A successful Strength or Escape Artist check is needed to remove the necklace. The DC equals 20 + 3 x the spirit's level. You can halt or resume the strangling effect, or dismiss the necklace or cause it to unclasp or clasp as a free action. Needless to say, many creatures become cooperative when threat-ened with death. You can only have one necklace at a time.

Winter's Kiss: On a successful touch attack, the target is frozen in place, as the *hold person* spell. If it has 6 or fewer Hit Dice than you, it gets no save. Otherwise, it gets a Will save to resist each round, but suffers a -1 penalty on its save for each level of bound spirit.

RED DEMON

Red Demon was the son of Father Fearsome and a beguiling succubus, whose birth pangs shook the Abyss before Red Demon ripped, bit, and clawed his way out of her womb. Soon after, Queen Sumermia brought him into the mortal world as her son by impregnating herself with the demonically animated body of her slain nephew, Prince Yerik. Atlan art depicts Red Demon as a blood-red insectoid with a nasty stinger. His spirit offers the following abilities.

Aura of Pain: All foes within 5 feet per spirit level experience debilitating pain, such that they suffer a -1 penalty per spirit level on all d20 rolls. A successful Will save halves the effect for 1 minute, after which time the creature must save again. You can suspend or resume the aura as a free action.

Battle Stinger: You grow a stinger as a swift action. The stinger lasts 1 round per binder level. Treat it as a natural piercing weapon with which you are proficient. The stinger inflicts 1d6 damage per spirit level, or double damage on a natural 20.

Flames of the Abyss: You produce a 10-foot-radius blanket of writhing flames within 30 feet of you. All creatures in the affected area suffer 1d6 points of fire damage per spirit level. A successful Fortitude save halves the damage. You must wait 3 rounds between each use of the ability.

Implant Insectoid: You gain the Improved Grapple feat. Moreover, once per day you can implant a supernatural egg into a grappled foe. The egg quickly grows and hatches after 1d4+2 rounds. The newly hatched insectoid inflicts 1d12 hit points damage per spirit level (no save) as it gnaws and claws its way out of the host. The insect instantly dies as it leaves the victim, leaving nothing but a gooey smudge behind as it disintegrates.

Torment: For each spirit level, you enjoy a +2 bonus on Intimidate and Slight of Hand skill checks.

SAINT ELARIA

Saint Elaria was the fraternal twin sister of Queen Sumermia and daughter of Fearsome and Naustrali. In atlan artwork she is often portrayed as a mature blonde woman sitting by a luminous pool of water that could heal wounds and grant visions when drunk or bathed in. Elaria made many overtures of peace to her sister and never gave up on her. She was popular with folk who wished for succor from disaster and in need of a brighter future. Her spirit offers the following abilities.

Aura of Peace: Creatures within 50 feet become one step friendlier toward you (no save) for 1 minute per spirit level. The aura is immediately negated if you or your allies make an attack roll. You can use this ability once daily per spirit level.

Foresight: You enjoy a +1 insight bonus to your AC per spirit level; making an attack roll negates the benefit for the duration of the round.

Healing Water: You can use purify food and drink and bless water one per day per spirit level. Moreover, you can create one curative potion per spirit level per day. The potion can duplicate any Abjuration or Conjuration (healing) cleric spell of a level equal to or less than the level of the bound spirit.

Redemption's Promise: For each spirit level, you enjoy a +2 bonus on Heal and Sense Motive skill checks.

Searing Light: You radiate a blast of intense light that inflicts 1d6 nonlethal damage per spirit level to all evil creatures within 10 feet per spirit level. Evil undead suffer lethal damage. On a successful Reflex save, targeted creatures look away and suffer half damage. You must wait 5 rounds between each use of this ability.

ANIMA OF FERVOR INCARNATE

Binders often refer to these anima as "the Fervors" or "the Dogmas" because each one lends itself well to a particular moral and ethical alignment, as indicated in parentheses after each anima's name. The alignment designation has no mechanical influence on a binder and the classification of dogmas remains hotly debated among binder sages. Ravaged souls (binders who dedicate themselves to bind one spirit) tend to favor these anima above others. Some ravaged souls claim that these anima speak more clearly to them than other anima do.

ABYSSAL SEED (CE)

This vomitous spirit offers the following abilities.

Abyssal Skin: Your eyes become reptilian and red, and green scales and yellowish oily boils erupt on your skin. You gain dark-vision to a distance of 10 feet per spirit level. When binding a 2nd-level or higher spirit, you gain resistance 20 to electricity. When binding a 4th-level or higher spirit, you gain immunity to natural disease and a +4 bonus on saves vs. magical diseases. When binding a 6th-level or higher spirit, you gain resistance 10 to acid and fire. When binding an 8th or 9th level spirit, you gain a +2 natural armor bonus.

Levitation: You can *levitate* (self only) as the spell. Your caster level equals your binder level. When binding an 7th-level or higher spirit, you can *fly* (self only) as the spell at will.

Projectile Vomit: You project a spray of nauseating phlegm and vomit. On a successful 10-foot ranged touch attack, your target suffers 1d6 acid damage per spirit level. Moreover, the fluids quickly dry to create a foul-smelling crust; until the target washes itself thoroughly for 1 minute with soap and water, it suffers a -4 penalty on all Charisma-based skill checks with animals, fey, and humanoids. When binding a 3rd-level or higher spirit, the target must also succeed on a Fortitude save or be sickened for 1 minute by the phlegm; the target is nauseated instead when binding a 5th-level or higher spirit.

Spew Obscenity: As a move action, you speak in Abyssal or any language you know, shouting vile oaths, devastating insults, and nerve-wracking prognostications. All creatures within 30 feet suffer a -2 penalty per spirit level to Concentration checks for 5 minutes. When binding a 2nd- or 3rd-level spirit, creatures must succeed on a Will save or be shaken; a 4th- or 5thlevel spirit causes fear instead; a 6th-level or higher spirit causes panic. You must be able to speak and creatures must be able to hear for this ability to have any effect. Effects do not stack. You must wait 5 rounds between each use of this ability.

Vile Contortion: You can twist your arms and legs in unnatural directions. For each spirit level, you enjoy a +2 bonus to Disable Device, Escape Artist, and Jump checks.

DISTILLATION OF MALEBOLGE (LE)

This diabolical spirit offers the following abilities.

Bat's Beauty: You sprout small bat-like wings that allow you to fly slowly as if using the *levitate* spell on yourself. Your caster level equals your binder level. When binding an 7th-level or higher spirit, the wings become fully functional; you (and you only) can actually *fly* as the spell at will.

Damn to Malebolge: You briefly damn a creature to the Malebolge Remnant. On a successful ranged touch attack to a distance of 10 feet per spirit level, your target is plane shifted to a dimension where it experiences hell-spawned horrors. It suffers 1d6 fire or cold damage (you choose which) per spirit level and then returns to its starting location at the start of its next turn. The creature returns covered in pitch that quickly dries, hampering its movement. Until the target washes itself thoroughly for 1 minute with oil, it suffers a -2 penalty on all Dexterity-based skill checks. When binding an 3rd-level or higher spirit, the target must also succeed on a Fortitude save or be shaken for 1 minute by the damnation; the target is frightened instead when binding a 5th-level or higher spirit.

Infernal Skin: Your eyes glow like hot coals and your skin becomes like sticky tar. You gain darkvision to a distance of 10 feet per spirit level. When binding a 2nd-level or higher spirit, you also gain resistance 20 to fire. When binding a 4th-level or higher spirit, you gain immunity to natural poison and a +4 bonus on saves vs. magical poison. When binding a 6th-level or higher spirit, you gain resistance 10 to acid and cold. When binding an 8th or 9th level spirit, you also enjoy a +2 natural armor bonus.

Seductive Guile: You can deceive and delude others with ease. For each spirit level, you enjoy a +2 bonus to Bluff, Forgery, and Slight of Hand checks. When used against creatures of the same race and opposite sex, the bonus increases to +3 per spirit level. However, when used against creatures of the same race

and sex, the bonus decreases to +1 per spirit level.

Torture's Rapture: As a move action, you speak in Infernal or any language you know, pronouncing legal sanction against a target creature within 30 feet for its many sins. On a failed Fortitude save, the creature suffers 1 point of Dexterity damage per spirit level. Moreover, a burning sigil indicating its sins appears on its forehead. The initial branding inflicts 1 point of fire damage per spirit level. The branding lasts 1 day per binder level and is removed only by spells and effects that hamper supernatural effects. You can also dismiss the effect at any time by touching the target. While branded, a creature suffers a -2 penalty on all Diplomacy, Disguise, and Gather Information skill checks with good-aligned creatures. You must be able to speak and creatures must be able to hear for this ability to have any effect. Effects do not stack. Non-native outsiders of good alignment are sinless and thus immune to torture's rapture. You must wait 5 rounds between each use of this ability.

FETTERS OF IGNORANCE (LN)

This unthinking spirit offers the following abilities.

Acknowledge Not: You gain a resistance bonus to saving throws equal to the spirit's level. The effect lasts 24 hours.

Act Not: Foes within 20 feet per spirit level suffer a penalty (no save) to initiative checks equal to the spirit's level. This penalty does not stack with itself. If a foe's initiative count has already come up in the round when this ability takes effect, the penalty is applied on the next round. You can use this ability at will.

Perceive Not: You touch a foe as a standard action to induce blindness or deafness (no save) for 1 round per spirit level. If bound with a 3rd-level or higher spirit, the duration is permanent. If bound with a 5th-level or higher spirit, you may use this ability as an attack action and make attacks of opportunity.

Tell Not: You gain a gaze attack with a range of 20 feet per spirit level. Enemies (and only enemies) who meet your gaze must attempt a Will save. Those who fail become unable to employ or understand communication beyond crude gestures such as pointing to one's side; the effect lasts while you have line of sight to a given target. You cannot effect a target more than once per day. When bound with a 7th-level or higher spirit, this ability renders even telepathic conversation meaningless and unable to convey any information.

Touch Not: Once per day you can completely ignore one melee or ranged attack made against you. You decide after the attack has succeeded but before damage is known. This ability cannot negate the effects of an area attack.

GRACE OF THE CHERUB (CG)

This heavenly spirit offers the following abilities.

Cherubic Wings: You gain a pair of downy feathery wings that you can unfold or retract as a standard action. While they are exposed, you gain a +4 bonus to Jump checks. If you bind a 3rd-level or higher spirit, you gain a second pair of wings that allow you to fly with good maneuverability and a base speed of 20 feet per spirit level. You can fly for 1 round per binder level until needing to land and rest for 5 rounds. When binding a 6th-level or higher spirit, you can fly at will.

Heavenly Sigh: Your sigh provides one ally within Long range a bonus to its next d20 roll. The bonus equals +1 per two spirit levels (round up). Alternatively, you may target one foe for a similar penalty. There is no save. You may affect a given creature only once per day.

The Bull Overthrows: Whenever you suffer a harmful effect that allowed a saving throw and is set to last more than 1 round, you can, on the round following the effect, repeat the saving throw at a -4 penalty to end the effect's duration. If bound with a 4th-level spirit, the penalty disappears.

The Eagle Sees: You gain an insight bonus to Spot checks equal to double the spirit's level. If bound with a 6th-level or higher spirit, you are under the effect of the *true seeing* spell whenever you spend a full round viewing an area.

The Lion Reigns: Whenever you hit a foe with a melee attack, you can make an Intimidate check to demoralize that foe as a free action. This ability cannot be used on a given foe more than once per round. When bound with a 7th-level or higher spirit, you can attempt to demoralize a foe more than once per round if it has fewer Hit Dice than you have binder levels.

LURKER AT THE EDGE OF PERCEPTION (CN)

This spirit of misdirection offers the following abilities.

Fade Out: You tend to fade away when under duress. Attacks against you suffer a miss chance equal to 5% per spirit level.

Tricks of Perception: You can use *ghost sound* and *prestidigitation* at will. When binding a spirit of 4th level or higher, you can also use *disguise self* and *ventriloquism* at will.

Ignis Fatuus: You create a pattern of lights that fascinates creatures that fail their Will save. The pattern appears out to a distance of 20 feet per spirit level and affects creatures within 10 feet per spirit level. You may fascinate a maximum of 4 Hit Dice per spirit level at any one time, starting with the lowest Hit Die creatures first. When binding a spirit of 5th level or higher, you may replace the fascination effect with a *confusion* effect. The effect lasts for as long as you concentrate. You can only have one ignis fatuus effect in place at a time.

Living on the Margins: For each level of spirit, you gain a +2 bonus on Hide, Move Silently, and Sleight of Hand checks.

Deny the Straight and Narrow: You enjoy a +1 insight bonus per spirit level on saving throws to resist spells that scry upon you, detect your alignment, or divine the truth of your words. When binding a spirit of 4th level or higher, you also apply at any time the *misdirection* spell, which allows you to show the aura of any creature within Close range.

NIGHT BECOMES HER (NE)

The piercing spirit of night offers the following abilities.

Chains of Love: You are proficient with the morning star and spiked chain and gain Weapon Finesse when using the spiked chain.

Nails Like Iron: As a standard action, you grow terrible nails on each hand and gain +5 feet to your reach when using the nails. The nails inflict 1d4+Str damage (or 1d3+Str if you are Small) plus 1 point per spirit level. You are proficient with the nails as both natural and manufactured weapons and may attack with one or both sets of nails at your highest attack bonus. Whenever you use a hand to make a secondary attack, all attacks that round suffer a -2 penalty to hit. The nails have a threat range of 18-20, do triple damage on a critical hit, and ignore 1 point of DR per spirit level. When binding a 3rd-level or higher spirit, your nails count as magical and piercing for the purpose of overcoming damage reduction, and you may rend a foe for 1d6 damage per 3 spirit levels (maximum 3d6) when you hit with both sets of nails. Retracting the nails is a move action.

Night Vision: You gain low-light vision. When binding a 3rdlevel or higher spirit, you gain darkvision out to 120 feet. When binding a 6th-level spirit or higher, you can see even in magical darkness out to 120 feet.

Piercing Scream: Your scream (if female) or howl (if male) instills fear in the hearts of all creatures within 30 feet that can hear you. This supernatural scream pierces even the shriveled hearts of nonliving creatures such as undead. On a failed Will save, a creature behaves as frightened if it has fewer Hit Dice than you have binder levels; otherwise, it behaves as shaken. The duration is 1 minute per spirit level. You must wait 5 rounds between each use of this ability, and a creature cannot be affected by it more than once in a 24-hour period.

Under the Ravaged Moon: Once daily, when grappling a creature, you may choose to magically restrain it for up to 1 minute per spirit level (minimum duration 1 minute). This hold is supernatural and ignores Strength and Escape Artist checks to escape. When binding Night Becomes Her as a 4th-level or higher spirit, your hold acts as a *dimensional anchor* and negates *freedom of movement*. While using this ability, you are flat-footed and limited to move actions. Attacks on the held creature have a 25% percent chance of hitting you instead. Besides holding the creature, you may caress, kiss, taunt or otherwise enjoy it. After using this ability, you and the target are exhausted.

THE LOVEBIRD (NG)

This darkly hedonistic spirit offers the following abilities.

Indecent Proposal: You may use *suggestion* once per day per spirit level. A creature that resists is immune to its further uses for the rest of the day. If you suggest a course of action that is lewd or embarrassing but entails no physical harm, then the target suffers a -4 penalty to its saving throw. Creatures with more Hit Dice than you have binder levels ignore this ability.

Love Birds: You may summon a swarm of doves. This functions like *summon swarm* with the following exceptions. The swarm's size is one square (5 feet) by one square per level of the bound spirit (up to 45 feet x 45 feet when bound to a 9th-level spirit). The swarm's damage equals 1d6 + 1d6 per two spirit levels beyond 1st, to a maximum of 5d6 when bound to a 9th-level spirit. The binder can control the target and direction of the swarm, with a limit of Long range. Lastly, you may move freely through your swarm without suffering any damage or distraction. The duration is Concentration + 2 rounds.

Pitying of Doves (CR 2)

Diminutive Animal (Swarm) Hit Dice: 4d8 (18 hp) Initiative: +6 Speed: 10 ft. / fly 40 ft. (average) AC: 16 (+4 size, +2 Dex), touch 16, flat-footed 12 Base Attack/Grapple: +5/-Attack: Swarm (1d6) Full Attack: Swarm (1d6) Space/Reach: 10 ft./0 ft. Special Attacks: Distraction (living creature that begins its turn with a swarm in its space must succeed on a DC 12 Fort save or be nauseated for 1 round. The DC is Con-based). Special Qualities: Immune to weapon damage, low-light vision, swarm traits.

Saves: Fort +4, Ref +6, Will +3

Abilities: Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6

Skills: Listen +5, Spot +8

Feats: Alertness, Improved Initiative.

Alignment: Always neutral.

Social Lubricant: Three times per day, you can create a half gallon (the equivalent of one pitcher) of common wine or ale. When bound as a 4th-level or higher spirit, the quality of the wine or ale increases to fine. When bound as a 7th-level or higher spirit, the drink becomes exquisite quality.

Sudden Desire: This works in much the same way as the elixir of love (as the *charm person* spell) except the target and the object of its affection must both be within Close range. You may choose the object of the person's affection. If you choose yourself as the target's object of desire, the DC to resist the affect increases by +2. When bound to a 4th-level or higher spirit, this functions like the *charm monster* spell. The charm effect expires after 1d3 hours. You may use this a number of times per day equal to twice the level of the bound spirit.

Weak in the Knees: You gaze at one foe within 5 feet per spirit level. The gaze lowers the target's Strength by 1d6+1 per spirit level (maximum 1d6+9). There is no save. The subject's Strength score cannot drop below 1, and penalties due to multiple stares supersede each other rather than stack. The penalty lasts 1 minute per spirit level. You may use this ability a number of times per day equal to 1 + your Charisma modifier (minimum 1).

WHEN SERAPHIM SING (LG)

This beatific spirit offers the following abilities.

Celestial Skin: Your eyes turn an entrancing deep blue like the fairest ocean, and your skin becomes unblemished and rosy like a fresh apple. You gain darkvision to a distance of 10 feet per spirit level. When binding a 2nd-level or higher spirit, you gain resistance 20 to cold. When binding a 4th-level or higher spirit, you also gain immunity to petrification and sleep effects and a +4 bonus on saves vs. enchantments and charms. When binding a 6th-level or higher spirit, you gain resistance 10 to electricity and fire. When binding an 8th or 9th level spirit, you also gain a +2 sacred bonus to your AC.

Circle of Silence: As a standard action, you emanate *silence* to a distance of 5 feet per spirit level. You can maintain the emanation as a move action each round. While surrounded in silence, you gain a +2 bonus on Sense Motive skill checks for the purpose of reading the lips of allies.

Furious Face: Your face blushes with anger as you smite a sinful target within 30 feet. The target must be able to see, and on a failed Reflex save it fails to look away and suffers 1d8 points of nonlethal damage per spirit level. The damage is one-half cold and one-half sacred energy. Non-native outsiders of good alignment are sinless and thus immune to furious face.

Song of Peace: When you sing as a move action, you enjoy a +2 bonus per spirit level on Diplomacy, Heal, and Perform (singing) checks. When you sing as a standard action, you cause any one target within 30 feet that is of the same race and opposite sex to move one step more friendly to you for a period of 1 minute per spirit level. You can only affect one creature at a time this way, and any attacks against it negate the effect. When singing as a full-round action, all aberrations, evil outsiders, and monstrous humanoids within 30 feet that can hear you must succeed on a Will save or be unable to make a melee attack for 1 round per spirit level. After singing as a full-round action, you must wait 5 rounds before using this ability again.

Wings of Grace: You sprout small eagle-like wings that allow you to use the *levitate* spell on yourself. Your caster level equals your binder level. When binding a 7th-level or higher spirit, the wings become fully functional; you can actually *fly* as the spell at will.

EPIC VILLAINS

When characters pass 20th level, they progress as described in the *DMG*. Here are epic progressions for classes that make their debut in this book. If a class ability is not mentioned then it does not improve.

Epic Exorcist

The epic exorcist continues to focus on expelling spirits and adds a few spells to his class list of spells known. He can learn to exorcise epic spirits by taking the Epic Exorcism feat.

Hit Die: d6.

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

Divine Spells: Your caster level equals your class level. Your number of spells per day does not increase after 20th level.

Advanced Learning: At 21st-level and every 4 levels thereafter (25th, 29th, and so on) you add one spell to your class list of spells. The spell must be a divine spell of the abjuration, conjuration (healing), divination or enchantment school.

Exorcism: Use your class level when determining your ability to exorcise spirits.

Bonus Feats: An epic exorcist gains a bonus feat every 3 levels higher than 20th (23rd, 26th, and so on).

Epic Muse

The epic muse continues to flow with Primal Chaos. She learns a few new spells and gains more daily uses of her mirror magic and random reflection shield abilities.

Hit Die: d4.

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

Arcane Spells: Your caster level equals your class level. Your number of spells per day and spells known do not increase after 20th level. You can take the Spell Knowledge epic feat (see *DMG*) to gain two new spells known.

Advanced Learning: At 21st-level and every 5 levels thereafter (26th, 31st, and so on) you add one spell to your class list of spells. The spell must be a spell of the abjuration, conjuration (summoning), enchantment or illusion school taken from the sorcerer/wizard class spell list.

Mirror Magic: At 26th level and every six levels thereafter (32nd, 38th and so on), an epic muse gains one additional daily use of the mirror magic ability.

Random Deflection Shield: At 21st level and every four levels thereafter (25th, 29th and so on), an epic muse gains one additional daily use of the random deflection shield ability.

Bonus Feats: An epic muse gains a bonus feat every 4 levels higher than 20th (23rd, 26th and so on).

Epic Ravaged Soul

The epic ravaged soul continues to bond closely with his favored anima spirit, gaining improved damage reduction, fast movement, soul drains, and talents. Although his anima spirit does not improve, he can take the Epic Anima Binding feat.

Hit Die: d10.

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

Spirit Binding: Your binder level equals your class level. You do not learn any new spirits.

Damage Reduction: At 25th level, and every six levels thereafter, your damage reduction increases by +2 (to 7/- at 25th level, 9/- at 31st level, and so on).

Fast Movement: The epic ravaged soul's speed increases by 10 feet at 21st level and every three levels thereafter (24th, 27th, and so on).

Soul Drain: At 23rd level and every six levels thereafter (29th, 35th, and so on), select one additional benefit when using your soul drain ability. If you have the Ravaging Soul Drain feat, you may select a benefit listed under that feat.

Anima Secret: At 22nd level and every even level thereafter, you may select one additional anima secret from the list of ravaged soul secrets. You can only select secrets, not feats.

Bonus Feats: An epic ravaged soul gains a bonus feat every 5 levels higher than 20th (25th, 30th, and so on).

Epic Templar

The epic templar further progresses as a paragon of Divine Law. He improves his ability to exorcise spirits, heal allies or harm possessing spirits, pillory foes, and sneak in armor. His sneak attack damage also improves.

Hit Die: d8.

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

Divine Spell-like Abilities: Your caster level equals your class level. Your spell-like abilities per day do not increase after 20th level.

Exorcism: Use your class level - 3 when determining your ability to exorcise spirits.

Healing Light: Each day, an epic templar can cure a total number of hit points equal to his Charisma bonus (if any) times his class level, as normal. Similarly, this ability can be used to damage possessing creatures (rather than their hosts), as normal.

Pillory: At 21st level and every four levels thereafter (25th, 29th and so on), an epic templar can use his pillory ability one additional time per day.

Sneak Attack: At 22nd level and every four levels thereafter (26th, 30th and so on), increase sneak attack damage by +1d6.

Stealth Warrior: At 23rd level and every four levels thereafter (27th, 31st and so on), apply an additional +1 axiomatic bonus to your armor class when wearing armor and similarly lessen your armor check penalty by 1. The armor check penalty can never be reduced to less than 0.

Bonus Feats: An epic templar gains a bonus feat every 4 levels higher than 20th (23rd, 26th and so on).

EPIC FEATS

The following feats are available to binder characters and foes of binders such as exorcists and templars. See Chapter 11: Epic Pact Magic in *Secrets of Pact Magic* for additional epic pact magic feats and rules for binding epic spirits.

DIVINE GENERAL [EPIC]

You can call upon servants of your deity.

Prerequisite: Divine Servant, Charism 25.

Benefit: Once per day, as a full-round action, you can summon one or more creatures of the outsider type that share your alignment and possess a total number of Hit Dice equal to or less than your character level. The creature or creatures remain for 1 minute per level or until dismissed by you.

Special: You can take this feat more than once. Each time, you gain one additional use per day.

DIVINE SERVANT [EPIC]

You enjoy personal contact with your deity.

Prerequisite: Character level 21st, turn/rebuke undead or exorcism class ability, worship a deity with an alignment matching your own.

Benefit: Once per day, as a full-round action, you may submit one question to your deity of 25 words or less and elicit an answer that is 7 words or less. The answer is always specific and useful, although it is not assured to immediately solve a problem. Optionally, the game master may provide a longer answer that is in the form of a riddle or similar cryptic remark. A deity is free to ignore questions that do not directly to its interests or portfolio. An ignored question wastes the ability for the day.

EPIC EXORCISM [EPIC]

You can exorcise epic spirits.

Prerequisite: Character level 21st, exorcism ability, Wisdom 15, Charisma 21.

Benefit: You may use your exorcism ability to target a pactmaker's bound epic spirit. On a successful exorcism, you suppress one of the epic spirit's granted abilities in the same way that you suppress abilities of non-epic spirit. If you succeed on the check by 5 or more, you expel the epic spirit.

Normal: Exorcism does not affect epic spirits.

EPIC ANIMA BINDING [EPIC]

You can bind anima spirits of 10th level or higher.

Prerequisite: Character level 21st, able to bind 9th-level anima spirits, Con 21.

Benefit: Increase by 1 the effective level of one of your anima spirits when binding that spirit for the day. You may exceed the normal limitation of 9th-level spirits. Thus, you can bind an anima spirit as a 10th-level spirit.

Normal: Anima are bound as 9th-level or lower spirits.

Special: You can take this feat more than once. Each time, you can increase by 1 the effective level of one of your anima spirits for the day.

MIRROR EPIC MAGIC [EPIC]

You can mirror epic magic.

Prerequisite: Character level 21st, use mirror magic at least once per day.

Benefit: Your mirror magic ability extends to include epic spells, spell-like abilities, and supernatural abilities of epic spirits.

RANDOM EPIC DEFLECTION SHIELD [EPIC]

You can deflect epic magic.

Prerequisite: Character level 21st, use random deflection shield at least twice per day.

Benefit: Your random deflection shield ability can deflect epic spells, spell-like abilities, and supernatural abilities of epic spirits.

RAVAGING SOUL DRAIN [EPIC]

Your soul drain ability becomes more potent.

Prerequisite: Character level 21st, use soul drain at least twice per day.

Benefit: Whenever you deliver a killing blow against a sentient living creature with a soul that has at least half as many Hit Dice as your character level, you may select one of the following actions in lieu of actions normally available to you. » End the ongoing effects of poison; plus, gain immunity to poison until the end of your next turn. This ability defends against all natural and magic poisons.

» Enjoy the effects of the *freedom of movement* spell for 1 round per point of Charisma bonus (minimum 1).

» Gain DR 10/- until the end of your next turn.

» Gain the benefits of the *true seeing* spell until the end of your next turn.

» Heal yourself 4d8 points + 1 per Hit Die of creature slain.

RAVAGING SOUL DRAIN, EXPANDED [EPIC]

Your soul drain ability becomes even more potent.

Prerequisite: Character level 25th, Ravaging Soul Drain.

Benefit: Whenever you deliver a killing blow against a sentient living creature with a soul that has at least half as many Hit Dice as your character level, you may select one of the following actions in lieu of actions normally available to you.

» Apply the *true strike* spell (+20 to hit) as an immediate action to one of your melee or ranged attacks made before the end of your next turn.

» End an ongoing effect caused by a failed Fortitude save.

» Heighten your bound favored spirit's effective level by +1 when resolving the next use of a granted ability.

» Immediately make an extra melee or ranged attack against your nearest opponent within striking distance. This bonus attack is in addition to attacks you normally make that round.

» Increase your effective binder level by +2 when resolving the next use of a granted ability of your favored anima spirit.

TALENT OF AGES [EPIC]

You gain access to additional talents suited to epic characters.

Prerequisite: Character level 21st, possess at least five ravaged soul talents.

Benefit: Select one talent below and add your selection to your class list of talents. You do not actually gain the talent. You must still select it when gaining a new talent as part of your normal epic class progression. Here are your options.

Embrace Life: Up to once per day, should you die, you return from death within 1d3 rounds, as if subject to the *raise dead* spell. You do not suffer XP or level loss; nor do you require a material component.

Inspire Action: You and allies within 20 feet enjoy +2 morale bonus to attack and damage rolls for 1 full round when you spend a move action to speak from your spirit.

Inspire Epic Competence: You and allies within 20 feet enjoy +4 morale bonus to one particular skill check for 1 full round when you spend a move action to speak from your spirit.

Planar Leader: Use *plane shift* 1/day and extend at will to all allies the benefits of the *planar adaptation* spell.

Sleep of Ages: You can place yourself in stasis. While in stasis, you remain bound to any spirits, you do not age or experience any other form of privation, and you are immune to all affects from the outside world. See the *temporal stasis* spell for details. You can be awakened when one or more events occur as defined by a twenty-five word contingency.

True Sight: Up to once per binder level per day, you may spend a move action to gain the benefits of *true seeing* for the remainder of your turn.

Special: Each time you take this feat, you may select an additional talent to add to your list of talents that you may draw from. You do not actually gain the talent.

CHAPTER 5 SPELLS

This chapter describes over fifty new spells. Clerics and exorcist spells help track, subdue, imprison and convert heretics. Spells related to acid, constructs and extreme terrain aid extraplanar explorers. Finally, spells allow binder mages to copy and craft books, among other useful magics.



The following spells are arranged by their availability on the cleric and sorcerer/wizard spell lists. Spells may be available to other casters—bards, paladins, and rangers—at different levels. Spells for exorcists, muses, and templars are listed under their class descriptions in Chapter 2.

OTH-LEVEL SPELLS

Caltrop Field: One 5-ft. square hinders movement until healing occurs.

Quiet Step: +3 bonus on Move Silently checks for 1 round/level.

Reveal Heresy: Learn whether a written work contains content contrary to your religious beliefs.

1ST-LEVEL SPELLS

Acid Gout: You spew 1d4/level acid damage (max. 5d4). Destiny Dissonance: Sicken one foe for 1 round/level. Missionary's Missive: Captivate one creature for an hour.

Repair Construct: Restore 1d8 damage + 1/level (max +5) to construct.

Shackles: Your touch causes sturdy iron shackles to wrap around a target creature and impede its actions.

Tome Pocket: Store book in extradimensional pocket. **Venatu's Scribe:** Copy a book's contents into a blank book.

2ND-LEVEL SPELLS

Arc of Primal Chaos: Target loses access to divinely granted supernatural abilities such as turn/rebuke undead.

Borrow Granted Ability: Lend ally one of your supernatural abilities for 1 minute/level.

Deity's Legend: For 10 min./level, creature enjoys bonuses whenever it uses a move action to imitate a deity's legend.

Detect Fingerprints: Learn who recently touched an item. **Dream Ward**: As *protection from evil* but for 10 min./level and only while subject is asleep.

Glimpse of the Divine: Creature views your deity positively, making it friendlier for 10 min./level.

Phantasmal Rake: Shadowy monster attacks opponent for 4d6 damage plus possibly knocks it prone.

Planar Adaptation: One creature/level ignores harmful effects of ambient planar conditions for 1 minute/level.

Reveal Heretic: Learn to what extent the person touched matches your religious beliefs.
Sense Link: Perceive through one sense of target creature. **Vision of Nothing**: Cause creature to fall and stay prone for 1 round/level or until attacked.

3RD-LEVEL SPELLS

Acid Bolt: Project 60-ft.-line of acid for 1d6/level damage (max. 10d6).

Chapel: Create extradimensional temple for 1 hour/level. **Dream of Abrogation, Lesser**: Direct spell of 1st-level or lower onto sleeping creature within Long range.

Etheric Step: Be ethereal for the remainder of your turn.

Mass Daze: Daze one foe/level with 10 or fewer Hit Dice. Memoir: Conjure permanent book that contains your knowledge on one subject.

Nightfang Form: Polymorph into a krenshar, howler, worg, yeth hound or similar creature for 1 round/level.

Penitent's Sacrifice, Lesser: As *penitent's sacrifice*, but subject delivers 1d8 fire and 1d8 sonic damage.

Possess Animal: As *magic jar* but one animal only.

Retributive Dream Ward: As *dream ward*, but foe attacking you while you sleep suffers 1d6/2 levels (max 10d6).

Retributive Nightmare: Burst of cold automatically targets your attacker for 4d6 damage once per round.

Spiritual Exchange: You and one other binder exchange bound spirits.

Zone of Primal Chaos: Multiple targets in 20-ft.-cube area lose access to divinely granted supernatural abilities.

4TH-LEVEL SPELLS

Acidic Blade: Your blade gains +1 attack bonus and inflicts 2d6 acid damage for 1 round/level.

Borrow Granted Ability, Greater: As *borrow granted ability*, but you don't loss the ability while you lend it.

Brutal Melange: Multicolored streamers cause 1d6/2 levels damage of a random energy type to foes in the area.

Cloak Against Possession: You are shielded from possession attacks and effects for 24 hours.

Deanimation Ray: Your ranged touch attack negates magic that animates a construct, inflicting 1d6/level (max. 10d6).

Defenestrating Touch: Touched foe is teleported a short distance in a random direction.

Dimensional Shackles: Conjure sturdy adamantine shackles that hold a prisoner tight and prevent teleportation.

Divine Reformation: Lose current feats for divine feats and/or swap divine domains for caster's god's domains.

Dream Walk: As *teleport* but takes 1 hour, subjects must be asleep to move, and subjects arrive asleep at their destination.

Imbue with Supernatural Ability: Lend to an ally one supernatural ability of a bound spirit of 3rd-level or lower.

Planar Adaptation, Greater: One creature/level ignores harmful effects of ambient planar conditions for 1 hour/level.

Planar Prison: Alluring extradimensional space acts as prison for 1 hour/level.

Tome of Scrying: Pair of books acts as sensor and scry device.

5TH-LEVEL SPELLS

Animus Field: Creatures within 40-ft.-radius emanation lose access to one supernatural ability per round.

Baptism By Fire: Convert a foe to your divine cause.

Construct Form: Become a construct for 1 min./level.

Create Lesser Vestige: Create a new bindable spirit of 4thlevel or lower. **Erwyn's Seance**: Caster channels bindable spirit that attempts to answer Knowledge-based questions.

Idiot Savant: Transform creature into an obedient genius. Marvelous Pigments: Paint objects and terrain.

Minor Wish: As *limited wish* but one 4th-level arcane spell or 3rd-level divine spell, with XP cost.

Penitent's Sacrifice: Transform willing subject into living bomb that explodes within 10 min./level, causing 2d6 fire and 2d6 acid damage in a 50-ft.-radius burst.

Possessing Dreamform: As *magic jar*, but only one target and your body vanishes while inhabiting the target.

Revive Construct: Restore 4d8 damage + 1/level (max. +20) or revive destroyed construct to 1 hit point.

Reviving Light: Return subject to life if it died within the past 1 round.

Supernatural Leech Field: For 1 minute, whenever you save against a supernatural ability, you regain a lost spell slot.

6TH-LEVEL SPELLS

Anarchic Mien: You gain qualities of an anarchic fey-like outsider for 1 round/level.

Axiomatic Mien: You gain qualities of an axiomatic creature for 1 round/level.

Etheric Step, Mass: As etheric step, but multiple allies.

Dream of Abrogation: Direct spell of 4th-level or lower onto sleeping creature within Long range.

Meld into Stone, Mass: As *meld into stone*, but multiple allies. Succor from Death: Return subject to life if died within last 1 round by forfeiting the subject's bound spirit.

Vestige Mien: Gain qualities of a spirit-touched apparition.

7TH-LEVEL SPELLS

Acidic Wrath: Inflict 1d6 acid damage/level to all creatures and objects within a 30-ft. cone-shaped burst.

Antimagic Ray: Target loses magical ability for 1 round/level. Doppelganger Form: Detect thoughts, alter your shape, see

in darkness, and resist sleep and charm as a doppelganger.

Enclave: As *chapel* but larger and more elaborate.

Imbue with Supernatural Ability, Greater: Lend to an ally one supernatural ability of a bound spirit of 6th-level or lower.

Penitent's Sacrifice, Greater: As penitent's sacrifice, but subject delivers 4d8 fire and 4d8 sonic damage.

8TH-LEVEL SPELLS

Deanimation Ring: Protective ring repulses constructs and damages constructs that pass through it.

Mass Stoneskin: As stoneskin, but multiple allies.

Raise Ruins: Excavate buried or sunken ruined buildings. **Seed of Divine Law**: Target becomes devout lawful follower of your religion after seven days.

9TH-LEVEL SPELLS

Anarchic Ascent: As *anarchic mien*, but more benefits that make you much more like a chaotic fey-like outsider.

Axiomatic Ascent: As *axiomatic mien*, but more benefits that make you much more like a lawful living construct.

Create Vestige: Create a new bindable spirit.

Dream of Abrogation, Greater: Direct spell of 7th-level or lower onto nearby sleeping creature.

Mark of Justice, Mass: As mark of justice, but multiple targets and no need to manually inscribe the mark.

Vestige Ascent: As vestige mien, but more benefits.

SPELL DESCRIPTIONS

Spell descriptions are presented below.

Acid Gout

Evocation [Acid] Level: Sorcerer/Wizard 1 **Components**: V, S Casting Time: 1 standard action Range: 15 ft. Target: Cone-shaped burst Duration: Instantaneous Saving Throw: Reflex negates Spell Resistance: Yes

You breath a gout of slimy ocre-colored acidic vapors typical of a wyrmling black dragon or green dragon. Creatures and unattended objects in the area take 1d4 points of acid damage per caster level (maximum 5d4).

Acid Bolt

Conjuration [Acid] Level: Sorcerer/Wizard 3 Components: V, S, M Casting Time: 1 standard action Range: 60 ft. Area: 60-ft. line Duration: Instantaneous Saving Throw: Reflex half Spell Resistance: No

You release a stinging stroke of ocrecolored vitriol that deals 1d6 points of acid damage per caster level (maximum 10d6) to creatures and objects within its area. The bolt begins at your fingertips and continues for 60 feet or until it encounters any obstacle that provides full cover.

Material Component: A lemon wedge.

Acidic Blade

Conjuration [Acid] Level: Sorcerer/Wizard 4 Components: V, S, M Casting Time: 1 standard action Range: Touch Target: Weapon touched

Duration: 1 round / level

Your weapon gains a +1 enhancement bonus to attack and damage rolls, is treated as magic for the purpose of overcoming damage reduction, and is coated with a stinging substance that inflicts 4d6 points of acid damage to each creature struck in addition to damage normally delivered by the weapon. Material Component: A lemon wedge.

Acidic Wrath

Conjuration [Acid]

Components: V, S, M

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

Creatures and unattended objects in the area suffer 1d6 points of acid damage per caster level (maximum 25d6).

Material Component: A lemon wedge.

Anarchic Ascent

Transmutation [Chaotic] Level: Cleric 9, Sorcerer/Wizard 9

As anarchic mien with these benefits:

Gain a lustrous, fey-like appearance. »

+1 luck bonus to AC. »

Slam attack (1d6 damage if Medi-» um, 1d4 damage if Small)

» Smite law 3/day (add your Charisma modifier to your attack roll and your character level to your damage roll against a lawful foe, maximum +20 damage)

» Darkvision 60 feet and low-light vision.

» Resistance 10 to acid, cold, electricity, fire, and sonic damage

» Immune to poison, petrification, disease, energy drain, confusion and sleep effects, and effects that cause you to be grappled, pinned or entangled.

Do not sleep or require food or water. » 50 percent chance to ignore harm-»

ful mind-affecting spells and effects. Displaced Form: You enjoy the benefits of displacement (attacks against you suffer a 50% miss chance).

» DR 10/lawful or cold iron.

» Your natural and wielded weapons are chaotic-aligned for the purpose of overcoming damage reduction. » +2 Strength, +4 Dex, +4 Con, +4 Int, +2 Wis, and +4 Cha.

Anarchic Mien

Transmutation [Chaotic] Level: Cleric 6, Sorcerer/Wizard 6 Components: V, S, M Casting Time: 1 standard action Range: Personal

Target: You

Duration: 1 round / level You take on many of the qualities of an anarchic creature, as follows:

Gain a lustrous fey-like appearance. » » Smite law 1/day (add your Charisma modifier to your attack roll and your character level to your damage roll against a lawful foe, maximum +20 damage)

» Darkvision 60 feet and low-light vision.

Resistance 5 to acid, cold, electric-»

ity, fire, and sonic damage.

» Immune to petrification, polymorph and sleep effects.

» DR 5/lawful or cold iron.

» Displaced Form: You enjoy the benefits of blur (that is, attacks suffer a 20% miss chance) as your form shifts and weaves in unpredictable ways.

Your creature types does not change. *Material Component*: A piece of a chaotic creature such as a chaos beast or howler.

Animus Field

Abjuration

Level: Cleric 5, Sorcerer/Wizard 5 **Components**: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels) Area: 40-ft.-radius emanation centered

on a point in space

Duration: 1 round/level

Saving Throw: Will partial; see text Spell Resistance: Yes

You create an invisible field that inhibits supernatural abilities. When the spell is cast and at the start of your subsequent turns, creatures within the field lose access to all of their supernatural abilities. Creatures that succeed on a Will save are unaffected for that round but must attempt a save on each additional round. Creatures that exit the field regain access to the abilities at the start of your next turn.

Material Component: Six cards scribed with pact seals. You tear the cards in half when casting the spell.

Antimagic Ray

Abjuration Level: Sorcerer/Wizard 7 Components: V, S, M Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels) Effect: Ray

Duration: 1 round / level

Saving Throw: Will negates (object) Spell Resistance: Yes

On a successful ranged touch attack, the target acts as if it were inside an antimagic field. See the spell for details. Note that when the target is a creature, it cannot use magical abilities; however, its items remain unaffected.

Material Component: A pinch of iron dust mixed with the blood of an outsider.

Casting Time: 1 standard action

Arc of Primal Chaos

Abjuration [Chaotic] Level: Cleric 2, Sorcerer/Wizard 2 Components: V, F/DF Range: Close (25 ft. + 5 ft./2 levels) Target: One cleric or similar divine agent Duration: 1 round/level Saving Throw: Will negates Spell Resistance: Yes

The spell temporarily severs the target's magical connection with his or her deity. On a failed save, the subject cannot turn or rebuke undead, perform an exorcism as a supernatural ability, use domain powers, or use any other supernatural abilities of a divine source.

Axiomatic Ascent

Transmutation [Lawful]

Level: Cleric 9, Sorcerer/Wizard 9

- As axiomatic mien with these benefits:
- » Gain a shiny metallic appearance.
- » +1 natural armor
- » Slam attack (1d6 damage if Medium, 1d4 damage if Small)

» Smite chaos 3/day (add your Charisma modifier to your attack roll and your character level to your damage roll against a chaotic foe, maximum +20 damage)

» Darkvision 60 feet.

» Resistance 20 to cold, electricity, fire, and sonic damage

» Immune to poison, petrification, disease, energy drain, confusion effects, and vacuum conditions.

» Do not breathe or require air.» 50 percent chance to ignore critical

hit and sneak attack damage.

» Linked minds: You are in continuous telepathic contact with all axiomatic and lawful creatures within 100 feet.

» DR 10/chaotic or silver.

» Your natural and wielded weapons are lawful-aligned for the purpose of overcoming damage reduction.

» +4 Strength, +2 Dex, +4 Con, +4 Int, +4 Wis, and +2 Cha

» Spell resistance 25.

Axiomatic Mien

Transmutation [Lawful] Level: Cleric 6, Sorcerer/Wizard 6 Components: V, S, M Casting Time: 1 standard action Range: Personal Target: You Duration: 1 round / level You take on many of the qualities of

an axiomatic creature, as follows:

» Gain a shiny, metallic appearance.

» Smite chaos 1/day (add your Charisma modifier to your attack roll and your character level to your damage roll against a chaotic foe, maximum +20 damage)

- » Darkvision 60 feet.
- » Resistance 10 to cold, electricity, fire, and sonic damage.

» DR 5/chaotic or silver.

» Spell resistance 20.

Your creature types does not change. *Material Component*: A piece of a construct type creature.

Baptism By Fire

Transmutation [Fire] Level: Cleric 5

Components: V, DF

Casting Time: 1 minute

Range: Touch

Target: One living creature

Duration: 3 rounds

Saving Throw: Will negates; see below

Spell Resistance: Yes This fiery spell delivers powerful effects

over 3 rounds as described below.

The caster must touch the target for the entire casting time. If contact falters, then all effects of the spell are negated.

The spell inflicts fire damage: 1d8 points on round 1, 2d8 points on round 2, and 3d8 points on round 3. There is no save. Wards against fire do not prevent the damage because it erupts from inside the creature; however, innate fire resistance works normally.

Each round, the subject attempts a Will save. On each failed save, the subject's attitude becomes one step friendlier. Moreover, on the second and third failed saves, the subject's alignment moves 1 step closer to the caster's level, shifting along the good-evil axis before the law-chaos axis. If the subject fails all three saves, then it adopts the caster's deity and specific religious organization / order.

If the target's alignment is opposite that of the caster's, it suffers a -4 penalty to its saves and suffers an additional 1d6 points of fire damage each round. The target enjoys a +4 bonus to its saves for each alignment subtype that is possesses.

On any round, if the targeted creature is brought below 1 hit point or falls unconscious, the caster instead suffers the fire damage. If the caster or subject are brought to -10 hit points or below by this spell, the corpse is completely consumed by fire, leaving only ashes.

An atonement, break enchantment, limited wish, miracle or wish negates the spell's effects.

Borrow Granted Ability

Transmutation Level: Sorcerer/Wizard 2 Components: V, S, M Casting Time: 1 minute Range: Touch Target: One living creature

Duration: 1 minute / level

Saving Throw: Will negates (harmless) Spell Resistance: Yes

You transfer one of your supernatural abilities to the touched subject. For the spell's duration, you lose access to the ability. This spell has no effect if you have no supernatural abilities.

Material Component: Chalk, ink or blood, which you use to draw a geometric sign on the recipient of the spell.

Borrow Granted Ability, Greater

Transmutation

Level: Sorcerer/Wizard 4

As *borrow granted ability* except that you do not lose access to the ability.

Brutal Melange

Evocation [Chaotic]

Level: Cleric 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft. / 2 levels)

Area: Spherical emanation centered on you

Duration: Concentration, up to 1 round/level

Saving Throw: Reflex half

Spell Resistance: Yes

Upon casting *brutal melange*, multicolored floating streamers fill the air within the area. On any round, a creature caught in the area must succeed on a Reflex save or be struck by a steamer and suffer 1d8 hit points damage per 2 caster levels (maximum 5d8). The damage type correlates to the streamer's color as determined randomly below.

1d6	Streamer Color	Damage Type	
1	Red	Fire	
2	Orange	Sonic	
3	Yellow	Electricity	
4	Green	Acid	
5	Blue	Cold	
6	Transparent	N/a	

A transparent streamer delivers no damage. Lawful creatures suffer a -4 penalty to their saving throw, while chaotic creatures enjoy a +4 bonus to their saving throw. A successful Reflex save reduces damage by half. *Material Component:* Five colorful streamers, which you toss into the air as you cast the spell.

Caltrop Field

Transmutation Level: Sorcerer/Wizard 0 Components: V, S Casting Time: 1 standard action Range: Close (25 ft. + 5 ft./2 levels) Area: One 5 ft. x 5 ft. square Duration: 1 round / level Saving Throw: Reflex negates Spell Resistance: No

You fill a 5 ft. x 5 ft. area with caltrops. Every time a creature enters the square or spends a round fighting in the square, it must succeed on a Reflex save or suffer 1 point of piercing damage and have its movement slowed by 50 percent for 24 hours. A successful DC 15 Heal check or 1 point of magical healing restores movement to normal.

Chapel

Conjuration (Creation) Level: Cleric 3

Components: V, S, DF

Casting Time: 1 standard action **Range**: Close (25 ft. + 5 ft./2 levels) **Effect**: Non-mobile extradimensional chapel, 15-ft. on a side

Duration: 1 hours/level (D)

You conjure an extradimensional chapel that has a single entrance on the plane from which the spell was cast. The entry point looks like a faint shimmering in the air that is 4 feet wide and 8 feet high. The chapel must be conjured in the name of a particular deity or alignment. Only those who worship the named deity or adhere to the named alignment, plus any named by the caster, may enter the chapel, which holds a maximum of 9 Medium creatures.

After you enter, the portal shuts; it becomes invisible to those on the outside and appears as a window looking onto the outside to the caster and anyone else on the inside. You may open the portal again from your own side at will. Once travelers enter, they are in a comfortable chapel. The atmosphere is hospitable and the space is monastic, containing prayer rugs, a simple alter, and two fonts, one with water to drink and the other with water to bathe.

Since the space can be entered only through its portal, outside conditions do not affect the chapel, nor do conditions inside it pass to the plane beyond. Creatures in the chapel when the spell expires are dumped at the entrance.

Cloak Against Possession

Abjuration Level: Cleric 4, Sorcerer/Wizard 4 Components: V, S, M/DF Casting Time: 1 standard action Range: Touch Target: Creature touched Duration: 24 hours (D) Saving Throw: Will negates; see text Spell Resistance: No

This spell completely wards the subject against all forms of possession including ghostly malevolence, fiendish possession, *magic jar*, and the sealing of pacts. The ward hedges out possessing life forces but it does not expel a life force if it is in place before the spell is cast. Furthermore, the subject enjoys a +2 resistance bonus on saves to resist charm and compulsion effects such as *dominate person* that grant the caster ongoing control over the subject. An unwilling subject receives a save to resist.

Arcane Material Component: A dash of powdered silver which you use to scribe a protective rune on the subject's forehead.

Construct Form

Transmutation Level: Sorcerer/Wizard 5 Components: V, S, M Casting Time: 1 standard action Range: Personal Target: You

Duration: 1 minute / level

You take the form of any sized creature of the construct type that has Hit Dice equal to or less than your caster level. You can assume only one form with each use of the spell. Your type changes to construct, you lose all of your own statistics and abilities except your alignment and Intelligence score, and you gain all of the new form's statistics including its extraordinary, spell-like, and supernatural abilities. If you are alive when you cast the spell, you become a living construct. Spells and effects that harm or ward constructs now harm you.

Material Component: A small piece of the type of construct you wish to become.

Create Vestige

Necromancy

Level: Cleric 9, Sorcerer/Wizard 9 Components: V, S, M, XP Casting Time: 10 minutes Range: Touch **Target**: Up to 6 living creatures, all of which must be in continuous touch contact.

Duration: Instantaneous

Saving Throw: Will negates; see text Spell Resistance: Yes

You create a bindable spirit from one or more living creatures. Each participating creature must possess at least one extraordinary ability, spell, spelllike ability or supernatural ability. From each creature, select one or more abilities. A target receives one Will save for each ability that you select from it. On a failed save, the creature gains 1 negative level and is reduced to -1 hit points. On a successful save, the creature is merely exhausted. In either case, the selected ability becomes one of the newly created spirits' granted abilities. If the saving throws result in a spirit with fewer than four abilities or more than six abilities, the spell fails. The spirit, when bound by you or any other pactmaker, can use these abilities with the same frequency per day that the donating creature could use them.

The newly created spirit's level equals one-half the highest level or Hit Die of the selected creatures, with a minimum of 1st level and a maximum of 8th level. The spirit has the modal alignment of the target creatures; that is, it has the alignment most representative of the target creatures, which might be an alignment not actually present among any of the creatures but an average of their alignments. When there is uncertainly, include the caster's alignment. The spirit's favored allies include the target creatures; the spirit's favored enemy is your creature type and class (for example, humanoid wizard). The game master determines the spirit's tactical benefits; however, standing within 5 feet of a spellcaster is always one tactical criterion. The caster decides the spirit's physical sign and personality shift.

Material Components: Nine 50 gp gold-infused candles.

XP Cost: 3,000.

Create Lesser Vestige

Necromancy Level: Cleric 5, Sorcerer/Wizard 5 Casting Time: 8 hours As *create vestige*, except as noted above and limited to spirits of 4th level or lower.

Deanimation Ray

Abjuration **Level**: Sorcerer/Wizard 4 Components: V, S Casting Time: 1 standard action Range: Close (25 ft. + 5 ft./2 levels) Effect: Ray Target: One construct Duration: Instantaneous Saving Throw: None Spell Resistance: No

On a successful ranged touch attack, you unravel the dweomer that animates a construct, inflicting 1d6 hit points damage per caster level (maximum 15d6).

Deanimation Sphere

Abjuration Level: Sorcerer/Wizard 8 Components: V, S Casting Time: 1 standard action Range: Up to 10 ft./level Effect: Up to 10-ft.-radius/level emanation centered on you Duration: 10 minutes/level (D) Saving Throw: None Spell Resistance: No

This spell creates a protective sphere. Sentient constructs that come within 5 feet of the sphere sense that passing through it is dangerous. Constructs that pass through it suffer 1d6 points of damage per caster level (maximum 25d6). Once inside the sphere, constructs suffer no further damage; nor does leaving the sphere inflict damage.

Defenestrating Touch

Conjuration (Teleportation) Level: Sorcerer/Wizard 4 Components: V Casting Time: 1 standard action Range: Close (25 ft. + 5 ft./2 levels)

Target: One touched creature or object

Duration: Instantaneous Saving Throw: Will negates Spell Resistance: Yes

On a successful touch attack, the target is teleported 25 ft. + 5 ft./2 levels in a random direction. A successful Will save reduces the distance by half. Roll 1d8 to determine the direction, then count the distance in a line to move the target away from you. If the destination space is already occupied, then the creature moves to the nearest open space. If the destination space is unsupported (such as over a chasm) then the target falls unless is has means to sustain itself.

Deity's Legend

Evocation Level: Bard 2, Cleric 2, Paladin 2 Components: V, F/DF Casting Time: 1 minute Range: Touch Target: One willing living creature Duration: 10 minutes / level Saving Throw: Will negates (harmless) Spell Resistance: Yes

This spell rewards characters who imitate the caster's deity. For the spell's duration, the spell's recipient enjoys a bonus to any one d20 roll made on the same round that he or she spends a move action to imitate the deity's legend in some way (left to the player's and game master's imagination). The bonus equals +1 for each one of the three criteria met by the subject: same alignment as the deity, practicing and publically professed follower of the deity, and in possession of the deity's holy symbol.

Arcane Focus: A religious text.

Destiny Dissonance

Divination Level: Sorcerer/Wizard 1 Components: V, S Casting Time: 1 standard action Range: Touch

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Target: Creature touched Duration: 1 round/level Saving Throw: None Spell Resistance: Yes

Your touch grants your foe an imperfect, unfocused glimpse of many possible futures in store. The target must have an Intelligence of 3 or more to be affected. Unaccustomed to and unable to process the information, the subject becomes sickened for 1 round per level of the caster.

Detect Fingerprints

Divination Level: Cleric 2 Components: V, S, M Casting Time: Full round action Range: Touch

Target: Object (5-ft. cube or smaller) **Duration**: 1 round / level

You touch an object to learn the characteristics of the creature that most recently held or wielded the object prior to you. On each round, you learn one physical characteristic such as race, sex, height, weight, age, hair color, eye color, clothing color, and so forth. For each characteristic, the chance that the spell returns a correct answer equals 70% + 1% per level (max. 90%).

Material Component: Pinch of fine dust.

Dimensional Shackles

Conjuration (Creation) Level: Cleric 4, Paladin 4, Ranger 4, Sorcerer/Wizard 4 Components: V, S, F Casting Time: 1 standard action Range: Touch Target: Creature touched Duration: 1 hour / level Saving Throw: None Spell Resistance: Yes This spell imbues a pair of mundane manacles with po-

tent properties that restrain difficult captives. The shackles thicken to become 3/4 of an inch thick and are broken only on a DC 28 Strength check or a DC 32 Escape Artist check. The shackles gain a hardness of 20 with 30 hit points at each of the four limbs. If all four joints are broken, then the spell ends. The shackles prevent the use of conjuration (teleportation) magic on the bound target. Focus: Masterwork manacles.

Divine Reformation

Enchantment [Mind-Affecting] Level: Cleric 4, Druid 4, Paladin 4 Components: V, S, DF, XP Casting Time: 10 minutes Range: Touch Target: Willing creature touched Duration: Instantaneous Saving Throw: None Spell Resistance: Yes

You touch a willing creature, causing it to permanently forget one feat or divine spell domain that it knows and select another feat or divine spell domain to replace it. A relinquished feat cannot be a prerequisite to other feats the subject possesses such that it would no longer qualify for those feats. Moreover, you must possess the replacement feat or divine spell domain.

XP Cost: This spell costs the target 50 XP to revise a choice made when he reached his current level (or Hit Dice). For each additional previous level (or Hit Die) into which the revision reaches, the spell costs an additional 50 XP.

Doppelganger Form

Transmutation Level: Sorcerer/Wizard 7 Components: V, S, M Casting Time: 1 standard action Range: Personal Target: You

Duration: 10 minutes/level (D)

You gain qualities of a doppelganger. For the spell's duration, you *detect thoughts* at will, assume the shape of any Small or Medium humanoid, and enjoy immunity to sleep and charm effects. Shifting between different humanoid forms is a standard action. You also gain darkvision 60 feet and a +4 insight bonus on Bluff

and Disguise checks. The abilities are supernatural and Charisma-based.

Material Component: A piece of doppelganger skin.



Dream of Abrogation

Evocation

Level: Sorcerer/Wizard 6 Components: V, M Casting Time: 10 minutes Range: Long (400 ft. + 40 ft./level) Target: One sleeping creature Duration: Instantaneous; 1d4 hours Saving Throw: Will negates Spell Resistance: Yes

You fall asleep and immediately target another sleeping creature within range with an abjuration, enchantment, necromancy or transmutation spell of 4thlevel or lower that you currently have on your daily spell list and that does not inflict hit point damage (other forms of damage are acceptable). You do not need line of sight or line of effect to the target but you must know its name and current whereabouts to within a specific room. For example, "Princess Waylah, in her bedchamber on the third flood of the palace" is acceptable, but "the princess on the third floor of the palace" is not. If the spell allows a saving throw, the target receives a save even if the effect would normally be harmless. A successful save indicates the *dream of abrogation* fails. Creatures such as constructs and elves that do not sleep are immune to this spell. After the spell is delivered, you remain asleep for 1d4 hours.

Material Component: A stick of incense, which you burn during the spell's casting.

Dream of Abrogation, Greater

Evocation

Level: Sorcerer/Wizard 9 As *dream of abrogation*, except you can target the creature with a spell of the listed schools of 7th-level or lower.

Dream of Abrogation, Lesser Evocation

Level: Sorcerer/Wizard 3

As *dream of abrogation*, except you can target the creature with a spell of the listed schools of 1st-level or lower.

Dream Walk

Illusion (Shadow) Level: Sorcerer/Wizard 4 Casting Time: 1 hour

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As the *teleport* spell, except as noted above, and the spell causes all travelers to fall asleep. You arrive at your destination asleep but awaken after 1 minute (or earlier if roused).

Dream Ward

Abjuration [See below] Level: Cleric 2, Sorcerer/Wizard 2 Casting Time: 1 minute

Duration: 1 hour/level (D)

As protection from evil except as noted above; in addition, the spell only works while the subject is asleep, and the spell's subtype varies with the type of creatures and effects warded by the spell, as decided by you at the time of casting.

Enclave

Conjuration (Creation) Level: Cleric 7 Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels) **Effect**: Non-mobile extradimensional

temple, up to three 10-ft. cubes/level (S)

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No As the *chapel* spell, excepted as noted above and below.

You conjure an extradimensional temple. Once travelers pass beyond the entrance, they are in a magnificent temple with numerous chapels, alcoves, prayer rooms, and such beyond. The decor is suitable to the named deity or alignment, and the atmosphere is clean, fresh, and warm (or otherwise befitting the named deity, but always hospitable to humanoid life).

You can create any floor plan you desire to the limit of the spell's effect. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people per caster level. A staff of near-transparent servants (as many as two per caster level), liveried and obedient, wait upon all who enter. The servants may appear celestial, fiendish or otherwise, and function as *unseen servant* spells except that they are visible and can go anywhere in the temple.

See the *chapel* spell for details.

Erwyn's Seance

Necromancy

Level: Bard 5, Cleric 5, Sorcerer/Wizard 5 Components: V, S, M Casting Time: 10 minutes Range: Personal Target: Caster and up to 8 participants. Duration: 1 minute/level; see below

Saving Throw: Will negates (harmless) Spell Resistance: Yes

The spell links the caster and a bindable spirit. Anyone in continuous touch contact with the caster since the start of the spell may ask questions covered by a Knowledge skill check. Apply d20 + 2 +2 x the spirit's level against a question's DC. The spirit must be one the caster is normally able to bind. The spirit can answer a number of questions equal to one-half the caster's level (round down). Each answer is limited to 10 words and takes 1 minute. A spirit may take 10 but cannot take 20. One participant at a time may use the aid-another action on a skill check. The spirit speaks in its own voice

and effects cided by yo using languages it knew in life. During the spell, the caster is helpless and levitates 1 foot off of the ground. The caster does not recall the spirit's responses and cannot dismiss the spell early. However, harm to the caster immediately ends the spell.

Material Component: Incense worth 90 gp.

Etheric Step

Transmutation Level: Sorcerer/Wizard 3 Components: V, S, M Casting Time: 1 standard action Range: Personal Target: You Duration: 1 round.

You become ethereal until the beginning of your next turn. This provides various protective benefits. You can see out to 60 feet on the Material Plane and can freely move through Material objects (and people), but cannot affect anything on the Material Plane. See the *ethereal jaunt* spell for details. After casting this spell, you typically have 1 move action available to you.

Material Component: A pinch of ghostly ectoplasm.

Etheric Step, Mass

Transmutation

Level: Sorcerer/Wizard 7
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature/level, no two of which can be more than 30 ft. apart This spell functions like *etheric step*, except that is affects multiple creatures.

Glimpse of the Divine

Enchantment [Mind-Affecting] Level: Cleric 2, Paladin 2 Components: V Casting Time: 1 standard action Range: Close (30 ft. + 5 ft./ 2 levels) Target: One living creature Duration: 10 minutes / level Saving Throw: Will negates. Spell Resistance: Yes

The target experiences a fleeting yet convincing vision of the majesty of your deity. For the duration of the spell, the affected target becomes one step friendlier to the caster. This spell does not stack with itself.

Idiot Savant

Enchantment (Compulsion) [Mind-Affecting] Level: Sorcerer/Wizard 5 Components: V, S, M Casting Time: 10 minutes Range: Touch Target: Person touched with Intelligence of 10 or more. Duration: Instantaneous Saving Throw: None Spell Resistance: Yes

The subject of the spell undergoes a permanent mental transformation. It's Wisdom and Charisma are each lowered to 4. It becomes largely unaware of its environment, easily directed by others, and unable to influence or lead others. It's appearance does not change. It retains only dim awareness of the narrative of its former life and associates. At the same time, it gains a +6 bonus to Intelligence with a commensurate increase in skill points that must be applied toward Craft, Knowledge or other Intelligence-based skills. The caster indicates which skills to boost. The creature's attitude toward the caster is friendly and it suffers a permanent suggestion effect to use the boosted skills whenever possible with allowance for eating, sleeping and so forth. Its attitude toward the caster becomes neutral when the caster hinders it from using its newly boosted skills. Its attitude is hostile to any other creature that hinders its skill use, and neutral to any creature that ignores or encourages such use.

The subject remains in this state until *break enchantment, heal, limited wish, miracle* or *wish* is used to cancel the effect.

Material Component: Two 500 gp diamonds, which merge into the creature's forehead as the spell completes.

Imbue with Supernatural Ability

Evocation Level: Cleric 4, Sorcerer/Wizard 4 Components: V, S, DF/F Casting Time: 10 minutes Range: Touch Target: Creature touched; see text Duration: 1 hour/level (D) Saving Throw: Will negates (harmless) Spell Resistance: Yes (harmless)

You transfer one of your supernatural abilities, and the capacity to use it, to another creature. Only a creature with a Constitution score of at least 5 and a Charisma score of at least 9 can receive this bestowal. The supernatural ability can be a granted ability of a spirit of 3rd level or lower, or it may be any other supernatural ability that you gained prior to becoming a 7th-level character. A subject can only benefit from one use of this ability at a time.

The ability's variable characteristics

(range, duration, area, and the like) function according to your level, not the level of the recipient.

Once you cast *imbue with supernatural ability*, you cannot use the ability until the recipient is slain, or until the spell's duration ends or you dismiss the spell. In the rare case that the supernatural ability requires a material, somatic or verbal component, the recipient must have any materials, humanlike hands and/or a voice, as normal for the ability.

Focus: Crystal or gem worth 900 gp.

Imbue with Supernatural Ability, Greater

Evocation

Level: Cleric 7, Sorcerer/Wizard 7

As *imbue with supernatural ability*, except you can bestow any granted ability of a spirit of 6th level or lower, or any other supernatural ability that you gained prior to becoming a 13th-level character.

Mark of Justice, Mass

Necromancy

Level: Cleric 9

Range: Close (25 ft. + 5 ft./2 levels) **Targets**: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *mark of justice*, except that is affects multiple creatures and does not require that you draw an indelible mark.

Marvelous Pigments

Transmutation

Level: Bard 5, Sorcerer/Wizard 5

Components: V, S, M, F

Casting Time: 10 minutes

Range: Touch

Area: One 10-ft.-square area / level of ceiling, floor or wall.

Duration: Instantaneous

As part of casting marvelous pigments, you paint a picture on the target area. When the spell is done, the picture transforms into a set of normal inanimate objects including doors, flowers, pits, trees, dungeon cells, food stuffs, armor, weapons, pit traps, and so forth. Nothing magic or living is created. The effect is instantaneous and nonmagical. For all intents and purposes, the objects are real; however, if they contain moving parts, they only work if you succeed on a DC 15 Craft (painting) check. Objects of value depicted in the picture such as gems and jewelry appear pleasing but are really made from cheap everyday

materials such as tin, paste, and bone. The total value of created objects cannot exceed 200 gp per level in any event.

Material Component: One pint of paint per 10-foot-square area.

Arcane Focus: A paint pot or pallet. XP Cost: 500.

Mass Daze

Enchantment (Compulsion) [Mind-Affecting]

Level: Sorcerer/Wizard 3

Target: One humanoid creature per level, each of which must be within 30 feet of another.

As *daze* except as noted above and the spell affects humanoid creatures with 10 or fewer Hit Dice.

Meld Into Stone, Mass

Transmutation [Earth] Level: Cleric 7

Range: Close (25 ft. + 5 ft./2 levels) **Targets**: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *meld into stone*, except that is affects multiple creatures.

Memoir

Conjuration (Creation) Level: Bard 2, Cleric 3, Sorcerer/Wizard 3 Components: V, S, M Casting Time: 10 minutes Range: 0 ft.

Effect: One unattended nonmagical book **Duration**: Instantaneous

You conjure a book weighing up to 2 pounds and up to 1 square foot in size. The book contains mundane writing about one specific subject, person, object, location, legend or event of your choice in a language that you know. The writing is only entertaining on a successful DC 18 Perform (oratory) check and its contents are wholly based upon knowledge you already consciously possess. The book contains three diagrams or illustrations per point of Intelligence bonus (if any) of the caster.

Material Component: A shred of paper and a drop of ink, plus 50 gp worth of diamond dust.

Minor Wish

Universal

Level: Sorcerer/Wizard 5

As *limited wish*, but duplicates the effects of any 1st- through 4th-level arcane spell or 1st through 3rd level divine spell. When a *minor wish* duplicates a spell with an XP cost, you pay that cost or 100 XP,

whichever is more. When a *minor wish* duplicates a spell with a material component that costs more than 50 gp, you must provide that component.

XP Cost: 100 XP or more (see above)

Missionary's Missive

Enchantment (Charm) [Language Dependent, Mind-Affecting, Sonic] Level: Bard 1, Cleric 1

Components: V, S

Casting Time: 1 round

Range: Close (30 ft. + 5 ft./2 level)

Target: One creature

Duration: 1 hour or less

As *enthrall*, except you only affect one creature within Close range.

Nightfang Form

Transmutation

Level: Sorcerer/Wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D) This works like *polymorph* except that you are limited to taking the form of a barghest, blink dog, dire wolf, krenshar, howler, shadow mastiff, winter wolf,

Penitent's Sacrifice

Transmutation [Fire, Sonic] Level: Cleric 5

wolf, worg or yeth hound.

Components: V, S, M, DF

Casting Time: 1 minute

Range: Touch

Target: Willing creature touched

Duration: 10 minutes / level (D)

The willing subject becomes a living bomb that detonates when a specific condition is met. You state the condition in 10 words or less while casting the spell. The explosion occurs when the condition is met, even if the subject is not in combat or it is not the subject's turn. The resulting explosion kills the subject of the spell and causes 2d8 points of fire damage and 2d8 points of sonic damage to all creatures and structures within a 50-foot-radius spread. If the subject becomes unwilling at any time before the spell expires, or if the condition is never met, then the spell dissipates harmlessly. The subject of the spell is automatically aware of the trigger condition and ultimate effect of the spell at the time of casting.

Animals, most constructs, nonsentient undead, and any other creatures with an Intelligence of 5 or less lack the mental capacity to be willing subjects. *Material Component*: A handful of poisonous fire berries and a vial of alchemist's fire, which the subject swallows as part of the spell's casting.

Penitent's Sacrifice, Greater

Transmutation [Fire, Sonic] Level: Cleric 7

As *penitent's sacrifice*, except the resulting damage equals 4d8 fire and 4d8 sonic damage.

Penitent's Sacrifice, Lesser

Transmutation [Fire, Sonic] Level: Cleric 3

As *penitent's sacrifice*, except the resulting damage equals 1d8 fire and 1d8 sonic damage.

Phantasmal Rake

Illusion (Phantasm) [Fear, Mind-Affecting] Level: Sorcerer/Wizard 2 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 create a phantasmal image of a fierce monstrosity as formed from the fears of the subject's subconscious. Only the spell's subject can see the phantasmal rake. You see a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the rake touches the subject, who must succeed on a Fortitude save or suffer 4d6 damage and fall prone from fear. Even if the Fortitude save is successful, the subject takes 2d6 points of damage.

Planar Adaptation

Abjuration

Level: Cleric 2, Druid 2, Ranger 2, Sorcerer/Wizard 2

Components: V, S, M

Casting Time: 1 immediate action **Range**: 20 ft.

Target: One creature/level in a 20-ft.-radius burst centered on you

Duration: 10 minutes/level

Saving Throw: Will negates (harmless) Spell Resistance: Yes (harmless)

Warded creatures ignore the ambient conditions of a specific plane including extreme temperature and pressure, lack of air or poisonous air, and positive or negative energy effects caused by the plane. The spell allows creatures to breath water, avoid suffocation, and avoid blindness or deafness caused by the planar effects. The spell does not protect against effects caused by a plane's gravity, alignment or magical traits, nor does it protect against spells or abilities of creatures, objects or terrain.

Arcane Material Component: A small mask sufficient to cover the mouth and nose.

Planar Adaptation, Greater

Abjuration

Level: Cleric 4, Druid 4, Ranger 4, Sorcerer/Wizard 4

Duration: 1 hour/level

As planar adaptation, except with a longer duration.

Planar Prison

Conjuration (Creation) Level: Cleric 4

Components: V, S, DF

As chapel, except any creature can enter the chapel, you can close the portal door from the outside, and creatures other than you that enter the chapel cannot leave until the spell's duration expires, at which time they are deposited at the point where they entered.

Possess Animal

Necromancy

Level: Druid 3, Sorcerer/Wizard 3 Components: V, S, F Casting Time: 1 round Range: Close (25 ft. + 5 ft./2 levels) Target: One animal **Duration**: 1 round/level Saving Throw: Will negates Spell Resistance: No

This works like the magic jar spell except as noted above; moreover, you can only attempt to possess one animal, and if the attempt fails then you return to your own body and the spell ends.

Focus: A tuff of fur or other piece from the type of the creature to be possessed.

Possessing Dreamform

Necromancy Level: Sorcerer/Wizard 5 Components: V, S, M Casting Time: 10 minutes **Range**: Long (400 ft. + 40 ft./level) **Target**: One sleeping creature **Duration**: 1 hour/level (D) Saving Throw: Will negates; see text Spell Resistance: Yes

Similar to *magic jar*, this spell allows you to possess a creature. You must know the creature's common name and current whereabouts to within a specific room. You do not need to have line of sight or line of effect; however, you and the target must both be asleep. As you complete the spell, you fall asleep and your body fades away, to merge with the target to possess it. While possessing the creature, you have full access to all of its senses. Additionally, you have three options:

Viewer: The creature acts freely without awareness of your possession. You cannot act in any way while using this option except to end the spell.

Companion: You make the possession known to the creature, you can speak to it in any language it knows, and it retains its free will to act as usual. At your option, you may inflict up to 1d4 hit points of nonlethal damage per 2 caster levels (maximum 10d4) up to once per round to the creature.

Dominator: You control the creature's physical body and have complete access to all of your own spells, spell-like abilities, and supernatural abilities. The creature must have a voice and hands and material components as relevant to the ability used.

No form of this spell grants you access to any of the target's abilities. The protection from evil spell and similar wards force you to select the viewer option for the ward's duration. Creatures such as constructs and elves that do not sleep are immune to this spell.

When the spell ends, or when you are exorcized or otherwise banished from the target, your body reappears where it vanished. If the area is already occupied, then your body is shunted to the nearest open space without harm.

Material Component: Incense worth 1000 gp, which you burn while falling asleep.

Quiet Step

Transmutation Level: Assassin 1, Bard 0, Ranger 1, Sorcerer/Wizard 0

Components: S, M

Casting Time: 1 standard action

Range: Touch

Target: One living creature

Duration: 1 round / level

Saving Throw: Will negates (harmless) Spell Resistance: Yes

The touched creature gains a +3 enhancement bonus to Move Silently skill checks for the spell's duration. Material Component: A mouse whisker.

Raise Ruins

Transformation [Earth, Water] Level: Cleric 8, Sorcerer/Wizard 8 Components: V, S, M **Casting Time**: See text **Range**: Long (400 ft. + 40 ft./level) Area: Up to one 10-foot-cube/level **Duration**: Instantaneous

The spell draws buried ruins upward through earth, water, vegetation, and other natural barriers to rest permanently at your location. You can affect ruins that lie above or below you to a distance of Long range. You can raise one 30-foot-cube area per level, to a maximum of twenty-five cubes at 25thlevel. A typical city block consists of six 30-foot-cube buildings. Thus, an 18thlevel caster can raise 18 buildings or 3 city blocks. A ruin is defined as a castle, temple, tome, palace, villa or other worked structure that is primarily uninhabited, buried or submerged, and/or has not enjoyed its intended use for at least 500 years. The casting time equals 10 minutes per 10-foot-cube area, to a maximum of 4 hours and 10 minutes. If there is insufficient space to contain the raised ruins, or a magical barrier such as a *wall of force* is in place, then the ruins move to you as closely as possible. The ruins arrive safely excavated, clear of dirt, water, natural vermin, and natural plantlife. Other objects or creatures present in the ruins remain present and unharmed after you raise the ruins.

Creatures, objects, and structures in the ruin's path are safely displaced outward as if a parcel of new land were created ex nilo to accommodate the ruins. Thus, raising ruins from beneath a city will cause the city to grow in size to accommodate the ruins, while raising ruins from the ocean floor will evoke an island to appear that holds the ruins. Although the spell may result in slight tremors or waves, no harmful vibration or displacement occurs.

Material Component: A small gold shovel worth 1000 gp.

XP Cost: 500

Repair Construct

Transmutation Level: Sorcerer/Wizard 1 Components: V, S Casting Time: 1 standard action Range: Touch Target: Construct touched Duration: Instantaneous Saving Throw: Will half (harmless)

Spell Resistance: No

When laying your hand upon a creature with the construct type, you manipulate its structure to repair 1d8 points of damage +1 point per caster level (maximum +5).

Revive Construct

Transmutation Level: Sorcerer/Wizard 5 Components: V, S, M

Casting Time: 1 minute

This spell functions like *repair construct* except as noted above and it repairs 4d8 points of damage +1 point per caster level (maximum +20). Alternatively, a construct with less than 0 hit points can be restored to 1 hit point in lieu of the normal repair.

Material Component: Precious stones, exotic wood, and rare metals worth a total of at least 5,000 gp.

Retributive Dream Ward

Abjuration [See below]

Level: Cleric 3, Sorcerer/Wizard 3 As the *dream ward* spell except that any creature targeting the subject of the ward with a spell or ability blocked by the ward suffers 1d6 hit points damage per two caster levels (maximum 10d6). If the attacking creature is asleep, it awakens and cannot return to sleep for at least 1 hour. If the attacking creature is ethereal or incorporeal than it becomes visible (as if all creatures viewing it enjoy the benefits of the *see invisibility* spell) for a period of 1 minute per caster level.

Retributive Nightmare

Necromancy [Cold] Level: Sorcerer/Wizard 3 Components: V, S, M Range: Personal and Close (25 ft. + 5 ft. / 2 levels); see text

Targets: You and creature or object attacking you; see text

Duration: 1 round / level Saving Throw: Fortitude half Spell Resistance: Yes

You weave a field of potential energy around your body. The first successful attack made against you in each round during the spell's duration prompts a response from the field without any effort on your part. The attack may be physical, the effect of a spell, or the effect of an ability (including spell-like, supernatural, and extraordinary abilities). A burst of nightmarish hoary frost discharges from the field, targeting the source of the attack as an immediate action to deal 2d6 points of cold damage + 1 per caster level (maximum 10). To be affected, a target must be within close range, you must have line of sight and line of effect to it, it must be affected by mind-affecting spells, and you must be able to identify the source of the attack. The burst is a ranged touch attack resolved using your base attack bonus plus your key ability modifier for your spellcasting class. You can only benefit from one casting of this spell at a time.

Material Component: An onyx gem worth 100 gp.

Reveal Heresy

Divination Level: Cleric 0, Paladin 1 Components: V, S, DF Casting Time: 1 standard action Range: Touch Target: Book touched Duration: Instantaneous Saving Throw: Will negates (object)

Spell Resistance: Yes

This spell determines to what degree a written work's contents match your religious views. Religious views are evaluated according to four criteria: ethos (law vs. chaos), morals (good vs. evil), patron deity, and sect (name of religious organization). You learn which criteria match and which do not. If the book does not contain any religiously significant written statements, you learn no information.

Reveal Heretic

Divination Level: Cleric 2, Paladin 2 Components: V, S, DF CastingTime: 1 standard action Range: Touch Target: Creature touched Duration: Instantaneous Saving Throw: Will negates

Spell Resistance: Yes

This spell determines to what degree a person's religious views are similar or contrary to your own. Religious views include four criteria: ethos (law vs. chaos), morals (good vs. evil), patron deity, and sect (name of religious organization). If the creature fails its Will save, you learn which criteria match and which do not. If the creature succeeds on its save, you learn no information.

Reviving Light

Conjuration (healing) Level: Cleric 5 Components: V, S, DF, XP Casting Time: 1 standard action Range: Touch Target: Dead creature touched Duration: Instantaneous

As raise dead except that the creature must have died in the last one round, cannot resist the spell, and suffers no level loss, Constitution loss or spell lose due to death. It returns to life with -1 hit point. Conditions at the time of death such as disease remain present. *XP*: 250.

Seed of Divine Law

Enchantment (Compulsion) [Lawful, Mind-Affecting]

Level: Cleric 8

Components: V, DF, XP

Casting Time: 1 standard action **Range**: Touch

Target: One living creature

Duration: Instantaneous; see text

Saving Throw: Will negates

Spell Resistance: Yes

You impress upon the subject the imperatives of the divine order—the system of the multiverse that assigns planes of existence to various gods and their agents and affords mortal souls rewards in the afterlife with their chosen deities. If successfully implanted, the *seed of divine law* "germinates" over the period of one week. During this time, the subject begins to unconsciously adopt your religious views.

The germination unfolds predictably over seven days:

Day 1: Subject shows unusual interest in the caster's religious views, speaking with the caster or similar religious authorities if possible, or reading texts.

Day 2: Subject moves one step closer toward lawful neutral, with a shift to lawful preceding a shift to neutrality.

Day 3: Subject adopt the caster's deity and specific religious organization / order.

Day 4: Subject exchanges one level of one of his existing classes for one level of cleric, druid, exorcist, monk, paladin or templar. The new class is selected by the subject. If the subject has levels in barbarian or a binder class, that class is affected first; otherwise, the affected class is determined by the subject. With the exchange, the subject may retroactively change skill and feat selections associated with that one level.

Day 5: Subject yet again moves one step closer toward lawful neutral, with a shift to law preceding a shift to neutrality.

Day 6: Subject exchanges all remaining levels of barbarian, any binder class/ es, and any other classes that he no longer qualifies for, with levels in the class chosen on day 4. With the exchange, the subject may retroactively change skill and feat selections associated with the affected levels.

Day 7: The conversion is complete and sealed. The subject is also fatigued for the entire day but awakens the next day renewed and ready for his new life.

The spell gives you no special influence over the subject, who is not your slave or servant but instead remains a character in its own right that shares your religious perspectives.

Protection from evil or a similar spell or ability can prevent you from implanting a seed of divine law or prevent a seed from germinating while the protection lasts. Otherwise, a germinating seed can be removed (prior to germination) only by break enchantment, limited wish or more powerful magic. Casting seed of divine law again during the germination period ends the germination process. Once complete, only a wish or miracle can undo the transformation.

XP Cost: 3,000, paid half by the caster and half paid by the subject at the spell's conclusion.

Sense Link

Enchantment [Mind-Affecting] Level: Sorcerer/Wizard 2 Components: V, S Casting Time: 1 standard action Range: Close (30 ft. + 5 ft./2 levels) Target: One creature Duration: Concentration, up to 1

minute/level

Saving Throw: Will negates Spell Resistance: Yes

You perceive what the subject creature perceives using its sight, hearing, taste or smell. Only one sense is linked, and you cannot switch between senses with the same manifestation.

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 *sense link* is established, the link persists even if the subject moves out of the range of the original manifestation (but the link does not work across planes). You do not control the subject, nor can you communicate with it by means of this power.



The strength of the subject's linked sense could be enhanced by other spells or items, allowing you the same enhanced sense. You are subject to any gaze attack affecting the subject creature (if you linked 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.

Shackles

Conjuration (Creation) Level: Cleric 1, Paladin 2, Ranger 2, Sorcerer/Wizard 1 Components: V, S, M Casting Time: 1 standard action Range: Touch Target: Creature touched Duration: 1 hour Saving Throw: None Spell Resistance: Yes You conjure a pair of iron shackles

around a person's hands and feats. The shackles are 1/2 inch thick and can be broken on a DC 23 Strength check or a DC 25 Escape Artist check. The shackles have a hardness of 10 and 15 hit points at each of the four limbs.

Material Component: A pinch of iron.

Slumber, Mass

Enchantment (Compulsion) [Mind-Affecting]

Level: Sorcerer/Wizard 7

Target: One of more living creatures, no two of which can be more than 30 feet apart.

Duration: 1 hour/level

This works like the *sleep* spell except as noted above and it affects up to 40 Hit Dice worth of creatures, beginning with the lowest Hit Die creatures first.

Spiritual Exchange

Enchantment [Mind-Affecting] Level: Sorcerer/Wizard 3 Components: V, S Casting Time: 1 round Range: Touch Target: You and one living creature Duration: Instantaneous Saving Throw: Will negates (harmless) Spell Resistance: Yes Your touch causes you and the target

rour touch causes you and the target creature to exchange one bound spirit each. If one of you lacks a bound spirit, then the spell fails. You both must qualify to bind the spirit; you must meet its summoning requirements and be high enough level to bind the spirit. You attempt a binding check with the usual results. If the target is unwilling then it gets a saving throw to resist.

Stoneskin, Mass

Abjuration

Level: Sorcerer/Wizard 8 Range: Close (25 ft. + 5 ft./2 levels) Targets: One creature/level, no two of which can be more than 30 ft. apart As *stoneskin*, except as noted above.

Succor From Death

Necromancy Level: Sorcerer/Wizard 6 Components: V, S, F Casting Time: 1 standard action Range: Touch Target: Dead creature touched

Duration: Instantaneous

With a touch, you can restore a dead creature to life so long as it had bound a spirit and died within the last 1 round. The spell devours the spirit's supernatural energy and expels the spirit at the same time. Because the creature's soul has not had time to journey to the afterlife, it cannot resist the effect. The subject returns with 1 hit point per level of spirit expelled. Poison and all other effects present when the subject died remain in effect. The subject is otherwise normal. See the *raise dead* spell regarding what kinds of creatures can be returned from death.

Arcane Focus: A small mirror.

Supernatural Leech Field

Transmutation Level: Cleric 5, Wizard 5 Components: V, F/DF Casting Time: 1 standard action Range: Personal; see text Target: You Duration: 1 minute Saving Throw: Will negates Spell Resistance: Yes

You raise a field of potentiality that drains the vitality from supernatural abilities that you successfully save against. When you succeed on a saving throw to resist the effect of a foe's supernatural ability on you, and the ability is one that supernatural leech field is effective against (see below), your body erupts in a brief flash of crackling white energy. You gain a spell slot at a level equal to the level of spirit that you just saved against, or every 2 Hit Dice of the attacking creature. You can only gain a slot for a level of spell for which you have access. You cannot exceed your normal daily maximum of spell slots at any spell level. If you use spell preparation, the gained spell slot is empty but can be filled by prayer or studying your spellbook as if you had not yet used that slot for the day.

This spell is effective against any supernatural ability that targets a single creature and allows the target a saving throw to negate it.

Arcane Focus: A gem worth at least 1000 gp.

Tome of Scrying

Divination (Scrying) Level: Bard 3, Cleric 4, Sorcerer/Wizard 4 Components: V, S, M, F/DF Casting Time: 1 minute Range: See text Target: Two books Duration: 1 day / level Saving Throw: None Spell Resistance: Yes

Upon completing this spell, you magically link two copies of a book. One copy acts a sensor while the other acts as a means to scry through the sensor. Typically, the copy that acts as a sensor is presented as a gift to a creature on which you wish to spy. Both books radiate a faint aura of divination, and a failed DC 20 Spellcraft check suggests that the book provides the reader with valuable insights.

Whenever you open the copy that acts as a scry, you may gain information about the possessor of the copy and his or her environment. If the sensor is open, you gain a 10-foot-radius view of the space around the book, including any creatures present. If the book is closed but not stowed, you gain a 5foot view sufficient to learn who is near the book and nearby items. If the book is stowed, you learn nothing. A viewed area must be illuminated or you must be able to see in darkness. You cannot cast any spells through the book, although you may make skill checks such as Search, Spot, and Sense Motive (with a -4 circumstance penalty).

Whenever the sensor is open or closed, the scry automatically opens or closes as well, which may alert the caster. If one book is burned or otherwise damaged or destroyed, the other is equally affected. When the spell ends, the link between the copies is severed and the books lose their magical aura.

Scrying requires concentration, equivalent to a move action each round to gain information, and the link remains active so long as both books are on the same plane of existence.

Material Component: 10 gp worth of silver dust sprinkled on both books. *Focus*: Two copies of the same book.

Tome Pocket

Abjuration

Level: Bard 1, Cleric 1, Sorcerer/Wizard 1 Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: One living creature

Duration: 24 hours

You create an extra-dimensional pocket in your clothing that contains a spellbook, prayer book or other tome no heavier than 5 pounds or 1-squareft. in size. You can stow or retrieve the book as a move action. The pocket only holds a book, although you can stow a book that contains a hollow that can be used to store a single dagger or other item weighing less than 1 pound. Items in the pocket cannot be detected from the outside. When the spell expires, the stowed book appears in your hands, or appears and drops to your feet if your hands are full.

Focus: Article of worn clothing.

Venatu's Scribe

Transmutation

Level: Bard 1, Cleric 1, Sorcerer/Wizard 1 Components: V, S, M Casting Time: 1 standard action

Range: Touch

Target: Object or objects with writing **Duration**: 1 round / level **Saving Throw**: Will negates (object)

Spell Resistance: Yes (object) You cause writing and illustrations

from one source (such as a book) to be copied into a blank book or parchment. The spell copies 250 words or 1 page (whichever is more) per round. This spell copies nonmagical text, but not magical writings, and copies illustrations in black and white with mediocre precision. The spell moves through bound material page by page, as if guided by an invisible hand, and triggers (but does not copy) writing-based magical traps. Blank writing material sufficient to contain the text must be provided. The spell does not translate.

Material Component: A drop of squid ink.

Vestige Ascent

Transmutation Level: Sorcerer/Wizard 9 As *vestige mien* with these benefits: » Ghostly white countenance and unnatural features such as extra eyes or outlines of faces beneath your skin. » +1 insight bonus to AC.

» Smite divine agent 3/day (add your

Charisma modifier to your attack roll and your character level to your damage roll against a divine spellcaster or outsider creature, maximum +20 damage).

» Darkvision 60 feet.

» Slam attack (1d6 damage if Medium, 1d4 damage if Small)

» Incorporeal Step: While this spell is in effect, you can use *etheric step* a number of times equal to your caster level.

» Book Scent: As scent, but only for books and other written materials.

» DR 10/magic.

 » Immune to exorcism, unwanted possession, hold, petrification, energy drain, confusion and sleep effects, and any conditions that cause instant death.
 » Resistance 10 to acid, cold, electric-

ity, fire, and sonic damage

» Supernatural Surge: On a successful ranged touch attack, inflict 6d6 points of untyped damage. This ability is usable up to once per round.

» Use detect pact spirits at will.

» Do not sleep, breathe or require air.

» Treat your natural and wielded weapons as magical for the purpose of overcoming damage reduction.

» +2 Str, +2 Dex, +6 Con, +2 Int, +2 Wis, and +6 Cha.

Your creature types does not change. *Material Component*: Pint of blood from a creature bound with a spirit.

Vestige Mien

Transmutation

Level: Sorcerer/Wizard 6

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round / level

You take on many of the qualities of a spirit-touched creature, as follows:

» Ghostly white countenance and unnatural features such as extra eyes or outlines of faces beneath your skin.

» Smite divine agent 1/day (add your Charisma modifier to your attack roll and your character level to your damage roll against a divine spellcaster or outsider type creature, maximum +20 damage).

» Darkvision 60 feet.

» Incorporeal Step: While this spell

is in effect, you can use *etheric step* a number of times equal to your Intelligence or Charisma modifier (whichever is higher).

» Book Scent: As scent, but only for books and other written materials.

» DR 5/magic.

» Immune to exorcism, unwanted possession, petrification, hold, and sleep effects.

» Resistance 5 to acid, cold, electricity, fire, and sonic damage.

» Supernatural Surge: On a successful ranged touch attack, inflict 3d6 points of untyped damage. This ability is usable up to once per round.

» Use *detect pact spirits* at will.

Your creature types does not change. *Material Component*: Pint of blood from a creature bound with a spirit.

Vision of Nothing

Enchantment [Fear, Mind-Affecting] Level: Cleric 2, Paladin 2

Components: V, DF

Casting Time: 1 standard action

Range: Close (30 ft. + 5 ft. / level)

Target: One living creature

Duration: 1 round / level

Saving Throw: Will negates.

Spell Resistance: Yes

The target experiences a terrifying vision of lonely existence in an afterlife without divine guidance and comfort. On a failed Will save, the target falls prone to the ground and begs for the caster's guidance to gain atonement and salvation. Although prone, the creature is not helpless and the effect immediately ends if the creature is attacked.

Clerics, druids, paladins, and other divine agents (except heretics of the caster's own religion) enjoy a +4 bonus to resist the effects of this spell; in contrast, atheists, pactmakers, and heretics of the caster's religion suffer a -4 penalty on their save.

Creatures with 4 or more Hit Dice than your caster level are unaffected.

Zone of Primal Chaos

Abjuration [Chaotic] Level: Cleric 3, Sorcerer/Wizard 3 Area: One 20-ft.-cube Saving Throw: None Spell Resistance: No

As arc of primal chaos, except the spell creates a 20-foot-cube zone that affects all creatures within it the moment they enter the spell's area.

CHAPTER 6 AGENTS OF PURITY

This chapter introduces purifiers, divine agents dedicated to maintaining the integrity of Divine Law and the norms of the multiverse. They seek out and offer binders two options: conversion to their cause or transformation into a sad and horrid hound that sniffs out other binders. Purifier ranks are often filled by pactmakers who bind anima of the seven sins in order to draw forth and transform the innate sinfulness of all mortals—only by facing sin and conquering it can one reach the enlightenment spoken of by the First Confessor.

PURIFIER LORE

Purifiers represent the gods but they were not commissioned by the gods. Instead, the Purifier cause began with a single mortal child, the First Confessor. Little Alban's once-peaceful village was subjected to a binder ritual called "Den of Sins." A pactmaker had summoned a fiendish spirit to infuse and corrupt the town and its populace. Alban witnessed the pact's devastating impact, and the mental scars and damage to relationships tore apart his family and village long after the thoughtless culprit had moved on to her next destination.

As Alban grew up, he researched pactmaking. The more he learned about binders, the more he despised them for tampering with the laws of the multiverse. As a guide, he clung to the teachings of Divine Law. For some time, Alban wondered how he might stamp out binders, apart from executing those who wandered into his town. Then he discovered lore regarding a cabal of exorcists and templars who sought to expunge pactmaking after the fall of the Atlan Empire. The cabal worked to tidy all the flotsam of the Atlan Empire that had fallen across the multiverse when the gods brought destruction. A few from this cabal turned to infernal powers to augment their methods, eventually becoming fiends themselves. Then they disappeared.

Alban felt encouraged but suspected a better path was available. As a skillful and patient wizard, he spent two decades researching powerful dark entities called oracles in order to forge a deal of his own. Unlike the cabal's fiendish patrons, the oracles were aspects of Divine Law. Purifier sages claim that the First Confessor made personal contact with an oracle. Many learned men consider Divine Law to be a myth, or at least a silent and disinterested entity, which makes the First Confessor's claims all the more interesting.

Alban's deal with the oracle was the first of several compacts. He sought and secured inevitable, fiendish, and even angelic patrons. The pacts transformed him into a new type of supernatural entity. He anoited himself, First Confessor.

The First Confessor knew the dangers of his path. His dream to destroy pactmaking was so compelling that he did not care what sacrifices had to be made. At first, he felt that he alone could bear any burden of pain or danger, but in time his views matured. He alone could not save the multiverse. He brought other confessors into his confidence to form a cabal of "purifiers."Their primary mission would be the protection of the borders of reality and the punishment and conversion of those who interacted with spirits from beyond it. Protecting the fabric of the multiverse necessarily outweighed the loss of a few innocents, who would find reward with their gods in any event.

The First Confessor gained enemies while pursing his quest, especially when raising up his first followers, the serious penitents and the fervent converts. Binders hated him. Many priests and their followers did not understand the gravity of his cause. Divine agents, each with their own gods' agendas, often hindered more than helped. The First Confessor was disappointed but he strode forward and took his quest underground. With the oracles' aid, he and his fellow confessors created hidden planar pockets called enclaves.

Purifiers promise both enticing rewards and heinous punishment in order to gain converts. Rewards are usually offered to influential or useful creatures who appear to hold a natural inclination toward Purifier goals. Clerics, exorcists, paladins, and templars might join to better protect reality and uphold divine will, while a wizard or sorcerer might join to gain access to secrets and lore regarding the nature of reality. Other potential converts include lost and traumatized individuals looking for a purpose or a place to belong. In contrast, punishment involves mental and physical torture as well as serious indoctrination. These methods bend the unwilling, especially if purifiers believe the subject would make a useful ally once converted to their cause. Whether by reward or punishment, the targeted creature undergoes a painful ritual that transforms him or her into a convert.

There are no demon eye purifiers. A demon eye acts as a permanent link between a spirit and existence. Thus, purifiers always kill demon eye wherever they find them.

In order to entice pactmakers to their cause, the First Confessor devised a devious trap. The purifiers teach converts how to bind sin anima, spirits that convey the perverse and potent energies of the seven deadly sins. The purpose of binding is not to engage in trade with spirits. That would violate the Purifier cause. Rather, the First Confessor realized that the thoughtless binder who ravaged his town was motivated by unconscious impulses such as envy of others' happiness, lust for unnatural affections and wrath against forgotten wrongs. As the First Confessor says, "All mortals are born with sin. Binding sin anima brings this sin to the surface, where it can be examined, managed, and transformed into divine power." Thusly, converts learn to wrest control of their sins and trade an anima's power for magic that serves the gods and obeys Divine Law. Following this path, the First Confessor learned to evoke miracles. Converts progress along a similar path, torturing themselves with the temptation of their own sins in order to transcend them.

When the lure of sin anima proves insufficiently enticing to binders, purifiers turn to more devious means. Traps for binders involve items that open gates to enclaves and faux ceremonies to bind "powerful new spirits." Purifiers seed these traps into binder books, often in a coded format or within complex devices such as puzzle boxes, in order to snare the most powerful and clever binders. When all else fails, purifiers release "hounds" into towns, wilds or other areas to locate binders.

Purifiers proclaim the primacy of Divine law, and many purifiers are lawfully aligned; however, as the use of torture, traps, sin anima, and other evils reveal, they are willing to break laws and souls when necessary to achieve "a greater good."

Lore-d20+Knowledge (religion)

10—Purifiers are frightening servants of Divine Law that visit the mortal world to track, capture, and punish pactmakers and anyone else who denies gods or claims to see "beyond" gods. 14—There is a hierarchical ranking of purifiers. Some look like mortals, while others look like werewolves, hags or levitating mummies, though they are none of these things.

17—Purifiers draw their ranks from highly devout mortals and repentant binders. These mortals, called converts, give up their normal lives to train in extradimensional monasteries called enclaves where they cultivate supernatural powers.

20—Eons ago, the First Confessor founded the Purifier cause. As a child, a binder terrorized his family; as an adult, he signed contracts with vile entities in order to defeat pactmakers and support the gods in maintaining the boundaries of reality.

25—Besides converts, there are hounds. Hounds are purifiers who betrayed their cause or otherwise failed. As punishment, their bodies are twisted in torment to walk on all fours as they sniff out binders and other wayward magic users. 30—Purifiers bind anima of the seven sins. They believe mortals are born tainted with sin. Binding sin anima brings sin to the surface, where it can be transformed into pure, enlightened divine power though an alchemical and monastic process.

35—Purifier enclaves are religious schools for converts to reach enlightenment. A small enclave might host six to twenty converts, plus higher level leaders called penitents. A large enclave hosts up to two hundred converts. Enclaves are breathtakingly beautiful stone and metal complexes.

40—Exceptional converts become penitents. A penitent transforms sin and pain into magical power through self-torture. He or she can make many kinds of magic items, notably fiendishly complex traps to lure binders. Despite their frightening looks and apparent pain, penitents are serene and thoughtful.

45—The wisest penitents become confessors, divine servants that leave mortality far behind. A confessor could defeat a lich archmage. Confessors know much about pactmaking and the multiverse.

50—Confessors can summon oracles, which are aspects of the Divine Law itself. Woe to anyone who meets an oracle.

Adventure Hooks

Here are seven scenarios to help you integrate the Purifiers into your campaign.

Before It's Too Late

The party must rescue two fellow binders from a Purifier enclave before they are "converted." Rumors of what happens to captured pactmakers are well-known. Purifiers torture them and offer a terrible bargain: convert or be transformed into a hound, a twisted monster that hunts other binders. Fortunately, the transmutation takes days; and binders know to hang on because each is strongly encouraged to help rescue others. Unfortunately, purifiers know this too. Sometimes they capture common folk who are friends and relatives of binders, to act as bait. Which means that rescuers might walk into a trap. Can the party rescue their fellows and resist capture?

Go Away

A Purifier brigade has gained the ear—and earned the fear—of local rulers. They have set up a trial court in a local city and formed a posse of hounds and penitents to ferret out pactmakers, which a few locals claim have summoned fiends and harmed their families and livelihood. True, some binders have abused their power in what was once a carefree city. But now, no one is safe. A high-society noblewoman, whose husband is a foe of the city council, was dragged off by penitents who assure everyone that they detected "the stink of wrong magic on her." Binders know she is not one of them. Where will it all end? With the party's arrest or persecution? Allies bribed or falsely accused? Can the party act quickly and effectively before it is too late?

Once Friends, Now Enemies

Recently, after a difficult battle, an assassin struck at the party when they camped for the night. Fortunately, the mage's familiar spotted the assassin—a former binder ally now converted to the purifier cause. He got away, but not before he left a few choice words. He said, "I've seen the light. You would be next!" Knowledge of purifiers suggests that if a new convert fails in his missions, he may be turned into a hound. Thus, he will be very motivated to capture or kill the party. He's gone for now, or so it seems. Indeed, he bides his time, waiting an opportune moment when the party is depleted from adventuring. Then he will call Purifier reinforcements. If the party is smart, they will set a trap for their traitorous friend; then the challenge is undoing the damage of conversion.

Return From Hell

Liana has returned. She was a binder ally who never returned from a trip. She had traveled to investigate a new book of spirits that had arrived at an arcane library in a nearby town. The library's sage, in his sworn account, says that Liana had been in a room alone for only a moment while he fetched her some tea; moments later, she and the book were gone. That was two years ago. While everyone is happy to see Liana, she is changed. Her head is half-shaved, though her hair grows back in tuffs. Scars mark her arms. Some of her teeth are replaced with metal. "It was terrible," said says. "But I wish to speak of it no more. I only ask that you help me purge the last of the implants inside me." Liana needs the party's help to become human again. It is unclear what magic can do that. Perhaps an ex-penitent in hiding can help them.

TABLE 6-1: SUMMARY OF PURIFIER RANKS

Name	Rank	CR	Details
Confessor	2nd	17	The highest level of Purifier, a divine being free of mortal impulses and rich in divine power.
Convert (high)	4th	9	A practiced, dedicated convert who seeks to capture and convert more to "the cause."
Convert (low)	5th	3	A person drawn to the promise of a sin- purged enlightenment of divine power.
Guardian	7th	14	A stone giant monk without hands or feet that guards binder and Purifier sites and lore.
Hound	8th	6	A fallen convert transformed into a suffer- ing aberration that sniffs out binders.
Oracle	1st	25	An almost-divine being that monitors Divine Law and the safety of the multiverse.
Penitent	3rd	13	A convert who embraces self-mutilation and pain in order to purge himself of all sin.
Spinster	6th	7	A spider-like aberration that acts as a spy and vigilante to punish sinful actions.

The Greater Threat

Normally, binders and purifiers never work together. Their opposing goals and bad history run deep. However, purifiers recognize that some foes are worse than binders. At least binders are humanoids; cyclopes, nightfangs, and ravager spirits are far worse foes. A powerful confessor has ordered a band of purifiers to contact and gain the party's aid in order to defeat a larger threat. He says, "For now, a truce." The Purifier band includes a former binder ally of the party. Moreover, the party killed a purifier not so long ago who was the brother of one of the purifiers now. Can the party and purifiers set aside their differences to defeat their common foe? Or will they stab each other in the back when the mission is done?

Torturing the Torturer

The party or one of its patrons has captured a purifier named Daven, who now calls himself Chaste. This is a wonderful opportunity to gain vital information about local purifier enclaves, numbers and weapons, strategies and plans. Alas, the prisoner is highly resistant. Torture hardly works. Like all purifiers, he is conditioned to sublimate or even enjoy pain. Moreover, his mind is an opaque bastion of masked thoughts. Relatives and former friends do not matter to him. Gold buys nothing from him. After some investigation, the party hears about an angel that travels the countryside helping others however it can. Perhaps the angel can influence Daven or even help restore him to his former self. Unfortunately, the angel is not exactly what it seems to be.

What Was Lost, Now Is Found

Purifiers have a way of locating and confiscating choice pactmaking lore before binder explorers find it. Recently, a book of powerful spirits was secured by a Purifier band. The tome is key to the party's search for a fabled treasure as well as a storehouse of spirit lore. Now however, the tome is on its way to a Purifier enclave. Can the party intercept and steal back the tome before it disappears into some well-guarded extradimensional library? When the party finds the book at a Purifier encampment, they discover an even bigger find—an atlan flying ship. Can the party steal the ship and the tome? What the party does not know is that the tome is a fake meant to lure binders to their doom. However, the atlan flying ship is quite real.

IMPLANTS

Purifiers use implants to augment abilities and stay aligned with doctrine. Here are three implants.

Brain Spider

You and others can share thoughts. **Penalty**: At any time, a creature can use *detect thoughts* on you by touching you. **Benefit**: Use *detect thoughts* 2/day as a Charis-

TORTURE DEVICES

Purifiers employ mundane and magical means to prompt captured binders to divulge information and to decrease their resistance to implants and conversion.

Torture requires a secure captive, either pinned in a grapple or restrained in a stationary device. A captive can attempt an Escape Artist or Grapple check to break free. An easy DC is 20. A medium DC is 25. A difficult DC is 30. When a captive attempts to break free, the torturer enjoys a free attack of opportunity to deliver a coup de grace. Thus, captives are wise to attempt escape only when left alone.

Prying information or gaining submission requires a successful Bluff, Diplomacy or Intimidate check. A captive can attempt a fake confession using Bluff or seal a deal using Diplomacy. Captives are generally not in a position to use Intimidate. Counter Bluff checks with Sense Motive checks, as usual.

Typical devices include racks, iron maidens, brands, dunking in water or mild acid, flaying, piercing, crucifixion, and scourges. Each round, a device inflict 0 hit points (tied down) to 10 hit points of damage (crucifixion or iron maiden). A torturer might also employ *detect thoughts, hypnosis, ray of enfeeblement, touch of idiocy* or similar magic to weaken a captive's resolve. When resolving the effects of torture, apply a circumstance bonus to the torturer's skill checks equal to the hit point damage delivered per round. Moreover, for each spell used, apply an additional circumstance bonus equal to the spell's level. These various bonuses stack, and each torture session after the first grants an additional cumulative +2 bonus.

Divine Pennant

Forfeit pactmaking for divine spells.

Penalty: Lower by 1 the highest level spirit you can bind.

ma-based spell-like ability. Your caster level equals your Hit Dice.

Benefit: Select 1 cleric spell domain of a deity of your choice. You can access spells on that list up to the highest level spirit you can now bind. You can cast each accessible spell once per day so long as you pray for 1 hour. Your caster level equals your binder level. The spells are Charisma-based.

Pain Patch

You can suffer pain for 1 round to gain a brief burst of power. **Penalty**: When you activate the implant as a free action, you are dazed, stunned or helpless for 1 round due to pain.

Benefit: Beginning on your next turn, apply a +1 bonus (if dazed), +2 bonus (if stunned) or +3 bonus (if helpless) on all d20 checks for 3 rounds. Bonuses are morale based.

SPELLFLAYER TEMPLATE

You have magical training to deliver torture.

Effects: Your alignment moves one step closer to evil. You enjoy a +2 bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks during torture sessions. Moreover, you gain the following spells as Charisma-based spell-like abilities: *acid gout*, *aid*, *detect thoughts*, *hypnosis*, *ray of enfeeblement*, and *touch of idiocy*. You are limited to one use total of these abilities per Hit Die per day. Your caster level equals your Hit Dice.

Level Adjustment: +1

CONFESSOR

A humanoid in long flowing gray robes serenely levitates toward you. Its robes ripple and flow from an unseen wind. Although this creature is the size and shape of a man, you cannot discern any features since white bandages wrap its hands, face and feet like some kind of mummy.

Purifier (Confessor)

CR 17

NE Medium Outsider (Extraplanar)

Initiative +0 ; **Senses** Blindsense, darkvision 60 ft., telepathy 100 ft. ; Listen+23, Spot +13

Aura A confessor extroverts all pain that it feels. Each round, all foes within 30 ft. must expend a move action to focus themselves and succeed on a DC 23 Fortitude save in order direct an attack against a confessor.

Languages Common, Infernal, Goblin.

hp 127 (17d8+51)

AC 35, touch 34, flat-footed 35

(+5 profane, +14 deflection, +1 natural, +5 magic cloak) Fort +13, Ref +10, Will +13

Special Defenses DR 10/magic and bludgeoning, fast healing 5, immune to mind affecting spells and effects, immune to pain spells and effects, SR 28.

Speed 50 ft., *levitate* at will

Base Attack/Grapple +17/+24

Attack Slam +20 melee (2d8+3+purifying blow)

Full Attack 6 Slams +20/+20/+20/+15/+10/+5 melee (2d8+3+purifying blow) Space (**Reach** 5 ft / 5 ft

Space/Reach 5 ft./ 5 ft.

Lore Knowledge (religion) DC 27.

- **Tactics** It softens foes using traps, supernatural nightmares, and marks of penance. Against lesser foes, it sends allies against them and evenly distributes its slam attacks. Against greater foes, it summons an oracle, then uses its allies as distractions while it focuses all of its slam attacks against one foe at a time. It uses its miraculous power as a last resort.
- **Tactics** A confessor's soul and body are one. When killed, it dies forever. It flees when reduced to 63 hit points or less.

Str 17, Dex 11, Con 16, Int 14, Wis 16, Cha 20

- **Feats** Ability Focus (divine command), Alertness, Bind Anima Spirit, Incantationist, Improved Unarmed Strike, Improved Grapple.
- Skills Appraise +12, Gather Information +21, Hide +17, Intimidate +25, Knowledge (arcana) +20, Knowledge (the planes) +20, Perform +8, Listen +23, Search +14, Sense Motive +23, Spot +13, Use Magic Device +25, Use Rope +6.
- **Bind Spirit** Bind one 9th-level sin anima spirit (page 96). Binder level 17th. Binding check +22. Ability DC 22. Confessors usually forfeit anima abilities to gain divine spell-like abilities (see the miraculous power entry below).
- **Binder Lore (Ex)** A confessor's knowledge of the multiverse is vast. It may attempt a knowledge check in any area, even an untrained area, with a roll of d20 + 17.

Create Enclave (Sp) Use the *enclave* spell at will. Alternatively, create a permanent *enclave* as often as once per month.

- **Craft Trap (Su)** Once per day, create one CR 10 magical trap or two or more traps with CR values totaling no more than 10. See page 176 for example binder traps.
- **Create Purifier (Su)** After 10 minutes of continuous touch contact, transform any Large, Medium or Small living sentient creature into a purifier (convert, guardian, hound, penitent or spinster) of equivalent Hit Dice.

Death Dance (Su) Once per day as a swift action gain a bonus standard or move action each round for 17 rounds.

- **Dimension Door (Su)** Use *dimension door* at will to move oneself and up to 5 Medium touched creatures a distance of 1080 ft. Moving an unwilling creature requires a melee touch attack and a successful grapple check. As the spell, travelers arrived unable to act for the remainder of their turn.
- **Dismiss Spirit (Su)** A successful 90-foot ranged touch attack causes a binder's spirit or other possessing spirit to be expelled for 24 hours. A successful DC 23 Will save instead causes the spirit's abilities to be suppressed for 2 minutes.
- **Divine Command (Sp)** Use *greater command* at will, causing a creature to fall prone, drop a weapon, come forward or flee for 17 rounds. Each round, the target may attempt a DC 25 Will save to end the effect.
- Hand and Voice of Guidance (Su) Use geas/quest, atonement, and break enchantment each up to 3 times per day.
- **Levitate (Su)** Use *levitate* at will on yourself or objects with the same ease as walking or touching an object.
- **Locate Enclave (Su)** Learn the distance and direction to the nearest purifier enclave (whether temporary or permanent).
- **Marks of Penance (Sp)** Use *mark of justice* on up to 17 creatures per day, either all at once or distributed over the course of 24 hours. When applying it to multiple targets at once, targets must be within 30 feet of each other. Unlike the *mark of justice* spell, use is a standard action and no touch is required, although a sigil still appears on each affected creature's forehead. A successful DC 23 Will save negates the effect.
- **Missionary's Zeal (Ex)** As a full-round action outside of combat, engage a target in dialog such that is suffers a -30 penalty to Listen and Spot checks, and on a failed DC 23 Will save, it seeks to stay within 10 feet of the confessor for 1 day.
- **Plane Shift (Su)** Use *plane shift* at will. A confessor can plane shift to an enclave with perfect accuracy.
- **Planar Sending (Sp)** Use *sending* at will to any willing recipient, or to an unwilling recipient but suffer 1d4 points of damage + 1 point per Hit Die that the recipient possesses. Unlike the *sending* spell, this ability can reach creatures on different planes of existence.
- **Purifying Blow (Su)** When a confessor strikes a foe with a slam attack, it must succeed on a DC 23 Fortitude save or lose all supernatural abilities for 2 minutes.
- **Miraculous Power (Sp)** Forfeit binding a 9th-level anima to cast *miracle* or any 8 cleric spells of 8th-level or lower during a 24-hour period (CL 17th, DC 15+spell level).
- **Summon Oracle (Su)** Up to 1/day, summon an oracle purifier. The oracle arrives 1d4 rounds after the summons.
- **Supernatural Nightmare (Su)** A targeted creature within 120 ft. and line of effect must succeed on a DC 23 Fortitude save or suffer intense pain causing it to be stunned for 1 round. Afterward, the target permanently suffers nightmares, preventing it from gaining rest from a night's sleep and inflicting 1d4+1 pact maladies (or curses as *bestow curse* if the target is not a binder). A confessor must wait 5 rounds between each

use of this ability. The effect can be dismissed by the confessor. Otherwise, a *miracle* or *wish* spell ends the effect.

True Sight (Su) Continuously enjoy the benefits of the *true seeing* spell. This includes the ability to see what spirits a creature in sight has bound.

Environment Astral Plane.

Organization Solitary or Trio.

Treasure Robe of protection +5, malebolge puzzle box, greater spirit bane dagger +2.

Role-Play

Confessors represent the corporeal peak of contemplation and pain. Gone are the straps and devices typical of penitents. Confessors cover themselves in long, flowing gray robes that ripple and flow around them from some unseen wind. Under these robes, their flesh is an angry red mass of scars and burns that resist regeneration. Their hands are barely functional and their faces are obliterated by constant abuse. A confessor has no nose, eyes or even eye sockets, and its mouth has been reduced to a thin slit with-

out lips, teeth or tongue. They often cover their deformities and scars with bandages, especially when appearing before converts and potential converts.

Confessors have an ethereal, uncaring quality, and as true outsiders they require no sleep or food. They do not age. Nor do they torture themselves as penitents and converts do. They are "pure." While they may recall their mortal lives, even in great detail, their power, interactions with divine beings, and personal journey through pain places them far beyond mortals.

Most confessors spend their days in private contemplation and study, or planful communication with penitents on important missions. They are generals and spiritual leaders for all purifiers, and hold final say over promotion and demotion of the converted. They hold and catalogue volumes of lore, often searching for clues that might lead to new methods in their campaign against violators of Divine Law. They are rarely seen on the Material Plane. When they do appear, then come only to the largest enclaves or to lead extremely vital missions.

Confessors deal with divine beings on a regular basis; primarily archons, daemons, demons, devils, inevitables, and rakshasa. They also solicit alliances with clerics, exorcists and templars, primarily to share information and to act as stormtroopers against powerful binders. Paladins are loathe to work with purifiers due to their emphasis on torture and pain, though they do when command to. Oracles, which are aspects of Divine Law, are foremost among confessor associates. Confessors may call upon an oracle in times of great threat.

Puzzle Boxes

A puzzle box is a fist-sized cube that can be opened through a complex and non-obvious series of manipulations. Mundane puzzle boxes provide amusement as well as safekeeping for small valuables such as jewelry. Magical puzzle boxes provide such benefits and may provide magical benefits as well.

Here are some examples of what a puzzle box might do:

» Open a *gate* to another plane of existence. For binders, enticing locales include the Apocryphal Desert, Nightfang Weald, Outer Darkness, and Ravaged Sea. The box may or may not come with the puzzle solver, making the means of return travel an important question.

» Summon an extraplanar creature such as a genie, demon, devil or angel. The creature might be obedient to the puzzle solver, or it might attack the puzzle solver and ferry him or her away to its home plane as an eternal slave.

» Transport the puzzle solver to a mundane location such as the tower of the confessor who created the puzzle box.

- » Grant the puzzle solver a *limited wish* or *wish*.
 - » Instantly slay the puzzle solver and transform her into undead such as a spectre or ghost that is now linked to the box and its location.

» Experience a wondrous dream or vision of a lost treasure. Perhaps a pirate sor-

cerer designed the box as a way to keep track of his buried loot.

» Reveal the summoning ceremony of a spirit, or actually summon the spirit into the puzzle solver, who may or may not be able to handle the spirit.

» Transport the puzzle box maker and his allies to the puzzle solver, perhaps to punish him.

» Trap the puzzle solver in a *maze* within the box.

» Cause the puzzle solver to lose his mind, as the *insanity* spell.

» Turn the puzzle solver into a worm. Confessors know that pactmakers tend to be both curious and paranoid. Due to persecution, binders utilize puzzle

> boxes as a means to hide their practices. And when pact seals decorate a box, surely

valuable lore lies inside. Thus, confessors enjoy creating such boxes, but with nefarious results for when the box opens.

Solving a puzzle box requires a blend of patience, luck, and raw intelligence. To open a box, a character can spend up to an hour each day. At the end of the hour, a successful Intelligence check resolves whether the box opens. In general, the DC to solve a magic puzzle box equals 11 + the level of the spell linked to the box. For example, a puzzle box that grants a *wish* is DC 20 while one that grants an *unseen servant* for 1 hour is DC 12. Solving a box once does not mean the character can open the box at will. Rather, he enjoys a cumulative +2 competence bonus each time he opens the box, with a d20 result of 1 always indicating failure.

CONVERTS

Before you is a gang of a dozen humans, hobgoblins, dwarves and drow in shiny spiked platemail and simple unhooded robes. Each of them sports a scourge, chakram, spiked chain or similar weapon. All of them have the fevered, wild look of a fanatic in their eyes. When you look closely, you see a minor scar on one man's throat; on another, you spy a few missing fingers. In fact, each of them sports some minor scar or mutilation.

Purifier (High Convert)

CR 9

Evil Medium Outsider (Native)

Initiative +0 ; **Senses** Darkvision 60 ft.; Listen +13, Spot +7 **Languages** Common, Infernal.

hp 58 (9d8+18) AC 22, touch 16, flat-footed 22 (+6 breastplate, +3 profane, +3 deflection) Fort +7, Ref +5, Will +6

Special Defenses DR 3/bludgeoning or slashing, fast healing 3, SR 20.

Speed 30 ft. (40 ft. without armor) **Base Attack/Grapple** +6/+12

- Attack Slam +8 melee (1d10+2) or scourge +9 melee (1d8+3+stunning pain+2d6 vs. binders+grapple, 10 ft. reach) or returning chakram +6 ranged (1d6+2+trip).
- **Full Attack** 3 slams +6/+6/+1 melee (1d10+2) or 2 scourges +7/+2 melee (1d8+3+stunning pain+2d6 vs. binders+grapple, 10 ft. reach) or 2 returning chakram +6/+1 ranged (1d6+2+trip).

Space/Reach 5 ft./5 ft. (10 ft. with scourge)

Lore Knowledge (religion) DC 19.

- **Tactics** A high convert works at a distance before closing. She uses analyze heresy, curse of pain, greater command, expelling scourge, and craft trap to profile and harass her foes. In melee, she uses stunning pain as part of her weapon or slam attacks.
- Morale High converts tend to be overly confident. They will only flee when reaching 14 or fewer hit points.

Str 14, Dex 11, Con 14, Int 12, Wis 13, Cha 14

- Feats Bind Anima Spirit, Incantationist, Improved Grapple, Improved Unarmed Strike.
- **Skills** Gather Information +14, Hide +12, Intimidate +14, Knowledge (arcana) +10, Knowledge (the planes) +10, Listen +13, Search +13, Sense Motive +13, Spot +7, Use Rope +12.
- **Bind Spirit** Bind one 5th-level sin anima spirit (page 96). Binder level 9th. Binding check +11. Ability DC 17.
- Analyze Heresy (Sp) Use analyze pact spirits and arcane sight at will.
- **Craft Trap (Sp)** During a 24 hour period, create one CR 5 magical trap or two or more traps with CR values totaling no more than 5. See page 176 for example binder traps.
- **Curse of Pain (Su)** One target within 60 feet and line of sight must succeed on a DC 16 Fortitude save or suffer a permanent -4 penalty to attack rolls, saves, ability checks, and skill checks. The *break enchantment* spell or higher level magic removes the effect.

Expelling Scourge (Su) One target within 60 feet and line

of sight must succeed on a DC 16 Will save or lose access to all of its supernatural abilities for 1d4+1 rounds.

- **Greater Command (Sp)** Use *command* at will, causing a creature to fall prone, drop a weapon, come forward, attack a suspect or flee for 9 rounds. Each round, the target may attempt a DC 16 Will save to end the effect.
- **Locate Enclave (Su)** As a full round action learn the distance and direction to the nearest purifier enclave (a purifier enclave is a permanent version of the *enclave* spell).
- **Missionary's Zeal (Ex)** As a full round action out of combat, engage a target in dialog such that is suffers a -8 penalty to Listen and Spot checks, and on a failed DC 16 Will save stays within 10 feet of you for 10 minutes.

Shackles (Sp) Use the *shackles* spell at will to bind a foe.

Stunning Pain (Su) A high convert's touch, melee weapon or slam attack causes a target to experience terrible pain. On a failed Fortitude save, it is stunned for 1 round. A high convert can use this ability on herself to gain a benefit. After recovering from the stun effect, she heals 3d8+9 hit points and enjoys a +4 bonus on attack and damage rolls for 3 rounds.

Environment Any urban area or Astral Plane. **Organization** Trio or Gang (2d8).

Treasure +1 mithral spiked breastplate, bane scourge +1, returning chakram.

Role-Play

Converts are foot soldiers. They are mortals who are brainwashed and enjoy a taste of the power of confessors, the highest-ranked purifiers. Converts include non-pactmakers from all walks of life as well as binders who have honestly converted to the Purifier cause. Regardless of background, only creatures with pactmaking *potential* are ordained as converts through a secret rite conducted by confessors. The rite necessitates a minor act of self-mutilation, such as cutting off a finger, forming a slashing scar over the throat, or clipping one's ears. Whatever the mutilation, it is easily explained away or hidden beneath clothing. During the rite, converts become outsider type creatures, akin to the least of angels or devils, and gain a few minor abilities. They still breath, eat, sleep, and show few distinguishing signs of conversion.

Although converts look normal except for their minor scar, they show perverse interest in sin, pain, unnatural affections, and the supernatural. Some might call them unhinged. Typically, a convert completely abandons his old life to join an enclave. A rare few may maintain links with family and old allies when doing so promises to bring more converts to the purifier cause. However, these links are discouraged. High ranking purifiers recognize that a convert's fervor is tenuous.

Converts tend to harbor delight in their newfound powers, though too much pride is met with rebuke and tear-inducing punishments by higher ranking members. When in an enclave, converts don simple robes without armor, weapons or even hoods, but some try to show off their mutilation or engage in roustabouts to compare their powers.

Purifier leaders deploy converts as spies and to gather equipment that the enclave needs. Many converts seek to locate binder lore and other binders, whom they will mark and trap if they cannot convert them through offers of reason or take them down by themselves. Above all else, converts seek to obey and impress superiors—or maintain the illusion of obedience—and they hold some distrust for all folk; they seek to become penitents and fear being turned into hounds if they fail, and since a few hounds are always necessary to the cause, wily and rivalrous converts may backstab and plant lies to ensure a convert other than themselves becomes a hound.

Converts hail from varied backgrounds. While many were wayward and easily malleable youth, others were binders or other adventurers such as clerics, fighters, rogues, and wizards. For a commoner, rebirth as a low convert is a wondrous experience. For more experienced folk, the conversion process replaces many of their former talents with new ones, usually

starting them as high converts. Among converts, drow, dwarves, hobgoblins, and humans are common.

Every convert who joins the Purifier cause harbors a particular form of sin that clings (or scuttles through) his psyche. The convert is matched with a corresponding sin anima; the anima tends to draw the sinful compulsions strongly to the surface. A binder who once harbored mild and largely unconscious feelings of greed suddenly notices every silver chalice, gold coin, and silk robe. Yet, under the tutelage of the purifiers, she is taught ways to master and harness the sinful urges with the ultimate goal of purifying her soul and transforming the urges into powerful supernatural abilities. In order to ensure this transition occurs, converts' lives in an enclave are closely regulated right down to their thoughts and dreams. Converts who falter receive correction; those who excel are promoted to high converts and then to purifiers. Those who fail too often transform into hounds, a terrible end from which there is no return.

Converts may request devices to aid ascetic practice. In addition to belts, restraints and switches, converts favor sin patches, 2-in. metallic plates that temporarily sew themselves onto a warm body. The wearer gains a +1 bonus to his

effective binder level when binding a sin anima and a +2 bonus to the anima's ability DCs. At the same time, he must endure a -1 penalty on all d20 checks and damage roles due to the pain caused by the patch. The patch can be removed after 8 hours. Only one patch can be worn at a time. A patch costs 6,000 gp in supplies and 240 XP to make. Penitents and confessors may also administer psychological and corporal punishments as they see fit.

Life in an enclave includes instruction regarding Divine Law, magic of all sorts, the history and nature of the multiverse and its many gods and planes of existence, and the habits and pitfalls of unrepentant and ignorant binders. Transformation into an outsider improves the life of the mind; learning becomes quick, natural and enjoyable. At large enclaves, instruction may include direct introductions to supernatural entities, most commonly to imps, chain devils, and erinyes. A convert may even meet a lawful neutral inevitable or a lawful good divine servant such as a hound archon. These visitors may not agree with how purifiers approach Divine Law; rather, they come to spread influence and perhaps "buy" or "trade" a convert to their own cause, which sometimes occurs.

Purifier (Low Convert)

Evil Medium Outsider (Native) Initiative +0 ; Senses Darkvision 60 ft. ; Listen +7, Spot +1 Languages Common, Infernal.

hp 19 (3d8+6) AC 16 (+5 breastplate, +1 profane) Fort +5, Ref +3, Will +4 Special Defenses DR 1/bludgeoning or slashing, SR 14.

Speed 20 ft. (30 ft. without armor)







Base Attack/Grapple +3/+4 **Attack** Slam +4 melee (1d6+1+ dazing pain) or chakram +4 ranged

(1d6+trip) **Full Attack** 2 slams +2/+2 melee (1d6+1+dazing pain) or chakram +4 ranged (1d6+trip) **Space/Reach** 5 ft./5 ft.

Lore Knowledge (religion) DC 13. **Tactics** Lay a trap beforehand, then engage in melee using dazing pain. **Morale** Fight to the death for fear of failure and conversion into a hound.

Str 13, **Dex** 11, **Con** 14, **Int** 13, **Wis** 13, **Cha** 13

Feats Bind Anima Spirit, Improved Unarmed Strike.

Skills Gather Information +7, Hide +6, Intimidate +7, Knowledge (arcana) +7, Knowledge (the planes) +7, Listen +7, Search +7, Sense Motive +7, Use Rope +6.

Bind Spirit Bind one 2nd-level sin anima spirit (page 96). Binder level

3rd. Binding check +4. Ability DC 14.

- **Command (Sp)** Use *command* at will, causing a creature to fall prone, drop a weapon, come forward or flee for 1 round on a failed DC 13 Will save.
- **Craft Trap (Sp)** During a 24 hour period, create one CR 2 magical trap or two CR 1 magical traps.
- **Dazing Pain (Su)** A low convert's touch, melee weapon or slam attack causes a target terrible pain. On a failed DC 13 Fortitude save, it is dazed for 1 round. A low convert can use this ability on himself to gain a benefit. After recovering from the *daze* effect, he heals 1d8+3 hit points and enjoys a +2 bonus on attack and damage rolls for 3 rounds.
- **Missionary's Zeal (Ex)** As a full round action out of combat, engage a target in dialog such that is suffers a -4 penalty to Listen and Spot checks, and on a failed DC 13 Will save stays within 10 feet of the low convert for 2 minutes.

Environment Any urban area or Astral Plane.Organization Trio or Brigade (4d6).Treasure Mwk spiked breastplate, returning chakram +1.

CR 3

GUARDIAN

Three naked stone giants float inches off of the ground. They are twelve feet tall, grey-skinned and hairless with severed hands and feet. One giant's hands are nailed over his eyes; the second's hands are nailed over this mouth; the third's hands are nailed over his ears. Various keepsakes typical of a giant's rucksack are nailed to their bodies. You see a comb, mirror, incense stick, sandal, kerchief, candle, and a giant ape's paw. The giants mirror your movements and block your continued passage.

Purifier (Guardian)

CR 14

NE Large Outsider (Earth, Extraplanar) **Initiative** +4 ; **Senses** Blindsight, darkvision 120 ft., lowlight vision ; Listen +19, Spot +19 **Languages** Giant, Infernal.

hp 119 (14d8+56)

AC 33, touch 22, flat-footed 29

(-1 Size, +4 Dex, +11 natural, +5 profane, +4 deflection) **Fort** +13, **Ref** +13, **Will** +11

Special Defenses DC 10/adamantine and magic, fast healing 5, resistance 10 (cold and electricity), immune to mind affecting spells and effects, immune to pain spells and effects, rock catching (+4 Reflex to catch), SR 25.

Speed 5 ft., fly 40 ft.

Base Attack/Grapple +13/+28

Attack Unarmed strike +24 melee (2d6+11) or telekinesis rock +15 ranged (2d8+14, 180 ft.)

Full Attack 3 unarmed strike +22/+22/+18 melee (2d6+11) or telekinesis rock +15 ranged (2d8+14, 180 ft.)
Space/Reach 10 ft./10 ft.

Lore Knowledge (religion) DC 24

- **Tactics** Summon purifier hounds and throw rocks from a distance. Bind N'alyia's spirit before engaging in melee. Open with spirit strike to combine a granted ability with unarmed attacks and Power Attack. Then grapple and drain abilities.
- **Morale** A purifier guardian fights to the death to end its suffering but will follow another purifier's instruction to retreat.

Str 33, Dex 19, Con 19, Int 12, Wis 15, Cha 15

- **Feats** Alertness^B, Combat Reflexes, Greater Vatic Strike^B, Improved Grapple, Power Attack, Point Blank Shot, Precise Shot, Vatic Impact^B, Vatic Strike^B.
- Skills Bluff +14, Climb +28, Concentration+10, Hide +16 (+24 in rocky terrain), Jump +23, Knowledge (arcana, religion, history, the planes, nobility, architecture) +5, Listen +19, Move Silently +16, Search +13, Sense Motive +14, Spot +19.

Alternate Form Become a dire bear or bat swarm at will. Bind N'alyia 1/day, bind N'alyia for 5 minutes. Ability DC 17. Bind Spirit Bind Prince Oszen or one 2nd-level sin anima spirit (see page 96). Binder level 4th. Binding check +6. Ability DC 16.

Spell-like Abilities (DC 12+spell level)

At Will—meld into stone, improved invisibility

1/day—dominate person

Spirit strike 1/day combine a granted ability and unarmed strikes as a full round action.

Summon Hound (Sp) 1/day summon 1d4 purifier hounds.Vampiric Grapple (Su) Automatical drain life essence each round while successfully grapping a foe (-1d4 Con, and foe loses accesses to 1 supernatural ability for 24 hours).

Environment Cemeteries, purifier enclaves, and libraries. **Organization** Solitary or Trio.

Treasure Ape's paw (*fly* and *telekinesis* at will), binder gem (spirit of N'alyia, The First Vampire, usable 1/day for 5 minutes). The gem is sown inside the body.

Role-Play

Guardians are stone giant monks converted into purifiers to act as powerful and patient guards. Some sages believe the first three were specifically converted to block entry into N'alyia's Tomb, the fabled burial ground where a pactmaker can find instructions to become a Child of N'alyia. Like hounds, guardians live in eternal torment; their nailed hands and feet block their normal senses so that they can perceive what is truly present around them as an effective guardian must do. Melding into stone mutes their pain. The giants, though mutilated, use their entire bodies to pummel and grapple foes; moreover, their opponents are often surprised by their greater vatic strike damage.

HOUND

CR 6

Bounding toward you is an animalistic man-sized creature. It looks like a strapped and stapled man hunched on all fours, bent unnaturally, if not impossibly. As the creature nears, you see vicious scars covering its body; some wounds remain fresh and held open by metallic devices implanted in the skin. The creature wears a leather hood that creates the impression of a canine head and affords almost no identifying features. Perhaps the hood is sown onto the head. Elsewhere on the body are rivets and nails. At moments when it pauses, it gives the impression of a compressed spring, ready to release again at any moment. Though you can discern few features, the creature's shaking and twisting suggest it suffers extreme suffering.

Purifier (Hound)

Evil Medium Aberration (Extraplanar)

Initiative +6 ; **Senses** Darkvision 60 ft., *see invisibility*, scent; Listen +2, Spot +7

Languages None spoken. Understand Common and Infernal.

AC 19, touch 14, flat-footed 17

(+2 Dex, +5 mwk breastplate, +2 profane, +2 natural) hp 33 (6d8+12)

Fort +4, **Ref** +4, **Will** +7

Special Defenses DR 10/magic, fast healing 2, resistance 5 (acid, cold, electricity, fire, and sonic).

Speed 20 ft.

Base Attack/Grapple +4/+8

Attack Slam +8 melee (1d8+4), bite +9 melee (1d6+5+ painful bite+2d6 vs. binders)

Full Attack Ravage +9 melee (1d6+5+painful bite+2d6 vs. binders+opponent knocked prone) or 2 slams +8/+8 melee (1d6+4) or slam and bite +8/+9 melee (1d8+4/1d6+5+2d6 vs. binders).

Space/Reach 5 ft./5 ft. (slam is 10 ft.)

Lore Knowledge (religion) DC 16.

- **Tactics** A hound herds fleeing foes into dark jumbled areas where it can benefit from its superior vision and speed. As it closes in, it uses its unnerving howl to disorient and weaken foes. It will attempt to get in at least one bite to wrack its foe with pain, and it will stay close to hold down foes with its menacing growl.
- **Morale** Although a hound might wish to die to end its torment, it fears what waits after death. It will fight to the death if ordered to do so and flee if reduced to 5 hit points or fewer.

Str 18, Dex 14, Con 15, Int 10, Wis 14, Cha 4
Feats Alertness, Improved Initiative, Track.
Skills Listen +2, Move Silently +6, Spot +7, Survival +11.

- **Detect Potential (Ex)** Through keen senses, a hound can use its scent ability to gain the benefits of the *circe's probation* spell. It learns whether a creature has no potential (Constitution + Charisma less than 20), heroic potential (Constitution + Charisma equal 30 or more) or moderate potential.
- **Leaps and Bounds (Ex)** Gain +30 ft. to speed and a +15 ft. bonus to Jump checks for 6 minutes. Fatigued afterward and must rest for 1 minute between each use.
- **Menacing Growl (Ex)** As an immediate action, cause all foes within 5 feet to be dazed on a failed DC 15 Will save.
- **Painful Bite (Ex)** Bitten creature must succeed on a DC 15 Fortitude save or suffer a -4 penalty to attack rolls, saves, ability checks, and skill checks for 24 hours.

Scent (Ex) Detect creatures using the scent ability.

- **See Invisibility (Ex)** See invisible and ethereal creatures as if viewing them normally. Using this ability is automatic; that is, less than a free action.
- **Smell Heresy (Su)** Sniff a creature to learn whether it has supernatural abilities or if it utters a lie that round or holds to heretical beliefs (as the *detect heretic* spell). Alternatively, smell a book or other object to learn whether it is magical or contains heretical content (as the *detect heresy* orison).
- **Unnerving Howl (Ex)** Once per hour, all creatures within 640 feet that can hear and are bound with a spirit or possessed must succeed on a DC 15 Will save or be dazed for 1 round and experience pain and disorientation, causing them to be slowed (as the *slow* spell) for 6 rounds.

Environment Any urban area or Astral Plane.

- **Organization** Pair or Pack (2d6). Usually accompanied and commanded by 1 penitent or 2-4 converts.
- **Treasure** Mwk spiked breastplate, +1 spirit-bane muzzle, camel pack.

Role-Play

Hounds are the lowest of the First Confessor's creations. Their bodies are twisted and continually suffering while their souls and minds are reduced to the merest glimmer. They are aberrations of nature. Their main duty is to guard enclaves and sniff out binders and potential converts during purifier hunts. Hounds are created from converts and penitents who have failed once too often or shown weakness and doubt, or from binders deemed utterly corrupt. Once a creature becomes a hound, it can only find redemption through divine intervention. A hound prefers the cover of night to track and catch potential prey. It will only engage in combat against creatures that attack it first or against targets it is told to attack by other purifiers. Even then, it seeks to subdue rather than kill. Out of combat, a hound enjoys instilling fear with its menacing growl for no other reason than to share its agony with others.

ORACLE

CR 25

A burning, blinding white light fills your view. As you shield your eyes, you see a massive orb-shaped apparition with ghostly tendrils reaching in all directions. A deep voice speaks into your mind, "You have violated Divine Law. Gain atonement now or suffer your punishment."

Purifier (Oracle)

N Huge Outsider (Extraplanar, Incorporeal)

Initiative +0 ; **Senses** Blindsight, darkvision 120 ft., telepathy 400 ft., *true sight* ; Listen +35, Spot +35

Aura DC 24 Fortitude each round or permanently blinded. **Languages** None spoken. Understands all languages.

hp 187 (25d8+75)

- AC 38, touch 38, flat-footed 36
- (+3 Dex, -2 Size, +9 profane, +18 deflection)

Fort +17, Ref +17, Will +21

Special Defenses DR 20/adamantine and magic, immune to all energy types, immune to mind affecting spells and effects, improved uncanny dodge, incorporeal traits, SR 36.

Speed 10 ft., fly 60 ft.

Base Attack/Grapple +25/+28

- Attack Slam +48 melee (9d6+3) or energy tendril +48 melee (60 ft., 9d6+3+defenestration)
- **Full Attack** Slam +48 melee (9d6+3) or 4 energy tendrils +46 each melee (60 ft., 9d6+3+defenestration)
- Space/Reach 15 ft./15 ft. (60 ft. with tendrils)

Lore Knowledge (the planes) DC 35.

- **Tactics** Perform a mass exorcism on foes or use *symbol of pain* followed by its seeds of divine law ability. Against numerous foes, make a full attack using all of its energy tendrils in order to focus on one or two targets with *trap the soul*. Use *gate* to summon aid.
- **Morale** An oracle usually fights to the death because a second version remains elsewhere. If both versions are in danger then it will retreat and seek the aid of additional oracles.

Str 17, Dex 17, Con 16, Int 17, Wis 25, Cha 23

- **Feats** Alertness, Flyby Attack, Healer Exorcist, Hellscourge Exorcist, Hover, Incantationist, Mass Exorcism, Medicant Exorcist, Multiattack^B, Soulhold Exorcist.
- Skills Diplomacy+34, Intimidate+34, Knowledge (arcana, history, nature, religion, the planes)+31, Listen+35, Sense Motive+34, Search+31, Spot+35.

True Atonement (Su) As a full-round action on a willing living target, convert all pactmaking class levels that it possesses into cleric, druid, exorcist, paladin or templar class levels, as most fitting and desired by the target.

Bilocation (Su) As a free action, appear in any two places at

once, even on different planes of existence. Neither locale is the "true" one and both versions are fully functional. To kill an oracle, one must kill it simultaneously at both locations.

Defenestration (Ex) A foe struck by an energy tendril is immediately thrown 10 to 60 feet (possibly suffering up to 6d6 damage if it encounters a hard surface) and lands prone on a failed DC 28 Reflex save.

Exorcism (Su) Use exorcism 9/day as a 25th-level exorcist.Planar Sending (Sp) Use *sending* at will. Unlike the spell, can communicate across planes of existence.

Seeds of Divine Law (Su) Use *seed of divine law* at will on up to 6 targets at once. Caster level 25th. DC 26 Will negates.

True Strike (Su) Use *true strike* at will as a swift action.

Spell-like Abilities (DC 16+spell level)

At Will—detect pact spirits, detect thoughts, plane shift, sense link 5/day—antimagic ray, atonement, bestow malady, break enchantment, geas/quest, trap the soul, symbol of pain, remove curse

3/day—create vestige, gate, heal, mass mark of justice, vision

1/day—foresight, imprisonment, miracle

Environment Outer planes and any area with pactmakers. **Organization** Solitary or Triad. **Treasure** None.

Role-Play

Oracles are tireless servants of Divine Law. The gods, in a rare moment of cooperation, created the oracles to ensure the integrity of the multiverse and its system of planes, gods, and the afterlife. An oracle's singular purpose is to monitor and maintain Divine Law, and watch for and punish pactmakers and others who seek to subvert the gods. Oracles will offer atonement to wayward binders beginning at mid-levels in their careers. Atonement means permanently trading binder levels for divine spellcaster levels. The oracle will offer three opportunities, usually spaced over a number of months or years, before resorting to geas/quest, mark of justice, seed of divine law and similar means. When necessary, it will punish aggressive offenders-those who attack the oracle or other divine agents—by trapping their souls for eternity or turning them into spirits. Sages believe one oracle exists for every deity, though oracles themselves are unaligned and do not care which deity someone worships. Oracles also heal and provide atonement to fallen divine agents.

PENITENT

You see a pale man covered with artistically placed scars and straps and wires that bite into his skin. His flayed flesh is rife with metal clips that suggest torment, but this man is cold, upright, and dispassionately serene, as if every motion is part of a solemn ritual. His thin mouth, darting eyes, and mithral platemail suggest a commander among soldiers.

Purifier (Penitent)

CR 13

Evil Medium Outsider (Extraplanar) Initiative +1 ; Senses Darkvision 60 ft., touch telepathy ; Listen +17, Spot +7

Languages Common, Infernal, Goblin.

hp 84 (13d8+26) AC 26, touch 17, flat-footed 25

(+7 breastplate, +4 profane, +2 deflection, +2 natural, +1 Dex)

Fort +10, **Ref** +9, **Will** +9

Special Defenses DR 4/magic plus bludgeoning or slashing, fast healing 4, immune to sleep and charm, SR 24.

Speed 30 ft. (40 ft. without armor)

Base Attack/Grapple +13/+20

- Attack Slam +16 melee (1d10+3) or scourge +17 melee (1d8+4+torturous pain+4d6 vs. binders+grapple, 10 ft. reach) or returning chakram +14 ranged (1d6+3+trip).
- Full Attack 3 slams +14/+14/+9 melee (1d10+3) or 2 scourge +15/+9 melee (1d8+4+torturous pain+4d6 vs. binders+grapple, 10 ft. reach) or 2 returning chakram +14/+9 ranged (1d6+3+trip).

Space/Reach 5 ft./5 ft. (10 ft. with scourge)

Lore Knowledge (religion) DC 23.

- **Tactics** Set traps beforehand, including *planar prison*. From a distance, inflict torturous pain and use *dimension door* to sneak close to a foe and touch him with a curse of agony. In melee combat, dismiss a foe's bound spirits and subdue him to use *extract pain* and then transform him into a purifier.
- **Tactics** A penitent's soul and body are one. When killed, it dies forever. It flees when reduced to 42 hit points or less.

Str 16, Dex 12, Con 14, Int 14, Wis 13, Cha 16

- Feats Alertness, Bind Anima Spirit, Improved Grapple, Improved Unarmed Strike, Incantationist.
- Skills Appraise +10, Gather Information +19, Hide +16, Intimidate +19, Knowledge (arcana) +18, Knowledge (the planes) +18, Listen +17, Perform +4, Search +14, Sense Motive +19, Spot +7, Use Magic Device +19, Use Rope +7.
- **Baptism by A Thousand Cuts (Su)** Once per day, convert a helpless creature to the purifier cause over the course of 3 rounds. On a failed DC 20 Will save, the target treats purifiers as friendly and refuses to attack purifiers except in selfdefense. The effect lasts 13 days. Typically, a penitent uses this ability to create double (or even triple) agents.
- **Bind Spirit** Bind one 7th-level sin anima spirit (page 96). Binder level 13th. Binding check +16. Ability DC 20.
- **Call Chapel (Sp)** Use *chapel* or *planar prison* at will, though limited to maintaining one each at a time.
- **Craft Trap (Su)** During a 24-hour period, create one or more traps with CR values totaling no more than 7. See page 176 for example binder traps.
- **Create Purifier (Su)** After 10 minutes of continuous touch contact, transform any Large, Medium or Small living sentient creature into a purifier (convert, guardian, hound, penitent or spinster) of equivalent Hit Dice.
- **Curse of Agony (Su)** Touched foe must succeed on a DC 20 Fortitude save or suffer a permanent -6 penalty to attack rolls, saves, ability checks, and skill checks. The *break enchantment* spell or higher level magic removes the effect.
- **Dimension Door (Su)** A penitent can use *dimension door* at will to move himself and up to 4 Medium touched creatures a distance of 920 ft. Moving an unwilling creature requires a melee touch attack and a successful grapple check.
- **Dismiss Spirit (Su)** Successful touch attack causes a binder's spirit or other possessing spirit to be expelled for 24 hours. A successful DC 20 Will save instead causes the spirit's abilities

to suppressed for 1d4+1 rounds.

- **Divine Power** A penitent can forfeit binding a 7th-level anima to cast any 7 cleric spells of 7th-level or lower (CL 13th, DC 13+spell level) during a 24-hour period.
- **Extract Pain (Su)** A penitent's touch attack drains 1 point of Constitution from a target and grants 3 XP to the penitent usable toward magic item creation. This ability is usable at will, but his XP pool is limited to 1300 XP total.
- **Imbue Item (Su)** A penitent can craft a magic item that involves spells from the exorcist or templar class spell list even though he cannot normally cast spells. Doing so requires a successful Use Magic Device check (DC 15 + the spell level) in place of a required spell. If the check succeeds, the penitent creates the item as if he had cast the required spell. If it fails, he cannot complete the item that day, and must wait until the next day to try again. To make an item, a penitent does not expend his own XP; instead, he draws from the XP pool gained from his extract pain ability.
- **Locate Enclave (Su)** As a full round action learn the distance and direction to the nearest purifier enclave (a purifier enclave is a permanent version of the *enclave* spell).
- **Missionary's Zeal (Ex)** As a full round action out of combat, engage a target in dialog such that is suffers a -20 penalty to Listen and Spot checks, and on a failed DC 20 Will save stays within 10 feet of the penitent for 1 hour.
- Sending (Sp) Use sending at will to any willing recipient, or to an unwilling recipient but suffer 1d4 points of damage + 1 point per Hit Die of recipient.
- Torturous Pain (Su) A penitent's weapon attack or gaze, delivered up to 120 feet distance, rips open a target's flesh. On a failed DC 20 Fortitude save, the target is stunned for 1d4+1 rounds. On a successful save, it is dazed for 1 round. A penitent can use this ability on himself to gain a benefit. After recovering from the stun effect, he enjoys the benefits of *heal* and +6 bonus on attack and damage rolls for 3 rounds.

Touch telepathy (Su) Communicate mind-to-mind with a creature (no need for shared language) while in touch contact.

Environment Any urban area or Astral Plane.

Organization Trio or Brigade (4d6).

Treasure +2 mithral breastplate, +1 scourge greater bane scourge, wand (*augury*).

Role-Play

Penitents come from the ranks of converts, usually those who show great promise or extreme fervor in their crusade against pactmakers. They are infused with power that transforms them into outsiders, but they suffer for it. Their bodies are mutilated in numerous minor ways that cause them ongoing pain in order to remove the twin weaknesses of compassion and doubt. They act as commanders and soldiers, leading enclaves on the Material Plane and seeking to capture and convert binders (and anyone else) who activate one of their traps or otherwise fall into their grasp. They lead rituals to create purifiers including other penitents. Despite pain, they view their supernatural existence as a tremendous reward and look forward to making the final progression to become confessors. Besides acting as leaders and mentors, penitents enjoy exploring lore and creating devious and potent magic items such as faux puzzle portals and fiendish puzzle boxes for the benefit of all penitents.

SPINSTER

CR 7

You feel a sharp bite. Rushing away from you is a shadowy female form hidden head-to-toe in a pitch black mantle. She moves along a nearby wall more like a spider than a person.Your forehead burns. A quick look in a mirror reveals a sigil indicating your most pernicious sin.

Purifier (Spinster)

NE Medium Aberration (Extraplanar) Initiative +3; Senses Darkvision 120 ft., tremorsense 60 ft.,

detect pact spirits ; Listen +5, Spot +1

Languages Common, Infernal.

hp 38 (7d8+7)

AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 profane)

Fort +3, **Ref** +8, **Will** +6

Special Defenses DC 5/magic, fast healing 2, resistance 10 (cold and electricity), immune to mind affecting spells and effects, immune to pain spells and effects.

Speed 30 ft., climb 20 ft.

Base Attack/Grapple +5/+5

Attack Bite +8 melee (1d6+mark of sin)

Full Attack Bite +8 melee (1d6+mark of sin)

Space/Reach 5 ft./5 ft.

Lore Knowledge (arcana) DC 17

Tactics Lurk, pounce, and retreat to mark rather than kill. Use *invisibility* and make a spring attack to inflict a mark of sin. Use *web* and *locate creature* to catch more elusive foes.

Morale A spinster values it's painful life, but just barely. It uses *gaseous form* to escape when it falls below 10 hit points.

Str 11, Dex 17, Con 12, Int 10, Wis 12, Cha 14
Feats Dodge^B, Mobility^B, Spring Attack, Track, Weapon Finesse.
Skills Hide +15, Jump +12, Listen +5, Move Silently +7, Sense Motive +7, Spot +1.

- **Alluring Form (Su)** A spinster can cloak itself with an illusion that provides an alluring and mysterious humanoid form. The spinster's true form is always visible in a mirror or on a successful DC 15 Will save to disbelieve.
- **Bind Spirit** Bind one 3rd-level sin anima spirit (see page 96). Binder level 7th. Binding check +9. Ability DC 14.
- **Mark of Sin (Su)** On a successful bite attack, a red sigil appears on the target's forehead, chest, arm or other obvious area (no save). The sigil indicates which of seven sins the target commits most often. Multiple effects do not stack. The spells *erase* and *remove curse* remove the sigil.

Spell-like Abilities (DC 12+spell level)

- At Will—detect pact spirits
- 5/day—web
- 3/day—bestow malady, gaseous form, invisibility
- 1/day—locate creature, sending

Environment Any urban or underground area. **Organization** Solitary or Pack (3-12). **Treasure** None.

Role-Play

Spinsters are a step above hounds. The First Confessor saw the need for a stealthy and patient scout and spy that might operate on its own; at the same time, he understood that not all failed converts deserve to become hounds. His pact with a drow goddess granted him the power to craft spinsters; many spinsters are called from female drow converts, but anyone may become a spinster. Spinsters can "see" sin as plainly as physical objects and they experience constant torment that is relieved only by marking a foe to indicate its greatest form of sin.

A spinster uses illusion to lure a binder into a quiet place to catch him in its sticky webs. Then it takes a small item from the binder, bestows a malady on him, sends a message to other purifiers to collect him, and then teases and torments its captive as a distraction from its pain. Those lucky enough to escape the spinster soon discover the malady; moreover, the spinster can now locate the binder with greater ease.

THE COVENANT ENCLAVE

Covenant is a band of fifty purifiers with a base of operation in a permanent extradimensional space spawned using an *enclave spell* and augmented by the enclave's creator, Confessor Avidoris. Avidoris has been gone for five years on an unknown quest and four penitents currently administer the enclave including its forty converts, five hounds, and one spinster. The enclave's refined interior is composed primarily of worked marble, tempered steel, oak, and stained glass.

The Covenant enclave has four levels. Visitors enter on the second level, the Convocation, and may descend to quarters and such on the first level, ascend to chapels on the third level, or find the leaders' rooms and special laboratories on the fourth level. As an extradimensional space, chambers and portals (windows and doors) do not link contiguously. For example, looking directly out of a normal-looking window in a room might provide a bird's eye view of a different chamber. For this reason, visitors and captives are easily disoriented in an enclave.

Purifier life is regimented into 6-hour shifts of craftwork, prayer and study, sleep, and missions outside the enclave. Thus, no more than ten purifiers will be found in one place at a time except in an emergency or other special circumstances.

I. Ascension Level

This is the fourth and highest level. Stairs lead to here from the Alter of Pride on the Chapel Level and from the Main Library on the Convocation Level. The stairs open onto a large trapezoidal foyer offering seven doors. Covenant's four purifiers, Mikah, Gamael, Obrek, and Lahanri, are usually found here.

Five Suites: There are five trapezoidal chambers, approximately 15 ft. x 25 ft., arranged to the tastes of the Covenant's four penitents and the absentee confessor. The confessor's belonging are stored in the Treasure Vault reached from a concealed door in his room's 25 ft. high ceiling.

Garden: This well-tended, glassed greenhouse is 60 ft. wide and 20 ft. deep, and is illuminated everywhere by a permanent *daylight* spell. The penitents don't have time to tend it; rather, two awakened fiendish assassin vines sculpt the other plants. Observant visitors notice topiaries of bizarre fiends. Each of the greenhouse's 2-ft.-square glass panes acts as a window onto a different room in the enclave. Panes are reached by levitation. A reflection pool acts as a scrying device upon command for purifiers and confessors. **Private Library:** This well-appointed wood-paneled room contains a trove of lore regarding pactmaking, planar travel, and the history of the multiverse. Any non-purifier who enters must succeed on a DC 24 Will save to resist a powerful *mass suggestion* to remain and read books, until death. A successful DC 30 Search check locates gnostic books of 6th through 9th level spirits as well as nine binder novels (page 207).

Surgical Laboratory: A well-stocked, six-sided alchemical lab with components needed to create implants (page 123). A heavy iron door with a *glyph of warding* leads to a Torture Chamber on the Residence Level.

Treasure Vault: Roll 3 times on the CR 17 treasure table on page 206 and 5 times on the CR 9 treasure table on page 205.

2. Chapel Level

This is the third level. Stairs lead here to the Main Hall on the Convocation Level below. The level's large trapezoidal foyer offers ten doors. Two doors lead to communal baths, one leads to a meditation room, and seven lead to chapels.

Communal Baths: These 20-ft.-square rooms, tiled in obsidian, offer permanent fonts. Three baths contain icy cold, tepid, and scalding hot water for maximum relaxation. Woolen gray robes hang on hooks next to lit sconces.

Meditation Room: This spartan room, 60-ft. wide and 20ft. deep, is muted everywhere by a permanent *silence* spell. The occasional sconce provides *continual light*. Along the walls, floor and ceiling are 2-ft.-square iron drawers similar to cadaver cabinets in a morgue. Many of the drawers contain the corpses of converts who have died in the name of the Purifier cause. Due to the enclave's limited capacity, fallen converts are restored to life only when needed. Leaving open a drawer for more than 1 round activates a *raise dead* spell that restores the occupant to life after 1 minute. Drawers can open from the inside. This room is also home to the enclave's spinster. A magical concealed portal (DC 30 Spot) leads to the Chapel of Sloth.

Seven Chapels: Each chapel focuses on one of the seven sins. The chapels are small, approximately 15 ft. x 25 ft. with an alter and several idols dedicated to gods befitting the sin or its corresponding virtue. Chapels contain stained glass windows that provide a bird's eye view into the Main Hall.

Originally, all seven chapels inflicted spell effects on visitors. However, since Confessor Avidoris went on mission, only three chapels are functional. Praying for 1 minute in the Chapel of Sloth activates a *deep slumber* effect and opens a portal to the Meditation Room. Similarly, prayer activates a *rage* effect on everyone in the Chapel of Wrath and opens a portal to the Arena. Finally, prayer activates a *love spell* effect on everyone in the Chapter of Lust and opens a portal to the Hall of Mirrors. A successful DC 22 Will save resists an effect and blocks a portal from opening. The other four chapels (Envy, Gluttony, Greed and Pride) are nonfunctional but still used for prayer.

3. Convocation Level

This is the main level. Visitors enter from the outside world into the Grand Foyer, which leads visitors to the Main Hall via Purity's Way. Five doors open off of the Main Hall.

Grand Foyer: This 40-ft. high six-sided chamber welcomes visitors and purifiers alike. Baroque pillars, ornate chains, and marble floor help to frame six 10-ft. high stained glass windows that appear to admit light. Each window shows a different purifier: confessor, convert, guardian, hound, penitent or spinster. The foyer's triangular cornice is a favorite perch for the

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enclave's spinster, though she is not duty-bound to keep watch except when the majority of purifiers are away on a mission.

A single set of ornate iron doors lead into a baroque 10-ft. wide, 60-ft. long passage (Purity's Way). Two converts and a guardian usually stand guard at the door in 4-hour shifts, and a *greater glyph of warding* admits only outsiders who utter "absolution" in Infernal before entering.

Guest Rooms: These six pleasant yet simple 15-ft.-square chambers have hosted exorcists and templars, plus a few angels, devils, and inevitables over the years. There is nothing of great value in the rooms except for the artwork, which display visions of Heaven and Hell that can *enthrall* or *scare* viewers, respectively, on a failed DC 17 Will save.

Hall of Mirrors: This area has two manifestations. Mainly, it functions as a 40-foot long link between the Main Hall and the Guest Rooms. Large one-way mirrors afford views of each of the seven chapels on the Chapel Level. However, if one enters this hall from the Chapel of Lust, one finds dead-ends on either side, myriad pillows and couches, and mirrors that face inward to reflect everything in the room regardless of where one looks. Non-outsider creatures are dazed with vertigo while in the hall unless they succeed on a DC 20 Fortitude save.

Kitchen/Pantry: A traditional kitchen and storage pantry. The penitents usually use *create and food water* or *heroes feast* to feed the enclave. However, these divine spells are unavailable when they bind sin anima; moreover, a little hunger is a good object lesson regarding the errors of gluttony.

Main Hall: This huge nine-sided room is 60 feet on a vertex and 60 feet high, with a raftered ceiling that converges to a cornice. The ceiling is covered with 2-ft.-square mirrors that act as windows for individuals in other rooms. A large oak and iron table seats sixty-eight comfortably. Sconces with *continual light* provide illumination and *unseen servants* provide service.

On occasion, upside-down crosses and cages hang from the ceiling and hold prisoners and purifiers who are receiving atonement. Whenever blood splatters onto the floor, the blood vanishes into the floor as if the enclave itself were drinking it.

Although there are places in the enclave to be loud, this is not one of them. Purifiers are expected to eat in silence and to enjoy any moans and screams of those above them.

Five doors lead off the Main Hall to the Hall of Mirrors, the Kitchen, the Main Library, the Testimonial Room, and the foyer of the Chapel Level. Meals are severed once a day, usually in the later afternoon.

Main Library: A stunningly posh 40-ft.-square library with plush chairs and angular writing desks. Converts and guests use the library to study Purifier doctrine and binder lore. A DC 24 Search check locates gnostic books of 1st- through 5th-level spirits.

Purity's Way: This 10-ft. wide, 60-ft. long, 20-ft. high passageway leads from the Grand Foyer to the Main Hall. Stunning baroque columns frame murals of purifier history from the First Confessor to the founding of the Covenant Enclave. Careful observation (DC 18 Spot) reveals that dozens of murder holes line the passage. If the enclave is breached by aggressors, the murder holes provide line of fire for defenders in the Staging Area. Due to the enclave's extradimensional design, firing back into a murder hole from Purity's Way causes the attack to exit a murder hole that lies opposite to the targeted hole (that is, an attacker likely strikes himself in the back with his own attack if he tries to use the murder hole).

Staging Area: This 30-ft.-trapezoidal chamber is accessible from the loyer of the Residence Level. One long wall is lined

with murder holes, and crossbows and bolts are placed and ready by each hole. Two 10-ft.-wide iron doors provide magical one-way passage into either side of the Grand Foyer, allowing purifiers to surround intruders. Those arriving into the foyer appear to emerge from the walls.

Testimonial Room: This plain stone room, crammed with benches and small prayer rugs, is used to instruct many converts at once. Fiendish writing adorns the walls. A lectern sits at the room's front end across from the door and a simple pact circle is inscribed into the floor.

4. Residence Level

This is the lowest level. Converts, hounds, and prisoners reside here. Stairs lead upward to the Main Hall and the Staging Area. Both staircases open onto a large trapezoidal foyer with seven doors. Two doors lead to each end of the Hallway of Contemplation. The other five lead to the Arena, Holding Pits, Kennel, Smithy, and Torture Chamber.

Arena: This blood-stained stone room, 60-ft. wide x 20-ft. deep, hosts a single central floormat and a 10-ft.-square cage that lowers from the ceiling. The mat is thick and course; inspection reveals it is woven from human hair. A lever lowers and raises the cage. A second lever opens a magical portal to the Chapel of Wrath.

Hallway of Contemplation: A 120-ft. hallway lined with twelve doors on each side. Each door has an 8-in.-square shutter and lockable handle used from the outside. The purifiers and high converts have keys. Each door leads to a spartan 10-ft.-square cell with sink, bunkbed and prayer rugs suitably shared by two converts. Each cell also has a window that looks out onto the Garden on the Ascension Level.

Holding Pits: This chamber, heavy with shackles and other restraints, holds fourteen 5-ft.-square drawers along the wall. Each drawer opens to become a 10-ft.-wide, 60-ft.-deep pit (the enclave's extra dimensions allow a horizontal door to act as the top of a vertical pit). The drawers lock from the outside. The room and all of the pits are shrouded in an antimagic effect that blocks teleportation, 1st- through 4th-level spells and spell-like abilities, and all supernatural abilities. Each drawer has a shutter. When a drawer is left open longer than 1 minute, any contents of the pit are expelled into the room (usually landing prone). At any one time, half the pits hold captured binders. The pits' interiors are perfectly smooth vertical surfaces that resist climbing. A DC 35 Open Lock check can unlock a drawer.

Kennel: This musty chamber is shrouded in permanent *deeper darkness* and holds up to six hound purifiers in individual 5-ft.-cube cages. An iron door leads to the Staging Area on the Convocation Level. The hounds are always here when not on missions or on regular rounds within the enclave.

Smithy/Armory: A trapezoidal chamber with fireplace and other elements suitable for forging armor and weapons, plus racks of barbed scourges, chakrams, and spears in glassy steel cabinets protected by a *greater glyph of warding* that admits only purifiers to access the weapons.

Torture Chamber: This oddly-shaped chamber causes any non-outsider to suffer *confusion* due to vertigo

every round that it fails a DC 23 Fortitude save. Blind creatures ignore the effect. Inside are two dozen torture implements (page 123). A locked iron door leads from here to the Surgical Laboratory.



CHAPTER 7 NIGHTFANG CULTS

This chapter describes the shadowy realm of the Nightfang Weald, its foul unseelie courts, and the cultists who trade with them in secrets and magic. From the alluring dreams and tarry white skin of the blind and obese cretchmab to the enchanting bird-cage traps of the stilt-walking thrawk, explorers of the Weald may discover death far sooner than prized ancient dweomer.

NIGHTFANG LORE Like the Apocryphal Desert and the Outer Darkness, the Night-

Like the Apocryphal Desert and the Outer Darkness, the Nightfang Weald is a foreboding plane of half-unmade existence wellsuited to pactmaking creatures. Over eons, the most daring (or foolish) of fey have sought to trick or undermine the gods. For their crimes, the gods consign these fey to a nightmarish forest, the Nightfang Weald.

A traveler arriving in the Weald finds herself in a twilight wood. Trees may be thick or thin, wiry or gnarled, black as coal or white as snow. Climate varies from bitter cold with snow to sweltering jungle, though most of the Weald is a temperate forest. Flitting lights similar to mindless will-o-wisps provide soft illumination among the trees. The sky above the forest canopy is pitch black, as if no light travels beyond it. An insufferable cacophony of birds, frogs and crickets permeates the land. Or a



silence so pure and deadly blankets the wood such that every footstep sounds like a gong.

Although rich with life, the Weald is hostile to civilization and a benefactor of death. Creeping vines and acrid mists quickly choke and erode buildings, while the native inhabitants—plus visitors who die there and reincarnate as its newest denizens revel in chaos and bloodshed, perhaps due to the insane whisperings of the wind.

Lore-d20+Knowledge (the planes)

10—The Nightfang Weald is an otherworldly realm of evertwilight forests where Fey Baraddu, Nightfang and similar spirits roam in tormet for eternity.

14—The Nightfang Weald is a plane of existence that blends fey and shadow elements. The plane is an endless forest of snowy alpines, misty temperate woods and dense steamy jungle. Twisted, chaotic and evil fey haunt this place.

17—On certain nights in forested areas, portals open between the Nightfang Weald and the Material Plane. Pactmaker cultists congregate at these portals. Cult initiates enter the Weald and return green-skinned and able to subsist on moonlight.

21—Cultists are as selfish and destructive as the nightfangs they emulate. They gather in groups around charismatic and powerful members. These groups often war with each other and submit captives to vile rituals that open portals to the Weald.

25—Among the Weald's unseelie fey is the cretchmab, or Mother of Dreams. She plays upon men's desires, showing them gleening bejewled vaults and joyous revelry in their dreams. She

Travel to/from the Nightfang Weald

There are several ways to reach the Nightfang Weald.

A *plane shift* or *gate* spell or an item that duplicates these spell effects works normally to enter the Weald. A *gate* spell works to leave the Weald.

A planful character can create a temporary portal between the Material Plane and the Nightfang Weald. Opening a portal requires a *plane shift* spell cast at midnight in a heavily wooded area with a sacrifice of blood from a living creature of at least 8 Hit Dice. The portal is a black starless pool that is 5 feet wide by 30 feet high. It allows two-way travel and remains open for 10 minutes per caster level. A *daylight* spell or more powerful spell with the light descriptor will negate the portal's function as long as the light remains in place.

A binder may craft a puzzle portal, following the rules on page 185 for crafting portals. The portal must have at least three seals from the following spirits: Coralene, Swan Elashni, Nightfang, Fey Baraddu, Green Glomairah, Witch Yaba, Mare Loviatha, Evening Star and Aladdar. Once the puzzle is solved, the puzzle solver and up to one companion per seal are transferred to the Nightfang Weald. A puzzle portal is usually one-directional. A portal to return to the Material Plane may or may not be present. Even if present, using it may require dangerous travel, combat, negotiation or a sacrifice of some sort.

Finally, portals may open on special occasions. These are always in forested areas or in regions where forest has been violently cleared to make way for farmland or similar goals of civilization. Every few years over a period of twenty-three nights, twenty-three portals spontaneously open. Creatures within the Nightfang Weald immediately learn via the Weald's whispering wind the direction and distance to portals nearest them; and during these nights, they raid mortal lands to gain gems, jewels, and captives.

also reveals how to find these wondrous locales, which turn out to be the cratchmab's empty, foul lair.

30—The most common nightfang creature is the sheylok, a monkey-like chimera of forest dwellers that pelts foes with sickening feces. Sheyloks often venture into the Material Plane to steal baubles and young adults whom they transform into nightfang like themselves after an evening of fey revelry.

35—Nightfangs tend to fear children, fire, snakes and water. Sages suspect that a watery serpent and a fiery child consigned the first fey to the Weald.

40—Other nightfang creatures include the thrawk, nauthla, and dreaded faustfey. The thrawk is an assassin. The nauthla is hideous nymph who steals men's hearts. The faustfey is a powerful pactmage elder of magic and traveler of the multiverse. 45—A savvy adventurer can bargain with nightfangs to learn

dark lore or gain services against one's enemies. 50—Those who travel the Weald must face a shadowy mirror

image of themselves. Those who fail become monsters; those who succeed travel the Weald with ease.

Physical Planar Traits

The Nightfang Weald is coterminous with the Material Plane, the Plane of Shadow, and the Faerie Realm (or similar plane that is home to fey creatures). Here are its planar traits.

Progressive Gravity: Gravity at the surface is normal. As one moves upward toward the roof of the woods (the "canopy"), gravity doubles at 50% of the distance to the canopy top and doubles again at 75% of the way to the canopy top. The canopy averages 400 feet high. No creature reaches beyond the canopy where gravity increases to an infinite amount. Light cannot pass beyond the canopy.

Finite Size: The Nightfang Weald's size is unknown. Travelers find that traveling in a straight line usually results in returning to one's starting point after 1d6 hours (50% of the time) or 1d6 days (50% of the time). Only secret paths, such as the mythical Path of the Golden Flower, lead travelers in true directions.

Alterable Morphic: Visitors interact normally with inhabitants. Illumination: Perpetual twilight requires low-light vision.

Minor Positive-Dominant: The Weald promotes a riot of plant life and myriad visceral sensations that tantalize and energize. All creatures including visitors enjoy fast healing 2. Similarly, undead suffer 2 hit points damage per round (no save).

Strongly Chaotic-Aligned and Mildly Evil-Aligned: Most of the plane's denizens are chaotic, evil or both. Non-chaotic creatures suffer a -2 penalty on all Intelligence-, Wisdom-, and Charisma-based skill checks. Chaotic good creatures suffer a -2 penalty on Charisma-based skill checks. Any fey, magical beast or plant that resides for a year and a day on the plane gains the fiendish template and becomes chaotic evil.

Altered Magic: Spells that target plant creatures or plant life or cause darkness are automatically maximized, extended, and enhanced at no cost to the spellcaster. Conversely, necromancy spells function at one-half the caster's normal caster level. Pact magic works somewhat differently. Binders enjoy a +6 bonus on their binding checks for spirits of the Fiend, Tree, and Shadow constellations. Conversely, binders suffer a -6 penalty on binding checks for spirits of the Angel and Ghoul constellations. Zones of wild magic exist.

FlowingTime: For every day spent on the Nightfang Weald, a week passes on the Material Plane. Moreover, time lost on the Nightfang Weald catches up with travelers if they have ingested any food or drink found in the Nightfang Weald. Creatures that spend time on this plane and then return to their home plane instantly "catch up." They become ravenously hungry as if they have not eaten in days or longer. Similarly, they age and may possibly die if carried beyond their normal lifespan. Natives of the Nightfang Weald and visitors that abstain from food and drink are unaffected by flowing time.

Conditional Death: The soul of a chaotic or evil creature that dies on this plane remains on this plane. Its corpse turns to mist and shadow within a number of rounds after death equal to its Hit Dice. Only a vague scent of life remains. Twenty-four hours later, the creature spawns from the ground, awakening in a dense grove of plants or on the banks of an inky river. Chaotic evil creatures return as nightfangs of equal or near-equal Hit Dice. Chaotic good creatures may return as fey such as dryads and nymphs, though their goodness remains in peril. Other creatures return as animals. The soul of a lawful good, lawful neutral or neutral good creature journeys to an afterlife on another plane of existence suiting its alignment.

Weald Weather

The winds of the Nightfang Weald echo a chaotic cant of voices, possibly driving a traveler to madness, while thick mists slow and even paralyze humanoid travelers. Shelter such as lodges and caves block the effects, at least for a time.

TABLE 7-1: WEATHER IN THE NIGHTFANG WEALD

2d6	Weather	Duration	Effect
2	Gale	1-6 minutes	<i>Insanity</i> (DC 18 Will ne- gates); Small creatures knocked prone.
3	Forest cacophony	10-60 minutes	Confusion (DC 14 Will negates)
4-5	Light wind	1d6 hours	<i>Lesser confusion</i> (DC 12 Will negates)
6-8	Still and clear	2d6 hours	None
9-10	Light mist	1d6 hours	Vision half normal
11	Rain shower	10-60 minutes	Slowed (DC 14 negates)
12	Thick fog	1-6 minutes	Paralyzed (DC 16 negates)

Traveling the Nightfang Weald

Travelers are easily lost. Each 1 hour of travel requires a DC 18 Survival check. A failed check indicates a traveler has gone in a direction other than the one desired. When a check fails by 10 or more, the traveler finishes the hour at her starting point. Mundane methods to aid navigation such as use of string or tagging trees do not work since the plane itself shifts travelers. Spells such as *find the path* work. Minotaurs are never lost; fey, paladins, and gnomes enjoy a +4 bonus to their checks.

Black Rose Lodges

These lodges dot the Nightfang Weald. Nightfang cultists and their allies, including hags and fiendish nymphs, run the lodges. A small group of wary travelers can enjoy a safe night's rest in exchange for a minor magic item, personal service or coins worth 375 gp. Lodge-keepers may be wicked, but most delight in surprise and confusion over bloodshed unless travelers appear exceptionally weak or comely. Such travelers will be "delayed" from leaving using charms or chains. Although lodge-keepers tend to quickly trade away any items gained from travelers, a search may reveal a hidden cache of 1d6+2 magic items. A living creature brought to a lodge within 24 hours of its death will reincarnate within the lodge overnight rather than spawning as a new denizen of the Nightfang Weald.

Path of the Golden Flower

This sure road consists of many trails that lead to a central arch that is shaped like a golden flower.

Travel time along a trail to the arch varies from 1d6 hours for lawful good creatures to 1d6 years for chaotic evil creatures, with 1d6 days for all other creatures. A party of mixed creatures proceeds at the slowest pace. No Survival checks are required to navigate the trails, which are plain to see.

The arch can be seen and passed through by creatures that are lawful neutral, lawful good or neutral good. Lawful evil creatures can see the arch but cannot pass through it, while chaotic good creatures cannot see the arch but have a 1% chance per round of searching to pass through it.

Those who pass through the arch travel to a heavenly realm of law and goodness.

<u>Adventure Hooks</u>

Here are eight scenarios to help you integrate the Nightfang Weald into your campaign.

Awakening

Every twenty-three years the forest town of Beldan is subject to strange lights, shifting shadows, and lost kin. Dark portals to the Nightfang Weald open in the woods surrounding the town. This time, it is only the third night and already a dozen townsfolk have gone missing after reporting dreams of lost treasure and wondrous fey courts. The false visions are sent by the Mother of Dreams, an obese fetid nightfang that lures mortals to their doom. A few hundred years ago, the town was founded on the vanquished remains of a cult compound. Some say a few members of the cult linger in secret. The cult claims to know how to pass safely through the portals and locate the Mother of Dreams in the Ravencourt Ruins that sit in the middle of the Wailing Tar Pits. Alas, is their information accurate? And can this foul creature be slain before the town is laid waste?

Family Treasure

The elders of a declining noble family approach the party. They are willing to spend the last of their family's fortune in order to retrieve a great buried treasure from a ruined palace on the Nightfang Weald. A century ago, their then-head of family married a satyr in defiance of the local clergy and the family's ancestors, who spoke from the afterlife. The gods cursed the family, tossing their gilded manse and half of their relatives into the Weald. No one knew what happened until one of the family's adolescent descendents escaped the Weald. He hadn't aged a day. He claims that he survived in the manse's warded library for many years, teaching himself magic in order to make his escape. The boy might be telling the truth, or not. What the family does not say is that anyone who aids them is also cursed.

Gremlin of the Loose

When a group of adventurers returned from the Nightfang Weald a few weeks ago, they failed to notice that a nightfang minion followed stealthily behind them. The unseelie creature hid and scouted for several weeks, living off of the local fauna. Now hungry and bored, it recently assaulted several children with turds and stones. No one in town took seriously the children's story until a girl went missing. The original adventuring party is long gone. Can the party capture the nightfang minion and either return it to the Weald or destroy it? If the party is wise, it will consult local druids and fey.

Invitation in Gold

For years, Weald cultists have stayed quiet at the fringes of civilization. Recently, however, a noblewoman has taken up the cult's cause and rallied the elderly and infirm to join her on a journey to a fey costume ball where all who are sick and old are made strong and young again. Only those who receive golden invitations may join her on her pilgrimage to Eladin Manse, a legendary sprawling complex. The Manse sits within the stump of a huge tree that towered 5000 feet before it fell. Your patron has intercepted a small group of elderly travelers and given their invitations to you, so that you might travel to the ball and discover the truth of the situation—amazingly, those who have gone have returned rejuvenated, as promised. Is this too good to be true? Likely so, as the Manse sits deep in the Nightfang Weald.

TABLE 7-2: SUMMARY OF NIGHTFANG BREEDS

Cretchmab Dream- catcher 13 This huge, bloated "I sends false visions to captured prey to oth	o mortals and feeds her
Faustfey Elder 16 A tiny, vicious pixie- with magic. Binds 6	-like fey, highly adept th-level spirits.
	ymph that seeks lovers rebuke her advances.
Sheylok Minion 4 A monkey-like, curs gains power by hum stripping them of ite	
Thrawk Scourge 10 This cursed, stilt-wa assassin, and leader t	alking satyr is a spy, for other nightfangs.

Lord Saruga Lives Again

A lizardfolk bog-binder has emerged from the Weald. He is bound with the powerful spirit of Lord Saruga, and he leads a small army of lizardfolk and nightfangs to "clear the land of the accursed humans," preferably by eating them. The binder truly believes he is the incarnation of Lord Saruga.

Nymph of Good and Evil

The beautiful nymph Evelea approaches a charismatic party member in search of aid to rescue her twin sister who is trapped in "a frightful wood," the Nightfang Weald. Although the nymph reads as good and kind, she is quiet and vague. She says that she misses her sister and the two have a bond that transcends planes of existence. Evelea will travel with the party into the Weald and can act as a compass to her sister. Along the way, she may fall in love with a hero who is notably kind or cruel. Unknown to the party, and perhaps unknown even to Evelea, she has no twin; instead, her spirit is split in half. Half of her spirit lies at all times in the Nightfang Weald while the other normally resides on the Material Plane. What happens when both halves meet each other after many centuries is anyone's guess.

Redemption

Halifax was a paladin who led a doomed expedition into the Nightfang Weald. Divinations have revealed that in a moment of weakness, he committed a chaotic act and, dying soon after, was spawned as a hideous nightfang scourge. A rite of *atonement* and brief quest might have redeemed him. But that was decades ago and most consider him lost. Yet now, gods have messaged Halifax's last living friend, an old priest who claims that now is the time for a stalwart band to track down and capture Halifax and return him to the Material Plane, where the gods may recover his soul. The priest believes that Halifax wanders the Hills of Broken Sky, the one place in the Nightfang Weald where a traveler can see through the canopy of trees that normally shelters the Weald. In the sky above, unreachable stars of Heaven shine.

Troll's Rock

A high tower stands at the edge of the Ravine of Troubled Tales. Rocks in the ravine, deposited over centuries by a now-dead river, began a few months ago to "wake up" and speak magical secrets. Many collect these rocks. Among the most prodigious collectors is a troll witch. He has been charging much gold for sages to listen to the best stones, and a few youth have joined him as apprentices. Strangely, no visitors have seen the youth once they join Binder Mogar in his tower. Where are they? What do the rocks say? And what lies at the river's fountainhead?

NIGHTFANG CULTISTS

Calmly moving to you is a bark-skinned humanoid with a coat of stickers and flowers in its hair. It might be a young treant, except it moves swiftly, even in armor, and wields a scimitar in a bark-sheathed hand.

Nightfang cultists are ravaged souls that follow a special path. After a secret incantation, an initiated cultist transforms into

TABLE 7-3: NIGHTFANG CULTISTS

a plant creature that is comfortable and welcomed among the denizens of the Nightfang Weald.

Table 7-3: Nightfang Cultists provides statistics, from simple ovates to powerful wisewealds. Favorite anima spirits include The Beast Before Us, The Oak of Broken Sky, The Pegasus Arrow, and Titans of Thunderous Rage (from *SoPM*, pages 196-198); or consider, Lord Corigaine, Abyssal Seed, Lurker at the Edge of Perception or Night Becomes Her (pages 96-100).

Most cultists are chaotic or evil with a neutral component.

	Nightfang Cultist ("Ovate") Medium Plant	Nightfang Cultist ("Earthdrought") Medium Plant	Nightfang Cultist ("Skyseeker") Medium Plant	Nightfang Cultist ("Wiseweald") Medium Plant
Hit Dice	2d8+7 (16 hp)	4d8+11 (29 hp)	8d8+19 (55 hp)	16d8+ 51 (123 hp)
Initiative	+0	+0	+0	+0
Speed	20 ft.	30 ft., burrow 10 ft.	40 ft., burrow 20 ft.	60 ft., burrow 40 ft.
Armor Class	15 (+2 natural, +3 mwk studded leather), touch 10, flat-footed 15	16 (+3 natural, +3 mwk studded leather), touch 10, flat-footed 16	19 (+4 natural, +5 mithral breastplate), touch 10, flat- footed 19	25 (+8 natural, +5 mithral breastplate, +2 magic), touch 10, flat-footed 25
BAB / Grapple	+1/+2	+3/+4	+6/+7	+12/+13
Attack	Scimitar +2 melee (1d6+1, 18-20)	Scimitar +5 melee (1d6+2, 18-20)	Scimitar +8 melee (1d6+2, 18-20)	Scimitar +15 melee (1d6+3, 15-20, +1d8 sonic on crit. hit)
Full Attack	Scimitar +2 melee (1d6+1, 18-20)	Scimitar +5 melee (1d6+2, 18-20)	Scimitar +8/+3 melee (1d6+2, 18-20)	Scimitar +15/+10/+5 melee (1d6+3, 15-20, +1d8 sonic or crit. hit)
Space / Reach	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks	Bind 1st-level anima spirit (BL 2nd, DC 12), thorn volley* (2/day, 1d6+1, 120 ft. range, max 2/rnd)	Bind 2nd-level anima spirit (BL 4th, DC 13), thorn volley* (4/day, 1d6+1, 120 ft. range, max 3/rnd)	Bind 4th-level anima or spirit of Nightfang (BL 8th, DC 17), thorn volley* (8/day, 1d6+1, 120 ft. range, max 3/rnd)	Bind 8th-level anima spirit or bind Nightfang plus 2nd-level anima spirit (BL 16th, DC 21), thorn volley* (16/day, 1d6+1, 120 ft. range, max 3/rnd)
Special Qualities	Darkvision 60 ft., plants traits, camouflage (+8 Hide in natural area), slow fall 10 ft., woodsense (60 ft. as blindsense but natural area only)	Darkvision 60 ft., plant traits, camouflage (+8 Hide in natural area), woodland stride, slow fall 20 ft., woodsense (60 ft. as blindsense but natural area only)	DR 5/-, darkvision 60 ft., plant traits, camouflage (+8 Hide in natural area), spell-like abilities (3/day- <i>nightfang form, tree shape</i> , CL 8th), woodland stride, slow fall 40 ft., woodsense (60 ft. as blindsense but in natural area only)	DR 10/-, darkvision 60 ft., outsider traits, camouflage (+8 Hide in natural area), spell-like abilities (3/day—awaken, dream, nightfang form, speak with plants, tree shape, CL 16th), slow fall 80 ft., woodland stride, woodsense (60 ft. as blindsense but natural area only)
Saves	Fort +5, Ref +3, Will +4	Fort +6, Ref +4, Will +5	Fort +8, Ref +6, Will +8	Fort +13, Ref +10, Will +12
Abilities	Str 12, Dex 10, Con 14, Int 11, Wis 13, Cha 15	Str 12, Dex 10, Con 14, Int 12, Wis 13, Cha 16	Str 12, Dex 10, Con 15, Int 12, Wis 14, Cha 16	Str 12, Dex 10, Con 16, Int 14 Wis 15, Cha 17
Skills	Balance +1, Climb+6, Hide +8, Knowledge (nature) +4, Listen+6, Spot +1, Survival+6	Balance+3, Climb+6, Escape Artist+3, Hide+13, Knowl- edge (arcana, nature)+4, Listen+6, Perform+6, Spot +1, Survival+6	Balance+5, Climb +6, Escape Artist+6, Hide+16, Knowl- edge (arcana, nature)+6, Listen+10, Perform+8, Spot +2, Survival+7	Balance+5, Climb+9, Concen tration+17, Escape Artist+5, Hide+18, Intimidate+13, Knowledge (arcana, nature, the planes)+12, Listen+20, Per- form+11, Spot +2, Survival+'
Feats	Nightfang's Gift, Toughness ^B	Nightfang's Gift, Toughness ^B , Wealdwalker	Focal Constellation (spider, shadow or tree), Nightfang's Gift, Toughness ⁸ , Wealdwalker	Focal Constellation, Nightfang Gift, Tactical Pactmaker, Tough ness ^B Vatic Aura, Vatic Aura Master , Wealdwalker
Environment	Forest or Nightfang Weald	Forest or Nightfang Weald	Forest or Nightfang Weald	Forest or Nightfang Weald
Organization	Grove (3–12)	Trio (2-4)	Solitary	Solitary
CR	3	5	10	18
Treasure	Mwk studded leather, scimitar, potion (<i>cure moderate wounds</i>), binder's mask (novice)	Mwk studded leather, scimitar+1, mwk musical instrument, potion (<i>cure light</i> <i>wounds</i>)	Mithral breastplate, scimitar+1, camel pack of healing	Mithral breastplate +2 (shadow, silent moves, SR 13) scimitar+2 (keen, thundering cyclopes amulet (+3), lesser atlan astrolabe
Alignment	Usually chaotic or evil	Usually chaotic or evil	Usually chaotic or evil	Usually chaotic or evil

* Thorn volley is an extraordinary ability that is resolved as a natural weapon ranged attack.

Like fey, they are fickle and eschew orderly civilization for the wildness of nature. Nightfang cultists are not well-organized and tend to work alone or in small bands. The bands feud over territory and sacrifices. As students of the Weald, they have tasted blood and know it nourishes the woods, not just the wolf but also the trees and the hollows. Nightfang cultists celebrate the changes of season and protect the eternal places through blood sacrifice and debauched rites. As the druids say, "To look upon a cultist's face is to know Nature's cruelty."

Nightfang cultists take Nature's wisdom to heart. They are as deliberate as the long-lived trees and as sneaky as the night wolf and the trapdoor spider. They are not strong swordsmen. They prefer to lurk, weakening foes from a distance; or they disguise themselves in tree form as opponents come to investigate an odd noise or faux bauble of treasure. Most frightening, they can burrow and hide under the earth, emerging from beneath their foes. Or they climb trees and drop from above.

A cultist will lead explorers to the Weald for a price in blood. Options include a virginal sentient sacrifice with a Charisma of 15+, a traitor to the Nightfang cause or someone who has harmed the woods.



FEATS OF THE WEALD

The following feats are available to characters who travel to the Nightfang Weald and meet the listed requirements.

FRIEND OF THE WEALD

You enjoy lucky relations with chaotic magical creatures.

Prerequisite: Charisma 13, chaotic alignment, have made peaceful contact with a nightfang creature such as a sheylok or faustfey.

Benefit: Experience has provided you insight when dealing with nightfangs and similar chaotic and evil creatures. Apply a +3 luck bonus on Charisma-based skill checks when dealing with demons, fey, magical beasts, and plants.

MAB'S BLIND EYES

You see between slices of reality to note advantage and danger.

Prerequisite: Wisdom 13, chaotic alignment, have made contact (peaceful or otherwise) with a cretchmab (a nightfang dreamcatcher) or faustfey (a elder nightfang).

Benefit: You can see without seeing. You can use *augury* 1/ day as a Charisma-based spell-like ability with a caster level equal to your Hit Dice. Unlike the spell, you must be blindfolded while using the ability.

NIGHTFANG'S GIFT

Bind specific spirits related to vile woods.

Prerequisite: Binder or caster level 1st, chaotic or evil alignment, have made peaceful contact with a nightfang creature such as a sheylok or faustfey.

Benefit: You are highly familiar with Nightfang spirits. If you are a binder, you can bind a list of nine spirits, even if you cannot normally bind these spirits for whatever reason except that they are too high level for you to currently access. If you are a spellcaster, you can forfeit your daily spell allotment to bind one of these spirits even if you do not have the Supernatural Exchange feat. In both cases, you can ignore the binding requirements associated with these spirits.

The nine spirits include Coralene (level 1), Swan Elashni (level 2), Nightfang (level 3), Fey Baraddu (level 4), Green Glomairah (level 5), Witch Yaba (level 6), Mare Loviatha (level 7), Evening Star (level 8) and Aladdar (level 9). If you are not high enough level to access a spirit when you take this feat, you can bind that spirit when you attain sufficient binder (or caster) level, as specified by your class.

WEALD WALKER

You can tap into the Nightfang Weald's winds to communicate at a distance.

Prerequisite: Wisdom 11, spent at least 3 days on the Nightfang Weald.

Benefit: While in the Nightfang Weald, you gain one or more spell-like abilities that utilize the Weald's whispering wind. If you have 3 or fewer Hit Dice, you can use the *message* spell 1/day per Hit Die. In addition, if you have 5 or more Hit Dice, you can use the *whispering wind* spell 1/day per point of Wisdom bonus. Finally, if you have 9 or more Hit Dice, you can use the *sending* spell 1/day + 1/day per 3 levels beyond 9thlevel (2/day at 12th level, 3/day at 15th level, and so forth). Your caster level equals your character level and all DCs are Charisma-based.

CRETCHMAB

Before you rests an obese female in an acrid cloud of bog-like stench. She might be a naked giant, but her numerous tits and animistic features like patches of fur, scales and beak suggest a monster of the darkest woods. Her eyes are dead white and cloudy. Her pasty flesh oozes white tar. Stuck upon her torso and legs are weapons and twitching limbs of past heroes like yourselves. A few heads still mumble for help. All of a sudden, you feel the tug of sleep wash over your mind.

Cretchmab (Nightfang Dreamcatcher) CR 13

CE Huge Fey (Chaotic, Extraplanar, Evil)

Initiative +6 ; Senses blindsense, detect magic users, sense link ; Listen +19, Spot n/a (blind)

Languages Abyssal, plus understand Common.

AC 17, touch 14, flat-footed 14

(+3 Dex, +1 natural, +3 luck)

hp 90 (12d6+48)

Fort +8, **Ref** +8, **Will** +10

Special Defenses DR 4/cold iron, immune to *sleep* and charm effects, tarry skin, SR 22, wealdsafe aura.

Speed 20 ft., climb 20 ft.

Base Attack/Grapple +6/+15

- Attack Bite +15 melee (1d8+9+rot) or claws +15 melee (1d8+5)
- **Full Attack** Bite +15 melee (1d8+9+*rot*) and 2 claws +15 melee (1d8+5)

Space/Reach 15 ft./15 ft.

Lore Knowledge (nature) DC 23

- **Tactics** Prefers to support and direct its allies rather than fight. It will use its mass slumber ability, then goad creatures to attack it; those who become stuck to its body are ripped apart and consumed to power its magical abilities.
- **Morale** A nightfang dreamcatcher will fight to its death unless fleeing is the only way to save other nightfangs.

Str 29, Dex 10, Con 19, Int 7, Wis 15, Cha 15

- **Feats** Alertness^B, Ignore Binding Requirements, Guardian Spirit, Improved Initiative, Snatch.
- Skills Intimidate+17, Knowledge (arcana)+1, Knowledge (nature)+5, Knowledge (the planes)+2, Listen+19, Perform+12, Sense Motive+12.
- **DeathThrows (Ex)** Slaying a nightfang dreamcatcher releases a cloud of toxic gas that nauseates all living creatures within 50 feet (no save) for 5 minutes.
- **Detect Magic User (Su)** Detect the presence, location, and strength of magic using creatures. Resolve as *detect undead*, but detect magic users instead.
- **Dream Binding** Once per day, bind any 4th-level spirit by falling asleep for 10 minutes. Binder level 12th. Binding check d20+14. Ability DC 16.
- **Dream of Destiny (Su)** Once per night, send a dream with a *suggestion* effect to six or fewer targets. This works similar to the *demand* spell. A successful DC 20 Will save avoids the effect. The first target affected in a night must be within 5 miles of the nightfang dreamcatcher. All other targets must

know the first target and reside within 5 miles of each other. Dreams highlight long-lost, secret places of wondrous treasure that targets can journey to in order to gain their hearts' desires.Dreams indicate a direction to travel. In fact, the direction leads to the nightfang dreamcatcher's horrid lair.

- **Extra Heart (Su)** Ignore death due to massive damage and die at -20 hit points rather than the usual -10.
- **Goad (Ex)** Creatures within 50 feet that fail a DC 18 Will save find they prefer to forego ranged and spell attacks and instead make melee attacks against the nightfang dreamcatcher, resorting to bare hands if necessary.
- **Inspire Competence (Su)** A nightfang dreamcatcher and its allies within 50 feet enjoy a +2 morale bonus to one particular skill check for 1 full round when it spends a move action to speak via its bound spirit.
- **Inspire Courage (Su)** A nightfang dreamcatcher and its allies within 50 feet enjoy +2 morale bonus to resist charm and fear effects for 1 full round when it spends a move action to speak via its spirit.
- Mass Slumber (Sp) Use mass slumber. Up to 40 Hit Dice worth of creatures fall asleep on a failed DC 18 Will save.
- **Revitalizing Tit (Su)** A nightfang dreamcatcher has twelve tits that each produce a vile milk that heals other nightfangs. Each round of imbibing from a tit heals the drinker 1d8+5 hit points damage. A nightfang dreamcatcher cannot drink from its own tits. Creatures other than nightfangs that imbibe from a tit immediate begin transforming into a nightfang minion, princess or scourge, as best matching their Hit Dice.
- **Sense Link (Su)** Use *sense link* at will, with a limit of following three creatures at once. Unlike the spell, this ability works across planes of existence.
- **Shadow Step (Su)** As a full-round action, move up to 15 feet via the Plane of Shadow. Moving into a threatened space provokes attacks of opportunity.
- **Slow Fall (20 ft.)** Subtract 40 feet from distance fallen when computing falling damage.
- Spell-like Abilities (CL 12th, DC 12+spell level)
 - 1/day—imbue with supernatural ability, mass meld into stone.

2/day—deeper darkness, meld into stone, minor wish.

- 1/week—awaken, dream of abrogation, reincarnate.
- **Stink (Ex)** Once every 5 minutes, produce a revolting musk that causes all non-nightfangs within 10 feet to be nauseated for 5 minutes on a failed DC 18 Fortitude save.
- **Tarry Skin (Ex)** Creatures and objects that contact a nightfang dreamcatcher's body, including melee weapons that strike it and creatures that use natural weapons against it, become stuck to it on a failed DC 18 Reflex save. Stuck creatures and objects can be removed on a DC 28 Strength check, or on a DC 18 Strength check after a *grease* spell or *grease* oil is applied as a full-round action. Using *dimension door* or similar magic has a 50% chance to sever a stuck limb.
- **Tarry Transformation (Su)** Creatures and objects that remain adhered to a nightfang dreamcatcher's body soften and are easily torn apart, as if pre-digested on the outside of the dreamcatcher's body. Each round after adhering to its body, one limb softens and falls off. Each loss causes 2d6 points of nonlethal damage as the dreamcatcher's magic keeps the creature alive. After all limbs are lost, the head falls off. A creature can remain alive in this state for as long as the dreamcatcher lives plus 12 rounds after it dies. Each head, limb or

torso that the nightfang dreamcatcher eats heals it 2d8+10 hit points and grants it a +2 bonus on its ability DCs. A creature that is fully eaten is gone forever; only a *miracle* or *wish* can restore it to life. A *regenerate* spell with a *break enchantment* spell knits together a creature, rebuds lost limbs, and restores damaged flesh to its normal state.

Wealdsafe Aura (Su) Once per round, automatically ignore ranged ammunition (arrows, bolts) from one attacker as the ammunition turns into harmless dead birds and flowers.

Environment Cold, temperate or tropical forest.

- **Organization** Solitary. Usually with a gang of nightfang minions, three nightfang scourges, and one nightfang princess.
- **Treasure** Gems, jewels and magic only. Plus double the amount is found inside the creature's body.

Role-Play

A nightfang dreamcatcher, also called a cretchmab, is the proverbial honey pot that lures mortals and fey alike through dreams to their doom. She is a mother to all nightfangs and gluttony personified as she devours bits and morsels of paralyzed foes in order to feed her magical powers. Those who survive this unseelie horror of pact magic are known to shake uncontrollably with disgust at the mere suggestion of her name.

A nightfang dreamcatcher is blind, her weight impairs her movement, and she sleeps the majority of each day. She may spend months or years in the same spot—a dark glen, a hillock cave or abandoned castle. In her abode, she sees through her children as they walk the Nightfang Weald or mortal woods. Lesser nightfangs come to suckle at her tit for healing and sustenance; in return, she sends them forth to mark creatures whom she later contacts in their dreams. The "marked" as they are called by wary folk, dream of grand fey vistas and lost silvery treasures; she points them the way to her abode.

Heroes who make the journey of their dreams find no treasure; they become the treasure. Like a spider that maintains a gallery of succulent prey in its web, the nightfang dreamcatcher beckons and goads visitors to her corpulent body. Her stare paralyzes, her voices lulls to sleep, and her many children are ready to subdue all who seek to look away or stopper their ears. Any object or creature that contacts her body sticks to it like a hapless fawn trapped in tar. The acidic juices coating her skin soften and digest creatures while she and her minions joyously prune creatures limb-by-limb. Her magic sustains the victims, who do not die. Instead, she consumes an arm here, a head there, as her appetite inspires her.

A nightfang dreamcatcher is difficult to combat. Objects stick to her body, spells tend to fizzle harmlessly, and only cold iron weapons cut her skin. That said, she is not all heartless hungry stomach. Pact mages who have bound the right spirits and offer her fresh victims or magic items may entreat this mad mother to use her talents for them. Though not as a powerful as a nightfang elder, her blind eyes see much, and her mind wanders the Plane of Dreams like few other creatures.

A nightfang dreamcatcher maintains a pot, whether a huge case or swollen pit, to store the torn limbs of her catches. Once separated from her body, a victim's parts can be stretched and ripped like gum or glue; a head remains alive, though surely the creature spirals into insanity. Any who manage to secure a pot are challenged to sort its contents and restore babbling victims to wholeness. Sanity is difficult to restore.

FAUSTFEY

CR 16

A cat-sized humanoid emerges from the shadows. It might be a monkey, but its scales, beak, horns, and smattering of feathers suggest a mix of forest dwellers and betray a fey creature of chaos. The creature snickers as the foul smell of a rancid bog fills the air.

Faustfey (Nightfang Elder)

CE Tiny Fey (Chaotic, Extraplanar, Evil)

- Initiative +6 ; Senses Book scent, darkvision 60 ft., detect magic users, *detect pact spirits*, low-light vision ; Listen +8, Spot +8.
- Languages Abyssal, plus understand Common, Draconic, Druidic, Gnoll, Orc, and Sylvan.

AC 26, touch 24, flat-footed 23

(+2 size, +3 Dex, +1 natural, +10 luck)

hp 67 (15d6+15)

Fort +6, **Ref** +12, **Will** +10

Special Defenses DR 5/cold iron, immune to *sleep* and charm effects, ongoing *displacement* effect, resilience 5, SR 25.

Speed 70 ft., climb 30 ft. Base Attack/Grapple: +7/+2 Attack Bite +12 melee (1d3-1) Full Attack Bite +12 melee (1d3-1)

Space/Reach 2-1/2 ft./0 ft.

Lore Knowledge (nature) DC 26

- **Tactics** Use distracting heckle and incongruent spirit before engaging in melee. Then use poisonous exhalation and shadow hop to a new location. Follow with ghost face, then use swallow whole or pact magic abilities. Against weakened foes use death touch and soul drain.
- **Morale** Nightfang elders value their own well-being and flee if they fall below half (32) hit points.

Str 8, Dex 17, Con 12, Int 18, Wis 12, Cha 16

- Feats Focal Constellation (any), Guardian Spirit, Improved Initiative, Vatic Aura, Vestige Mind, Weapon Finesse.
- Skills Balance +11, Climb +8, Concentration +8, Craft +6, Escape Artist +8, Hide +16, Intimidate +8, Jump +8, Knowledge (arcana) +4, Knowledge (the planes) +8, Listen +8, Perform +4, Sense Motive +8, Spot +8, Tumble +8, Use Magic Device+18.

Bind Favored Spirit 1/day bind a 6th-level spirit. Binder level 12th. Binding check d20+15. Ability DC 19.

- **Book Scent (Ex)** Use scent but only for books, scrolls, and other written materials.
- **Death Touch (Su)** 1/day, on a touch attack against a living creature, roll 15d6 (average 52 hp). If the total at least equals the target's current hit points, it dies (no save).
- **Detect Magic User (Su)** Detect the presence, location, and strength of magic using creatures. Resolve as *detect undead*, but detect magic users instead.

Detect Pact Spirits (Su) Use detect pact spirits at will.

Ghost Face (Ex) Gaze causes living target within 30 feet with less than 150 hit points to fall to -1 hit points (no save).

Distracting Heckle (Ex) Distracting sonic effect causes all

non-nightfangs within 50 feet to suffer a -20 penalty to Concentration checks for 5 minutes. A nightfang elder can use this ability once every 5 minutes. The effect does not stack with distraction caused by other nightfangs.

- **Gruesome Apotheosis (Su)** An individual nightfang elder's touch transforms a helpless Medium or Small intelligent fey, humanoid or monstrous humanoid into a nightfang after 3 continuous rounds of contact. A victim with 3 or fewer Hit Dice becomes a nightfang minion. A victim with 4 to 7 Hit Dice becomes a nightfang scourge (if male) or princess (if female). A victim with 8 to 12 Hit Dice (or 13 or more Hit Dice and no magical ability) becomes a nightfang dream-catcher. A victim with 13+ Hit Dice and magical ability becomes a nightfang elder. Once the transformation is complete, the new nightfang starts as friendly to other nightfang and hostile to its previous allies. The transformation can only be reversed by a *miracle* or *wish* spell.
- **Incongruent Spirit** 1/day for 5 minutes when bound to a spirit, the spirit may take a move or standard action each round to produce a supernatural effect in addition to any actions the nightfang elder takes that round.
- **Obscure Name** A nightfang elder's true name cannot be recalled, spoken or used in any way. This grants it immunity to *power word* spells plus spells and effects that work using names.
- **Poisonous Exhalation (Ex)** A nightfang elder can exhale a dark poison gas cloud as a 15-foot cone. Any creature caught in the cloud must succeed on a DC 20 Fortitude save or suffer poison damage (-1d10 Con/-1d10 Con) and begin suffocating as a shadowy miasma clots its throat. Each round for 3 rounds, a suffocating creature loses 1/3 of its normal maximum hit points and may attempt another Fortitude save to end the miasma effect. An affected creature does not die; instead, it stabilizes at -9 hit points and rests in a comatose state for up to 15 days or until the nightfang elder dispels the effect.
- **Resilience (Ex)** All damage except acid and fire damage heals at the rate of 5 hit points per round. Lost limbs rebud in 3d6 rounds. Holding a limb to a stump restores it in 1 round.
- **Shadow Hop (Su)** As a swift action, move up to 400 feet via the Plane of Shadow. A nightfang elder that hops into a threatened space grants an opponent an attack of opportunity.
- Shadow Walk (Su) Once per day use the *shadow walk* spell.
- **Slow Fall (Ex)** Subtract 50 feet from the distance fallen when computing falling damage.
- **Soul Drain (Su)** Whenever a nightfang elder delivers a killing blow against a sentient living creature with a soul, it benefits from the *heal* spell, recovering to its full normal hit points.

Spell-Like Abilities (CL 12th, DC 13+spell level)

3/day—deep slumber.

1/day—alarm, augury, suggestion, reincarnation, control weather.1/week—glyph of warding, plant growth, symbol of sleep.

Swallow Whole (Su) As a full round action bite attack, a nightfang elder can enlarge its mouth to swallow any Large or smaller creature. If the opponent fails a DC 24 Reflex save, it is immediately enters the nightfang elder's true stomach, a shadowy 10-ft.-cube cave on the Plane of Shadow with no apparent exits. Each round in the stomach, the victim gains 1 negative energy level (DC 24 Fort. negates) and the nightfang elder heals 5 hit points (up to its maximum normal hit points). When the victim reaches 0 levels it turns into a noxious gas and dissipates after 1d4 rounds. During those

rounds, a *miracle* or *wish* spell revives the victim. Afterward, only divine intervention works. A victim can *plane shift* out of the stomach if it has that ability to do so. It can cut its way out with a blade such as a dagger. Each 5 ft. square of stomach has DR 10/cold iron and 30 hit points. After cutting a hole, the creature can escape and the hole closes up after it. Alternatively, the victim can cause harm or discomfort in the stomach (typically 30 points of fire or electrical damage) to force the nightfang elder to vomit it back up.

Waves of Fire (Su) Generate a 60-foot cone of supernatural flames that inflicts 15d6 (52 hp) fire damage or half that on a successful Fortitude save. Creatures that fail their save continue to suffer 1d6 fire damage each round for 15 rounds until they spend a full-round action to drop to the ground and roll to extinguish the fire. A creature that does this ends its turn prone. Nightfangs are particularly fearful or and damaged by this fire, suffering +1 point per damage die.

Environment Cold, temperate or tropical forest. **Organization** Solitary.

Treasure Double gems, jewels and magic only.

Role-Play

A nightfang elder is a rare encounter even in the Nightfang Weald. More than any of its race, an elder lusts for magic. It can bind spirits with ease and bend magic items to its will. Thought it prefers to work alone, often traveling the woods of many worlds in search of lore and treasure, it is also a father and protector to other nightfangs. It arrives when its children call it, though it comes in its own time and is equally likely to administer fiery punishment on its noisome children as it is to reign abyssal flames upon their enemies.

A nightfang elder often maintains several workshops. These workshops are located amid the towering trees and low hovels of the Nightfang Weald and also in deep, dark forests of the Material Plane. Although dense brush often obscures the tiny entrances to these workshops, a nightfang elder may plant clues, spread rumors and maps among binder sages, or even post signs for explorers to find its abode-like a nightfang dreamcatcher, an elder enjoys trapping prey, but only the most powerful possible in order to make more nightfangs like itself. When a band of pactmakers finally locates a lore-laden workshop, they may think it is abandoned. Workshops often sport a tiny entrance. Most visitors need to shrink to enter. Within, the space is suitable for a gnome, halfling or other small humanoid to move comfortably, although furnishings tend to better suit a tiny creature. In addition to binder tomes and magic items, intruders will find nasty, albeit nonlethal magical traps. Typical traps incude a symbol of sleep or glyph of warding armed with deep slumber. An activated trap alerts the nightfang elder, who makes his way to the workshop to collect his catch and inflict on it a gruesome makeover.

A nightfang elder can found a colony of its kind by transforming normal fey, humanoids and monstrous humanoids into nightfangs. Although it can create any type of nightfang, it enjoys most the opportunity to craft more nightfangs like itself, a process that requires a powerful pactmaker or spellcaster as the victim. Some sages believe that a nightfang elder longs for love from a creature that shares its intellect and passion for magic. Alas, the transformation turns the lover into a selfishly evil loner that departs soon after birth.
NAUTHLA

A creature of a woman's shape and size in dainty lace and silks stands looking away from you into a fine silver mirror. The mirror reflects a beautiful elf: not quite man, not quite woman, but hypnotizing nonetheless. She begins to sing. Her voice carries your heart and mind to memories of meddows and streams. She turns. Her true visage is not a comely fey, but a mad composition of forest creatures, from bird and tiger, to cricket and monkey. Your heart stops in terror as she beckons for you to come to her.

Nauthla (Nightfang Princess)

CR 7

CE Medium Fey (Chaotic, Extraplanar, Evil) **Initiative** +6 ; **Senses** Darkvision 60 ft., *detect magic*, detect magic users, low-light vision ; Listen +4, Spot +8 **Languages** Abyssal, plus understand Common and Sylvan.

AC 17, touch 14, flat-footed 14

(+3 Dex, +1 natural, +3 luck)

hp 26 (6d6+12)

Fort +4, **Ref** +8, **Will** +4

Special Defenses DR 2/cold iron, immune to *sleep* and charm effects, *mirror image*, SR 16, wildsafe aura.

Speed 30 ft., climb 30 ft.

Base Attack/Grapple +3/+4

Attack Bite +6 melee (1d4+1+*suggestion*) or claws +6 melee (1d4+5)

Full Attack Bite +6 melee (1d4+1+*suggestion*) and 2 claws +9 melee (1d4+5) and rake (2d6+9) **Space/Reach** 5 ft./10 ft.

Lore Knowledge (nature) DC 17

- **Tactics** Begin with diplomacy and disguise, notably with fey and humanoids of 15+ Charisma and magical ability. Mask its true appearance and sing to entrance a comely and good foe. Reduce and imprison in a jar those who try to escape. Use *mirror image*, *hideous laughter*, and *rage*. Against a helpless victim, use the strip heart ability and shadow hop away.
- **Morale** A nightfang princess will fight until its rage ends, at which point it will flee regardless of how the battle fairs.

Str 13, Dex 16, Con 14, Int 12, Wis 9, Cha 16

- Feats Ignore Binding Requirements, Improved Initiative, Weapon Finesse.
- **Skills** Appraise +6, Climb +18, Diplomacy +6, Disguise +12, Knowledge (arcana) +4, Knowledge (the planes) +2, Listen +4, Perform +12, Spot +8, Use Magic Device +12.
- **Detect Magic User (Su)** Detect the presence, location, and strength of magic using creatures. Resolve as *detect undead*, but detect magic users instead.
- **Haunting Mirror (Su)** Similar to the *sending* spell, a nightfang princess can message a creature it has met; unlike the spell, both parties must be seated in front of a mirror and the receiving party enjoys a vision of a beautiful paramour in the mirror rather than the nightfang princess's true appearance.
- **Mirror Binding** Once per day, bind any 2nd-level spirit using a mirror for 10 minutes. Binder level 6th. Binding check d20+9. Ability DC 14.

Mirror Healing (Su) A nightfang princess heals 1d8+5 hit



points per round spent viewing its visage in a mirror, to a maximum of one-half its total maximum hit points.

- **Mirror Image (Su)** Produce 1d4+2 images as the *mirror image* spell. The effect lasts until all the images are gone, at which time the nightfang princess may use the ability again.
- **Mirror Magic (Su)** 1/day, duplicate a spell, spell-like ability or a granted ability that a foe within 30 feet and line of sight just used in the previous round. Resolve as if the foe used it.
- **One Thousand Faces (Su)** Assume the illusary appearance of any Medium corporeal fey or humanoid. Observers can disbelieve on a DC 16 Will save.
- **Phobia** Suffer one phobia: children, fire, snakes or water. Stay a minimum of 10 feet from a space containing (or appearing to contain) a phobic creature or element.
- **Rage (Ex)** Fly into a rage for 7 rounds as a free action. Gain +4 Strength and +4 Constitution (including +12 hit points) and enjoy a +2 bonus to Will saves but suffer a -2 penalty to AC and unable to use skills that require concentration. Fatigued when the rage ends. Cannot rage when fatigued.
- **Rake (Ex)** A nightfang princess that strikes a foe with both claws causes an additional 2d6+9 points of damage.
- **Reduce Foes (Su)** On a successful touch attack, the target shrinks to size Tiny for 6 hours. A creature so shrunk is dazed until the end of the next turn.
- **Shadow Hop (Su)** As a move action, move up to 30 feet via the Plane of Shadow. Hopping into a threatened space grants opponents an attack of opportunity.

Slow Fall (20 ft) Subtract 30 feet from the distance fallen when computing falling damage.

Spell-like Abilities (CL 6th, DC 13+spell level) At Will—*light, lullaby, summon instrument, speak with plants.* 1/day—*hideous laughter, identify, minor creation, plant growth.* 1/week—*commune with nature.*

Stink (Ex) Up to once per 5 minutes, produce a revolting musk that causes all non-nightfangs within 10 feet to be

nauseated for 5 minutes on a failed DC 16 Fortitude save.

- **Strip Heart (Su)** Cause a helpless Medium or Small sentient creature to lose all compassion and empathy after 3 rounds of continuous contact. In the 4th round, the victim's alignment changes to chaotic evil and it views the nightfang princess as an ally and its former allies as its hated foes. Three nightfang princesses can work together to accomplish the same effect as a full-round action. A nightfang princess is flat-footed while stripping a heart.
- **Suggestive Song (Su)** On a failed DC 16Will save, an affected creature within 60 feet falls in love with the nightfang princess and attempts to consumate a romance. The effect ends when the consumation is complete. This ability requires the nightfang princess is able to speak (sing) and be heard.
- Wealdsafe Aura (Su) Once per round, automatically ignore ranged amunition (arrows, bolts) from one attacker as the amunition turns into harmless dead birds and flowers.

Environment Cold, temperate or tropical forest.

Organization Solitary or Triad (1-3). Usually accompanied by a gang of nightfang minions.

Treasure Gems, jewels and magic only, plus one or more mirrors each worth 50 to 400 gp.

Role-Play

A nightfang princess enjoys wearing danty regalia, fine beaubly jewels, and ruddy makeup. Whenever it looks into the mirror, it sees beauty and finery. To all other creatures, however, it is a monster of the Nightfang Weald, a repulsive amalgum of forestand muck-dwelling creatures in soiled rags.

Just as it misperceives its appearance, a nightfang princess mistakes hatred for love, obsession for compassion, and cruelty for kindness. It uses its beautiful voice and crafty wiles to lure prey into its well-appointed if jumbled and dirty den. It may appear as male or female and it lures fey and humanoids who are comely and good-hearted so that it might rob them of their hearts. Alas, once the prey become as sour and ugly like as it is, it tires of them and kills them in search of a new love. Some victims escape, never the same because their hearts are now as confused and empty as a nightfang princess is chaotic and evil. The few who do survive intact tell of the nightfang princess's terrible rages and habit of reducing her victims and locking them in music boxes, urns, and doll houses. Against any creature that rejects her diplomatic overtures or refuses to align its heart to her, she happily drops her mask and uses her sharp, deadly teeth and claws against it.

Like other nightfangs, a princess is adept with pact magic. She uses her vanity mirror to call spirits. To an observer she is speaking to herself as she negotiates with a spirit to gain its power. Her knowledge of magic is limited, but her skill with magic items ensures that what she cannot understand, she can still use to her satisfaction.

A savvy adventurer can bribe and flatter his way to gain a nightfang princess's favor. In exchange for jewelry and clothing of genuine value (100 gp or more), it will use *commune with nature* or other spell-like abilities on behalf of the creature. Naturally, a buyer should beware.

A nightfang princess surrounds itself with nightfang allies as needed and enjoyable; however, it tends to lair alone or with one or two others of its kind. Sentient carnivorous plants typically act as companions and guards for the lair.

Sheylok

A small dark shape crosses your field of view like an arrow in the wind. The shadowy folliage rustles and then reveals a monkey-like creature with scales, a beak, and other random features of forest kin. It heckles at you with glee and targets you with a foul turd. The air darkenes with turds as more of these nasty creatures emerge in a circle around you.

Sheylok (Nightfang Minion) CR 4

CE Small Fey (Chaotic, Extraplanar, Evil)

Initiative +2; Senses Darkvision 60 ft., detect magic users, low-light vision; Listen +6, Spot +6

Languages Abyssal, plus understand Sylvan.

AC 14, touch 13, flat-footed 12 (+1 size, +2 Dex, +1 natural) hp 13 (3d6+3) Fort +2, Ref +5, Will +4 Special Defenses DR 1/cold iron, quick step, SR 13.

Speed 30 ft., climb 30 ft.

Base Attack/Grapple: +1/+0

Attack Bite +3 melee (1d4-1+disease) or claws +3 melee (1d3-1) or fling excrement +3 ranged (30 ft., 1d2-1+vile extrement).

Full Attack Bite +3 melee (1d4-1+disease) and claws +3 melee (1d3-1) or fling excrement +3 ranged (30 ft., 1d2-1+vile extrement).

Space/Reach 5 ft./5 ft.

Lore Knowledge (nature) DC 14

- **Tactics** Shadow hop to encircle foes, then use distracting heckle to break foes' concentration and detect magic user to pick suitable marks. Against weak foes, use bite, claws, and trip. Against strong foes, attack at range from elevated areas (trees, etc) using vile excrement.
- **Morale** Nightfang minions are foolish (rather than fearless) and the first one in a group will fight to the death. Afterward, they will flee when lowered to 4 or few hit points.

Str 9, Dex 15, Con 13, Int 9, Wis 12, Cha 12

Feats Improved Grapple, Weapon Finesse.

Skills Climb +12, Disable Device +7, Listen +6, Slight of Hand +7, Spot +6, Use Magic Device +6.

- **Death Throws (Ex)** Slaying a nightfang minion releases a cloud of toxic gas that nauseates all living creatures within 5 feet (no save) for 2 minutes.
- **Detect Magic User (Su)** Detect the presence, location, and strength of magic using creatures. Resolve as *detect undead*, but detect magic users instead.
- **Distracting Heckle (Ex)** Produce a distracting sonic effect that causes all non-nightfangs within 50 feet to suffer a -5 penalty to Concentration checks for 5 minutes. A nightfang minion can use this ability once every 5 minutes. The effect does not stack with distraction caused by other nightfangs.
- **Quick Step (Ex)** Move 5 feet as an immediate action up to once per round.
- **Shadow Hop (Su)** As a swift action, move up to 30 feet through folliage (trees, bushes, etc) via the Plane of Shadow.

Hopping into a threatened space grants opponents an attack of opportunity. The line of folliage must be unbroken from the starting point to the ending point.

- **Slow Fall (10 ft.) (Ex)** Subtract 10 feet from distance fallen when computing falling damage.
- **Strip Body (Ex)** An individual nightfang minion can strip a helpless Medium or Small creature to nakedness in 3 rounds, or a dead creature in 1 round. It secrets any magical items it gains and coats mundane items with blood and excrement such that the items are spoiled and impart the effects of vile excrement to anyone who touches them. Three nightfang minions can work together to accomplish the same effect on a helpless creature as a full-round action. A nightfang minion is flat-footed while stripping a body. After stripping a body, it gleefully enjoys a +1d6 bonus to its next d20 roll.
- **Trip (Ex)** Benefit from the Improved Trip feat up to once per round when using natural weapons only.
- **Vile Excrement (Su)** A creature that is struck by or touches a nightfang minion's excrement gains a disease (immediate onset -1d3 Cha/-1d3 Con) if it is a non-pactmaker, or a malady if it is a pactmakers (*SoPM*, page 239). Struck creatures also lose magical power—the target immediately loses access for 24 hours to one supernatural ability, spell-like ability or spell slot, selected at random. The lost magic is transfered to the minion, which may use it as if it were the affected creature. A nightfang minion is limited to one stolen magic at a time. Newly stolen magic replaces any previous magic. Multiple exposures in the same round negate different abilities.

Environment Cold, temperate or tropical forest. **Organization** Triad (3) or Gang (4-24). **Treasure** Gems, jewels and magic only.

Role-Play

Nightfang minions are the most common stock of the nightfang race. Wherever another type of nightfang is found, two dozen minions are sure to wallow. To civilized humanoids and fey, these creatures' behavior is a mere step above that of a monkey. However, they are crafty and perceptive, and with their gift of shadowy movement and penchant for cruelty, make challenging and unpleasant foes, especially in large numbers.

Nightfang minions tend to travel the woods alone except when visitors enter their territory; then they gather as an unruly, encircling mob to tease and trip their new-found prey, preferrably leaving them helpless, naked, and afraid. Successfully humiliating foes grants them vigor. They enjoy tormenting magic users the most. A nightfang minion's bite and excrement strip a target of magical prowess and transfer the target's magic to the nightfang minion for a useful period of time.

While nightfang minions lack interest in trade, they like bright gems and jewels and the warm glow of magic items. In exchange for one or more of these items (minimum 25 gp value) a nightfang minion may volunteer to act as a scout, spy or even assassin, especially against a lawful and/or good foe.

A nightfang minion cares only about itself and what humor or other enjoyment it can gain for the moment. It may protect a nightfang dreamcatcher as its "mother" to enjoy healing and protection. It fears nightfang scourges and elders, and tend to obey them for at least a few minutes. Nightfang minions happily tease and kill each other.

THRAWK

A ghostly figure on stilts in long black robes steps before you, blocking your path. It howls. The howl roils your mind. You struggle to maintain your attention. From beneath the creature's long robes fall monkey-like forest creatures that scatter into the surrounding woods. It begins to babble loudly as it lurches forward toward you.

Thrawk (Nightfang Scourge) CR 10

CE Large Fey (Chaotic, Extraplanar, Evil)

Initiative +6 ; **Senses** Darkvision 60 ft., detect magic users, *detect pact spirits*, low-light vision, scent, *see invisibility* ; Listen +6, Spot +6

Languages Abyssal, plus understand Common and Sylvan.

AC 19, touch 16, flat-footed 16

(-1 size, +3 Dex, +3 natural, +5 luck)

hp 58 (9d6+27)

Fort +6, **Ref** +9, **Will** +7

Special Defenses DR 3/cold iron, entropic shield, SR 18.

Speed 40 ft., climb 30 ft.

Base Attack/Grapple +4/+13

Attack Bite +9 melee (1d6+2+scourge) or claws +9 melee (1d6+5) or stilt kick +9 melee (3d6+5+scourge)

Full Attack Bite +9 melee (1d6+2+scourge) and 2 claws +9 melee (1d6+5) or stilt kick +9 melee (3d6+5+scourge)
Space/Reach 5 ft./10 ft.

Lore Knowledge (nature) DC 20.

Tactics Scourges often track and spy but rarely attack unless accompanied by allies or are paid to do so. They use detect magic user, distracting howl, and babbling rouse to gauge and soften opponents. The use ghost face to cause an individual foe to flee, then chase the foe on its stilts and kick the foe to the ground, where it can use its strip mind ability.

Morale Nightfang scourges are cowardly and flee if they fall below 26 hit points.

Str 21, Dex 16, Con 16, Int 12, Wis 12, Cha 14 Feats Alertness, Improved Initiative, Run, Track.

- **Skills** Balance+10, Climb +13, Escape Artist +9, Intimidate +9, Listen +8, Move Silently +10, Knowledge (arcana)+2, Knowledge (the planes) +2, Spot +8, Survival +12, Tumble +14, Use Magic Device +13, Use Rope +4.
- **Hooting Rouse** (Ex) As a move action inspire a +2 morale bonus in allies within 50 feet to save against fear and charm effects. The nightfang scourage must be able to speak and be heard.

Detect Pact Spirits (Su) Use *detect pact spirits* at will.

- **Detect Magic User (Su)** Detect the presence, location, and strength of magic using creatures. Resolve as *detect undead*, but detect magic users instead.
- **Distracting Squak (Ex)** Produce a distracting sonic effect that causes all non-nightfangs within 50 feet to suffer a -10 penalty to Concentration checks for 5 minutes. Use this ability once every 5 minutes. The effect does not stack with distraction caused by other nightfangs.

Empty Body (Su) As a full round action, a nightfang scourge

causes its corporeal body to become living shadow that clings to one piece of its equipment (which is normally dark or black). It retains the ability to see and hear, but it cannot take any actions. The scourge returns 1d6 hours later or the next time the equipment is in shadowy illumination or darkness.

- **Entropic Shield (Su)** Ranged attacks suffer a 50% miss chance. Amunition that misses transforms into harmless dead birds and blacked flowers.
- **Ghost Face (Su)** Gaze causes living creatures within a 30-ft. cone to be paralyzed for 5 minutes (Will DC 16 negates).
- **Learn True Name (Su)** As a full-round action, learn the true name of a creature within 30 feet and line of sight. Limited to knowing one true name at a time. Learning a new name erases knowledge of the previous name. Enjoy a +2 bonus on DCs for abilities targeting a creature with a known name.
- **Owl Form (Su)** Take the form of a fiendish giant owl at will. Returning to normal form does not heal damage.
- **Phobia** Suffers one phobia: children, fire, snakes or water. Will stay a minimum of 10 feet from a space containing (or appearing to contain) a phobic creature or element.
- **Scourge (Su)** A touched foe must succeed on a DC 16 Fortitude save or be knocked prone and lose all magical ability for 8 rounds. Each round a creature can expend a full-round action to gain a saving throw to regain lost magic. Adjudicate standing from a prone as usual.
- **Shadow Healing (Su)** Heal 1d8+5 hit points per round spent in total darkness.
- **Shadow Hop (Su)** As a move action, move up to 30 feet via the Plane of Shadow. Moving into a threatened space grants opponents an attack of opportunity.
- **Shadow Jaunt (Su)** Once per day, travel up to 8 miles via the Plane of Shadow at the rate of 1 mile per minute.
- **Shadow Noose (Su)** On a successful 90-foot ranged touch attack, cause a Medium or Small creature within 5 feet of a tree to ascend into the tree's branches by a shadowy noose. The victim cannot speak or breath and immediately begins suffocating. It loses one-third of its normal maximum hit points each round. It does not die, but instead stabilizes at -1 hit point and remains comatose for up to 9 minutes or until the nightfang scourge ends the effect. A creature awakens with 0 hit points. The noose cannot be interacted with but it can be destroyed using a *daylight* spell.
- Shadow Stilts (Su) A nightfang scourge can produce and mount itself onto shadowy stilts as a move action. The stilts grow down from its legs and quickly raise it into the air. The stilts can be as short of 5 feet or as high as 50 feet and grant a commensurate bonus in height and land speed as well as a +4 bonus to Spot checks. A nightfang scourge cannot climb while using stilts but it can carry up to 4 Medium or 8 Small or smaller creatures along with it without added encumbrance. Dismissing the stilts is a move action that places the nightfang scourge on the ground, immediately ready for action. An opponent that attempts to topple the stilts must succeed on a Strength check (d20 + Strength modifier) opposing the nightfang scourge's Balance check (d20+9). Even when the stilts are toppled, the scourge lands on its feet with a successful DC 20Tumble check. Hacking at a stilt is useless since the stilts are made of shadow and regenerate immediately. However, the stilts are dismissed by a *daylight* spell.

- **Slow Fall (20 ft)** Subtract 20 feet from the distance fallen when computing falling damage.
- Spell-like Abilities (CL 9th, DC 12+spell level)
- 1/day—detect poison, detect traps, locate creature, locate object.
- **Stink (Ex)** Up to once per 5 minutes, produce a revolting musk that causes all non-nightfangs within 10 feet to be nauseated for 5 minutes on a failed DC 16 Fortitude save.
- **Strip Mind (Su)** An individual nightfang scourge's touch can cause a helpless Medium or Small creature to suffer amnesia after 3 full rounds of uninterrupted contact. In the 4th round, every fact the creature knows (its name, abode, travel plans, magic item command words, abilities of allies, etc) is now known to the nightfang scourge. Conversely, the victim forgets all narrative facts related to its life for a period of 24 hours. The amnesia does not affect skills, feats or class abilities. Three nightfang scourges can work together to accomplish the same effect as a full-round action. A nightfang scourge is flat-footed while stripping a mind.
- Whispering Trap (Su) Transmit a message of up to 25 words to a distance of 400 feet to a creature for which it knows its true name. The whispering trap allows the target creature to respond. If it responds, the nightfang scourge can embed a *suggestion* spell (Will DC 16) as part of its next message. A nightfang scourge can only make a *suggestion* effect once per day against a particular creature.

Environment Cold, temperate or tropical forest.

Organization Solitary or Triad (1-3). Usually accompanied by a gang of nightfang minions.

Treasure Gems, jewels and magic only.

Role-Play

A nightfang scourge acts an advisor, tracker, and means of quick transport for nightfangs that cling to its robes and stilts as it jumps through shadows. Unlike other nightfangs, a scourge hides its visage at all times and moves with silent grace rather than wild abandon.

A nightfang scourge is a consumate hunter. In addition to its tracking and trailing skills, it has minor magics to locate creatures and objects. Although it possesses nasty teeth and claws, it prefers to drop off minions to hary its cornered query while it attacks at a distance using its distracting howl, ghost face and shadow noose. Its aim is to subdue, not kill. After stipping a subdued creature of its memories, it ferries its hapless, confused prisoner to the lair of a nightfang dreamcatcher or elder, to become food or be transformed into a nightfang.

Among all nightfangs, a scourge is the most likely to deal with other creatures. In exchange for magic items, maps, and similarly informative or powerful items, it is willing to hunt a foe of the customer's choice and either kill, subdue or retrieve the true name or memories of that foe. An offer to trade intangible secrets is usually unconvincing when the nightfang scourge's assessment of a customer suggests it can simply subdue the customer and strip its mind. However, it is smart enough to know a powerful customer when it meets one, and will negotiate accordingly. If it is captured or coerned, it will bargain to keep its life. Besides items, it trades in the warm bodies of fey and humanoids. It will even call upon others of its kind or a nightfang elder when given a truly generous offer, such as the entire populace of a town or a unique magic item.



THE CEVIS CAVES

The Cevis Caves are a bridge between the mortal world and the Nightfang Weald.

Explorers can find the caves via magically-concealed narrow tunnels that lead down from surface woods into the earth. Finding a tunnel requires a DC 27 Search check in the correct area. Apply a +2 bonus if the explorer is fey or has 5+ ranks in Survival. Besides these tunnels, the caves lie within the Nightfang Weald and require *plane shift* to reach them magically.

Sometimes, the Cevis Caves' more vile denizens—nightfang, fiendish fey, ferel drow, and cultists—craft camouflaged 10 ft. to 60 ft. pits to catch prey wandering through mortal woods above the caves. Spikes welcome all who fall, and bear traps or assassin vines surround the landing area. Unlucky prey are devoured or transformed into nightfangs. Bards tell of lucky survivors who wandered the maze-like caves for weeks or even years before escaping. Finding an exit requires a DC 27 Search check every 8 hours (essentially, once per day).

A few canny druids and binders travel the caves, either in search of lost mortals or unusual magical ingedients or to locate a fabled manse that rumors say lies at the heart of the caves.

Eons past, the wealthy Cevis family built a gilded manse deep in the woods as a retreat from urban life and as a private abode to mix with the local fey. As the family engaged in more carnal acts and intermarried with fey, the Weald took hold around the manse to swallow it as one of its own. On moonless nights, nightfangs would stalk the manse to abduct family members and visitors. To stay the Weald, the Cevis family's binder mage patriarch planted permanent *daylight* spells and protective monoliths around the premeses. In time, the Weald utterly surrounded the manse but could not wholely ungulf it due to the wards. Thus, caves formed around the manse and woods; and the manse, the lights, and monoliths remain to this day. Cave travelers will find monoliths that provide the benefits of *magic circle against evil* and completely block evil creatures from coming within 10 feet of them.

The Cevis River runs through the caves. It has no clear source or mouth. Druids say it runs in an endless circle. All who bathe in the river or drink from it gain the Nightfang Template (below), assuming they succeed on a DC 17 save against the effects of the *poison* spell (-1d8/-1d8 Con).

The caves are home to a poisonous root. Characters with skill in poison use and Knowledge (nature) can harvest up to 1d4-1 roots per day. Each root delivers the equivalent of a *poison* spell. The caves' ferel drow use this root.

The manse's originl inhabitants remain alive and well in a state of endless slumber and pleasant dreams. Only the kiss of a nonevil fey or a handsome mortal (Charisma 15+) will rouse one for a day. Most of the inhabitants are chaotic neutral or chaotic good and adept with pact magic.

NIGHTFANG TEMPLATE

Creature that tarry in the Cevis Caves grow sour and malformed. This template can be added to any animal, fey, giant, humanoid, monstrous humanoid, plant or vermin. A character of 2nd-level or higher who spends more than 1 week in the Cevis Caves or bathes for 10 minutes in the Cevis River may forfeit one 1 class level to gain 1 level of the Nightfang template. After 13 months, a character may choose to forfeit additional levels to progress to levels 2 and 3, respectively. Other locales besides the Cevis Caves may grant the same benefit. Apply the template to other creatures as normal.

TABLE 7-4: NIGHTFANG CREATURE TEMPLATE

Level	CR	Special
1st	+1	Minimum 5 Cha and Int, type becomes fey (chaotic, extraplanar, evil), gain low-light vision, minor binding (1/day, gain any one ability of the spirit Nightfang, BL 3rd), bonus language (Common, Infernal or Sylvan), shadow step (3/day, move 30 ft. as <i>dimension door</i> , limited to/from outdoor forested area in darkness or shadow), use <i>darkness</i> 1/day (CL 3rd).
2nd	+2	+2 Cha, unseelie appearance (gain lustrous countenance and minor animalistic features such as a few feathers), major binding (1/day, gain any three abilities of the spirit Nightfang, BL 5th), darkvision 60 ft., shadow jump (3/day, <i>dimension door</i> , limited to/from outdoor forested area in darkness or shadow), one spell-like ability (2/day, either entangle, barkskin, poison, speak with animals, tree shape or speak with plants), use darkness 3/day (CL 5th).
3rd	+3	Bind Nightfang (1/day, bind the spirit Nightfang and gain his capstone ability, BL 7th), dark transmutation (non- animals/non-vermin transform to gain bizarre animalistic form and a new movement, either Burrow 30 ft., Climb 30 ft., Fly 30 ft. or Swim 30 ft.; animals and vermain gain humanoid faces and an Intelligence score of 2d4+4), shadow walk (1/day, <i>shadow walk</i> , limited to/from area in darkness or shadow), use <i>deeper darkness</i> 5/day (CL 7th).



CHAPTER 8 IMPERIOUS ATLANS

This chapter introduces the ancient atlans in all their glory. You will find adventure hooks, cultural notes, a detailed timeline, nonplayer character statistics, cults, binder dragon mounts, a desert citadel and an underwater adventure site. Characters might encounter atlans due to time travel, discovery of a remnant thrown out of time, individuals untouched by history, or interaction with modern atlans imitating their forbearers.

Atlan Lore The atlans are—or were—an offshoot of humans. They were an island people who sealed pacts with devils; through the daily practice of pact magic, they climbed from minor seafaring merchants to nurture a tyrannical empire of beautiful cities, strange magic, and cruel deeds.

The atlans began as disparate seafaring tribes that embraced pact magic as part of coming together into a single people. As first, they reached out to other peoples with trade; but as their empire grew so did their greed and arrogance. In time, they mercilessly subjugated the peoples around them.

Foremost among their crimes, the atlans murdered their own gods. They could not do this alone; the forces of Primal Chaos aided the most hailed of atlan heroes, the devious Alrik of Malkeborne. Alrik sowed seeds of discord and confusion among the bickering gods, aiding them to destroy each other. Once the atlans were free from the yoke of their demanding deities, they swelled with pride at their own "wisdom" and "courage" and



Lore-d20+Knowledge (history)

10—The atlans were an ancient race of pactmakers punished by elder gods for high decadence and murder of their own gods. 15—The Atlan Empire impacts no world's history since the gods erased it from the timestream. Yet bits and pieces appear. 20—Binder sages can learn more about the atlans by querrying spirits. Also, explorers may stumble upon ruins or even thriving cities knocked out of time and left untouched.

25—The atlans recorded sixteen centuries of history. Their history begins with the settlement of their islands by their first gods. Atlan as an Empire lasted one thousand years to the day. 30—For most of their history, Atlans were a highly lawful, artistic, militaristic, magic-oriented, and driven island people. 35—Atlan society was divided into strict classes such as artificer, centurian, merchant, noble, oracle, savant, and slave. 40—The greatest moment in their own history occured when the altan hero Alrik of Malkeborne instigated the murder of the atlan gods. From then on, atlans become more evil as they strove to become gods. sought to make themselves into a race of living gods.

Legends whisper of atrocities worse than deicide. The atlans twisted and destroyed souls for their own convenience. When their armies entered new territories, alchemists would round up the sturdiest of the local wildlife and prisoners of war; through the use of complex incantations, the alchemists would shred and blend the prisoners' souls in order to craft useful new spirits. Among their successes, they transformed a cadre of desert warriors and their dune wyrms into Taios the Wyrm Kin, a jumble of broken souls whose secrets then belonged to the atlans. Bound with Taios, atlan pact warriors returned to the desert to thoroughly break its people under the boot of their empire.

Just as cruel, the atlans transformed their most gifted enemies into idiot savants. Why let a good mind and body go to waste when it can be broken down and "remade" into a useful, artistic, and gifted servant of society capable of great works of art, fine cooking or fiendish devices?

To punish all these crimes, the elder gods of the multiverse moved as one to annihilate the Atlan Empire. In a single day, they erased its cities and people from the multiverse and the memory of time. Today, besides a few atlan descendents, all that remains are a few ruins buried beneath ocean waves and mountains of stone.

Explorers who have visited these atlan ruins report wondrous items and strange creatures. The atlans prized art, architecture, playwriting, and music; but most of all, they innovated magic undreamed of in eons—from dweomer that grants eternal youth to incantations that summon genies or open doors of perception to see truth in all its terrible forms. An explorer who is willing to risk limb and soul can return with power worth far more than gold.

Although the Atlan Empire is gone, some of their folk remain. An atlan might wash up on a beach; thrown through time and space, she recalls little and searches in vain for those like her. Or an atlan might have known his true heritage from early on; a cult has sired him to usher a new age with the cultists at his side. Very rarely, one meets good atlans or their descendents, whom the gods spared. These atlans hear a call to search out and destroy any remaining atlan artifacts as part of atoning for their race's sins.

Lore-d20+Knowledge (the planes)

10—The gods punished the atlans and erased their empire from history by completely removing it from the multiverse. 15—No one knows on which world or plane the Atlan Empire originally resided. The frehmin, bitter enemies of the atlans, survived that day and may still know.

20—The Empire was destroyed in a day. Millions of souls vanished. Few atlan souls are in Heaven, Hell or other afterlife. 25—Small fragments of the Atlan Empire fell across time and space as the gods delivered their wrath. At any time, a fragment of empty ruins or busy atlan streets might appear or vanish. 30—Fragments lie in the Outer Darkness, a place between the multiverse and nothingness. Here, atlans eek out life in small remnants and fish for the disembodied souls of their brethren. 35—A few atlan outposts are untouched as if suspended in time, busy with trade, decadence and magic as if nothing ever happened. Every minute in such a place is a century to others. 40—A *limited wish* spell, followed by *plane shift* and *greater teleport*, is sufficient to locate and visit an atlan remnant.

ADVENTURE HOOKS

Here are seven scenarios to help you integrate the lost Atlan Empire into your campaign.

Buried in Secret

An enclave of atlan survivors carries on in nearby sea caves. As the survivors say, one day they were proceeding with life as usual; the next, their two city blocks were engulfed in caves and investigation revealed no traces of the larger city or the Atlan Empire beyond. A few years ago, pirates explored the caves to stash loot and establish a base of operations. The atlans were happy to assist and even lend their magic in exchange for useful goods. Recently, young atlans have joined the pirates to escape the monotony of the caves and to test their prowess. They scheme to take over several coastal towns to fulfill their dream of refounding their empire.

Catch Me If You Can

This morning, in the local marketplace, a naked youth and three corpses appeared out of nowhere in a deluge of sea water. The town is miles from the sea. Observers noticed a large pact seal birthmark on the youth indicating him as atlan, while the dead youths proved to be atlan as well. Presently, the youth is on the loose after stealing equipment from a local store. Townsfolk found the store's merchant bleeding to death as if bitten by a shark. A ranger spotted the youth heading toward the coast. Local clergy and binder organizations now race against time and each other to find him. The clergy wish to arrest and hang him, while binders hope to offer him safety in exchange for ancient lore. The party is sent to nab him before anyone else does.

City at the Edge of Forever

Every few years under a blue moon, a city appears on the coast at noon and remains until noon the next day. All who enter the city find an atlan urban center bustling with commerce and life 24 hours before the divine devastation that ruined their empire. From one moon to the next, the atlans don't recall new or old visitors, as if the city is forced to continuously relive a single day that ends in horror. Visitors can freely enter or leave the city at one-hour intervals according to the striking of an iron clock in the city's main square. Atlans who leave seem to vanish into thin air, perhaps returning later as if they conducted affairs as usual outside the city. Needless to say, sages and binders eagerly await the city's appearance to trade in magic items and lore. But woe to visitors who do not leave before the 24 hours expires. They become permanent inhabitants of the city.

Here Lands The Ark

A terrible storm of lightening, thunder and hail strafes the land for nine days. On the tenth day, the storm breaks to reveal an ark, a large ship beached on the outskirts of town. Survivors of the Atlan Empire emerge from the ark. Among them is a priest who claims that his god Jehotek commanded him to build the ship so that he and his flock of righteous atlans might escape divine punishment. Jehotek is likely unfamiliar to local clergy and is familiar to binders as a spirit of a fallen god. Although well-meaning at first, the atlans' behavior and magic present a clear threat to local rulers. Moreover, a local priest receives a vision that the ark is not what it seems. The party is asked to sneak into the ark and discover its true nature. Concurrently, the local thieves guild believes that great treasures lie inside.

TABLE 8-1: SUMMARY OF ATLAN CITIZENS

Name	CR	Details	
Artificer	5	Gnome crafter blends arcane spells and pact magic.	
Centurian	5	Hobgoblin warrior well-equipped and trained for war.	
Merchant	5	Skillful expert who binds spirits to augment his work.	
Noble	9	True atlan aristocrat binds 4th-level fiendish spirits.	
Oracle	5	Bind 2nd-level spirits and cast divine spells based in a particular philosophical school such as stoicism.	
Rebel	6	Stealthy priest who quietly maintains worship to gods.	
Savant	5	An obedient genius capable of creating new spirits.	
Slave	3	Halfling of other race enslaved to do menial work.	

Island Out of Time

While traveling by sea, a violent storm strikes the party's ship, sinking it beneath the waves. The next morning, the party awakens on the shore of a mysterious island. The island was, and remains, home to a noble atlan estate, magical laboratories, and a hobgoblin military academy. Before the day of divine retribution, magic cloaked the island's nefarious activities. Alchemists in the laboratory craft human-animal hybrids for battle; the hobgoblins then hunt them to test their performance. An atlan matriarch and her bored noble children oversee the operation. The party will not be warmly welcomed but they may be able to ingratiate themselves. If not, the hobgoblins will add them to the hunting roster. Either way, can the party escape the island and its horrid hybrids?

Our Brethren Reborn

Sixteen years ago, the oldest son of the king vanished while on a hunting trip. Despite weeks of searching and divinations, no one found the prince. However, a divination revealed that the boy was alive and would someday return. That day was two weeks ago. Just as the old king died and his younger son was set to take the throne, the missing prince returned, unharmed and unaged. The returned prince claims to remember little except that he was abducted, perhaps by fey. In fact, the prince is not himself, but a clone grown by Agathonians-a cult that uses aquatic aberrations called podforms (SoPM, page 303) to return the souls of lost atlans into humanoid form. Agathonians feed bound captives to the podforms, which merge the captive's bodies with atlan souls on the Astral Plane. The faux prince and his well-placed allies hope to slowly replace the castle's staff and city's inhabitants with atlans. One by one, targeted persons are led to a nearby grotto for the vile rite. Already, the king's young mistress and the court wizard have been replaced. The younger prince, paranoid and fearful, requests the party's aid.

Time Is of the Essence

Nothing has been quite the same since the party members investigated some atlan ruins. The first clues were subtle: mismatched shadows, odd reflections in a mirror, and disembodied voices. Each day, however, the changes become more drastic. When visiting the market, a character may find herself in a busy atlan marketplace for 5 minutes before returning to the familiar market. Analysis reveals that the party members are trained with transmutation magic—they are shifting back-and-forth between two timestreams. Eventually, they will find themselves wholly in the atlan time period, which investigation reveals is days away from divine destruction. This magic might be a curse, a potent enchantment or something more sinister.

ATLANS AS ALLIES & VILLAINS

Atlans may act as allies, particularly if one party member is of atlan of hobgoblin descent, or the atlan is disoriented and lonely. Here are some areas where atlans are likely to provide help. —An atlan who is a noble, binder or spellcaster can likely provide lore in the form of spirits and anima spirits. Allow 8 hours (one day) to completely transmit knowledge of one spirit.

—Atlan artificers, merchants, nobles, and savants used magic items on a daily basis. They may be able to puzzle out command words or explain the proper use of an ancient item or the features of an artifact that was well-known in their time.

—Given access to ancient books, an atlan may recognize extra meanings or be able to convey which information is true or false. If several legends provide conflicting accounts of a particular atlan city, then the atlan can likely clarify quite a bit including the proper route to a location.

—Atlans who were poor or of low rank, such as slaves, are likely helpful and overjoyed at the prospect of freedom.

—Atlan warriors and nobles can provide strategies for dealing with binder foes such as exorcists, frehmin, purifiers, and the cyclopes race. Centurions are familiar with frehmin. Artificers and savants are familiar with cyclopes. Nobles are familiar with many other creatures, even if some foes didn't exist in their time, because the spirits exist outside of time and provide knowledge of enemies yet-to-come.

Atlans may act as villains. They have their own agendas, which tend to be grandiose, maniacal, and often doomed. Even when they are not obsessively pursuing secret goals, atlans tend to be impossibly difficult: aristocratic, presumptuous, flighty and slothful, arrogant, and occasionally insane. Here are typical villainous objectives of atlans:

—Atlans embrace blackmail, subterfuge, poisoning and all other underhanded means at their disposal to restore the rest of their kind, particularly those trapped on the Astral Plane awaiting fresh bodies on the Material Plane.

—Atlans like to surround themselves with "allies" (obedient slaves, fawning subjects, and witless pawns). These include pactmakers and lawful evil creatures such as goblins, rakshasa, devils, cyclopes, ko-bolds, and green dragons.

—Given the means, atlans push to locate and salvage lost monoliths, magic items, artwork, and other vestiges of lost glory. An atlan may be so proud of his race's accomplishments that recovering a mundane work of art is more important to him than the lives of ten lesser allies.

—An altan may seek revenge against gods and their divine servants. Vengeance often begins by torturing and murdering local clergy and burning their temples. Also, atlans love to hear people publically and winningly renounce their allegiance to gods, and will to great lengths to "encourage" this.

—Atlans bore easily; they seek to satiate their whims, from throwing lavish costume balls and staging elaborate plays, to hosting bacchanal orgies and bloody gladiatorial combats to the death (not their own, of course).

Most detrimentally, true atlans—and all who cavort with them—are cursed by the gods. An unwary binder might adopt the company of an atlan or ten, perhaps even sealing a blood contract as atlans prefer to do. Later, when the binder seeks to end the relationship before getting herself killed, the atlans turn on her just as a jilted lover turns on a spurning paramour.

TABLE 8-2: TIMELINE OF THE ATLAN EMPIRE

1 ADEL 0 2.	I IMPELIAL OF		
Years	Age	Major Events	ò
-638— -600	Mythic	The demi-god Fearsome and his wife Naus- trali depart the divine Palace Garden to seek their fortune in the mortal world. Fearsome ends his journey in the Atlan Isles.	
-599 <u></u> -469	Godswrought War	Fearsome's daughters Elaria and Sumermia, along with other demi-gods, wage a de- structive war that inflicts death and suffer- ing upon mortals. Dragons led by their bard king Epheseus help mortals banish the gods to the afterlife—the atlan gods never again tamper directly in mortals' lives.	
-468— -1	Pre-Empire	Free of war's ravages, Fearsome's ambitious and disciplined mortal descendents preside over thirteen island kingdoms. Peace wears thin as the islands grow crowded, and noble houses constantly tussle for dominance.	
0—33	War of Unification	The sorcerer Kontaros schemes with the fiend Forash to conquer the other islands under a single banner. Forash introduces Kontaros to pactmaking. When Kontaros betrays his liege King Thaykos in 17, the king calls upon the gods to destroy the newling empire in one thousand years.	
34—257	Merchant Age	The unified Atlan Empire enjoys prosper- ity as it matures. Atlans establish friendly trading pacts with other lands and develop a reputation for quality goods and a proud demeanor. However, religious divisions en- couraged by the atlan gods evoke cults and threaten to rend the Empire.	
258—263	Murder of the Gods	The first "true atlan," Alrik of Malkeborne, schemes with fiends to trick the atlan gods into destroying each other. He succeeds and the vanquished gods become bindable anima that all atlans can use without adher- ing to divine strictures.	
264—790	Agnostic Age	More "true atlans" are born from fiendish incantations. The Empire allies itself with hobgoblins and turns to conquer all of their trading partners. Atlan citizens enjoy the fruits of plunder and slaves. Artificers con- struct spectacular monoliths that tap extra- planar energies.	•
791—807	Frehmin War	The atlans meet their match in the frehmin, a pactmaking desert race. Frehmin craft their own spirits and traffic with celestial spirits. The atlans topple the frehmin cities but most frehmin escape into their desert.	
807—1016	Late Empire	Decadence sets in as atlan citizens embrace lives of luxury and warriors bind chaotic demon spirits. Among their last innovations is the idiot savant—a spell transforms an ordinary foe into an obedient genius mind- slave. These idiot savants are put to work building skyships, extraplanar portals, and sentient constructs. Concurrently, the Aga- thonian cult seeks to build an "ark" to pro- tect atlan souls when elder gods deliver a prophesied retribution.	
1017	Divine Annihilation	One thousand years to the day King Thaykos was betrayed, elder gods of the multiverse utterly destroy the Atlan Empire, ripping it from history such that nothing remains.	
1018+	Remnants	From time to time, atlans and ruins of their empire appear as if falling out of space and time. Living descendents of the few atlan survivors keep their lore alive.	

ATLAN CULTURE

Atlans shared practices, beliefs, and expectations. The following highlights hold true at the apex of the Empire.

SARE

Social Class & Race

Atlans were highly organized and lawful, and rank in the social hierarchy was largely based on race with some provision for merit and intermarriage.

True atlans dominated the ranks of the nobility. Many nobles hailed from ancient houses, and some claimed particular atlan gods as their house founders; however, when the atlans murdered their own gods, they also sought to erase any families associated with those gods. Individuals of other races with notable magical power or military victories were also nobles.

Besides humans and true atlans, citizens included demon eye, goblins, gnomes, hobgoblins, and tieflings. These folk were afforded modest rights and enjoyed good treatment when they excelled within their role, such as a crafty merchant, wise oracle or genius artificer. All other races were slaves or residents without citizenship. Elves, a traditional hobgoblin foe, were slain immediately. Mostly, atlans merely tolerated other races although hobgoblins held their respect.

Most hobgoblins were centurions who returned from campaigns with medals and great wealth, including slaves to staff a plush household. Since marriage contracts were often based on property, power, and wealth, a hobgoblin centurion might retire with several wives. Hobgoblin women were few in number; these centurions often took human wives. Such was the sacrifice that a poor family might make of a daughter in order to advance their lot. During later eras, offspring of hobgoblins and humans (called harbingers) were common.

Birth & Bloodline

True atlans celebrated every birth of their race as the creation of another soul that was free to find ascension without gods, not to mention another opportunity to bring the family fame and fortune. Whole families involved themselves in births with concern for timing, bloodline, and extraordinary measures that might produce a powerful heir. Not surprisingly, true atlans sought to maintain their bloodline. A rogue noble who sired offspring with a commoner was worthy of a tragic play.

Wealthy and well-placed atlans not of noble birth often purchased powerful magic or sought to manipulate bloodlines for several generations with the aid of an oracle or savant in hopes of producing a true atlan, a child with innate powers of pactmaking. The few successful offspring that resulted from these schemes were instant potentates within their families even as small children. Assassination, poisoning, and outright massacre were not unusual to ensure a child was raised under "the rightmost roof." The Noble Rite could transform an expectant's mother's child into a true atlan. The dangers of the Noble Rite could easily cost a mother her life.

Atlan slaveholders often forced their slaves to bear children in order to gain additional slaves who might be sold or even used in vile sacrifices. Atlan plays often highlighted the misfortune and drama surrounding such policies, primarily for amusement rather than from empathy.

Regardless of background, atlans celebrated births with great fanfare and merriment; the birth itself often took place in water, as had been a custom since the earliest days, usually in a mountain stream rather than the ocean.

Coming of Age & Pactmaking

True atlans were born with innate knowledge of pactmaking, and other atlan citizens learned how to seal their first simple pact as part of a coming of age rite. To minimize power struggles and to keep disruptive lore in safe hands, binder professions were largely limited to the nobility and the most talented and loyal among common citizens.

Among non-nobles, promising youth gained adoption into a noble houses or attended one of several academies overseen personally by the Emperor. Youth often began at age eight or nine; by fifteen or sixteen, they had to demonstrate mastery or face expulsion if not death since the secrets they had learned could not be allowed into the general populace. Academies were highly competitive; the most manipulative and ruthless atlans of history learned their craft in these unnatural halls. The ultimate reward was entrance into the nobility.

In time, extreme competition led to selective breeding and the binding of bloodthirsty demon spirits. In later eras, the academies were training centers for savants—binders who were capable only with spirits and little else to the point of requiring a minder or nanny to even dress themselves.

Guilds & Work

Young adult atlans who did not become professional pactmakers joined a guild or entered the house of a mentor to become an artificer, centurion, crafter, explorer, merchant, oracle, performer, savant or sailor among other options. Most atlans could swim and pilot a boat, so a sailor's life involved fishing or slavetrade rather than adventure.

Atlan artisans were renown for their wares. Any human or true atlan could bind a spirit—once a day or more often—and draw upon a spirit's timeless wisdom to enhance an item. Items enhanced over many weeks made the crafts of other civilized peoples look like crude toys.

In addition to fame and material wealth, success was measured through land—in an island empire, land was always in demand. Due to tough competition, ownership in name was insufficient. One had to hold the land against aggressors, including greedy heirs. An atlan who could not find land on an island might conduct her business at sea. In later eras, many worked and lived on the ocean. Small flotillas of craft houses were common until the advent of underwater cities. For those who worked at sea, a holiday on land was a leisure greeted with eager anticipation.

Soldiers enjoyed greater opportunities. Centurions who distinguished themselves in battle—and who gained sufficient plunder—often bought small island villas or at least generously-sized ships of their own.

Marriage & Romance

Atlan marriage was strictly contractual and distinct from romantic love. In early eras, atlans of different islands cemented ties through marriage contracts. Due to the distance and timespan involved, contracts were taken seriously. Producing an heir, maintaining a specified wealth level, fulfilling wartime obligations, and so forth were common contractual obligations. A spouse was free to nullify a marriage and return to his or her home island if obligations went unfulfilled. Atlan plays, notably comedies, described the use of magic, stealth, and chicanery to maintain a valuable but breached marriage. Keeping a mistress or lover—even in-house—was normal as long as a contract was maintained. In later eras, a marriage might involve multiple parties with complex clauses.

Romance was celebrated as an ideal. Tragic plays highlighted sacrifice, betrayal, disinheritance, and untimely death as reminders of love's dangers. The Goddess of Love was one of three atlan gods to survive deicide. Although worship of deities was banned, plays received imperial dispensation to portray illicit worship, often to stigmatize divine meddling and the dangers of blind devotion. In plays, the Goddess of Love might offer two lovers a bid at eternal life together so long as they died together. Whether they enjoyed eternal bliss was another matter—they were bound together until the end of time.

Leisure & Travel

Atlans enjoyed stage plays, gladiatorial combat, artwork, music, travel, swimming and boating, inspiring oration, orgies, and the display of exotic peoples and animals.

Atlans flocked to stage plays. As a pactmaking people, their spirits thrived on the reenactment of spirits' legends. Plays also afforded adventure and drama without actual danger. Atlan performers bound spirits such as Swan Elashni in order to heighten the realism of the story. Who better to portray love than a spirit of love? The magic of spirits provided flight, dancing lights, and many other stunning effects. Performance was so important that most atlans possessed rudimentary acting talent, and daily conversation included discussion of wasted talent and the painful performance of the untalented and over-practiced.

In later eras, atlan nobles sponsored sumptuous living plays involving dozens or hundreds of slave-run ships waging combat. The crew of the last-standing victorious ship gained their freedom. All others usually drowned or would be thrown back into the sea if they managed to survive.

With crowded islands and a vast ocean, undersea resorts began as getaways for idle nobles and became a common destination when atlan artificers mastered the architecture of underwater cities. Some of these "resorts" were secret magical laboratories, sacred refuges for priests and their flocks, temples for reincarnation and rebirth, and idyllic gardens well-appointed for orgies and other deprecations. See page 160 for a description of the famous resort of Aqua Lumina.

Crime & Punishment

As a lawful people, atlans appreciated the need for laws and punishments to maintain an orderly and progressive society. Moreover, after the murder of their gods and the end of Divine Law, atlans elevated their respect for mortal law. Here are some typical crimes and corresponding punishments.

Execution: Worshipping a deity, murdering a noble, acting as a traitor or spy against the Empire, or harming a child citizen. Criminals who acted as witnesses against others might reduce their sentence to enslavement or at least a quick death rather than a protracted public one. A popular execution involving feeding convicts to sharks and podforms.

Enslavement: Harming a noble, murdering a citizen, abetting criminal behavior, or three or more lesser offenses. Enslavement included branding and a spell that turned the criminal into a docile idiot capable only for menial chores, animal husbandry, and such.

Imprisonment/Indentured Servitude: Summoning a banned spirit, causing grievous bodily harm to a citizen, carrying banned items or using banned spells, committing mercantile fraud, failing to report criminal behavior, and similar crimes. The

"To understand atlans, you must understand the ocean. Atlans appreciate deep calm, unpredictable whim, and devastating fury typical of the wide and merciless ocean. A calm sea might hide a drowning rip tide. A furious storm could topple a fleet of conquest. Sail the seas for a year and a day and you will know your enemy better than you know yourself."

F (7())

- A frehmin vizier, Meskal of the Whirlwind, to his five scions, novice warriors defending against atlan invasion.

intent was to provide an opportunity for reflection and reform. Individuals were kept in private cells and/or put to useful work with the potential for release after several months or years.

Fine/Torture: Defacing public architecture, damaging or stealing property, speaking against the emperor or nobility, freeing slaves, causing minor bodily harm to a citizen, mentioning a deity's name, and so forth. If one could not pay the fine (or did not wish to) then lashing, hobbling or similar punishment was acceptable.

Religion & Philosophy

Before the deicide, most atlans were so religious that schisms and mismatches of dogma often threatened to rend society if not sunder it. After the deicide, worship of gods was illegal. Neighbors and family members would quickly report anyone engaging in worship. Worshipers and proselytizers were tortured publicly before enduring a horrid death—the soul was vaporized to ensure it did not make its way to the afterlife to strengthen any god's hold. The deicide did not slay all of the atlan gods. Underground worship continued to the Goddess of Love, the Ghoul Queen, and the gnomish God of Crafts. Some rebel priests sought to overthrow the Atlan Empire by assassinating nobles while others did their best to expand and prepare their flocks for the afterlife with the knowledge that elder gods plotted to deliver a terrible punishment.

What does one believe after killing one's own gods? Atlan philosophers pondered this question. Many thoughtful tomes lined the shelves of atlan home libraries, each offering a varied perspective. Many philosophers mused that humanoids were torn by animalistic instincts and favored poor reasoning whenever possible. Education, discipline, and retraining of instincts could counter these tendencies. Atlans also understood that many spirits were chaotic and impulsive, and magic was a catalyst rather than an antidote to foolishness. Thus, most atlans viewed their rejection of gods and embrace of pactmaking as a supreme test and challenge to explore and overcome.

Death & Eternal Life

Atlans despised death, primarily because they feared divine wrath in the afterlife. After murdering most of their own deities, what happy eternity might remain? Moreover, atlans who transcended Divine Law to become spirits were admired heroes, though spirits described existence in the Outer Darkness as frightening, fearsome and not for the weak-willed. Atlans sought varied means to repulse or transcend death. Numerous cults associated with these means demanded gold, loyalty, secrecy, sway in governance, and any other benefits while holding the keys to eternal life. Members were called cultists. Philosopher-priests called oracles oversaw the death cults. The sidebar on page 156 highlights ten common cults.

CITIZENS OF THE EMPIRE

Atlans came in many flavors and prized social status, disciplined training, maintenance of traditions, and etiquette. Race and gender often influenced career choice. In comparison to most campaign locales, the Atlan Empire is advanced; the inhabitants that adventurers encounter will likely be higher level and more educated than they are used to. Here are statistics for eight common nonplayer character encounters.

ARTIFICER

(CR 5)

Gnome adept 6 **NE Small Humanoid**

Init +2; Senses Low-light vision; Listen +1, Spot -1 Languages Atlan, Aquan, Gnome, Goblin, Infernal.

AC 15 (+2 mwk leather armor, +2 Dex, +1 size) **hp** 33 (6d6 + 12) Fort +4, Ref +4, Will +4

Speed 20 ft.

Base Attack/Grapple +3/+3

Attack Dagger +4 melee (1d3) or mwk staff +4 melee (1d4)

Str 10, Dex 14, Con 14, Int 16, Wis 8, Cha 11

- Feats Brew Potion or Scribe Scroll, Supernatural Exchange, plus Craft Wondrous Item or Craft Wand or Craft Magic Arms and Armor.
- Skills Concentration +11, Craft (alchemy) +14, Hide +6, Knowledge (arcana) +8, Knowledge (any other) +7, Spellcraft +12, Use Magic Device +4.

SQ Gnome racial traits.

Pact Magic Bind one 2nd-level spirit (BL 6th, DC 13) Prepared arcane spells (CL 6th, DC 13 + spell level)

2nd—invisibility, continual flame

1st—animate rope, burning hands, repair construct*

0th—arcane mark, detect magic, mending

Valuables 50 gp, alchemist's fire, chalk, construct repair kit, craftsman's tools, magnifying glass, sample vial, spell component pouch, spellbook, 3 potions/scrolls or 1 wand.

Artificers are arcane spellcasters and pact mages. They craft magic items and focus on engineering, geography, nature or other discipline. Each day, an artificer can choose to either prepare spells or bind a spirit. Artificers often cooperate with the military in wartime to ensure a supply of alchemical and magical items for soldiers. Most artificers are gnomes or humans. The brightest artificers craft constructs and experiment with enchanted vehicles, often to meet the fanciful tastes of wealthy nobles. Artificers are highly competitive with each other as they court nobles' wealth to support their projects.

CENTURION

Human or hobgoblin warrior 6 LE Medium Humanoid

Init +7; Senses Darkvision 60 ft. (if hobgoblin); Listen +0, Spot +0. Languages Atlan, Draconic, Goblin (plus Infernal if hobgoblin)

AC 18 (+4 mwk mithral scale mail, +1 small steel shield, +3 Dex)

hp 39 (6d8 + 18)**Fort** +8, **Ref** +5, **Will** +2

Speed 30 ft.

Base Attack/Grapple +6/+8

Attack Mwk trident +9/+4 melee (1d8+2, 10 ft. range), mwk net +10 ranged (10 ft. range), plus mwk heavy crossbow +10 ranged (1d10, 120 ft.) or mwk composite longbow +10 ranged (1d8+2, 110 ft.).

Str 14, Dex 16, Con 16, Int 12, Wis 10, Cha 10

Feats Improved Initiative, Minor Binding, Stealthy (plus Mounted Combat if human).

Skills Climb +6, Hide +5, Intimidate +9, Jump +7, Move Silently +5, Ride +12 (plus Swim +11 if human, or Move Silently +9 if hobgoblin).

Pact Magic 1/day gain one ability of one 1st-level spirit.

Valuables 75 gp, 50 ft. rope, chalk, mwk manacles, oil, rations, signal whistle, smoke stick, spyglass, tanglefoot bag, thunderstone, plus one magical armor or weapon +1.

Centurions act as soldiers and guards. Most are humans or hobgoblins from families with many veterans. Dwarven centurions are known. The best human centurions fly battle drakes (see page 158). All centurions are well-trained in tactics and prepared with masterwork equipment. A centurion will use his signal whistle before engaging in combat and will manacle prisoners for interrogation and punishment rather than killing them. Hobgoblins are tough and stealthy, while humans make skilled swimmers and drake riders and they adapt well to new environs. Most atlans respect and defer to centurions. All centurions swear loyalty to the Emperor.

(CR 5)

MERCHANT

Human expert 6 **NE Medium Humanoid**

Init +2; Senses Standard; Listen +0, Spot +9 Languages Atlan, Goblin, Infernal.

AC 14 (+2 mwk leather armor, +2 Dex) **hp** 27 (6d6 + 6) **Fort** +3, **Ref** +4, **Will** +5

Speed 30 ft.

(CR 5)

Base Attack/Grapple +4/+4

Attack Club +4 melee (1d6), mwk dagger +5 melee (1d4) or light crossbow +6 ranged (1d8, 80 ft.).

Str 10, Dex 14, Con 12, Int 14, Wis 10, Cha 14

Feats Improved Minor Binding, Minor Binding, Skill Focus (Craft), Spirit Trance.

Skills Appraise +11, Craft (any one) +11, Knowledge (any one) +11, Perform +11, Profession (artist, entertainer, explorer, merchant or sailer) +9, Sense Motive +9, Spot +9, Survival +9, Swim +9, Use Magic Device +11.

Pact Magic 1/day gain one ability of one 2nd-level spirit. Spirit Trance 2/day apply +6 insight bonus to one skill check while bound with a spirit.

Valuables 75 gp, artisan's tools, merchant's scale, stylish trinkets and figurines, one minor wondrous magic item.

A merchant might be an artist, actor, dancer, explorer, sailor singer or so forth. Merchants are the atlan middle class. Many atlan citizens pledge to guilds as they enter young adulthood; within a guild, they train in a profession and learn pactmaking in order to enhance their daily work. A typical merchant can bind one 2nd-level spirit to gain one granted ability of that spirit; during the day, he or she can also enter a trance to gain the spirit's insights. Thus, atlan crafters and performers are renown for their almost supernatural talents. Atlan life within a guild is highly competitive; those who do not rise to the top surely sink, perhaps dragging down their family name with them. When applying a supernatural touch, atlan merchants typically cost 3 gp per day of work (rather than 3 sp as typical of NPC services).

NOBLE

(CR 9)

True atlan aristocrat 6 LE Medium Outsider (Native)

Init +1 ; Senses Darkvision 60 ft. ; Listen +1, Spot +5 Languages Atlan, Abyssal, Aquan, Draconic, Gnome, Goblin, Infernal.

AC 15 (+4 mithral atlan scale mail, +1 Dex) hp 52 (2d8 + 6d8 + 16) Fort +4, Ref +2, Will +6 (+1 vs. supernatural abilities, -4 vs. divine spells)

Speed 30 ft., swim 30 ft.

Base Attack/Grapple +4/+5

Attack Mwk dagger +6 melee (1d4+1), mwk short sword +6 melee (1d6+1) or mwk heavy crossbow +6 ranged (1d10, 120 ft.)

Str 12, Dex 12, Con 14, Int 14, Wis 12, Cha 16 Feats Fiend Pact, Leadership, Persuasive.

- Skills Appraise +4, Bluff +15, Craft +4, Diplomacy +12, Intimidate +15, Knowledge (arcana) +4, Knowledge (the planes) +3, Move Silently +6, Perform +8, Profession +4, Sense Motive +10, Spot +4, Swim +14, Use Magic Device +9.
- SQ cold-water tolerant, youthful appearance.

Aquatic Adaptation (Su) water breathing 10 hrs/day.

- **Fiendish Birthright** Know the 13 words of power that activate any atlan monolith within 1 mile following 1 minute of meditation (*SoPM*, page 309).
- **Pact Magic** Bind one 4th-level demonic or infernal spirit (*SoPM*, page 202 and 210) or anima of a slain atlan god (page 98); while bound, enjoy +8 Intimidate and use *shatter* (CL 8) 1/3 rnds.

Profane Presence +3 Cha-based checks with goblins and fiends. **Spell-Like Abilities** (CL 6th)

At will—detect pact spirits

1/day—analyze pact spirits, create water

Valuables 270 gp, chalk, mwk musical instrument, signet ring, small mirror, 3 potions, 1 magical armor or weapon, 1 minor wondrous items.



Nobles are more than wealthy or powerful citizens. They are supernatural beings. While the average atlan trains to use pact magic, true atlans are born with secrets inscribed in their blood. As they come of age, they quickly harness that power along with numerous skills (true atlans gained their bonus Hit Dice within 30 days of their 15th birthday). True atlans can breathe and create water, detect and analyze spirits, and seal pacts with fiends and the spirits of their slain gods. Most run estates or guilds and take pride in knowing their work even as they spend hours tasting the fruits of cultivated leisure. Nobles also serve as judges, diplomats, generals, and explorers. True atlans live twice as long as humans and retain a youthful appearance until just prior to death. The most powerful nobles act as senators and magistrates (servants who report directly to the Emperor).

ORACLE

(CR 5)

Demon eye (human) adept 6 LN Medium Monstrous Humanoid Init -1 ; Senses Darkvision 60 ft. ; Listen +3, Spot +3 Languages Atlan, Infernal.

AC 9 (-2 Dex, +1 natural) hp 33 (6d6 + 12) Fort +6, Ref +0, Will +7

Speed 20 ft. (cannot charge or run) Base Attack/Grapple +3/+4 Attack Claw +4 (1d4+1) or staff +4 melee (1d6+1)

Str 12, Dex 6, Con 13, Int 12, Wis 15, Cha 14

Feats Detect Spirits, Supernatural Exchange, Vatic Foresight, Skill Focus (Sense Motive).

Skills Concentration +4, Heal +11, Knowledge (religion) +4, Knowledge (any one) +7, Sense Motive +14, Spellcraft +4, Swim +4.

Cooperative Magic 1/day prepare and cast an adept spell of 1 spell level higher than normally available for every 4 oracles present (max. 6th-level spells). All participating casters are exhausted for the rest of the day.

Demon Eye (Su) 2/day use 1 of 13 spirit abilities (*SoPM*, pg 22). **Pact Magic** In exchange for the day's spells, bind one 2nd-level spirit (BL 6th, BC +9, DC 12).

Prepared divine spells (CL 6th, DC 13 + spell level) 2nd—augury, zone of truth 1st—comprehend language, cure light wounds, protection from chaos

Oth—cure minor wounds, detect magic, guidance

Valuables 50 gp, healing kit, antitoxin vial, oracle's focus, plus 1 magical amulet, headband or shawl.

Oracles function as priests, although they use pact magic and do not pray to gods; rather, they dedicate themselves to ideals such as artistry, hedonism, and willpower. Typically, male oracles are called philosophers and gather in academies, while female oracles are called sibyls and gather in temples. Each day an oracle may either prepare spells or seal a pact with a 2nd-level spirit. Atlans commonly visit oracles to gain healing, advice on future events, adjudication of minor disagreements, analysis of a spirit or magic item, or means to prolong their lives. Oracles of a shared tradition often cooperative to cast high-level spells such as *raise dead*. Oracles wait to marry until after they retire.

TABLE 8-3: ATLAN RACIAL DEMOGRAPHICS

Race Percent Typical class

			-7P
	True atlan	3%	Noble
	Human	45%	Any
1	Hobgoblin	10%	Centurion, merchant (sailer, explorer)
i	Demon Eye	2%	Oracle, artificer, rebel
Ņ	Gnome	5%	Artificer, merchant (craftsman)
ĺ	Dwarf	5%	Centurion, merchant (smithy)
	Kobold	5%	Slave, artificer
	Goblin	10%	Slave, merchant (sailor, explorer)
	Halfling	15%	Slave, merchant (innkeeper)
			/ 0

CULTS OF ETERNAL SALVATION

Oracles oversaw cults to help atlans avoid an unpleasant afterlife. Here are common means to eternal life.

—**Agathonians**: This cult offered cultists an endless cycle of death and rebirth through the life cycle of aberrant sea creatures called podforms (*SoPM*, page 303). A cultist accepted a pod embreo implanted deep in his chest. At death, the embreo transformed him into a podform provided death occured in water. A healthy young body—usually, of a well-bred slave—was fed to the podform to grant the atlan a fresh body. The Agathonians demanded the fewest strange concessions from their cultists and were open in their practices, making them a common choice.

—**Desert Spice**: This substance was popular after the atlans encountered frehmin. The expensive spice restored youth, enhanced pactmaking, and acted as a pleasant condiment. Before desert spice—and for those who could not afford it—greedy mountebanks hawked rejuvination potions. Any foreigner—or atlan—who fell for a montebank was an object of derision. In later eras most concoctions except desert spirit and a standardized youth potion were banned.

—**Druidic Circles**: Nature cults offered reincarnation to the deserving through the Rain of Black Roses. Ceremonies were held after a heavy rain in remote, forested areas. Cultists died on the spot, their bodies crumpling like desciated leaves but replaced with fresh young bodies that sprouted almost immediately from the damp earth. Reward was at the leisure of fey such as nymphs and satyrs who kept to the quiet places of the atlan islands. Not all cultists earned reincarnation and some did not return in a desirable body. Most atlans distrusted fickle fey.

—**Flame Ghouls**: Few cultists followed the path of the flame ghoul (*SoPM*, page 293). Undeath might be eternal, but atlans considered it devoid of passion. Moreover, mythology described undead in unpleasant terms. For example, those who died at sea often returned as vengeful undead that haunted lonely sea shores to devour the bodies and souls of the living.

—**The Fountainhead**: Powerful binders sought to bind permanently with a spirit to gain life extention. This practice evolved into the ravaged soul class (see Chapter 2). Typically, lifespan doubled. Binder sages sought a spirit that was focused specifically on eternal life. None are recorded as found.

—**Goddess of Love**: This atlan goddess survived deicide. Though difficult to commune with, she offered eternal wedded bliss to desperate and true lovers in exchange for sustaining her worship. In later eras, this cult was illegal. Sceptics claimed that love that was not true would result in eternal lament instead.

—**Incantation of Eternal Youth**: This rite required bathing in and drinking the blood of newborns. Cultists set up hospitals to maintain pregnant slaves to provide infants for the rite.

—**Supernal Form**: Powerful atlans conspired to ascend to an astral, construct or fiendish form. Construct bodies were experimental. Some mages succeeded brilliantly while others went mad. The Rite of Astral Ascention liberated the soul from the body and transformed the cultist into a supernatural being that could travel the planes of existence and visit mortals as he wished. Unfortunately, the Rite might dissipate a soul into the Astral Plane. Finally, the Rite of the Fiendish Maw transformed a covy of cultists into half-fiends when they sacrificed a paladin or similar pure-hearted and powerful soul.

—**Vaporization**: Not all atlans wished to live forevoer. Surcease of sorrow was assured through the Rite of the Sea. The cultist's corpse was burned to ashes and his soul vaporized by powerful magic, such that nothing remained.

REBEL

(CR 6)

Human adept 6 / rogue 1 CG Medium Humanoid Init +2 ; Senses Standard ; Listen +6, Spot +6 Languages Atlan, Celestial.

AC 14 (+2 mwk leather armor, +2 Dex) hp 24 (7d6) Fort +5, Ref +6, Will +7

Speed 30 ft.

Base Attack/Grapple +3/+3

Attack Mwk dagger +7 melee (1d4) or mwk short sword +7 melee (1d6)

Str 10, Dex 14, Con 10, Int 12, Wis 14, Cha 14

Feats Stealthy, Exorcist Priest, Scribe Scroll, Weapon Finesse.
Skills Balance +6, Bluff +6, Disable Device +5, Forgery +5, Heal+7, Hide +11, Knowledge (religion)+10, Listen +6, Move Silently +8, Open Locks +6, Search +4, Sense Motive +7, Slight of Hand +3, Spot +6, Swim +4

SQ sneak attack +1d6, trapfinding, turn undead (5/day)

Exorcism Expend one turn undead attempt to exorcise a spirit (Will DC 15; if target fails save, then expel highest-level spirit, else block access to lowest level spirit for 1d4 rounds).

Prepared divine spells (CL 6th, DC 13 + spell level)

2nd—analyze pact spirit, undetectable alignment

1st—cure light wounds, detect good, protection from evil

0th—cure minor wounds, detect magic, guidance

Turn Undead As 5th-level cleric (5/day, d20+2)

Valuables 75 gp, disguise kit, holy symbol, mwk thieves kit, prayer book, 3 scrolls, 1 magic armor or weapon.

Rebels counter the tyranny and hedonism of the Atlan Empire. Most rebels are priests who remain faithful to the gods that most atlans abandoned and vilified. Due to their small numbers, rebels tend to operate with extreme stealth and may spend months or years working their way into a guild or estate in order to ruin the most heartless and atheistic of atlan nobles. Rebel priests often preside over secret religious rites; more potently, they can exorcise spirits, hide their alignment, and detect the presence of good aligned folk whom they approach quietly to bring into their fold. Some rebels hope to reform the Atlan Empire but most realize it is beyond redemption.

SAVANT

(CR 5)

Human medium 6 LN Medium Humanoid Init -4 ; Senses Standard ; Listen -3, Spot -3 Languages Atlan, Abyssal, Aquan, Goblin, Gnome, Infernal.

AC 12 (+2 Dex) hp 27 (6d4 + 12) Fort +4, Ref +4, Will -1

Speed 30 ft. Base Attack/Grapple +3/+1 Attack Club +1 melee (1d6-2), dagger +1 melee (1d4-2) Str 6, Dex 15, Con 15, Int 19, Wis 5, Cha 6

Feats Anima Binder, Craft Spirit, Magical Aptitude^B, Premiere Spirit Crafter, Skill Focus (Craft)^B, Spirit Trance.

Flaws Weak-willed (-3 Will saves), Unreactive (-6 initiative)

Skills Appraise+13, Concentration+9, Craft (any)+16, Knowlege (arcana)+13, Knowledge (engineering)+13, Knowledge (history)+13, Knowledge (nature)+13, Knowledge (the planes)+13, Knowledge (any)+13, Search+6, Spellcraft +15, Use Magic Device+15.

Pact Magic Bind one 2nd-level spirit (can bind anima spirits).

Valuables 25 gp, anima tome, chalk, craftsman's tools, knowledge books, various trinkets, one wand of a 2nd-level spell.

Savants are paragons of genius, mind-boggling knowledge, and incredible rapport with spirits. In everyday affairs a savant may be like a small child, unable to care for himself. Yet he can bind spirits, craft new ones, and enter a trance-like state that further channels his transcendental prowess. The first savants were "created" from frehmin captives subjected to a now-lost incantation called The Eternal Joyous Mind. Since then, atlans have bred savants to work on the most challenging of magical projects. The *idiot savant* spell (page 113) accomplishes the same result.

SLAVE

(CR 3)

Goblin or halfling commoner 4 LN Small Humanoid

Init +2 ; Senses Darkvision 60 ft. (if goblin) or low-light vision (if halfling) ; Listen -1 (or +1 if halfling), Spot -1

Languages Atlan, Goblin, Halfling (slaves are mute).

AC 12 (+1 Dex, +1 size) hp 18 (4d4 + 8) Fort +3, Ref +3, Will +0

Speed 30 ft. (or 20 ft. if halfling) Base Attack/Grapple +2/+1 Attack Club +1 melee (1d4-1) or knife +4 ranged (1d3)

Str 9, Dex 15, Con 14, Int 12, Wis 8, Cha 15 (13 for goblin) Feats Endurance, Skill Focus (Profession).

Skills Handle Animal +6, Hide +6, Profession +7 (plus Move Silently +4 and Swim +8 if halfling, or Move Silently +6 and Ride +4 if goblin).

SQ Goblin or halfling racial traits.

Valuables 25 gp, jug.

Slaves work to please their atlan masters and nothing more. Although slaves of all races are known—even atlans who have severely failed the law may be consigned to slavery—goblins and halflings are the most common. Goblins are often used for outdoor and night work such as preparing the rigging on a noble's yacht or feeding animals, while halflings are often used for indoor work such as cooking, cleaning, and serving or as couriers and aids. An exception is pearl diving; halflings make excellent swimmers and have a keen eye for fine pearls. Most slaves are mute (their tongues are cut-out). Atlan law views slaves as property with no personal rights; it is common for a master to abuse or overwork slaves, particularly after a successful war when slaves flood atlan marketplaces.

ATLAN BATTLE DRAKE

A shadow darkens your vista as a huge dragon-like creature swoops down to investigate you. It sports shiny blue scales under masterwork scale mail and a thick bit. It is 30 feet long; half of its length is tail, which ends in a poisonous stinger. Its wingspan is 40 feet and it weights about 4 tons.

Atlan Battle Drake CR

CR 10

LE Huge Fiendish Spirit-Touched Dragon (Aquatic) Init +0 ; Senses Book scent, darkvision 60 ft., low-light vision, scent ; Listen +0, Spot +16

Languages Atlan, Aquan, Draconic, Infernal.

AC 23, touch 8, flat-footed 23

(-2 size, +11 natural, +4 mwk scale mail barding)

hp 92 (8d12 + 40)

Fort +11, **Ref** +6, **Will** +7

Special Defenses DR 5/magic, immunity to sleep and paralysis effects, resistance 10 (cold and fire), SR 13.

Speed 20 ft. (4 squares), fly 60 ft. (poor), swim 40 ft. **Base Attack/Grapple**: +8/+20

Attack: Stinger +15 melee (1d8+8 plus poison) or talon +15 melee (3d6+8) or bite +15 melee (3d8+8)

Full Attack: Stinger +15 melee (1d8+8 plus poison) and bite +13 melee (3d8+8) and 2 wings +13 melee (2d6+6) and 2 talons +13 melee (3d6+8)

Space/Reach: 15 ft./10 ft.

Special Attacks Poison, improved grab, smite good (1/day, +8 damage), battle trance (2/day).

Lore Knowledge (arcana) DC 20

Tactics Atlan battle drakes use pack tactics; they spread out and hide low to the ground or underwater and then rise to surround a foe that moves between them. In combat, they utilize flyby attacks to soften ground-based opponents before landing to deliver full attacks. Alternatively, they dive to snatch opponents with their talons and sting them to death. They can slash with their talons only when making a flyby attack. At the height of battle, they utilize their battle trance ability (see the table below).

Morale Atlan battle drakes are equally proud and stupid, and thus prone to fight to the death, particularly if a rider is not mounted. However, when a foe is clearly more powerful, it will likely not initiate combat.

Str 27, **Dex** 10, **Con** 21, **Int** 6, **Wis** 12, **Cha** 11 **Feats** Ability Focus (poison), Alertness^B, Flyby Attack, Multiattack

Skills Hide+6, Listen+13, Move Silently+10, Spot+16, Swim+16.

Amphibious (Ex) Breathe underwater and breathe air with equal ease.

Augment Pact When successfully sealing a pact, select one augmentation (*SoPM*, page 181, Table 5-1: Pact Augmentations). Typical augmentations include +25% fortification, fast healing 1 (only up to one-half hit points), *endure elements*, ignore one attack 1/day as immediate action, regenerate lost limbs, sustenance or *message*.

Battle Trance (Su) Enter a battle trance for 8 rounds. The

trance corresponds to the drake's currently bound spirit (see *SoPM*, pages 45-47, for details or use the table below).

Improved Grab (Ex) To use this ability, a drake must hit with its talons. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.

Pact Magic Bind one 1st-level spirit (binder level 8th, BC +0, DC 15+spirit level) to gain one granted ability of that spirit.

Poison (Ex) Injury, Fortitude DC 18, initial and secondary damage 2d6 Con. The save DC is Constitution-based.

Skills Atlan battle drakes have a +3 racial bonus on Spot checks. **Spell-like Abilities** (CL 8th, DC 10+spell level)

At will—detect pact spirits

Environment Islands

Organization Solitary, pair or flight (3–6)

Treasure Mwk scale mail barding encrusted with 1d8 gems (each worth 100 gp, indicates rank), camel pack of healing (3/ day as move action, heal 1d8+3 hp).

Role-Playing

The legend of the spirit Forash says that at the dawn of the Atlan Empire the devil Forash granted great power and the secrets of pactmaking to a court sorcerer, Kontaros, who would become Atlan's first emperor. Among Forash's contracted gifts to Kontaros were legions of sky devils that fought alongside regular atlan soldiers and sailors. After the contract ended, the sky devils departed but left a few offspring born to local sea drakes that haunted the cliffs of many atlan isles. In time, the atlans captured and bred these fiendish drakes to produce the ever-feared atlan battle drake. An atlan warrior who distinguishes himself may gain such a drake as a steed.

Although not as intelligent or powerful as true dragons, atlan battle drakes are highly obedient and rarely buck from combat. Moreover, breeding has nurtured their supernatural origins; every atlan battle drake can bind one 1st-level spirit each day to gain one supernatural ability; while this ability may be minor, it is a basis for the drake's battle trance. Similar to a pact warrior, an atlan battle drake can enter a battle trance twice per day and can augment its pacts as well. The drake's rider often informs it of which spirits to bind to gain maximum advantage based upon knowledge of the upcoming battle. Here are typical spirit selections and their associated battle trance benefits. See *Secrets of Pact Magic* pages 45-47 for details.

Spirit Name (SoPM page)	Typical Granted Ability	Battle Trance Benefits	
Aza'zati (pg 70)	Acid gout or smell gold coins	Fear-inducing roar	
Forash (pg 74)	Brief invisibility or regal bearing	+2d6 vs. good op- ponents	
Gwenolyn's Ghost (pg 78)	Fearful visage or last im- pression	Do ability damage, repulse mind attacks	
Marat (pg 80)	Enhanced carrying capacity or shield or silent alarm	+2d6 charge damage and push foes	

Atlan battle drakes are not for sale as adults. One can purchase an egg for 1000 gp or more; however, such drakes only grow to half size (Large rather than Huge) and lack pactmaking. A secret and costly feeding regime is needed to unlock the battle drake's full potential.

CITY OF STAVROS L

Stavros is a small atlan fortress city of seven thousand souls located between friendly ocean and hostile desert. It is a trade center, destination for fugitives, hideout for rogue priests, and depot for atlan armies. It is compact with high, tough walls 40 ft. high and 10 ft. thick. The streets are narrow, often only 5 to 10 feet wide, and the highest towers rise 60 to 70 feet.

Demographics

Stavros's population is atypical of atlan cities because it is on the outskirts of the Atlan Empire. Here are the demographics:

» One-hundred fifty true atlan nobles. Of these, two dozen are half blue dragon / half true atlans hailing from the Stavros family who founded the city.

» Three thousand civilians, mostly human merchants, artificers, oracles, entertainers, prostitutes, priests, and brigands.

» Thirty "centuries." Each century consists of one hundred dwarven, hobgoblin, and human centurions. Most centurions are young males.

» Eight-hundred fifty goblin, halfling, and kobold slaves. Kobolds are mostly miners while halflings serve as household servants and goblins are military lackeys.

The predominant alignment is lawful evil.

History

Stavros began as a mining operation. In the year 785 (atlan calendar), a young atlan noble named Alextraius Stavros and his adventurous bride Iyana sealed a contract with a blue dragon named Gavisaritex who laired over a rich vein of gold. Stavros brought kobold miners who soon formed a worshipful cult to the dragon. In exchange for access to the gold, Alextraius provided the dragon with magic to greatly expand its territory.

When the Frehmin War broke, the Emperor commanded that Stavros accommodate imperial armies landing on nearby shores and marching against the frehmin. The marketplace and other distractions were shuttered except for comfort women to entertain centurions. Atlan battle drakes were also brought in, angering Gavisaritex.

During the war years, Iyana gave birth to five sons. When the sons came of age, they showed their true heritage as half-dragons and unmasked Iyana's affair with Gavisaritex. Alextraius and Gavisaritex perished in a terrible battle of magic and claws that followed. Legends say that both corpses lie in a deadly and bloody embrace forever buried beneath the sands of Stavros. The Emperor took command of the city and sent a dozen nobles of his choosing to rule it and its mines, with the cooperation of Iyana's sons when they came of age.

After the Frehmin War and for almost three hundred years, Stavros prospered under the rulership of nobles and the descendents of Iyana's five sons. The city also became a first stop (and often a last stop) for fugitives fleeing more central points of the Atlan Empire. To maintain their influence, the Stavros family sheltered and aided powerful fugitives.

When the elder gods destroyed the Atlan Empire, they partially spared Stavros. Over the centuries, a cult to the Ghoul Goddess (one of three surviving atlan deities) made its home in Stavros amid the catacombs carved from the emptied sections of the gold mine. The elder gods did not wish to punish mortals who had remained faithful to the gods. Thus, Stavros was set apart from the stream of history, untouched and unreachable except at key times of the year.

Layout

The city is organized into five wards: courts, garrison, hospice, marketplace, and mines. Residences tend to stack above places of business. Each entrance into the city and between wards is guarded by a squad of ten centurions and a permanent *glyph of warding* that is keyed to allow only true atlans and visitors branded by the centurions. A brand lasts one day.

CourtsWard: This ward includes several courts of law (each for varying purposes), a stately marble tribunal where nobles decide policy, luxurious urban villas, lush hanging gardens and pools, a small binder academy, a library dedicated to the dragon constellation, and a 60-foot-high elemental monolith that provides clean water to the whole city for drinking and bathing. The monolith also evokes a fine mist that cools and dampens the air within the ward, and in adjacent wards on windy days. This ward is solemn during the hot day and raucous with noble parties during the cool night.

Garrison Ward: This ward's barracks, offices, depots, craft halls, and landings provide ample space for up to three thousand centurions, their goblin servants, and three squads of atlan battle drakes (30 drakes). Security is tight with *alarm* spells and traps to ensure only authorized persons enter or leave. The military dungeon is home to frehmin and unlucky brigands who must endure torture in the name of experimental new magics. Craft halls staffed by gnome artificers produce and repair armor, weapons, alchemical fire, and some magic items.

Hospice Ward: This ward prospered during the Frehmin War and then lost stature until a band of healers took residence. The healers use neither divine magic nor pactmaking. Their secret of healing is their own. They can remove disease or curses, and even reverse death for anyone who makes a generous donation. The hospice ward also lends guides to help travelers through the rough and confusing desert terrain.

Marketplace Ward: This maze-like ward is a chaotic and dizzying jumble of residences, craft halls, and shops. Stone bridges and narrow ledges lead seemingly at random from one locale to the next with drops of 10 feet to 60 feet. This is the most dangerous ward since almost anyone is admitted at all times of the day or night. Happily, however, one can find almost any product or service. Most popular are desert spice, black haze (a gaseous narcotic), assassins, traveling papers, and prostitution. Black haze costs 30 gp per candle, inflicts 1d6 Wisdom damage, and allows the inhaler to bind any 1st-level spirit for 1 hour. The higher levels of the marketplace are home to high-security villas of wealthy merchants and guild leaders, while the lower levels lead into the catacombs and are home to beggars, priests and ghouls, including flame ghouls who worship the Ghoul Goddess.

Mining Ward: The early years of the mine were the most productive. Coincidentally, the mine began to run dry after an emperor demanded fifty percent of all processed ore. The Stavros family maintains a side-deal with the kobolds to hide the ore by ingesting it. Only the strongest kobolds are selected to become Kin of Gavisaritex. The gold turns their hide golden, heightens their magic, and allows them to speak with the dead dragon's spirit. After several decades of extended life, a Kin becomes fossilized as if turned to solid gold. The fossilized remains can then be hewn apart and minted into coins as necessary. A very small cult of humans have partaken of the gold to boost their own binding magic and speak for Alextraius Stavros. They become undying, golden flame ghouls.

Adventures

Here are some ideas for adventures in Stavros. Consider assigning a different quest or challenge to each party member.

» The party is hired to enter the city to buy a large quantity of black haze for a mysterious patron. Unfortunately, they are caught or attacked and must find a way out of the city before it vanishes for the year and makes them its newest residents.

» A sage has a key to Stavros's main library vault. Although the city's citizen's cannot leave, its lore can. He promises the party two-thirds of the find if they help him break in.

» A frehmin priest hires the party to rescue Vizier Nahazoon the Golden, a powerful frehmin who remains jailed in Stavros. According to the priest, frehmin are exempt from the city's curse. Unfortunately, the priest is wrong and Nahazoon wishes to destroy Stavros, his eternal prison, at any cost.

Aqua Lumina

Aqua Lumina was a decadent underwater pleasure city during the later Atlan Empire. Although most of its inhabitants were annihilated by the elder gods, large chunks of the splendid city remain, often appearing only half-submerged near tropical shores. In recent years, the palatial ruins have become a popular destination for diplomats to negotiate on behalf of warring kingdoms and planar factions. Officially, Aqua Lumina is administered by an organization called the Soul Seekers Lodge (*SoPM*, page 276-277). The Lodge is home to angels, fiends, and other beings that have given up on divine feuds and rigid alignments in lieu of cooperative pactmaking. Some believe the Lodge's binders have a secret agenda. The truth, however, is more sinister.

Demographics

Here are the demographics of Aqua Lumina.

» Eighty cambions (half-fiends), shanti (half-celestials) and other rogue outsiders including Corvasis, a chaotic neutral archon, and Skwayo, a lawful neutral vrock. Several of the Lodge members are not who they seem (see below).

Thirty-five staff consisting mainly of aquatic elves and half-aquatic elves led by Selaya, a nereid pactmaker. The staff greet and serve diplomats. Staff include artists, musicians, chefs, masseurs, shark and dolphin wranglers, scribes, and escorts.
 Two hundred modern atlans who have sought to explore and revive atlan culture through investigation of the buried and closed sections of Aqua Lumina. They live in an area adjacent to the diplomatic palace.

» Anywhere from ten to fifty diplomats including court wizards, genies, and high druids. Many of the diplomats have no knowledge or care of pactmaking. They use the resort as a convenient neutral ground.

» Forty aquatic kobolds miners who toil underwater at the behest of their half black dragon / half atlan master Alcron to harvest pearls from the area around the resort. Mild volcanic activities makes this job somewhat dangerous.

» A secret cabal of true atlans and "transplants." Lodge members, diplomats and travelers are lured into a hidden grotto where podforms kill them and clone their bodies to act as hosts for more true atlan souls.

Uncompromised Lodge members and staff are primarily of neutral alignment. The modern atlans tend toward lawful neutral. The kobold miners and cabal members are evil. The diplomats hail from all alignments; high Intelligence, Wisdom and Charisma distinguish them more than anything other quality.

History

Centuries ago, a joint expedition by Soul Seekers Lodge and the Atlan Explorers Guild stumbled upon a remnant of Aqua Lumina. Much of its finery and glassy palatial courts lay empty and untouched. Only a few sea elves visited the ruins as a curiosity and getaway. A leading atlan among the explorers rallied the folk of his home village to settle Aqua Lumina; he also sealed an agreement granting the Soul Seekers Lodge half the city.

At first, all was well; however, the settlers discovered unusual pods while exploring the city's deeper regions. The mansized pods contained the warm bodies of "dreaming" atlans. In the resort's heyday, wealthy nobles used these pods to visit the Plane of Dreams. When the elder gods smote the empire, the nobles' souls remained safe amid their dreams. Yet the city's temporal shifts prevented them from waking. After some debate, the settlers woke a young noble named Nico. Nico told them much about the city, its hidden magics, and ancient lore. Most importantly, he lured several settlers to a hidden grotto once used by the city's Agathonian cult. In atlan times, the cult helped nobles rejuvenate their bodies by taking over the bodies of healthy slaves. The dreaming atlan nobles replaced the settlers and began a careful and devious infiltration process.

Meanwhile, members of the Soul Seekers Lodge discovered that many weapons and spells failed to function within Aqua Lumina. Given the Lodge's reputation for neutrality and fairness, diplomats and feuding parties began making the resort their first choice to meet in safety.

Presently, the atlan cabal has restored almost four-dozen of its fallen kin. Some masquerade as settlers or Lodge members, and half have replaced visiting diplomats. The transplanted diplomats feed the cabal information, funds, and fresh dupes from their new locations across the multiverse. Although atlans are normally loathe to possess any bodies but human ones, they have found that cambion and shanti bodies are exceptionally powerful; moreover, they enjoy the irony of divine bodies for pactmakers punished by the gods. The cabal looks forward to the day when they dominate the city.

Layout

The city consists of thirteen domes, including four inhabited domes, six less-secure uninhabited domes, and three destroyed domes. Each dome is formed of glassteel and affords a beautiful view of the ocean while magically providing daylight and air for the resort's riotous gardens and plush quarters. Each entrance into Aqua Lumina and between domes is protected by a permanent *glyph of warding* that is keyed to allow only true atlans and visitors branded by the centurions. Only a few of the glyphs remain functional. Here are brief descriptions of key locations.

Arrival Hall: This tiny dome links the Lodge Dome and Diplomatic Dome. Visitors arrive here via one of several interplanar gates scattered around the multiverse. The gates were created by Lodge binder craftwrights to ensure Aqua Lumina's true location remains a mystery.

Lodge Dome: This dome is home to Soul Seeker Lodge members and staff who converted it from its original use as a binder library. Rumors claim that in addition to the library, pools of liquid magic allow those who bath in them to gain divinatory insights and alter past choices (specifically, alter feats, spells known, and skill rank selections).

Diplomatic Dome: This dome was and is a playground with a lavish dining hall, aviary, and singing garden. It has fifty

posh chambers complete with baths, glassy viewports, and three great halls. The aviary still contains spirit-touched awakened birds and reptiles, from flamingos to ravens, eagles, and vipers. The singing garden contains spirit-touched plants that sing of legendary atlan wars, romances, and tragedies. Anyone who listens in the garden for more than 10 minutes benefits from an *aid* spell, while anyone who remains for 6 or more hours benefits on a one-time basis from the *legend lore* spell.

Atlan Settlement: An atlan settlement fills two intact domes. Contrary to portrayals of modern atlans as an orderly and arrogant race, chaotic crowds and half-broken artifacts crowd the domes, and most of the settlers are friendly and interested in trade and news of the outside world. Atlan visitors and their friends are welcomed and granted food and lodging at nominal cost, or no cost on a DC 15 Charisma check.

The settlement's council consists of seven modern atlans and six true atlans who migrated to Aqua Lumina from

various points across the multiverse. The council is voted every five years from among the elders of the settlement's forty families. The council is well-aware of the podform pools and approves so long as use is gradual.

Excavation Site: Among the six damaged domes, the most important is the Dreamfire Dome, which contains magical plants that, like pods surrounding peas, invite Medium humanoids to visit the Plane of Dreams. Half the pods are full of true atlans who remain in a state of suspected animation. One can speak with them by using a pod and meeting with them on the Plane of Dreams. Not far from the dream pods is the Chapel of Renewal and a hidden grotto where the podforms swim. This area is strictly off limits to diplomats and other visitors, though cabal members will offer "a special tour, for an insignificant of price 5 gold per head," to potential victims.

Mining Site: Two dozen underwater mining towers form a perimeter around Aqua Lumina. The towers lead down many stories into the sea floor using metal cages. The blue-skinned kobold miners can breath water as well as air and ride Medium sharks (the kobolds have a swim speed of 30 feet). A visitor can rent "tame" sharks to enjoy a morning or afternoon grotto tour, squid hunt or pearl dive. The kobolds provide visitors with a eatable blue seaweed that grants air breathers the amphibious quality. Copious quantities of this seaweed taken over several weeks will transform any humanoid into a blue amphibian. Finding pearls is challenging. After 4 hours of searching in a 30 ft. x 30 ft. area, roll 2d10 and consult the table below. Grant a +2 bonus if the searcher has 5+ ranks in Appraise, Knowledge (nature), Profession (miner) or Search (maximum +8 bonus). Kobolds and dwarves enjoy a +2 racial bonus. Conversely, apply a -2 penalty each time a miner searches the same area. The kobolds and their sharks repulse visitors who try to mine except during official pearl dives, when the miners plant a few worthless white pearls and a single silver or pink pearl for a lucky visitor to "discover."



_	2d10	Value	Color	2d10	Value	Color
	2-8	50 gp	Silver	19-24	500 gp	Black
	9-12	100 gp	Pink	25-28	1000 gp	Platinum
	13-18	250 gp	Gold	29-30	2500 gp	Mithral

For some reason, the pearls make excellent material for magic items and fetch a good price among crafters.

The Star Grottoes: A grotto forms a circular perimeter a quarter mile around Aqua Lumina. The grotto originally acted as a defensive line. Tall, swaying stalks of a magical sea pod cause a continuous *hypnotic pattern* effect (DC 17 Will resists). The grotto's starry magic instructs creatures that come within 10 feet to retreat. However, several nasty fey have made their home here and send an opposite message to dive into the grotto to grab a shiny trinket or pearl of marvelous size.

Adventures

Here are some ideas for adventures in Aqua Lumina. Consider assigning a different quest or challenge to each party member. » The party helps excavate a site in a ruined dome. They unleash an invisage (*SoPM*, page 303) or fiendish shark pack.

» A party member buys a pearl mined at Aqua Lumina. The pearl contains the soul of a lost atlan noble who can use *suggestion* 1/day to steer the character and his allies back to Aqua Lumina to free other lost atlan souls.

» A party member's patron supplies him with a potion and instructs him to meet a diplomat there who has "the other half" of the potion. If the two kiss, the potions mingle and allow them to enter a restricted area with magical pools.

» The party must negotiate against the agendas of other diplomats on behalf of their patron, perhaps with his inexperienced and loud niece in tow.

» A romance between diplomats on opposing sides turns sour, resulting in murder. One of the party members is framed for the crime and faces feeding to the "Shark God.".



CHAPTER 9 LORDS OF DARKNESS

In this chapter you will find a description of the Outer Darkness, the home plane of the cyclopes race, plus statistics and background for five types of cyclopes—evil sentient constructs that bind spirits and use mortals on the Material Plane as fodder for their twisted plans to dominate the multiverse. Also presented are adventure hooks, vessels that ply the Outer Darkness, and exploration of a cyclopean menagerie.

CYCLOPES LORE

At the Atlan Empire's height of decadence, master soulwrights built machines called cyclopes. Normally, spirits bind with sentient living creatures; however, atlan artificers wished to construct automated, spirit-powered machines to toil as eternal intelligent slaves that would create a paradise.

To do this, the artificers blended humanoid, plant, and construct elements, resulting in obedient eldritch creatures infused with spirits. Although alive, these cyclopes resisted magical and mundane assaults and possessed great strength. At first, the cyclopes did all that their masters commanded them to do.

As the empire crumbled, the cyclopes formed secret networks and constructed new, more powerful versions of themselves. 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 have ventured onto the Material Plane, often tearing the fabric of reality in the process. Sages believe these techno-magical



monstrosities

seek to exterminate all creatures not of use in their quest for magic and domination.

Cyclopes follow motivations and patterns of organization that are alien to humanoids. Sages have puzzled out rankings in terms of power and goals, though lesser models will sometimes command more powerful ones. As constructs, they are immortal, suffer no privations, desire no gold or titles, and fear death only to the extent that their plans might fail or they might return as a less potent model. Cyclopes are known to raise good humanoids from death, only to kill them later; or mentor villages and kings to greatness before swallowing them into the Outer Darkness. They are both forthright in their goals and incredibly secretive about contingency plans. Most cyclopes belong to the Unity, a shared goal of altering the history of the multiverse. Some believe that they follow some hidden final command to save their annihilated atlan masters while others believe they "merely" seek to unseat the power of the gods in order to take the multiverse for themselves.

POTENT MAGIC AGAINST CYCLOPES

Magic users report the following spells are effective against cyclopes. All of these spells bypass spell-resistance or defend well against flying, magical extraplanar constructs. 0th—acid splash

1st—protection from evil, obscuring mist

2nd—acid arrow, align weapon (good), glitterdust, fog cloud, soften earth and stone, web

3rd—acid bolt*, magic circle against evil, sepia snake sigil

4th—acidic blade*, black tentacles, deanimation ray*, illusory wall, lesser globe of invulnerability, rusting grasp, solid fog

5th—cloudkill, control winds, insect plague, transmute rock to mud 6th—acid fog, antimagic field, globe of invulnerability, repel wood 7th—acidic wrath*, limited wish

8th—deanimation sphere*, incendiary cloud, repel metal or stone 9th—mage's disjunction, shambler, wish

A character can learn about these spells on a successful Knowledge (arcana) check with a DC equal to 15 + the spell level.

* New spell introduced in Chapter 5.

LORE—D2O+KNOWLEDGE(THE PLANES) 10—Cyclopes began as a slave race of sentient constructs created by the atlans just before the Atlan Empire was annihilated. Like the atlans, these creature are adept at sealing pacts.

14—A few cyclopes escaped the gods' wrath and made their home in flying cities called hives that ply the Outer Darkness. The Outer Darkness is a terrible cold void just like the hearts of these monsters, who care for nothing except magic and their own twisted souls.

17—Special magic is needed to travel the Outer Darkness. Binding the spirit of Damian the Lesser affords easy travel.

21—Cyclopes are more like sentient armored wood golems than constructs. They resist most magical assaults. They reproduce in various ways, from spores to budding, and are intensely interested in magic. They tend to deny that atlans made them. 25—The most common cyclopes is the dalrok. It is a warrior. It can speak any language, command the weak-willed with ease, and use a terrible disintegration ray on those who resist it.

30—The vosrok cyclopes is found in wooded areas and caves. It is reclusive and reproduces by draining magic. It can lure people with illusions to trap them and gain their items but it is fairly harmless if bribed or simply avoided.

35— There are five cyclopes models, each with its own powers, demeanor, and agenda. Some, like the motrok, can appear quite helpful. However, the motrok only nurtures mortals in order to implant them with soul-eating spores that bud into new cyclopes. All cyclopes are evil, hate-filled beings.

40—Cyclopes society is organized in complex networks of individuals who share common interests or goals such as destroying a particular god. The totality of these networks and their goals is called the Unison.

45—Cyclopes can snatch a whole kingdom and transport it to the Outer Darkness, where they use it as a zoo or nursury to breed more of their kind.

50—The most terrible cyclopes, called the savrok or warlord, is the size of a small town. It is harmed by sunlight and flies at night. It has four brains and can attack with over a dozen tentacles and eye rays and can use multiple magical abilities at once.

Adventure Hooks

Here are seven scenarios to help you integrate cyclopes and the Outer Darkness into your campaign.

Fixer-Upper

The party have discovered a crashed flying ship; or perhaps a sage or king has contacted them regarding such a ship. Either way, repairing the craft requires rare magical materials in a long-abandoned laboratory of a mad muse. In his time, the muse cavorted with all sorts of blasphemous extradimensional creatures. No one has seen him or his workshop in decades. If the heroes delve for themselves, a working void ship is an incredible reward in itself. If they are enjoined by a patron to explore the laboratory, much gold awaits them as well as whatever magic and secrets they find on their own.

Foolish Mortals

An unwise cabal of wizards led by a slightly disturbed gnome artificer has freed a cyclopes from *temporal stasis* in order to study it more closely and learn its secrets, or so the cabal says. Whatever the motive, the cyclopes broke free, killed several wizards, and now roams the countryside destroying farms and villages. On its path is a large city. Spells have little hope to harm a cyclopes; thus, the local rulers and clergy have asked pactmakers to work with exorcists and templars in order to stop the monster before it enters the city. Incidentally, no one has yet questioned why the cyclopes is heading to the city and what it plans to do when it arrives there.

Our New Friends, The Drow

Late one night, a small drow brigade knocks on the party's door. The drow don't want trouble; they require help to locate and capture their wayward brothers. Specifically, a drow binder convinced a flock of his pupils to abandon worship of the drow goddess and make a new life in the Outer Darkness, which lies beyond her reach. Divination magic does not reveal their whereabouts, but a well-bribed binder sage learned through spirits that the rebel drow reside in a cyclopean menagerie, a hollow world created from land stolen from the Material Plane. The drow brigade are not learned with pactmaking or the Outer Darkness. They offer the party treasure and the permanent services of a succubus servant of their goddess.

When Worlds Collide

At first, the strange hovering creature that visited Thorsten Village at night seemed innocuous, if not helpful. Crops and children thrived, it healed the sick and injured, and it provided impressive knowledge to the village's elders. Woden, as the villagers have called him, defeated an invading horde of orcs and extinguished summer forest fires. In the last two days, however, tremors have shaken the land, dark starless holes have appeared in the sky, and some villagers have contracted a disease that makes them catatonic while woody buds coat their skin. Alas, Woden has not appeared and the villagers are desperate. No one knows that Woden is a cyclopes and harvest time has come. Deep in a nearby lake, a warlord cyclopes incants the rite needed to move Thorsten Village into the Outer Darkness, where the infected populace will sprout into a new generation of cyclopes. Moreover, the party may not realize that the cyclopes wish for them to join the townsfolk in the Outer Darkness, since the "heroes" will make powerful new cyclopes.

TABLE 9-1: SUMMARY OF CYCLOPES MODELS

Name	Model	CR	Details
Name	Model	CR	Detail

Autrok	Squire	2	Swift scout and spy that steals and drains magic items and binds 1st-level spirits.
Dalrok	Warrior	13	Deadly armored cyclopes that dominates or disintegrates foes and binds 6th-level spirits.
Motrok	Warden	19	Diplomatic cyclopes that nourishes people and crops before it plants destructive seeds to make new cyclopes. Binds 9th-level spirits.
Savrok	Warlord	26	Multi-brained cyclopes that creates and de- stroys small worlds. Binds epic spirits.
Vosrok	Warlock	7	Rogue cyclopes that keeps to itself in forest caves and breeds using drained magic items.

Where's Old Erwyn?

An old mentor of the party named Master Erwyn was supposed to return to his monastery two days ago after a trip to a nearby city. He was last seen entering a wood along the way but did not exit it. The wood is not vast, and a series of unexplored caves dot the hills around it. Investigation reveals that in recent weeks a merchant caravan also vanished along the same road; however, a long troop of child pilgrims recently traveled through unharmed. Then last night, a wizard vanished from his alchemy shop in town. The story? Months ago, a band of adventurers drove a warlock cyclopes from its regular den in a nearby land. The cyclopes stumbled upon the local caves and has set up a new home to spawn a brood. The brood requires magic in the form of items and spells to grow. The cyclopes has used the cover of night to abduct magic users and steal magic items. Presently, the cyclopes is keeping Old Erwyn alive because Erwyn has promised it knowledge of new spirits. Can the party rescue Erwyn before the warden grows impatient?

You Are Us

A casual visit to a fortuneteller reveals a terrible secret. At least one member of the party if not several are not themselves; instead, they are simulacra of far greater heroes. Investigation reveals they were created by a cyclopes to make better breeding stock, but at some point the cyclopes died and the adventurers found themselves wandering aimless into a town with half-formed memories of their earlier lives. Hypnosis or similar magic reveals the events of their birth and suggests that a terrible seed of a hidden agenda lies buried deep in their psyches. Indeed, the seeds might sprout to turn them into cyclopes at any time. Will they figure out how to neutralize the seeds before it is too late?

Vampires' Quest

Millennia ago, a band of monks escaped their dying world. An insectoid army bound to the terrible clicking spirit of Vodavox, the Hive Mind, had conquered it. As directed by their god, the monks built an ark and loaded it with all manner of creatures and cultural treasures as well as two hundred of their finest monks. Unfortunately, one monk played host to the insectoids; he sabotaged the ship to fall into the Outer Darkness, beyond the aid of the monks' god. The crew lamented and, fearing they might lose everything, sealed a terrible deal—twelve monks became vampires who would live to locate a new home. Last night, they did. Their ark lies "beached" in the party's city. Alas, eons have taken their toll on the hungry vampires, who are now tainted with the spirits of the Outer Darkness.

AUTROK

Flitting and darting just out of reach is a tiny spherical creature with metallic skin and numerous long, sinuous vines that flow from around its central maw. Jagged teeth line its maw. The creature has one eye. You notice more of these creatures nearby. Their eyes dart about as if inspecting you. In a blink, a mass of these monsters fly at you, their tendrils grabbing at your most-valued possessions.

Autrok (Squire Cyclopes)

CR 2

Evil Tiny Construct (Extraplanar, Evil)

Initiative +4; Senses Darkvision 60 ft., low-light vision ; Listen -2, Spot -2

Languages Understands Common and Infernal.

Aura 30 ft, magical aura glows visibly even through containers unless the containers are crafted from 1 inch or thicker lead.

AC 20, touch 16, flat-footed 18

(+4 natural, +2 Dex, +4 mage armor)

hp 21 (2d10+10)

Fort +0, **Ref** +2, **Will** -2

Special Defenses Construct traits, DR 2/good, immune to magic (ignore spells that allow SR save), resistance 2 (cold, electricity, fire).

Speed 10 ft., fly 30 ft. (average)

Base Attack/Grapple: +1/+1

- **Attack**: Touch +5 melee attack (steal magic item) or maw +5 melee (1d4-3).
- **Full Attack**: Touch +3 melee attack (steal magic item) and maw +3 melee (1d4-3).

Space/Reach: 2-1/2 ft./0 ft.

Lore Knowledge (arcana) DC 12

- **Tactics** Autroks travel in flocks. They flit beyond range of foes for three rounds to note the presence, intensity and location of magical auras. Then they swarm prized targets to latch onto and drain their magic items. Whether or not it drains an item, an autrok will fly off to report the presence of magic to any nearby cyclopes. It will delay its report for 1d4 hours if it drains a moderate or stronger aura while it settles in a dark hole to digest the magic.
- **Morale** Autroks value their own existence but lack the capacity to assess situations. They flee when brought to 5 hit points or less.

Str 3, **Dex** 19, **Con** —, **Int** 8, **Wis** 6, **Cha** 11 **Feats** Ignore Binding Requirements, Weapon Finesse^B. **Skills** Hide +10, Search +4, Slight of Hand +12.

- **Steal Magic Item (Ex)** If an autrok hits with a touch attack, it uses its dexterous, vine-like tendrils to latch onto a magic item on the target's body. It may then attempt a DC 20 Slight of Hand check to take the item. Autroks enjoy a +8 racial bonus to Slight of Hand checks.
- **Magic Drain (Su)** Whenever an autrok begins its turn latched onto a magic item, it automatically drains the item of magic unless the item succeeds a special DC 15 saving throw. The item's owner rolls d20 and adds the item's magic aura bonus.

A faint aura gives a +0 bonus. A moderate aura gives a +3 bonus. A strong aura gives a +6 bonus. An overwhelming aura gives a +12 bonus. Once the autrok has drained an item, it regains a number of hit points equal to the item's aura bonus and then detaches and flies off to fully digest its meal. After 1d4 hours of feeding, it recovers all hit point damage.

- Pact Magic Bind one 1st-level spirit (BL 2nd, ability DC 11).Prying Eye (Su) Whenever an autrok is within 400 ft. of a cyclopes with more Hit Dice than its own, that cyclopes can passively perceive through the autrok's senses as it if were present with the autrok. The link does not afford any kind of communication or control.
- **Recuperative Meal (Su)** A freshly dead autrok hosts lingering magic. This magic is stored in a nugget-like gland deep in the autrok's body. Any creature may consume the autrok's corpse whole or succeed on a DC 15 Heal check to retrieve the organ for consumption. The organ must be consumed within 1 minute of death; otherwise, the magic dissipates and disintegrates the autrok's body in the process. A consumed organ produces a transmutive magic that immediately restores 20 hit points of damage and grants one use of the Sudden Granted Ability feat (*SoPM*, page 188). The effects of multiple consumptions do not stack. A living creature that consumes any part of an autrok must succeed on a DC 14 Fortitude save or be nauseated for 1 hour.

Spell-like Abilities (CL 2nd, DC 10+spell level)

At will—mage armor 1/day—dancing lights 1/year—plane shift

Environment Astral (Outer Darkness), temperate forest or underground.

Organization Colony (2-4), flock (5-8) or storm (9-14). **Treasure** Gems only (found inside the autrok's corpse).

Role-Playing

The autrok, or squire cyclopes, is the lowest member of the cyclopes race. Other cyclopes models treat these tiny scouts as servants as best, fodder most often, and restorative food when damaged or in need of extra pact magic.

Autroks usually travel in flocks, counting on sheer numbers to overwhelm foes and their quick flight and magical armor to escape danger. Autroks often migrate to the Material Plane en masse under the right alignment of stars to seek out new magic items; they return heavy with magic and ready to be eaten by their larger brethren.

Like any cyclopes, an autrok can bind spirits. Favorite spirits include Aza'zati, to spew acid; and Forash, to briefly turn invisible and locate magical objects from afar. Marat is also a popular; Marat's shield ability makes an autrok even hard to hit.

A lucky pactmaker may find a lone autrok or even a mated paired for sale. In an emergency, an autrok can be killed and eaten to grant a brief moment of extra supernatural power. A single autrok fetches 375 gp. A mated pair, which can produce a dozen offspring per year, has a market price of 2000 gp.

Autroks mate through cross-pollination. Following pollination, an autrok produces 1d12 seeds that grow to adult size after 1d3 months provided the seeds receive sufficient magical sustenance.

DALROK

Flying toward you is a pyramidal metallic creature, approximately human height. Its flight carries it just a few feet off the ground. Its shell is masterwork platemail with sections of crystal, leather and wood. On its front panel is a single large red eye behind a glass canopy; below that, emerging from its body, is a small but powerful pincer arm. Roots dangle from its nether regions. The creature speaks loudly in a shrill voice; oddly, each of you hear it in your native tongue. It demands you surrender at once and submit to its superior will.

EDALRO

Dalrok (Warrior Cyclopes) CR 13

Evil Medium Construct (Extraplanar, Evil)

Initiative +0; Senses Darkvision 60 ft., low-light vision ; Listen +0, Spot +0

Languages Common, Infernal

Aura 60 ft., creatures with 2 HD or less shaken (no save).

AC 31, touch 19, flat-footed 30

(+12 natural, +1 Dex, +8 spells)

hp 91 (13d10+20)

Fort +6, **Ref** +7, **Will** +6

Special Defenses Construct traits, DR 10/good, fast healing 5, immune to magic (ignore spells that allow SR save), resistance 10 (cold, electricity, fire).

Speed 20 ft., fly 20 ft. (poor) Base Attack/Grapple: +9/+9

- Attack Pincer +9 melee attack (1d3) or maw +9 melee (1d4) or disintegrate ray +14 ranged touch attack.
- Full Attack Pincer +7 melee attack (1d3) and maw +7 melee (1d4) and disintegrate ray +12 ranged touch attack.
 Space/Reach 5 ft./5 ft.

Lore Knowledge (arcana) DC 23

- **Tactics** Start with *tongues*, *command*, and *detect lies* to gain servitude, magic, and lore. Use disintegrate ray or *dominate person* on rebels. Use *mage armor* and *shield* when needed. Use *sending* to report major news or call for reinforcements.
- **Morale** Dalroks value their own existence. They will flee if brought to 10 hit points or less. They do not surrender.

Str 10, Dex 13, Con —, Int 17, Wis 10, Cha 16

Feats Expel Spirit, Ignore Binding Requirements, Quickened Spell-like Ability (disintegrate), Voice of Power, Words of Focus.

- **Skills** Concentration +5, Craft (any) +7, Decipher Script +7, Disable Device +7, Hide +5, Intimidate +19, Knowledge (arcana) +5, Knowledge (the planes) +5, Knowledge (any other) +5, Open Lock +7, Sense Motive +5, Spellcraft +11, Search +7, Use Magic Device +19.
- Disintegrate Ray (Su) Sixty-foot ranged touch attack, *disintegrate* effect as 13th-level sorcerer.
- **Disintegrate Mantle (Su)** Can wreath itself in its own *disintegrate* effect without self-harm to eliminate grapplers and restraints (DC 21 Reflex to avoid, as 13th-level sorcerer).
- Pact Magic One 6th-level spirit and one 3rd-level spirit (BL 13th, ability DC 13+spirit level; can bind Damian the Lesser (*SoPM*, page 138) and Prime Ravager (*SoPM*, page 275).
 Spell-Like Abilities (CL 13th, DC 13+spell level)

At will— command, mage armor, read magic, shield, tongues 3/day—detect lies, dominate person 1/day—analyze dweomer, sending

Environment: Astral (Outer Darkness) and inhabited lands. **Organization**: Triad (3) or Flock (30-120). **Treasure**: Standard magical and gems only.

Role-Playing

To most mortals, dalroks are the cyclopes race. Also known as warrior cyclopes, dalroks act toward a singular purpose, to enforce the strategies of their superiors. They seek to ensure absolute obedience from all who encounter them. To be obedient does not guarantee one lives or even dies pleasantly. It merely means service in support of the cyclopes race, which every dalrok considers to be an obvious, necessary, and glorious role. All who fail to obey are summarily disintegrated unless they appear to hold knowledge that might prove useful.

As constructs, dalroks rarely act rashly and harbor no need to cause mayhem or bloodshed for its own sake. Rather, they act patiently, often waiting in the shadows and working through local inhabitants who have bowed to their greatness. Dalroks tend to coordinate their actions, following time-tables and elaborate strategies. When a surprise occurs, they are apt to do one of three things: accelerate the time table, make an all-out attack, or retreat pending a more propitious time. A single dalrok could easily destroy a small city. However, this is rarely their way. Destruction does not occur until plans call for it. Mortals are resources, and wasting resources is considered unnecessary and suggests failure.

Like other cyclopes, dalroks thirst for knowledge and power, proceeding with the assumption that more knowledge brings more power. Moreover, dalroks retain a modicum of curiosity. A talkative halfling rogue who manages to suggest he knows the entrance to a nearby magical tomb will likely live far longer than someone who claims ignorance. Due to their incredible confidence, dalroks tolerate much in order to learn a little more magic or lore. That said, dalroks are soldiers, and will move to fight and kill with predictable joy.

MOTROK

A huge, bulbous, turnip-shaped creature hovers into view. It is made of shiny metal, slicked leather, and spotless glass. Tree roots puncture an otherwise fine exterior. At first it looks like a giant machine, but then its eyes open—all over its body—and a maw filled with rows of jagged teeth betray its true nature. You hear—each of you in your native tongue—the creature's soothing words, "I am a gardener. I am here to protect and care for you. So long as you obey, you will be safe."That said, two long root-like tentacles emerge from its body and fly toward you.

Motrok (Warden Cyclopes) CR 19

Evil Huge Spirit-Touched Construct (Extraplanar, Evil) Initiative +3; **Senses** All-around vision, darkvision 90 ft.,

low-light vision ; Listen +2, Spot +20

Languages Common, Infernal. Aura 60 ft, *calm emotions* (Will 19 negates)

AC 32, touch 19, flat-footed 29 (+13 natural, -2 size, +3 Dex, +8 spells)

hp 183 (26d10+40)

Fort +5, **Ref** +8, **Will** +7

Special Defenses Construct traits, DR 15/good, fast healing 10, immune to magic (ignore spells that allow SR save), resistance 15 (cold, electricity, fire).

Speed 10 ft., fly 40 ft. (poor)

Base Attack/Grapple: +19/+25

- Attack: Tentacle +25 melee (1d8+6+paralysis) or maw +25 melee (1d8+6) or ram +25 melee (1d8+6) or disintegrate ray +22 ranged touch attack.
- **Full Attack**: 2 tentacles each +23 melee (1d8+6+paralysis) and maw +23 (1d8+6) and ram +23 melee (1d8+6) and disintegrate ray +22 ranged touch attack.

Space/Reach: 15 ft./5 ft. (slam or maw) or 30 ft. (tentacles)

Lore Knowledge (arcana) DC 29

- **Tactics** Start with *tongues, mass suggestion*, and *greater command* to gain servitude, magic, and lore. Prep with *mage armor* and *shield*, then unleash disintegrate ray, *deep slumber* or *flesh to stone*. Use *sending* to report news or call for reinforcements.
- **Morale** Motroks value their own existence. They will flee if brought to 20 hit points or less. They may fake surrender.

Str 22, Dex 17, Con —, Int 22, Wis 15, Cha 24

- **Feats** Ability Focus (disintegrate mantle), Craft Arms and Armor, Craft Construct, Craft Wondrous Item, Expel Spirit, Flyby Attack, Hover, Ignore Binding Requirements, Quickened Spell-like Ability (disintegrate).
- **Skills** Concentration +15, Craft (any) +20, Decipher Script +10, Diplomacy +27, Disable Device +20, Heal +15, Hide +25, Knowledge (arcana) +20, Knowledge (engineering) +10, Knowledge (nature) +20, Knowledge (any other) +15, Sense Motive +17, Spellcraft +20, Search +20, Spot +20, Use Magic Device +35.
- **Book Scent (Su)** Smell the presence of books and other written materials including magic scrolls within 30 ft.
- **Cursed of Darkness** Automatically lose 11 hp /round while exposed to sunlight.
- **Disintegrate Ray (Su)** Ninety foot ranged touch attack, *disintegrate* effect as 19th-level sorcerer.
- **Disintegrate Mantle (Su)** Can wreath itself in its own *disintegrate* effect without self-harm to eliminate grapplers and restraints (DC 25 Reflex to avoid, as 19th-level sorcerer).
- **Ghost Touch (Su)** Tentacles and maw affect incorporeal and Ethereal creatures as easily as normal creatures.
- **Minor Binding** Each day, gain 1 granted ability of one 1stlevel spirit (binding check d20+33)
- **Pact Magic** One 9th-level spirit and one 3rd-level spirit (BL 19th, ability DC 17+spirit level; can bind Damian the Lesser (*SoPM*, page 138) and Prime Ravager (*SoPM*, page 275).
- **Paralysis (Ex)** Touch causes paralysis for 2d4 rounds unless target succeeds on a DC 25 Fortitude save.

Spell-like Abilities (CL 19th, DC 17+spell level)

At will—arcane lock, deep slumber, detect pact spirits, scent of lore, dispel magic, flesh to stone, knock, stone to flesh, mage armor, ray's telepathic bond, shield, tongues

3/day—create food and water, control winds, darkness, greater

command, mass cure light wounds, mass hold person, mass suggestion, reverse gravity, sending

1/day—dimensional lock, limited wish, plane shift, plant growth, raise dead Spirit-touched (Su) A motrok possesses all listed special abilities found in SoPM, page 307.

Spore Field (Su) At will, release spores covering a 30-ft.square area. The spores act as a disease-like curse that infects all sentient living creatures. Once exposed, a creature must make attempt a DC 21 Fortitude save each day until dead or cured. Effects worsen with each failed save:

> 1st failed save—muteness, blindness or deafness 2nd failed save—continuous *lesser confusion* effect 3rd failed save—death

A successful *remove curse* ends the effect and causes the now-healed creature to expel a spore field as a 15-ft. cone.

As the creature dies, its soul coalesces into a woody mass that hatches a cyclopes in 1d4+6 days. A creature becomes a cyclopes of the type closest in Hit Dice. The process devours the soul; only divine intervention can reverse the transformation once it is complete.

Environment Astral (Outer Darkness) and inhabited lands. **Organization** Solitary (1) or Trio (2-4) or Pact (3-12). **Treasure** Standard magical and gems only.

Role-Playing

The warden cyclopes, also known as a gardener, is the most beguiling of the cyclopes race. Its diplomatic skill and nurturing abilities—to create food, cure wounds, and so forth—suggest a helpful creature despite its fearsome look. Alas, it views mortals as means to its own ends. A warden's purpose is to nurture mortal lands in order to better prepare them for servitude, experimentation, birthing of new cyclopes, and war under the cold eyes and writhing roots of the cyclopes race.

As the most patient and tolerant of the cyclopes, motroks use *tongues* or *telepathic bond* to ingratiate themselves through polite introductions. A motrok will kindly present its inevitable role as master. Individuals who resist are put to sleep, turned to stone or subject to its disintegrate ray. Aggressive crowds will be buffeted by *control winds* or subject to *mass hold person* or *mass suggestion*. At the same time, it will also demonstrate good will by creating nutritious food, healing the injured, promoting crops, and possibly raising the dead, either for interrogation or to restore a particularly useful mortal.

While managing its charges, a motrok will request tribute in the form of magic items, spellbooks, prayer books, and pact magic lore. It may even engage sages and other wise mortals in conversation about intellectual topics such as the nature of the gods. Its breathtaking skill to manipulate magic of all kinds, combined with its feats of craftsmanship, allow it to create powerful magic items, even those of divine nature, though it retains no interest in gods and divine beings except to usurp their role. All of these acts tend to increase its allure, to entice powerful mortals to its base of operation.

When it is ready, the motrok spreads its spores, which lodge in the bodies of mortals to birth a new generation of cyclopes. The planting, nurturing, and harvesting of the new generation is a motrok's pride and joy. The motrok is like a nursemaid that uses mortals as its offsprings' food. The more powerful the mortal host body, the more powerful the resulting cyclopes will be. As the crop matures, it calls a warlock cyclopes.

SAVROK

ITKN

The sky is vanishing, falling, gone—something terrible drops down from above and hovers over you. It is a shiny cube some sixty feet on a side, crafted of brilliant adamantine, crystal, and polished ironwood. Numerous sinewy greenish tentacles—no, tree roots—and screwy eyes writhe from the cube's walls. Its massive hungry maw, filled with metallic grinding teeth, could easily devour an adult dragon in a few bites. You want to cry or maybe just breathe but you can't. A voice of terrible power fills your thoughts. Something is inhabiting you. This flying monstrosity clearly forebodes the end of the world.

DAS

Savrok (Warlord Cyclopes) CR 26

Evil Colossal Spirit-Touched Construct (Extraplanar, Evil) Initiative +0; Senses Blindsense, darkvision 180 ft., low-

light vision ; Listen +25, Spot +25 Languages Common, Infernal

Aura 180 ft., fear (DC 25 Will negates).

AC 24, touch 6, flat-footed 24

(+18 natural, -8 size, -4 Dex, +8 spells)

hp 366 (52d10+80)

Fort +14, **Ref** +10, **Will** +19

Special Defenses Construct traits, DR 20/good and adamantine, fast healing 15, immune to magic (ignore spells that allow SR save), resistance 20 (cold, electricity, fire).

Speed 10 ft., fly 180 ft. (clumsy) Base Attack/Grapple: +39/+73

- Attack: Tentacle +57 melee attack (2d8+18) or maw +57 melee (2d8+18) or ram +57 melee (2d8+18) or disintegrate eye ray +35 ranged touch attack.
- **Full Attack**: 13 tentacles each +55 melee attack (2d8+18) plus maw +55 melee (2d8+18) plus ram +55 (2d8+18) plus 13 disintegrate eye rays each +33 ranged touch attack. **Space/Reach**: 60 ft./5 ft. (maw) or 120 ft. (tentacles)

Lore Knowledge (arcana) DC 36

- **Tactics** It starts with *tongues* or *telepathic bond* to intimidate foes to serve it. Next, it displays its power using its thirteen tentacles and thirteen eye rays, then *circle of death*, *meteor swarm*, *greater dispel magic*, and any fourth spell of its choice (all at the same time). *Gate* and *wish* are its last resort.
- **Morale** Savroks value their own existence. They will flee if brought to 50 hit points or less. They do not surrender. They will pretend to cooperate or go dormant if captured.

Str 46, Dex 3, Con —, Int 27, Wis 20, Cha 32

- Feats Ability Focus (disintegrate mantle), Awesome Blow, Bind Epic Spirit, Bonus Epic Ability, Bonus Spirit, Detect Occult Potential, Expel Spirit, Flyby Attack, Greater Vatic Foresight, Hover, Ignore Binding Requirements, Improved Bull Rush, Improved Epic Binding, Improved Initiative, Multi-Attack, Power Attack, Quickened Spell-like Ability (disintegrate), Secure Alignment, Spirit Trance (+13), Track, Vatic Foresight, Voice of Power, Words of Focus.
- **Skills** Appraise +20, Concentration +12, Craft (alchemy) +20, Craft (any other) +20, Decipher Script +20, Disable Device +20, Hide +30, Intimidate +60, Knowledge (any one) + 60, Knowledge (all others) +30, Listen +25, Move

Silently +35, Open Lock +5, Sense Motive +15, Spellcraft +50, Search +30, Spot +25, Survival +5 (+8 when tracking), Use Magic Device +65.

Cursed of Darkness Automatically lose 16 hp /round while exposed to sunlight.

- **Disintegrate Ray (Su)** One-hundred-twenty-foot ranged touch attack, *disintegrate* effect as 26th-level sorcerer.
- **Disintegrate Mantle (Su)** Can wreath itself in its own *disintegrate* effect without self-harm to eliminate grapplers and restraints (DC 29 Reflex to avoid, as 26th-level sorcerer).
- **Dormancy (Ex)** Use *imprisonment* on itself, but can end the effect with *freedom* when a 25-word condition is met.
- **Ghost Touch (Su)** Tentacles and maw affect incorporeal and Ethereal creatures as easily as normal creatures.
- **Multiple Brains** A savrok has four brains that it uses to make up to 4 standard actions every round. Mentally dominating a savrok requires overcoming all four brains.
- **Pact Magic** One 9th-level spirit or epic spirit (BL 26th, ability DC 21+spirit level), plus bind Damian Darkstar (*SoPM*, page 138).

Spell-like Abilities (CL 26th, DC 21+spell level)

At will—control water, control weather, deeper darkness, detect pact spirits, greater dispel magic, mage armor, magic jar, move earth, ray's telepathic bond, scent of lore, sending, shield, tongues

3/day—circle of death, contact other plane, plane shift, maze, meteor swarm, simulacrum, wall of force, wall of iron, wall of stone

1/day—clone, create life, gate (to Outer Darkness only), mage's disjunction, vision, wish

- **Spirit-touched** A Savrok possesses all listed special abilities found in *SoPM*, page 307.
- **World Maker (Su)** Once per decade, move a 10-square-mile portion of the Material Plane into the Outer Darkness. The affected region folds in on itself to become the interior surface of a hollow sphere. The outside of the sphere, formed from the underlying rock of the snatched region, acts as a protective shell against the void-like conditions of the Outer Darkness. Creatures in the affected region may survive the journey. See the cyclopean menagerie on pages 174-175.

Environment: Astral (Outer Darkness). **Organization**: Solitary (3) or Trio (2-4). **Treasure**: Standard magical and gems only.

Role-Playing

The warlord cyclopes, also known as an annihilator, is the most terrifying and inhuman among of its kin. When it arrives to a world, it comes to devastate and reformat whole kingdoms to suit its plans. Because it is damaged by sunlight, it often hides in large caves or underwater, arising at twilight or in the wee hours of the night to execute its plans. Savroks are inevitably cold, calculating, and inhuman in both their lack of compassion and vastness of scale over eons. To have met one and lived is to tell a tale that will last generations.

Savroks think and plan on an epic scale. They can use *wish*, among other spell-like abilities when the need calls; and they can bind epic spirits, beings that represent the fundamental building blocks of the multiverse. Any lore, magic user, eldritch device, spell, creature, legend or even minor godling that suggests a glimpse into secrets yet untapped and devices yet undesigned will attract a savrok's attention. It sends warriors or even warlocks, then wardens, and finally when the time is right, it will *planeshift* to reap what it has sown.

Savrok plans come in several varieties. Most common is the stationing of a war garrison or planting of a nursery. Also common are attacks on academies of magic and places of ancient power and lore. Like mortal explorers, it hopes to find what it does not yet know, but surely will. Occasionally, a savrok will lay plans that conveniently harm the mortal followers of gods that attempt to interfere in its plans. Savroks will also invade a locale they suspect is under the influence of rival cyclopes alliances. Sometimes a savrok will simply arrive as part of a pattern of exploration to a new corner of the multiverse.

To lesser cyclopes, all of their work in a cooperative pattern called the Unison toward a single goal: the subjugation of the multiverse. Only savroks know that the Unison is more complex. Factions are often divided by circumstantial—mortals might say, negligible—interpretations of rules. The thought that the atlans—a mortal humanoid race—designed and built the first cyclopes is a horrid and shameful fact of cyclopes history. Thus, cyclopes suspect that this fact is part of a larger plan, instituted by an unknown being named Unison outside of the multiverse, to give the cyclopes a purpose—all of existence is thus a great test and nursery. Other cyclopes consider the thought of a "superior being" to be a contradiction. After all, a savrok is perfect, the pinnacle of existence. Happily, the tightlybound networks of cyclopes society ensure that these questions do not threaten the completion of immediate goals.

Vosrok

An ovoid mass of bark, like an uprooted giant potato, hovers up from the foliage and into view. Its large maw is filled with jagged metal teeth, and a metallic pincer protrudes from its torso. This is no common plant. A dozen root-like tendrils unfurl from around its body.

Vosrok (Warlock Cyclopes)

CR 7

Evil Medium Construct (Extraplanar, Evil)

Initiative +0; Senses Darkvision 60 ft., low-light vision ; Listen -1, Spot -1

Languages Common, Infernal, Sylvan.

Aura 60 ft., creatures with 2 HD or less shaken (no save).

AC 26, touch 18, flat-footed 25

(+7 natural, +1 Dex, +8 spells)

hp 58 (7d10+20)

Fort +2, **Ref** +3, **Will** +1

Special Defenses Construct traits, DR 5/good, fast healing 2, immune to magic (ignore spells that allow SR save), resistance 5 (cold, electricity, fire).

Speed 10 ft., fly 30 ft. (average) **Base Attack/Grapple**: +5/+4

Attack: Pincer +4 melee attack (1d3-1) or maw +4 melee (1d4-1) or disintegrate ray +6 ranged touch attack.

Full Attack: Pincer +2 melee attack (1d3) and maw +2 melee (1d4) and disintegrate ray +4 ranged touch attack.

Space/Reach: 5 ft./5 ft.

Lore Knowledge (arcana) DC 17

- **Tactics** Use *major image* to lure foes into trapped area or use *tongues* to help intimidate foes. Against hostiles, use disintegrate ray plus *entangle* if outdoors or *stone shape* if underground. Use *passwall* to escape to its lair, which has no exits.
- **Morale** Vosroks value their own existence, but they value their seeds even more. They will fight to the death to protect their lair; otherwise, they flee if brought to 10 hit points or less.

Str 8, Dex 13, Con —, Int 13, Wis 8, Cha 14

- Feats: Ignore Binding Requirements, Voice of Power, Words of Focus.
- **Skills**: Concentration +5, Craft (woodworking) +7, Decipher Script +7, Disable Device +7, Hide +5, Intimidate +19, Knowledge (arcana) +5, Knowledge (the planes) +5, Knowledge (any other) +5, Open Lock +7, Sense Motive +5, Spellcraft +11, Search +7, Use Magic Device +19.
- Disintegrate Ray (Su) Thirty-foot ranged touch attack, *disintegrate* effect as 7th-level sorcerer.
- **Disintegrate Mantle (Su)** Can wreath itself in its own *disintegrate* effect without self-harm to eliminate grapplers and restraints (DC 18 Reflex to avoid, as 7th-level sorcerer).
- **Pact Magic** One 4th-level spirit (BL 7th, ability DC 12+spirit level); can bind Damian the Lesser (*SoPM*, page 138) and Prime Ravager (*SoPM*, page 275).
- **Spell-like Abilities** (CL 7th, DC 12+spell level) At will—detect magic, entangle, mage armor, shield, tongues.

3/day—major image, stone shape, tree shape.

1/day—arcane eye, passwall, speak with animals.

Environment Astral (Outer Darkness), forest or underground. **Organization** Solitary (1) or Triad (3). **Treasure** Standard magical and gems only.

Role-Playing

The title "warlock" might suggest this is the most magical or perhaps infernal of cyclopes, but the truth is neither. The vosrok takes the name "warlock" because it is an oath breaker a cyclopes that resists the Unison that binds all others of their kind. While still evil to the core, vosroks tend to live and move in solitude, often in deep sylvan forests or dark caves when not found in the Outer Darkness.

A vosrok's primary goal is the protection and raising of its young to nurture new generates of vosroks. Because it is weaker than others of its kind, it uses magic to shape the stone and wood around it to craft one or more secret lairs. Lairs that contain budding seeds always lack entrances or exits. Other lairs are set as traps to either kill hostile snoopers or capture promising travelers who carry magic items. Typically, a vosrok creates an illusion of books, scrolls, and similar magic items in a cave-like area. After the first creature enters, or perhaps right before the last creature enters, it uses *stone shape* to seal off the exit.

As constructs, vosrok's do not need to eat, and they lay their seeds in foliage that has been nourished with the remains of magic items. Each 500 gp worth of magic items allows it to plant one seed, to a maximum of 12 seeds during its lifetime. A seed grows to the size of a halfling before hatching after 1d4+6 days. Vosroks often travel outside their lairs in search of additional magic items.

THE OUTER DARKNESS

S BEYOND, VA A

Here is the home of the cyclopes race. The Outer Darkness is a shadowy, alternate version of the Astral Plane that bridges all planes of the multiverse with the unknowable expanse that lies beyond. It is an inhospitable void dotted with islands of life. It is as hostile to souls, gods, and their divine agents as it is a cold and airless void. This description of the Outer Darkness supersedes the brief description in *Secrets of Pact Magic*.

Travel to/from the Outer Darkness

There are several ways to reach the Outer Darkness.

Most easily, a *plane shift* or *gate* spell accesses this plane if the caster is bound with a spirit. A gate opened to the Outer Darkness creates a powerful vacuum. Unattended objects within 50 feet, and creatures within 50 feet that fail a DC 25 Reflex save, are drawn through the gate.

Rarely, gateways to the Outer Darkness open automatically. 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. The gateways result from naturally occurring interplanar alignments.

Travelers can also reach the Outer Darkness though portals hidden amidst the Astral Byways (*SoPM*, pages 290-291). An eye of eternity (*SoPM*, page 310) affords quick if unpleasant passage. Other means are also possible.

Physical Planar Traits

The Outer Darkness parallels the Astral Plane at every point in the same way that the Plane of Shadow parallels the Material Plane at every point. Here are specific traits.

Vacuum Conditions: Unprotected creatures suffer 1/3 of their normal maximum hit points in suffocation and bludgeoning damage each round, unusually 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 any DR against bludgeoning, protection against suffocation (such as constructs and undead), and those with resistance 5 or better against cold suffer no damage. Incorporeal creatures move through the Outer Darkness as any other environment.

No Gravity: There is no ambient gravitation. Unless there are sizable objects nearby, everyone floats. Since there is no air, wings are useless. However, a creature with a magical fly speed may move as normal, and canny creatures can move by thought, with a movement rate equal to 10 feet per point of Intelligence above 13 (spells and effects that increase a creature's Intelligence may allow it to fly).

Characters without recourse to flight or gravity can push off stationary objects or secured creatures in order to move 30 feet per round. When pushing off of an unsecured object or creature, both creatures (or the creature and the object) move at 5 feet per round unless the object or creature is at least three size categories larger (Gargantuan for a Medium creature), in which case only the smaller creature moves.

Gargantuan or larger objects emanate objective directional gravity. Free floating characters who encounter a moonlet, floating fortress, void ship or even a large corpse will find they are slowly drawn to the object and can stand on it as if is has normal gravity. As travelers move around the object, the direction of their feet indicate where "down" is. Characters may 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.

Altered Time: Time appears to pass normally to visitors, but all is not right. Creatures do not need to eat or sleep unless they want to, though they still need to breathe and they age at 10x the normal rate. A living creature suffers a decade of aging for each year it spends in the Outer Darkness. Plants and creatures experience accelerated growth as well as aging.



Infinite Size: The Outer Darkness is the edge of the multiverse; as such, one might think it has finite size. Indeed, one is but 1d6 days from the edge of the multiverse, a hard boundary past which all creatures vanish from existence, their souls beyond even godly power. Oddly, creatures can move away from the edge an infinite distance while still remaining within 1d6 days of the edge.

Alterable Morphic. Visitors to the plane can interact normally with its inhabitants.

No Elemental Traits: In as much as elements exist, none are favored over any others.

Illumination: Perpetual darkness in most areas.

Mildly Neutral Aligned.

Variant Magic: Magic works differently, as described below. » Spells that rely upon the presence of the Astral Plane (*astral*

projection, dimension door, summon monster, teleport, and so forth) automatically fail.

» Spellcasters cannot recover their spells no matter how hard they rest, study or pray.

» Spell-like abilities of outsiders (except native outsiders) and supernatural abilities granted by deities automatically fail.

» Arcane spells with the darkness and shadow descriptors are automatically maximized and extended.

» Pact magic works somewhat differently. Binders always fail their binding checks. However, granted abilities are enhanced and creatures that spend 24 hours in the Outer Darkness gain



the Minor Binding

feat (if not a spellcaster) or the Supernatural Exchange feat (if a spellcaster). The character retains the feat for 24 hours after leaving the plane. Finally, binders enjoy a +2 bonus on DC's for granted abilities of spirits of the shadow constellation.

Inhabitants

The Outer Darkness is home to the cyclopes race as well as flocks of luminously transparent vivilors, hateful living nightmares, disembodied lost souls, rebellious outsiders, some spirit-touched animal and plant life, genies, and humanoids (mainly atlans, drow, gnomes, hobgoblins, and humans).

As constructs, cyclopes require no air or nourishment, nor do they suffer aging; and because divine magic does not function well here, cyclopes find the Outer Darkness an ideal haven. A dark god-like master of the cyclopes, called Great One, also resides here. It quietly watches over its cyclopes flock.

Encounters

Here are suggestions for typical encounters in the Outer Darkness. A coherent community will consist of creatures across all CR values; thus, visitors are welcome to avoid antagonizing creatures and seek alliances before blindly entering combat. Generally, inhabitants either seek to hide in the Outer Darkness from the gods or they are divine agents seeking rebels and fugitives.

TABLE 9-2: ENCOUNTERS IN THE OUTER DARKNESS

	2d12	Encounter / Event	Reference
	2	Atlan ruins	See page 173 for details
	3	Ship (atlans)	2d10 atlan citizens (page 154-157)
	4	Ship (divine questers)	2d4 9th-level exorcists/templars
	5-6	Void storm (minor)	See below
	7-8	Cyclopean juggernaut	2d10 cyclopes of various models
	9-10	Nightmare cemetery	2d10 nightmares (SoPM, page 296)
	11-15	Empty void	Uneventful dark void
	16-17	Planar outpost	Motley assortment of races/classes
	18-19	Cyclopean zoo	See page 174-175 for details
	20-21	Ship (pactmakers)	Four 13th-level binders
	22	Ship (drow)	3d4 binders with male leader
	23	Ship (infernal raiders)	Goliath devils (<i>SoPM</i> , page 211) and hags in search of lost souls (below)
	24	Drow enclave	4d6 binders with male leader

Void Storms

A void storm is a turbulence at a rupturing seam in the multiverse. A rupture can be minor or major and is typically a few hundred yards to a few miles in diameter. A minor storm (or the outer zone of a major storm) causes confusion for 1 hour on a failed DC 20 Will save and throws creatures and unattended objects 5d100 miles on a failed DC 20 Reflex save. The inner zone of a major storm causes a mage's disjunction effect and on a DC 30 Will save ejects from the multiverse any creature with a soul.

Lost Soul (CR 1)

Medium Outsider (Incorporeal) Hit Dice: 2d8+2 (11 hp) Initiative: +1 **Speed**: 30 ft., fly 30 ft. **AC**: 11 (+1 Dex) touch 11, flatfooted 10 **Base Attack/Grapple**: +2/+2 Attack: Slam +2 (1d4) Full Attack: Slam +2 (1d4)

Space/Reach: 5 ft./5 ft.

- Special Attacks: Retain normal and extraordinary abilities from real life; loss all magical abilities from life.
- Special Qualities: Incorporeal traits, darkvision, resistance 10 (acid, cold, electricity, fire), immune to mind affecting spells and effects, immune to vacuum conditions, cannot leave the Outer Darkness, speak Common plus any 1 other language spoken in life.

Saves: +4/+4/+4

Abilities: Str 11, Dex 13, Con 13, Int 11, Wis 12, Cha 13

Skills: Knowledge (the planes) +6, Listen +7, Search +6, Spot +7, plus any other 4 appropriate to their skills in life.

Feats: Minor Binding.

Alignment: As when living.

VOID SHIPS

Void ships are a safe and speedy way to traverse locations within the Outer Darkness. To create a ship, a master soulwright binds the spirit of Damian Darkstar to the hull, then adds additional enchantments. A successful exorcism on a ship or its pilot causes the ship to stop and lose magical effects. A binder pilot can target the magical effects onto the ship, its passengers and crew, an enemy ship or a creature or object outside the ship, as desired. The pilot's caster level equals his binder level. He can produce one effect per round and maintain one effect per point of Intelligence bonus (minimum 1). DCs are Charisma-based.

Crystal Clarity

A transparent sphere suitable for one person to navigate short distances. Occasionally used for spying missions.

Design: 10 ft. wide x 10 ft. long, one deck, one 5-ft. hatch. **Construction**: AC 10, 3 in. void crystal (hardness 6, 36 hp to open a 5 ft. breech)

Capacity: One pilot plus 3 tons cargo or 3 standing passengers. **Travel**: Activate after 1 minute, 60 feet (average) fly speed, once per day travel 1 light year / pilot binder level.

Pilot Qualification: Binder level 1st.

Magical Effects: Expeditious retreat, invisibility, shield.

Dreaming Star

A favorite of humanoids who dwell permanently in the Outer Darkness. Can hold forty comfortably for extended periods.

Design: 75 ft. wide x 75 ft. long, five decks, five 5-ft. hatches. **Construction**: AC 4, 10 in. obsidian (hardness 8, 150 hp to open a 5-ft. breech)

Capacity: One pilot, seven crew seats, forty 10-ft. x 10-ft. cabins, one 20-ft. x 40-ft. common area, plus 25 tons cargo.

Travel: Activate after 10 minuts, 60 feet (perfect) fly speed, once per day travel 1 light year / pilot binder level.

Pilot Qualification: Binder level 1st.

Magical Effects: Alarm, potection from energy, protection from law, shield, stone shape.

Moment of Night

This fiery iron ship is a favorite of infernal raiders who come to the Outer Darkness in search of souls to ferry back to Hell. It accomodates a large passenger such as a nightmare steed.

Design: 25 ft. x 45 ft., two decks, two 10-ft. hatches.

Construction: AC 6, 5 in. mithral (hardness 10, 150 hp to open a 5-ft. breech)

Capacity: One pilot seat, five passenger seats, six 10-ft. x 10-ft. cabins, ten 5 ft.-square prison cells, 5 tons cargo or 1 ton cargo plus Large creature.

Travel: Activate after 10 minutes, 60 feet (perfect) fly speed. Twice per day, travel 1 light year / pilot binder level.

Pilot Qualification: Binder level 7th.

Magical Effects: Alarm, blur, detect life, detect magic, fire shield, invisibility, lightening bolt, protection from good, shield.

Piercing Beauty

A frightening-looking corsair with prison cells preferred by drow slavers. Very difficult to locate and hit, and can flee quickly.

Design: 25 ft. wide x 75 ft. long, two decks, two 5-ft. hatches. **Construction**: AC 6, 4 in. ironwood (hardness 10, 80 hp to

open a 5-ft. breech)

Capacity: One pilot seat, eleven crew seats, seven 10-ft. x 10-ft. cabins, one 15 ft. x 20 ft. common area, ten 5-ft. prison cells, 8 tons cargo, two 5-ft.-square secret compartments.

Travel: Activate after 3 rounds, 60 feet (perfect) fly speed, twice per day travel 1 light year / pilot binder level.

Pilot Qualification: Binder level 7th.

Magical Effects: Acid bolt, detect life, displacement, expeditious retreat, rope trick (crew or prisoners only), greater invisibility, meld into stone, nondetection, shield.

Time's Arrow

An elegant ship of atlan design, often used by atlans on their regular search and rescue missions to locate their lost brethren. Its exceptional feature is the ability to hop through time.

Design: 15 ft. wide x 65 ft. long, one deck, four 5-ft. hatches. **Construction**: AC 6, 8 in. wood (hardness 5, 80 hp to open a 5-ft. breech)

Capacity: One pilot seat, nine passenger seats, five 10 ft. x 10 ft. cabins, one 10 ft. x 20 ft. common area, and 4 tons cargo.

Travel: Activate after 3 rounds, 60 feet (perfect) fly speed, three times per day travel 1 light year / pilot binder level.

Pilot Qualification: Binder level 5th.

Magical Effects: Acid bolt, alarm, create food and water, detect outsider, glitterdust, haste, repair construct, protection from arrows, protection from energy, time hop (move 5 rounds into the future).

Trevolis Void

A simple skiff suitable for a half-dozen travelers.

Design: 15 ft. wide x 20 ft. long, one deck, one 5 ft. hatch. **Construction**: AC 8, 3 in. mithral (hardness 15, 90 hp to open a 5-ft. breech)

Capacity: One pilot seat, three crew seats, and twelve free squares (typically, short-term space for 4 tons of equipment and 8 standing passengers). Also, secret compartment (search DC 22) for 2 tons cargo or 1 Medium creature.

Travel: Activate after 10 minutes, 60 feet (perfect) fly speed, once per day travel 1 light year / pilot binder level.

Pilot Qualification: Binder level 1st.

Magical Effects: Shield.

Vision of War

An adamantine juggernaught suitable for war. Typically built and manned by humanoid slaves of the cyclopes, but sometimes commandeered by outsiders, gnomes or drow.

Design: 50 ft. wide x 150 ft. long, three decks, five 5-ft. hatches.

Construction: AC 2, 3 in. adamantine (hardness 40, 120 hp to open a 5-ft. breech)

Capacity: Two pilot seats, eight crew seats, forty 5-ft. x 10ft. cabins (each cabin holds two Medium creatures), one 10-ft. x 25-ft. common area, plus 100 tons cargo or 200 standing passengers (soldiers).

Travel: Activate after 10 minutes, 70 feet (good) fly speed, three times per day travel 1 light year / pilot binder level. **Pilot Qualification**: Binder level 11th.

Magical Effects: Alarm, acid bolt, detect life, detect magic, disintegrate, displacement, fire shield, hold portal, lesser globe of invulnerability, lightening bolt, longstrider, protection from arrows, protection from energy, revive construct, sending, shield, stoneskin.

<u>Atlan Remnant</u>

Survivors of the drowned Atlan Empire eke out a secretive existence in the Outer Darkness as they seek to restore their fallen empire.

Typical Location: Free-floating ruins in the Outer Darkness. Ruins include chunks of desiccated sea floor, petrified jungle, volcanic mountainsides and similar terrain along with damaged buildings of atlan design. Ruins are typically no larger than a quarter-mile square. No activity except a grazing flit vivilor or two are visible from the outside. All entrances are blockaded by rubble.

Typical Inhabitants: True atlans, vivilors, iron heart ghosts, and artificer gnomes.

Dominant Alignment: Lawful evil.

Defenses: Visitors can locate a concealed puzzle portal on a Search check. Solving the puzzle transports visitors into a central antechamber guarded by a warlock cyclopes tamed to the atlan's cause. The resident atlans and their construct brethren will investigate any disturbance as an opportunity to alleviate their boredom and test their prowess. The gnome artificers will continue their laboratory work unless personally threatened, at which time the head soulwright will *plane shift* so that he and remaining allies can escape trouble.

Attitudes: True atlans are friendly with atlan visitors, hostile to divine agents, and polite but suspicious of all others, though they will view goblins, hobgoblins, lawful humans,

and kobolds as more desirable as ongoing allies. They will engage in trade for magic items and lore with pactmakers and atlans. When meeting visitors away from their ruins, they will prefer to not

reveal the location of their homebase.

Alliances/Goals: Atlan survivors seek to restore their lost brethren and avenge the destruction of their empire. They were jarred from a decedent and leisurely lifestyle; they are used to slaves to tend to their needs and unused to the treacherous conditions and monsters of the Outer Darkness. Many are privately terrified and despairing but rely on their pride and magic to push forward. As a lawful people, atlans recognize the potency of alliances and pacts; as an evil people, they utilize magic and trickery, and play lesser allies as pawns to meet their goals. Among their strongest allies of mutual convenience are artificer gnomes. The gnomes build iron heart ghost shells needed to house the disembodied lost souls of atlans who float terrified and lonely through the Outer Darkness. In exchange, the atlans provide the gnomes with knowledge of ancient incantations and long-lost pact lore.

Daily activities: On a regular basis, the atlans pilot a void ship (usually provided by the gnomes or taken from prior visitors) to fish for their lost brethren's souls. A good

TABLE 9-3: ATLAN REMNANT ENCOUNTERS

d12	Creature	CR	Reference
1	Vivilor, Least (wright)	3	<i>SoPM</i> , pg 61
2	Vivilor, Least (flit, herd of 10)	4	<i>SoPM</i> , pg 61
3	True Atlan Spirit Binder 4	5	<i>SoPM</i> , pg 291
4	Spirit Touched Gnome Soul Weaver 4	6	<i>SoPM</i> , pg 47
5	Vivilor, Least (wright, gang of 10)	6	<i>SoPM</i> , pg 61
6	Atlan Ravaged Soul 7	7	Pg 10
7	Shield Guardian	8	ММ
8	Iron Heart Ghost	8	<i>SoPM</i> , pg 294
9	True Atlan Spirit Binder 11	12	<i>SoPM</i> , pg 291
10	Spirit Touched Gnome Soul Weaver 5 / Master Soulwright 5	12	<i>SoPM</i> , pg 215
11	True Atlan Spirit Binder 15	16	<i>SoPM</i> , pg 291
12	Spirit Touched Gnome Soul Weaver 15 / Master Soulwright 5	20	<i>SoPM</i> , pg 215

catch brings celebration; a poor catch provokes despair. Losing a ship, particularly if it is their only one, will prompt a group of atlans to travel to the Material Plane (or other locale) to secure a new one. Atlans prize the preservation their culture and continue to craft art, stage plays, and engage in contests. The gnomes spend their time crafting constructs. The gnomes and atlans share a passion for music, performance, and games of

> mental prowess. Some atlans spend years laying plans against gods, often organizing expeditions to the Material Plane to recruit allies and to the Nine Hells to seal agreements with infernal powers.

> > Adventure Hook: The party meets the atlans on a fishing trip and can engage in trade.

The woody warlock cyclopes lacks the armor of its more powerful breathren but its eye ray can still disintegrate the unwary.

Figure 9-1: A 10-mile square region is marked for conversion into a menagerie.

Cyclopean Menagerie Cyclopes appropriate inhabited land from the Material Plane

Cyclopes appropriate inhabited land from the Material Plane to create miniature worlds of their own in the Outer Darkness. These worlds, sometimes called creches, farms or zoos, act as holding pens, test sits, magical laboratories, and breeding grounds for cyclopes to further their nefarious plans. Figures 9-1 through 9-6 describe the process of menagerie creation and exploration from a humanoid's point of view.

Marking Land

Harvesting a region of the Material Plane requires a savrok (warlord cyclopes) using its world maker ability, which it can use every decade. Cyclopes prefer inhabited lands in order to ensure the world starts with sufficient

sentient life-forms to conduct meaningful experiences or breed powerful new cyclopes. Sometimes, however, cyclopes prefer prime wilderness, which they seed with humanoid captives taken from elsewhere. The warlord cyclopes must be in the affected region to move it.

Pre-Harvest

Converting a region into a cyclopean menagerie begins gradually. Over the course of three days, minor tremors progress to major tremors and then earthquakes. At the same time, gateways to the Outer Darkness open around the marked region's perimeter. The view beyond a gateway is dark but filled with stars. The gateways are just large enough to admit cyclopes. The gateways are usually in caves underground or at least 10 feet off of the ground, requiring underground exploration or flight in order to use them.

Figure 9-2:The stolen region is folded upon itself to create a hollow spherical world.

Harvest Time

Harvest culminates with a masive earthquake as the marked land folds in upon itself. During the 10-minute quake, creatures must succeed on a DC 15 Reflex save each round to avoid falling prone; 25% of creatures must also succeed on a DC 20 Reflex save to avoid falling into a fissure and suffering 8d6 bludgeoning damage. See the *earthquake* spell for addtional details. As the region becomes

As the region becomes a hollow sphere, gravity becomes local such that creatures do not fall as they turn upside-down. At the same time, extraplanar portals explode in size and link together to form a giant maw around the region, which begins to look more like the interior of a sphere.

Typically, a single portal in an underground area adjacent to the region remains open for decades.

Locating Menageries

The Outer Darkness is vast and its tiny menageries few and far between. No one knows how many exist. Dialog with a captured cyclopes once suggested over threehundred exist. The spells *contact other plane*, *discern location*, *legend lore*, *limited wish*, *miracle*, *vision*, and *wish* will reveal a menagerie's location and the nearest portal, if any, to reach it.

Exploring the Surface

A menagerie's surface was underground; as such, it begins rocky and barren with occasional tree roots and entrances to the interior via caves, fissures and tunnels. Air and normal gravity exist up to 100 feet above the surface. Explorers find vaccuum and null gravity above that. The air is toxic (DC 15 Fortitude every 1 minute or suffer 1 point of Constitution and Wisdom damage). In time, assassin vines, grimlocks, trolls, and troglodytes make the surface their home.

Figure 9-3: A menagerie's arid and hostile exterior is lit by a tiny artificial sun that orbits the world.



Descent into Darkness

A menagerie's shell is approximately 750 feet thick. Fissues and tunnels tend to wind and double-back, lengthing travel to 1500 or even 3000 feet. A typical tunnel is rough terrain, allows movement only at half speed, and makes 5-foot steps difficult. Creatures that move at one-quarter their normal speed and succeed on a DC 10 Balance or Climb check proceed safely. A failed save results in fall of 5 to 20 feet with commencerate damage. Half movement increases the DC to 15. Every onequarter increment above that increases the DC by an additional +5. Creatures with a natural climb speed enjoy a +8 bonus on their checks.

Denizens of Darkness

Giant beetles, centipedes, spiders, drow, fiendish gnomes, grimlocks, troglodytes, minor fiends, warlock cylcopes, and other creatures that prefer darkness find their home here and often prepare traps for travelers. Occassionally, pirates who ply the Outer Darkness set up a basecamp or treasure stash in a passageway. Legends also de-

scribe the mirage spider, which lures travelers into its webs by projecting a *major image* illusion of light and quick escape. Figure 9-4: Explorers can use tunnels and caves to reach the menagerie's interior.

Locating Passages

Passages link a menagerie's interior and exterior. Many passages are dangerous or lead to deadends. Entrances are difficult to see from ground level and easier to spot while flying or orbiting. From the interior, wild brush and hungry plant monsters often conceal or, conversely, brightly advertise entrances.

Typically, two minutes and a DC 15 Search check in a 30ft.-square area will locate an entrance. Five or more ranks in Knowledge (nature) or Knowledge (geography) each provide a +2 synergy bonus. Dwarves enjoy an additional +2 racial bonus. A DC 15 check with these same skills reveals whether the passage is among the 1 in 4 that is relatively safe and leads to the surface. An unsafe passage has a 10% chance each round to produce a landslide with falling rocks that inflict 6d6 bludgeoning damage.

> Figure 9-5: Gravity is relative along passageways. Here, faux light lures travelers to their doom.

Exploring the Interior

A menagerie's interior might be temperate farmland, icy glaciers, cold woods, fetid swamp, steamy jungle or any other terrain and climate. After 1 year, any original inhabitants gain the spirit-touched template or (if they do not qualify or the template) transform into meanlocks and troglodytes. Beforehand, the orignal inhabitants of a land succumb to mayhem and savagery. Explorers have discovered villages of primive, cultish humanoids who worshop cyclopes. Others have found novel races and monstrous hybrids of known ones.

Figure 9-6: The menagerie's hollow interior is a hospitible garden well-suited to life.

CHAPTER 10 BINDER

BINDER

This chapter introduces binder traps, terrain zones, pact puzzles and stage plays to frustrate and delight pactmakers and their foes. Traps and terrain zones add ongoing complications during combat or exploration. Magical pact puzzles challenge binder characters (and players!) to identify and locate the correct sequence of seals in order to gain a benefit such as entry to a treasure vault. You can run stage plays as complex skill challenges that bestow significant experience and binding benefits. You will also find maps and descriptions of four adventure sites. Here are twenty-six magic traps. All are automatic reset.

TRAPS

Arachnid's Feast (CR 5)

Targets fall into webbed pit and are beset by giant spiders. **Trigger**: A 5-ft. pressure plate.

Effect: Each creature within 5 ft. of the pressure plate must succeed on a DC 16 Reflex save or fall 20 ft. into a many-layered sticky mass of webbing. A falling creatures takes no damage but is entangled and unable to move from its space. A creature may spend 1 round to attempt a DC 20 Strength check or DC 25 Escape Artist check. Success means it is entangled but can move. One round after falling, 1d4+1 Medium monstrous spiders appear and attack for 7 rounds before vanishing. Burning the web inflicts 2d4 points of fire damage on entangled creatures, who must make a DC 16 Reflex save or fall through the webs an additional 40 ft. onto spikes and suffer 5d6 damage. The web vanishes and the trap resets after 70 minutes.

Search / Disable Device DC: 27.

Creation: Craft DC 30; 21,000 gp; 168 XP; CL 7th, web, summon monster IV.

Arch of Primal Chaos (CR 3)

Creature loses some divine abilities and is assaulted by undead. **Trigger**: Target fails to speak the proper command word before passing through a doorway.

Effect: On failed DC 13 Will save, a colorful arc causes the target to lose access to divinely-granted supernatural abilities including turn/rebuke undead for 3 rounds. Simultaneously, an owlbear skeleton attacks the target for 3 rounds.

Search / Disable Device DC: 27.

Creation: Craft DC 25; 6,000 gp; 48 XP; CL 3rd; arc of primal chaos, summon monster II.

Baptism by Fire (CR 7)

Binder or possessed creature is moved into locked fiery oven and converted to the trap creator's cause.

Trigger: Target passes an idol or sigil while bound to a spirit.

Effect: On a successful touch attack (+4 to hit), target is moved to a locked oven within 400 ft. of the trigger. On round 1 in the oven, the target suffers 1d8 fire damage (no save). On round 2, the target suffers 2d8 fire damage (no save) and on a failed DC 17 Will save moves 1 step closer to the trap creator's alignment. On round 3, the target suffers 3d8 fire damage (no save) and on a failed DC 17 Will save adopts the trap creator's deity and specific religious organization/order. On the 4th round, the oven unlocks and opens with a "gong" sound.

Search / Disable Device DC: 30.

Creation: Craft DC 35; 49,500 gp; 396 XP; CL 9th; arcane lock, baptism by fire, dimension door.

Blood of the Beast (CR 7)

Creature transforms into beast and seeks to kill a companion. **Trigger**: Target fails to speak the proper command word before passing idol or sigil.

Effect: On a failed DC 19 Will save, the target transforms into a dire beast (*SoPM*, page 240) or other CR 4 monster. The target acquires all of the form's statistics except alignment, mental ability scores, Hit Dice, and hit points, although it gains 24 temporary hit points. Simultaneously, the trap compels the target to kill its nearest ally. The beast form lasts 9 rounds; the murderous rage is permanent until ended by *remove curse*.

Search / Disable Device DC: 30.

Creation: Craft DC 35; 40,500 gp; 324 XP; CL 9th, dire beast form, murderous rage.

Bridge of Silent Screams (CR 8)

Travelers are transported to an underwater prison cell while an illusion of them continues to the other side.

Trigger: Target passes half-way across a bridge or passage and fails a criterion (creature type, specific alignment, etc).

Effect: On a failed DC 21 Will save, the target moves to a water-filled 10-ft.-cube chamber within 400 ft. of the trigger. The chamber has no exits and is maintained by a Medium water elemental that immediately attacks the creature. Meanwhile, a fully convincing illusion (sight, sound, etc) models the character proceeding across the bridge or passage, beckoning allies that "all is well." Each affected creature is transported to a different cell, to a maximum of 8 cells in a 24-hour period.

Search / Disable Device DC: 30.

Creation: Craft DC 35; 82,500 gp; 660 XP; CL 11th, dimension door, programmed image, summon monsterV.

Caltrop Lure (CR 1)

Creatures suffer caltrops when moving through an area.

Trigger: Target steps on 5-foot-square pressure plate along a narrow 5-ft.-wide hallway.

Effect: Any time within 3 rounds of activation, as someone moves through two 5-foot squares after the pressure plate, the squares fill with caltrops. On a failed DC 10 Reflex save, a target suffers 1d3 points of piercing damage and its movement slows by 50 percent for 24 hours. A successful DC 15 Heal check or 1 point of magical healing restores movement to normal.

Search / Disable Device DC: 25.

Creation: Craft DC 25; 750 gp; 6 XP; CL 3rd, caltrop field.

Death Without Magic (CR 9)

Chamber suppresses bound spirits, seals itself, and fills with illusion of acid or flaming tar.

Trigger: Proximity detector. When three or more creatures enter a 15-ft.-radius area, the trap activates.

Effect: Walls appear to close around the targets; then jets of acid and flaming tar saturate the newly created circular chamber, which lacks exits and fixtures. At the same time, all supernatural abilities within the chamber are suppressed and non-functional. Creatures that actively attempt to disbelieve receive a DC 22 Will save to learn that the mechanical portion of the trap is an illusion. Creatures that fail to disbelieve suffer 5d6 points of acid or fire damage per round for 4 rounds.

Search / Disable Device DC: 33.

Creation: Craft DC 35; 105,000 gp; 4,200 XP; CL 15th, *anti-spirit field, programmed image.*

Faux Puzzle Portal (CR 5)

Puzzle solvers are transported to a prison cell without exit to face a monster or die of privation.

Trigger: Solve a puzzle portal as described on page 185.

Effect: The trap moves the puzzle solver—plus two Medium, four Small or one Large creature touching the solver—to a 30-ft.-diameter arena with no exits. On the next round, three fiendish preying mantises appear and attack for 7 rounds.

Search / Disable Device DC: 30.

Creation: Craft DC 35; 28,000 gp; 224 XP; CL 7th, dimension door, summon monster IV.

Guarded Passageway (CR 8)

The trap creator's allies can meld into stone and attack invisibly as part of an ambush.

Trigger: Speak the command word to set the trap. The speaker and trap creator's alignment must match. The trap activates when the speaker's foes enter the trap's proximity.

Effect: The speaker that set the trap and up to 10 of her allies *meld into stone* as the spell for up to 70 minutes. They can sense what is going on while they wait. When the trap activates, the speaker and allies are instantly expelled from the stone and enjoy the effects of *improved invisibility* for 11 rounds, allowing them to likely gain surprise and triumph in combat.

Search / Disable Device DC: 32.

Creation: Craft DC 40; 66,000 gp; 528 XP; CL 11th, detect good, improved invisibility, mass meld into stone.

Haunted Ground (CR 4)

Phantasm blocks granted abilities and possibly kills using fear. **Trigger**: Proximity detector.

Effect: A terrifying vision assaults the first creature to enter area. The target receives a DC 16 Will save to disbelieve. On a failed DC 16 Fortitude save, the target dies. Even if the target makes the second saving throw, the granted abilities of his highest-level bound spirit are unavailable to him for 1d4+1 rounds. Creatures that have no bound spirit are unaffected.

Search / Disable Device DC: 29.

Creation: Craft DC 35; 14,000 gp; 112 XP; CL 7th, *spiritual killer*.

Indignant Sign (CR 2)

Creatures entering area show signs of bound spirits.

Trigger: Proximity detector over 10-foot-radius area.

Effect: Creatures entering the area show the physical sign of their bound spirit or spirits, if any. The sign continues to show after leaving the area for 10 minutes.

Search / Disable Device DC: 26.

Creation: Craft DC 25; 1,500 gp; 12 XP; CL 3rd, evoke sign.

Midnight's Clone (CR 5)

Target moves into a pit while a double instantly replaces him.

Trigger: Touch bait item (typically, gem or other valuable). **Effect**: Area around the bait fills with billowing fog that lim-

its vision to 5 ft. for 10 minutes. Also, the creature touching the bait is moved to the top of a 70-ft. deep x 10-ft. wide sealed spiked pit that is located up to 400 ft. away. A falling character suffers 7d6 damage and lands on spikes that cause 3d6 damage. Simultaneous with the target's abduction, the trap summons a doppelganger in that same spot that is able to impersonate the character for 7 rounds before vanishing. Typically, the doppelganger will lead the target's allies into another trap.

Search / Disable Device DC: 29.

Creation: Craft DC 30; 35,000 gp; 280 XP; CL 7th, dimension door, fog cloud, summon monster IV.

Misleading Mouth (CR 9)

Magic mouth fulfills traveler's wish in a negative way.

Trigger: Stand before magic mouth where path is blocked. **Effect**: The magic mouth speaks the following words, "To pass me by, Then you must say, What wish of yours, Be made today?" The trap's primary effect activates when someone offers a statement in the form, "I wish..." The trap does its best to fulfill the target's wish in the most harmful way possible.

Search / Disable Device DC: 33.

Creation: Craft DC 40; 75,000 gp; 600 XP; CL 15th, magic mouth, perverted wish.

Pactmaker's Doom (CR 9)

Binders who perform a ceremony are teleported to their foes.

Trigger: Begin the ceremony described in text on a wall. The wall radiates a false aura of divination and conjuration. The ceremony directs the reader to draw a circle and enter it with up to three allies, all of whom can supposedly summon a single 1st-level spirit of their choice if they hold hands.

Effect: The target and three touched allies teleport to a location of the trap creator's choice up to 900 miles away. On a failed DC 22 Reflex save, affected creatures arrive naked and in

shackles that prevent use of magical abilities or magical movement. Equipment appears up to 30 ft. away in a bin or similar location. A successful save indicates a target arrives normally.

Search / Disable Device DC: 32.

Creation: Craft DC 35; 123,900 gp; 998 XP; CL 13th, *dimensional shackles, illusory script, limited wish, magic aura, teleport.*

Pain Harvester (CR 10)

Monolith imprisons souls to extract pain for creator's magic.

Trigger: Stand before the monolith and speak the name of the spirit corresponding to the pact seal inscribed on the monolith.

Effect: A *magic mouth* appears, states which spirit it can help the user bind, and requests the user's name and readiness for the spirit. When this is complete, the true trap activates. On a successful touch attack (+9 to hit), dark shadows engulf the target with soul-numbing cold and inflict 1d6 points of damage to the target's Intelligence, Wisdom and Charisma scores for 90 minutes. Moreover, after the penalty is applied, the target must succeed on a DC 23 Will save or be drawn body and soul into the monolith, as if subject to the *imprisonment* spell. Apply a -4 penalty to the target's save if it truthfully replied regarding its name and readiness. Beginning immediately and on each day thereafter, the subject has a Constitution of 1 as it transfers 25 XP per point of its full normal Constitution to the monolith's creator, who adds the XP to a pool used to craft magic items. The monolith can hold up to ten souls at once.

Search / Disable Device DC: 34.

Creation: Craft DC 35; 204,000 gp; 1,632 XP; extract pain, imprisonment, limited wish, magic mouth, touch of idiocy.

Passage of Purity (CR 3)

Creatures become ill and glow strongly if they are heretics.

Trigger: 5-ft.-square pressure plate.

Effect: If the target's alignment, deity, and/or religious affiliation do not match that set by the trap's creator, then the target is sickened for 5 rounds (no save) and glows bright green.

Search / Disable Device DC: 27.

Creation: Craft DC 25; 4,500 gp; 36 XP; CL 3rd, *destiny dis*sonance, reveal heretic.

Phantasmal Rake (CR 2)

Phantasm attacks target and possibly knocks him prone.

Trigger: 5-ft.-square pressure plate.

Effect: Phantom beast assaults target. On a failed DC 16 Will save, the target believes the vision and defends itself. On a failed a failed DC 16 Fortitude save, the phantasm harms the target for 4d6 damage and knocks it prone. Otherwise, the target suffers 2d6 damage. The vision lasts 1 full round. Other creatures cannot see it or interact with the phantom.

Search / Disable Device DC: 27.

Creation: Craft DC 25; 3,000 gp; 24 XP; CL 3rd, phantasmal rake.

Punishing Ray (CR 4)

Ray causes binder to suffer malady.

Trigger: Proximity alert.

Effect: On a 30-foot ranged touch attack (+5 to hit), the struck creature must succeed on a DC 16 Will save or suffer a pact malady (*SoPM*, page 239).

Creation: Craft DC 30; 7,500 gp; 60 XP; CL 5th, bestow malady.
Scourge Path (CR 5)

Follow proper floor tile path or lose bound spirit.

Trigger: Tiled chamber requires creatures move along a sequence of tiles. A magic mouth at the entrance states, "Step by step, Pick your path, One wrong move, Hear me laugh."

Effect: Whenever a creature steps on a wrong tile, it must succeed on a DC 14 Will save or lose access to its highest-level bound spirit for 1d4+1 rounds. Meanwhile, a swarm of bats, monstrous butterflies or similar flying creatures attack the creature, inflicting 1 point of damage and causing permanent blindness on a failed DC 14 Reflex save.

Search / Disable Device DC: 28.

Creation: Craft DC 30; 22,500 gp; 180 XP; CL 5th, blindness / deafness, magic mouth, solomon's scourge, summon swarm.

Serpents' Revenge (CR 7)

Creatures are stuck in the ground and attacked by serpents while water fills the chamber.

Trigger: Targets enter a 20-ft.-cube chamber adorned with ocean motifs that include tritons, nereids, and water nagas.

Effect: Up to 40 Hit Dice of creatures within 30 feet, beginning with the weakest ones, are drawn into the earth with their bodies pinned and only their heads showing. A DC 19 Reflex save avoids burial. On the next round, the chamber admits water and 3 huge fiendish vipers attack (the vipers can swim) for 9 rounds. The chamber fills after 4 rounds. Buried creatures cannot breath after 1 round; all others cannot breath beginning on the 4th round. The trap's effects end and it resets after 9 minutes.

Search / Disable Device DC: 30.

Creation: Craft DC 35; 85,500 gp; 684 XP; CL 9th, mass sudden burial, passwall, summon monster IV, summon monster V.

Servant of the Graveyard (CR 6)

Creature using view-port faces a spiritual killer, then is reanimated and mentally directed to subvert former allies.

Trigger: Use a view-port, peep hole, telescope or similar tiny portal affixed to a door, wall or similar fixture.

Effect: The trap assaults the target with a shadowy horror. On a failed DC 18 Will save, the target believes the phantasm is real. On a successful DC 18 Fortitude save, it loses access to its highest level spirit for 1d4+1 rounds. On a failed save, it dies of fear and instantly returns to life with 1 hit point in a state of half-life (it is not undead, merely at minimal life with no magic abilities or potential to exceed 1 hit point). After 7 minutes, it dies (again). Whether it makes the first save, it must succeed on a DC 18 Will save or encourage allies to use the view-port.

Search / Disable Device DC: 29.

Creation: Craft DC 30; 38,500 gp; 308 XP; CL 7th, spiritual killer, suggestion, reanimate body.

Shadow Thrall (CR 6)

Summoned shadow possesses target creature.

Trigger: Enter a 5-foot trigger square in shadowy light.

Effect: The trap summons a shadow into the target's square. On a failed DC 17 Will save on the next round, the shadow merges into the character and takes over his or her mind for 7 rounds. Typically, the shadow moves to attack the character's allies or lead them into another trap. On the last 2 rounds, or when there is nothing more to attack, the shadow attacks the target creature from the inside out, automatically hitting and inflicting full damage each round. If the target succeeds on its

save, the shadow follows up by attacking normally. Search / Disable Device DC: 30.

Creation: Craft DC 30; 45,000 gp; 360 XP; CL 9th, possessing dreamform, summon monster V.

Sigil of Fiery Fate (CR 8)

Creatures in the area lose bound spirits and face fire elementals.

Trigger: A 30-ft.-cube chamber adorned with three efreeti idols. The chamber has a false entrance; once creatures enter, the door vanishes and the trap activates.

Effect: Up to thirteen pactmakers within 30 ft. of each other lose their highest level bound spirit on a failed DC 21 Will save. This includes pactmakers outside the chamber within range. The spirits are expelled for the day. The next round, three large fire elementals appear and attack for 13 rounds.

Search / Disable Device DC: 31.

Creation: Craft DC 35; 117,000 gp; 936 XP; CL 13th, banish pact spirits, passwall, summon monster VI.

Slide Away Spirit (CR 6)

Magic passage causes travelers to lose their bound spirits.

Trigger: A wall pressure plate clearly displays a pact seal. Draconic text explains that a pactmaker who touches the seal is transported to a library. Touching the plate activates the trap.

Effect: The target is moved to a locked chamber 50 ft. away. Silence cloaks the chamber for 9 rounds. On a failed DC 19 Will save, the target's highest level bound spirit is expelled. Meanwhile, the trap creates a false voice; the voice sounds like it comes from the other side of the wall and explains that he or she has found a library with many treasures. The voice provides exhortations and observations about books and other treasure for up to 9 rounds. It cannot answer questions.

Search / Disable Device DC: 30.

Creation: Craft DC 30; 54,000 gp; 432 XP; CL 9th, dismiss pact spirit, passwall, silence, ventriloquism.

Vitriolic Passage (CR 4)

Creature that touches false book evokes line of acid.

Trigger: Touch trigger book. Typically, the book is located at the end of a 60-foot passage. An illusion cloaks the book's true appearance (an acid-resistant rock slab). The book is prominently displayed and radiates a false aura of moderate conjuration magic typical of pactmaking books.

Effect: Creatures along a 60-foot line suffer 5d6 acid damage or half damage on a successful DC 14 Reflex save.

Search / Disable Device DC: 28.

Creation: Craft DC 30; 12,500 gp; 100 XP; CL 5th, acid bolt, magic aura, minor image.

Vitriolic Prose (CR 2)

Creature that touches false book evokes gout of acid.

Trigger: Touch trigger book. An illusion cloaks the book's true appearance (an acid-resistant rock slab). The book is prominently displayed and radiates a false aura of faint conjuration magic typical of pactmaking books.

Effect: Creatures within a 10-ft. cone suffer 3d4 acid damage or half damage on a successful DC 13 Reflex save.

Search / Disable Device DC: 27.

Creation: Craft DC 25; 4,500 gp; 36 XP; CL 3rd, acid gout, magic aura, minor image.

TERRAIN ZONES

A terrain zone is a dynamic physical space. Characters must attempt a saving throw each round spent in a zone to avoid its effects. Zones are supernatural; *dispel magic* has no effect but an *antimagic field* suppresses a zone. Zones vary in size. Naturally occurring zones may have any size and duration. Zones created with the Vatic Aura feat (page 89) have a radius of 10 feet per spirit level. A *true seeing* spell reveals a zone. Zones are magical traps that can be found using Search, but against which Disable Device checks do not succeed. A zone's Search DC equals 25 + one-half it's Challenge Rating. Here are twenty-six terrain zones.

Astral Instability (Portal)

Characters move at random in space and time.

Location: Within ruins or the Ravaged Sea.

Role-Play Text: "The air ripples slightly as small objects and creatures wink out of sight and reappear nearby."

Saving Throw: Will DC 12 + Challenge Rating.

Effect: Conjuration (teleportation). Character teleports 5 to 30 ft. in a random direction. Roll d10 to determine direction (1 indicates due north, 9 indicates upward into the air, and 10 indicates down into the earth). If a destination is occupied then the creature instead moves forward in time 1 round per Challenge Rating. Characters weighing 1 ton or more are immune.

Recourse: Expend a move action to maintain hold of a heavy object weighing at least 1 ton.

Cemetery of Divine Law (Angel)

Divine magic is strong where other forms of magic are weak. **Location**: Consecrated area where clerics, paladins, and other divine agents have been slain.

Role-Play Text: "Apparitions of fallen priests and paladins rise up and swirl around you as translucent holy symbols burn the air."

Saving Throw: Will DC 12 + Challenge Rating.

Effect: Evocation. A non divine spellcaster is shaken, suffers 1 point of damage per Challenge Rating, and suffers a -4 penalty to resist the next divine spell that targets it that round.

Recourse: The character must drop to his knees, lower his defenses (become flat-footed) and pray for the ghosts' forgiveness as a standard action. Doing so protects the character from effects of that zone for 24 hours.

Court of Swords (Knight)

A stately swarm of swords fly to pierce creatures in the area.

Location: An armory or cabinet with piercing weapons.

Role-Play Text: "Several swords fly up off of the ground while more fly from a weapon rack. The swords orient themselves and zoom to pierce nearby creatures."

Saving Throw: Reflex DC 12 + Challenge Rating.

Effect: Conjuration (creation) and evocation. Character takes 1d8 points of piercing damage plus 1 point per Challenge Rating from a conjured blade. Each blade that hits remains lodged in the character. A character with more blades than he has Hit Dice is staggered. Removing a blade is a move action that inflicts 1d8 points of damage.

Recourse: Remove one lodged blade and strike a foe with it. Treat the blade as a longsword. If the character hits, he is immune to the zone effects for 24 hours. If the character slays a foe with a removed blade, all remaining lodged blades vanish without causing him further harm.

Disjunction Steps (Shadow)

Each stair step neutralizes magic auras and items.

Location: A stairwell or similar stepped area at least 5 ft. wide and 10 ft. deep.

Role-Play Text: "As you move down the stairwell, your boots of levitation cease to function and sink you to floor; then the glow of your continual light torch expires."

Saving Throw: Will DC 12 + Challenge Rating.

Effect: Abjuration. On a failed save, movement through the area causes the character's magic items and functioning spells to become inert until the start of his next turn.

Recourse: Target the steps with a spell, spell-like ability or supernatural ability. The character's magic appears to fail, but the steps are satiated for all creatures in the area for 1 full round.

Dragon's Jaws (Dragon)

Invisible claws and jaws rip and tear at creatures in the area.

Location: Any area trodden by a dragon or where a dragon's shadow has passed over.

Role-Play Text: "The air ripples with nearly translucent outlines of a dragon. Its talons and jaws swipe and snap at you."

Saving Throw: Reflex DC 12 + Challenge Rating.

Effect: Evocation. The character suffers 1 point of damage per Challenge Rating; moreover, if he fails his saving throw by 5 or more, he is knocked upward into the air 10 to 30 ft. and suffers 1d6 to 3d6 damage upon landing prone on the ground.

Recourse: As a move action, place an offering of gold on the ground. The minimum amount to end the zone's effect (for you only for 1 hour) is 10 gp per Challenge Rating. The ground quickly consumes the offering (it is gone forever).

Fetid Cloud (Fiend)

Noxious choking fumes prevent verbalization or ingestion.

Location: Any urban area or region frequented by aberrations (otyughs in particular).

Role-Play Text: "You detect a strong odor of feces. You begin to cough from the fetid miasma that forms in the air around you."

Saving Throw: Fortitude DC 12 + Challenge Rating.

Effect: Evocation. The character chokes and coughs. For the round, he cannot speak, cast spells with verbal components, or ingest anything (such as a potion). A character that fails his save 3 rounds in a row becomes sickened for 5 minutes.

Recourse: Blast magical fire, such as from a *fireball* spell. Affected squares are free of the zone effect for 5 minutes.

Grasping Vines (Tree)

Local flora grapples, suffocates, and devours the living. Location: Nightfang Weald or any outdoor area with a minimum of plant life.

Role-Play Text: "You feel a tugging at your feet and tightening around your legs as creepers entwine around you to hold you fast."

Saving Throw: Reflex DC 12 + Challenge Rating.

Effect: Transmutation. Roots and vines twist around the character's limbs, holding him fast in his space until the start of his next turn. The character can still fight, cast spells, and so forth, but he cannot move unless he succeeds on a DC 30 Strength check or a DC 27 Escape Artist check. Should a character fall unconscious, flora pull him to the ground. The flora smothers unconscious characters after 1 minute and devour their corpses in 24 hours, leaving only bones behind. **Recourse**: Any amount of acid or fire damage delivered in the area neutralizes the vines for 1 full round.

King's Folly (Crown)

Characters feel hemmed in on all sides even if they are not. Location: Within a castle, manor house or other residence of a current or past aristocrat.

Role-Play Text: "Out of the corner of your eye you see someone slink up beside you to strike. Yet when you look, there is no one there. Wherever you don't look, you feel hemmed in by rogues."

Saving Throw: Fortitude DC 12 + Challenge Rating.

Effect: Transmutation. The character is flatfooted until the start of his next turn. For the purpose of uncanny dodge and similar abilities, the trap's rogue level equals its Challenge Rating.

Recourse: When you make a successful attack against a flatfooted or helpless opponent then you are immune to the zone's effects for 5 minutes.

Nightmare of Spores (Tree)

Floating spores transform creatures into lush shrubbery.

Location: The Nightfang Weald, anywhere outside at night. **Role-Play Text**: "A mist of fine spores fills the air and clumps around creatures, as if drawn to their life energy."

Saving Throw: Fortitude DC 12 + Challenge Rating.

Effect: Transmutation. The character sprouts flowery plant growths. Roll 1d6 per Challenge Rating. If the sum of die rolls exceeds the character's current hit points then he transforms into a mundane plant for 5 minutes. This trap does not affect plant creatures or characters who have taken plant form.

Recourse: Submerse in water or produce a wind or antiplant effect to keep the spores at bay for a minimum of 1 full round or the duration of the protective spell or effect.

Ocular Swarm (Portal)

Ghostly eyes swarm the area and drain supernatural energy. **Location**: Anywhere supernatural abilities are in use.

Role-Play Text: "Ghostly eyes, each the size of your head, percolate up from the ground. Each eye reflects a ghostly apparition of you."

Saving Throw: Reflex DC 12 + Challenge Rating.

Effects: Necromancy. An eye captures the character's gaze and draws energy from his body. The character loses access to one spell, spell-like ability or supernatural ability (start with the highest-level spell or ability) and suffers 1 point of negative energy damage per Challenge Rating.

Recourse: Using a mirror to see grants a +6 bonus to resist the gaze. All creatures in the area must cease using supernatural abilities for 1 minute for the ocular swarm to dissipate. Using a supernatural ability immediately reactivates the zone.

Peace At Any Price (Angel)

A strong malaise and desire for peace grip affected creatures. **Location**: Any area where a murder took place.

Role-Play Text: "Suddenly, you realize that violence is not necessary to resolve the situation. You feel the sensible call to end your attacks, as an example of good will to your foes, who can surely be reasoned with once they realize your good intentions."

Saving Throw: Will DC 12 + Challenge Rating.

Effect: Enchantment. The character prefers to forego any attack rolls and spend his turn making overtures to opponents for peaceful resolution to the encounter. The overtures may

be physical or verbal even if opponents do not understand the character's language or are unintelligent.

Recourse: The effect ends for that round and the character can make an attack roll as an immediate action if he witnesses an ally fall unconscious or die.

Poison Knife Cloud (Spider)

A cloud of slashing daggers inflicts myriad fatiguing cuts.

Location: Any outdoor urban area such as an ally or marketplace. A tented area with a 10-square-ft. or larger opening counts as outdoors, but a closed tent or walled area does not.

Role-Play Text: "Knives hover and flit through the air, forming a dense cloud that nicks and scratches you. Suddenly, you feel tired."

Saving Throw: Fortitude DC 12 + Challenge Rating.

Effect: Evocation. Targets suffer numerous nicks and cuts from flying daggers and become fatigued. The daggers inflict 1 point of slashing damage per Challenge Rating. Moreover, an affected target suffers poison damage (-1d4 Con/-1d4 Con). At Challenge Rating 7 and above, targets that fail their save also exhausted. Similarly, at Challenge Rating 14 and above, characters who fail their save fall unconscious. Unconscious characters are unaffected by the daggers.

Recourse: Fall to a prone position or leave the zone. Leaving the zone causes the fatigue and fatigue-related effects to end. Otherwise the effects linger for 5 minutes.

River of Blood (Spider)

Myriad biting fish cause profuse bleeding.

Location: Any body of water at least 1 ft. deep and 10 square ft. in area.

Role-Play Text: "The water ripples with the frenetic motion of a thousand tiny biting fish. Though each bite is minute, your wounds bleed profusely and turn the water a rich blood red."

Saving Throw: Will DC 12 + Challenge Rating.

Effect: Conjuration (summoning). Dozens of tiny piranha bite the character for 1 point of damage per Challenge Rating and cause the character to bleed 1 hit point per round until he receives a *cure* spell or a successful DC 15 Heal check or until 1 minute has passed. Characters who are immune to fear affects are unaffected by this zone.

Recourse: Leave the water or urinate in the water as a full-round action.

Sargasso of Primal Chaos (Thief)

Magic behaves randomly and induces pain.

Location: Any locale where a spirit has been bound, a chaotic outsider has visited, or a spell with the chaotic description has been cast in the past 24 hours.

Role-Play Text: "Multicolored rays of light fill the air."

Saving Throw: Fortitude DC 12 + Challenge Rating.

Effect: Transmutation. The next spell spell-like ability or supernatural ability used by the character is replaced by some other ability that he possesses, or nothing happens if he has no other abilities.

Recourse: Cast *protection from chaos* or *magic circle against chaos*, neither of which are affected by the sargasso.

Seals of Madness (Magi)

Burning pact seals float and spin in the air, inducing confusion. **Location**: Any area with at least 10 square ft. of sand. **Role-Play Text**: "The air fills with a translucent pact seals that twist, twaddle, and spin in a dizzying array of angles and colors. While pretty at first, the view soon evokes curious and confusing thoughts."

Saving Throw: Will DC 12 + Challenge Rating.

Effect: Enchantment. The vision holds a character for 1 full round, as the *hold person* spell.

Recourse: Spend a move action to vomit, laugh or sneeze, any of which cause the character's senses to reset for 5 minutes.

Starlight Shower (Thief)

A shower of lights blind and burn creatures.

Location: The Outer Darkness, anywhere outside at night. **Role-Play Text**: "A shower of beautiful lights, each the size of your fist, fall from the sky."

Saving Throw: Reflex DC 12 + Challenge Rating.

Effect: Evocation. The character suffers 1 point of heat damage per Challenge Rating and is blinded for 10 minutes per Challenge Rating. Moreover, any creature in the zone is clearly illuminated such that all other creatures with line of sight to it learn its location. The starlight cannot be removed but it does fade 1 minute after an affected creature leaves the area.

Recourse: Shelter in a solid enclosure such as a building.

Suicide Field (Fiend)

Creatures act to kill themselves.

Location: Anywhere a pact magic user has died.

Role-Play Text: "You hear odd, faint sounds, as if coming from somewhere close. Time seems to speed up around you."

Saving Throw: Will DC 12 + Challenge Rating.

Effect: Enchantment. The effects vary with each failed save. On the first failed save, the character suffers a *lesser confusion* effect. On the second failed save, the character suffers *confusion* instead. On the third failed save, it is frozen in place as the *hold monster* spell. On the fourth failed save, the character delivers a coup de grace against himself, automatically inflicting double maximum damage. Then the cycle repeats.

Recourse: Spend a move action thinking happy thoughts.

Sudden Burial Ground (Ghoul)

Creatures may spontaneously sink into the ground.

Location: Any burial ground.

Role-Play Text: "The earth here is naked and flat except for a smattering of arms that reach upward from the ground, as if from creatures buried in a standing position with arms raised."

Saving Throw: Reflex DC 12 + Challenge Rating.

Effect: Transmutation. The character instantly sinks into the earth; his head is covered but one or both arms are free (1d6: 1-2 is right arm, 3-4 is left arm, 5-6 is both arms). The character immediately begins suffocating, losing 1/3 of his maximum normal hit point total each round. Victims become zombies (or greater undead matching the zone's Challenge Rating) after 24 hours but otherwise remain securely buried. Making a successful save on a succeeding round ends the burial effect.

Recourse: A buried creature is free on a DC 30 Strength check (if attempted on its own), or a DC 24 Strength check made by allies on the surface. Undead suffer -4 to their save.

Thoughtless Betrayal (Ghoul)

Creatures' heads are swapped with undead heads; their bodies fight on against their allies.

Location: A lab, mortuary, catacomb or any location with

jars of liquid and/or heads of dead creatures.

Role-Play Text: "Shriveled severed heads of the dead leer at you from scattered jars and alcoves. Suddenly, a nearby ally's head is replaced by one of the shriveled dead heads."

Saving Throw: Will DC 12 + Challenge Rating.

Effect: Necromancy. The character's head is teleported into and magically sustained within a nearby jar, catacomb alcove or similar contained area; simultaneously, the head of a dead creature appears on the character's body and awakens to undead sentience. The character's head remains awake and alert and can use abilities (including magical abilities) that do not require a body. Meanwhile, the character's body uses any available weapons and other gear (except command-activated and spell-completion magic items) against the creature's allies. Unconscious, undead, dead and headless creatures are unaffected by this terrain zone. If a creature's head or body are removed from the zone, then the effect is reversed without further ill effect as if nothing abnormal occurred. Making a successful save on a succeeding round also reverses the effect.

Recourse: Position the body or head in front of a mirror or sever the undead head of the affected creature and place its original head back on its body.

Undying Battlefield (Knight)

Creatures are compelled to melee and do not fall unconscious or die. **Location**: A battlefield or similar location where soldiers once on the same side were forced to fight each other.

Role-Play Text: "Everyone around you acquires the visage of former allies or countrymen who have betrayed you. You turn red in the face and blood pumps vigorously, encouraging you to attack them in rage."

Saving Throw: Will DC 12 + Challenge Rating.

Effect: Enchantment and necromancy. The character makes a melee attack against the nearest creature (whether it is an ally or opponent) as its action for that round. Moreover, creatures that fall below 0 hit points remain conscious and do not die when reaching -10 hit points or less. A creature that leaves the undying battlefield with less than 0 hit points immediately falls unconscious. It dies if it has -10 hit points or less. Creatures below 0 hit points are staggered.

Recourse: Knock unconscious or kill one ally to end the zone's influence on all characters for 5 minutes. A creature magically summoned by an ally counts as an ally. Creatures below 0 hit points fall unconscious and those below -9 hit points die.

Unstable Library (Magi)

Characters navigate a library as it collapses.

Location: Any library.

Role-Play Text: "Everywhere books are falling, shelves are breaking, and cases topple over.Watch your head!"

Saving Throw: Reflex DC 12 + Challenge Rating.

Effect: The character is hit by one or more books or shelves for 1 point of nonlethal damage per Challenge Rating and dazed for the remainder of its round.

Recourse: Fly, levitate or leave the area.

Variable Gravity Zone (Genie)

Local gravity shifts unpredictably with unpleasant results. **Location**: Outer Darkness or any tiled ground (marble, ceramic, etc).

Role-Play Text: "Momentarily, your weight doubles. Then you feel weightless. Finally, you fall upward as gravity reverses itself."

Saving Throw: Reflex DC 12 + Challenge Rating. **Effect**: Transmutation. Gravity in the character's space dou-

bles (1-2 on d6), vanishes (3-4 on d6) or reserves (5-6 on d6). On a doubling result, the character's movement rate decreases by 10 feet and his effective weight of equipment doubles, which may prevent him from moving. On a vanishing result, the character floats upward 10 ft. if he attempts to move and remains there for the remainder of his turn. On a reserving result, the character "falls" up to 5 ft. per Challenge Rating during his turn; at the start of his next turn, he returns to the ground and suffers 1d6 damage per 10 ft. fallen.

Recourse: Focus on a load stone (magnetized iron ore) as a standard action. So long as you maintain concentration on the stone, you ignore the effects of variable gravity.

Vertigo Field (Genie)

Creatures fall from dizziness and slide downward.

Location: Any area 10 ft. or more off the ground and within 5 ft. of an edge, such as around the rim of a tall building or along a garden's walls or a house's rooftop. Alternatively, on a surface inclined 30 or more degrees.

Role-Play Text: "Your view of the ground below induces a dizzy feeling as if you are about to fall down."

Saving Throw: Will DC 12 + Challenge Rating.

Effect: Enchantment and evocation. Character falls prone and slides downward 10 ft. if he or she is on an incline. A character who fails three saves in a row is nauseated for 5 minutes.

Recourse: The character must close his eyes, wear a blindfold or similarly obscure his vision. Entering an area of magical darkness works.

Windswept Paths (Dragon)

Buffeting magic winds misdirect ranged attacks.

Location: Any mountainous, coastal or ravine area. **Role-PlayText**: "A wind kicks up dust and small items. As it grows

stronger, you find it difficult to move or maintain your balance."

Saving Throw: Fortitude DC 12 + Challenge Rating.

Effect: Evocation. Any ray attack, line attack or ranged attack automatically misses that round as the supernatural wind causes the ray, line or ammunition to veer off course and miss. If an ally is within 5 ft. of the intended target, then the character must resolve the attack against his ally instead of the intended target.

Recourse: Spells and effects that block wind movement such as a *wall of force* hinder the zone's effect, as will foregoing the use of ranged attacks.

Zone of Dark Fate (Shadow)

Creatures' shadows animate and attack them.

Location: Area of shadowy illumination.

Role-PlayText: "You have two shadows if not more. None of them seem to make sense with the light sources. The shadows contract and begin to move up your legs, covering you in darkness."

Saving Throw: Reflex DC 12 + Challenge Rating.

Effect: Illusion (shadow). The character's shadow splits into a small swarm of shadowy creatures that inflict 1d8 points of cold damage plus 1 point per Challenge Rating.

Recourse: The character must be in full light, such as using a *daylight* spell or exiting into an outdoor area during the day. The character still casts a shadow that reanimates when the recourse ends, but the shadow cannot move in full light and will immediately die when the character exits the terrain zone.

STAGE PLAYS

Characters may wish—or be corralled—into participating in a play that recapitulates a spirit's life. Treat the play as a complex skill challenge with XP rewards and other lasting benefits.

Select The Star Spirit

Select a spirit as the play's star. The play's base Challenge Rating equals that spirit's level. For example, a play of Mishpo, the Rightful Kobold, starts as a CR 2 play because Mishpo is a 2ndlevel spirit. An anima spirit can be any level 1st through 9th. An epic spirit is CR 10.

Occasionally, a play involves a duo or ensemble cast of related spirits. For example, Mishpo's legend includes an encounter with a goliath devil. A play might include both Mishpo's spirit and a fitting anima, Essence of Malebolge. In this case, set the base CR as the highest level spirit +1. Treat each of these spirits as the star of the play when adjudicating skill checks (below).

Determine the Number of Acts

Binder plays consist of one to eight 30-minute acts. The number of acts indicates the number of skill rolls all participating characters must attempt. The more acts, the more arduous the play. Increase a play's CR by 1 for each act beyond the first one. For example, a four-act play about Mishpo is a CR 5 play.

Set Skill Difficulty

A play's DC equals 12 + 2 x the play's CR for a passable performance. An one-act play about Mishpo has a DC of 16. A passable performance means the character makes no serious mistakes.

Attempt Performance Checks

During each act, each participating character rolls against the play's DC. Use d20 + the character's Charisma modifier + additional modifiers as listed in the four tables below.

TABLE 10-1: BOUND SPIRITS FOR PLAYS

Condition	Modifier
Not bound to a spirit	+0
At least 1 character bound to star spirit	+6
Bound to spirit of same constellation as star spirit	+2
Bound to spirit of constellation opposing the star spirit	-3

TABLE 10-2: Skill Ranks For Plays

Condition	Modifier
Ranks in Perform (act)	+1 / rank
5+ ranks in Disguise or other Charisma-based skill	+1 / skill
5+ ranks in a skill relevant to the star spirit, such as Ride for Aladdar or Knowledge (nature) for Cornelius Button	+2
Presence of other characters with no ranks in Perform	-2 / character
Table 10-3: Preparation For Plays	
Condition	Modifier

7	Condition	Modifier
Y	Presence of stage and props	+2
6	Less than 8 hours of preparation	-4
ł	At least 1 day (8 hours) but less than 1 week of preparation	-2
ļ	1 to 12 weeks preparation (8 hours/day, 5 days/week)	+1/week

Condition	Modifier
Minor magical effects (disguise self, minor image, etc)	+1
Major magical effects (hallucinatory terrain, etc)	+3
Non-chaotic character improvising	-5
Chaotic character acting according to a script	-2
Presence of director with Diplomacy or Intimidate 5+ ranks	. +2

TABLE 10-4: CONDITIONS FOR PLAYS

Condition	Modifier
Unpleasant conditions (outside in bad weather, inside a loud and crowded tavern, etc)	-4
Second or more performance in 24 hours	-1
Easy crowd	+3
Typical crowd	+0
Difficult crowd or presence of heckler	-2
Impossible crowd	-5
Favorable enchantment (enthrall, hypnosis, mass suggestion, etc)	+2/spell
Hostile enchantment (scare, silence, deep slumber, etc)	-2/spell

Evaluating Performance

For each act of the play, compare a character's check against the play's DC using the table below. Total the pay over each act.

TABLE 10-5: PLAY PERFORMANCE

Perform Check	Result	Audience Reaction	Pay
Fail the DC by 11+	Should not be	Direct arrows and spells at character, rush stage	-
Fail the DC by 6+	Truly awful	Jeer, throw fruit, depart theater	-
Fail the DC by 1 to 5	Bad	Grumble, talk, cough, fall asleep	-
Surpass the DC by 0 to 5	Passable	Watch quietly and clap politely	1 ср
Surpass the DC by 6 to 10	Good	Watch closely and clap enthusiastically	1 sp
Surpass the DC by 11+	Outstanding	Watch enraptured and stand for ovation	1 gp

A character may perform well during one act and poorly during another. Ideally, a performance is at least "bad." When a result indicates "should not be" then the play ends and the character cannot continue and gains no experience.

Experience & Benefits

Average the results over all acts, assuming the character completed the play. Award full XP for the play's CR against the character's level when the average performance result is "passable." Award experience of CR +1 if the performance is "good" and CR+3 if the performance is "outstanding." Award CR -1 for a "bad" performance and CR -2 for a "truly awful" performance. The highest possible CR award is 20. Any CR below 1 grants no XP. A character may only gain XP once from any particular play. A character who gains no XP is welcome to try again.

A play's star (or stars) receive a permanent bonus on binding checks for the spirit (or spirits) portrayed. The bonus equals 0.5 x (the check result – the play's DC) with a maximum of +6. Bonuses from multiple performances do not stack; however, apply the highest bonus earned over a set of performances.



Puzzles are similar to traps. Pages 186-187 show sample puzzles.

Creating a Puzzle

A puzzle consists of two or more pact seals. A character must touch the seals in the correct order to safely activate the puzzle. Touching a seal is a move action. Typically, the sequence spells a word or phrase. When the sequence is keyed correctly, the puzzle provides a benefit. Table 10-6 lists typical benefits by Challenging Rating. Typically, a puzzle conveys one benefit.

TABLE 10-6: PUZZLE BENEFITS

CR Puzzle Benefit

- 1 Open a wall to reveal a vault or passage to continue.
- 2 Activate a magic mouth that conveys a secret message.
- 2 Cure puzzle solver (2d8+5 hit points).
- 3 Puzzle produces useful nonmagical binder gear such as chalk.
- 3 Puzzle solver cured of any one curse or malady.
- 4 Puzzle acts as a scrying device for 10 minutes.
- 4 Transport puzzle solver and touched allies to nearby location.
- 5 Puzzle solver instantly binds a 1st-level spirit for 1 hour.
- 5 Puzzle summons a helpful fiendish black unicorn for 10 minutes.
- 5 Cure nearby creatures (mass cure light wounds).
- 5 Teleport puzzle solver and touched allies to a far away location.
- 6 Allow puzzle solver to immediately expel one spirit and replace it with another spirit of his choice.
- 7 Puzzle produces a minor magic item (under 7,500 gp value).
- 8 Nearby creatures cured of all curses, maladies and enchantments.
- 9 Heal nearby creatures (mass heal).
- 9 Nearby creatures instantly bind a 1st-level spirit for 1 hour.

Modifying Puzzle Difficulty

A puzzle may be easy, moderate or difficult. Here are guidelines with corresponding adjustments to the puzzle's CR.

Easy: Provide the password and let characters determine what order to press the seals. A successful Knowledge (arcana) check with a DC equal to 10 + the number of seals reveals the correct sequence. Modify the puzzle's CR by -1.

Moderate: Provide the seals and no additional information. Players may spend time discussing options. A successful Knowledge (arcana) check with a DC equal to 10 + 2 x the number of seals also reveals the correct sequence.

Difficult: Like a moderate task except multiple solutions are possible. For example, a six-seal puzzle's solution might be "binder", "rebind," or "inbred." A successful Knowledge (arcana) check with a DC equal to 10 + 3 x the number of seals reveals the correct sequence. Modify the puzzle's CR by +1.

A puzzle may require a bound spirit to function properly. Modify the puzzle's CR as indicated in Table 10-7 below.

TABLE 10-7: BOUND SPIRITS FOR PUZZLES

Required Bound Spirit	CR Modifier
Any bound spirit	+1
Specific constellation of spirit	+2
One specific spirit	+3

Penalties for Bad Moves

An incorrect movement of a seal produces a shock or similar rebuff. Table 10-8 shows appropriate penalties by CR.

TABLE 10-8: PUZZLE PENALTIES

CR Puzzle Penalty

- 1 Delivers 1d8+3 damage to puzzle solver.
- 2 Assaults puzzle solver with *phantasmal rake* (DC 13 negates)
- 3 Delivers 3d8+5 damage to puzzle solver
- 3 Causes puzzle solver to lose 1 supernatural ability for 24 hours.
- 4 Assaults puzzle solver with *phantasmal killer* (DC 16 negates)
- 4 Bestows curse or pact malady (SoPM, page 239, DC 15 negates).
- 5 Delivers 1d8+10 damage to all nearby creatures.
- 5 Dismisses highest level spirit from puzzle solver (DC 17 negates)
- 5 Summons hostile fiendish black unicorn (*SoPM*, page 245) to attack
- 6 Transport nearby creatures into open air above 120 ft. pit or chasm.
- 6 Removes one magic item from the puzzle solver's possession
- 7 Expels highest level spirits of all nearby creatures (DC 20 negates)
- 8 Delivers 8d8+15 damage to puzzle solver
- 8 Summons goliath devil (SoPM, gp 211) to attack puzzle solver
- 9 Assaults nearby creatures with *weird* spell (DC 23 negates)
- 9 Plane shifts puzzle solver to the Malebolge Remnant (page 83)

Sin Puzzles

A sin puzzle requires the solver harbor a particular sin such as envy or sloth. Binding the corresponding sin anima (page 96) bypasses the requirement. Alternatively, the puzzle solver can cast a spell into the portal or commit a sinful act to gain entry, as described on Table 10-9.

TABLE 10-9: SIN PUZZLES

Sin	Bypassing Spell	Bypassing Action
Envy	Clairaudience / clairvoyance	Spied on another creature in the past 24 hours or killed a rival in the past week.
Gluttony	Vampiric touch	Consumed a potion in the past 24 hours or drained a creature of energy, blood or other vitality in the past week.
Greed	Glibness or Nondetection	Stole an item in the past 24 hours or from an ally in the past week.
Lust	Love spell (SoPM, page 242)	Took a romantic action in the past 24 hours or forced intimacy on an unwill- ing person in the past week.
Pride	Heroism	Gained a new ability in the past 24 hours or defeated a creature by oneself in the past week.
Sloth	Slowness or deep slumber	Slept in a comfortable bed the past night or ran away mid-combat from an encounter in the past week.
Wrath	Rage	Initiated combat against an unarmed creature in the past 24 hours or killed such a creature in the past week.

Evaluating & Bypassing Puzzles

A rogue with trapfinding ability, or a spellcaster who can analyze magic, can determine one benefit, requirement or penalty of a portal for each successful Search check. The DC equals 25 + the puzzle's CR. A character can take 20 on such checks after 2 minutes of studying the puzzle.



- 1. Luck: Coralene, Kandisha, Loh'moi, Ubro
- Go Beyond: Brother Calvis, Death Howls, Elysium Choir, Ghato'kacha, N'alyia, Omlan Atlan, Overmind, Young Krios
 True: Tyrant Cromwell, Eos Dei, Rasputin, Ubro
- 4. Unseal Me: Aladdar, Eos Dei, Evening Star, Lord Foxglove IV, Moy, Night Fang, Shalasik, Ubro
- 5. Nine Lives (or Nine Evils): Eos Dei, Ethanial Midnight, Iona Ophid, Iona Ophid, Loh'moi, N'alyia, Night Fang, Shalasik, Vaukner, Vaukner 6. My Spirits: Iona Ophid, Iona Ophid, Mishpo, Portenta, Rasputin, Soltannis, Solterra, The Crow, Young Krios



- 7. Atlans: Alrik of Malkeborne, Arthu, Lord Saruga, Noble Marius, Shalasik, Tentacles of Dagon
- 8. Binder (or Rebind, Inbred): Brother Calvis, Dantalios, Eos Dei, Iona Ophid, Nightfang, Roshar
- 9. No Gods: Dantalios, Gulguthriana, N'alyia, Obba-Ella-Atasha, Omlan Atlan, Son of Dobb
- 10. Feel The Power (or We Flee Thorpe): Elysium Choir, Eos Dei, Essek Avix, Ethanial Midnight, Forash, Humble Obai, Loi'moi, Omlan Atlan, Prime Ravager, Roshar, Tyrant Cromwell, Wendigo
- 11. Steps Forward (or Ward for Pests): Aladdar, Death Howls, Eos Dei, Fey Baraddu, Omlan Atlan, Pavatu, Rajah Amajaloma, Roshar, Septigenius Maximus, Swan Elashni, Tentacles of Dagon, Wendigo

BINDER SAFEHOUSE

Pactmakers tend to gather and lodge within their own houses, just as individuals of other professions do.

In societies where pactmaking is popular, houses often cater to narrow interests such as devotees of a particular constellation of spirits. Such houses may be highly advertised and open to all who hold interest. Or houses may be private and exclusive with membership by invitation only.

In societies where pactmaking is less common or meets with disapproval, houses tend to be nondescript or even camouflaged to act as safe areas for binders. Such houses are well-defended and often host secret rooms and similarly unusual design elements.

Map 10-1: Binder Safehouse describes lodging for binder characters. The entries below describe the safehouse's main areas.

1. Entry

The main entryway is secured with a heavy iron door that occupants can bar from the inside. Visitors indicate their presence by ringing an outside bell. A guard in the Watch Tower can hear the bell and spy on visitors from his high position. Visitors who use the correct sign gain entry.

The entryway is 10 ft. wide, 20 ft. deep and 30 ft. high. To the left is a set of heavy oak doors. To the right is an unadorned entrance into a maze-like pathway. A successful Spot check indicates arrow slits 15 ft. up on the left side. Sentries in the Watch Tower can observe and target visitors.

2. Guarded Maze

This is not a true maze; rather, a series of angled walls slow assailants and ensure that visitors cannot easily see what lies beyond as they deal with guards. Typically, two or three guards come from the Office when they hear the main bell or the voices of visitors. When trouble is expected, guards man a wooden table toward the end of the maze. They

search visitors there for weapons.

The maze ends with plain oak doors to the left and right and a wide staircase leading down. The right door leads to the Office. The left door is locked and leads to a storage area and armory.

3. Watch Tower

This 10 ft. x 10 ft. room on the 2nd floor has narrow windows facing outside and arrow slits overlooking the entry. A bell alerts the watchman to visitors. Crossbows sit loaded and ready for use against trespassers. Watchmen enjoy almost total cover as they fire. A ladder leads to a third floor of the tower, where one may enjoy a fine view of the surrounding neighborhood.

4. Office

First-time visitors and those seeking aid or trade come to the office. The room is 10 ft. wide x 30 ft. long. There are no windows. Instead, *continual flame* sconces illuminate the room. Prisoners are detained here.

5. Assembly Area

Double doors lead into a spacious assembly area. Is is a five-sided chamber approximately 40 ft. x 50 ft. with a 30 ft. high ceiling.

The area is mostly clear with a 15-ft.-diameter pact seal inscribed into the floor. The seal is of a popular 1st- or 2nd-level spirit. Up to 8 characters at once can bind the seal's spirit at the same time. The seal also acts as a boundary line during arenastyle combat. And on feast days, a long dining table is set here.

A 30-ft.-long, 10-ft.-wide recess holds a plethora of binder books. Anyone is free to use these mundane books. A search will find chalk and other pactmaking accoutrements.

A fountain provides refreshing water. Up to once per day, drinking provides the benefit of a *cure light wounds* spell.

There are crates and random equipment. The assembly area accommodates storage overflow.

Approximately 15 Tt. above the floor within a 5-ft.-square recess is an eldrich orb (page 208). In addition to the base statistics and abilities, the orb may use the following spells: *analyze pact spirit*, *bolder binding*, *conceal pact magic*, *dismiss pact spirit*, *greater augur pact*, *last impression*, *remove malady* (2 charges). Spells are caster level 9th and cost 1 charge unless stated otherwise.

A successful Spot check reveals slit-like windows along several walls. The slits afford a view from the 2nd floor hallway and from the Private Lab on the 3rd floor.

6. Lodging

The lodging area consists of a 90-ft. x 10 ft. hallway. The hallway leads to the Watch Tower, a privy, and five bedrooms. Bedrooms are approximately 10 ft. x 12 ft. Each has a narrow window, a spacious bunk bed, and a chest, desk or other furnishing. A bunk holds two people comfortably or four people in emergencies. One room with two bunks is reserved for larger parties and travelers with nonbinder companions. In total, the safehouse

holds 12 to 24 people at any one time.

A door bisects the hallway. Defenders lock the door in emergencies and at night.

7. Commons

This 20 ft. x 20 ft. chamber hosts tables for eating and socializing and racks for equipment. Behind a heavy iron chest is a concealed puzzle portal that acts as a *dimension door* to the Private Lab.

A communal kitchen with a fireplace for cooking adjoins the common area.

8. Private Lab

This 30 ft. x 30 ft. chamber and its two adjoining rooms are home to the safehouse's leader (or leaders) and numerous items of value such as potions, scrolls, puzzle boxes and gnostic books.

A slit in the wall affords a view of the Assembly Area below. A set of controls allows a character to quietly *message* the orb in the Assembly Area.

A small font transforms an imbiber into a tiny owl or similar winged creature for 7 minutes. This form fits through a tiny chimney in the ceiling that leads to the rooftop.



Exorcist Temple

Divine agents often gather in temples. The temples of pactmaker foes tend to be polytheistic and/or ecumenical.

In societies hostile to pactmaking, an exorcist temple hosts divine agents who seek to track, capture and convert those who repudiate the majesty of Divine Law. Exorcists tend to lead these temples, which host clerics, monks, paladins, sages, templars and blackguards. Because paladins and templars are universally lawful in their outlook, exorcist temples tend to focus on lawful deities and the maintenance of order within the local community.

In societies friendly to pactmaking, an exorcist temple plays the role of competitor, arbiter or ally to binder organizations. A temple might assist binders to dispel unwanted spirits in exchange for new ones. Such a temple hosts clerics who dabble in pactmaking. Or the members of an exorcist temple might proselytize to lure binders to the "true path" of divine worship.

Map 10-2: Exorcist Temple describes a typical small exorcist temple. The entries below describe the temple's main areas.

1. Entry

The entry's recessed double iron doors are open between dawn and midnight. The doors can be locked and barred from inside.

Beyond the doors is a wide stairwell that drops 10 ft. into a 10-ft. wide x 25-ft. deep trapezoidal foyer. A font to the right offers sacred water. A font to the left offers profane water.

A semi-transparent magical curtain checks movement into the Sanctuary. The curtain completely blocks the entry of conjured and possessed creatures (similar to *protection from evil*).

2. Sanctuary

The assembly area for the faithful is 50 ft. wide, 40 ft. deep and 30 ft. high. Twelve pews provide space for fifty worshipers. Open space admits twice as many for special occasions. A wide central aisle leads to the alter.

Visitors find icons, tapestries and stained-glass windows dedicated to various deities, saints, and divine servants plus two shelves of prayer books devoted to various gods. The faithful may write their names on foil and then deposit foil-wrapped coins into votive magical boxes gain a benefit. While a copper or silver piece buys nothing, a votive box's magic tracks persons by their inscribed name. When a person's contributions sum 10 gp, the votive grants the petitioner's request for an orison. A sum of 50 gp, 300 gp and 750 gp grants a 1st-, 2nd- or 3rd-level spell, respectively. A petitioner can use the granted spell once at any time after making a donation, with a limit of one granted spell per day.

3. Alter

The alter is barren. On different days at various times, priests adorn the alter with the accoutrements of their deity. On the floor around the alter is a huge 8-sided star that symbolizes the 8 non-neutral alignments (the alter sits at the center of the star and symbolizes the 9th, true neutral alignment). A permanent *retributive nightmare* spell (page 116) protects the alter.

4. Reception

Individuals seeking medical services and spiritual guidance are welcome at all hours into this 15 ft. x 20 ft. room. Benches provide seating and monks may bring water or snacks. A single wide iron door leads to the Hospice.

5. Hospice

This area consists of four rooms: a hospice with several beds, a retreat for on-duty priests, a storage area for medical supplies, and an alcove that leads to the Sanctuary. Although *cure*, *remove*, and *restore* spells are provided (at the usual free), the temple specializes in exorcisms. The Hospice only provides spells of 4th-level or lower.

6. Rectory

In this area, priests don robes, pray, study and ritually cleanse themselves in a pool. Only characters with an aura (clerics, paladins, angels, etc.) and divine spellcasters are allowed.

A 10-ft.-diameter eldritch orb provides the benefits of the elder acolyte (page 208). These spells are reserved for divine agents at reduced cost.

A door leads to the Residence area. A secret door leads to the temple's Laboratory.

7. Laboratory

In these cloistered walls, clerics research, cast difficult spells, and create divinely-inspired equipment. The temple's most powerful magic items including rods and scrolls are here.

8. Residence

This area includes a dining hall, kitchen with fireplace, pantry, and seven 5 ft. x 10 ft. cells for frugal contemplation and rest. There is a bath and privy at the end of the hall.

9. Office

The temple's head priest keeps a private office. He or she conducts temple business here. Coins are in a safe-chest. A door leads to a spacious master bedroom.

EXOTIC DIVINE WEAPONS

Exorcists, templars, and other divine agents prefer weapons that capture foes alive. Why? A dead foe travels to the afterlife to empower his or her deity. A live foe can be brought to trial and taste community justice, or be converted to one's cause, or undergo interrogation. Along with nets, saps, and clubs, here are 4 exotic weapons used by exorcists, templars and their allies.

Weapon	Cost	Damage (S)	Damage (M)	Critical	Range Increment	Weight	Туре
Two-Handed Weapons							
Bladed maul	60 gp	1d6/1d6	1d8/1d8	x2		12 lb.	Bludgeoning / piercing or slashing
Mancatcher	20 gp		_		10 ft.	10 lb.	Entrapping*
Mancatcher, barbed	30 gp	1d3	1d4	x2	10 ft.	15 lb.	Piercing and entrapping*
Ranged Weapons							

Chakram15 gp1d31d4x2120 ft.2 lb.Slashing, returnable, can do ranged trip* An entrapping weapon allows the wielder to automatically initiate a grapple against a foe on a successful hit without provoking an attack of opportunity. Entrapping weapons can only be used on foes at the specific range indicated for the weapon.



HAUNTED RUINS

Once upon a time, a group of binders built a temple to honor a demigod who dared to support pactmakng. Outraged by competition and heresy, clerics of other gods sent a small army to assail the temple. Today, aggressive disembodied spirits prowl the temple's ruins. The ruins lie on a hilltop amid a fetid swamp. Some portions of the ruins are flooded while others choke with debris. Despite the humidity, mist and creepers, various pactmakers and their allies have set camp or sought to make a permanent dwelling here in order to learn from the haunting spirits, who claim that the ruins lie upon a graveyard of riches.

1. Swamp

Stinking swamp land surrounds the ruins on all sides. Water temperature varies from warm to scalding due to naturally occurring superheated sulfurous springs. Travelers move through the swamp as difficult terrain. Every 30 feet, check for a possible occurrence as suggested in the table below.

2d10 Encounter Effect

2-4	Acid geyser	1d4 acid damage, plus DC 14 Reflex or knocked prone
5-8	Acid pool	1 point acid damage / round of contact
9-12	Normal	No adverse effect
13-15	Quicksand	DC 14 Reflex or begin sinking 1 ft./round
16-18	Dead fall	DC 14 Reflex or fall 1d4 x 5 ft.
19-20	Flaming gas	DC 14 Reflex or 1d4 fire damage and dazed 1d4 rounds

Common swamp denizens include assassin vines, black and green dragons, ghouls, ghosts, lizardfolk, troglodytes, trolls, stirges, water nagas, will-o-wisps, wraiths, various oozes and even shriekers and spectres at night or in heavily-shaded areas.

2. Broken Orb

This orb once acted as a magical sentry. Although it does not work according to its original function, it disrupts the normal flow of magic in the area. Every 1d20 minutes, the area within 100 ft. of the orb experiences a magical effect as suggested in the table below. Targeting the orb with *mage's disjunction*, *antimagic field* or even *dispel magic* disables or quells it.

2d10 Effect

2-4	Magic is suppressed as in an <i>antimagic field</i> .
5-8	Magical effects are delayed by 1 round.
9-12	Magic functions normally.
13-15	Spells and spell-like abilities only function on a DC 15 Spell- craft check, and supernatural abilities only function on a DC 15 Knowledge (arcana) check.
16-18	Magic works normally and causes the caster 1 hit point of nonlethal damage per caster level (or creature Hit Die).
19-20	Magic malfunctions resulting in 1) <i>ice storm</i> , 2) <i>fireball</i> , 3)

20 Magic malfunctions resulting in 1) *ice storm*, 2) *fireball*, 3) *cloudkill*, 4) *stinking cloud*, 5) *obscuring fog* or 6) *slow*. All effects are centered on the magic user. Resolve as CL 8th.

3. Hidden Lair

This dry area is approached by swimming 20 ft. underwater through thick grasses and swamp gas. Over the years, brigands have holed up in the lair or used it to store loot and captives. Inevitably, troglodytes take over, and the area reeks of their retching musk. Ghouls also lair here.

4. Shrine

The alter is dedicated to a forgotten and smited demi-god named Druvius. He was a binder mage who sought divine ascension in order to make a place in the afterlife for binders. Alas, the other gods killed him when they learned his plans. They threw his body to the Material Plane, to lie in rest by his one and only temple; the body quickly burst with life and formed the swamp that surrounds the ruined temple today.

5. Binder Ballroom

A large seal of the spirit Dantalios covers the floor. This is the last spirit bound by the ruin's inhabitants, who needed speed to break free of the blockade of clerics around the temple. In fact, none escaped and most returned to the ruins as ghosts to defend it for eternity. The ghosts often entertain themselves by dancing in this room at night. The circle's *mass spirit binding* effect no longer works except to bind Dantalios.

6. Fountain Room

Numerous gold coins fill the bottom of an ornate well. Skeletons of explorers and savage humanoids litter the room. The well was built to grant binders a *minor wish* in exchange for gold and XP. A plaque above the well reads, "A bag of ninety-nine gold and one pint of life, phrase your respite as a wish to turn all to right."The well functions with mixed effect. Half the time it produces *minor wish*, and half the time it produces *perverted wish*. Often, greedy creatures see the gold and reach to steel it. A water elemental defends the well. Most of the gold is an illusion, since the well absorbs all donations within 24 days.

7. Mysteries

This 25 ft. x 30 ft. chamber is open to the outside due to a collapsing wall. Nonetheless, inspection reveals a series of thirteen murals lining the room's perimeter. Each mural depicts a different constellation of spirits.

The murals are home to the ruin's thirteen living nightmares (*SoPM*, page 297). Once upon a time, the murals acted as summoning devices. Pilgrims meditated before a mural for 1 minute to bind a desired spirit. Pilgrims could also speak with the spirits in the murals.

Presently, the mural of the thief constellation is heavily damaged while the other murals are coated in slime and vines. The abject conditions and wayward magic of the ruin's broken orb allowed the bound spirits to break free as living nightmares that roam the premises. Thoroughly cleaning and/or repairing a mural will earn a party safekeeping in the ruins for 1d4 days.

8. Sunken Shoppe

This area is underwater. The swamp water hides a set of fine statues that once guarded the entrance and a pottery workshop inside. The water is murky even at noon on a clear day and requires *daylight*, *darkvision* or a similar spell or ability to see.

9. Library

The library is the driest and most defensible area of the ruins. Although there are plenty of books including some rare and priceless tomes, smart explorers know to limit themselves to reading within the library. Anyone who attempts to leave with a book is immediately assailed by a ghost at the exit. 1

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- Swamp
 Broken Orb
 Hidden Lair
 Shrine

- 5. Binder Ballroom

- Bilder Balloolin
 Fountain Room
 Mysteries
 Sunken Shoppe
 Library

MAP 10-3: HAUNTED RUINS

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6

Occult Library

As the term "binder" suggests, libraries are important to pactmaking. Map 10-4: Occult Library describes a small library focused on binder lore. The entries below describe the library's main areas.

1. Browsing Area

A set of ironwood double doors open into a 60 ft. x 30 ft. chamber. Books overflow shelves in every direction. The books are mundane and more for display than helpfulness. Sconces of *continual flame* illuminate the area.

2. Librarian Orb

Directly across from the main door is an orb. The orb acts as a guard, librarian and/or sage. Typically, a *magic mouth* announces the orb's purpose and any violations or dangers that it detects such as the presence of an open flame.

When used as a defensive weapon, the orb projects a deadly ray at characters who enter after hours or otherwise violate the library's *alarm* spell. The ray assaults targets with a *web* spell or a ray of lightening that delivers 1d4 damage / Challenge Rating along a 60 ft. line. An orb might summon a monster instead.

When used as a librarian or sage, the orb provides the effects of *comprehend languages*, *legend lore* or similar spells to those who touch it and utter a command word.

3. Fountain

A single deep drink from this soothing magical font provides the benefits of *fox's cunning* or *owl's wisdom*. Alternatively, it removes fatigue and mental loss as a *lesser restoration* spell. Drinking more than once in a day induces nausea and no extra benefits.

4. Reading Room

This 30 ft. x 60 ft. room hosts a large table and a selection of valuable books that vary with the month or season. The table might include a stack of gnostic books and inspiring novels of spirits of a specific constellation. Just as importantly, a permanent *silence* spell cloaks the area.

5. Living Archive

Thirteen alcoves line one wall of the Reading Room. The alcoves hold skulls, crystals, mirrors, gems or other elements, each keyed to a different constellation of spirits. Touching an element links a character to a deceased author or a spirit. Speaking with an archive for 20 minutes grants a +3 insight bonus on the character's next binding check with one type of spirit.

6. Repository

A heavy iron door leads into a 15 ft. x 20 ft. chamber filled with valuable books, such as gnostic books of spirits of 5th-level and higher. The chamber rises some 50 ft., likely far above the library's apparent size as viewed from outside. A permanent *rope trick* spell creates an extradimensional space to hold thousands of books. All who enter benefit from the *levitate* spell. A second heavy iron door leads to the Fountain unless the character is a binder, in which case he is instantly moved to the Sanctum.

. Sanctum

This 20 ft. x 30 ft. chamber is a retreat for the library's curator and special guests. It holds magical tomes and other treasures. A concealed partition reveals a puzzle portal into an adjacent chamber with the library's most remarkable and pricey items.

Library Guardians

A pactmaker with a *summon monster* spell can use Table 8-1 below within a library. The guardian will not leave the grounds of the library. See *SoPM*, page 307 for the spirit-touched template.

TABLE 8-1: LIBRARY GUARDIANS

lian	1d6	Guardian
	· · ·	Spirit-touched monkey
× /		Spirit-touched rat
		Spirit-touched raven
	`	,
· · · · · · · · · · · · · · · · · · ·	т	Spirit-touched small monstrous spider
r	5	Medium animated object
es (scout)	6	Imp
— summon mons	ster III (CR 3) —
rice	4	Lesser vivilor (wright)
al filcher	5	Satyr
an warrior	6	Spirit-touched constrictor
— summon mon	ster IV(CR 4) —
	4	Gargoyle
couched dire weasel	5	Ghost (spirit binder 2)
couched blink dog	6	Mimic
— summon mon	ster V (C	CR 5) —
c	4	Mummy
r	5	Phase spider
	6	Hieracosphinx
— summon mon	ster VI (CR 6) —
nag	4	Green hag
touched janni	5	Spirit-touched tiger
ghoul (SoPM, pg 29)	6	Zill
— summon mons	ster VII (CR 7) —
		Greater vivilor (strand)
es (vosrok)		Invisible stalker
touched huge spider		Medusa
— summon mons	ter VIII ((CR 8) —
		Lammasu
phinx		Efreeti
djinni		Shield guardian
— summon mons	ster IX (CR 9) —
sphinx		Night hag
olem		Spirit touched nymph
(unbound witch 7)		Spirit naga
— epic summon mo	onster (C	R 10-13) —
aga (<i>SoPM</i> , pg 311)		Rakshasa
golem		Lich (soul weaver 8)
an naga		Cyclopes (dalrok)
	ivilor (flit) inimated object touched cat 	unimated object5touched cat6





CHAPTER 11 MAGIC ITEMS

This chapter describes two dozen magic items useful to binders and their foes. Following the item descriptions are treasure tables useful when designing characters and treasure parcels. The tables are organized by encounter level and price, and convey a full range of items from books and orbs to armor and weapons. You will also find rules for using novels as beneficial magic items, from A Portrait of a Dragon Slayer as a Young Man to The Lich and Sea Cat.

ITEM DESCRIPTIONS The following items are useful to pactmakers and their foes.

Airy Lung

Travel gear protects you on hostile planes of existence.

Description: An augmented camel pack of masterwork quality with hood. The pack's suction tube ends in a leather piece that fits over the mouth and nose. The hood includes goggles and protective side-flaps over the ears.

Activation: Don the item as a full round action.

Effect: The user enjoys the benefits of planar adaptation. The airy lung instantly wards against ambient conditions on any plane of existence. The user completely ignores heat, cold, deafening, blindness, thin or poisonous air, extreme pressure, negative and positive energy damage and so forth as long as the

effect is caused by the plane itself, rather than a creature, object or specific locale. The airy lung does protect against planar effects on alignment, gravity or magic.

Aura/Creator Level: Faint abjuration aura; CL 3rd.

Creation: Craft Wondrous Item, cast *planar adaptation*; 5,450 gp; 218 XP; 6 days; plus masterwork pack.

Weight: 2 pounds. **Price**: 10,900 gp.

Amulet of Planar Travel

Wearer and allies travel to a specific plane and adapt to the plane's ambient environment.

Description: An amulet with motifs suggesting what plane it keys to (fire and devils for Hell, sand dunes and sun for the Apocryphal Desert, and so forth).

Activation: Wear the amulet, speak the command word, and succeed on a DC 15 Intelligence check. Usable twice per day. Failing the Intelligence check does not expend a use for the day, but you must wait 1 hour before trying again.

Effect: The user and up to 8 allies within 20 feet move to the keyed plane and enjoy the continuous benefit of the *greater planar adaptation* spell while within 20 feet of the amulet. Alternatively, the user returns to the Material Plane or other plane that is native to him. Unlike *plane shift*, the shift is accurate; you always arrive within 1d10 miles of your desired destination.

Aura/Creator Level: Moderate conjuration (teleportation) and moderate abjuration aura; CL 9th.

Creation: Craft Wondrous Item, cast *greater planar adaptation* and *plane shift*; 31,320 gp; 1,153 XP; 32 days.

Weight: N/a.

Price: 62,640 gp.

Binder's Mask

Mask grants the wearer a spell-like ability.

Description: A sturdy, ornate mask typical of a costume ball or carnival, but sufficiently tough to withstand combat.

Activation: Wear the mask as a move action. Effect: The user gains a spell-like ability usable 1/day. The benefit depends on the mask. A novice mask grants a 1st-level spell such as *acid gout*. An apprentice mask grants a 2nd-level spell such as *heroic binder*. A masters mask grants a 3rd-level spell such as *scent of lore*. A dire mask grants a 4th-level spell such as *dire beast form*. The wearer enjoys a +10 bonus to Disguise checks to go unrecognized as himself.

Aura/Creator Level: Faint aura (novice, apprentice or masters) or moderate aura (dire); CL 3rd (novice or apprentice) or CL 5th (masters) or CL 7th (dire). **Creation**: Craft Wondrous Item, cast the applicable spell; 540 gp (novice), 1,080 gp (apprentice), 2,700 gp (masters) or 5,040 gp (dire); 22 XP (novice), 43 XP (apprentice), 108 XP (masters) or 202 XP (dire); 1 day (novice), 2 days (apprentice), 6 days (masters) or 10 days (dire); plus 100 gp masterwork mask.

Weight: 1/2 pound.

Price: 1,180 gp (novice), 2,260 gp (apprentice), 5,500 gp (masters) or 10,180 gp (dire).

Bladed Maul

A double weapon that inflicts bludgeoning damage on one end and slashing damage on the other.

Description: A jagged-toothed sword with a large thick pommel that acts as a greatclub.

Activation: Make a standard attack action or full attack action.

Effect: The blade delivers 1d8 damage and the maul delivers 1d8 damage. The weapon hits critically on a 20 for double damage. The wielder can attack with one side without penalty, or the wielder may attack with both

sides with a -2 penalty to both attacks regardless of his weapon training due to the weapon's dweomer. If both attacks hit, the target must succeed on a DC 14 Fortitude save or be dazed until the start of the wielder's next turn.

Aura/Creator Level: Faint enchantment aura; CL 3rd.

Creation: Craft Magic Arms and Armor, Two-Weapon Fighting, cast *daze monster* or bind a spirit of the knight constellation of 2nd level or higher; 8,000 gp (+1 bladed maul); 280 XP; 7 days; plus masterwork bladed maul.

Weight: 10 pounds. **Price**: 16,300 gp.

Blood Thief

This device allows one or more binders to extract a spirit from a victim binder to gain the spirit for themselves.

Description: This torturous helmet, made from iron and leather, has a hinge for the helmet to close and open around someone's head. Inside the helmet are short, sharp needles that

> penetrate the skull when the helmet closes. At the base of the helmet are troughs for blood that drips down from puncture wounds. The troughs direct blood to lithe, leather suction tubes that extend from either side of the helmet.

> > Activation: Close the helmet on a secured subject and begin drinking from one or both of the tubes for up to 9 rounds.

> > > **Effect:** Each round, the victim loses access to a supernatural ability. The ability is granted through one of the two tubes to a drinker. The abilities are lost at random. The drinkers

retain the abilities for 9 hours, after which time the abilities revert back to the victim.

Aura/Creator Level: Moderate necromancy aura; CL 9th or BL 7th.

Creation: Craft Wondrous Item, cast *soul thief* and bind the spirit of either Ethanial Midnight, Dark Blood or Hollow Eyes; 40,500 gp; 1620 XP; 41 days; plus the helmet device.

Weight: 3 pounds. **Price**: 81,000 gp.

Cloak of Binder's Lament

Accursed item blocks the wearer from sealing pacts. **Description**: A cloak adorned with pact seals. **Activation**: Wear the cloak.

Effect: The binder cannot seal new pacts while wearing the cloak. As a cursed item, the cloak cannot be removed except by *remove curse* or similar magic.

Aura/Creator Level: Moderate abjuration aura; CL 9th.

Creation: Craft Wondrous Item, cast *dismiss pact spirit* and *magic aura*; 23,000 gp; 920 XP; 23 days; requires masterwork cloak. Special: Cursed items cost 50% of normal value to make and sell.

Weight: 1 pound. **Price**: 46,000.

Cloak of Exorcist's Lament

Useful cloak protects a binder from exorcism attempts.

Description: A midnight cloak adorned with various wards against divine magic.

Activation: Wear the cloak. When targeted with an exorcism, the wearer decides whether to activate the cloak as an immediate action. The cloak works up to 3 times per day.

Effect: The wearer ignores any and all effects of being targeted by an exorcism. The cloak comes in two varieties: minor and major. The major cloak also inflicts 4d6 hit points damage to the creature launching the exorcism (no save, but Spell Resistance applies).

Aura/Creator Level: Faint abjuration (minor) or moderate abjuration (major) aura; CL 3rd (minor) or CL 9th (major).

Creation: Craft Wondrous Item, cast *exorcist's lament* (minor) or *exorcist's torment* (major); 3,600 gp (minor) or 27,000 gp (major); 144 XP (minor) or 1080 XP (major); 4 days (minor) or 27 days (major); plus masterwork cloak.

Weight: 1 pound.

Price: 7,200 gp (minor) or 54,000 gp (major).

Chest of Nightmares

Vile item grants power in exchange for sacrifices.

Description: An iron chest with twelve pigeon holes. Most of the slots hold a severed shrunken head, though some slots are empty. The heads, hailing from various humanoid races, are in various states of dessication and each is branded on the forehead with a pact magic symbol. The heads moan and mumble, though they appear safely ensconced in the chest. Thorough analysis of the heads and DC 23 Knowledge (religion) check reveal that the heads are undead with their mortal souls still bound most painfully to their corporeal heads.

> Activation: The user links himself to the chest by placing into it a severed head of a freshly killed humanoid. Thereafter, he can use the *form of nightmares* spell for 9 rounds as an immediate action, provided he has bound a spirit and there is one or more heads in the chest from a creature with a number of Hit Dice equal to or greater than 2x the user's spirit's level. If there is not such a head, then the character cannot activate the chest. The chest can be used once per day in any event.

Effect: While *form of nightmares* is in effect, the user enjoys the benefits of the undead type, although his creature type remains unchanged. He also gains a natural AC bonus equal to his bound spirit's level, a slam attack for 1d6+Str points of damage (or 1d4+Str if Small), 60 ft. darkvision, damage reduction 5, and resistance 5 to all energy types. The user also gains the evil subtype. All other statistics remain unchanged.

Once *form of nightmare* ends, the chest's supply of heads is depleted. For each level of bound spirit, subtract 2 Hit Dice worth of heads from the chest. With each reduction in Hit Dice, a head becomes more shriveled and desiccated as it screams in pain. When a head reaches 0 Hit Dice, it turns to a fine powder and the soul within is snuffed out, forever gone.

An owner of the chest can place up to one new head in the chest each day. A head must be from a creature killed in the last 3 rounds. Otherwise, the chest rejects the head.

There is danger when using this chest. Besides drawing the user to evil, there is a small chance that the user joins the occupants of the chest. When the user dies, or when the user suffers a confirmed critical hit from a slashing weapon, he must succeed on a DC 20 Will save. On a failed save, he is immediately decapitated and his head teleported into the chest (provided the chest is on the same plane of existence). **Aura/Creator Level**: Strong necromancy, strong transmutation, and strong evil aura; CL 13th.

Creation: Craft Wondrous Item, cast *extract pain*, *form of nightmares*, and *limited wish*; 27,000 gp; 1,080 XP; 27 days; plus chest worth at least 300 gp.

Weight: 25 pounds. **Price**: 54,300 gp.

Crown of Night

Bind a 5th-level spirit and gain various other benefits.

Description: A beautiful black-mithral headpiece sports tiny star-like diamonds and faint pact seals of evil spirits.

Activation: Wear the crown.

Effect: Each day, after 10 minutes of meditation on dark thoughts, the user may bind any one spirit of 5th level or lower except a spirit of the angel constellation; alternatively, the user can bind any combination of lower-level spirits that total 5 levels provided none belong to the angel constellation. The binding lasts 6 hours. While bound with a spirit that moves a mage's alignment to evil, the user also gain the benefits of the *form of nightmares* spell as a continuous effect. See the spell of the same name (*SoPM*, page 241) or the chest of nightmares (above).

Aura/Creator Level: Strong evocation aura, strong

necromancy aura; CL 17th.

Creation: Craft Wondrous Item, cast *bind spiritV* and *form of nightmares*; 122,500 gp; 4,900 XP; 123 days; plus crown worth at least 2000 gp.

Weight: 1/2 pound. Price: 145,000 gp.

Cyclopean Staff

A staff for soul weavers and other arcane spellcasting pactmakers. **Description**: An wooden staff with a plant-like bud at the top. When in use, the bud reveals an eye.

Activation: Hold the staff and utter infernal commands.

Effect: Using analyze pact spirit, bolster binding, comprehend languages or daze costs 1 charge. Using dispel pact spirit or bind spirit I costs 2 charges. A full staff has 50 charges.

Aura/Creator Level: No magical aura; CL 9th.

Creation: Craft Staff, cast the spells listed above; 12,230 gp; 490 XP; 13 days; plus a masterwork quarterstaff.

Weight: 4 pounds.

Price: 24,463.

Cyclopes Amulet

Grants excellent natural armor as sported by a cyclopes.

Description: An amulet crowned with a fragment of carapace from a metal and wood construct.

Activation: Wear the amulet.

Effect: The user's skin becomes like a hardened carapace of metal and wood, with small leaves, nodules, and similar plant-like growths. Movement is not hindered. The user enjoys a natural armor bonus of +1 to +5, depending on the amulet's power, enjoys a +4 circumstance bonus to Hide checks in out-door terrain, and ignores environmental extremes (from -40° F to $+140^{\circ}$ F).

Aura/Creator Level: Faint transmutation aura; CL 3x the amulet's bonus.

Creation: Craft Wondrous Item, cast *barkskin*, *endure elements*; 1,500 gp (+1), 4,500 gp (+2), 9,500 gp (+3), 16,500 gp (+4), 25,500 gp (+5); 1/25th cost in XP; 1 day per 1000 gp cost; plus a fragment of a cyclopes.

Weight: N/a.

Price: 3,000 gp (+1), 9,000 gp (+2), 19,000 gp (+3), 33,000 gp (+4), 51,000 gp (+5)

Construct Ward

Repulse constructs from a wide area.

Description: A stunningly beautiful sculpted crystal, the size of an ogre's head, with myriad facets that reflect a rainbow of disturbing colors and echo a swirl of whispering sounds.

Activation: Hold the crystal and speak the command word. The effect continues for 24 hours or until the ward is moved more than 5 feet, at which time it must be reactivated.

Effect: Constructs cannot approach within 250 feet of the ward. Constructs that are in the area when the ward activates seek to immediately move away and will not approach the ward in any event, even if doing so might allow them to escape the warded area. There is no saving throw against the effect and spell resistance does not apply.

Aura/Creator Level: Strong abjuration aura; CL 15th.

Creation: Craft Wondrous Item, cast *deanimation sphere*; 121,500 gp; 4,860 XP; 122 days; plus a 10,000 gp crystal the

size of an ogre's head. Weight: 25 pounds. Price: 253,000 gp.

Cursed Gnostic Item

Amulet, book or mask looks useful to pactmakers but harms them instead.

Description: An amulet, book or mask as befitting the setting. Neither perusal of the book nor *detect magic* reveal anything out of the ordinary.

Activation: Use the item. Either don the amulet or mask, or read even 1 word from the book's interior.

Effect: User instantly suffers. Consult the list below to determine the effect and concomitant Will save.

Level	Spell Effect	Will DC	Market Price (GP)	Cost (GP)	ХР	Time (days)
2nd	Blindness/deafness or lesser confusion	13	4,000	2,000	80	4
3rd	Bestow curse or sepia snake sigil	14	10,000	5,000	200	10
4th	Confusion or lesser geas	16	18,000	9,000	360	18
5th	Feeblemind or nightmare	17	30,000	15,000	600	30
6th	Geas/quest or flesh to stone	19	44,000	22,000	880	44
7th	Insanity or plane shift	20	61,000	30,500	1220	61
8th	Trap the soul or temporal stasis	22	80,000	40,000	1600	80
9th	Imprisonment or weird	24	101,000	50,500	2020	101

Aura/Creator Level: Minor evocation aura; CL 7th.

Creation: Craft Wondrous Item, cast *bestow curse*, *magic aura*, plus the accursed spell effect; see table for gp, XP cost, and construction time.

Weight: 1/2 pound or less. Price: See table.

Eternal Shackles

Shackles well-suited to restrain magic using creatures.

Description: A snug pair of adamantine shackles, 3/4 inch thick, suitable to restrain a humanoid's hands and feet. The shackles can be broken on a DC 28 Strength check or a DC 32 Escape Artist check. The shackles have a hardness of 20 and 30 hit points at each of the four limbs.

Activation: Place the shackles on a helpless or willing creature of Medium or Small size. A creature can shackle itself only, to another creature, or to an object such as a door handle.

Effect: The shackled creature is unable cast spells or use spell-like abilities or supernatural abilities. Moreover, conjuration (teleportation) magic automatically fails even if applied to the wearer from an outside source. The antimagic effect applies to two creatures shackled together.

Aura/Creator Level: Moderate abjuration aura; CL 11th.

Creation: Craft Wondrous Item, cast *dimensional shackles* and *antimagic field*; 44,000 gp; 1760 XP; 44 days; plus masterwork manacles worth 50 gp.

Weight: 2 pounds. **Price**: 88,000 gp.

Exorcism Kit

A self-replenishing kit for the on-the-go exorcist.

Description: This metal kit contains a holy symbol, vials of holy water, cord, smelling salts, coal and a branding iron, plus other minor items for conducting exorcisms. The holy symbol consists of a sun, fiery rays, and feathery wings.

Activation: Use an item from the kit as a standard action.

Effect: Each item in the kit is magical and has a different effect. Up to three times per day, the holy symbol projects daylight and protection from evil on the person holding the symbol and also grants a +2 bonus on exorcism checks. The holy water works as normal; each night, the kit transforms plain pure water placed in the vials into holy water. The 10-foot cord, when wrapped around a Large or smaller creature, requires a DC 23 Strength check or a DC 20 Escape Artist check to escape. The user also enjoys a +2 bonus on Use Rope checks. The cord is usable at will. The smelling salts, usable 3 times per day, immediately end sleep, unconsciousness and fatigue effects; similarly exhaustion becomes fatigue. The coals are placed on a penitent's tongue. Thereafter, a possessing creature feels compelled to speak in Common to identify itself by name and what kind of creature it is (anima, fiend, ghost, etc). Coals can be used three times per day. Finally, applying the branding iron to a possessed or spirit-bound subject as a touch attack causes a dismissal or dismiss pact spirit effect (at the exorcist's option). The branding iron can be used once per day. If any item is damaged, it mends overnight while resting in the kit. Lost items remain lost.

Aura/Creator Level: Moderate abjuration aura plus other faint auras; CL 9th.

Creation: Craft Wondrous Item, cast animate rope, bless water, daylight, dismiss pact spirit, dismissal, evoke sign, mending, protection from evil, restoration; 29,575 gp; 1183 XP; 30 days; plus a masterwork kit with relevant items worth 100 gp.

Weight: 5 pounds. **Price**: 59,250 gp.

Feast Basket

Basket feeds you and allies.

Description: A picnic basket, meal box or similar container.

Activation: Open the basket. The box must be closed for at least 1 minute in order to produce food.

Effect: The basket produces food and water sufficient to feed 15 persons (or 5 horses) over a 24-hour

period. You can use the servings all at once or spread out over the course of the day. The meals are nutritious and tasty. Once removed from the basket, food remains fresh for 24 hours. Food placed back in the basket (for whatever reason) vanishes after 1 minute.

Aura/Creator Level: Faint aura; CL 5th or BL 5th.

Creation: Craft Wondrous Item, cast *create food and water* or bind Ubro, the Blind Hospitaler; 2,700 gp; 108 XP; 3 days; plus a masterwork picket basket or meal box.

Weight: 5 pounds. Price: 5,400 gp.

Gnostic Book

Learn about a new spirit.

Description: An ancient tome of pact magic.

Activation: Read the book for 8 hours.

Effect: Learn the complete details regarding one spirit.

Aura/Creator Level: No magical aura.

Creation: Successfully bind the spirit described in the book, plus a blank masterwork book of at least 100 pages.

Weight: 1 pound.

Price: Varies. Typically 100 gp x the spirit's level squared.

Leech Pendant

Regain a spell slot when you resist a supernatural attacks **Description**: A gold pendant in the form of a flailing otyugh.

Activation: Wear the pendant and rub it as a swift action. **Effect**: For up to 1 minute you benefit from the *supernatural*

leech field spell. When you succeed on a saving throw against a supernatural ability that targets you personally, you gain 1 spell slot; some limitations apply. See the spell (page 118) for details.

Aura/Creator Level: Moderate transmutation aura; CL 9th. Creation: Craft Wondrous Item, cast *supernatural leech field*; 45,000 gp; 1800 XP; 45 days.

Weight: 1/2 pound.

Price: 90,000 gp.

Mask of Dreams

Cause creatures to slumber and possibly possess them.

Description: An expressionless, blank mask polished to reflect like a mirror.

Activation: Don the mask and stare at your target as a fullround action. The *slumber* effect is usable at will; the possession effect is usable once per day.

Effect: On a failed DC 18 Will save, the target instantly enters a stuporous state of *slumber* while you merge with the victim as if you had cast *possessing dreamform*. The effect lasts 90 minutes, at which time you reappear where you first possessed the victim. The mask's abilities only work on living creatures of 10 Hit Dice or fewer that sleep.

Aura/Creator Level: Faint enchantment aura and moderate necromancy aura; CL 9th.

Creation: Craft Staff, cast *possessing dreamform* and *deep slumber*; 36,000 gp; 1440 XP; 36 days; plus a mirrored mask.

Weight: 1/2 pound. Price: 72,800 gp

Mask of Expertise

Gain a bonus on skill checks. Description: A gnarled mask

depicting an unusual creature. Activation: Wear the mask. Continuous effect.

Effect: The wear enjoys a +4 insight bonus on a skill corresponding to the creature shown, either a devil (Bluff), gnome (Craft), angel (Diplomacy), satyr (Perform), minotaur (Intimidate) or lion (Sense Motive). Aura/Creator Level: Faint divination aura; CL 3rd.

Creation: Craft Wondrous Item, cast *trance of legends*; 5,400 gp; 216 XP; 6 days; plus a masterwork mask worth at least 200 gp.

Weight: 1/2 pound.

Price: 11,000 gp.

Malebolge Puzzle Box

Summon a nightmare spirit of the Malebolge Remnant.

Description: An ornate cube covered with fiendish pact magic seals. Examination reveals that the cube is a puzzle with pressure points that can open the cube.

Activation: Work with the puzzle box as a full-round action and succeed on a DC 17 Intelligence check or a DC 20 Open Locks check (gnomes enjoy a +4 racial bonus to solve the puzzle box). The user cannot take 20 and may try up to three times per day. The box can only be solved once per day.

Effect: The box opens a gate to the Malebolge Remnant and summons a living nightmare of one of the thirteen malebolge spirits. If the user is a lawful or evil outsider or a pactmaker bound with a spirit of the fiend constellation, then the nightmare obeys the user to the best of its ability for up to 66 minutes, at which time it returns to the Malebolge Remnant. If the user does not meet these requirements, then the nightmare immediately seeks to subdue the user and return him to the Malebolge remnant, where his soul will be broken down and rebuilt into the likeness of a devil.

Aura/Creator Level: Strong aura; CL 17th or BL 17th.

Creation: Craft Wondrous Item, cast *gate* and bind the spirit of The Malebolge Moors; 25,000 gp; 1000 XP; 25 days; plus a masterwork metal puzzle box worth 400 gp.

Weight: 1/2 pound. Price: 50,000 gp.

Orb of Cyclopes Control

Command constructs to obey your will.

Description: A stunningly beautiful crystal, the size of an ogre's fist, with myriad facets that reflect a rainbow of disturbing colors and echo a swirl of whispering sounds.

Activation: Hold the crystal and speak a command of 25 words or less as you target a construct within Medium range as a standard action.

Effect: The crystal produces strange lights and tinkling sounds that influence constructs. The targeted construct must succeed on a DC 24 Will save. Unintelligent constructs automatically fail the save. Highly intelligent constructs may feign failure of their save. The crystal ignores spell resistance. On a failed save, the construct obeys your command for 1 hour or until it completes any tasks indicated by the command that activated the crystal. The crystal works up to twice per day, then goes dormant.

Aura/Creator Level: Strong aura; CL 17th or BL 15th.

Creation: Craft Wondrous Item, cast *wish* or *miracle* or bind the spirit of Doomed Salu'im; 61,200 gp; 7448 XP; 62 days; plus a crystal worth 5000 gp.

Weight: 5 pounds.

Price: 127,400 gp.

Parasol of Flight

You can move through the air using this umbrella.

Description: A parasol, umbrella or similar sun shade. It may be plain or ornate, and either light and lacy or dark and satiny.

Activation: Open the parasol and speak the command word.

Effect: You can tread on air as though it were solid ground, as if using the *air walk* spell. You may move upward at a 45 degree angle or straight downward 60 feet per round. Wind faster than 20 miles per hour moves you 5 feet per 5 miles per hour of wind. Should you lose the parasol or its magical benefit, you float gently to the ground. You can use the parasol for up to 60 minutes per day. You may distribute the minutes all at once or spread out over the the course of the day.

Aura/Creator Level: Moderate aura; CL 7th or BL 7th.

Creation: Craft Wondrous Item, cast *air walk* or bind the spirit of Pavatu, Child of the Wind; 5,400 gp; 216 XP; 6 days.

Weight: 2 pounds.

Price: 10,800 gp.

Planeshifting Armor

This suit of armor allows the user to travel planes of existence with ease.

Description: A masterwork suit of armor painted with a montage of fantastical extraplanar locations.

Activation: Don the armor. Journeying to the destination plane is a full-round action. Returning is a move action.

Effect: Once per day, the wearer can move to another plane of existence and return to his starting plane within 9 hours. While traveling the wearer is protected against the ambient conditions of the plane.

Aura/Creator Level: Faint abjuration aura and moderate conjuration (teleportation) aura; CL 9th or BL 11th.

Creation: Craft Arms and Armor, cast *plane shift* or bind Jayna Warlock, plus cast *planar adaptation*; 22,000 gp; 888 XP; 22 days; plus masterwork armor.

Weight: As usual for the armor.

Price: Increase the armor's place by +44,000 gp.

Planewalker's Tapestry

Enjoy a safe experience of a plane without actually visiting it.

Description: A startlingly-lifelike tapestry woven of wool or silk depicting an otherworldly landscape such as the Apocryphal Desert, Ravaged Sea, Nightfang Weald or Outer Darkness.

Activation: Touch the tapestry and utter the command word. Works once per day for up to 8 different users.

Effect: The user is transported to the Plane of Dreams to a region that mirrors the landscape depicted in the tapestry. Creatures, objects, planar effects and terrain work as expected of the depicted plane unless the user succeeds on a DC 30 Knowledge (the planes) check to notice sufficient discrepancies. The user is protected against planar effects as if using the *planar adaptation* spell. The landscape may contain replicas of specific creatures or objects. Items or companions that the traveler gains vanish upon exiting the tapestry. XP gained is real.

Observers of the tapestry see the user become an inanimate part of the tapestry. The effect lasts up to 24 hours or until the user is unconscious or dead, at which time the user is transported back to the originating plane.

Aura/Creator Level: Moderate aura; CL 9th or BL 11th. Creation: Craft Wondrous Item, cast *plane shift* or bind Jayna Warlock, plus cast *planar adaptation*; 10,800 gp; 432 XP; 11 days; plus a masterwork tapestry worth at least 400 gp.

Weight: 90 pounds. Price: 22,000 gp

Repair Gloves

Useful gloves allow the user to repair constructs with ease.

Description: A pair of leather gloves with long, jointed, spider-like metal fingers that allow the wearer to reach with ease into hard-to-reach places.

Activation: Wear the gloves and utter a gnomish activation word. You can use the gloves up to 5 times per day.

Effect: The novice version repairs 1d8+3 hit points damage to a construct while the masters version repairs 4d8+9 hit points damage. Repair takes 1 minute. When wearing the masters version, the user can revive a destroyed construct to 1 hit point in lieu of normal repair.

Aura/Creator Level: Faint transmutation (novice) or moderate transmutation (masters) aura; CL 3rd (notice) or CL 9th (masters).

Creation: Craft Wondrous Item, Craft Construct, cast *repair construct* (novice) or *revive construct* (masters); 2,700 gp (novice) or 25,200 gp (masters) + 5,000 gp of diamond dust.; 108 XP (novice) or 1,008 XP (masters); 3 days (novice) or 26 days (masters); plus masterwork gloves.

Weight: 1/2 pound.

Price: 5,400 gp (novice) or 55,400 (masters).

Ritual Kit

Cast simple spells when needed twice per day.

Description: An ironwood box engraved with arcane symbols. Inside are material components suitable for spellcasting plus a mundane book of rituals describing the proper procedures for various low-level spells, from *alarm* to *zone of truth*.

Activation: Open the box, select a spell from the book of rituals, and follow the ritual procedure. You can select any 1stthrough 4th-level wizard spell or any 1st- through 3rd-level cleric or druid spell that has a material component cost of 1 GP or less and no XP component (the box magically supplies components worth less than 1 gp). After completing the ritual, the spell takes effect if you succeed on a DC 11 Intelligence check or a DC 8 Spellcraft check. Failure results in a puff of noxious smoke and no spell. Unlike normal spellcasting, all spells require a minimum 1 minute of casting time. Thusly, some spells will not be useful to reproduce. The ritual kit works twice per day, after which the kit shuts tight and its engraving changes to symbols of night and sleep.

Effect: See the description of the spell you selected.

Aura/Creator Level: Moderate universal aura; CL 9th or BL 11th.

Creation: Craft Wondrous Item, cast *minor wish* or bind the spirit of Jayna Warlock; 16,200 gp; 648 XP; 17 days; plus a masterwork box.

Weight: 5 pounds. Price: 32,400 gp.

Shadowpact Staff

This staff destroys the natural environment to empower its wielder.

Description: A staff of gnarled, pitch-black wood that casts no shadow.

Activation: Use the staff as a standard action.

Effect: In addition to damage dealt by the staff, expending one charge causes

the struck foe to suffer 3d6 damage and the wielder gains temporary hit points equal to the damage dealt (up to the foe's hit points +10). The temporary hit points vanish after 2 minutes. As a standard action, the user can expend 2 charges to sap the surrounding environment to empower himself. All natural plant life and Tiny or smaller natural animals within 15 feet of the user are instantly killed and become natural shadow, leaving the surrounding area barren and "salting" the denuded area for a period of 30 years. In exchange, the user is cloaked in shadow (attackers suffer a 20% miss chance) until the start of his next turn and the user can maximize the numerical effects of his next spell, spell-like ability or supernatural ability so long as the maximization occurs on his next turn. There must be at least minimal life in the area for the effect to work; otherwise, nothing happens and charges are not expended.

Aura/Creator Level: Faint necromancy aura; CL 5th.

Creation: Craft Staff, Maximize Spell and cast *blur* and *enervating touch*, or Focal Constellation (shadow) and able to bind a spirit of the shadow constellation of 3rd level or higher; 3,938 gp; 158 XP; 4 days; plus a masterwork staff made from wood harvested on the Plane of Shadow or the Nightfang Weald.

Weight: 4 pounds.

Price: 8,300 gp.

Spirit Bane Weapon

This weapon enhancement causes extra damage to pactmakers. **Description**: A masterwork weapon inscribed with runes

and sigils warding against possession and pact magic.

Activation: Wield the weapon.

Effect: The weapon causes +2d6 damage (if lesser version) or +4d6 damage (if greater version) against opponents that are bound with a spirit, possessed by a fiend or ghost, or under the effects of the *magic jar* spell.

Aura/Creator Level: N/a.

Creation: Craft Magic Arms and Armor; cast *align weapon or allies and enemies*. Other parameters depend on the weapon.

Weight: As usual for the weapon.

Price: Increase the weapon's effective bonus by +1 (lesser version) or +2 (if greater version).

Stronghold Mancatcher

This weapon snares foes magically as well as physically. **Description**: An exotic-looking staff with 10-foot reach, a pointed tip, and two grabbing pincers able to hold a creature. This is an exotic two-headed weapon for a Medium creature.

Activation: Make a standard attack action. The mancatcher cannot be used against adjacent foes.

Effect: On a successful hit, deliver 1d10 points damage. The weapon hits critically on a 20 for double damage. If the target is Small, Medium or Large, the wielder may initiate a grapple against the target as a free action with a +4 bonus on the grapple check and without provoking an attack of opportunity. On a failed opposed check, the target is grappled and must succeed of a DC 14 Will save or be paralyzed as if affected by the *hold person* spell. While grappling, the mancatcher automatically delivers 1d10 points of damage per round; moreover, if the target is magically paralyzed, the wielder automatically inflicts a critical hit against the target that round.

Aura/Creator Level: Faint enchantment aura; CL 3rd.

Creation: Craft Magic Arms and Armor, Improved Unarmed Strike, cast *hold person* or bind a spirit of the spider constellation of 2nd level or higher; 8,000 gp (+1 mancatcher); 280 XP; 7 days; plus masterwork mancatcher.

Weight: 12 pounds. Price: 16,300 gp.

Templar's Collar

Protective armored neck guard rebuffs mental assaults.

Description: A metal collar that fits to breastplate or plate mail.

Activation: Wear the collar for continuous benefit.

Effect: If the wearer is of lawful alignment, he

enjoys a +6 bonus to resist mind affecting spells and effects. Aura/Creator Level: Faint aura; CL 5th.

Creation: Craft Magic Arms and Armor, cast *magic circle against chaos*; 7,500 gp; 300 XP; 8 days.

Weight: 5 pounds.

Price: 15,000 gp.

Trapmaker's Kit

Make magical traps as needed twice per day.

Description: An ironwood box engraved with seals of spirits of the thief constellation. Inside are mechanical elements suitable for crafting simple magical traps plus a mundane book that describes the proper procedures to craft traps.

Activation: Open the box, select a trap from the book of traps, and follow the assembly procedure. The trap always produces an energy explosion when triggered. Select an energy type: acid, cold, electricity, fire or sonic. Select a trigger: motion sensor (speed 5 ft. or more), pressure plate (50 pounds), password or timer (up to 10 minutes). After following the procedures for 1 minute, the trap is ready to function if you succeed on a DC 11 Dexterity check or a DC 8 Craft (trapmaking) check. The trapmaking kit works three times per day, after which the kit shuts tight and its engraving changes to symbols of night and sleep.

Effect: You create a trap. The trap causes 3d8 hit points of damage, and is centered on one 5-ft. square within Close range of you, and it affects any creature in that square plus creatures in adjacent squares. A DC 15 Reflex save reduces the damage by half. The trap Search DC and Disable Device are 28.

Aura/Creator Level: Faint abjuration aura; CL 5th or BL 5th.

Creation: Craft Wondrous Item, cast *glyph of warding* or bind a spirit of the thief constellation; 8,100 gp; 324 XP; 9 days; plus a masterwork box and a 200 gp diamond.

Weight: 5 pounds. Price: 16,200 gp.

Vatic Eye

Floating eye provides you with visual image of the area it scouts. **Description**: A fist-sized construct eye. The eye is semi-

transparent and pliable to the touch.

Activation: Concentrate for 1 minute. You must have bound a spirit.

Effect: The eye levitates and moves at speed 10 feet in the direction the user desires for up to 5 minutes. The eye may move up to 400 feet from the user. When the user concentrates, he can see through the eye as if he were located where the eye is. When the user stops concentrating, the eye halts and floats in place until the user resumes concentrating or until the

5 minute period expires, at which time the eye floats to the ground and becomes inert.

Aura/Creator Level: Faint divination and faint transmutation aura; CL 5th.

Creation: Craft Wondrous Item, cast *sense link* and *levitate*, or bind a spirit of the portal constellation of 3rd level or higher; 9,000 gp; 360 XP; 360 days; plus the eye of a cyclopes.

Weight: 3 pounds. **Price**: 18,300 gp.

Void Mantle

Ideal protective wear for travelers of the Outer Darkness.

Description: A black robe full of stars.

Activation: Wear the robe. You must speak a command word to activate the *construct form* and *plane shift* effects.

Effect: The user can fly at speed 40 (average maneuverability) for as long as as desired. See the *overland flight* spell for details. On command, the user can polymorph into a construct. This works like the *construct form* spell except the duration is unlimited until dismissed. Finally, the user can *plane shift* nine times per day but only to/from the Outer Darkness and the Material Plane.

Aura/Creator Level: Moderate aura; CL 9th or BL 11th. Creation: Craft Wondrous Item, cast *overland flight* and *plane shift* or bind Jayna Warlock, plus cast *construct form*; 95,500 gp; 3820 XP; 96 days.

Weight: 1/2 pound. **Price**: 191,000 gp

TREASURE TABLES

The tables on the next three pages award treasure appropriate to binder adventurers. For an encounter, select the table that matches the Encounter Level (EL). For each party member, roll 2d12 and consult the table or select as desired. To include lowerlevel treasures, replace a single roll on the usual table with multiple rolls on lower-level tables, such that all Encounter Levels add to the usual Encounter Level. For example, you can replace a single roll on Table 8-3 with three rolls on Table 8-1. The treasures are drawn from traditional options plus *SoPM*, Chapter 8: Magic Items, and from this book.



TABLE 8-1: TREASURE—EL 1 AND 2 (AVG. 125 GP)

2d12	Item	GP Value
2	Crystaline statuette	250
3	Battle camel pack [†]	150
4	Everburning torch	110
5	Masterwork dagger	105
6	Gnostic book (1st-level spirit) †	100
7	Masterwork manacles	50
8	Antitoxin vial	50
9	Healers kit	50
10	Scroll (three 0-level spells)	38
11	Gold leaf apocrypha book	25
12	Tome of Knowledge (any one Knowledge area)	5
13	Inspiring novel in waterproof case	3
14	Fine actor outfit with golden mask	10
15	Set of ten inspiring novels	30
16	Small gem	50
17	Tanglefoot bag	50
18	Potion (1st-level spell)	50
19	Scroll (three 1st-level spells)	75
20	Masterwork thieves tools	100
21	Masterwork musical instrument	100
22	Spirit pages † (3 pack)	150
23	Masterwork studded leather	175
24	Masterwork chain shirt	250

TABLE 8-2: TREASURE—EL 3 AND 4 (AVG. 875 GP)

2d12	Item	GP Value
2	Mithral breastplate	1,400
3	Masterwork painting	1,100
4	Binding gem (1st-level spirit) †	1,000
5	Incense of proud pacts [†]	1,000
6	Fine noble's outfit with bewjewled gold crown	1,000
7	Desert spice [†]	750
8	Infinite chalk stick †	500
9	Elixer of truth	500
10	Gnostic book (2nd-level spirit) †	400
11	Masterwork bow	375
12	Masterwork staff	300
13	Potion (2nd-level spell)	300
14	Masterwork sword	325
15	Scroll (three 2nd-level spells)	450
16	Medium 500 gp gem	500
17	Potion (3rd-level spell)	750
18	Gnostic book (3rd-level spirit) [†]	900
19	Large 1,000 gp gem	1,000
20	Binder's mask (notive)	1,080
21	Spyglass	1,000
22	Mithral chain shirt	1,200
23	Mithral scalemail	1,300
24	Cursed book/mask (Will DC 12, doom or sleep)	2,000
10 miles		- 11

TABLE 8-3: TREASURE—EL 5 AND 6 (AVG. 2,625 GP)

2d12	Item	GP Value
2	Camel pack of healing $(3/day, cure light wounds)^{\dagger}$	3,600
3	Cyclopes amulet (natural armor +1)	3,000
4	Ring of climbing	2,500
5	Summoning brazier [†]	2,300
6	Binders mask (apprentice)	2,260
7	Ring of feather falling	2,200
8	Gauntlet's of Obarth $(+1)^{\dagger}$	2,100
9	Pendant of unbound power $(+1)^{\dagger}$	2,000
10	Ring of Protection +1	2,000
11	Symbol of allegience [†]	1,700
12	Potion (4th-level spell)	1,200
13	Scroll (three 3rd-level spells)	1,125
14	Silverleaf chest with 100 pp	1,200
15	Gnostic book (4th-level spirit) †	1,600
16	Huge 2000 gp gem	2,000
17	+1 mithral chain shirt	2,100
18	Dedicated vest [†]	2,200
19	Embroided bejeweled robe	2,500
20	Ring of swimming	2,500
21	Ring of sustenance	2,500
22	Bag of holding (250 lbs)	2,500
23	Nightfang mask (3/day, use scare, spider climb or web)	3,200
24	Cursed book/mask (Will 13, blindness/deafness or lesser confusion)	4,000

TABLE 8-4: TREASURE—EL 7 AND 8 (AVG. 5,625 GP)

2d12	Item	GP Value
2	Bag of holding (750 lbs)	7,400
8	Cloak of exorcist's lament (minor)	7,200
3	Tome of Mana [†]	6,800
4	Loi'moi's ladder [†]	6,600
5	Binder mantle [†]	6,000
6	Repair gloves (novice)	5,400
7	Feast basket	5,400
9	Goggles of spirit sight [†]	4,200
10	Bear's vest (Constitution +2)	4,000
11	Eagle's cloak (Charisma +2)	4,000
12	Gnostic book (5th-level spirit) [†]	2,500
13	Scroll (three 4th-level spells)	2,100
14	Binding gem (2nd-level spirit) †	4,000
15	Elven chainmail	4,200
16	+1 dragonhide armor	4,300
17	Bag of holding (500 lbs)	5,000
18	+2 mithral breastplate	5,100
19	Binders mask (masters)	5,400
20	Spirit skull †	5,400
21	Camel pack of healing (5/day, cure light wounds) †	6,000
22	Exorcist's mirror †	6,500
23	+2 dragonhide armor	7,300
24	Cursed book/mask (Will 14, bestow curse or sepia snake sigil)	10,000

TABLE 8-5: TREASURE—EL 9 AND 10 (AVG. 11,250 GP)

2d12	Item	GP Value
2	+3 dragonhide armor	12,300
3	Exorcist's lament [†]	12,000
4	Mask of expertise	11,000
5	+1 adamantine breastplate	11,200
6	Evanis's staff [†]	11,000
7	Binder's mask (dire)	10,080
8	Shadowpact staff	8,300
9	+1 sword (bane)	8,300
10	Ring of protection +2	8,000
11	Guantlet's of Obarth (+2) †	8,000
12	Pendant of unbound power (+2) †	8,000
13	Scroll (three 5th-level spells)	3,300
14	Cyclopes amulet (natural armor +2)	9,000
15	Ring of mind shielding	8,000
16	+1 bow (bane)	8,300
17	Binding gem (3rd-level spirit) †	9,000
18	Atlan astrolabe, lesser †	10,000
19	Ring of improved swimming	10,000
20	Parasol of flight	10,800
21	Wardrobe of lost lives †	11,000
22	Airy lung	10,900
23	+2 mithral shirt (shadow, silent moves)	12,000
24	Cursed book/mask (Will 16, confusion or lesser geas)	18,000

TABLE 8-6: TREASURE—EL 11 AND 12 (AVG. 20,000 GP)

	GP Value
Cyclopean staff	24,463
+2 mithral (shadow, improved silent moves)	24,000
Planewalker's tapestry	22,000
Pocket bookcase †	20,000
Codex of nihilism †	18,000
Guantlet's of Obarth $(+3)^{\dagger}$	18,000
Pendant of unbound power $(+3)^{\dagger}$	18,000
+1 sword (bane, acidic)	18,000
+1 bow (bane, seeking)	18,000
Spirit ward [†]	15,000
Scroll (three 6th-level spells)	4,800
Gnostic book (6th-level spirit) †	3,600
+1 mithral breastplate (save vs supernatural +3)	16,000
Binding gem (4th-level spirit) †	16,000
Trapmaker's kit	16,200
Constellation cloak [†]	18,000
Cyclopes amulet (natural armor +3)	19,000
+1 spear (dispelling)	18,000
+1 staff (bane, spellstoring)	18,000
Celestial armor (+3 sacred chainmail)	22,400
Rod of enemy detection	23,500
Lady Jarah's veil †	24,000
Cursed book/mask (Will 17, <i>feeblemind</i> or <i>nightmare</i>)	30,000
	 +2 mithral (shadow, improved silent moves) Planewalker's tapestry Pocket bookcase [†] Codex of nihilism [†] Guantlet's of Obarth (+3) [†] Pendant of unbound power (+3) [†] +1 sword (bane, acidic) +1 sword (bane, acidic) +1 bow (bane, seeking) Spirit ward [†] Scroll (three 6th-level spells) Gnostic book (6th-level spirit) [†] +1 mithral breastplate (save vs supernatural +3) Binding gem (4th-level spirit) [†] Trapmaker's kit Constellation cloak [†] Cyclopes amulet (natural armor +3) +1 spear (dispelling) +1 staff (bane, spellstoring) Celestial armor (+3 sacred chainmail) Rod of enemy detection Lady Jarah's veil [†]

TABLE 8-7: TREASURE—EL 13 AND 14 (AVG. 35,000 GP)

2d12	Item	GP Value
2	+4 mithral half-plate (arrow deflecting, silent moves)	40,000
3	Bear's vest (Constitution +6)	36,000
4	Eagle's cloak (Charisma +6)	36,000
5	+3 dwarfplate (SR 13)	35,000
6	Cloak of exorcist's lament (3/day, exorcist lament)	33,600
7	+1 bow (bane, dispelling)	32,000
8	+1 staff (bane, spellstoring x2)	30,000
9	Tome of true names †	30,000
10	Mare Loviatha's wig [†]	27,000
11	Atlan astrolabe, greater [†]	26,000
12	Scroll (three 7th-level spells) in waterproof tube	7,200
13	Gnostic book (7th-level spirit) †	5,000
14	Binding gem (5th-level spirit) †	25,000
15	+3 dwarfplate	26,000
16	Chasuble of fell spirits †	28,000
17	Ring of major energy resistance	28,000
18	+2 spiked dragonhide (medium fortitude)	28,500
19	+1 sword (bane, dispelling)	32,000
20	+1 scimitar (bane, keen, visious)	32,000
21	+1 bow (bane, distance, seeking)	32,000
22	Ritual kit	32,400
23	Cyclopes amulet (natural armor +4)	33,000
24	Cursed book/mask (Will 19, geas/quest or flesh to stone)	44,000

TABLE 8-8: TREASURE—EL 15 AND 16 (AVG. 57,500 GP)

2d12	Item	GP Value
2	Baraddu's mask [†]	64,000
3	Exorcism kit	59,000
4	Chest of nightmares	54,300
5	Demon armor (+4 profane fullplate)	52,000
6	Malebolge puzzle box	50,000
7	+1 staff (shocking burst, throwing, returning, spellstoring)	50,000
8	+1 bow (seeking, greater bane)	50,000
9	+3 adamantine armor (deeper shadow, improved silent moves)	49,000
10	Cloak of binder's lament	46,000
11	N'alyia's bite †	42,000
12	Binding gem (6th-level spirit) †	36,000
13	Gnostic book (8th-level spirit) †	6,400
14	Scroll (three 8th-level spells) in waterproof tube	9,000
15	+5 mithril spiked full plate (shadow, silence moves)	32,500
16	+1 adamantine armor (save vs. supernatural +4, shadow)	43,000
17	Binding gem (7th-level spirit) ^{\dagger}	49,000
18	+1 scimitar (vicious, greater bane)	50,000
19	Cyclopes amulet (natural armor +5)	51,000
20	+2 mithral shirt (deeper shadow, improved silent moves)	52,000
21	Cloak of exorcist's lament (masters)	54,000
22	Repair gloves (masters)	54,400
23	Cursed book/mask (Will 20, insanity or plane shift)	61,000
24	Hexus's eye †	68,000

TABLE 8-9: TREASURE—EL 17 AND 18 (AVG. 85,000 GP)

2d12	Item	GP Value
2	+3 dwarfplate (SR 19, energy resistant)	98,000
3	+2 spear (dispelling, greater bane)	98,000
4	Leech pendant (5/day, <i>supernatural leech field</i>)	90,000
5	Eternal shackles (continuous <i>dimensional shackles</i> and <i>antimagic field</i> while worn)	88,000
6	Manual (Charisma +3)	83,000
7	Gnostic book (9th-level spirit)	82,000
8	Blood thief	81,000
9	+3 dagger (greater bane)	72,000
10	+3 axe (ararchic, acidic)	72,000
11	+3 staff (greater bane)	72,000
12	Binding gem (8th-level spirit)	64,000
13	Scroll (three 9th-level spells) in waterproof tube	12,000
14	Amulet of planar travel	62,500
15	+2 mithral breastplate (etherealness, shadow, improved silent moves)	72,000
16	Gold chest with 7000 platinum pieces	72,000
17	Mask of dreams	78,800
18	Cursed book/mask (Will 22, trap the soul or temporal stasis)	80,000
19	+2 shield (animated, bashing, arrow deflection, +2 vs. supernatural)	81,000
20	Manual (Constitution +3)	83,000
21	+1 mithral chain shirt (etherealness, shadow, im- proved silent moves, +3 vs supernatural)	84,000
22	+1 bow (dispelling, seeking, greater bane)	98,000
23	+3 staff (greater bane, spellstoring)	98,000
24	+1 sword (acidic, axiomatic, greater bane)	98,000

SPELL-BASED ITEMS

When you assign potions, scrolls, wands or other items as treasure, consider using the list below of spells that are useful to binders and their foes. Most of the spells are interchangeable as potions or scrolls. Offensive spells such as *acid arrow* are usually oils. The table at right summarizes item market prices.

- **0th**—acid splash, detect magic, detect poison, light, mage hand, message, reveal heresy, summon instrument.
- **1st**—comprehend languages, cure light wounds, detect pact spirits, evoke sign, fortify alignment, hide from constructs, protection from evil, repair construct, tome pocket, suppress sign, venatu's scribe.
- **2nd**—acid arrow, allies and enemies, auger pact, bear's endurance, borrow granted ability, cure moderate wounds, eagle's splendor, locate object, heroic binder, planar adaptation, resist energy, reveal heretic, trance of legends, undetectable alignment, undetectable spirit, zone of spiritual abstinence.
- **3rd**—acid bolt, analyze pact spirits, bolster binding, cure serious wounds, etheric step, explosive runes, glibness, greater auger pact, occult sight, magic circle against evil, memoir, nightfang form, nondetection, remove disease, scent of lore.
- **4th**—borrow granted ability, greater allies and enemies, bestow malady, conceal pact magic, cure critical wounds, deanimation ray, dire beast form, greater planar adaptation, neutralize poison, remove malady, spirit birth, spirit mask, spiritual killer, stoneskin.
- **5th**—bind spirit I, construct form, dismiss pact spirit, ensure binding,

TABLE 8-10: TREASURE—EL 19 AND 20 (AVG. 200,000 GP)

2d12	Item	GP Value
2	Soul prison [†]	276,000
3	+5 axe (dispelling, greater bane)	200,000
4	+5 staff (greater bane, spellstoring x2)	200,000
5	Void mantle	101,000
6	Saruga's robe	145,000
7	Crown of night	145,000
8	Manual (Charisma +5)	138,000
9	+2 sword (greater bane, acidic, axiomatic)	128,000
10	Orb of cyclopes control	127,400
11	+5 adamantine breastplate (save vs. supernatural +5)	110,000
12	Binding gem (1 granted ability of epic spirit)	100,000
13	Amulet of the planes (plane shift on DC 15 Int check)	62,640
14	Cursed book/mask (Will 24, imprisonment or weird)	101,000
15	+2 adamantine fullplate (save vs. supernatural +5, medium fortitude)	110,000
16	+4 dragonhide (medium fortitude, arrow deflecting, SR 13, energy resistance)	118,000
17	+2 sword (greater bane, vicious, speed)	128,000
18	Manual (Constitution +5)	138,000
19	+2 sword (greater bane, brilliant energy)	162,000
20	+2 adamantine armor (SR 19, invulnerability, resist energy, arrow deflecting, deeper shadow, improved silent moves, resist energy)	175,000
21	+3 bow (seeking, speed, greater bane)	200,000
22	+4 bow (dispelling, seeking, greater bane)	200,000
23	Construct ward	253,000
24	+5 adamantine armor (greater silent moves, deeper shadow, greater slick, planeshifting)	260,000

form of nightmares, plane shift, revive construct, succor from death, supernatural leech field.

- **6th**—bind spirit II, Circe's urgent pact, supernatural magic jar, mass etheric step, mass undetectable spirit, voltanna's tome ward.
- 7th—antimagic ray, banish pact spirits, bind spirit III, doppelganger form, limited wish, plane shift.

8th—acidic wrath, bind spirit IV, deanimation sphere, mass stoneskin, maze, protection from the supernatural, raise ruins.

9th—antispirit field, bind spirit V, gate, mass spirit binding, wish.

Spell Level	Potion GP Cost	Scroll GP Cost	Wand GP Cost	Wondrous Item (Usable1/day) GP Cost
Oth	25	12.5	375	600
1st	50	25	750	1,200
2nd	300	150	4,500	2,400
3rd	750	375	11,250	6,000
4th	_	700	21,000	11,200
5th	_	1,125	_	18,000
6th		1,650		26,400
7th	—	2,275		35,400
8th	—	3,000	_	48,000
9th		3,825	_	61,200
4th 5th 6th 7th 8th 9th		700 1,125 1,650 2,275 3,000 3,825	21,000	11,200 18,000 26,400 35,400 48,000

Note: Market prices do not factor costly material components.

INSPIRING NOVELS

Pactmakers may discover, fight over, puzzle out, and gain enlightenment from novels.

Fully reading a novel requires 8 uninterrupted hours (1 day), or 16 hours spread over two or more days with a maximum of 8 hours reading per day. Upon reading the last page, the binder attempts a reading comprehension check, which is resolved as a DC 13 Wisdom check. Do not apply spells and effects such as *owl's wisdom* that last less than the reading time. Success indicates the pactmaker enjoys a permanent +1 insight bonus on binding checks for spirits of the constellation to which the novel belongs. Failure indicates no benefit or penalty, and a binder may re-read the novel after gaining a level in order to try again.

Portal Constellation

A Brief History of Tymoria A Passage to Infinity A Perilous Step Arch of the Third Eye Multiverse My Five-Foot Shift My Quest The Adventurer's Guide to the Multiverse The Planes Less Traveled The Sign of Things to Come

Spider Constellation

A Drow of Two Swords All Monsters Great and Small Bridges Over Medusa Faces Beneath My Skin Monster Farm Seven Brides for Seven Bugbears The Manticore Manual The Little Ettercap That Could The House of Hideous Laughter The Stirges

Tree Constellation

A Brave New Land Feathers of Our Forefathers Solomon's Song Songs and Countersongs The Call of the Fey The Lost Isle of Dread The Halfling To Kill an Owlbear Tojanida When Harpy Met Satyr

Angel Constellation

At Heaven's Gate Auras of Courage From Here to Elysium Holding My Turn Ordinary Mortals Pathfinder's Win Secret of the Golden Flower Titanus Shrugged The Paladin's Handbook Torn Wings of Angels

Knight Constellation

A Legion of Furious Limbs An Eternal Mithril Blade Attacks of Opportunity Barbarians Don't Cry Beowulf Elves and Orcs Immediate Action Skyship Warriors The Gnolls of Wrath The Silence and the Rage

Crown Constellation

Adamantine Formian's Wake Hommlet I, Zelekhut King Leonal Little Hamlet of the Plains Law and Chaos Quartering on the Right Side of the Castle Queen Leonia at the Helm The Throne of Sighs

Thief Constellation

Dice Gary's Game of Choice and Chance Gold His Taunting Visage Improved Initiative Lady Jarah Party of Four Quick Draw The Meta-Game The Phasm's Thumb

Dragon Constellation

A Portrait of the Dragonslayer as aYoung Man Cry of the Lost Wyrm Death to Codzilla Little Wyverns My Tarrasque Omachio The Day Dragon Died The Diamond as Big as the Roc The Dragon Master's Guide The Emperor of the Kobolds

Fiend Constellation

Bonfire of the Vrocks Descent to the Center of Hell Fiendish Portfolios Someone Wicked this Way Comes The Infernal Verses The Shining Darkness Vestige of the Hag Countess

Over time, a binder may read multiple novels to increase the insight bonus, either for the same constellation or for different constellations. The maximum total of bonuses equals the binder's level. Thus, a 12th level binder might have successfully read four novels to gain a +4 bonus to the Portal constellation, two other novels to gain a +2 bonus to the Spider constellation, and a +1 bonus to each of six other constellations. Should the binder ever forget a novel (due to *modify memory* or a similar effect), then the corresponding insight bonus is lost.

A character does not automatically know a book's possible benefits or its constellation. A successful DC 8 Intelligence check reveals the constellation after 1 minute of perusal.

Binders with bardic lore, occult lore or a similar class feature enjoy a +2 bonus on their reading comprehension check.

Villains of Pact Magic Warlords and Warlocks Wheels Turn Within Wheels

Ghoul Constellation

Buford the Vampire Slayer Encounter with the Vampire Reflections of the Vampire The Exorcism The Great Ghast The Lich and the Sea Cat The Passageway of All Flesh The Styx Runs Through It The Wight in the Window We the Undead

Genie Constellation

Apocalypse Gnome A Handful of Sand Circe's Story Dreams of Genies Gone with the Air Elemental The Sphinx, theWarlock, and the Robe The Taming of the Slaad'im The Unmaking of Kandisha ThreeWishes Whirlwinds of Dune

Mage Constellation

A Clockwork Otyugh Combat Casting Magic for Everyone Mysteries of Pact Magic Secrets of Pact Magic Sorcerer's Choice The Broken Spell The Matrix Spell The Sorcerer's Know Stone Why Wizards Rule

Shadow Constellation

Blind-Fighting Club Good and Evil Heart of Deeper Darkness Midnight's Offspring My Descent to Outer Darkness Nightmares Alive Please Disintegrate Me Shadowy Illumination The Lady of the Ring This Horrid Skein Whence the Half-Ore

ELDRITCH ORBS

Eldritch orbs are large sentient constructs that serve the needs of buildings and organizations. An orb might guard a keep, accompany an army into battle, act as an assistant priest in a church, or function as a judge and executioner. All eldritch orbs are built from the same chassis as described in the statistics block below (although an eldritch orb's creator is free to choose different skill ranks and feats than those listed).

Eldritch Orb (CR 9)

Large Construct

Hit Dice: 9d10+30 (79 hp) **Initiative**: +4

Speed: Fly 10 ft.

AC: 22 (-1 size, +1 Dex, +8 natural, +4 mage armor), touch 14, flat-footed 20

Base Attack/Grapple: +6 /+13

Attack/Full Attack: Bash +13 melee (1d8+7+shock)

Space/Reach: 15 ft. /5 ft.

- **Special Attacks**: Shock (target suffers 5d6 electrical damage, +3 to hit metal-clad opponents).
- **Special Qualities:** Blindsense, construct traits, DR 5/magic, *levitate, mage armor*, resistance 5 to electricity. Speak Common. Plus other features as decided by creator.

Saves: Fort +3, Ref +5, Will +1

Abilities: Str 24, Dex 13, Con -, Int 10, Wis 6, Cha 16

- **Skills**: Knowledge (arcana) +2, Knowledge (any other) +2, Listen +8, Sense Motive +11.
- Feats: Flyby Attack, Hover, Improved Initiative, Skill Focus (Sense Motive).

Alignment: Neutral or as creator.

Like a staff, an orb relies on charges. A newly crafted orb has 50 charges. Unlike a staff, an orb is sentient and can choose when to expend a charge (rather than relying upon a user). Moreover, an allied spellcaster can recharge an orb. One 3rd-level spell slot restores 1 charge back to an eldritch orb.

An eldritch orb obeys its creator as its primary master and any other creatures designated by its master. With an average intelligence, an orb can execute moderately complex instructions. Due to its weak will, it tends to abstain from acting rather than attempt an action that is overly problematic.

Creating an eldritch orb requires the Craft Construct feat plus access to the following spells: *levitate*, *mage armor* and *shocking grasp*. The base cost equals 5,000 gp for materials plus 3,356 gp in magical components for a total cost of 8,356 gp. Most orbs also possess additional spells. Consider the list of packages below to augment an orb. All packages are at caster level 9th.

Circus Maximus

This colorful and entertaining orb can bluff with ease, summon monsters and furnishings and create convincing illusions.

Bonus Spells: *glibness* (+30 Bluff), *hideous laughter* (9 rounds, DC 15 Will), *minor creation* (9 cubic ft., 9 hrs, nonliving plant matter), *mirage arcana* (2 charges, nine 20-ft. cubes, full sensory illusion of any terrain or structure), *prestidigitation, summon monster II* (9 rounds), *summon monsterV* (2 charges, 9 rounds).

Added Cost: +34,172 gp.

Elder Acolyte

This pearly feathered orb is covered with icons of the sun, angels, wise priests and their fair gods performing miracles.

Bonus Spells: augury (79% accuracy), cure serious wounds (3d8+9 hp), cure disease, detect evil, plane shift (3 charges), raise dead (2 charges), sending.

Added Cost: +34,594 gp.

Farmhand

Motifs of planting, harvesting and feasting adorn this orb, which is ideal for farming communities to ensure good crops.

Bonus Spells: *commune with nature* 5 (2 charges, learn 3 facts, 9-mile radius above ground or 900-ft. radius underground), *control water* (90 ft. x 90 ft. x 18 ft.), *create water* (18 gallons), *entangle* (40-ft. radius), *goodberry* (2d4 hp), *plant growth* (improve farm over 1/2-mile), *quench*, *reincarnate* (2 charges).

Added Cost: +34,594 gp.

Grave Keeper

Images of skeletons, graves, and dark magic adorn this black and blood-red orb that can determine guilt and serve justice.

Bonus Spells: animate dead (max. 18 Hit Dice at any one time, max. 36 Hit Dice of undead total), bestow curse (DC 17 Will), detect undead, discern lies (DC 17 Will), gentle repose, insect plague (3 charges), speak with dead (9 minutes, 4 questions).

Added Cost: +35,000 gp.

Ice Titan

This silvery orb is styled with ice and snow motifs and is wellsuited to accompany soldiers into battle.

Bonus Spells: *defenestrating touch* (teleport touched foe 45 ft. in a random direction, DC 17 Will), *expeditious retreat, ice storm* (3d6 bludgeoning +2d6 cold damage, 20 ft. radius), *resist energy* (cold 10), *retributive nightmare* (2 charges, 9 rounds, first attacker in round within 45 ft. that strikes the orb suffers 2d6+9 cold damage, DC 16 Fortitude for half), *shield, slow* (9 rounds, DC 16 Will negates).

Added Cost: +33,750 gp.

Magus Orb

This royal-blue orb is styled with gold stars and arcane runes. It is well-suited to act as a useful arcane spellcaster.

Bonus Spells: arcane sight (9 min.), comprehend languages (90 min.), magic jar (2 charges, 9 hrs, 90 ft. range, receptacle built into chassis), ray of enfeeblement (1d6+4 Str damage), scrying, teleport (2 charges, 900 miles, 3 Medium passengers), wall of force (2 charges, nine 10-ft. squares).

Added Cost: +34,172 gp.

Master's Freemason

This grey and taupe orb blends with and easily manipulates stone, whether to build fortresses or to tear them down.

Bonus Spells: meld into stone (90 min.), soften earth and stone (nine 10-ft. squares, DC 15 Reflex or cannot move, attack or cast spells for 1d2 rounds), spike stones (2 charges, 9 hrs, nine 20-ft. squares, inflict 1d8 piercing damage / 5 ft. moved, slowed on failed DC 17 Reflex), stone shape (instant, 19 cubic ft.), stoneskin (3 charges, DR 10/adamantine, 90 min.), wall of stone (instant, nine 5 ft-squares of wall).

Added Cost: +35,156 gp.

BINDER ARTIFACT: Amulet of Taios the Wyrm Kin

This transdimensional artifact is a well of ancient power for pactmakers. It also delivers a horrifying divine curse.

Appearance: An amulet on a weighty chain. The amulet consists of a flat, hollow ring. Mounted in the ring's center is the seal of any spirit besides that of Taios the Wyrm Kin.

Background: When the leaders of the Atlan Empire sought to destroy their rival, the frehmin, they crafted a spirit that would allow their soldiers to better travel through the blistering sands and scalding winds of the frehmin desert. Atlan artificers and savants subjected five captured frehmin warriors to the *craft vestige* spell and destroyed the frehmins' souls in the process in order to heighten the newly-crafted spirit's power. Bound with the spirit of Taios, atlan armies marched upon frehmin cities with ease and drove the survivors into the wastes and mountains.

Centuries later, when the elder gods moved to annihilate the Atlan Empire, they heard the frehmins' angry tears. In response, the elder gods worked to block pactmakers from binding Taios. To do this, they created an amulet. The amulet must be worn to summon Taios. This was the furthest step that they could take while ensuring that someday they or their stalwart followers might be able to retrieve the lost frehmin souls using the amulet. In time, ingenious binders sundered the amulet into seventeen "aspects" in order to summon the spirit more often. Each aspect was thrown into a different time and place in history. Thus, the amulet appears whole to anyone who uses it, and up to seventeen pactmakers can bind the spirit at once. That said, no two amulets can exist in the same time or place; thus, binders of Taios rarely if ever meet each other or operate together, though they can sense each other and exchange message across space and time. Bringing two aspects of the amulet together causes the effects of a reality maelstrom (page 76) that moves at least one of the aspects to a new time and/or place. The elder gods foresaw the amulet's sundering and planted a curse. Whoever uses the amulet risks the curse. Moreover, whoever makes sacrifices to unlock the amulet's powers transforms into an Abomination of Taios, a mummy-like creature driven to destroy pactmaking in all of its forms.

Benefits: Any pactmaker who wears the amulet for 24 hours can bind Taios the Wyrm Kin without performing a ceremony provided he can normally bind spirits of 2nd level or higher. Moreover, the amulet grants additional powers based on the number of Hit Dice of pactmakers that the wearer delivers a killing blow against while wearing the amulet. For every 8 Hit Dice of slain pactmakers, the wearer gains 1 "argot" to unlock the amulet's power. A wearer can apply a maximum number of argots equal to the highest level spirit that he can bind. The wearer gains the following benefits.

» +1 bonus/argot to natural AC. The wearer's skin toughens to become like that of a dune wyrm (*SoPM*, page 325).

» Each day, use *true seeing* for 1 round/argot. A 3-in. ocular ring appears in front of the wearer's eyes.

» Aura of Heat: Foes that make melee attacks with a reach of 5 ft. or use unarmed or natural weapon attacks against the wearer suffer 2 hit points/argot of heat damage, no save.

Breath Weapon: 1d8/argot fire damage in a 15 ft. cone.
 / Tremor: All creatures within 10 ft./argot must succeed on

a Reflex save or fall prone.

» Deafening Roar: All creatures within 10 ft./argot must succeed on a Fortitude save or be deafened permanently.

» Tremorsense and blindsight to a distance of 5 ft./argot.

» Send a message 1/day as if using a *sending* spell with one other binder who wears an aspect of the amulet. The wearer does not need to know the recipient; when he does not, he is put in contact with a wearer nearest in space and time.

A wearer who can apply 4+ argots can bind Taios the Wyrm Kin in addition to any other spirits he binds for the day.

Save DCs equal 10 + 1/2 the wearer's binder level + the wearer's Charisma modifier.

Removing the amulet for more than 24 hours resets the argot count to zero.

Side Effects: The elder gods' curse quickly transforms the wearer into an Abomination of Taios. A wearer must succeed each day at noon on a Will save or transform. The DC equals 10 + 2 x the number of argots. For example, 4 argots results in a DC 18 Will save. If the wearer fails the save, he loses all traces of humanity as he transforms into an immortal chaotic evil outsider geased with the singular goal of killing all pactmakers. At the same time, all clothing and armor become mummylike wrappings that grant a +9 profane bonus to AC. All weapons merge into a single scimitar that acts as a +2 vorpal scimitar with greater bane (+4d6) against pactmaking creatures. And all other equipment except the amulet is lost as the wearer gains the ability to levitate at will and regenerate 10 hit points per round (or 5 hit points per round from fire damage). Within 72 hours of transformation, a wearer can be restored to normal using wish (but not miracle), though all equipment is lost forever. After 72 hours, the wearer's body, soul and equipment are lost for all time. When an Abomination of Taios dies, its body and all equipment except the amulet turn to dust and its soul is destroyed. This book's cover illustrates an Abomination of Taios.

Destruction: Anyone who wishes to destroy the amulet must restore the lost souls of the five frehmin who were murdered in order to create the spirit of Taios the Wyrm Kin.

Taios the Wyrm Kin

Here are the summoning statistics for this unusual spirit.

Level: 2nd.

Constellation: Genie.

Binding DC: 17.

Here are the spirit's granted abilities.

Arm of Taios: Gain proficiency with the scimitar and all martial bows, enjoy the benefits of Point Blank Shot and Precise Shot, and may use a standard action to fire a bow at any time during your movement so long as the total distance moved does not exceed your normal movement rate.

Desert Adaptation: Suffer no damage from heat up to 140 degrees F., ignore effects of dehydration, enjoy resistance 5 to fire and dessication damage, and immune to being dazzled or blinded by light (natural or magical).

Frehmin Wisdom: Enjoy a +4 bonus on Survival and Spot checks made in desert terrain.

Summon the Wind: Once per day, summon a Small air elemental that remains for 1 round per binder level.

Swift As Sands: Enjoy a +10 ft. speed bonus, and move over sandy terrain without penalties to movement.

Other typical qualities of spirits such as ceremony, manifestation, favored enemy, and physical sign do not apply. **INDEX**

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Author: Dario Nardi

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