# PACT MAGIC UNBOUND

## ALEXANDER AUGUNAS DARIO NARDI



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## PACT MAGIC UNBOUND VOL. 1

TAP THE POWER OF ANCIENT SPIRITS

## ALEXANDER AUGUNAS & DARIO NARDI



#### **Product Identity**

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Cover illustration and design by Judah Ben Jehoshua. Interior design by Judah Ben Jehoshua and Dario Nardi. Pact magic seals by Dario Nardi. Interior illustrations by J von K, Mike Muffins, and Joe Slucher. On the cover, an occult eye affords a view into the Beyond, where vestiges of spirits float for eternity, waiting to be summoned.

Version 1.0—07/15/2012

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#### Publisher

Radiance House PO BOX 691971, West Hollywood, CA 90069 http://www.RadianceHouse.com | http://www.PactMagic.com Printed in USA ISBN: 978-0-9798684-9-8

#### Thank You

Libby Schultz for enthusiasm and proofreading, Yehuda Ben Jehoshua for patience and graphics, and members of the online pact magic forums, notably Phillip, Reed and Spencer Scheetz. Finally, John Garber for inspiring Daeminthos.

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## CHAPTER 1 CLASSES

## **O**PTIONS

This book introduces new character options by tapping into the ancient art of pact magic. Pact magic is ritualistic. A pactmaker, or binder, calls forth ghostly creatures from an extra-cosmic reality referred to by scholars as the spirit realm. The summoner then attaches the spirit to a willing host creature, usually using himself or herself as a willing vessel. This chapter introduces a new base class, the occultist, who seals these kinds of pacts. You will also find new character options for each of the 11 core classes presented in the PATHFINDER ROLEPLAYING GAME. Almost anyone can do pact magic!

#### **Base Classes**

In the PATHFINDER ROLEPLAYING GAME, a base class is a fully fleshed-out stand-alone class that runs from 1st level to 20th level. The occultist—the base class presented here—is the undisputed master of pact magic. While characters of other classes may learn to better incorporate pact magic into their own combat style and role-play of social interactions, occultists are without peer in their mastery over the spirits.

#### Archetypes

First introduced in the PATHFINDER ROLEPLAYING GAME ADVANCED PLAYER'S GUIDE, archetypes are specialized versions of base classes that fill in the gaps for a myriad of character concepts. An archetype is a quick plug-andplay set of alternate class abilities arranged around a specific character concept. For example, a skirmisher ranger differs from a trapper ranger. Simply, archetypes help players customize a base class to suit their individual needs. In this chapter, there are archetypes and alternate class features for each of the 11 core base classes. For example, you can now play a foe reaper ranger. There are also two archetypes for the new occultist base class.

Many archetypes mention the ability to bind spirits "as an occultist of equal binder level." This ability only supplies the archetype with the bind spirit class feature. Such characters do not gain access to any other occultist class features, such as constellation aspects, pact augmentations, and so forth.

## THE OCCULTIST

Occultists are undisputed masters among pact magic users. While others flounder, struggling to house a single spirit within their souls, occultists excel at containing the energies of otherworldly beings and harnessing them for their own ends. Viewed as heretics and damned souls by the general public, occultists are both scholars and pioneers to those who seek to discern the secrets of the spirit realm. Other magic users may view pactmaking as simplistic, but occultists prove otherwise. While simple at the start, the art takes a lifetime to truly understand. Occultists seek an apex: to bind multiple spirits at once and augment those pacts with sly bargains and insights into supernatural constellations.

**Role**: Occultists excel at meeting challenges headon and confronting them with a wide array of supernatural abilities and powers. An occultist's talents are beyond those of the material world, and as such, the fruits of the trade are particularly difficult to counter. Those who happen upon an occultist are often baffled by the raw display of power that the occultist commands. Despite the diversity of abilities available, occultists are drastically limited in the number of abilities they call upon each day. As a result, many occultists spend their time plotting and calculating every possible outcome to a situation to ensure they are never caught unprepared.

Alignment: Any. Hit Die: d8. Starting Age & Wealth: As sorcerer.

#### **Class Skills**

The occultist's class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Linguistics (Int), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Knowledge (planes) (Int), Perform (Cha), Profession (Wis), and Spellcraft (Int). **Skill Ranks per Level**: 4 + Int modifier.

#### **Class Features**

All of the following are class features of the occultist.

Weapon and Armor Proficiency: An occultist is proficient with all simple weapons and with light armor.

**Bind Spirits**: An occultist may seal pacts with spirits. Each day, the occultist may bind one spirit of his or her choice whose level is equal to or less than the maximum spirit level indicated on Table 1: The Occultist. An occultist's binder level equals his or her occultist class level and an occultist's binding check is equal to 1d20 + the binder level + his or her Charisma modifier. The DC to resist the supernatural power of an occultist's granted abilities equals 10 + ½ the binder level + the Charisma modifier.

**Constellation Aspects**: In addition to regular spirits, occultist may draw power from the constellations with which spirits align themselves. While performing a spirit's ceremony, an occultist may choose to increase the spirit's binding DC by 5 in order to add a constellation aspect to the list of minor granted abilities the spirit grants. The spirit bestows this power to the occultist even if the binding check fails. After the ritual is complete, the occultist selects a constellation aspect from the list of aspects that are associated with that bound spirit's constellation. For example, occultists who bind with Aza'zati, the Green Wyrmling, can select a constellation aspect associated with the dragon constellation (which is Aza'zati's constellation) if they increase the spirit's binding DC by 5 during the ceremony. The decision to add a constellation aspect must be made before the binder rolls the binding check to determine if the pact is a good pact or a poor pact. An occultist may only have one constellation aspect per bound spirit at a time, with a maximum of four constellation aspects at 14th level.

**Pact Augmentation (Su)**: At 2nd level, an occultist may squeeze additional power from spirits. If the occultist makes a good pact with at least one of his or her bound spirits, then select one of the benefits listed below. Additional good pacts made beyond the first one do not allow for additional pact augmentations. However, at 6th level and every 4 levels thereafter, the binder selects one additional pact augmentation when making a good pact with at least one of his or her bound spirits, to a maximum of 5 pact augmentations at 18th level. A pact augmentation lasts for 24 hours or until the occultist is no longer bound to any spirits.

An occultist may select a single pact augmentation multiple times. Bonuses gained from pact augmentations stack with themselves but not with similar bonuses gained from other sources (such as spirits).

» *Defense Augment*: +1 insight bonus to AC and CMD. This bonus applies to both touch and flat-footed AC.

» *Fortitude Augment*: 25% change to ignore critical hits and sneak attack damage (max. 75%).

» *Insight Augment*: +2 insight bonus on initiative checks.

» Luck Augment: +1 insight bonus on all saving throws.

» *Offense Augment*: +1 insight bonus on attack rolls and CMB checks.

» *Speed Augment*: +5 foot enhancement bonus to base speed.

» *Toughness Augment*: Damage reduction 1/- (this benefit does not stack with other sources of damage reduction).

» Vicious Augment: +2 insight bonus on damage rolls.
» Vitality Augment: +5 hit points.

» vitanty Augment. + 5 int points.

**Bonus Feat**: At 4th level and every 4 levels thereafter, an occultist gains a bonus occult feat or a binder secret (see below). The occultist must meet all prerequisites for a bonus feat or a binder secret including the minimum binder level indicated, if any. These bonus feats are in addition to the feats that a character of any class gets from advancing levels. The occultist is not limited to occult feats when choosing those feats.

Bind Additional Spirits (Su): At 6th level and

#### **TABLE 1: THE OCCULTIST**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Max. Spirit Level
1	+0	+2	+0	+2	Bind Spirits, Constellation Aspects	1 <sup>st</sup>
2	+1	+3	+0	+3	1st Pact Augmentation	1 <sup>st</sup>
3	+2	+3	+1	+3		$2^{\mathrm{nd}}$
4	+3	+4	+1	+4	Bonus Feat	2 <sup>nd</sup>
5	+3	+4	+1	+4		$3^{\rm rd}$
6	+4	+5	+2	+5	2nd Pact Augmentation, Bind Additional Spirit	$3^{\rm rd}$
7	+5	+5	+2	+5		$4^{\text{th}}$
8	+6/+1	+6	+2	+6	Bonus Feat	$4^{\text{th}}$
9	+6/+1	+6	+3	+6		$5^{\mathrm{th}}$
10	+7/+2	+7	+3	+7	3rd Pact Augmentation, Bind Additional Spirit	$5^{\mathrm{th}}$
11	+8/+3	+7	+3	+7		$6^{\text{th}}$
12	+9/+4	+8	+4	+8	Bonus Feat	$6^{\text{th}}$
13	+9/+4	+8	+4	+8		$7^{\mathrm{th}}$
14	+10/+5	+9	+4	+9	4th Pact Augmentation, Bind Additional Spirit	$7^{\mathrm{th}}$
15	+11/+6/+1	+9	+5	+9		$8^{\mathrm{th}}$
16	+12/+7/+2	+10	+5	+10	Bonus Feat	$8^{\mathrm{th}}$
17	+12/+7/+2	+10	+5	+10		$9^{\text{th}}$
18	+13/+8/+3	+11	+6	+11	5th Pact Augmentation, Constellation Mastery	9 <sup>th</sup>
19	+14/+9/+4	+11	+6	+11	Spirit Mastery	$9^{th}$
20	+15/+10/+5	+12	+6	+12	Bonus Feat, True Augmentation	$9^{\text{th}}$

every 4 levels thereafter, an occultist gains the ability to bind one additional spirit to his or her soul, to a maximum of 4 spirits at 14th level.

**Constellation Mastery (Su)**: At 18th level, an occultist no longer suffers an increase to a spirit's binding DC when adding a constellation aspect to the spirit.

**Spirit Mastery (Su)**: At 19th level, select 4 spirits. The occultist gains a +1 bonus to the saving throw DCs of those spirits' granted abilities. This benefit stacks with other bonuses to the saving throw DCs of granted abilities. Alternatively, the occultist may forgo this bonus to instead ignore the spirit's influence when experiencing a poor pact with one of these spirits.

**True Augmentation (Su)**: At 20th level, an occultist may extract the very essence of the spirit realm from his or her bound spirits, gaining abilities that transcend reality. Firstly, when an occultist makes a good pact with a spirit, that spirit's granted abilities (but not other supernatural or magical effects) continue to function while in an antimagic zone unless the *antimagic* spell's caster level (or the effect's CR, if it is naturally caused) is equal to or greater than the occultist's level. Secondly, once daily for each bound spirit, an occultist may immediately end the exhaustion on that spirit's major granted hibits are for each

#### bility, as a free action.

#### Constellation Aspects

Below is the list of constellation aspects available to occultists. An occultist cannot possess aspects from opposing constellations. For example, although an occultist may bind to a dragon spirit and a hero spirit at once, he or she cannot have both a dragon aspect and a hero aspect at the same time.

Constellation aspects act like spirits in all regards. Treat the aspects as granted abilities for all purposes. All abilities granted through constellation aspects are supernatural abilities, even if they act like spells, spelllike abilities, or extraordinary abilities. A constellation aspect that acts like a spell uses the occultist's binder level as the caster level for the effect. A constellation aspect ends when the pact that allowed the binder to call upon it ends (such as when a binder uses the Expel Spirit feat). A character cannot select the same constellation aspect more than once, even if the aspect might apply to a different skill, statistic or so forth.

#### Angel Aspects

Select from among the following options.

»You gain DR 1/evil as an immediate action. This DR lasts for 1 round or until you take damage.

» You shed light as a torch as a standard action for 1

minute per binder level you possess.

» You shed tears on an adjacent dying creature as a standard action, immediately stabilizing it.

»You anoint 1 weapon or 1 round of ammunition that you touch with blood as a move action, causing the item to be treated as a good-aligned weapon for the purpose of overcoming damage reduction until the end of your next turn or until you make an attack.

#### Beast Aspects

Select from among the following options.

» Select 1 specific type of animal (a lion, tiger, bear, or such). You can speak with animals of that type.

» You gain low-light vision. If you already have lowlight vision, the range of your low-light vision is doubled, allowing you to see four times as far in dim or shadowy conditions.

» Your Constitution score is treated as being 4 points higher for the purpose of determining how long you can hold your breath.

»You gain a +3 insight bonus on Stealth checks.

#### Dark Beyond Aspects

Select from among the following options.

» As an immediate action, you cause the next attack or spell made against you during the turn is activated to have a 10% chance to be negated.

»You can use *dancing lights* at will.

» You gain a +2 insight bonus on Will saves against mind-affecting abilities.

» You can use *touch of fatigue* at will.

#### Dragon Aspects

Select from among the following options.

» You gain a +3 insight bonus on Intimidate checks.

» You grow supernatural scales as an immediate action. The scales grant a + 1 natural armor bonus to AC for the duration of the pact. This bonus applies on touch attacks and while flat-footed.

» Select acid, cold, electricity, or fire. As an immediate action, you gain energy resistance 5 against the selected energy. This resistance lasts for 1 round or until you are attacked.

» Select acid, cold, electricity, or fire. Your weapon attacks and supernatural abilities deal 1 additional point of damage of the chosen energy type.

#### Fiend Aspects

Select from among the following options.

» You gain DR 1/good as an immediate action. This DR lasts for 1 round or until you take damage.

» You channel malicious intent as a standard action, causing an adjacent stabilized creature with 0 or fewer hit points to resume dying.

»You cause a Fine sized object within 30 feet to catch ablaze as a standard action.

» You burn an enemy with a ray of fire; dealing 1d3 points of fire damage on a range touch attack and 1 point

of splash damage to all creatures adjacent to the target on a successful hit. This ability has a range of 30 feet.

#### Hero Aspects

Select from among the following options.

» As a standard action, grant 1 ally within 30 feet a +1 insight bonus on its next attack roll, skill check, or saving throw. You cannot select yourself.

» At the start of your turn, if you have no temporary hit points you gain 1 temporary hit point.

»You gain +3 hit points for the duration of the pact.

» Your Constitution score is treated as being 4 points higher for the purpose of how many negative hit points you may accrue before dying.

#### Mage Aspects

Select from among the following options.

» Select acid, cold, electricity, or fire. You can make a ranged touch attack as a standard action that deals 1d3 points of damage of the chosen energy type. This ability has a range of 30 feet.

»You use *read magic* at will.

» You write with a touch. This functions as an *arcane mark*, except you can write entire words and sentences solely by touch. You can write as many words as you could send via a *message* spell as a standard action.

» The presence of a spirit distorts reality around you. This anomaly grants you a +2 insight bonus on saving throws against spells and spell-like abilities.

#### Noble Aspects

Select from among the following options.

» You gain DR 1/chaos as an immediate action. This DR lasts for 1 round or until you take damage.

» Select 1 creature within 30 feet. As a standard action, your splendor causes the target to take a -1 penalty on attack rolls, skill checks, or saving throws for 1 round (your choice) unless it succeeds on a Will save.

» Select 1 creature within 30 feet. As a standard action, you imbue the target with gracelessness, causing it to become entangled for 1 round unless it succeeds on a Reflex save.

»You gain a +3 insight bonus on Diplomacy checks or Intimidate checks (your choice).

#### Seer Aspects

Select from among the following options.

» As an immediate action, you gain a +1 insight bonus to AC. This bonus lasts for 1 round or until you are attacked.

»You always know which direction is north.You act as if you were under the effects of *know direction*.

» Whenever you make an initiative check, you may reroll your result once but with a -2 penalty. Use the new result even if it is worse than the original.

» When making initiative checks, you can choose to substitute the result of your d20 roll with a result of

10. If you do so, do not add your Dexterity bonus to determine your initiative (but apply other bonuses as usual).

#### Scholar Aspects

Select from among the following options.

» Select 1 skill. The whispering of spirits allows you to use that skill untrained for the duration of the pact.

» Select 1 skill. The insight of spirits allows you to add the skill to your list of class skills for the duration of the pact.

» Select one language. The tongues of spirits grant you the ability to read, write, and understand that language for the duration of the pact.

» You can retrieve non-magical books, scrolls, and other writings as a move action instead of a full-round action.

#### Skull Aspects

Select from among the following options.

» Your touch causes fresh foods and clean water to immediately spoil, allowing you to putrefy 1 cubic pound of food or water per binder level you possess as a standard action.

»You can *disrupt undead*, as the spell, at will.

» Your hands become frigid with the chill of death, allowing you to deal 1d3 points of cold damage as a standard action and place a -2 penalty to Strength on the touched creature for 1 round. This penalty does not stack.

» You can evoke ghastly noise as if using *ghost sound*.

#### Thief Aspects

Select from among the following options.

»You gain DR 1/law as an immediate action. This DR lasts for 1 round or until you take damage.

» Once per turn as a swift action you can force 1 creature to make a Will save. On a failed save, that creature is treated as your ally and not your enemy's ally when determining flanking for 1 round.

» You deal 1 extra point of damage when attacking a flat-footed foe or a foe that you flank.

»You gain a +4 insight bonus on Bluff checks.

#### **Tree Aspects**

Select from among the following options.

» As an immediate action, you gain DR 1/cold iron. This DR lasts for 1 round or until you take damage.

» As a standard action, you create a single *goodberry* to grow from nothing in your hand.

» As an immediate action you gain a +2 insight bonus to your CMD against trip and bull rush combat maneuvers. This lasts until the effect is ended with a move action, but while you gain this benefit your speed is reduced by half.

» Your touch causes rotted flesh and plants to return to purity, allowing you to refresh 1 cubic pound of food or water per binder level you possess as a standard action.

#### **Binder Secrets**

Occultists spend their lives dedicated to the pursuit of knowledge, which includes knowledge of spirits, the spirit realm, and the innermost workings of reality and existence. An occultist's greatest power is not within the seals he draws or the spirits she binds, but in the innumerable secrets amassed in pursuit of knowledge. An occultist may choose to learn a binder secret in place of a regular feat or occultist bonus feat. Characters without levels in the occultist class cannot learn binder secrets.

#### Create Pact Poltergeist

You can send spirits into inanimate objects for later use. **Prerequisite**: Occultist level 11, Expel Spirit.

**Benefit**: You perform a ritual that exorcises a spirit bound to you and rebinds it within a nearby inanimate, unattended object. This functions as the *animate objects* spell, except as noted here. The ritual lasts 10 minutes and requires that you create a seal specifically designed for the task of creating a pact poltergeist. Removing the object from the seal before the ritual is finished ruins it and expels the spirit from your body as if you had used Expel Spirit. Your occultist level determines the maximum size of object that you can animate. Regardless of your binder level, you can only animate one object per use of this ability, as it is not possible to divide a spirit between multiple vessels.

The spirit fully moves from your soul to the object. You gain none of the spirit's benefits while it is animating an object. You do not gain its granted abilities, its favored allies or enemies, and so forth. You also do not suffer the spirit's physical sign or influence while it is animating an object; these are suppressed while the spirit possesses an object. Instead, the animated object gains access to the spirit's granted abilities, favored enemies and allies, and so forth. It shows the spirit's physical sign and always acts in accordance to its influence; these traits cannot be suppressed. Furthermore, the animated object cannot trade its granted abilities for a vestigial companion.

The animated object is intelligent and has an Intelligence score equal to 10 + the level of the spirit that animates it. If the object does not have a face, the spirit can create one as if using the *magic mouth* spell. This face can be manifested or hidden as a move action.

The spirit is mostly loyal to you in this state and shares your alignment. Likewise, you can guide the spirit from the inanimate object back into your body by spending 1 minute of meditation in direct contact with the object. If the animated object is destroyed or moves more than 100 feet from you, the spirit returns from whence it came and you cannot contact it for 24 hours (or until the pact would have normally ended, whichever comes first). An object animated by this ability can be exorcised; if it is, use your Will save in place of the animated object's Will save to resist the exorcism.

See the animated object monster entry in PATHFINDER ROLEPLAYING GAME BESTIARY for details regarding animated objects.

#### **Disguise Granted Abilities**

You are adept at hiding your supernatural powers. **Prerequisite**: Occultist level 5, Spellcraft 5 ranks. **Benefit**: You can take 10 on Bluff checks and Disguise checks made to hide your use of granted abilities and the physical sign of your spirits.

#### **Empower Major Ability**

You may expend extra energy to strengthen abilities. **Prerequisites**: Occultist level 5.

**Benefit**: When you activate a major ability of a bound spirit, you can increase its variable, numeric effects by 50%. After empowering a major ability, the ability's exhaustion is doubled (10 rounds for most abilities, 8 if you have a special feat or ability that reduces its exhaustion time).

**Note**: This is an alteration secret. Only one alteration secret can be applied to a given granted ability at a time.

#### **Exorcise Spirit**

You may force spirits out of others with relative ease.

Prerequisite: Occultist level 5

**Benefit:** As a full-round action, you may attempt to exorcise a spirit from a touched creature. The touched creature must make a Will save (DC  $10 + \frac{1}{2}$  your occultist level + your Cha modifier) or suffer a weakened link with its lowest-level bound spirit. While the connection is weakened, treat that spirit's major abilities expended for 5 rounds. Note: Feats and class features do not reduce the number of rounds major abilities are expended for when it is the result of an exorcism attempt. Moreover, the spirit's minor abilities are entirely suppressed while the major abilities are expended, as if the touched creature were in an *antimagic field*.

If you attempt to touch a creature as a standard action while its connection is already weakened, you can go one step further and attempt to expel the spirit. The touched creature must make a binding check (DC equals the spirit's binding DC +  $\frac{1}{2}$  your occultist level + your Cha modifier). If the creature fails this check, its spirit is expelled and it cannot attempt a new pact with that spirit for 24 hours.

Alternatively, you can use this ability to expel a creature that is possessing the target (such as a ghost or a creature under the effects of *magic jar*). The possessing creature must succeed on a Will save or be immediately cast out of its host (DC  $10 + \frac{1}{2}$  your binder level + your Cha modifier).

#### Immortality

The touch of the spirit realm has broken your connection to reality, causing you to stop aging.

**Prerequisites**: Occultist level 20.

**Benefit**: You no longer accumulate aging penalties, and any aging penalties you already possess are removed. Aging bonuses still accrue normally.

#### Pact Magic Effigy

You may create relics that allow you to harness spirits.

**Benefit:** You treat your occultist level as your caster level when determining if you qualify for magic item creation feats. This binder secret does not remove the increase to crafting DC (if any) associated with being unable to meet an item's crafting prerequisites, such as spells known.

#### **Quicken Major Ability**

You may spend energy to use your powers more quickly **Prerequisites**: Occultist level 10.

**Benefit**: You can use a major ability of a spirit you are bound to as a swift action instead of its normal action time. The ability still becomes expended, preventing you from using the ability twice in a single turn, and quickening a major ability doubles the number of rounds it is expended (10 rounds for most abilities, or 8 if you have a special feat or ability that reduces its exhaustion time).

**Note**: This is an alteration secret. Only one alteration secret can be applied to a given granted ability at a time.

#### Sage Lore

You have amassed a lifetime of pact magic knowledge.

**Benefit**: Add half of your occultist level (minimum 1) to all Knowledge (arcana) and Knowledge (planes) checks.

#### Scribe Binding Tattoo

You may scribe tattoos to make binding spirits quicker. **Prerequisite**: Occultist level 5.

**Benefit**: You may scribe a tattoo of a spirit's seal onto your body. The seal is roughly the size of your fist and can be placed anywhere on your body that can receive a tattoo. Inscribing a tattoo requires 100 gp in special material reagents per level of the spirit mixed with your own blood (1 hp per level of the spirit). After the ritual is completed, the tattoo allows you to bind spirits without needing to create the seal, reducing the time it takes to perform the spirit's ritual to 1 minute; the spirit is instead able to use your tattoo as a vessel. For every 4 occultist levels you possess, you may place an additional tattoo on your body, to a maximum of 5 tattoos at 16th level.

In addition, with the seal inscribed onto your body, you are also able to make a rushed pact to bind the selected spirit. This allows you to attempt a binding check as a full-round action, but the spirit's binding DC is increased by 10 if you attempt such a feat.

Removing a tattoo is painful and requires 50 gold per spirit level in rare alchemical components to flush out the inks and one week per spirit level to avoid poisoning your blood with a dramatic intake in chemicals. After the tattoo is removed, you may scribe a new tattoo in its place, if you so choose.

**Normal**: Binding a spirit requires a 10 minute ritual in order to enact.

#### Sustenance

Your body can survive on the power of the spirits alone.

**Benefit**: While you are bound to at least one spirit, you do not need or eat or drink. When your occultist level reaches 10, you do not need to breathe while you are bound to at least one spirit, making you immune to inhaled effects and at no risk of suffocation.

## HIDING THE ART

Without a doubt, one of the most important aspects of pact magic for the majority of binders to master is learning how to hide the signs of their rituals. Below are rules for how pact magic augmented creatures interact with Bluff and Disguise checks.

If you do not attempt to hide the origin and signs of your powers, a creature can attempt to identify the source of your powers with a Knowledge (planes) or Knowledge (arcana) check; DC equals 10 + your binder level + your Charisma modifier.

**Granted Abilities**: You can hide the use of a granted ability with a Bluff check opposed by an onlooker's Sense Motive check. This functions as a Bluff check made to deceive someone with the normal modifiers altering your check.

**Physical Sign**: You can hide the physical signs of your spirits using a Disguise check opposed by an onlooker's Perception check. This functions as any other Disguise check, but a GM may wish to award onlookers additional bonuses based on the nature of the physical sign. A physical sign that is minor or easily hidden such as a change in skin color or aroma grants an onlooker a +2 bonus. A physical sign that is hard to explain or noticeably strange such as growing a tail or strange lights or sounds grants an onlooker a +4 bonus. A physical sign that is nearly impossible to explain or obviously occult grants an onlooker a +8 bonus.



### <u>Barbarian</u>

Most barbarians hail from savage, primitive tribes that inhabit desolate wilderness. Magic can be scarce in such places. As a result, barbarian tribes may pass down customs of the old ways of magic from parent to child, or shaman to apprentice.

This section introduces new rage powers and a new archetype for the barbarian.

#### **Rage Powers**

The following rage powers are available to pact magicsavvy barbarians.

**Improved Totemic Alignment**: Whenever you enter a rage while bound to a spirit that belongs to your associated constellation, you may select 1 constellation aspect and gain its benefits for the duration of the rage. You are treated as an occultist with a level equal to your barbarian level for the purpose of this constellation aspect. A barbarian must be at least 6th level and possess the totemic sage archetype in order to select this rage power.

**Totemic Mettle**: Whenever you enter a rage while bound to a spirit that belongs to your associated constellation, whenever you succeed on a Fortitude save that would normally have a lesser effect on a successful save, you instead completely negate the effect. You are still harmed by the effects that do not allow a saving throw. A barbarian must possess the totemic sage archetype in order to select this rage power.

#### **Totemic Sage**

The totemic sage is a name that is both figurative and literal; while the original nomenclature more likely than not referred to the physical effigy that these warriors became renown for, it also refers to their role as a pillar of souls, both for their people and for the spirits that totemic sages bind.

Ancient Lore (Ex): A totemic sage adds Knowledge (arcana), Knowledge (planes), and Spellcraft to his or her list of class skills. The totemic sage gains a +2 competence bonus on skill checks with these skills at 3rd level. At 6th level and every 3 levels thereafter, this bonus increases by +2. This ability replaces trap sense.

**Bind Spirit**: A totemic sage can seal pacts with spirits. The character's binder level equals his or her barbarian level, and the character binds spirits

as an occultist of that same level. This ability replaces uncanny dodge, improved uncanny dodge, and damage reduction.

**Totemic Alignment (Su)**: At 1st level, the totemic sage aligns with one of the follow-

ing constellations: Beast, Dragon, Fiend, Hero, Thief, or Tree. The totemic sage cannot seal pacts with spirits whose constellation opposes the aligned constellation. Also, the totemic sage is treated as a binder of  $\frac{1}{2}$  his or her barbarian level when making binding checks with all unaligned spirits.

Each of the constellations listed above possesses an associated totem rage power. Every such totem rage power that the totemic sage possesses grants the totemic sage a +1 bonus to the saving throw DC of the granted abilities of spirits that belong to the associated constellation. For example, a totemic sage who is aligned with the Beast constellation and possesses the lesser beast totem and beast totem rage powers gains a +2 bonus to the saving throw DC of Beast constellation spirits. This bonus cannot exceed +3. The constellations (and their associated totems) are:

» Beast (beast totem)

- » Dragon (dragon totem)
- » Fiend (fiend totem)
- » Hero (spirit totem)
- » Thief (chaos totem)

»Tree (world serpent totem)

This ability replaces fast movement.

**Rage Powers**: The following rage powers, organized by the totemic sage's associated constellation, complement the totemic sage archetype:

» **Beast**: animal fury, beast totem\*, greater beast totem\*, intimidating glare, lesser beast totem\*, scent, terrifying howl.

» **Dragon**: animal fury, dragon totem<sup>†</sup>, dragon resilience totem<sup>†</sup>, dragon wings totem<sup>†</sup>, elemental rage<sup>\*</sup>, energy resistance<sup>\*</sup>, intimidating glare.

» Fiend: fiend totem\*, greater fiend totem\*, intimidating glance, lesser fiend totem\*, reckless abandon\*, roused anger, terrifying howl.

» **Hero**: auspicious mark<sup>†</sup>, greater spirit totem<sup>\*</sup>, guarded stance, lesser spirit totem<sup>\*</sup>, powerful blow, spirit totem<sup>\*</sup>, strength surge.

» **Thief**: chaos totem\*, deadly accuracy†, greater chaos totem\*, lesser chaos totem\*, quick reflexes, surprise accuracy, swift foot.

» **Tree**: hurling charge\*, lesser hurling\*, regenerative vigor†, renewed vigor, world serpent totem†, world serpent spirit†, world serpent unity†.

Rage powers marked with a \* can be found in the barbarian section in Chapter 2 of the PATHFINDER ROLEPLAYING GAME ADVANCED PLAYER'S GUIDE.

Rage powers marked with a † are found in the barbarian section in Chapter 1 of the PATHFINDER ROLEPLAYING GAME ULTIMATE COMBAT.

### <u>Bard</u>

Bards who dabble in pact magic often view spirits as their own personal audience to entertain and their own backup performers to their masterful deliveries.

This section includes a new bardic masterpiece and a new archetype that blends performance with the power of spirits.

#### **Bardic Masterpieces**

A bard with the appropriate skill in pact magic can learn the following masterpiece (see ULTIMATE MAGIC, pg 21, for additional information on bardic masterpieces).

#### Soulsong of the Occult Muse

Friend and foe alike are lulled into a stupor by this melody.

**Prerequisite**: Perform (sing) 11 ranks, soulsinging class feature.

Cost: Feat or 4th-level bard spell known.

**Effect:** This otherworldly melody causes shivers to wreck those who hear its siren, splitting their temples open with the wrecking pain of a thousand departed spirits. When you sing this dirge, all creatures within close range of you that fail their Will save become dazed for 1 round. Similar to a bardic performance, this masterpiece can be maintained as a full-round action, causing all creatures that remain in the area to make an additional Will save or become dazed again. A creature must be able to both

see and hear this bardic masterpiece but the effect is notlanguage dependent, instead focusing on vocal acoustics.

**Use**: 4 bardic performance rounds + 1 per round maintained.

Action: 1 round.

#### Soul Muse

The ancient art of soulsinging was derived from empathetic bards who wished to soothe the suffering of spirits and a soul muse is a master of this time-honored binder tradition.

**Bind Spirit**: A soul muse can seal pacts with spirits. The character's binder level equals his or her bard level, and the character binds spirits as an occultist of that same level.

**Constellation Alignment**: At 1st level, the soul muse aligns with three constellations. A soul muse cannot align with constellations that oppose other aligned constellation. Also, the soul muse cannot seal pacts with spirits whose constellation opposes one of the aligned constellations. The soul muse is treated as a binder of <sup>1</sup>/<sub>2</sub>

his or her bard level when making binding checks with all unaligned spirits.

**Diminished Spellcasting**: A soul muse has one less spell known at each spell level (including cantrips) than is usual for a bard (minimum 0), as presented under Bard Spells Known in the PATHFINDER CORE RULEBOOK.

**Occult Lore (Ex)**: A soul muse adds ½ of his or her bard level on all Knowledge (arcana), Knowledge (history), Knowledge (planes), and Spellcraft checks and may make these checks untrained. This ability replaces bardic knowledge.

**Muse's Inspiration (Sp)**: At 2nd level, a soul muse can attempt to temporarily gain access to spells that he or she does not know. By exhausting a bound spirit's major granted ability as a full-round action, the soul muse can select 1 spell that is on the bard spell list that he or she does not know and attempt a binding check (DC equals 15 + double the spell's level). If the

check succeeds, the muse's inspiration has allowed him or her to immediately cast the selected spell as a spelllike ability. Using this ability expends one bard spell slot of an equal or greater level. The bard cannot alter this spell with class abilities, feats, or similar modifications. On a failed binding check, the inspiration fails and the bard loses the spell slot as if suffering arcane spell failure. This ability replaces versatile performance.

Reverie (Ex): At 2nd level, you gain a +4 bonus on saving throws against mindaffecting abilities and sleep effects. This ability replaces well-versed.

Soulsinging (Su): At 5th level, a soul muse is able to sing a chilling ballad to increase the effectiveness of a

performance. The muse can add a bound spirit's level to the saving throw DCs of bardic performances and bardic masterpieces as a swift action until the end of the turn. A soul muse must add a verbal component (singing) to his or her bardic performance when using this ability, even if their bardic performance doesn't normally rely on verbal components. Soulsinging causes the spirit's major granted ability to become expended for 5 rounds. Rapid Recovery and similar abilities do not reduce the number of rounds that the granted ability is expended. The muse can use this ability once daily at 5th level and one additional time per day for every 7 levels the muse possesses thereafter (maximum 3/day at 17th level). This ability replaces loremaster.

## CLERIC

Clerics who favor pact magic come in two varieties; those who worship the gods of old who once sanctioned the use of pact magic and those who worship the spirits or even the spirit realm itself as some sort of eternal truth. Most clerics of such deities only have the smallest of ties to the occult, while the greatest of them are powerful binders.

This section supplies a new cleric domain for such clerics as well as an archetype that blends the magic of the gods with the strength of spirits.

#### **Occult Domain**

**Granted Powers**: You can utilize the weird energies of the spirit realm to break mortals and spirits alike.

**Spiritual Surge (Su)**: You may strike at foes with the power of the spirits. Whenever you declare an attack, you can activate this power as a swift action before you make your attack roll. If that attack hits, the target must make a Will save (DC equals  $10 + \frac{1}{2}$  your cleric level + your Cha modifier) or take an additional damage equal to  $1d8 + \frac{1}{2}$  your cleric level. This bonus damage only applies to one attack per use and a creature can only receive this damage once per round. You can use this ability a number of times per day equal to  $3 + \frac{1}{2}$  your Wis modifier.

**Exorcism (Su)**: At 8th level, you can tap the hunger of the spirit realm to pull spirits out of their binders, effectively ending the pact. This ability functions as the Exorcise Spirit binder secret; treat your cleric level as your occultist level.

**Spells**: 1st) last impression, 2nd) blur, 3rd) chain of perdition<sup>†</sup>, 4th) spiritual ally<sup>\*</sup>, 5th) commune, 6th) legend lore, 7th) sequester, 8th) moment of prescience, 9th) foresight.

For spells denoted with a \*, see Chapter 7 of Pathfinder Roleplaying Game Advanced Player's Guide.

For spells denoted with a †, see Chapter 6 of Path-FINDER ROLEPLAYING GAME ULTIMATE COMBAT.

#### **Occult Priest**

Occult priests are a peculiar bunch among holy men and women, reverent to the lost ways of pact magic. Occult priests are trained by others in the fold; having adhered to the old ways of worshiping spirits as many mortals did before the practice was abolished. Occult priests typically worship deities who tolerate if not fully respect pact magic, worshiping the spirits themselves if no such god exists.

**Bind Spirit**: An occult priest can seal pacts with spirits. The character's binder level equals his or her cleric level, and the character binds spirits as an occultist of that same level. This ability replaces channel energy.

**Constellation Alignment**: At 1st level, the occult priest aligns with one constellation. The occult priest cannot seal pacts with spirits whose constellation opposes the aligned constellation. Also, the occult priest is treated as a binder of ½ his or her cleric level when making binding checks with all unaligned spirits.

**Diminished Spellcasting**: An occult priest possesses 1 less spell per day at each accessible spell level. If the occult priest would receive 0 spells per day, he or she only receives the bonus spells that the occult priest would have gained for having a high Wisdom.

**Married to Knowledge (Ex)**: An occult priest must select the Knowledge domain, the Occult domain, or a subdomain of one of these domains. The occult priest does not receive a second domain. If the occult priest worships a deity, he or she must worship a deity whose list of domains includes the Occult domain.

**Spiritual Insight**: An occult priest does not need to prepare domain spell slots in advance. Instead, the character may spontaneously cast his or her domain spells.

The occult priest can apply Metamagic Feats to domain spells but doing so increases the spell's casting time to 1 full round, as with a sorcerer. The character can only cast spells in this manner in domain spell slots, even if the domain spells are also on the cleric spell list. This ability replaces spontaneous casting.

**Domain Lore**: At 5th level, an occult priest selects a single cleric domain on his or her deity's list of cleric domains. This domain cannot be one the character has already selected, whether as a cleric domain or with domain lore. Add that domain's list of spells to the character's list of domain spells.

An occult priest can select a subdomain with this ability, but he or she cannot select the subdomain of a domain that is already selected, and vice versa.

The occult priest selects an additional domain and adds its spells to his or her list of domain spells at 10th level and again at 15th level.

An occult priest may choose to add domain spells from the following domains, even if his or her deity does not grant the domain: Knowledge, Occult, Void, or one of these domains' associated subdomains.

**Domain Mastery**: At 20th level, select 2 domains that you selected with domain lore. The domains you select cannot offer granted powers that you already possess. You gain those domain's granted powers.

#### Worshiping Pact Magic

As with many other philosophies, some clerics worship the very nature of the spirits, either by worshiping pact magic or individual spirits themselves. Clerics who worship the spirit realm are the most common of this sort and the spirit realm grants clerics with the following cleric domains: Knowledge, Magic, Occult, Repose, or Void.

GMs are encouraged to alter this list as it suits their campaign, including which subdomains are available (see the cleric section of Chapter 2 of the PATHFINDER ROLEPLAYING GAME ADVANCED PLAYER'S GUIDE). GMs are also encouraged to make their own lists of Cleric Domains for clerics that choose to worship spirits.

## NEW SPELLS

#### Last Impression

Divination

Level: Bard 1, Cleric 1, Inquisitor 1, Occult 1, Sorcerer/Wizard 1, Witch 1

Components: V, S, M (unused diary worth 10 gp) Casting Time: 1 standard action Range: Close (25 ft. + 5ft. /2 levels) Target: One corpse Duration: 1 minute/level

Saving Throw: None Spell Resistance: No

You experience the final moments of a creature's life. You see, hear, and feel everything the creature did for up to 1 minute per caster level before it died. You experience this information in real time, suchYou only gain information that the creature possessed, so if it was stabbed from behind, never seeing its attacker, then this spell does not reveal who the attack was to you. This spell has no effect on non-living creatures, such as constructs and undead.

#### **Reveal Heresy**

Divination

Level: Cleric 0, Inquisitor 0, Paladin 1 Components: V, S, DF Range: Touch Target: Object touched Duration: Instantaneous Saving Throw: Will negates (object) Spell Resistance: Yes

This spell determines to what degree the touched object's religious intent or contents are similar or contrary to your own. You immediately learn the object's ethos (whether it was written or designed with chaotic, lawful, or neutral purposes), its morality (whether it was written or designed for evil, good, or neutral purposes), the deity it was designed to venerate (if any), and the name of any religious organizations that it was originally designed by.

#### **Reveal Heretic**

Divination

Level: Cleric 2, Inquisitor 2, Paladin 2 Components: V, S, DF Casting Time: 1 standard action Range: Touch Duration: Instantaneous Saving Throw: Will negates Spell Resistance: Yes

This spell determines to what degree the touched creature's religious views are similar or contrary to your own. If the creature fails its saving throw, you instantly learn the creature's ethos (whether it is chaotic, lawful, or neutral), its morality (whether it is evil, good, or neutral), its patron deity (if any), and the name of any religious organizations it belongs to.

## Druid

Druids who study pactmaking often view it as the "old way" of magic, eschewing modern magical practices in favor of spirits, which many druids believe to be as natural to the world as any animal or plant.

This section introduces a new archetype dedicated to preserving or defiling nature with pact magic.

#### **Pactsworn Pagan**

Those who devote themselves to using pact magic to preserve or destroy nature are known as pactsworn pagans. While the vast majority of pactsworn pagans use their powers in harmony with nature while trying to promote a regression to the old ways, other pagans see the might of the spirits as proof of the folly of the intentions of nature and use that power to bring blight and suffering to the world.

**Bind Spirit**: A pactsworn pagan can seal pacts with spirits. The character's binder level equals his or her druid level, and the character binds spirits as an occultist of that same level. A pactsworn pagan uses Wisdom in place of Charisma on binding checks and when adjudicating the effectiveness of granted abilities. A pactsworn pagan can never gain a bound spirit's vestigial companion. Even a multiclass pactsworn pagan retains this restriction.

**Constellation Alignment**: At 1st level, a pactsworn pagan aligns with one of the following constellations: Beast, Dragon, Scholar, Seer, or Tree. The pactsworn pagan cannot seal pacts with a spirit whose constellation opposes the aligned constellation. Also, the pactsworn pagan is treated as a binder of ½ his or her druid level when making binding checks with, and using the granted abilities of, unaligned spirits.

#### Diminished

**Spellcasting:** A pactsworn pagan possesses 1 less spell per day at each accessible spell level. If the pactsworn pagan would receive 0 spells per day, he or she only receives the bonus spells that the pactsworn pagan would have gained for having a high Wisdom.

Limited Bond: A pactsworn pagan may not select an animal companion using the

nature's bond class feature. Instead, the character selects a cleric domain, an animal domain, or a terrain domain. A pactsworn pagan may select the Occult domain from among the normal domain options. This ability replaces nature's bond.

**Spiritshape (Su)**: At 4th level a pactsworn pagan can shift his or her body into a form that better pleases the spirits. Specifically, the pactsworn pagan may assume

the form of a currently bound spirit's vestigial companion (or a similar creature, with GM approval) as a polymorph effect. A pactsworn pagan can only assume the form of a vestigial companion if it is one of the following creature types: animal, dragon, elemental, magical beast, plant, undead, or vermin. This ability functions as one of the spells on the list below, based on the vestigial companion's creature type and the pagan's level. See PATHFINDER ROLEPLAYING GAME ULTIMATE MAGIC for the *undead anatomy* and *vermin shape* spells.

» 5th Level: beast shape I, undead anatomy I, vermin shape I.

» 6th Level: beast shape II, elemental body I, vermin shape II.

» 8th Level: beast shape III, elemental body II, plant shape I, undead anatomy II.

» 10th Level: beast shape IV, elemental body III, form of the dragon I, plant shape II, undead anatomy III.

» 12th Level: elemental body IV, form of the dragon II, plant shape III.

» 14th Level: form of the dragon III, undead anatomy IV.

This ability has no duration; the character may remain in the form for part or all of the pact's duration. While in vestigial form, the character benefits from his or her spirit's minor granted abilities. However, the spirit's major granted ability counts as expended while in vestigial form and for 5 rounds after the end effect ends. In addition, a pactsworn pagan cannot assume a shapeshifted form while the spirit's major granted ability is expended.

At the GM's discretion, a pactsworn pagan may shift into a form that reflects the constellation of

a bound spirit. For example, a GM might allow any sufficientlyleveled pagan acquire the form described in *form of dragon I* while bound to a dragon spirit. This ability is modified by any feat, spell, or effect that specifically works with the wild shape druid class feature. For example, the Planar Wild Shape feat lets the pagan add the celestial

or fiendish template to his or her spiritshape. This ability replaces wild shape.

Special: At the GM's option, a druid with the blightcaller archetype can select this archetype as well. Such blightcallers replace the Tree constellation from their list of constellation alignments with the Skull constellation. Moreover, they can select the Occult domain in addition to the normal additional domains allowed to blightcaller druids. For more information on the blightcaller archetype, see the druid section of Chapter 2 in PATHFINDER ROLEPLAYING GAME ADVANCED PLAY-ER'S GUIDE.

### **FIGHTER**

Few fighters learn to specialize in supernatural weapons over manufactured ones, but those who do view pact magic as another potent tool in their arsenal of war. Here is a new archetype for the fighter.

#### Warshade

Caught like a shadow between reality and inexistence, the warshade learns to shape and meld the darkness from which all spirits hail into a battle-worthy weapon.

**Bind Spirit**: A warshade can seal pacts with spirits. The character's binder level equals his or her fighter level, and the character binds spirits as an occultist of that same level. This replaces the bonus feat gained at 1st level.

**Sealed Lore**: At 1st level, a warshade aligns with one constellation. The warshade cannot seal pacts with a spirit whose constellation opposes the aligned constellation. Also, the warshade is treated as a binder of ½ his or her fighter level when making binding checks with, and using the granted abilities of, unaligned spirits.

*Important*: A warshade does not gain a spirit's major granted ability unless he or she beats the spirit's binding DC (including any modifications) by 10 or more and never gains the ability's capstone empowerment regardless of the binding check's result.

A warshade with levels in another class with the bind spirit class feature reduces the DC associated with a spirit's major granted ability to 5 or more (rather than 10 or more) and may gain a spirit's capstone empowerment when beating the spirit's binding DC by 15 or more (rather than the usual 10 or more).

**Bonus Feats**: A warshade can choose occult feats in addition to combat feats when taking fighter bonus feats.

Seal of Darkness (Su): A warshade may seal a portion of a bound spirit into his or her weapon as part of a 1-minute ritual. At 5th level and every 4 levels thereafter, the warshade learns one seal from the list below. Each time the warshade makes a pact with a spirit, he or she may draw one known seal onto a weapon, placing a portion of the spirit into the weapon and gaining the selected seal's ability. The warshade continues to benefit from the spirit's minor abilities while the spirit is sealed inside of the weapon.

A seal of darkness follows all of the normal rules for a major granted ability (including how it is expended) and a warshade cannot apply a seal of darkness to a weapon if they choose to gain a spirit's major granted ability (see sealed lore, above). A warshade may only have one seal of darkness at a time, even when multiclassing into a class that grants the ability to bind with multiple spirits. This ability replaces a fighter's weapon training 1, 2, 3, and 4. **Mastery of Darkness (Su)**: At 20th level, a warshade is able to craft a double seal, granting the ability to use two seals of darkness with a single spirit. This ability replaces weapon mastery.

#### Seals of Darkness

The following are the seals of darkness that warshades can use to bind spirits into their weapons.

Allure of the Night: As a standard action, you can set loose the tantalizing whispers of the spirit bound to your seal of darkness for a number of rounds equal to your binder level. Make a Diplomacy check against all creatures in your threatened area (DC 10 + ½ the creature's hit dice + their Wis modifier); creatures you succeed against become wrought with alluring whispers, urging the creature to attack you. The creature takes a -2 penalty on attack rolls made against creatures other than you and suffers a 10% spell failure chance on spells that do not target you or do not have you within their targeted area. For every 4 binder levels beyond 5 that you possess, the attack roll penalty increases by -1 and the spell failure chance increases by 5%. A creature so affected is aware of this penalty.

Living Darkness: You unleash a soul-wrenching shriek that terrifies your foes as a move action. Make an Intimidate check (DC  $10 + \frac{1}{2}$  the creature's hit dice + its Wis modifier). Creatures you successfully intimidate are demoralized, becoming shaken for 1 round plus 1 additional round per 5 that your Intimidate check beat its DC. For every 4 binder levels beyond 5 that you possess, the number of rounds a creature is shaken for increases by 1.

**Shade Step:** As a move action, you move up to half your speed without provoking attacks of opportunity. At 5th level and every 4 binder levels thereafter, you can move an additional 5 feet without provoking attacks of opportunity, up to your maximum speed.

> Shroud of the Dark: As a swift action, you blanket yourself in darkness. As a result, enemies suffer a 20% miss chance when attempting to attack you and spells that target you have a 20% chance of spell failure. For every 4 binder levels beyond 5 that you possess, these chances increase by 5%. This effect lasts 4 rounds.

Tendril of Darkness: As a move action, select one creature within 30 feet and roll a CMB check. If you succeed, you project an inky tendril of shadows that binds the target in place,

preventing it from moving more than 5 feet during its next turn. For every 4 binder levels beyond 5 you possess, this effect lasts for 1 additional round. A creature can escape with a successful CMB check or Escape Artist check (DC equals 10 + ½ your binder level + your Cha modifier.)

## <u>Monk</u>

Although they are among the least common of pact magic users, there are stories of monasteries scattered throughout the world that hold fast to the old ways, collecting and cherishing ancient knowledge. Not only preserving this knowledge, many monks who follow the ways of pact magic use it as a means to better themselves.

This section introduces a new archetype that is dedicated to blending pact magic and self-perfection through the use of martial arts.

#### **Empyrean Friar**

The empyrean friar is a scholar first and a warrior second. Instead of perfecting their martial arts, a friar pours over various tomes and scrolls seeking knowledge of the old ways of pact magic and spirits. To the friar, the housing of a spirit within one's soul is the most precious gift in the entire world. Many empyrean friars will all but beg spirits to make that pact during a ritual.

**Class Skills**: An empyrean friar adds Knowledge (arcana), Knowledge (planes), and Spellcraft to their list of class skills.

**Bind Spirit**: An empyrean friar can seal pacts with spirits. The character's binder level equals his or her monk level, and the character binds spirits as an occultist of that same level. An empyrean friar uses Wisdom in place of

Charisma on binding checks and when adjudicating the effectiveness of granted abilities. A pactsworn pagan can never gain a bound spirit's vestigial companion. Even a multiclass pactsworn pagan retains this restriction. This ability replaces stunning fist.

**Constellation Alignment**: At 1st level, an empyrean friar aligns with one constellation among any except the Thief constellation. The empyrean friar cannot seal pacts with a spirit of the Thief constellation or any spirit whose constellation opposes the aligned constellation. Also, the empyrean friar is treated as a binder of ½ his or her monk level when making binding checks with, and using the granted abilities of, unaligned spirits.

**Spirit Strike (Su)**: At 3rd level, an empyrean friar can seamlessly combine a bound spirit's granted abilities with regular monk attacks. Whenever an empyrean friar uses his or her flurry of blows, you may substitute an attack with a bound spirit's major granted ability. The substituted attack must have an attack bonus equal to the monk's level -2. For example, a 5th level monk must substitute an attack with a bonus of +3 in exchange for

a major granted ability. Also, in order to combine with a flurry of blows, the granted ability must require a standard action or less to activate and it must target either the friar or a creature within the friar's melee attack range (5 feet for Small and Medium empyrean friars, or 10 feet if the friar is using a reach weapon). Spirit strike can only be used in conjunction with the major granted ability of the character's favored spirit (see below). This replaces maneuver training.

Favored Spirit: At 3rd level, an empyrean friar selects one bindable spirit as his or her favored spirit. This spirit need not belong to the empyrean friar's aligned constellation but it cannot be a spirit that is opposed to the aligned constellation. An empyrean friar no longer needs to perform the favored spirit's ceremony. Instead, the character need only meditate for 1 minute. Meditating in this manner provokes attacks of opportunity. Alternatively, the empyrean friar can make a rushed pact with the favored spirit as a standard action with the usual -10 penalty. At 9th level and again at 15th level, an empyrean friar can select one additional favored spirit, for a maximum of three spirits at 15th level. This ability replaces fast movement, improved evasion, and timeless body.

**Meditative Realignment**: At 5th level, an empyrean friar can select one spirit that does not belong to his or her aligned constellation. The spirit is treated as belonging to the aligned constellation for the purpose of the constellation alignment ability. This benefit does not apply to feats, class features, or similar abilities. At 11th level and again at 17th level, an empyrean friar can realign 1 additional spirit, for a maximum of 3 spirits at 15th level. This ability replaces high jump, diamond body, and timeless body.

**Desperate Plea**: Beginning at 7th level, an empyrean friar can plea once daily with a favored spirit as a full-round action, asking to exchange powers. The empyrean friar immediately

expels one spirit as if using the Expel Spirits feat and binds with another spirit as part of the full-round action used to activate this ability. The newly bound spirit remains bound to the empyrean friar for 24 hours and, when first bound, the spirit's major granted ability is expended for 5 rounds as if it had just been used. The empyrean friar does not gain the newly bound spirit's capstone empowerment. In addition, the empyrean friar suffers the spirit's physical sign and influence for the duration of the pact.

An empyrean friar can use this ability daily. At 13th level and again at 19th level, the friar gains 1 additional daily use, for a maximum of 3 times per day at 19th level. This ability replaces wholeness of body, diamond soul, and empty body.

## OCCULTIST

There are many tricks to barter with spirits, and none are as privy to these secrets as an occultist. However, as occultists dive forever deeper into the secrets of forgotten lore and ancient tomes, they risk losing bits of themselves to the spirit realm and its spectral inhabitants. The greatest tragedy of all results in apotheosis to something terrifying and unreal.

Here are two new archetypes for the occultist.

#### **Seal-Etched Occultist**

Some occultists dare to ink mystical markings on their flesh. These tattoos of ceremonial seals quickly spread to cover much of the body, giving these mystics an unnerving appearance even without influence of spirits.

Scribe Binder Tattoo: A seal-etched occultist gains Scribe Binder Tattoo as a bonus binder secret at 1st level, ignoring the secret's usual prerequisites, and starts play with the tattooed seal of one 1st-level spirit. In exchange, the character is barred from 3 constellations of his or her choice. Spirits from those con-

stellations will never answer the character's summons. However, starting at 5th level, any time the seal-etched occultist could select a binder secret, he or she can sacrifice the feat to unbar one constellation.

**Seal Augmentation (Su)**: At 2nd level, a sealetched occultist may enhance a single existing seal (one already inked) with a seal augment, which grants you one bonus selected from the following list.

- » +1 insight bonus on attack rolls
- +1 insight bonus on all saving throws
- +1 dodge bonus to AC
- » +1 hit point per binder level
- » +1 insight bonus on damage rolls

The bonus granted by the augment increases by an additional +1 per 5 occultist levels.

Apply the benefit whenever the seal-etched occultist is bound to the relevant spirit. At 6th level and every 4 levels thereafter, the character can apply another augment, either for a new seal or to a previously augmented seal. Seal augments do not stack with each other. It costs double the amount of gold to remove a seal enhanced with an augment, but after you do so, you may apply an augment (up to your maximum) to a different seal.

This ability replaces the 1st, 2nd, 3rd, and 4th pact augmentations.

**Seal Augment Mastery (Su)**: At 18th level, the eal-etched occultist always benefits from his or her seal

augments, even when not bound to the relevant spirits. This ability replaces the 5th pact augmentation.

#### **Unbound Occultist**

Occultists who step too far and allow the spirits free reign over their bodies find power unimaginable but also damnation. Such individuals are known as the unbound and while their supernatural furor is great, they are all but assured to become lost souls of the spirit realm upon their death, having lost their humanity long ago.

Monstrous Aspects (Su): While bound to a spirit, an unbound's body writhes and shifts,

becoming grotesque and monstrous to behold. Before rolling a binding check to determine whether a pact is good or poor, an unbound can increase the check's DC by 5 in order to roll d% on Table 2: Monstrous Aspects and gain the aspect indicated in the table. The saving throw DC of abilities gained this way equals the saving throw DC of the unbound's major granted abilities. An unbound can have one monstrous aspect per bound spirit.

All monstrous aspects significantly alter your physical appearance, though the player decides exactly how the aspect manifests. The changes are real for the

pact's duration. Spells such as *true seeing* reveal the real you and spells like *trueform* do not suppress the aspects.

This ability replaces constellation aspects.

**Devour Granted Ability (Su)**: An unbound occultist can permanently learn certain granted abilities. At 5th level, the unbound occultist selects 1 spirit for which he or she can seal a pact. The unbound may use that spirit's major granted ability once daily as an innate supernatural ability. No ceremony or binding is required. Moreover, if the unbound chooses to bind that spirit normally, the character is treated as having the Rapid Recovery feat for that spirit (even if the unbound doesn't meet the feat's prerequisites). At 10th level and every 5 levels thereafter, unbounds can select an additional spirit's major granted ability to devour and they may, if desired, re-select 1 of their previous choices. This ability replaces the occultist's bonus feats.

**Monstrous Aspect Mastery (Su)**: At 18th level the unbound occultist no longer suffers the +5 increase to a spirit's binding DC when adding a monstrous aspect to a spirit. This ability replaces constellation mastery.

**Monstrous Transformation (Su)**: At 20th level, an unbound occultist with the humanoid type becomes forever transformed into a horrendous mockery. The unbound's type changes to monstrous humanoid and the character can freely select monstrous aspects instead of rolling for them. This ability replaces true augmentation.



#### TABLE 2: MONSTROUS ASPECTS

tripled.

<b>d%</b>	Monstrous Aspect
01-02	Ant's Chitin: You gain a +2 bonus on Per-
	ception checks and your carrying capacity is

03-04 Feline Paws: You gain a +3 bonus on Stealth checks and treat any falling damage you take as being 10 feet less.

- 05-06 Slug's Body: You take no penalties for squeezing into an area that is one size category smaller than you and you can squeeze into an area two size categories smaller than you at the normal penalty.
- 07-08 Chameleon's Skin: You gain a +3 bonus on Stealth checks and can use hide in plain sight (as a ranger) in any terrain as a full-round action. Taking any action other than movement ends the hide in plain sight effect.
- 09-10 Unicorn's Horn: You gain a gore attack that deals damage as an unarmed strike from a creature one size category larger than you are (1d6 for Medium creatures, 1d4 for Small creatures).
- 11-12 Manticore's Spikes: You grow spikes, causing you to deal 1d4 damage +1 point per 2 binder levels to creatures that you successfully grapple.
- 13-14 *Tiger's Reflexes*: You gain the pounce special attack.
- Boggart's Gills: You can breathe underwater. 15-16
- 17-18 Snake's Tongue: You gain a +3 bonus on Intimidate checks and the scent special quality.
- 19-20 Treant's Barkhide: You gain DR 1/bludgeoning. This DR increases by 1 for every 5 binder levels you possess.
- 20-22 Yeti's Fur: You can exist in temperatures as low as -40 degrees F and gain a +2 natural armor bonus to AC. The penalties of extreme heat are doubled.

23-24 Tarrasque's Carapace: You gain spell resistance equal to your Charisma modifier (minimum (0) + your binder level. In addition, you are immune to magic missiles and spells that target your area have a 30% chance to miss you.

25-26 Lizard's Shock: Creatures that strike you with melee weapons must make a Reflex save or take 1d8 points of electricity damage +1 per 2 binder levels you possess.

27-28 *Leafy Anatomy*: As long as you spend at least 1 hour in direct sunlight you do not need to eat (you must drink and rest normally).

#### d% **Monstrous Aspect**

- 29-30 Badger's Ferocity: You can rage as a barbarian for a number of rounds each day equal to your binder level. These rounds do not need to be consecutive but you are fatigued afterward for double the number of rounds.
- 31-32 Strige's Sickness: You are covered with a haze of disease; creatures that take damage within 10 feet of you have a 10% chance to contract filth fever.
- 33-34 Eagle's Vision: You gain a +3 bonus on Perception checks.
- 35-36 **Phase Spider's Jaunt**: Your movement does not provoke attacks of opportunity.
- 37-38 Leopard's Grace: You gain a +2 bonus on Reflex saves.
- 39-40 *Bulette's Hide*: You gain a +2 natural armor bonus to AC, you gain Improved Unarmed Strike, and your unarmed attacks deal slashing damage as if you were one size category larger then you actually are.
- 41-42 Ox's Stoutness: You gain a +2 bonus on Fortitude saves.
- 43-44 *Crocodile's Lungs*: You can hold your breath for a number of rounds equal to 4 times your Constitution score.
- 45-46 Spider's Bristles: You gain a +2 bonus on initiative checks.
- 47-48 *Owl's Persistence*: You gain a +2 bonus on Will saves.
- 49-50 Cheetah's Bones: Increase your base speed by 5 feet.
- Froghemoth's Tongue: You may make com-51-52 bat maneuver checks at a range of 10 feet.
- 53-54 Adlet's Breath: You release a frigid breath attack as a swift action. Creatures in a 10 foot spread around you take 1d6 points of cold damage plus 1d6 cold damage per 6 binder levels. Affected creatures must make a Fortitude save or become staggered for 1 round. This aspect becomes expended for 5 rounds after it is used as if it were a major granted ability.
- 55-56 Baddersnatch's Barbs: Whenever you successfully hit a creature with a melee attack, the struck creature must make a Fortitude save or become sickened for 1 round.
- Bear's Vitality: Your maximum hit points 57-58 increase by an amount equal to your binder level for the duration of the pact.
- 59-60 Shark's Seastride: You gain a swim speed equal to your base speed and you can take 10 on swim checks.

#### d% Monstrous Aspect

- 61-62 *Flumph's Stench*: You gain the stench special attack, except you spray your stench in a 20 foot line instead of as a spread effect. An affected creature is sickened for 1d4 rounds. This aspect becomes expended for 5 rounds after it is used as if it were a major granted ability.
- 63-64 *Hydra's Regeneration*: You gain fast healing equal to <sup>1</sup>/<sub>2</sub> of your binder level.
- 65-66 *Ghorazagh's Bloodsight*: You gain blindsight 10 feet, except that you can only detect living creatures.
- 67-68 *Mole's Earthstride*:You gain a burrow speed equal to half your base speed and blindsense out to 5 feet.
- 69-70 *Fox's Cunning*: Boost your flanking bonus to +3.
- 71-72 **Boogeyman's Fear**: As a swift action you may unleash a 30 foot aura of dread centered on you. Creatures within the area must make a Will save or become shaken for 1 minute. A successful save prevents the creature from being affected by the aura for 24 hours.
- 73-74 **Skunk's Musk**: As a standard action, you fire a stream of musk at a creature as a ranged touch attack. If it hits, the creature must succeed on a Fortitude save or become nauseated for 1 round, then sickened for 1d3 rounds. Creatures within 20 feet of the affected target cannot use the scent special ability. This aspect becomes expended for 5 rounds after it is used.
- 75-76 *Sasquatch's Step*: You gain woodland stride (as a druid).
- 77-78 **Angler's Lure:** As a free action, all animal and humanoid creatures (except yourself and your vestigial companion) within 20 feet that can see you must make a Will save or become fascinated for 1 round. You can approach fascinated creatures without ending the condition but attacking any creature ends the effect for all fascinated subjects. This is a mind-affecting ability and a successful save (or having the effect broken, as stated above) makes a creature immune to the lure for 24 hours.
- 79-80 *Titan's Whirlwind*: As a swift action, if you take a full-attack action this turn, your melee attacks strike all creatures within your reach whose AC is equal to or less than your attack roll. This aspect becomes expended for 5 rounds after it is used, as if it were a major granted ability. Likewise, you become fatigued for 5 rounds after using this monstrous aspect.

#### d% Monstrous Aspect

- 81-82 *Vanara's Tail*: You grow a long, flexible tail that can carry objects. You cannot wield weapons with your tail, but you can use it to retrieve small stowed objects carried on your person as a swift action.
- 83-84 **Tempest Behemoth's Lighting:** As a swift action, you project a 30-ft. line of lightning that deals 1d6 points of electricity damage plus 1d6 electricity damage per 5 binder levels and deafens affected creatures for 1d4 rounds. A successful Reflex save halves the damage and negates the deafened condition. This aspect becomes expended for 5 rounds after it is used as if it were a major granted ability.
- 85-86 **Drider's Limbs**: You gain a +3 bonus on Climb checks and a +4 bonus to your CMD against trip combat maneuvers.
- 87-88 Cobra's Toxin: Your unarmed and natural attacks become envenomed: Unbound Venom: Injury; save Fort DC (as major granted ability); Frequency 1/round

for 5 rounds; Effect 1 Dex; Cure 1 save.

- 89-90 **Drake's Surge**: You can invoke a burst of speed that allows you to take an additional move action this turn. This aspect becomes expended for 5 rounds after it is used as if it were a major granted ability.
- 91-92 **Rat's Guile**: You gain a +3 bonus on Escape Artist checks and you can make Escape Artist checks in half the time.
- 93-94 **Bat's Screech**: As a standard action, you may unleash an ear-splitting screech that causes all creatures in a 20 foot radius burst to become staggered for 1d3 rounds unless they succeed on a Fortitude save. Bat-like creatures are immune to this effect. This is a sonic mindaffecting ability.
- 95-96 *Chupacabra's Bloodhunting*: Whenever you successfully pin a creature, you deal 1 point of Con damage to it and gain the benefits of a *haste* spell for 1 round per binder level you possess. Additional Con damage done increases the duration of this haste effect to a maximum number of rounds equal to your occultist level.
- 97-98 **Undead Anatomy**: You take no penalties from negative levels (though accuring more negative levels then you have hit dice will still kill you) and you gain the negative energy affinity special quality.
- 99-100 Roll twice and apply both monstrous aspects to your spirit; this result reduces your Charisma by 2 for the duration of the pact.

## PALADIN

Paladins often find themselves battling occult forces. They seek to smite heathens, those who have turned their backs on the gods, and destroy all traces of rituals that could endanger mortals' souls and godly churches.

This section introduces a new archetype for paladins and several new oaths for oathbound paladins.

#### Oaths

The following is an oath for the oathbound

paladin archetype. See PATH-INDER ROLEPLAYING GAME ULTI-MATE MAGIC for details regarding this archetype.

#### **Oath Against Spirits**

A paladin who selects this oath vows to destroy all traces of pact magic and rid the world of the influence of spirits. While many paladins recognize that not all occultists are evil, many are equally willing to eradicate the good and neutral ones in order to assure that pact magic can never fall into the hands of the wicked.

**Detect Spirits (Su)**: This ability works like the standard paladin ability *detect evil*, except it detects creatures that are bound to spirits and objects that are used in pact magic rituals. The information gathered is as follows:

*1st Round*: Detect the presence or absence of spirits.

**2nd Round**: Learn the number of spirits in the area and the level of the most powerful spirit.

*3rd Round*: Know the level and location of each spirit. If the aura is outside of the paladin's line of sight, he or she discerns its direction but not its exact location.

This ability replaces detect evil.

**Exhaust Spirit (Su)**: At 3rd level, whenever the paladin smites a creature, he or she may attempt to exhaust the powers of the target's bound spirit in lieu of dealing the smite attack's extra damage. The struck creature must make a Will save (DC  $10 + \frac{1}{2}$  the paladin level + the paladin's Cha modifier). On a failed save, one spirit's major granted ability becomes expended for a number of rounds equal to  $\frac{1}{2}$  the paladin's level. If the subject is bound to multiple spirits, randomly determine which spirit is affected. A spirit affected by this ability is susceptible to the Exorcise Spirit binder secret. This ability replaces the mercy gained at 3rd level.

#### Templar of Spirits

These templars are highly trained warriors, versed in the arts of eradicating spirits. Typically, they gain training from churches and other religious organizations that wish to stomped out pact magic from the world. Their view: The study of spirits leads to heathenism, as people lose their reverence for the gods when power is easily acquired. By utilizing binder lore, a templar of spirits is without peer in permanently ending the pact magic menace.

**Class Skills**: Add Knowledge (arcana) and Knowledge (planes) to your list of class skills and remove Knowledge (nobility) from your list of class skills.

**Smite Occult (Su)**: You use your righteous fury to smite occult beings. This ability functions like a standard paladin's smite evil except as noted here. If the

target is evil-aligned or is bound to a spirit, the templar adds his or her Charisma bonus (if any) to attack rolls and adds his or her paladin level to all damage rolls against the target. If the target of smite occult is bound to a spirit of the

Beast, Fiend, or Skull constellation, then the first successful attack improves to inflict 2 points of damage per level the paladin possesses. This ability functions differently if you

are an antipaladin. It functions as smite good except as noted here. If the target is good-aligned or is bound to a spirit, the templar adds his or her Charisma bonus (if any) to attack rolls and adds his or her antipaladin level to all damage rolls against the target. If the target of smite occult is good-aligned and bound

> to a spirit of the Angel, Scholar, or Tree constellation, then the first successful attack improves to inflict 2 points of damage per level the antipaladin possesses.

This ability is modified by any feat, spell, or effect that specifically works with the smite class feature. This ability replaces smite evil (paladin) or smite good (antipaladin).

**Protection Against Heresy (Su)**: At 3rd level, a templar of spirits doubles the saving throw bonus from divine grace (or unholy resilience for an antipaladin) against the granted abilities of spirits. This ability replaces divine health (paladin) or plague bringer (antipaladin).

**Exorcise Spirit (Su)**: At 4th level, a templar of spirits can expend two uses of the lay on hands ability as a swift action in order to gain access to the Exorcise Spirits binder secret for a number of rounds equal to the number of dice of healing granted by lay on hands. The templar's binder level equals his or her paladin level for the purpose of this effect. This ability replaces channel positive energy (paladin) or channel negative energy (antipaladin).

### **R**anger

Although they have a reputation as masters of the wilderness, a ranger is just as much a hunter as he is a sojourner. Rangers who take up the mantle of pact magic often do so after great calamities have befallen them. Seeking something that harbors as much hate towards whatever wronged them as they do, these rangers turn to pact magic and the power of the spirits to seek their ultimate revenge, channeling otherworldly hate into unbeatable prowess.

Here is a new archetype for the ranger.

#### Foe Reaper

The foe reaper is a deadly adversary, calling upon an array of spirits in order to perfect the art of the hunt. These dread warriors often research specific spirits that possess a hatred towards a mark that the foe reaper seeks to hunt and bind that spirit unto themselves, channeling the spirit's thirst for revenge in order to increase their hunting provess.

**Bind Spirit**: A foe reaper can seal pacts with spirits. The character's binder level equals his or her ranger level, and the character binds spirits as an occultist of that same level. A foe reaper uses Wisdom in place of Charisma on binding checks and when adjudicating the effectiveness of granted abilities. This ability replaces your ability to cast ranger spells.

**Constellation Alignment**: At 1st level, a foe reaper aligns with any one constellation. The character cannot seal pacts with any spirit whose constellation opposes the aligned constellation. Also, the foe reaper is treated as a binder of ½ his or her ranger level when making binding checks with, and using the granted abilities of, unaligned spirits.

Favored Spirit Enemy: This ability func-

tions as a ranger's favored enemy, except a foe reaper applies favored enemy bonuses against all creatures that qualify as the currently bound spirit's favored enemy. At 5th level and every 5 levels thereafter, the bonuses improve by +2. This ability counts as a ranger's favored enemy class feature for the purpose of how it interacts with feats, spells, magic items, and all other abilities. Unlike a ranger, a foe reaper never gains more favored enemies. This ability replaces favored enemy.

**Essence of Souls** (Su): At 3rd level, a foe reaper gains a small pool of ki energy points. The number of points in the pool equal <sup>1</sup>/<sub>2</sub> the character's ranger level + his or her Wisdom modifier. As long as the foe reaper possesses at least 1 point in the ki pool, he or she can make coup de grace attempts as a standard action instead of as a full-round action. At 10th level, the foe reaper can make coup de grace attempts as a move action instead.

A foe reaper can spend ki points. By spending 1 ki point, a foe reaper can make 1 additional attack at his or her highest attack bonus as part of a full attack action. In addition, the foe reaper can spend 1 ki point to gain the scent special quality as a supernatural ability for 1 minute per ranger level. The foe reaper treats scents of all creatures that qualify as their spirit's favored enemy as a familiar scent. Finally, a foe reaper can spend 1 ki point to increase his or her land speed by 20 feet for 1 round.

The ki pool is replenished each morning after 8 hours of rest or meditation. These hours do not need to be consecutive. If the foe reaper possesses levels in another class that grants points to a ki pool, ranger levels stack with those levels to determine the total number of ki points in the combined pool, but only one ability score modifier is added to the total. The choice of ability score is made when the second class ability is gained; and once made, the choice is set. The foe reaper then uses ki points from the combined pool to power the abilities of every class he or she possesses that grants ki. This ability replaces endurance and the favored terrain gained at 3rd level.

**Siphon Soul (Su)**: At 8th level, whenever a foe reaper successfully coup de graces a creature, he or she may immediately restore 1 ki point to the ki pool when bound to a spirit. If the coup de graced creature is the bound spirit's favored enemy, the foe reaper restores 2 ki points instead. A foe hunter only restores ki if the slain creature has a number of hit dice equal to half or more of the foe reaper's level. This ability replaces the

favored terrain gained at 8th level.

Fuse Spirits (Su): At 13th level, a foe reaper can spend all of his or her remaining ki points (minimum 3) in order to end the exhaustion time on a bound spirit's major granted ability. This ability replaces the favored terrain gained at 13th level.

Foe-Reaping Strike (Su): At 18th level, a foe reaper may make a killing blow against a creature that qualifies as the currently bound spirit's favored enemy. As a full-round action, the ranger expends all remaining ki points (minimum 3) in order to make a single attack against the creature. If using a ranged weapon, the target must be within 30 feet. If the attack succeeds, the creature must make a Fortitude save (DC 10 +  $\frac{1}{2}$ the foe reaper's level + Wis modifier) in addition to the weapon's normal damage. On a failed saving throw the creature dies. This ability replaces the favored terrain gained at 18th level.

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## Rogue

While the image of the rogue as the charming swashbuckler, the daring acrobatic, or the guileful thief are the most pervasive of visions, there are those among rogues who are cursed with powers they do not understand and must hide from a society that shuns them.

This section includes new rogue talents and a new archetype for rogues.

#### **Rogue Talents**

The following are new rogue talents that a rogue with the ability to bind spirits can select.

**Constellation Aspects (Su)**: You can bind constellation aspects as if you were an occultist equal to your binder level. You cannot gain both a constellation aspect and a monstrous aspect from a single spirit.

To gain a constellation aspect, you perform a spirit's ceremony and attempt a binding check against its binding DC + 5. After completing the ritual, you select a constellation aspect from the list of aspects that are associated with that bound spirit's constellation. For example, you might select Aza'zati to gain a constellation aspect associated with the dragon constellation (which is Aza'zati's constellation). You gain an aspect even if you fail the binding check. You do not gain any other benefits of the binding check such as minor or major granted ability, though you do gain the spirit's physical sign and personality influence; and if you fail the binding check then you cannot voluntarily control the sign and influence.

Fortify Skill (Ex): You can expend your spirit's major granted ability as an immediate action in order to add the spirit's level as an insight bonus to the next Str-based or Dex-based skill check that you make during this round. Using this rogue talent expends the spirit's major granted ability for 5 rounds; abilities such as Rapid Recovery do not reduce the number of rounds the ability is expended.

**Hide Supernatural Abilities**: You gain the Disguise Granted Abilities binder secret (page 10) as a bonus feat even if you don't meet its prerequisites. Also, when using this ability, you may spend a swift action to replace the d20 result of the Bluff check with a 10, and may do so

after you learn the d20 result.

Monstrous Aspects (Su): You warp your body, granting you a monstrous aspect as if you were an occultist with the unbound archetype. You cannot gain both a constellation aspect and a monstrous aspect from a single spirit.

To gain a monstrous aspect, you perform a spirit's ceremony and attempt a binding check against its binding DC + 5. After completing the ritual, you roll d% and consult Table 2: Monstrous Aspects on pages 21-22. You gain the aspect indicated in the table. The saving throw DC of any ability gained this way equals  $10 + \frac{1}{2}$  your rogue level + your Charisma modifier. Alternatively, if you have levels in a class with the bind spirits class feature, then use the saving throw DC of your granted abilities.

All monstrous aspects significantly alter your physical appearance, though the player decides exactly how the aspect manifests. The changes are real for the pact's duration. Spells such as *true seeing* reveal the real you and spells like *trueform* do not suppress the aspects.

**Occult Feat**: Select a single occult feat as a bonus feat. You must meet the chosen feat's prerequisites.

#### Untouchable

For some, pact magic is just a blight one is born with. While some individuals magically hide their blighted status, those who do not are social outcasts, feared, shunned, and even killed. They are untouchables: persons unwanted within their own homes.

**Class Skills**: Add Knowledge (arcana), Knowledge (planes), and Spellcraft to your list of class skills.

**Bind Spirit**: An untouchable can seal pacts with spirits. The character's binder level equals his or her rogue level, and the character binds spirits as an occultist of that same level.

An untouchable never seals a good pact with a spirit. He or she automatically fails the binding check with regard to determining whether a pact is good or poor unless he or she rolls a natural 20. An untouchable with levels in another class with the bind spirit class feature instead only uses <sup>1</sup>/<sub>2</sub> his or her binder level on binding checks to determine if a pact is good or poor.

**Mutable Bonus (Su)**: You can only use this ability if you are bound to a spirit that grants you an insight bonus on one or more skill checks. As a full-round action, you can instead apply the bonus to a skill that uses the same key ability score. If the granted ability boosts two or more skills, you can reassign both skills. For example, Aza'zati provides binders with an insight bonus on Bluff

and Diplomacy checks. An untouchable can reassign Bluff to another Charisma-based skill (such as Intimidate) and Diplo-

> macy to another Charismabased skill (such as Use Magic Device). Moreover, Aza'zati's allows his binders to take 10 on Bluff and Diplomacy checks; the untouchable can reassign this benefit to Intimidate and Use Magical Device instead; as difficult as that may

be to do. You can use this ability 3 times per day plus 1 additional time per day per 2 rogue levels beyond 1st that you possess. This ability replaces sneak attack.

## SORCERER

Sorcerers are the inheritors of many a foul curse and are often born with tainted blood. As far beyond reality as spirits and the spirit realm may be, they leave visible signs upon mortals that they visit, and those who overuse their powers are likely to affect not only themselves but their children as well. Such individuals become ergons, ravaged souls, and other oddities.

Here are two new archetypes for the sorcerer.

#### **Ergon Bloodline**

Your bloodline is tainted by weird experiments of otherworldly construct-like beings that prowl from far realms, and you are often haunted by side-effects.

Class Skill: Heal.

**Bonus Spells**: mage armor (3rd), locate object (5th), tongues (7th), stone shape (9th), hold monster (11th), disintegrate (13th), reverse gravity (15th), iron body (17th), mage's disjunction (19th).

**Bonus Feats**: Combat Casting, Furious Strike, Great Fortitude, Iron Will, Lightning Reflexes, Rapid Recovery, Skill Focus (Heal), Toughness.

**Bloodline Arcana**: Creatures that you have demoralized treat the saving throw DCs of your transmutation spells and mind-affecting spells as +1 higher.

#### **Bloodline Powers:**

**Innate Pactmaking**: At 1st level, you may use your innate magical talent to seal pacts with spirits. Your binder level equals your sorcerer level and you bind spirits as an occultist of your level. As a cost, you must sacrifice an unused spell slot of a spell level equal to or greater than a spirit's level in order to seal a pact with it. A multiclass character with this bloodline retains this restriction for all bound spirits. Also, all spirits immediately unbind from you whenever you regain spells. Thus, you never benefit from the Flexible Pactmaking feat.

**Ocular Growths (Su)**: At 3rd level, you can force tumor-like growths to spread across your body as a swift action, erupting into functioning eyes. This grants you all-around vision, making it impossible to flank you. At 11th level these eyes grant you darkvision 60 feet or increase your darkvision by 30 feet if you already possess it. At 17th level the eyes grant you a *true seeing* effect. The eyes function for a number of rounds per day equal to your sorcerer level. Those rounds do not need to be consecutive.

**Devour Magic (Sp)**: At 9th level you can expend 1 unused spell slot to regain 1d6 hit points per level of the spell as a full-round action. At 13th level you can destroy a magic item to regain hit points equal to 10 x the item's caster level.

**Spell Deflection (Su)**: At 15th level you gain spell resistance equal to your sorcerer level + 10.

**Experimental Evolution (Su)**: At 20th level, you become a half-construct. See the creature type section of Chapter 4 of PATHFINDER ROLEPLAYING GAME ADVANCED

RACE GUIDE. In addition, you gain magic immunity, as a wood golem, as well as all of the special spell weaknesses that a wood golem receives. See that monster's entry in PATHFINDER ROLEPLAYING GAME BESTIARY.

#### **Ravaged Bloodline**

The supernatural taint of the spirits flows through your body, the result of dark bargains with spirits, exposure to pact magic while in the womb, or a similar event.

Class Skill: Knowledge (planes).

**Bind Spirit**: A ravaged bloodline sorcerer does not gain bonus spells. Instead, the sorcerer gains knowledge of pactmaking and can seal pacts with spirits. The character's binder level equals his or her sorcerer level, and the character binds spirits as an occultist of that same level.

**Bonus Feats**: Constellation Focus, Flexible Pact Making, Heighten Spell, Improved Initiative, Iron Will, Shield against the Supernatural, Skill Focus (Knowledge (planes)), Spirit Focus.

**Bloodline Arcana**: Add +2 to the DC of your spells when the target is an outsider with the chaos, evil, good, or law subtype or possesses the aura class feature (such as a cleric or paladin).

#### **Bloodline Powers:**

**Spirit Surge (Su)**: At 1st level, you can make a ranged touch attack against a foe within 30 feet to deal 1d4 points of untyped damage +1 per for every 2 sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

**Supernatural Resistance (Su)**: At 3rd level, you gain a +2 bonus on saving throws to resist supernatural abilities or possession (such as by a ghost or fiend). At 9th level this bonus increases to +4 and at 15th level it increases to +6.

**Swift Binding (Su)**: At 9th level, you may bind a spirit as a full-round action that provokes attacks of opportunity. Unlike a normal pact, you cannot alter the spirit's binding DC when using this ability (such as by adding a constellation aspect, using feats, and so forth). Also, a swiftly bound pact lasts 2 minutes, after which the spirit departs and you become fatigued for a number of rounds equal to double the departing spirit's level. You can use this ability once daily at 9th level, twice daily at 13th level, and 3 times daily at 17th level.

**Spirit Infusion (Su)**: At 15th level you gain a +2 enhancement bonus to your Constitution and Charisma scores. At 17th level the bonus increases to +4 and at 19th level the bonus increases to +6. At 20th level these become inherent bonuses instead of enhancement bonuses.

Ascend Beyond Reality (Su): At 20th level you acquire qualities of a spirit similar to a living nightmare. You acquire a ghostly white countenance and unnatural features such as extra eyes or outlines of faces beneath your skin. You are immune to exorcism, possession, petrification, hold, soul trapping, temporal stasis, and sleep effects.

## WIZARD

Having dedicated their lives to the pursuit of knowledge and the understanding of the universe, some wizards uncover the lost arts of pact magic and learn to incorporate its teachings into their own studies.

Here is a new archetype that blends the scholarly arts of the wizard and the pactmaker.

#### Soul Weaver

While most view spirits as lost souls or unfortunate beings, some wizards choose to disregard such sentiments and instead delve into the mechanics of spirits. By studying this alien, reality-defying magic, the wizard learns to rip apart a spirit's essence and imbue it with arcane energies.

**Diminished Spellcasting**: A soul weaver possesses 1 less spell per day at each spell level. If the soul weaver would receive 0 spells per day, then he or she only receives bonus spells, if any, due to a high Intelligence score.

Bind Spirit: A soul weaver can seal pacts with spir-

its. The character's binder level equals his or her wizard level, and the character binds spirits as an occultist of that same level. A soul weaver uses Intelligence in place of Charisma on binding checks and when adjudicating the effectiveness of granted abilities. This replaces the arcane bond class feature.

**Pact Lore (Ex):** A soul weaver adds <sup>1</sup>/<sub>2</sub> of his or her wizard level on Knowledge (arcana) and Spellcraft checks made to uncover spirit lore or identify an ability granted by a spirit. This ability also identifies spells that have been altered by the reweave spirit ability.

**Spirited Magic (Su)**: While the soul weaver is bound to a spirit, creatures that are considered that spirit's favored enemies treat the DC and caster level of the soul weaver's spells as being +1 higher. This bonus to caster level does not apply to the spell's range.

**Spirit Empowerment (Su)**: A soul weaver can briefly tap a spirit's power in order to increase the effectiveness of his or her spells. As a swift action, the soul weaver boosts his or her caster level by +4 for 1 round. After using this ability, the soul weaver immediately loses access to the spirit's granted abilities for a period of 4 rounds. The spirit is effectively unavailable. During this time, the soul weaver does not benefit from the spirited magic class feature either.

**School of the Occult Sign**: Because of their devotion to pact magic, soul weavers forsake three schools of magic. These opposition schools vary individually and are chosen at 1st level and cannot be changed later. A soul weaver may never select divination as an opposition school. A soul weaver who wishes to prepare a spell from an opposed school must use two spell slots of that level to prepare it. In addition, the soul weaver takes a -4 penalty on any skill checks made when crafting a magic item that has a spell from an opposed school as a prerequisite. This ability replaces arcane school.

**Reweave Spellcasting (Su)**: At 5th level, a soul weaver can choose to transform a single, prepared wizard spell into a granted ability. The soul weaver must be bound to a spirit in order to use this ability. As part of a 1-minute ritual, the character selects a single granted ability the spirit possesses and a single prepared wizard spell. The spell cannot be from one of the wizard's opposing schools and the spell's level must be at least 2 levels lower than the spirit's level. When the ritual is complete, the soul weaver loses access to both the selected granted ability and the selected prepared spell as if it had been cast. In exchange, the selected spell becomes a supernatural ability for the duration of the pact. The following

rules indicate which spells can be rewoven into granted abilities. You can only reweave spells, not granted abilities.

*Minor Granted Ability*: Only spells with a target of "one creature" or "you" can be rewoven into minor granted abilities. A minor rewoven spell always targets the soul weaver, even if the spell could normally target other creatures. The spell must be activated using the soul weaver's normal action and lasts for the appropriate number of rounds, based on caster level.

» *Major Granted Ability*: Any spell can be rewoven into a major granted ability. A spell with a duration longer than instantaneous has its duration reduced to 4 rounds. After it is used, a major rewoven spell becomes expended for 5 rounds, just as

a major granted ability does. Feats, class abilities, and similar abilities—except the Rapid Reweaving feat cannot reduce the number of rounds that a rewoven spell is expended.

Rewoven spells do not require material components or foci when they activate. Feats, class features, and similar abilities cannot be used to modify rewoven spells. Metamagic feats can be applied to a rewoven spell so long as the spell was prepared with the feat before being rewoven. Effects that counter, dispel, and/or negate spells treat rewoven granted abilities as if they were spells. A spell that requires a material component that costs more than 1 gp cannot be rewoven into a granted ability.

A soul weaver can only reweave a single granted ability with a spell at 5th level. At 10th level and every five levels thereafter, the number of granted abilities the soul weaver can reweave increases by 1, to a maximum of 4 abilities at 20th level. This ability replaces all of the wizard's bonus feats.

## LEGEND OF XALEN D'MAREK

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From an early age, the aristocrat Xalen d'Marek was an avid reader. He liked stories of all kinds, but the bestiaries of explorers, their meticulous travel journals, and their varied philosophical musings grabbed him far more than the florid tales of princesses or the plush country estate where he lived. His parents were mostly delighted with their only son's keen intelligence, and hired the best tutors and sages their gold coin could buy.

"Surely," his father often said with hope, "my son will soon look upon politics and warcraft." He knew men and their plots were far greater mysteries to unravel than the alchemy of dragons. However, Xalen's focus never wavered. At age twelve he built a laboratory that over the years would ultimately grow more sizable than the main house.

One afternoon, a servant girl named Amathea came and stared at this lad. They stared at each other oddly for a good ten minutes. He told her to go away.

At seventeen, the army called. Xalen was furious at first. For days he locked himself in his laboratory or its library annex.

"Son," his father explained from outside the locked door, "military service will be an introduction to cultures and kingdoms beyond your own."

"Will there be dragons, or chimera, or naga spirits?"

"I saw one or two," his father answered truthfully. "Armies travel far. Seven owlbears we took one evening. And nearby was a cave with eggs, the very ones over the mantlepiece."

"In that case, I shall go!" Xalen announced with excitement, flinging open the door. He had never felt closer to his father, nor more excited to leave the estate. "Enough of books!" he told his mother, who was greatly disappointed, for what mother wants to lose her son to a sword or a dragon's gullet? At least with books and beakers he usually came to the dinner table.

A month later, a carriage came for Xalen. His parents and the staff stood to wave goodbye. There was Amathea, now with full breasts and porcelain skin in an apron. He did not know what to make of her smile at him, and stumbled into the carriage.

Xalen reported for duty and volunteered for far travel, which in due time reaffirmed his passion. Besides dragons, his men fought wolves with tentacles, floating mists that drew blood, and other monsters he had never imagined. Besides staying alive, nothing motivated Xalen the Monster Hunter like a tooth or scrap of hide. With his pay he skipped the carnal night houses and paid to ship home his trophies to someday examine.

After four tours of duty, he retired.

"Oh son, you are home at last!" his mother cried as he stepped from his carriage to the old estate. She added, as she took him in for tea, "I am sorry your father did not live to this day, but you shall make his estate proud."

Xalen had waited years to unpack his crates. No sooner was the house asleep then he crept to his old laboratory for a peak.

"Oh, this sorry place will not do," he said shaking his head. The old lab was childish and cramped. It needed renovation.

Even as carpenters came and went, he worked in his lab day and night to unlock the puzzles scribed in his military journals. He had now inherited the estate but took little interest in it. He preferred to fund expeditions to new lands, construct magical devices, and service charities to keep quiet his aging and bored mother. He devised magic to locate any treasure so long as he could describe it well, and to shrink said treasures, to carry many, even dozens, at once while evading traps, bandits, tax collectors, and inquisitive colleagues. For three score years, Xalen collected and published. He was the envy of imitators who snickered at his poor hygiene, curious tastes, and odd habits acquired from strange lands.

Though he never married, Xalen was close with his sister's bright nephews. And he enjoyed Amathea's doting. Over the years, he let go of all of the servants except her.

"I am going on a last adventure," he told Amathea one morning. "I shall be gone three months and then I shall remain here forevermore, and the time of books and beakers will be done."

Amathea was privately pleased. "How long I have waited as a spinster," she confided to her best friends.

In three months Xalen returned, though this time with nothing in his hands. Only he and his ogre sideman had survived the dread tomb of an evil lich that could crumple a man into a small brimstone like Xalen could crumple up paper.

"Did you destroy it? Did you?" his nephews asked excitedly?

"Oh no, much better than that. I discovered a secret." He indicated his brow. "My treasure is in here." Indeed, Xalen had uncovered a key to eternal life, and by this he did not mean to become an evil lich. He had learned a way to free his mind, to explore every mysterious object, location, person, and piece of lore in the multiverse, even many at once, without ever leaving home! So many tantalizing potential possibilities! Unfortunately, this path could free only him

and no one else.

"Please know," he told Amathea as she brought him tea the next day, "I will always be here watching over you."

"Don't be dour, Xalen," she said, and smiled with love. "We have many years left in us." Behind her smile, however, she wondered why he had not yet proposed to her.

One misty morning soon after, she and his nephews found only a will and a vacant lab. Following the will, Amathea lived out her days on the estate, some say in quiet sorrow.

Xalen watched Amathea and his nephews from a distance, from a gray netherworld of spirits to which he had transported himself. He was beyond heavens and hells in a place that should not exist. At first, in this gray place, he saw nothing. Soon he spied tiny floating windows, which he could peer through to watch the world. After Amathea's death, and after his nephews had departed too, he entertained his mind and distracted his lonely heart for decades through these windows, and various puzzles and riddles he remembered from his childhood.

One day, a magic user called a binder summoned him. He heard someone shouting his name. Suddenly, he saw the world through the grizzled man's eyes, as if riding within him. He saw, heard, and felt as the man did. It was so exciting! But at night the man retired to pursue his loves, discarding poor Xalen's spirit back in the cold gray of nothing.

After centuries, with the puzzles and riddles old and tired, the ache of something missing haunted Xalen. Who returns from nowhere? he wondered with regret. Amathea's absence after millennia slowly drove him into depression and then madness. Which some might say is where he started from.



## CHAPTER 2 Feats

## OCCULT FEATS

The feats presented in this chapter are available for all characters and creatures that qualify. These feats all possess strong ties to spirits, and the spirit realm in which they dwell, and are best suited for Occultists or characters who practice pact magic, though that shouldn't stop players from taking these feats so long as they justify their choice to the GM's satisfaction.

This chapter features the following type of feats:

#### **Occult Feats**

Occultists can select occult feats as bonus feats. Members of other classes can take these feats as long as they meet the prerequisites.



Here are the pact magic related feats.

#### **Capstone Binder (Occult)**

You can coax additional power from your spirits. **Prerequisite**: Bind spirit class feature.

**Benefit**: Whenever you forge a good pact with a spirit, you gain its capstone empowerment ability if your binding check exceeds its binding DC by 5 or more.

**Special**: A warshade that selects this feat also gains access to the selected spirit's major granted ability. However, the warshade must beat the spirit's DC by 15 instead of the usual 10 in order to receive it. This is in addition to the feat's usual effects.

**Normal**: Your binding check must exceed the spirit's binding DC by 10 or more in order to gain its capstone empowerment ability.

#### **Constellation Focus (Occult)**

You are aligned with a constellation and its spirits. **Prerequisite**: Bind spirit class feature.

**Benefit**: Select one constellation. Add +2 on binding checks made to forge pacts with spirits who belong to that constellation and +1 to the saving throw DCs of



those spirit's granted abilities. You lose this feat's benefits while you are bound to a spirit who belongs to the selected constellation's opposed constellation.

**Special**: You can select this feat multiple times. Its effects do not stack. Instead, each time you select this feat, select a different constellation for its benefits to apply. You cannot select a constellation with this feat that opposes a constellation that you already possess with Constellation Focus.

#### Expel Spirits (Occult)

You can force a spirit from your body to end a pact early. **Prerequisite**: Bind spirit class feature.

**Benefit:** You can end a pact before the normal 24-hour period expires. In order to expel a spirit, make a binding check against the spirit's binding DC as part of a 1-minute ritual. The ritual requires that you redraw the spirit's seal but you do not need to perform its ceremony. If you succeed you expel the spirit, causing it to angrily manifest before you briefly. After the manifestation fades, you lose all benefits and penalties associated with the pact. You can immediately begin a new pact to bind a different spirit, but you cannot contact a spirit expelled by this feat for 24 hours and you suffer a -10 penalty on all binding checks made for the next 24 hours. Multiple expulsions cause this penalty to stack.

**Normal**: Once you forge a pact with a spirit, that pact lasts for 24 hours.

#### Extra Constellation Aspect

You possess extra knowledge of constellation aspects. **Prerequisite**: Minor Binding or Bind spirit class feature.

**Benefit**: You can bind one additional constellation spirit each day.

**Special**: An occultist with the constellation aspects class feature may select this feat multiple times.

#### Flexible Pactmaking (Occult)

You can alter the duration of a spirit's service.

Prerequisites: Bind spirit class feature.

**Benefit**: You can choose to extend or shorten the length of any pact you attempt to make with a spirit. During the ritual's ceremony, select whether you wish to reduce or increase the pact's length, as described below. Extending or reducing the duration of a pact prevents you from being able to expel the spirit with the Expel Spirits feat.

*Extend*:You can barter a spirit into increasing the duration of a pact beyond the usual 24-hour period. You can increase the pact's length by 24-hour increments, to a maximum of 120 hours (5 days). For every 24-hour increment you increase the pact's length, you gain a +2 bonus on your binding check to forge a good pact with the spirit (maximum +10).

*Reduce*: You can barter a spirit into reducing the duration of a pact below the usual 24-hour period. You can decrease the pact's duration by 4-hour increments, to a minimum of four hours. For every 4-hour increment you reduce the pact's length, you take a -2 penalty on your binding check to forge a good pact with the spirit (maximum -10).

**Normal**: Once you forge a pact with a spirit, that pact lasts for 24 hours.

#### Furious Strike (Occult)

You deal extra damage to your spirits' favored enemies.

**Prerequisite**: Bind spirit class feature.

**Benefit:** While you are bound to a spirit, you can spend a swift action in order to deal an additional 1d6 points of damage to the spirit's favored enemy. This damage is applied to each attack against the creature that you make. As your binder level increases, so does the extra damage dealt by this feat. At 6th level and every 6 levels thereafter, the extra damage increases by 1d6 to a maximum of 4d6 at 18th level. Using this feat causes the spirit's major granted ability to become expended for 5 rounds. You cannot use this feat if the spirit's major granted ability is already expended, nor can you use this feat in conjunction with the spirit's major granted ability.

#### Greater Minor Binding

You gain more power from your spirit.

**Prerequisite**: Knowledge (arcana) or Knowledge (planes) 6 ranks, Improved Minor Binding.

**Benefit**: When using the Improved Minor Binding feat, if you forge a good pact with the spirit you can select and gain two minor granted abilities of your choice. If you forge a poor pact, you can select a single minor ability in addition to having the spirit's influence and sign forced upon you.

**Special**: If you gain the bind spirits class feature, exchange this feat for Spirit Focus or Extra Constellation Aspect (your choice).

**Normal**: When using Improved Minor Binding you gain one minor granted ability on a successful binding check and gain no minor abilities on a failed binding check.

#### Improved Minor Binding

Your experience allows you to make a pact with a spirit. **Prerequisite**: Knowledge (arcana) or Knowledge

(planes) 2 ranks, Minor Binding.

**Benefit:** In addition to a constellation aspect, you can forge a pact with a spirit as an occultist equal to <sup>1</sup>/<sub>2</sub> your level. This spirit must be drawn from the list of 1st level spirits. You perform the pact exactly as if you possessed the bind spirit class feature, except a successful binding check only grants you a single minor ability of your choice. On a failed binding check you do not gain any granted abilities from the spirit and have the spirit's influence and sign forced upon you for the pact's duration.

**Special**: If you gain the bind spirit class feature, exchange this feat for Spirit Focus. You must abide by that feat's restrictions as usual when selecting an eligible spirit.

#### Life-Stealing Strike (Occult)

You can use a spirit's power to drain vitality from foes. **Prerequisite**: Bind spirit class feature, Furious Strike.

**Benefit**: At the end of a turn that you successfully deal damage with Furious Strike, you gain half of the additional damage dealt to your spirit's favored enemy by the feat as temporary hit points for 1 hour. Multiple uses of this feat do not stack.

#### **Minor Binding**

You have learned the basic secrets of pact magic.

**Benefit**: Select one constellation. Each day, you may perform a 10-minute ritual in order to gain the benefits of one of the chosen constellation's aspects, as the occultist class feature. The ritual functions exactly as described under the occultist's constellation aspect class feature, except that you must possess the necessary material components for drawing a special, basic seal to align yourself with the constellation (all material components required can be found within a spell components pouch).

**Special**: This feat can be selected multiple times. Each time it is selected, pick a different constellation to gain the benefits of this feat. You cannot select a constellation with this feat that opposes a constellation that you already possess with Minor Binding. If you gain the bind spirit class feature, exchange this feat for Extra Constellation Aspect.

#### **Opportune Ability (Occult)**

You can quickly call upon your spirit's granted abilities. **Prerequisites**: Bind spirit class feature, Combat Reflexes.

**Benefit**: Whenever you make an attack of opportunity, you can instead choose to use one of your spirit's major granted abilities instead. The granted ability must have an activation time of a standard action or less, and you can only replace one attack of opportunity per round with a granted ability. Using the major granted ability in this way expends the ability incurs its exhaustion as normal.

**Normal**: Melee weapons are used as part of attacks of opportunity.

#### Rapid Recovery (Occult)

You quickly regain access to your major abilities.

**Prerequisite**: Bind spirit class feature.

**Benefit**: While bound to a spirit, reduce the number of rounds that those spirit's granted abilities become expended for by 1 round, down to 4 rounds for most abilities. This feat does not reduce those abilities' exhaustion time if they are expended by means other than activating them, such as through disruption (see Exorcise Spirits, above) or by exhausting them to power another feat or ability (such as the Furious Strike feat).

**Normal**: A spirit's major granted abilities are expended for 5 rounds after they are used.

#### **Rapid Reweaving**

Your rewoven spells recover more quickly than usual.

**Prerequisites**: Rapid Recovery, reweave spell class feature.

**Benefit**: You can apply the Rapid Recovery feat to major rewoven spells as if they were the spirit's major granted ability. Like Rapid Recovery, this feat does not reduce those abilities' exhaustion time if they are expended by means other than activating them, such as through disruption (see Expel Spirits, above) or by exhausting them to power a different feat or ability (such as the Furious Strike feat).

**Normal**: Rewoven spells cannot have their exhaustion reduced.

#### Selective Ability (Occult)

You can exclude creatures from your powers.

**Prerequisite**: Bind spirit class feature, Cha 13.

**Benefit**: Whenever you activate a major granted ability that targets an area of effect, you may exclude a number of creatures from the granted ability's effects equal to your Charisma modifier. Those targets are not affected by your granted ability.

**Special:** This feat functions like the Selective Channeling feat if the granted ability functions as the channel energy class feature. This feat functions as Selective Spell if the granted ability functions as a spell. See Chapter 3 in PATHFINDER ROLEPLAYING GAME ADVANCED PLAYER'S GUIDE for the latter feat. You must possess 10 ranks in Spellcraft to use this feat as Selective Spell.

#### Shield Against the Supernatural

You are naturally good at resisting supernatural powers. **Benefit**: You gain a +2 bonus on saving throws made against supernatural abilities.

#### Spirit Focus (Occult)

Your skill with a specific spirit is phenomenally potent. **Prerequisite**: Bind spirit class feature, Constellation Focus.

**Benefit**: Select one spirit whose level is equal to or less than your maximum spirit level and belongs to a



#### Chap 2: Feats

constellation for which you possess the Constellation Focus feat. Add +2 on binding checks made to forge pacts with the spirit and +1 to the saving throw DCs of that spirit's granted abilities. Every time your binder level increases, you can reassign this feat to apply to a new spirit to apply its benefits. This feat's benefits stack with the Constellation Focus feat.

**Special**: You can select this feat multiple times. Its effects do not stack. Instead, each time you select this feat, pick a different spirit to apply its benefits.

#### Supernatural Consciousness

You have a sixth sense when it comes to detecting danger. **Benefit**: You may add your Wisdom modifier to your initiative checks instead of your Dexterity modifier.

#### **Supernatural Slayer**

You possess great skill in killing supernatural entities.

**Prerequisites**: Combat Reflexes, Shield Against the Supernatural

**Benefit**: Creatures that use supernatural abilities while in your threatened area provoke attacks of opportunity from you.

**Normal**: Supernatural abilities do not provoke attacks of opportunity.

#### Suppress Physical Sign (Occult)

You can easily suppress or manifest your spirits' sign.

**Benefit**: You can show or suppress the sign of a spirit that you forged a good pact with as a free action. You can suppress or show the sign of a spirit that you forged a poor pact with as a move action.

**Normal**: As a move action, you can show or suppress the sign of a spirit for which you forged a good pact. You cannot suppress the sign of a spirit for which you forged a poor pact; it is shown for the duration of the pact.

#### **Unyielding Personality (Occult)**

Your sense of self is so powerful that you have a reduced chance to fall under the sway of a spirit's influence.

**Prerequisite**: Bind spirit class feature.

**Benefit**: Whenever you make a poor pact with a spirit, the spirit's influence is not forced upon you unless you fail the binding check by 5 or more.

**Normal**: Failing a binding check causes you to suffer a spirit's influence on your personality.



## EGEND OF VANDRAE

Vandrae was one of nine drow women competing to become the queen of her jungle village. Drow do not abide the sunlight, and their village lay in the dark recesses of huge ferns, strapping vines, towering trees, and the tumbled stone pillars of a dead civilization.

"One of you..." the venerable queen announced on her sick bed to her most promising daughters. Each daughter had been born by a different consort. "One of you shall defeat every last giant, and she shall be made queen."

At this, Vandrae and her half-sisters left the men and children in the village's safety and sought out a nearby tribe of nasty and quarrelsome giants living like animals in huts.

Vandrae knew three things: stealth and magic were needed, the giants would be lost without their leader, and humiliation was a more powerful weapon than death.

"Charge!" the drow women shouted when the giants came foraging. Most of the sisters fought side-by-side but lacked coordinated tactics. Some had more blades eyed to each others' backs than at the giants. As the giants stomped in, some of her sisters were trampled. Other sisters tripped a giant or two. Soon everyone was skirmishing all over the jungle as more giants joined the fray.

Vandrae focused on the leader giant, the "king." She led him on a chase into a ravine and then from a ledge fired darts coated with sleep poison. Three darts took him down. The earth and trees with their heavy fruit shook as he fell with a satisfying thud.

Vandrae considered what spell she might used to slay him.

The pelt-cloaked shaman of the giants came at Vandrae, prepared with a spell of his own. She stood frozen with cool stillness, patiently watching to determine the nature of his spell. She wondered. Maybe he assumed she stood frozen in fear? If so, what a fool. As his spell became real, she countered his magic with a flick of her wrist and then tossed her dagger into his eye before he could regain his composure.

The shaman ran off screaming. She smiled. His eyes were the source of his magic.

Vandrae was alone in the jungle with the giant king's body. Far off, her sisters whopped in triumph as they darted back to the village, though they had accomplished little against the giants, like generations of drow before them.

"I shall not kill you," she explained to the sleeping giant king. "Go home to your tribe and let them see my mark." She took the giant king's prized sword and cap, and then gelded him.

As she retreated, four warrior giants happened to enter the clearing. She observed from the shadows as they looked over their king, first with concern, then wonder, and finally great belly laughs as their "king" awakened in groggy pain.

"I will come back for all of you," she whispered.

Back at her village, her trophy garnered applause and envy. She took three fine consorts that night, but let only one among them, Malzicon, stay warm in her bed.

"Why don't you spew vanities at me like the others?" she asked him with curiosity the next morning.

Why insult you?" he replied with the faintest smile.

"You shall make a fine consort," she told him. "Now come back tonight, and return with a story to amuse me."

That he did, and while Vandrae was slightly disgusted at herself for picking a consort so quickly, she liked his company.

Later that month, Vandrae was crowned when the old queen gave up her last breath and died.

"But the prophecy, to defeat every giant, remains unful-filled," she told Malzicon. "I must hunt."

In the darkness of the next new moon, she headed to the giants' village. In a clearing before it, she happened upon four giants sleeping soundly. They were the four she had spied earlier. One by one, Vandrae went to them, stuck them with her poison to assure they slept, and then pilfered their prize possessions. Finally, she gelded each one of them.

"You laughed at your once-mighty king," she explained to their unconscious forms. "Now who's laughing!

She entered the giant village and by magic began a fire. Soon the tribe was up. They were panicked and grabbing whatever they could to escape when their warriors failed to arrive

Crows cawed, as if presiding over the giants' ill fortune.

Vandrae returned to the clearing just in time to witness the warrior giants awaken. She taunted them with their own severed parts as they groaned and flailed at her.

"You are penned animals," she chided, with a wink to one. After a while, she grew tired of bobbing around them and bounded off, quickly losing them amid a trail of thick darkness that wafted up behind her.

Should she keep the trophies? she wondered. No, they were worth nothing to her. After she returned and showed the tribe the proof, she tossed the trophies to the animals to eat.

No drow in those parts saw a giant again for generations. After Vandrae defeated the giants, the tribe celebrated her prowess and committed to her as queen. She was bored with them but said nothing, and retreated into her cabin with her consort Malzicon, who welcomed her quietly, opening his arms to her. To her surprise, she found herself relaxed with him, and realized she no longer even needed to claim she loved him. They were simpatico. Nor did he say, "I love you," for such duty was no longer needed.

"I could be happy," she found herself thinking one day as she practiced writing a law with the tribe's blood pen.

A year later, on the anniversary of the giants' defeat, she prepared a large celebratory fruit. She sliced into its soft flesh many times and shared it privately with Malzicon in a large porcelain bowl that an ancient queen had found in the nearby stone ruins. It was used only for special occasions. What Vandrae did not tell Malzicon was that beforehand she had drunk an antidote for poison now on the fruit. She smiled to him as they ate together with relish and shared a joke in relaxation.

He began choking and frothing at the mouth.

"Why have you done this?" he exclaimed in utter disbelief. So very rare is a drow flower of love.

"Because," she said coolly. "It is one thing to look upon the face of pure love, as we have. It is a rarer trophy to see the look upon a true love betrayed. It is every drowess's dream, the sugar sprinkled into the blood of victory.

As he died, she tidied the cabin, considering whether to leave the village and find her fortune amid ruins to the north. Or she would take another consort who could give her a child.

Little did Vandrae know, someone had been watching her.

The Goddess of Love would not abide this betrayal. Though Vandrae paid this goddess no heed, or even knew she existed, the goddess had been observing the rare flower born between Vandrae and Malzicon. The goddess was so horrified that she descended into Vandrae's cabin.

"Who are you?"Vandrae demanded. She sensed the beautiful and strong woman in her home was no ordinary competition.

"I am appalled that you have discarded my gift so callously," the goddess replied.

"It is the drow way," Vandrae explained as a matter of fact, understanding that the woman meant Malzicon.

"And this is my way," the goddess said with sadness. "For what you have done, Vandrae, you shall live alone, your soul sliced to ribbons for eternity."

A white dove emerged from the goddess's white robe. It looked about and cooed.

The dove flew to Vandrae and pecked her eyes out. She could not help but scream. From the bleeding sockets her dark naked soul leaked into the air, where the dove bit it to shreds.

The goddess, with a heavy heart and grim beauty, gathered Vandrae's moaning remains and tossed them into an unknown place of eternal nothing.



## CHAPTER 3 Spirits

## **BINDING SPIRITS**

This section describes the process of binding spirits and explains how to read a spirit's description.

#### **Performing a Pact Ritual**

In order to bind a spirit, a character must first summon it into our world using a pact ritual. While not difficult or costly to perform, the ritual requires precise execution and attention to detail.

**Step 1 – Draw the Seal**: The first step in binding any spirit requires creating a vessel to temporarily house the spirit. This vessel is known as a seal. The seal consists of an intricate circular design that requires a full 5-foot space to create. The seal can usually be drawn on any surface using any material the binder has on-hand. Simple chalk is most commonly used, though ink, scratches in the dirt, and even blood are all acceptable mediums. Each seal's design is said to mirror the spirit's experiences in life, and every line the binder draws reenacts the events that led to the spirit's creation.

**Step 2 – Perform the Ceremony**: The second step in pactmaking requires the binder to perform the spirit's ceremony. Each spirit requires its own unique ceremony as detailed under its description. A spell components pouch (PATHFINDER CORE RULEBOOK) contains all of the reagents required to perform such a ceremony unless the ritual requires a component that costs 1 gp or more or the component could not feasibly fit within a pouch. In such exceptional cases, the binder must provide the required components.

Each spirit possesses totems. A totem is a specific action or condition that simplifies interactions with that spirit during its ritual. A binder suffers no penalties when none of the spirit's totems are present. However, totems ease negotiates, as described under the totems section of Spirit Basics at the end of the next page.

**Step 3 – Witness the Manifestation**: After the ritual is performed, the named spirit briefly manifests itself to the binder. Each spirit has a unique manifestation. Some spirits appear immediately, eager to taste mortal life once more, while other spirits take several moments or even minutes of patience before appearing.
Whatever a spirit's description, all manifestations heed certain limitations. First, all manifestations are illusions and cannot harm creatures or alter their surroundings. Also, anyone close to the binder may witness the manifestation. Finally, since spirits cannot exist in our world under normal circumstances, a spirit's seal acts as its vessel. The spirit cannot leave the seal's area to roam about though it is free to vanish from this reality whenever it pleases, ending all negotiations. Fortunately, most spirits yearn to experience reality once more and will only vanish if the terms of a pact are not agreed upon within several minutes. check to determine whether the pact is good or a poor, the spirit and its seal vanish completely. Chalk blows away in the wind, blood seeps into the ground, scratches in the earth close themselves, and so forth. At the same time, the spirit becomes bound to the binder's soul for the next 24 hours, during which time the binder enjoys access to the spirit's granted abilities. Binders who make poor pacts with a spirit become afflicted by the spirit's physical sign and suffer its influence. Binders who make good pacts can suppress the spirit's sign as a move action and do not suffer the spirit's influence.

After 24 hours pass, the pact ends and the spirit returns from whence it came. The binder loses access

to the spirit's granted abilities, and any ongoing effects granted by the spirit fade away immediately.

### **Spirit Basics**

This section describes basic rules and terms regarding each of the spirits.

Who can Bind Spirits? Although pact magic is easy to master, one must still possess the knowledge of how to deal with spirits in order to successfully utilize their talents. A character must possess the bind spirit class feature or the Improved Minor Binding feat in order to attempt a pact ritual to commune with a spirit. Without one of these abilities, the ritual auto-

matically fails. A character with Improved Minor Binding is restricted in

which abilities he or she gains from pact magic while a character with bind spirits gains access to all of a spirit's granted abilities.

### **Spirit Description**

Below the sections of a spirit's profile are dissected and explained.

**Name**: Here is the spirit's name and title. The latter often connotes the spirit's legend and powers. Scholars believe that spirits bear names either identical or similar to names and titles they bore in life.

**Summoning Rules**: This section describes the various rules, rituals, and conditions that surround the pact making process for that individual spirit. This section is divided into six subsections: spirit level, binding DC, constellation, totems, ceremony, and manifestation. Each of these sections is described below.

#### Step 4 – Barter with the Spirit: Once a

spirit has manifested in its seal, both the binder and the spirit begin negotiating the terms of the spirit's service. This is represented by a binding check, which is equal to  $1d20 + \frac{1}{2}$  the binder's level + the binder's Charisma modifier. Many additional factors can influence the binding check including feats, class features, the presence of totems, or the spirit's constellation.

The result of the binding check is compared to the spirit's binding DC. Under normal circumstances, the binder seals a pact even if he or she fails the check. That said, a binder whose check is equal to or higher than the spirit's binding DC makes a good pact with that spirit, whereas a binder whose check is lower than the spirit's binding DC makes a poor pact with that spirit. The consequences of making a poor pact are discussed later in this chapter.

Step 5 – Aftermath: After making the binding

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**Spirit Level:** This is the spirit's level, numbered between 1st and 9th. A common misconception made by those who do not study the ways of pact magic is that a higher-leveled spirit is more powerful than a lower-leveled spirit. This is not the case. A spirit's level denotes how difficult it is to summon the spirit, either because the spirit refuses to answer mortals whose souls do not burn bright enough to attract it or the lore needed to call it from the spirit realm is well-hidden or well-guarded. The maximum level of spirit that a character can summon is restricted by the binder's level, and a spirit always refuses the summons of binders whose maximum spirit level is not high enough to commune with it.

**Binding DC**: A spirit's binding DC is the minimum result that a binder must roll on his or her binding check in order to make a good pact with the spirit. A binder who fails to meet this DC still successfully binds with the spirit, but it suffers from the spirit's influence and cannot suppress the spirit's sign. A binding check is equal to  $1d20 + \frac{1}{2}$  the binder's level + his or her Charisma modifier. Some archetypes allow a binder to use a different ability modifier, as described under that class feature. Factors such as totems, feats, and whether or not the binder qualifies as a favored enemy or ally can modify this roll.

**Constellation**: All spirits are aligned with one of 13 unifying themes called constellations. Binder scholars speculate the reasons that spirits are so heavily influenced by the stars, but many believe that constellations act as a unifying theme that gives meaning to the unfathomable spirit realm. The constellations, their themes, and alternate names that a GM can use to identify them as can be found on side bars on the following pages.

**Totems**: Totems represent that which a spirit holds most dear. These may be treasured objects, the execution of beliefs held in life, or locations that are sentimental to the spirit. The presence of a single totem grants the binder a +2 insight bonus on binding checks made with the spirit. This bonus increases to +4 if all listed totems are present. Totems are not required for a pact to be successful and therefore they are never assumed to be within the binder's spell component's pouch, if he or she has one.

**Ceremony**: A spirit's ceremony is the specific action or actions that must be taken in order for the spirit to take notice of the binder. Before performing the ceremony, a binder must draw the spirit's seal. Drawing a seal and performing the ceremony typically require 5 minutes of work apiece (10 minutes total). A binder can make a rushed pact to reduce this to 5 rounds apiece (1 minute total). Making a rushed pact results in a -10 penalty on the spirit's binding check, and if the rushed check fails, the spirit ignores the binder, the pact fails, and the binder gains no granted abilities, does not suffer the spirit's influence, and cannot commune with the spirit again for 24 hours.

Performing a pact magic ceremony requires your full attention and provokes attacks of opportunity. Once the

ceremony begins, the binder must remain within the seal or else the ceremony fails. Performing any action not related to the ceremony or exiting the seal causes the entire ceremony to fail, causing the spirit to refuse to bind with the binder for the next 24 hours. A binder must be able to audibly speak in order to perform a ceremony.

**Manifestation**: When the ceremony is complete, the spirit manifests before the binder and any onlookers. Each spirit has its own, unique method of manifesting as described in its description.

The manifestation isn't an illusion though it is very clearly unable to harm the binder or others, nor can it be dispelled or interacted with in any way aside from negotiating a pact. Following the spirit's manifestation, the binder and the spirit engage in a battle of wills in the form of a binding check versus the spirit's binding DC. Success or failure indicates whether the pact was a good pact or a poor pact.

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

Granted Abilities: A granted ability is one of five supernatural abilities that a spirit bestows upon a binder as part of a pact. Binders receive the granted abilities of the spirits they bind with regardless of whether the pact was a good pact or a poor pact. Occultists and characters with the bind spirit class feature gain all of the granted abilities of a spirit they forge a pact with, as listed below. Granted abilities are always supernatural, even when they replicate extraordinary or spelllike abilities. A granted ability's DC is equal to 10 +  $\frac{1}{2}$  the binder's level + his or her Charisma modifier. Some archetypes allow a binder to use a different ability modifier, as described under that class feature. Granted abilities always use the granted ability saving throw DC listed above, even when they replicate spells and similar effects that would normally use a different DC. All granted abilities belong to one of two categories, as described in their description. These categories are described below.

*Major Abilities*: Major granted abilities are the most powerful abilities that a spirit can offer. They deal damage, cure wounds, and allow the binder to override reality with supernatural powers. Major abilities are taxing to use, and when a binder uses a major ability, the ability becomes expended the next 5 rounds after the round it is used. During this time, an expended granted ability is not available; the binder gains none of its benefits and cannot activate it until the allotted exhaustion ends. The Rapid Recovery feat reduces the amount of time a major

# THE CONSTELLATIONS

In pact magic, a constellation refers to a grouping of stars that, when displayed together, invoke a theme by which spirits identify themselves. Below is a list of the 13 constellations of pact magic, their traits, and a suggested list of alternate names you can use in your campaign.

#### Angel

Spirits under the Angel constellation typically identify with good beings. Angel spirits are guardians and protectors, showering others in light and grace. The Angel is allied to the Scholar and the Tree and is opposed to the Fiend.

Alternate Name: Agathonian, Heaven, Paladin

#### Beast

The Beast constellation consists of spirits of instinct. Beast spirits represent nature's most deadly horrors, both natural and unnatural, such as animals, monsters, and magical creatures. The Beast is allied to the Dragon and the Fiend and is opposed to the Scholar.

Alternate Name: Cyclops, Monster, Spider

#### **Dark Beyond**

Not truly a constellation, the Dark Beyond is the cold space between the light of every star in the sky. It is said that horrible, alien creatures inhabit this lightless place and the spirits that associate with it are cold and alien. The Dark Beyond is allied to none and opposed to all other constellations.

Alternate Name: Elder Sign, Great Dark, Shadow

#### Dragon

As primeval as creation itself, spirits of the Dragon constellation hold all of the most dangerous traits of living dragons. In life, Dragon spirits were usually dragons themselves and hold dearly their racial pride. The Dragon is allied to the Beast and the Thief and opposed to the Hero.

Alternate Name: Drake, Linnorm, Wyrm

#### Fiend

Spirits of the Fiend constellation embody all that is corrupt and vile. Fiends spirits despise the world of mortals and though exceptions exist, the Fiend constellation is typically reserved for the vilest of spirits. The Fiend is allied to the Beast and the Skull and opposed to the Angel.

Alternate Name: Diablo, Furies, Hellion.

#### Hero

The Hero constellation champions strong beliefs. Such spirits are often martyrs for what they believe in, representing powerful warriors with mythic skill of arms. The Hero is allied to the Noble and the Scholar and opposed to the Dragon.

Alternate Name: Guardian, Knight, Warrior

#### Mage

Masters of magic and shapers of reality are drawn to the

Mage constellation. Mage spirits are often unbound by moral restrictions, shaping the world around them as they see fit. The Mage is allied to the Noble and the Skull and is opposed to the Seer.

Alternate Name: Magician, Mind, Portal

#### Noble

The Noble constellation is heavily associated with the law and Noble spirits value order and hierarchy above all else. They are high-ranking members of society, and those who enforce order. The Noble is allied to the Hero and the Mage and is opposed to the Thief.

Alternate Name: Crown, King/Queen, Law

#### Seer

Seer spirits link to the concept of the all-seeing eyes of the gods. In parallel, the Seer constellation represents the concept of true divinity, which is undivided by morality. The Seer is allied to the Thief and the Tree and is opposed to the Mage.

Alternate Name: Eye, Genie, Priest

#### **Scholar**

The Scholar constellation represents the acquisition of knowledge, causing Scholar spirits to seek knowledge. They believe knowledge is what separates mortals from beasts. The Scholar is allied to the Angel and the Hero and is opposed to the Beast.

Alternate Name: Magi, Tome, Wiseman

#### Skull

The Skull constellation represents death and the cycle of life. Despite this, Skull spirits usually embody death over life, making Skull spirits reviled even among binders as they are heavily associated with undead. The Skull is allied to the Fiend and the Mage and is opposed to the Tree.

Alternate Name: Death, Ghoul, Lich

#### Thief

The Thief constellation shines for those who dance on the edge of society. Thief spirits often seek to topple lawful orders and fulfill their own agendas. The Thief is allied to the Dragon and the Seer and is opposed to the Noble.

Alternate Name: Anarchy, Assassin, Chaos

#### Tree

The Tree constellation embodies life, nature, and balance and Tree spirits are nurturers and guardians of these things. The Tree is allied to the Angel and the Seer and is opposed to the Skull.

Alternate Name: Aeon, Dryad, Scales

granted ability is expended by 1 round.

Capstone Empowerment: Listed under major abilities, the capstone empowerment ability is a special modification that applies to one of the spirit's major granted abilities. The capstone empowerment is not automatically bestowed to a binder; in order to gain this benefit, a binder must succeed on their binding check to make a good pact with a spirit by 10 or more. Capstones can only be granted if the pact is a good pact. Poor pacts with a spirit never result in a capstone empowerment being granted even if the binding check beats the spirit's DC by 10 or more. A cap-

stone empowerment is an optional effect. It can be applied to a granted ability as a free action. The binder may choose to not apply its benefits.

*Minor Abilities*: Minor granted abilities are less powerful and usually passive benefits that a spirit possesses. They supply bonuses, grant the benefits of feats, and grant abilities that usually do not need to be activated. Minor abilities without an activation action take effect immediately following a successful pact and last for a pact's duration (24 hours or until the spirit is expelled in another manner). Most minor abilities can be suppressed as a full-round action unless noted otherwise; like with signs, a binder cannot suppress their minor granted abilities if they made a poor pact with the spirit providing them.

**Signs and Influence**: A spirit makes its presence known on a binder through its sign and influence. These descriptors fall into four categories: physical sign, influence, favored ally, and favored enemy.

**Physical Sign**: As part of the pact making process, a binder agrees to acquire a physical aspect that relates to the spirit in some way. This is known as the spirit's physical sign. Each spirit has two physical signs: one that is always active and one that is only active whenever the binder activates one of the spirit's granted abilities. The triggering ability can be a major or minor granted ability; it matters not as long as the granted ability requires an action to use. The physical sign is brief and only remains for the round during which the granted ability is activated, though it is impossible to miss it without the use of a Bluff check, Disguise check, or similar measures a binder may take to hide it.

A binder that makes a good pact with a spirit can hide all physical signs as a move action. The Suppress Sign Yeat reduces this to a free action. A binder that makes a



poor pact cannot hide the spirit's influence. He or she suffers the physical sign for the duration of the pact.

**Influence**: When you bind a spirit, you are inviting that entity into your very soul. Binders with little experience or who are overwhelmed by the spirit's presence may accidentally allow that spirit a measure of influence over their personality and actions. This occurrence is known as a spirit's influence. Each spirit has an influence entry that to which binder may be subjected.

Whenever a binder makes a poor pact with a spirit, the spirit demands that they act in accordance with its influence. A binder is not forced to abide by the spirit's desires, but if a binder chooses to ignore the spirit's influence, he or she must make a Will save or suffer a -1 penalty on all attack rolls, skill checks, saving throws, and to AC for 24 hours or for the duration of the pact with the spirit. The DC of this Will save equals the spirit's binding DC including any enhancements (such as binding a constellation aspect) with a +10 modifier if the pact with the spirit was rushed.

The influence penalty stacks each time the binder ignores a spirit's influence. A character that can bind multiple spirits stacks the penalty for disobeying the influence of multiple spirits to determine the total penalty.

**Favored Ally and Enemy**: For whatever reason spirits smile fondly upon creatures that fall into the category of their favored ally. Likewise, they despise or distrust creatures that fall into the category of their favored enemy. Though this category has little consequence on its own, many feats and abilities interact with this mechanic. A binder who counts as a spirit's favored ally increases the spirit's totem bonus by +1 (or by +2 when meeting all of the spirit's totems). Likewise, a binder who counts as a spirit's favored enemy only gains half the normal bonus for meeting its totems.

Vestigial Companions: For all spirits, a binder can surrender a minor granted ability to gain a helpful companion. This creature is known as a vestigial companion. A vestigial companion mirrors the bond between a wizard and his or her familiar, a druid with an animal companion, and similar class features. The spirit's entry lists the companion's creature type and the class feature that the binder gains along with the granted ability that must be surrendered. A binder can only possess a single vestigial companion. If a vestigial companion is slain or banished, the binder cannot gain a new one until he or she makes a new pact and exchanges a minor granted ability for a new vestigial companion. A vestigial companion that would gain share spells immediately exchanges that ability for the feature, share granted abilities.

**Share Granted Abilities (Su)**: A vestigial companion gains all the granted abilities of its patron spirit, which is the same spirit that aids the binder. The binder and companion share these granted abilities. If a major granted ability is expended for one, it is expended for both of them. Furthermore, the binder and companion count as the same creature when determining if a granted abilities cannot affect a creature that successfully saves, and a save against master or familiar makes the creature immune to the ability regardless of whether the binder or companion use it).



### **Multiclass Binders**

Because pact magic is relatively easy compared to other types of magic, multiclass binders function differently than other characters. Binder levels from multiple classes stack; however, a character's binder level does not grant him or her benefits such as new class abilities (such as the occultist's additional spirits ability or the wizard's reweave granted ability), bonuses to base attack bonuses or saving throws, or an increase to spells per day and spells known.

When a multiclass binder has levels in pact magic classes with different key ability modifiers (such as Wisdom for a pactsworn pagan or Intelligence for a soul weaver), you must immediately select which ability score modifier to use upon gaining your first level in the new class. Once this choice has been made, it cannot be re-selected. For example, a multiclass soul weaver / occultist would use Charisma or Intelligence as decided when first multiclassing.

Multiclass binders who take levels in classes that do not grant a binder level add half of their class levels in non-binder classes to their binder level to determine the strength of granted abilities. For example, a bard 2 / occultist 2 has a binder level of 3 (his occultist level +  $\frac{1}{2}$  his bard level).

Finally, a multiclass binder who gains Constellation Alignment from multiple classes uses only the alignment from the first class he or she received; subsequent classes abide by the selected alignment(s). If a class restricts the constellations to which the binder can and cannot align, the binder must abide by these restrictions or be unable to take levels in the class. For example, a character aligned with the Noble constellation cannot take levels in the totemic sage archetype and a character aligned with the Thief constellation cannot take levels in the empyrean friar archetype. Similarly, a character who multiclasses into the soul muse archetype who already possesses a constellation alignment selects 2 additional constellations to bring him or her up to the total number of alignments allowed for that class.

# PACT MAGIC IN ACTION

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

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

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

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

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

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

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

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

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

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

The ceremony went flawlessly.

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

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

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

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

"You will lead me safely to the mansion?" She asked him. "And they are not expecting me or set to ambush us?"

"As far as I know," he replied.

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

She caught herself and meditated upon Kaiya's warm smile. "You're not what I expected," Alexandra said sweetly to

Rex as they walked toward the southeast, along a busy street. "Oh yeah?" He said. "It's nice to get some appreciation."

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

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

"You okay?" Rex asked, concerned.

"Yes," she replied. "Maybe I am overly prepared for today." "Yeah? You have not seen what I have seen. They stabbed that poor chap. I watched as the grimoire devoured his spirit, just so the lot of them could gain a little extra power. Then horns

and scales appeared on their faces. They weren't the same after that."

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

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

Rex walked over, signaled the guard as he had learned, and went inside.

After two minutes, the keen ear of Pavatu's spirit picked up Rex's conversation with a gnome and an elf. To her ear, their voices carried clearly on the wind. It was

time. Alexandra strode confidently to the entrance. A goblin

guard jumped out to block her way. "You, halt!"The goblin said. "This is private property."

"Evil is never private," she responded. "You now have

an opportunity to confess your sins and surrender yourself." Angelic Kaiya was speaking through her.

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

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

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

"Halt now!" One of them shouted.

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

"You now have an opportunity to repent," she announced. "Throw down your weapons. I will spare you."

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

The three other guards rushed her.

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

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



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# **S**PIRITS

This section details 32 spirits that are commonly available to binders. The spirits range from 1st level to 9th level.

All spirits offer power. One of the most fatal mistakes a novice binder may make is to assume that low level spirits are not powerful. The truth is more complex. It is up to each binder to figure out how to unlock a spirit's power through experience and sheer force of will. A spirit's level merely reflects how readily available the knowledge is of that spirit, how complicated its seal and ceremonial rituals are, and similar factors. In the hands of a skilled binder, a 1st-level spirit like Aza'zati can be just as destructively potent as a 9th-level spirit like the Malebolge Moors.

This book is organized by spirit level, with spirits of a given level organized alphabetically. Table 3: Index of Spirits summarizes key spirit details.

### How Many Spirits Do I Know?

Unlike many other magical arts, pact magic has no tables or charts that indicate how many spirits a binder has at his or her disposal. The number of spirits known depends solely on the GM's campaign in regards to how available pact magic is. Refer to the options below to adjudicate how many spirits a binder knows.

**Pact Magic is Scarce**: In settings where pact magic is scarce, almost all traces of this art are lost to time. Common mages, let alone ordinary people, are unfamiliar with the spirits. Among the world's clergies, those who know of the art regard it as heretical worship. In such a world, a binder starts play knowing a single 1st-level spirit of the player's choice and gains no additional spirits knowledge when leveling up. Such binders must scour the globe in search of forgotten ruins and occult shrines in order to learn the spirits' seals and ceremonies. These binders are, however, not limited in total number of spirits known.

**Pact Magic is Rare**: In settings where pact magic is rare but not alien, binders exist and lack prominence. Most people are likely to mistake a binder for a monster or wizard instead of trying to understand what pact magic is. These binders learn spirit lore as they grow in power. They start play knowing four 1st-level spirits and add one spirit per binder level beyond 1st to their list of known spirits. As in scarce settings, the knowledge of additional spirits can be gained through study and adventure, and binders are not restricted in the total number of spirits they may learn.

**Pact Magic is Prominent**: The existence of pact magic is common knowledge in a setting where pact magic is prominent. Even in such a setting, though, "normal" folk fear its use. Churches actively preach the horrors of spirits. Those who dabble in its use are often shunned by society. Regular witch hunts are set against those who are accused of being binders. In many cases, occultists band together to form secret societies and villages dedicated to their way of life. In such a setting, a binder has easy access to spirit lore and automatically knows the seal and ceremony of every spirit up to his or her maximum spirit level.

### Where the Spirits Dwell...

The spirits that occultists summon and deal with 'exist' in an extraplanar location that is commonly known as the Spirit Realm. No mortal, living or otherwise, has ever managed to pierce the veil into this fabled realm and live to tell the tale. Those who supposedly have are never heard from again, believed to have been transformed into spirits.

Due to the lack of concrete knowledge on the topic, the world's various occult scholars offer many theories regarding the exact nature of the Spirit Realm. While the four theories that follow are the most common ones, they are by no means close to correct. A GM is free to pick whichever theory best emphasizes the tone of his or her campaign or simply create a new theory if none of these fit well.

**Between Theory**: According to Between Theory, the realm of the spirits exists within the cracks and voids of reality. Essentially, the spirits reside in the empty spaces that were not used by the gods when creating the planes of existence. This theory's most compelling piece of evidence: Powerful spellcasters can create their own demiplanes, and Betweenists argue that demiplanes must materialize from unused space rather than simply appear from nothing. The spirits inhabit unused space.

**Flux Theory**: Inspired by the extreme difficulty in reaching the Spirit Realm, the Flux Theory states that spirits do not exist on their own. Instead, the they exist simply because occultists believe they do. While scholars have tried to prove the spirits' solipsistic nature, most have come to believe that it would require belief on a worldwide scale to alter the conditions of a spirit.

**Gray Waste Theory**: The Gray Waste theory states that spirits exist in a grim realm parallel to the Material Plane. That realm is a gloomy place not unlike the shadow plane or the fey realm. By this theory, the spirits' plane is a realm of juxtaposition. It is the mirror image of everything that does not exist in the real Material Plane. Some scholars theorize that precise planar travel can reach this place. The most compelling piece of evidence for this theory is the vast number of spirit legends that involve a teleportation mishap.

**Womb Theory:** A few theorists believe that other theories misconceive of the spirit realm by claiming that spirits do not exist in the same manner as mortals. Womb Theorists explain that the spirits exist within some sort of primeval veil. That realm is their home where they enjoy nourishment and sustenance. This theory states the reality-sustaining veil is like a mother's womb, with reality as we know like a fetal child. The womb sustains the child. In Womb Theory, the greatest piece of evidence is in the lack of evidence disproving it, making the theory intriguing yet also untested and somewhat untrusted.

irit Level	•	Binding DC	Constellation	Page No
1 <sup>st</sup>	Aza'zati, the Green Wyrmling	17	Dragon	44
l st	Cave Mother, Sorcerous of Secrets	15	Mage	45
1 <sup>st</sup>	General Hessant, Patron of Lost Soldiers	16	Noble	47
1 st	Sevnoir, the Meandering Mastiff	16	Beast	48
2 <sup>nd</sup>	Lady Jarah, Mistress of Many Faces	19	Thief	49
2 <sup>nd</sup>	Mute Sylvus, Sole Survivor	17	Tree	51
2 <sup>nd</sup>	Tyrant Cromwell, the Black Knight	18	Hero	52
2 <sup>nd</sup>	Ubro, the Blind Hospitaler	17	Angel	53
3 <sup>rd</sup>	Muse Istago, Painter of Paradox	19	Seer	54
3 <sup>rd</sup>	N'aylia, the First Vampire	20	Skull	56
3 <sup>rd</sup>	Vandrae, Drowess Poisontouch	20	Dark Beyond	57
3 <sup>rd</sup>	Xalen d'Marek, Archivist of Fell Secrets	21	Scholar	58
1 <sup>th</sup>	Fey Baraddu, the Beast in the Woods	23	Tree	59
4 <sup>th</sup>	Gulguthriana, the Glutton	22	Noble	60
1 <sup>th</sup>	Hexus, the Living Curse	21	Skull	61
1 <sup>th</sup>	Loh'moi, the Mad Geometer	23	Mage	62
5 <sup>th</sup>	Arturius, the Sleeping King	23	Hero	64
5 <sup>th</sup>	Dagon, Tentacles from the Deeps	25	Dark Beyond	65
5 <sup>th</sup>	Dark Blood, the Rakshasa Princes	24	Fiend	67
5 <sup>th</sup>	Vodavox, the Hive Mind	25	Beast	68
5 <sup>th</sup>	Demos Kalagos, Sworn Enemy of Time	27	Thief	69
5 <sup>th</sup>	Jayna Warlock, Traveler of Worlds	26	Scholar	70
5 <sup>th</sup>	Serapith, the Scouring Light	25	Angel	72
7 <sup>th</sup>	Mare Loviatha, Ice Queen	27	Mage	73
7 <sup>th</sup>	Musha'Vadu, the Shadow-Bones Emperor	27	Skull	75
7 <sup>th</sup>	Portenta, Seer of the Orphic Eye	28	Seer	76
3 <sup>th</sup>	Essek Avix, the Twins Rejoined	29	Dragon	77
S <sup>th</sup>	Evening Star, Bloody Mist of the Hills	28	Dark Beyond	78
3 <sup>th</sup>	Young Kiros, Author of Sedation	20	Thief	80
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) <sup>th</sup>	Daeminthos, Crystal Eye of the Mind	30	Mage	81
) <sup>th</sup>	King Mutaros, Vengeance Unfulfilled	32	Noble	82
9 <sup>th</sup>	Malebolge Moors, 13 Traitors of Hell	33	Fiend	83

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### AZA'ZATI THE GREEN WYRMLING

The pride of dragons, Aza'zati grants those who please him the dual prizes of youth and green gouts of acid.



#### Summoning Rules

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

Spirit Level: 1st

Constellation: Dragon

Binding DC: 17

**Totems**: You gain a totem bonus on the spirit's binding check if you meet some or all of these conditions.

» Aza'zati's seal is drawn within 5 feet of any of the following: a forest cave or a city spire.

» You bargain with Aza'zati in his native tongue, Draconic.

» You place 5 gp within the center of the seal, which vanish as part of Aza'zati's manifestation.

**Ceremony**: You drink a thimble filled with foul water, leaves, twigs, and a weak acid.

**Manifestation**: The smoky apparition of a jade dragon's egg appears before you, which slowly hatches into a wyrmling. The squeaky hatchling pines for gold and for the binding process to begin.

### Legend

The wyrmling known as Aza'zati is the subject of a tale told by parents to small children to discourage greed and trickery. Aza'zati would con foolish humans into travelling with him only to devour them and take all of their gold when their guard was down. Arrogant Aza'zati feared only one thing and that was the loss of his youth, so when an old wizard offered to teach him the secrets of eternal life, Aza'zati could not refuse. The wizard brought Aza'zati to the tallest spire in all the land for the ritual, only to make the wyrmling disappear forever with a few simple words. The moral of

the tale is that those who would prey on the foolish are doomed to be someone else's fools.

### **Granted Abilities**

Aza'zati grants the following abilities:

#### Major Granted Abilities

Acid Gout: As a standard action, you unleash a 30 foot cone of acid. Creatures within this cone must succeed on a Reflex save or take 1d4 points of acid damage. A successful save halves this damage. The damage increases by 1d4 at 3rd level and every 2 binder levels thereafter. After using this ability, it becomes expended for 5 rounds.

**Capstone Empowerment**: Your acid gout lingers on your enemies, causing creatures that failed their Reflex save to take acid damage equal to  $\frac{1}{2}$  your binder level (minimum 1) at the start of their turn for 1d4 rounds.

#### **Minor Granted Abilities**

*Curious Edge*: You gain an insight bonus on Bluff and Diplomacy checks equal to <sup>1</sup>/<sub>2</sub> your binder level. This bonus increases to equal your full binder level when you use these skills to convince others of your innocence.

**Sniff Gold**: You can smell the presence or absence of gold. This ability functions like the scent special ability except you can only detect the scent of gold. This ability alone cannot inform you if the gold is attended or not nor can it inform you of the gold's purpose (for example, whether the gold is used as coins, statues, or in a golden golem). You must show Aza'zati's sign in order to gain this benefit.

**Smaller is Better**: As a full-round action, you can reduce your size by one category (Medium to Small, Small to Tiny, or so forth). You can use this ability for a total number of minutes per day equal to your binder level. These minutes do not need to be used consecutively, but they must be used in 1-minute increments. Multiple uses of this ability do not stack, nor does it stack with other effects that reduce size. Returning to your original size is a move action.

*Wyrmling's Skin*: You gain a +1 natural armor bonus to your AC. At 6th level and every 5 binder levels thereafter, this bonus increases by +1. In addition, you gain a swim speed equal to your land speed. You must show Aza'zati's sign in order to gain this benefit.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign**: Supernaturally green scales sprout across your body and onlookers perceive you as being much younger then you actually are. Whenever you activate one of Aza'azti's granted abilities, your eyes take on the likeness of two golden coins.

**Personality**: Finding gold becomes your top priority and you are more than willing to betray and backstab those closest to you for it.

> Favored Ally: Dragon (any) Favored Enemy: Humanoid (arcane spellcasters)

### **Vestigial Companion**

You gain the service of a viper familiar for the duration of the pact. Treat your binder level as your wizard level to determine your familiar's abilities. This granted ability replaces smaller is better.

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### CAVE MOTHER Sorceress of Secrets

She who discovered fire, Cave Mother grants those who show her proper respect the flames of the first fire and the basic means of survival.



### Summoning Rules

The following describes the requirements and rituals for binding Cave Mother.

Spirit Level: 1st

Constellation: Mage

Binding DC: 15

**Totems**: You gain a totem bonus on the spirit's binding check if you meet some or all of these conditions.

» Cave Mother's seal is drawn in a cave or underground.

»You are female or have sired a son.

» You mix an assortment of white and black nuts into the mixture created as part of Cave Mother's ceremony, which requires 2 ranks in Survival).

**Ceremon**y: You wet a mixture of twigs, rock filings, and herbs with your own saliva. Then, you chant Cave Mother's name three times before throwing the mixture into a fire built on the center of Cave Mother's seal.

**Manifestation**: The smoke fills the seal, showing you visions of your ancestors' daily lives. The smoke leads up to your own childhood before quickly dispersing, leaving the mixture on the ground in the shape of a woman's face who beckons you over to begin the binding process.

### Legend

The most ancient known records of humanoid writing refer to an ancient woman known as the Cave Mother, she who brought the secrets of farm and flame to an ancient people. According to the legend, Cave Mother was cornered by a ghoul one

fateful night while she gathered nuts and berries for her people. Thinking quickly to save her life, Cave Mother challenged the ghoul to a game of chance, using her knowledge of nature to tip the odds in her favor and forever steal its sorcerous powers for her own.

### **Granted Abilities**

Cave Mother grants the following abilities:

#### **Major Granted Abilities**

**Ghoulish Fire**: You unleash a 10 foot blast of fire round you, causing creatures within this area to take 1d4 points of fire. The damage increases by 1d4 points at 3rd level and every 2 binder levels thereafter. A successful Reflex save halves this damage. This fire ignites those who fail their save ablaze, causing them to suffer 1d6 points of fire damage at the start of their turn unless they attempt a DC 15 Reflex save to snuff it out as a full-round action. You and your vestigial companion are not subjected to this damage. After using this ability, it becomes expended for 5 rounds.

*Capstone Empowerment*: Your ghoulish fire becomes white-hot, ignoring fire resistance equal to your binder level. This does not suppress fire immunity.

#### **Minor Granted Abilities**

**Deceptive Knack**: You gain an insight bonus on Bluff and Sleight of Hand checks equal to <sup>1</sup>/<sub>2</sub> your binder level. You may take 10 on these checks if you use them to cheat.

*Gather Provisions*: As a full-round action, you can conjure a magical nut that, when eaten as a move action, heals a number of hit points equal to your binder level and nourishes you as if you had eaten a day's worth of meals. This nut vanishes if it is not eaten within 5 rounds and a creature can only eat one nut per binder level every 24 hours.

**Read the Stars**: You always know which direction is north, as if you were under a constant *know direction* effect.

**Undead Bane**: Any weapon or supernatural attack that you use deals an additional 1d6 points of damage to undead creatures. This damage can only be dealt to a single creature once per round.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign**: Your hands become calloused from work and your body wrinkled as if from old age. Whenever you activate one of Cave Mother's granted abilities, your voice becomes raspy as if you were breathing smoke for 1 minute.

**Personality**: You easily lose patience with those who demand your aid. Whenever someone questions you, you answer with your own question, a cryptic remark, or simply scold the questioner.

Favored Ally: Any (arcane spellcasters; living only) Favored Enemy: Undead (any)

### Vestigial Companion

You gain the service of a spectral servant that appears as a male child of your race. This functions as *unseen servant*, except as follows. The servant lasts for the duration of the pact, has a Strength score equal to your Charisma bonus plus  $\frac{1}{2}$  of your binder level (min. 1), and if the servant dissipates you can call it back into existence as a full-round action. This granted ability replaces gather provisions.



# EGEND OF CAVE MOTHER

In primeval times, before people tilled the fields, when men hunted and women gathered plants, Morigan, the clan elder woman, tended her tribe's fire pit.

In the year of the wolf spider, a drought year with no game, her tribe moved south for many weeks until they came to a new warren of caves.

"Light a new fire," the chief told her.

Morigan took brush and searched the caves for flint. She lit her way with a small torch dipped in tar. The torch sputtered at first with the wind, but as she wandered deeper, all grew silent, dark, and calm. In one large cave she found a rune scribed across the wall. "This place has been inhabited before," she surmised. She brought her torch low to scan the floor. It was flat with a few stones, and among the stones were the remains of a hearth, broken spearheads, and bones.

"Who are you?" a raspy voice whispered.

She saw no one in the darkness beyond the torch's light.

"Light a fire and you shall see me," the voice commanded.

Afraid, she checked her blade in her waist belt, then knelt and began a fire. "We are sorry to intrude," she offered as she worked her hands. She wondered if there were more strangers, and if her own tribe would come rescue her. She applied the torch and blew on the fire. Sparks danced.

"You are skilled," the voice rasped. As the new fire crackled, a nearby corpse trembled and slowly began to pick itself up.

She rose. "Go away, demon!" she shouted. Then she added, "We are sorry to disturb you. I can leave you a gem or a pelt. We will leave. The warriors trust me. They will listen."

The figure stumbled up. It was a terrifying sight. Where there was skin, it was charred black. Where there was no skin,

its bones were white as if burned by fire. Two burning embers sat in its skull sockets where eyes should be. Old Gutaba, Morigan's teacher from her childhood, had warned her of the undead and their thirst for souls. She shuddered, as the cave chamber grew cold despite the fire. Her breath filled the air and wafted toward the creature as if drawn to it. She ran.

"Hello, help!" she yelled as she ran down a tunnel. Light and familiar voices did not come. Perhaps she took a wrong turn? She puzzled as she stopped to catch her breath. Perhaps this was a trick of the mind caused by this ghoul? If she continued running, would it then catch and devour her? What to do? Wait, she thought, Old Gutaba had said some ghouls would bargain, at least when it suited them. She had a plan.

Morigan checked her pouch of nuts and walked with a steady pace back to the fire chamber. The fire now burned strong but frost and icicles coated the cave.

"You are brave," the creature rasped as she entered. It emerged from the dancing shadows.

"I have a deal," she said to it, mustering all the confidence

that she could.

"Really?" it replied in its raspy voice. "I'm listening."

With shaking hands, she showed it that her bag had equal numbers of black and white nuts. Then she offered, "You and I will each draw one nut. If we draw the same color then I stay with you. If we draw different colors then I leave in peace."

It sniggered, "I agree, a gamble well done."

What the creature did not know was that black nuts weighed slightly more than white nuts. Morigan knew that what weighs more would sink to the bottom of the bag. But nothing was assured.

The ghoul, with its boney hand, drew white. So Morigan reached into the bottom of the bag. He groped around and clutched one. Her heart thumped as she drew it out. It was black. She sighed in relief.

"Humph," the ghoul replied. It did not move.

She wondered if it would argue

and still kill her. Its eyes smoldered. In a moment, she wondered, what did her few remaining years of life have in store for her? More tending the fire and the chief's needs?

"How about we play for more?" she offered.

"Yes, we shall," it rasped with satisfaction. "I'm listening."

"I am old," Morigan began. "Years ago my tribe's chief forced me to give him a child, a son. But he never married me. My boy was strong but stupid and died in a skirmish before he grew a man's hair. If I win, you will give me your power over life and death, and I will return you to life as my son."

"And if I win," the ghoul said, "I shall father you a son of darkness like the world has never known." Morigan did not know how a ghoul could make fertile an old woman like her or father offspring. She shuddered at the thought of a boney little hand clawing out of her womb. Nothing the ghoul said suggested



she would live either.

She returned the nuts to the bag and shook it vigorously. "This time," the ghoul said, "you draw first."

She reached into the bag and drew a black nut.

The ghoul, with a tortured grin on its face, placed its burnt boney hand within.

Morigan's tribe saw her later that afternoon, accompanied by a dark haired youth at her side. She strode proudly with vigor. In a year, she taught the people to sow and reap, smith swords, and draw runes. She rained a merciless white-hot fire upon the tribe's enemies.

Far and wide, people invoked her name in fear as a Sorceress of Secrets.

"But mother, who can keep hold of power," her son posed to her one evening by the fire. "Who can wield my power without losing hold of her own soul?"

And so it was, over the years, that the ghoul's power slowly consumed Morigan from the inside out, until all that was left was her name, her legend, and a chilly pile of charred bones.

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### GENERAL HESSANT PATRON OF LOST SOLDIERS

Commander of an empire and leader of countless men, General Hessant grants able warriors his skills and punishments.

## Summoning Rules

The following describes the requirements and rituals for binding General Hessant.

Spirit Level: 1st

Constellation: Noble

Binding DC: 16

**Totems**: You gain a totem bonus on the spirit's binding check if you meet some or all of these conditions.

»You place the skull of a creature that you killed in the center of the seal. The skull is consumed during the manifestation.

» You are male or any one of the following humanoid subtypes: goblin, half-orc, hobgoblin, or orc.

» You present Hessant's manifestation with a longsword, which he returns to you after the binding process ends.

**Ceremony**: You call out to Hessant, telling his spirit that you are reporting for duty and seek negotiations for his fighting prowess before kneeling down in the seal.

**Manifestation**: Hessant appears before you, beckons you to your feet, and recounts a story of how he took revenge upon a hated foe.

### Legend

An unnamed village's accounts tell a tale of a massive army of assorted men from different tribes and races that appeared from nowhere, led by a hobgoblin who called himself Hessant. The army claimed to be from a kingdom no one had ever heard of before, much to Hessant's shock and horror. Before any could learn more of Hessant or his men, the army's soldiers quickly fell to an unknown madness before the lot of them simply vanished away into the morning haze as if it had never been. People from the village, now a city, claims the soldiers haunt the mists that creep over it every spring.

### **Granted Abilities**

General Hessant grants the following abilities:

#### **Major Granted Abilities**

*Hessant's* **Punishment**: You beckon the earth up to swallow one creature within 30 feet of you. That creature must succeed on a Reflex save or be knocked prone and entangled. A successful save prevents these effects and the creature can attempt a new saving throw at

the start of each of its turns as a full-round action to remove the entangled condition. After using this ability, it becomes expended for 5 rounds.

*Capstone Empowerment*: As a standard action, you can make a touch attack against one creature entangled

by Hessant's punishment, attempting to bury it up to its head into the ground. If the touched creature fails a Fortitude save, it becomes buried and helpless until a creature spends 1 minute per binder level you possess digging it out.

#### **Minor Granted Abilities**

*Call Longsword*: You can summon a masterwork longsword as a full-round action for the duration of the pact. You are automatically proficient with the weapon. The long-sword improves based on your binder level; at

4th level, it is a +1 keen longsword. At 8th level, it is a +2 flaming keen longsword. At 12th level, it is a +4 flaming keen longsword. At 16th level, it is a +5 flaming burst keen longsword. At 20th level, it is a +5 flaming burst keen wounding longsword. The longsword ceases to exist if it leaves your hand or if you summon a new one.

*Courage of the General*: You gain a +4 insight bonus on saving throws against fear-effects.

**Dazing Strike**: You can make a dazing strike as a fullround action. The attack is made with your full attack bonus and if it hits, the struck creature must make a Fortitude save or become dazed for 1 round in addition to the normal damage dealt by the attack. A creature that succeeds on its saving throw is immune to this ability for 24 hours.

*Iron Gaze*: You gain an insight bonus on Intimidate and Sense Motive checks equal to <sup>1</sup>/<sub>2</sub> your binder level. This bonus increases to equal your full binder level when you use these skills on someone who is your subordinate.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign**: Your skin's texture becomes rough and hard like gravel. Whenever you activate one of General Hessant's granted abilities your skin yellows like a hobgoblin's.

**Personality**: You lose all sense of empathy, compassion, mercy, and similar requests for reduced pain and suffering.

**Favored Ally**: Any (creatures with ranks in Profession (soldier))

Favored Enemy: Any (creatures that can cast spells)

### **Vestigial Companion**

You gain the service of a horse animal companion for the duration of the pact. Treat your binder level as your cavalier level to determine your mount's abilities. This granted ability replaces call longsword,





### SEVNOIR The Meandering Mastiff

Sevnoir is said to be the vengeful mother of all shadow mastiffs. She grants those whom she deems worthy of being her master the powers of the fabled shadow hounds.



#### Summoning Rules

The following describes the requirements and rituals for binding Sevnoir.

Spirit Level: 1st Constellation: Beast

Binding DC: 16

**Totems**: You gain a totem bonus on the spirit's binding check if you meet some or all of these conditions.

» Sevnoir's seal is drawn in an area untouched by daylight.

» An urn with the ashes of a departed family member is placed within the center of the seal. The urn and its ashes are not consumed during the binding process.

» You are drow, elven, or half-elven or you bring a living dog into the seal during the ceremony. (The dog survives the ceremony.)

**Ceremony**: You sit cross-legged in the center of the seal, blowing on a whistling reed that has been treated with an ashy powder, calling out to Sevnoir.

**Manifestation**: Sevnoir's apparition comes hulking out of your shadow and paces the edge of the seal before sitting in front of you, waiting to begin the pact.

### .egend

A popular myth regarding the creation of the shadow mastiff tells of an old elf that lived alone save for his faithful hound. When the elf died, the dog howled for her master continually as soon as the sun set until the next morning. The horrible wail kept the neighbors and their children up late into the night until they could take it no more and the old elf's home was burned to the ground to silence it. The next night the baying grew louder, filled with rage rather than sorrow. The next morning, all of the men and women who had burned the house to the ground were dead, their throats ripped apart.

### **Granted Abilities**

Sevnoir grants the following abilities:

#### **Major Granted Abilities**

**Baying Howl**: You unleash a terrible howl that strikes fear into those who hear it. Creatures within 30 feet that can see and hear you must succeed on a Will save or become shaken for 1d4 rounds. This is a mind-affecting fear effect. After using this ability, it becomes expended for 5 rounds. *Capstone Empowerment*: Creatures do not become immune to your baying howl after succeeding on their Will save. Creatures that fail their save become shaken for 1 additional round per 3 points by which they failed their saving throw.

#### **Minor Granted Abilities**

**Blood Hunt**: You can charge double the normal distance and gain the Run feat. You must show Sevnoir's sign in order to gain this benefit.

*Effortless Intimidation*: You do not suffer penalties on Intimidate checks based on your size and you can demoralize foes as a move action instead of a standard action (you still gain bonuses on Intimidate checks if you are larger than your foe).

*Feast on Fear*: Whenever you deal damage with a weapon or supernatural attack against a creature that is suffering from a fear effect, you are healed a number of points of hit point damage equal to <sup>1</sup>/<sub>2</sub> your binder level. You only gain this healing once per turn.

**Shadow Blur:** As a move action, you grant yourself 20% concealment for a number of rounds equal to your Charisma bonus (minimum 1). This does not stack with concealment gained from other sources and this concealment is nullified in full daylight (both natural and the spell). You must show Sevnoir's sign in order to gain this benefit.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign**: Your body becomes coated with a short, thick coat of black fur, your teeth sharpen, and you grow a spiked tail as long as your arm. Whenever you activate one of Sevnoir's granted abilities, your facial expressions become savage and feral.

**Personality**: You become protective of your friends and loved ones to the point of obsession, making both lethal and non-lethal threats to those who so much as glance at them.

**Favored Ally**: Humanoid (elves) and Magical Beast (shadow mastiff)

Favored Enemy: Humanoid (halflings and humans)

### Vestigial Companion

You gain the service of a dog animal companion for the duration of the pact. Treat your binder level as your druid level to determine your companion's abilities. This granted ability replaces shadow blur.

### LADY JARAH Mistress of Many Faces

She is the woman of a thousand tales who is fated to outlive all mortal men. Those who please Lady Jarah become living legends themselves, able to reweave reality through storytelling.

### Summoning Rules

The following describes the requirements and rituals for binding Lady Jarah.

Spirit Level: 2nd Constellation: Thief Binding DC: 19

**Totems**: You gain a totem bonus on the spirit's binding check if you meet some or all of these conditions.

» You flawlessly perform one of Jarah's tales during her ceremony, which requires 2 ranks in Perform (oratory).

» You are female or your hair has grown past your shoulders.

»You are wearing fine, modern aristocratic clothing (must cost 75 gp or more).

**Ceremony**: You place a small mirror in the center of Jarah's seal and gaze into it while chanting Jarah's name.

**Manifestation**: Jarah's reflection replaces your own in the mirror. Her reflection flirts with male binders and makes sarcastic comments to female ones.

### Legend

The tale of Lady Jarah was written by a bard by the name of Jomel, a master story composer. Jarah's character was a changeling, able to take on whatever form she pleased, causing her mythos to expand to the point where men viewed her as the perfect woman. According to urban myth, Jomel was constantly beset by suitors seeking to marry the lovely Lady Jarah and his own wife was mistaken for a character in his tales. Although some say that Jarah's author's final words before he died were a plea to his wife to end Jarah's tale once and for all, Jomel's story had come too far and had ensnared the hearts and minds of so many people that it could never truly die.

### **Granted Abilities**

Lady Jarah grants the following abilities:

#### **Major Granted Abilities**

Aura of Distracting Beauty: You weave your physical appearance into a different form for all onlookers, causing them to see perfection in you. As a standard action, all creatures within 30 feet of you that can see



you must make a Will save or become fascinated. At the start of each creature's turn, it may attempt a new save at the same DC to end the effect. Attacking or using supernatural abilities frees fascinated creatures from this ability. Creatures with more hit dice then you cannot be fascinated by this ability. After using this ability, it becomes expended for 5 rounds.

*Capstone Empowerment*: Creatures whose hit dice are greater than your own are affected by your aura of distracting beauty but they receive a +4 bonus on their saving throw each round.

#### **Minor Granted Abilities**

Across All Cultures: Select a number of non-secret

languages that you cannot speak equal to your Charisma bonus. You can speak those languages for the duration of the pact.

**Beauty without Peer**: This ability functions as a *sanctuary* spell. A creature that succeeds on its saving throw or that you have taken hostile action against within the past 24 hours is immune to this ability for 24 hours.

**Rewrite Self:** You can alter your physical appearance as a move action. This functions as *alter self* except you can take the form of any humanoid that is no more than one size category larger or smaller than you. If you rewrite yourself into a larger creature you gain +2 Strength. If you rewrite yourself into a smaller creater

ture you gain +2 Dexterity. You must show Lady Jarah's sign in order to gain this benefit.

*Story Weaving*: You gain an insight bonus on Bluff and Perform (oratory) checks equal to <sup>1</sup>/<sub>2</sub> your binder level and may take 10 on these skill checks.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign**: You smell of flowers and a rare, expensive perfume. Whenever you activate one of Jarah's granted abilities, your skin flashes with light like a mirror.

**Personality**: Whenever you attempt to make negotiations with others you must try and garner something for yourself.

**Favored Ally**: Humanoid (doppelgangers and any female creatures)

**Favored Enemy**: Humanoid (male creatures without ranks in a Perform skill)

### **Vestigial Companion**

You gain the service of a parrot familiar for the duration of the pact. Use the statistics for a raven familiar. Treat your binder level as your wizard level to determine your familiar's abilities. This granted ability replaces rewrite self.



## EGEND OF LADY JARAH

Lady Jarah never existed. She was first conceived over tea by the elder bard Jomel and his scribe Ya'hir. Few recall how the rumors first spread, but she quickly became famous about town. Soon her story was carried by traveling bards across the land.

"She is a fine beauty, in search of her man," they would sing. "Jarah is faithful, she won't let go your hand." It was not long before young men arrived at Jomel's doorstep to meet her, thinking she was his niece or neighbor and in need a suitor.

"Jarah's already taken," Jomel would tell them; or, "perhaps you had better return with more of a gift or two."

Even a famous seamstress who thought Jomel was courting Jarah offered to sew her a silk wedding dress.

"I am already married!" Jomel replied.

Later he told his barber about the dress.

"Then your wife must be quite jealous," his barber said with a wink as he applied more shaving cream.

"Nonsense,"

Jomel replied to the barber, "And I took the dress, thank you. The seamstress was none the wiser." The barber laughed, as all Jomel's audiences did.

Surely, there was a problem though. One evening at the theater, his wife was mistaken for "Jarah's maid" and someone asked if Jarah were home ill, as some had heard.

Jomel replied in all seriousness, "I'm afraid it's worse, she has gone off with the king's son."

Soon after this, Jomel took a couch at the neighborhood teahouse and took his quill to collect his thoughts and begin writing Lady Jarah'

story. "Perhaps she is

the maidservant

whose true aristocratic station has been denied?" So the barmaid suggested. Others quickly chimed in passionately with their own versions. A fight broke out.

Jomel tried the quiet hills.

"Are you writing about Jarah?" a shepherd asked.

Jomel fled to his private library until Ya'hir came, then his attic. He tapped his quill in frustration. Is her hair red like fire or black as the evening sky? Does she wear gowns or riding pants? He fretted to the muses, "How to capture every woman?" Surely she was a shapeshifter, a changeling woman of a thousand faces, even male faces, for everyone knew changelings were troublemakers. Yet still, who was she on the inside? He searched in the mirror for his own shadowy Jarah to no avail.

Perhaps the worst day of Jomel's good life came when the court summoned him. He stood confused before a high bench where three magistrates in wigs presided. Apparently, a nobleman who had first heard of "Jarah" while on a hunt demanded the court block Jomel from telling her story.

"She was my idea years ago," the man insisted. "This interloper Jomel cannot have her all to himself!" he said angrily, pointing to Jomel. Jomel shook his head in amazement. He took to his bed in despair soon after.

"Are you afraid," his wife offered, "that the pretty thing won't live up to her reputation?"

Jomel replied, "Good woman, I can write her better than



they all know! Alas," he sighed, "Jarah has become too selfish. Wherever I go, it is about her, Jarah. This mistress has taken over our lives."

He smiled lovingly at his wife, and said, "I will heed her siren call no longer."

From that day onward he spoke no more of her, and Lady Jarah's story was not scribed. Yet her name was still sounded at his funeral, and at his wife's funeral, and in the bedchambers and dreams of men for centuries since.

"I shall not be gotten rid of so easily by men," Jarah might have said. "It is I who shall live on forever, not them.'

### MUTE SYLVUS SOLE SURVIVOR

Mute Sylvus speaks to no one, but those who manage to call forth this troubled survivor are gifted with his hunting prowess.

### Summoning Rules

The following describes the requirements and rituals for binding Mute Sylvus.

Spirit Level: 2nd Constellation:

Tree

#### Binding DC: 17

**Totems**: You gain a totem bonus on the spirit's binding check if you meet some or all of these conditions.

» Sylvus's seal is drawn in the heart

of a deep wood.

» You are an elf or half-elf, or you make hunting call during manifestation, which requires 2 ranks in Profession (hunter).

»You place the beak of a monstrous bird in the center of the seal. The beak is consumed during manifestation.

**Ceremony**: You call Sylvus's name which echoes several times before fading away to the manifestation.

**Manifestation**: You feel a cold gaze upon you before suddenly experiencing flashes of the terror and panic that Sylvus and his sons felt before returning to realty. Then Sylvus appears and stands diligently before you.

### Legend

Would-be elven rangers are told the story of the infamous ranger Sylvus as a warning to the perils of their profession. Sylvus, according to the tale, was an elven ranger who hunted game for his village. Although Sylvus knew crossing the river east of his home was dangerous, he wished to show his skills off to his sons and convinced the hunters to find game beyond the river. On the first night's camp, the hunters were besieged by large, feathered monsters and many of their kin were dragged off into the night, never to be seen again. By the second night, only Sylvus and his sons remained, huddled in their tent. They tried to flee at first light, but the hideous bird-demons returned, snatching away Sylvus's oldest sons and leaving the youngest and his father to recount the tale. Sylvus was eternally haunted by what he saw and never spoke another word again, his soul too traumatized by loss.

### **Granted Abilities**

Mute Sylvus grants the following abilities:

#### **Major Granted Abilities**

*Strike True*: As a swift action, you gain a +10 bonus

on the next attack roll you make during the round you activate this ability. This bonus increases to +20

if you are attacking with a longbow, a shortbow, or a composite bow of either type. After

> using this ability, it becomes expended for 5 rounds.

*Capstone Empowerment*: When you use your

strike true granted ability, you can reduce the attack roll bonus by half in order to apply it to a number of attacks made during that turn equal to your Charisma bonus (maximum 5).

#### **Minor Granted Abilities**

*Fast Movement*: You gain a +10 foot enhancement bonus to your movement speed. This bonus increases by 10 feet for every 6 binder levels beyond 3rd that you possess, to a maximum of +30 feet.

*Improvise Weapons*: You take no penalty on attack rolls when using improvised or broken weapons.

*Master Hunter*: You gain an insight bonus on Survival checks equal to  $\frac{1}{2}$  your binder level. In addition, you gain low-light vision. If you already possess low-light vision, increase the distance you can see in low-light conditions by x1 (x1 to x2, x2 to x3, or so forth).

**Peerless Archer**: You gain proficiency with longbows and shortbows if you do not possess it already and you gain Precise Shot as a bonus feat, even if you do not meet the feat's prerequisites.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign**: Scratches of branches and welts from insects cover your body while bird feathers suffuse your hair. Attempts at removing the sign cause the scratches and welts to spread and the feathers to become greater in number.

**Personality**: You speak tersely, if at all.

**Favored Ally**: Humanoid (any with ranks in Survival) **Favored Enemy**: Magical Beast (any)

### Vestigial Companion

You gain the ability to bond to a single friendly creature. This bond is broken if you and the bonded creature are more than 1 mile apart. The bonded creature gains the benefits of Mute Sylvus's minor granted abilities and you can target foes with strike true as if the bonded creature possessed share granted abilities. This granted ability replaces peerless archer.



### **TYRANT CROMWELL** THE BLACK KNIGHT

Formerly a paladin, now a tyrant, Cromwell grants those whom he calls worthy the power to smite his foes with otherworldly anger and loathing.



The following describes the requirements and rituals for binding Tyrant Cromwell.

Spirit Level: 2nd Constellation: Hero Binding DC: 18

Totems: You gain a totem bonus on the spirit's binding check if you meet some or all of these conditions.

» You are of evil alignment or an orc or half-orc.

» You possess a Strength score of 11 or better.

»You can recite the black knight's epitome, which requires 4 ranks in Knowledge (religion) or 1 level in the antipaladin alternate class).

**Ceremony**: You lay out a white cloth and smear the blood of an enemy you have recently slain onto it.

Manifestation: The blood swirls and writhes into the image of a bloodied

knight and a fallen enemy. Tyrant Cromwell stands on top of the corpse as he negotiates with you.

#### Legend

Many kingdoms harbor a tale of the time when a powerful, vile man almost conquered the world. The man's name was Cromwell, and according to legend as a lad he was once a squire in the church for a god of justice. The story goes that Cromwell fell madly in love with a dame that took no heed of him, so upon coming of age Cromwell set out on a crusade with his master, determined to return home a hero and win over the heart of his love. Although the tale differs in every region, all end with Cromwell's return to his home with an army of the damned. Cromwell quickly enslaved the populace and sought to make his former love his queen, but the girl was long-gone. Cromwell vowed to spread his tyranny across this world and every world beyond in order to find her. Although no tale can agree on what, if anything, finally toppled Cromwell's throne, all agree that Cromwell never sated his obsession.

### **Granted Abilities**

Tyrant Cromwell grants the following abilities:

#### **Major Granted Abilities**

Vestigial Might: You gain a +2 profane bonus to Strength for 1d4 rounds as a swift action. This strength bonus improves with your binder level, improving to +4 at 10th level. After using this ability, it becomes expended for 5 rounds.

Capstone Empowerment: The insight bonus granted by your vestigial might granted ability increases by +2(+4 total, or +6 if you are a 10th level binder or higher).

### **Minor Granted Abilities**

Indiscernible Alignment: Divination and scrying spells are unable to determine your alignment while you are bound to Tyrant Cromwell.

Phantom Armor: You gain a + 2 insight bonus to your AC. At 6th level and every 3 binder levels thereafter, this bonus increases by +1. The bonus granted by this granted ability is applied to your flat-footed AC and your touch AC.

Savage Attacks: You gain the feats Power Attack and Vital Strike for the duration of the pact, even if you do not possess the feats' prerequisites.

Weapon Familiarity: You are proficient with the garrote, greatsword, and lance for the duration of the pact.

The spirit affects you in the following ways:

Physical Sign: Your gain blond hair and blue eyes. Whenever you activate one of Tyrant Cromwell's granted abilities, your face is cast into shadows, making you appear sinister.

**Personality**: You act reckless and obsessed, causing others to believe you are mad. In addition, when others beg for mercy, you instead torture them mercilessly before killing them.

Favored Ally: Any (any Chaotic Evil)

Favored Enemy: Any (any Lawful Good)

### Vestigial Companion

You gain a nuglub gremlin as a familiar. See the monster's entry in Pathfinder Roleplaying Game Bestiary 2 for its statistics. Treat your binder level as your wizard level to determine your familiar's abilities. You are treated as chaotic evil for the purpose of adjudicating the familiar. This granted ability replaces savage attacks.

# Signs and Influence



### UBRO The Blind Hospitaler

Ubro the Blind bore a demon's curse as he crossed the lands offering healing. To those whom he deems worthy, Ubro bestows the very boons his demon gifted upon him.



### Summoning Rules

The following describes the requirements and rituals for binding Ubro.

Spirit Level: 2nd

Constellation: Angel

Binding DC: 17

**Totems**: You gain a totem bonus on the spirit's binding check if you meet some or all of these conditions.

» You are of good alignment or possess some medical knowledge, which requires 4 ranks in Heal.

» You are a halfling or the eldest of your siblings, which requires at least one younger sibling.

» You recite the healer's oath as part of Ubro's ceremony, which requires 2 ranks in Profession (healer) or 1 level of cleric.

**Ceremony**: You tie a blindfold over your eyes and light incense as part of drawing the seal.

**Manifestation**: After several moments the seal weeps blood and you can hear Ubro's voice wafting on the smoky clouds of incense.

#### Legend

The tragedy of the halfling Ubro is one of the most classical written works to come from the halflings. In the tale, Ubro was the oldest sibling in a long family tradition of serving the king in times of war, so he met his duty and enlisted as a medic. During a fateful battle, Ubro was gravely injured. When he awoke, he found that he had healing powers, granted to him by a sinister fiend. When given the choice to simply die or to live, suffer, and heal others, Ubro bravely continued onward on his travels until the demon consumed his soul entirely.

### **Granted Abilities**

Ubro grants the following abilities:

#### **Major Granted Abilities**

Healing Surge: You unleash a burst of healing energy. This granted ability functions as a cleric's channel positive energy except it cannot be used to harm undead. Treat your binder level as your cleric level for this ability. A creature may only receive a total number of healings each day equal to 3 + your Charisma modifier (minimum 1). Additional healing attempts are wasted. After using this ability, it is expended for 5 rounds.

*Capstone Empowerment*: You can use your healing surge as a move action instead of a standard action by reducing the damage healed by half.

#### **Minor Granted Abilities**

*Heal Aches*: As a move action, you can remove the blinded or deafened condition from a creature. This granted ability can only be used on a given creature once every 24 hours.

*Healer's Hands*: You gain a bonus on Heal checks equal to ½ your binder level. In addition, the time it takes for you to treat disease, poison, and all types of wounds with the Heal skill is reduced by half.

**Sand Skin**: You gain damage reduction 2/piercing. At 6th level and every 3 binder levels thereafter, this DR increases by 1. At 10th level this protection improves to DR/magic and piercing. At 15th level this protection improves to DR/evil and piercing. You must show Ubro's sign in order to gain this benefit.

**Status**: As a full-round action you can attempt a Heal check on a creature. The DC equals  $10 + \frac{1}{2}$  its hit dice + its Con modifier). If you succeed, you know the creature's exact condition as if you had cast *status* on it. Unlike the spell, this effect is instantaneous and if you fail your Heal check you are unable to determine the creature's status for 24 hours.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign**: Your eyes turn opaque, as if you were blind. Whenever you activate one of Ubro's granted abilities, a mark of healing appears on across your chest.

**Personality**: You become overly doting and empathic, attending to other's feelings and needs before your own.

Favored Ally: Animal (any) and Any (any Lawful Good) Favored Enemy: Any (any Evil)

### Vestigial Companion

You gain the ability to bond with a number of allies equal to your Charisma bonus (minimum 1). When you use *healing surge*, you can forgo any number of d6s in order to heal 1d6 points of ability damage for each d6 you forfeit. Each d6 of healing of ability damage can be applied to different ability scores. A creature can have ability points healed each day equal to your binder level. Additional healing is wasted. This granted ability replaces sand skin.

### MUSE ISTAGO PAINTER OF PARADOX

Istago was a tragic painter driven to insanity by the relentless demands of his talent. He grants worthy artists the ability to repaint reality itself.



### Summoning Rules

The following describes the requirements and rituals for binding Muse Istago.

Spirit Level: 3rd

Constellation: Seer

Binding DC: 19

**Totems**: You gain a totem bonus on the spirit's binding check if you meet some or all of these conditions.

» You masterfully paint Istago's seal, which requires 6 ranks in Craft (painting) or Profession (painter).

»You are not nobility or you denounced your nobility.

»You slept for at least 1 hour before drawing the seal. **Ceremony**: You sip mildly hallucinogenic tea and begin to draw or paint a picture that resembles some aspect of you.

**Manifestation**: As you finish the picture, it springs to life, pulling itself off of the page as the world around you spins with color. Istago speaks to you through your artwork.

#### Legend

Young artisans are often reminded of the infamous tale of Istago to warn against allowing others to influence their art. According to the tale, Istago was a legendary mural painter whose talent was beloved by nobility far and wide. One day, Istago was commissioned by a baron who wished a wall in his summer cottage painted so it reminded him of nothing to aid in his relaxation. After many criticisms, the maddened Istago finally painted the wall without shapes, only abstract blotches of color. The baron replied that the result now reminded him of Istago. Istago went mad that day and left muttering in broken tongue, never to paint or be seen again.

### **Granted Abilities**

Muse Istago grants the following abilities:

#### **Major Granted Abilities**

**Paint Reality**: You may paint over reality as you see fit. You can paint anything you wish into existence, as if you were using *major image* with a caster level equal to your binder level. Your paintings last for 24 hours or until dismissed but you may only have one painting active at a time. After using this ability, it becomes expended for 5 rounds.

*Capstone Empowerment*: Your paintings no longer require concentration, like the spell *persistent image*, and their effects grow stronger as your binder level improves. At 9th level you can paint sceneries as *halluci*-

*natory terrain*. At 11th level your paintings include visual stimuli as *permanent image* and you can paint sceneries as *mirage arcana*. At 13th level you can paint partially real creatures as *simulacrum*.

#### **Minor Granted Abilities**

**Dreams of the Muse**: This ability functions like *scrying* except as noted here. When you use this ability you must designate one place or person you wish to scry. Afterwards, you immediately fall asleep for the spell's casting time and duration, dreaming of whatever you specified. You cannot cast spells through your scrying and a creature that succeeds its saving throw cannot be scried on by this ability for 24 hours. If your target succeeds on its saving throw, you dream of your youth instead.

*Keen Eye*: You gain an insight bonus to Craft (painting), Perception, Profession (painter), and Sense Motive checks equal to <sup>1</sup>/<sub>2</sub> your binder level.

*Mirrored Eyes*: You gain a +4 bonus on saving throws against gaze attacks and if you succeed on your saving throw you have a 2% chance per binder level to reflect the attack back on its owner.

**Perfect Attributes:** As a standard action, you can perfect a creature, granting it a +2 enhancement bonus to an ability score of your choice. At 10th level, this bonus increases to +4 and at 15th level this bonus increases to +6. This bonus lasts until your pact with Muse Istago ends. This is a transmutation effect. You may apply this benefit to a number of creatures equal to your Charisma bonus and a creature can only have one ability score repainted at a time.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign**: Your skin and clothing are covered with splotches of paint that cannot be washed off. Whenever you use one of Istago's granted abilities, a swath of color circles you, as if a paintbrush were painting it.

**Personality**: You prefer solitude to the company of others and while in others' company you constantly seek to please them.

**Favored Ally**: Any (creatures with ranks in artistic Craft and Profession skills)

Favored Enemy: Any (creatures of noble heritage)

### **Vestigial Companion**

You gain the service of a chameleon familiar for the duration of the pact. Use the statistics for a lizard familiar. Treat your binder level as your wizard level to determine your familiar's abilities. This granted ability replaces perfect attributes.

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# LEGEND OF MUSE ISTAGO

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 gain the emotions that he wished from his commission. After the baron left, Istago inspected the courtly 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."

### N'ALYIA The First Vampire

First among vampires, the dreaded N'alyia grants her mortal binders the abilities of a vampire in order to whet their tongues with temptations of undeath and blood.



### Summoning Rules

The following describes the requirements and rituals for binding N'alyia.

Spirit Level: 3rd

Constellation: Skull Binding DC: 20

**Totems**: You gain a totem bonus on the spirit's binding check if you meet some or all of these conditions.

» N'aylia's seal is drawn in a dark place, away from daylight.

» You are not bound to any spirits that list evil or undead creatures as a favored enemy. If you accept this totem, you cannot bind to such spirits until N'alyia departs from your soul.

» You prepare a circle of ritualistic candles around the boarder of N'alyia's seal, which requires 6 ranks in Knowledge (religion).

**Ceremony**: You fill a chalice with the blood of a sentient mortal and drink in deeply while in the seal.

**Manifestation**: Blood wells up out of the seal's geometric lines, forming a mirror of blood. N'aylia takes your form as a vampire, speaking of hunger and thirst.

### .egend

Vampires fear the name of N'alyia, as she was the first of their kind, according to their ancient mythology. So powerful was the first vampire that N'alyia was said to have overcome all of the weaknesses of her kind. Most notably, she walked through daylight without fear. The vampires greatly disagree about what, exactly, became of N'alyia. Some say she was slain and scoured long ago while others claim that in her greatness, N'alyia found a way to surpass her own undead coil. Regardless of the outcome, N'alyia's bloody legacy continues corrupting and tempting mortals.

### **Granted Abilities**

N'alyia grants the following abilities:

#### **Major Granted Abilities**

*Vampiric Jaunt*: You may step through the shadows as a swift action, teleporting 5 feet away from your current location. Using this ability removes the entangled, grappled, and pinned conditions. When escaping a grapple you arrive in your new space prone. You must have line of sight to the targeted location, cannot bring other creatures or objects that you cannot carry/as a light load, and cannot teleport into an area of daylight (both natural and the spell). After using this ability, it becomes expended for 5 rounds.

*Capstone Empowerment*: Your vampiric jaunt teleports you further based on your binder level. At 5th level and every 4 levels thereafter, you teleport 5 additional feet when using this granted ability.

#### **Minor Granted Abilities**

*Enthrall*: One creature within 30 feet of you that can see and hear you must make a Will save or become charmed, as *charm person*. You may only charm one creature at a time with this ability and a successful save

causes the creature to become immune to this ability for 24 hours.

Monstrous Bat Form: You take the form of a monstrous bat hybrid as a move action, gaining a flight speed equal to your base speed. While flying you can-

not attack with weapons that must be held in your hands. This is a polymorph effect. This ability can be used for a number of minutes per day equal to your binder level. These minutes need not be used consecutively, but they must be spent in 1-minute increments. At 10th level, this ability can be used for a number of hours per day instead of minutes per day, but you must spend its duration in 1-hour increments instead of minute increments.

**One with the Night**: You gain an insight bonus on Fly and Stealth checks equal to <sup>1</sup>/<sub>2</sub> your binder level.

**Shadow Bite**: You can command your shadow to make a bite attack, using your full attack bonus. If used during a full attack, this bite is made in addition to any other attacks you can make during the round. The bite deals 1d4 points of damage (1d3 if Small) and deals 1d4 points of Constitution damage if the target fails a Fortitude save. You heal 2 hit points per point of Constitution damage dealt this way. This attack cannot be used in areas of daylight (both natural and the spell).

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign**: Your skin becomes pale and cold and you do not cast a reflection. Whenever you activate one of N'aylia's granted abilities, your teeth sharpen and drip blood.

**Personality**: You view all things in the light of predator and prey, seeing those weaker than you as prey. You refuse to enter a dwelling unless invited.

Favored Ally: Undead (intelligent only)

**Favored Enemy**: Any (creatures that can channel positive energy or turn undead)

### **Vestigial Companion**

You gain the service of a dire bat animal companion for the duration of the pact. See the monster's entry in PATH-FINDER ROLEPLAYING GAME BESTIARY. Treat your binder level as your druid level to determine your companion's abilities. This granted ability replaces shadow bite.

### VANDRAE Drowess Poisontouch

This sadistic drow assassin killed friend and foe alike. Vandrae grants the guile of an assassin to those who strike her as cold and alien as she was in life.

### Summoning Rules

The following describes the requirements and rituals for binding Vandrae.

Spirit Level: 3rd Constellation: Dark Beyond Binding DC: 20

**Totems**: You gain a totem bonus on the spirit's binding check if you meet some or all of these conditions.

» You are female, a drow, or have murdered someone who loved you in cold blood.

» Vandrae's seal is drawn in an area of shadow or darkness.

» You sacrifice a male humanoid within Vandrae's seal during the ceremony.

**Ceremony**: You fill a golden chalice with spider's venom and drink its contents. Spider venom is an injury poison and does no harm to you when ingested. If you are male, you must write the name of a woman close to you on a slip of paper and add it to the chalice's contents.

**Manifestation**: Your veins pulse with the spider's venom, causing you to vomit the concoction onto the seal. Your vomit is pitch-black and molds itself into the form of a female drow who impatiently commands you to begin bargaining with her.

### Legend

The drow whisper tales of the drowess Vandrae, who supposedly committed an act so vile that a goddess of love tore her soul out where she stood, convinced that she no longer deserved the beauties of this world. While no official confirmation has ever been recovered from either the goddess or Vandrae, occult scholars speculate that Vandrae did something to defile the very concept of love for her people. The drow, on the other hand, tell a myriad of tales about Vandrae, most involving her gleefully striking down legions of surface dwellers, her murder spree ending only by the intervention of an

elven god. Drow typically view Vandrae a martyr for this reason.

### **Granted Abilities**

Vandrae grants the following abilities:

#### **Major Granted Abilities**

Sleep Toxin: You attempt to poison a creature as a melee touch attack. The poison's statistics are as follows:
Type poison, contact; Save as a major granted ability;
Effect unconsciousness for 1 round; Frequency 1/ round for 4 rounds; Cure 1 save. After using this ability, it is expended for 5 rounds.

**Capstone Empowerment**: A creature that succeeds on its saving throw against your sleep toxin becomes groggy, taking a -4 penalty on Perception checks and attack rolls for 4 rounds.

#### **Minor Granted Abilities**

**Dark Mantle:** As a move action you create a 20-foot area of magical darkness, centered on yourself. This darkness does not move with you but you can see through it without hindrance. You can only have one area of darkness active at a time, and addior dismiss the provided ender

tional uses dismiss the previous ones. *Guile of Vandrae*: You gain an insight bonus on Per-

ception and Stealth checks equal to <sup>1/2</sup> your binder level.

*Hide in Plain Sight*: This ability functions like a shadow dancer's ability to hide in plain sight, allowing you to make Stealth checks while observed in areas of shadow or darkness.

**Sneak Attack**: You gain sneak attack as a rogue equal to <sup>1</sup>/<sub>2</sub> your binder level. This benefit stacks with any rogue levels you possess, up to your character level.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign**: Your skin darkens and you become covered in war-paint tattoos that cannot be washed off. Whenever you activate one of Vandrae's granted abilities, your blood surges, causing your entire body to flush.

**Personality**: You humiliate your foes whenever possible, preferably crippling them or rendering them impotent instead of killing them.

Favored Ally: Humanoid (female drow only)

Favored Enemy: Humanoid (male giants only)

### **Vestigial Companion**

You gain the service of a spider familiar for the duration of the pact. See the new familiars section in Chapter 2 of PATHFINDER ROLEPLAYING GAME ULTIMATE MAGIC. Treat your binder level as your wizard level to determine your familiar's abilities. This granted ability replaces dark mantle.



### XALEN D'MAREK Archivist of Fell Secrets

He is the mad steward of a million forbidden secrets and ancient lore. Those with a desire for learning are granted with the Archivist's vast intellect and power.

#### Summoning Rules

The following describes the requirements and rituals for binding Xalen.

Spirit Level: 3rd

Constellation: Scholar

#### Binding DC: 21

**Totems**: You gain a totem bonus on the spirit's binding check if you meet some or all of these conditions.

» The tome you use in Xalen's ceremony possesses a cover made from hide of an exotic being (costs 75 gp).

»You scribe a bit of lore onto the page of the ceremonial tome, which requires 6 ranks in a Knowledge skill).

» Xalen's seal is drawn within 10 feet of a place of learning or experimentation.

**Ceremony**: You place a blank tome in the center of the seal and slowly turn the pages while chanting Xalen's name three times.

**Manifestation**: When you chant Xalen's name for the third time, the pages begin to turn on their own until the book suddenly stops and ink appears on the tome in a curly manuscript, beckoning you to begin negotiations.

#### .egend

At a young age, Xalen d'Marek devoted his life to knowledge. Born into a soldier's family, young Xalen followed his fathers and brothers to battle if only to see the monsters that had captured his imagination at a young age first hand. As the boy blossomed into manhood, his love for the weird and strange grew evermore until it eclipsed his family, estate, and hopes of romance. Legends state that one day Xalen peered up from his laboratory as an old man and looked around his ruined home, realizing how little he had done with his life. Xalen knew there was no going back for him and not long after he filed a will that left his possessions and estate to the college that trained him as a youth, Xalen vanished forever.

### **Granted Abilities**

Xalen grants the following abilities:

#### **Major Granted Abilities**

*Shrink*: As a standard action, you reduce a creature or object within 30 feet of you in size. If this ability targets a creature, it and all of its equipment is reduced two categories in size if it fails a Will save (this does not stack with similar effects). If this ability targets an unattended object, it functions as *shrink object*. This ability lasts for 1 minute per binder level you possess against creatures and objects and you can only shrink one target at a time. After using this ability, it becomes expended for 5 rounds.

**Capstone Empowerment:** You can shrink a number of creatures or objects equal to your Charisma bonus (minimum 1) and this shrinkage lasts for 24 hours or the duration of your pact.

#### **Minor Granted Abilities**

**Enhance Vessel's Mind**: You gain a +2 insight bonus to Intelligence. Select 1 Knowledge skill for which you possess no ranks. You are treated as having a number of ranks in that skill equal to your binder level.

**Forbidden Lore**: You gain an insight bonus on Knowledge checks made to identify monsters and on Spellcraft checks equal to ½ your binder level and you can make these skill checks untrained.

*Locate Writings*: You can locate any written documents that you have seen before or are otherwise familiar. This is treated as the *locate object* spell.

Thirst for Knowledge: You can read and understand all languages, as if you had a constant *comprehend languages* effect. In addition, you gain a +4 bonus on saving throws against written magical traps, such as glyph spells.

#### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign**: Whenever you speak, your words appear as luminous sigils that dance to your cadence. Whenever you activate one of Xalen's granted abilities, these sigils dance around the ability's target.

**Personality**: You always speak and write properly, correct improper usage of language, and offer random bits of trivia during conversation.

**Favored Ally**: Humanoid (any with at least 1 rank in a Knowledge skill)

**Favored Enemy**: Any 1 of the following, chosen during the Ceremony: Aberration (any), Dragon (any), Magical Beast (any), Humanoid (giants), or Ooze (any)

### **Vestigial Companion**

You gain the service of a raven familiar for the duration of the pact. Treat your binder level as your wizard level to determine your familiar's abilities. This granted ability replaces locate writings.



### FEY BARADDU The Beast in the Woods

The gods reduced this beloved fey to a savage beast. Baraddu grants those who wish to become one with the natural world the ability to take on the aspects of the wild.

### Summoning Rules

The following describes the requirements and rituals for binding Fey Baraddu.

Spirit Level: 4th Constellation: Tree Binding DC: 23

**Totems**: You gain a totem bonus on the spirit's binding check if you meet some or all of these conditions.

» You perform excellently during Baraddu's ceremony, which requires 8 ranks in Perform (dancing).

»You find and place a bit of a nest where a live animal was born into the seal, which requires 8 ranks in Survival.

» You draw Baraddu's seal while wearing a mantle of animal furs.

**Ceremony**: You mix a bit of animal blood into a chalice of alcohol, drinking the contents before stripping your clothing off and dancing wildly in the seal.

**Manifestation**: The beating heart of a massive beast echoes through your ears as you dance, Baraddu's voice whispering to the beat of the drum. You cannot stop dancing until after negotiations with Baraddu are made.

### Legend

One of the best strategies to stall a fey creature is to ask it of the satyr called Baraddu, for all but the wickedest souls oblige. Though long forgotten by mortal men, Baraddu was all but a living god to the fey. He was as charming as a summer evening, as gleeful as a blooming sunflower, and as social as a singing sparrow. As Baraddu's fame grew over his countless years, many gods grew jealous of the satyr and when his soul stood awaiting its final judgment those gods ripped Baraddu from his peaceful afterlife and warped him into a hideous beast, setting him loose to wander the forests of the outer planes forever. Some occult scholars believe this slight is why many fey choose not to worship the gods.

### **Granted Abilities**

Fey Baraddu grants the following abilities:

#### **Major Granted Abilities**

**Beast Shape:** As a standard action, you can call upon bey Baraddu's power to morph your body into that of an animal. This ability functions as *beast shape II* except it has no duration. You retain the granted abilities of all spirits you are bound to while you are shape-shifted and returning to your true form requires another use of this ability. After using this ability, it becomes expended for 5 rounds.

*Capstone Empowerment*: You may assume an animal's form as a move action and you can also assume

the form of a vermin, as if using vermin shape II. If you have a binder level of 9 or higher you can assume the form of an animal or magical beast as if using beast shape III. At 11th level this improves to beast shape IV. See Chapter 5 in PATHFINDER ROLE-PLAYING GAME ULTIMATE MAGIC for vermin shape II.

#### **Minor Granted Abilities**

*Awesome Blow*: You gain Awesome Blow as a bonus feat even if you don't meet its prerequisites. See the feats section in PATHFINDER ROLEPLAYING GAME BESTIARY.

**Baraddu's Fangs**: Your natural attacks while in beast shape are treated as cold iron weapons for the purpose of overcoming damage reduction. In addition, these attacks gain a +1

 enhancement bonus. At 7th level and every 3 binder levels thereafter, this bonus increases by +1 (maximum +5).

*Wild Empathy*: You gain the wild empathy class feature. Use your binder level as your druid level for the purpose of this ability.

*Woodland Stride*: You can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. Magically manipulated areas still affect you.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign**: You acquire a woodsy musk and onlookers note that you gain a lean, feral look. Whenever you activate one of Baraddu's granted abilities, you take on a fey appearance: light glows brighter and colors are more vivid.

**Personality**: Your sexual urges are intensified, causing you to seek intimate relations with anyone that you would normally find attractive.

Favored Ally: Fey (any)

Favored Enemy: Outsider (any with lawful subtype)

### **Vestigial Companion**

You gain the service of a brownie familiar for the duration of the pact. See the monster's entry in PATHFINDER ROLEPLAYING GAME BESTIARY 2. Treat your binder level as your wizard level to determine your familiar's abilities. You are treated as neutral for the purpose of adjudicating the familiar. This ability replaces Baraddu's fangs.



### GULGUTHRIANA THE GLUTTON

She who thrives in filth, Gulguthriana is the first of the otyughs. She grants boons of rot and decay to those who recall the greatness that the otyughs once claimed.



### Summoning Rules

The following describes the requirements and rituals for binding Gulguthriana.

Spirit Level: 4th

Constellation:

Noble

**Binding DC: 22** 

Totems: You gain

a totem bonus on the spirit's binding check if you meet some or all of these conditions.

» You are of chaotic alignment or are smeared with your own filth.

» You are suffering from filth fever while performing Gulguthriana's ceremony.

» You mix garbage and filth into the meal created as part of the ceremony, which

requires DC 22 Fortitude save or you become nauseated for 1 hour and the ritual fails).

**Ceremony**: You Craft a decadent meal enough for three people and begin eating it.

**Manifestation**: As you dine on the meal, that which you cannot eat quickly rots and decays before you until it molds together into the likeness of an otyugh, which demands that you begin the binding process.

### Legend

Men have long told stories in order to explain the alien and bizarre things in their world and few creatures are as bizarre as the otyughs. Unlike many others, the stories of the first otyughs are both innumerably ancient and relatively unvaried. According to old legends, the otyughs were once a mighty and proud race that existed to restart the natural cycle by consuming all that was rotten and decayed. An otyugh queen called Gulguthriana noted their unique role in the gods' plan and declared to her people that they deserved to rule the world, so they dominated the lesser races and began herding them as cattle to fuel their emerging, gluttonous urges. After countless generations of oppression, her "cattle" began to revolt as her fellow otyughs were turned into the feebleminded monsters they are today by the gods. With her dying breath, Gulguthriana cursed all of creation as her soul, stained beyond repair by sin, departed.

### **Granted Abilities**

Gulguthriana grants the following abilities:

#### **Major Granted Abilities**

*Gulguthriana's Greedy Grasp*: Your limbs naturally stretch while under Gulguthriana's influence, allowing you to increase your reach by 5 feet as a swift action for 1 round. After using this ability, it becomes expended for 5 rounds. You must show Gulguthriana's sign in order to use this granted ability.

Capstone Empowerment: When you use Gulguthriana's greedy grasp, your reach is increased by 10 feet instead of 5 feet.

istead of 5 feet

#### Minor Granted Abilities

Gag of Gulguthriana: You gain the constrict special quality. This attack deals damage equal to your unarmed attack plus 1<sup>1</sup>/<sub>2</sub> times your Strength modifier.

Gargantuan Gulguthriana: You gain Improved Unarmed Strike as a bonus feat and your unarmed strikes deal unarmed damage as a monk equal to <sup>1</sup>/<sub>2</sub> your binder level. This benefit stacks with any monk levels you possess, up to your character level.

*Gulguthriana's Grapple*: You do not provoke attacks of opportunity when you attempt to grapple an opponent and you do not suffer the -10 penalty to your CMB while trying to grapple an opponent without gaining the grappled condition yourself.

*Gluttonous Gullet*: You are immune to ingested poisons and gain a +4 bonus on saving throws against effects that cause you to become sickened or nauseated.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign**: Your skin takes on a rocky texture and your arms grow six inches in length. Whenever you activate one of Gulguthriana's granted abilities your body swells to become more ovoid in shape.

**Personality**: You are constantly hungry, eating whenever possible, and lose all social graces where food is concerned.

Favored Ally: Aberration (Any) Favored Enemy: Humanoid (elves)

### Vestigial Companion

You gain the service of a dire rat familiar for the duration of the pact. See the monster's entry in PATHFINDER ROLEPLAYING GAME BESTIARY. Treat your binder level as your wizard level to determine your familiar's abilities. You are treated as neutral for the purpose of adjudicating the familiar. This ability replaces Gulguthriana's grapple.

### HEXUS THE LIVING CURSE

A curse made animate, Hexus scours the world searching for his purpose and rewarding those who give him one.

### **Summoning Rules**

The following describes the requirements and rituals for binding Hexus.

Spirit Level: 4th Constellation: Skull Binding DC: 21

**Totems**: You gain a totem bonus on the spirit's binding check if you meet some or all of these conditions.

» You place a corpse within your seal. Whose corpse it is, Hexus cares not.

» You speak the magic words that brought Hexus into existence as part of the ceremony, which requires 8 ranks in Knowledge (arcana) or Spellcraft.

»You place a bone from a family member or loved one in the seal.

**Ceremony**: You drive a nail through an iron tablet and sprinkle grave dirt onto it.

**Manifestation**: As the nail is driven through, nightmarish howling echoes through the seal as spirits emerge and swirl around you. As the spirits close in on you, they merge into a colossal eye that waits for you to address it.

#### Legend

Any battle mage worth his or her salt advises new recruits to never attack a mage who is preparing to cast a spell. It is always safer to simply counter the spell and then attack with your own magic. As old-fashioned as the practice may be, the wisdom in these words is in the prevention of a magical anomaly called a living spell. When a wizard is magically slain while preparing to unleash a spell, on occasion the energies of the two spells intermingle and transform into a mindless oozelike creature. These living spells spread the magic that spawned them wherever they go, unleashing havoc with transformative spells and wildfire magics.

### **Granted Abilities**

Hexus grants the following abilities:

#### **Major Granted Abilities**

**Possess Animal**: As a standard action, you gain the ability to possess a creature of the animal type if it fails a Will save, as if you were using *magic jar*. You can remain within the animal for up to 24 hours or until the pact ends, but after you leave the animal this ability becomes

#### expended for 5 rounds.

*Capstone Empowerment*: In addition to possessing animals, you gain the ability to possess the corpse of a humanoid or animal that you can see. This effectively adds the zombie template to the creature while you control it, though you retain your Intelligence, Wisdom, and Charisma scores. When you leave the zombie, it is immediately destroyed as if its hit points were reduced to 0.

#### **Minor Granted Abilities**

*Agitate Animals*: Animals within 30 feet of you that can see you must make a Will save or become shaken for as long as they can see you and for 1d4 rounds afterwards.

**Bestow Curse**: This ability functions as the spell of the same name, using your binder level as your caster level. A creature that succeeds on its saving throw is immune to this ability for 24 hours but still suffers a -2 penalty on attack rolls and skill checks for 1 round.

**Rebuke Undead**: You gain Command Undead as a bonus feat, even if you do not meet its prerequisites. You do not need to expend uses of channel negative energy to power this feat and your cleric level is equal to your binder level with this feat. This benefit stacks with any cleric levels you possess, up to your character level. If an undead succeeds on its Will save, it becomes immune to this ability for 24 hours.

**Undying**: You gain Diehard as a bonus feat, even if you do not meet its prerequisites. You are not staggered when using this feat allowing you to act normally instead of acting as if you were disabled. Strenuous action does not cause you to take hit point damage and you do not die until your negative hit points equal twice your Constitution score.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign**: Your skin turns a sickly green and warts appear across your skin. Whenever you activate one of Hexus' granted abilities, your eyes glow with eldritch light.

**Personality**: You become overly protective of friends and allies and place their own safety drastically above your own.

Favored Ally: Ooze (any)

Favored Enemy: Humanoid (any divine spellcasters)

### Vestigial Companion

You gain the service of a homunculus familiar for the duration of the pact. See the monster's entry in see the monster's entry in PATHFINDER ROLEPLAYING GAME BESTIARY. Treat your binder level as your wizard level to determine your familiar's abilities. This ability replaces bestow curse.



### LOH'MOI The Mad Geometer

A natural-born genius, Loh'moi wished to bend time and space to better his family's life. Loh'moi provides his knowledge to those who prove their intelligence to him.



### Summoning Rules

The following describes the requirements and rituals for binding Loh'moi.

Spirit Level: 4th

Constellation: Mage

Binding DC: 23

**Totems**: You gain a totem bonus on the spirit's binding check if you meet some or all of these conditions.

»You are a father or have birthed a son.

»You have an Intelligence score of 16 or higher.

» You draw a perfect geometric design within Loh' moi's seal, which requires 8 ranks in Knowledge (architecture).

**Ceremony**: Loh'moi's geometric seal is complex enough without augmentation that Loh'moi immediately takes notice of any individual who draws it.

**Manifestation**: Walls enclose the edges of your seal, spawning windows into various places and times across the world. Loh'moi manifests before you, breaking gaze with you to look longingly out of the windows

### Legend

The story of Loh'moi is publicly available yet barely noticed by conjurists. His journal has been copied a million times over for his research on geometry while his tale is mostly ignored as "unimportant." Loh'moi's father was murdered when he was but a lad and his journal suggests that the geometer was obsessed with returning to the past in order to prevent his father's death. Ultimately, Loh'moi theorized that no mortal mind could comprehend the formula needed for the task, so he decided to teleport into his own mind in order to expand it, allowing him to surpass this mortal limitation. The journal ends there.

### **Granted Abilities**

Loh'moi grants the following abilities:

#### **Major Granted Abilities**

**Transdimensional Ray:** As a standard action you project a ray of force as a ranged touch attack that deals 4d6 points of force damage. At 9th level and every 2 binder levels thereafter, the damage increases by 1d6. After using this ability, it becomes expended for 5 rounds.

*Capstone Empowerment*: Your transdimensional ray ignores all obstacles except total cover and concealment. In addition, a struck creature must succeed on a

Will save or be bound to its current plane of existence for 4 rounds, as a *dimensional anchor* spell.

#### **Minor Granted Abilities**

**Bend to Freedom**: You gain an insight bonus on Escape Artist checks equal to <sup>1</sup>/<sub>2</sub> your binder level. In addition, you take no penalty while squeezing into an area that is one size category smaller than you and can squeeze into an area that is two size categories smaller than you at the normal -4 penalty to attack rolls and AC.

*Extra Space*: This ability functions as *rope trick*, using your binder level as your caster level. This effect lasts for 24 hours or until the pact ends but you can only have one active extra space at a time.

*Geometrical Agility*: When you teleport using the geometrical step ability or the *dimension step* spell as a move action, you can still take a standard action during your turn. Furthermore, you provide flanking from the square you started in and the square you end up in when you use dimensional step for 1 turn. This benefit can provide you with flanking even if there are no other flankers besides yourself.

*Geometrical Step*: You can teleport as a move action as if you had cast *dimensional door*. You can only teleport distances up to your base speed. If you teleport as a fullround action you can teleport up to double your base speed instead. Teleporting as a move action does not provoke attacks of opportunity but teleporting as a fullround action does.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign**: Geometric lines cover your skin like a tattoo. Whenever you activate one of Loh'moi's granted abilities, the lines move like a massive wheel.

**Personality**: You prefer solitude to company and refuse the help of others when trying to solving puzzles.

**Favored Ally**: Outsider (any native to the Ethereal Plane)

Favored Enemy: Humanoid (any Evil)

### **Vestigial Companion**

You gain the service of an eidolon for the duration of the pact (see the summoner class in Chapter 1 of PATHFINDER ROLEPLAYING GAME ADVANCED PLAYER'S GUIDE). Treat your binder level as your summoner level to determine your eidolon's abilities except it has half the normal number of evolution points. This granted ability replaces geometric agility.

# LEGEND OF LOH'MOI

"Where does it lead to?" Loh'moi's mother asked, referring to the complex diagrams he had carefully drawn all over the sloped attic ceiling, which doubled as a wall.

"No where," Loh'moi replied. He didn't understand why he even bothered to answer, since she would not understand.

"Yes, I can see quite clearly that it leads no where, at least you're talking some sense." She shook her head in dismay. Loh'moi was sad that he did not align with his mother's hopes for him. But he had something better in mind.

"Now come down to dinner," she said, patting her apron, "before you fall asleep." She left in her clanking shoes down the stairs. She mumbled to herself, "To think I had a genius son who sleeps standing up, and spends days in artwork no one buys."

Loh'moi had to admit that he was hungry. And he needed more ink, which was in the pantry next to the kitchen.

He stepped forward toward the geometric diagrams he had drawn. One of them looked rather like the floor plan for their three-story house. He touched it and immediately appeared in the pantry downstairs.

After finding the ink, he emerged into the dining room. His mother was placing a steaming bowl of soup and noodles on the table. Loh'moi smiled. It was his favorite.

"Oh ma'ma," he said happily. "How much you think of me."

"I only try to set a healthy example for my children, as your father would have." Loh'moi was an only child, and his father who had been a carpenter had died years before, by some accident while repairing the roof of a rich merchant's home. The merchant never paid funeral respects or offered to help them. Loh'moi's stomach knotted up just thinking about it.

They sat to eat.

"So, any tutoring this week? Hmm?" She asked, clearly hinting for him to work. Occasionally he managed to pull himself from his

geometry to make a coin or two, tutoring the neighborhood children in mathematics and the temple priests in accounting.

"Yes, ma'ma, it's temple exams," he replied. "Many eunuchs are studying this year for the temple. They all need help." The temple took the top ten percent regardless of how any one man fared, making Loh'moi's tutoring a humorous if sad joke.

"It's very sad," she commented. "And to think they can take it only once. I'd think you would be in great demand!" She motioned, "Pass me the salt, please, dear. How unfortunate, they'll never have children. At least you can still marry." She said this with a hint that required no explanation. Loh'moi did have a few female admirers in his school years, but that was a decade ago. In his view, young women were like visual illusions, diagrams that no one could transcribe, much less solve.

"I get ten gold at week's end," he said, hoping for so much.

"Oh?" She stopped, genuinely intrigued. "Tell me more."

"It's the usual. But I have a request."

"You just can't help but tease me, can you, smart one?" She said with bitter humor. "Go on."

"I will be starting on a very difficult geometry problem, and I need a larger continuous wall than the attic." "What a surprise," she interjected, with some anger.

"I would like to use the interior hallway wall, but not in the hallway of course. I don't wish to disturb you. I will create a doorway against the wall between my bedroom and father's old study, and use that instead."

She stopped eating. "I don't know why you can't use paper like every other scholar. And why…" She almost broke down in tears. "… Your father's memory. If only he hadn't passed on."

"I am asking a lot, ma'ma, I know. It will not be forever."

"No, the house will fall down first," she said. "But it is your house, as the law says, and I am very grateful that you have allowed me to stay here. Do as you like."

For the rest of dinner they chatted intermittently about the neighbors, their barking dog, and an old butcher named Ethanial who had recently died.

"Now, Ethanial," his mother said with the pride of youth, "he helped make this town a place we could all be proud of. He got married during the war. It wasn't easy at all then." She said this as if her life now was hard. She was retired and spent her

days in the garden, or shopping and gossiping over tea.

Loh'moi excused himself when he was done.

"You want a snack plate?" She asked. "You like snacks."

"Oh yes, thank you." He didn't eat the snacks. They were for his secret pet, Goh'moh. Goh'moh was sort of like a ghost dog, but not. It was an extra-dimensional creature, about the size of a dog, that he had raised since it was a pup. He had discovered it between two angles in a parallelogram. But he would never tell his mother. She might think it was invisible, or a monster, or if he were lucky, an imaginary friend.

After she packed a plate, he climbed the stairs normally to the attic. As he often did, he found the stairway geometry simple yet endlessly fascinating when viewed with

perspective. As a boy he had sometimes gotten lost just walking up the stairs.

Back at his desk, Loh'moi sketched on paper the diagram he would draw on the new wall. If the calculations were correct, and the angles drawn exactly, then the project might succeed.

He sat back in quiet of satisfaction, nodding to himself.

It was really very simple now. His original plan had been to bend space and time back upon itself, so that he might return to the past and prevent his father's death. And time permitting, kill that evil man, Ethanial, who Goh'moh had yapped was a serial killer. But bending time proved far too complex. The mind of a humanoid such as himself was simply too... enclosed... to move itself through time.

However, humanoids were remarkably self-aware. If only he could make himself smarter. The wall downstairs would be just large enough to create a diagram, a portal, into his own mind. He wondered what would happen when he stepped in there.

One afternoon, while his mother was at tea, he did just that.

Perhaps he should have wondered how he would get out.



6 ⁴

### ARTURIUS The Sleeping King

This legendary king was dethroned by a usurper, his bastard son. Arturius grants his fabled skill at arms to those whom he deems worthy of his inheritance.



#### Summoning Rules

The following describes the requirements and rituals for binding Arturius.

Spirit Level: 5th

Constellation: Hero

#### Binding DC: 23

**Totems**: You gain a totem bonus on the spirit's binding check if you meet some or all of these conditions.

» You possess a masterwork longsword, which you stab into the ground during Arturius's ceremony.

» You curse the lineage of Arturius's usurper as part of the ceremony, which requires 10 ranks in Knowledge (nobility).

» Arturius's seal is drawn within 10 feet of a natural barrow.

**Ceremony**: You rub a muddy mixture of kingly oil and clods of dirt over your arms, legs, and face.

**Manifestation**: When your limbs and face are covered in mud, the muck is pulled from your body, forming the likeness of a crowned knight in rusty armor and tattered clothing, eager to bind to your soul.

#### Legend

Legends speak of a mythological king known as Arturius who was given the divine right to rule as a child. Born the youngest son to a petty noble, Arturius claimed his destiny when he drew a mythological blade from where it was stuck in a formation of rock. Though his rule was kind and just at first, the gods grew angry with Arturius as he grew fat from debauchery until finally he sired an illegitimate son. Though Arturius ordered all babes of that year drowned, the son survived and grew to slay his father and end his reign. Arturius no longer enjoyed the blessing of the gods. Arturius was buried within a barrow hidden from time, the legend a testament to the corruptibility of men.

### **Granted Abilities**

Arturius grants the following abilities:

#### **Major Granted Abilities**

*Skill at Arms*: As a swift action, you increase the damage done by your weapon and supernatural attacks by 3d6+3 until the end of the turn. At 13th level, the bonus damage increases to 4d6+4, and at 17th level the bonus damage increases to 5d6+5. After using this ability, it becomes expended for 5 rounds.

Capstone Empowerment: While you benefit from

skill at arms, creatures struck by your weapon and supernatural attacks must make a Fortitude save or fall prone. A creature need only make this save once per round when you attack it in this manner.

#### **Minor Granted Abilities**

**Inspire Courage**: You gain the ability to inspire courage in your allies as if you were a bard of  $\frac{1}{2}$  your binder level. This benefit stacks with any bard levels you possess, up to your character level. You have a number of daily rounds of inspire courage equal to your Charisma bonus +  $\frac{1}{2}$  your binder (minimum 1).

**King's Dancing Blade**: You gain the ability to summon or dismiss a dancing sword as a move action. This weapon is a +1 *dancing* longsword. At 9th level and every 2 binder levels thereafter, the blade's enhancement bonus increases by +1 (maximum +5). After the weapon's 4 rounds have ended, it disappears. You may only have 1 dancing blade active at a time.

**Royal Pleasantries**: You gain an insight bonus on Diplomacy and Knowledge (nobility) checks equal to  $\frac{1}{2}$  your binder level.

**Corpsewhisper**: If you speak a creature's full name as a full-round action you can send it a message that is no more than 25 words long. The creature you message must be within 5 miles of you per binder level you possess and you can only use this ability once every hour.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign**: Your equipment appears rusted and smudged with grime no matter how much you attempt to clean it. Whenever you activate one of Arturius's granted abilities, your muscles surge with strength.

**Personality**: You are suspicious and jealous of everyone around you, though you act courteous and chivalrously, even to those below your station.

Favored Ally: Fey (any)

Favored Enemy: Humanoid (humans)

### Vestigial Companion

You gain the service of a faerie dragon familiar for the duration of the pact. See the monster's entry in PATH-FINDER ROLEPLAYING GAME BESTIARY 3. Treat your binder level as your wizard level to determine your familiar's abilities. You are treated as chaotic good for the purpose of adjudicating the familiar. This ability replaces king's dancing blade.

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### DAGON Tentacles from THE DEEPS

This terror floats beyond the laws of space and time. Dagon grants his worthy binders the power to survive in hostile places and manipulate the flow of time.



### Summoning Rules

The following describes the requirements and rituals for binding Dagon.

Spirit Level: 5th

**Constellation**: Dark Beyond **Binding DC**: 25

**Totems**: You gain a totem bonus on the spirit's binding check if you meet some or all of these conditions.

» You are a strong, experienced swimmer, which requires 10 ranks in Swim.

» You utter Dagon's true name, which requires 10 ranks in Knowledge (planes).

» Dagon's seal is drawn within sight of a lake or ocean. **Ceremony**: You cook a tentacle of squid or octopus

within Dagon's seal, preparing it to be eaten. Manifestation: The tentacle writhes in pain as you

eat it, spouting curses at you. When it is eaten, Dagon's voice rises up from your belly, seeking your binding.

### Legend

The sea has always held an air of grim mystery beneath her waves. Many cultures tell stories of what fantastic and horrifying things might lie beneath. One such tale, belonging to several scattered island-dwelling tribes, tells of a being whose name is loosely translated as 'That which Invades.' Depicted as nothing more than a single, massive tentacle, the creature is believed to sink cities and vessels, cause storms, and spawn monsters from its lair in the ocean deeps. Many specialists scoff at the idea of such a creature existing.Yet many of the curious who have searched for the beast have gone missing, and on nights of occult significance, eerie lights float up from the ocean depths. Woe to those with dangerously open minds.

### **Granted Abilities**

Dagon grants the following abilities:

#### **Major Granted Abilities**

**Delay Harm**: As an immediate action, you can delay the onset of a single attack, spell, or similar harmful ability on yourself during the round this granted ability was activated. This ability can delay effects such as the onset of poison, damage dealt by a weapon, or even the effects of a spell. If an attack targets multiple creatures, you delay its effects for yourself only. The effect is delayed for 1 round and the effect cannot be dispelled or negated while delayed. After using this ability, it becomes expended for \$ rounds. *Capstone Empowerment*: Your delay harm delays the onset of effects for 1d4 rounds instead of 1 round.

#### **Minor Granted Abilities**

**Body of Dagon**: You transform into a kraken hybrid, gaining a +4 bonus to your Strength and a -2 penalty to your Dexterity as well as a swim speed equal to your base speed. Furthermore, your arms meld into tentacles, preventing you from wielding weapons or performing actions that require hands but granting you 2 tentacle attacks that deal 1d8 points of damage +  $1\frac{1}{2}$  times your Strength bonus (1d6 if Small). Activating this polymorph effect is a move action. You can remain in this form for a number of rounds each day equal to your binder level + your Charisma bonus (min. 1). These rounds do not need to be consecutive.

*Child of the Deeps*: While bound to Dagon you gain an insight bonus on Swim checks equal to ½ your binder level and can breathe underwater.

**Dagon Knows**: Each day, you may ask Dagon a number of questions equal to <sup>1</sup>/<sub>2</sub> your binder level. Asking Dagon a question functions as a *divination* spell using your binder level as your caster level. Increase your chance of failure by 50% if you qualify as Dagon's favored enemy. Your chance of success with this ability is 100% if you qualify as Dagon's favored ally.

*Whispers of Dagon*: You can make Knowledge checks untrained and you gain an insight bonus on Knowledge checks equal to <sup>1</sup>/<sub>2</sub> your binder level.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign**: Your skin turns an oceanic shade of blue and green. Whenever you activate one of Dagon's granted abilities, small tentacles sprout and writhe across your skin.

**Personality**: You ask inappropriate questions to new people you meet and enter water whenever possible.

**Favored Ally**: Aberration (any)

**Favored Enemy**: Animal (creatures with the aquatic subtype) and Humanoid (any)

### **Vestigial Companion**

You gain the service of a zombie cohort. See the monster's entry in PATHFINDER ROLEPLAYING GAME BESTIARY. The zombie's hit dice are exactly 2 less than your own including its bonus hit dice and it possesses a swim speed equal to its base speed. The zombie follows your commands for the duration of the pact as though you had cast *command undead* on it. This ability replaces body of Dagon.

# EGEND OF DAGON

"The sea fiend is a myth," most sailors told the Artificer and his stalwart crew, but some fishermen swore they had spotted its eighty-foot tentacles as it took down the mightiest of iron-side warships.

"Well, I am a man of myths," the Artificer would quip to the naysayers.

The Artificer's underwater vessel, paid by the coin of a lifetime of treasure finds, was the envy of colleagues and kingdoms. It was forged and fitted from the finest metals and propelled by the magic of a genie's fire. It alone could track "Dagon."

"We shall stake this many-limbed fiend as a trophy for the ages," he cried excitedly, rallying his starched sailors in the wide hanger bay of his submersible's mid-deck.

A roar of cheers echoed down to every bolt. No better sailors could be had then these men. Yet the Artificer was misleading them. He yearned to learn Dagon's secrets. Under no circumstances would he kill it without touching it first, even if doing so cost the lives of a thousand men.

"It is some mindless maw, no doubt, not a god," said Galfran, the Artificer's top student, as they pored over maps on the bridge. They had just returned from a foray to a local island village; apparently, the islanders had worshiped the sea fiend for centuries and knew of its whereabouts.

"A god? Ha!" the Artificer replied, nodding in cynical agreement. But, he thought privately, if the sea fiend could commune with otherworldly spirits as the wild-eyed village heretic priest had claimed, then it could divulge more than gold treasures. As an educated man, he knew the legend of Al'Karos, a sunken metropolis of the Atlan Empire. Al'Karos had been a glorious city of magic users who were supposedly punished for not heeding the warnings of the gods. Some legends said they went to watery graves with unimaginable, priceless secrets.

"What do you think really happened, sir?" Galfran asked.

The Artificer replied confidently, "Their towers of magic bound elementals, primal forces like fire and wind. Chief among these forces was time itself. The legends, when interpreted properly, state that the Atlans vanished into an impossible place beyond time and history, not just into the sea."

Galfran said, "No one has ever found Al'Karos." He then added with optimistic pride, "but then, no one has swept the deeps as we have!"The Artificer smiled. He saw in Galfran a vision of himself as a

young man, ready to make a name for himself in the history books. "Thank the gods," the Artificer

said, "we are given a chance." So they were. On the seventeenth day of the underwater expedition, they stumbled upon a wide and barnacled submerged cityscape.

"The sunken ruins of Al'Karos!" Galfran declared after comparing the expansive bridge view to the ancient maps. The submersible's lights revealed shadowy toppled towers, sundered sky bridges, cracked glass domes, and other mighty hallmarks of the Atlans.

"A superb day!" the Artificer cried out. "Men, get the waterbreathing potions, helmets, and fins from the lab." The helmets were enchanted to allow a man to talk underwater, and the magical fins, which were the genie's idea, could meld with the body, transforming feet into fish fins to provide "natural" movement. Though not thoroughly tested, all the crewmen agreed the fins would surely work, and could be taken off quickly if the need arose. One joked, though, mermaids might accost them.

Tradition said a captain should remain with his vessel, but the Artificer had no love of traditions: "I shall personally lead a party of brave men to touch the sea fiend."Who was not a brave man among them? The crewmen eagerly imbibed the potions, donned the helmets and fins, and dove.

The sea, a pallet of blues illuminated by the bright sun far above, teemed with tiny spawn but no large creatures.

"Dagon has scoured clean its domain, from hunger," Galfran observed as they swam to the tower where they believed the sea fiend hid. The tower, one of many, was once a nexus of high wizardry.

"The towers hum," observed the genie, who swam with them. Its fiery skin created contrails of steam.

Yes, the Artificer thought, the tower might still be able to focus the energies of the Elemental Plane of Time.

"Oh, gods, dead men!" a sailor cried. From behind and above, the dead-eyed, half-eaten bodies of drowned men from sunken ships fell upon them.

"The spears, they do nothing," one of the other sailors called out in panic.

"The dead have no blood!" another joined in.

"Help! They are pulling me down!" a young swab cried.

The men fought the zombies with nets and tridents, but the Artificer had spotted his prize and moved on. One of the sea fiend's olive grey tentacles lazily peaked out from debris. A dark hole led to the main tower's heart below the sea floor.

"Go back, Galfran," the Artificer called without looking back, "take command until I return."

To the bottom of the tower, he alone reached

Dagon's chamber. As he suspected, the creature was not hostile. It did not move to harm him. He stroked its soft central body and felt its cold pulse through his gloves. With a touch, its mind melded to his, just as the mad heretic priest had described to him.

"What is your secret?" he asked it, mind to mind, kin to kin. It felt so familiar. He saw into its mind's eye. It was once a man. A man who studied the ancient myths. This man had captained a metal submersible powered by a genie's fire.

It replied with a tide of sad triumph, "I have come from your future," it said. "And I am you."

### DARK BLOOD THE RAKSHASA PRINCE

The spirit Dark Blood consists of six souls that bartered for power and now answer the call of those who seek the same.



#### Summoning Rules

The following describes the requirements and rituals for binding Dark Blood.

Spirit Level: 5th

Constellation: Fiend

### Binding DC: 24

**Totems**: You gain a totem bonus on the spirit's binding check if you meet some or all of these conditions.

»You are male or can speak Infernal.

»You anoint yourself with the blood of a Good outsider during Dark Blood's ceremony. Doing so is an Evil act.

» You masterfully brutalize yourself or another creature within the seal during Dark Blood's ceremony, dealing at least  $\frac{1}{2}$  of that creature's total hit points in lethal or nonlethal damage.

**Ceremony**: You cut gashes on your body in six places: on each arm, each leg, your abdomen, and your temple.

**Manifestation**: The blood from your gashes begins to bleed quicker at no harm to yourself, pooling into the images of six hobgoblin males who pressure you to begin.

#### Legend

Hobgoblins are infamous for their extreme discipline and heavily reliance on martial law as a punishment tool. When questioned on the topic, more even-tempered hobgoblins tell the story of the six "rakshasa princes". According to the legend, there once was youth who was drafted into the great armies of the hobgoblins. The demented youth decided that he was above his people's martial ways and sought to rule them all, enticing other younglings with stories of power. The hobgoblins say that the youth turned to forbidden magic in order to achieve his ends; indeed, he learned how the six could ascend past their mortality and become princes among the rakshasa. They began to slay their commanding officers to initiate the blood ritual. They ultimately failed, though it unclear why. The hobgoblins believe that their god descended upon the traitors in the guise of a ghostly wolf and hunted them down, ripping their throats out one by one.

### **Granted Abilities**

Dark Blood grants the following abilities:

#### **Major Granted Abilities**

Thirst for Blood: As a swift action, you grant yourself an additional turn at the end of the round. You can only take 1 standard action during this extra turn (effects such as *haste* that grant you additional actions in a round have no effect). After using this extra standard action, you become staggered for 1 round. After using this ability, it becomes expended for 5 rounds.

*Capstone Empowerment*: After using the extra action granted by thirst for blood, you are fatigued for 4 rounds instead of staggered for 1 round.

#### **Minor Granted Abilities**

**Read Mind**: You can read the minds of a single creature as if you had cast *detect thoughts*, except it lasts only 1 round, you use it on a single target as a standard action, and if the target fails its Will save, you gain information as if you had concentrated for 3 rounds. Creatures that succeed on their saving throw become immune to this ability for 24 hours.

**Disguise Granted Abilities:** You gain the Disguise Granted Abilities binder secret (page 10), even if you do not meet the secret's prerequisites.

**Rakshasa's Rage**: As a standard action, you transform into an animalistic hybrid. This functions as a barbarian's rage, except you also gain a +2 natural armor bonus to AC, a +10 foot bonus to your base speed, a primary bite attack (1d6+Str; 1d4 if Small), and 2 claw attacks (1d4+Str; 1d3 if Small). You possess a number of daily rounds of this rage equal to your binder level + your Charisma modifier. You may use the rounds nonconsecutively over the course of the day.

Silver Tongue: You gain an insight bonus on Bluff, Diplomacy, and Intimidate checks equal to  $\frac{1}{2}$  your binder level.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign**: Your head mutates into that of a feral animal. The player may select which animal, but it should be appropriate to the character's flaws and negative traits. Whenever you activate one of Dark Blood's granted abilities, your hands become like rakshasa hands.

**Personality**: You act brash and animalistic towards others.

**Favored Ally**: Animal (any) and Outsider (rakshasa) **Favored Enemy**: Any (creatures with more Hit Dice than you, excluding favored allies)

### **Vestigial Companion**

You gain the service of a raktavarna familiar for the duration of the pact. See the monster's entry in PATHFINDER ROLEPLAYING GAME BESTIARY 3. Treat your binder level as your wizard level to determine your familiar's abilities. You are treated as lawful evil for the purpose of adjudicating the familiar. This ability replaces rakshasa's rage.

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### VODAVOX THE HIVE MIND

The ever-dueling minds of Vodavox once commanded a legion of hosts before collapsing. Vodavox grants aberrant powers to those who revel in chaos.

### Summoning Rules

The following describes the requirements and rituals for binding Vodavox.

Spirit Level: 5th

**Constellation**: Beast Binding DC: 25

Totems: You gain a totem bonus on the spirit's binding check if you meet some or all of these conditions.

»You are a drow, an insectoid, can lay eggs, or can read minds without using a granted ability (via a spell, spell-like ability, or so forth).

» You please Vodavox's drow-mind or insect-mind, which requires 10 ranks in Knowledge (arcana) or Knowledge (nature).

» You dine on the flesh of a creature of the same race as you during the ceremony.

Ceremony: You place an unhatched egg within the pact seal and meditate.

Manifestation: The egg rocks back and forth, the motion growing rapidly. The egg splits open and an insectoid apparition crawls out of it with a drow-like head. Its chattering fills your mind with promises of power.

### Legend

Unlike many of the other spirit legends, the tale of Vodavox is not well documented among any group of people. Through investigation, occult scholars have uncovered the tale of a drow entomologist who explored arachnids especially, using his psychic powers to "milk" them of their deadly poisons to fund his research. The entomologist feared death as he grew older, so in order to stave off the inevitable, the drow planned to psychically link his mind to a swarm of insects and spiders, hoping to allow his consciousness to bounce from host to host, allowing him to live forever. As the journal stops there, occult binders are unsure whether or not his plan succeeded.

### Granted Abilities

Vodavox grants the following abilities:

#### **Major Granted Abilities**

Phrenic Blast: As a standard action you unleash a

telepathic burst of energy in a 30-foot cone, causing creatures that fail their Will save to take 5d4 points of untyped damage. At 11th level and every 2 binder levels thereafter the damage increases by 1d4. After using this ability, it is expended for 5 rounds.

Capstone Empowerment: Creatures that fail their Will save against your phrenic blast are dazed for 1 round. In addition, you can increase phrenic blast's activation time. Every full round you spend activating this granted ability increases its DC by +1; to a maximum of 3 rounds.

#### **Minor Granted Abilities**

Aberrant Mind: You gain a +4 bonus on saving throws against mind-affecting abilities.

Insectoid Body: You gain an insight bonus on Escape Artist and Perception checks equal to 1/2 your binder level and a +2 natural armor bonus

> to your AC. In addition, your carrying capacity (but not your Strength score) is tripled. You must show Vodavox's sign in order to gain this benefit.

Spell-Warding Chitin: You gain spell resistance equal to your Charisma bonus + your binder level (minimum 1). You must show Vodavox's sign in order to gain this benefit.

Telepathic Bond: You forge a telepathic bond with a number of allies equal to your Charisma bonus (if any). You are not counted among this number. This granted ability functions as telepathic bond, except you require 10 minutes of concentration in

order to establish the bond. Once established, the bond remains for 24 hours or until the pact ends.

#### Signs and Influence

The spirit affects you in the following ways:

Physical Sign: You lose your hair, lips, and genitalia and gain various insectoid qualities such as chitin and mandibles. Whenever you activate one of Vodavox's granted abilities, a swarm of harmless gnats surrounds you.

**Personality**: You are especially violent when hungry or threatened and you do not experience pain or empathy.

Favored Ally: Vermin (any) and Any (creatures with psychic powers)

Favored Enemy: Humanoid (any)

### Vestigial Companion

You gain an insectoid animal companion. Use your binder level as your druid level to determine the companion's abilities. The companion uses the rules for vermin companions found in the druid section of Chapter 1 of PATHFINDER ROLEPLAYING GAME ULTIMATE MAGIC and must be drawn from the following list: giant centipede, giant leech, giant mantis, giant scorpion, or giant wasp. This ability replaces telepathic bond.



### DEMOS KALAGOS SWORN ENEMY OF TIME

The one who tricked time and was tricked in return, Demos grants those who prove themselves as tricksters the ability to trick others with time.

### Summoning Rules

The following describes the requirements and rituals for binding Demos.

Spirit Level: 6th Constellation: Thief Binding DC: 27

**Totems**: You gain a totem bonus on the spirit's binding check if you meet some or all of these conditions.

» You place an item worth at least 2,500 gp that you have stolen within the seal. The item is not consumed in the ceremony.

» You are a gnome, a kobold, or have great knowledge of puzzles, which requires 12 ranks in Disable Device.

» You can read magic works with-

out support, which requires 12 ranks in Knowledge (arcana).

**Ceremony**: You perform the ritual to summon a powerful outsider backwards.

**Manifestation**: You see visions of yourself perform the ritual in all colors of life: child, adolescent, and elder.

### Legend

Demos Kalagos is an oddity among the spirits because no proof of his existence has been discovered in our reality. Demos himself insists to occult sages that he was once part of our reality, but this could simply be dismissed as the mad ramblings of a soul that has been expelled from mortality for much too long. Seeming surprisingly sane for a spirit, Demos claims that he was a notorious trickster who, in turn, was tricked by time itself into becoming expelled from the cosmos, turning him into a spirit. As far as occult scholars know, the concept of time is not conscious, so Demos's ramblings are often excused as just that, ramblings.

### **Granted Abilities**

Demos grants the following abilities:

#### **Major Granted Abilities**

*Time Trick*: As a standard action, select 1 other creature within 30 feet. On a failed Will save, any actions it took during the previous round are undone (spells cast are returned to the caster's memory, limited-use items



and abilities are not used up, damage taken is restored, and so forth). Others' actions on previous rounds are unaffected—the target's allies do not lose flanking bonuses with the target, for instance. After using this ability, it is exhausted for 5 rounds.

**Capstone Empowerment**: A creature that fails its Will save is also removed from existence for 1d4 rounds. This functions as a *maze* spell, but creatures harboring a specific immunity to *maze* (such as a minotaur) can still be affected by this granted ability.

#### Minor Granted Abilities

**Borrow Time**: You can take two swift actions per turn. (You can still only take 1 immediate action per turn.) If you do, you cannot take swift or immediate actions next turn.

*Create Trap*: You may create a ranger trap as a full-round action, which appears anywhere within 30 feet of you. A trap placed in a space occupied by a creature immediately activates. You may only have one ranger trap active at a time, and creating a new trap causes previous ones and any of their ongoing effects to vanish. A

creature that succeeds on its saving throw against one of your traps is immune to all your traps for 24 hours. For information on ranger traps, see the trapper archetype in Chapter 1 of PATHFINDER ROLEPLAYING GAME ULTIMATE MAGIC.

**Resist Space and Time**: You become immune to magical effects that alter your age or teleport you against your will. You only gain this benefit if you show Demos's sign.

**Trapfinding**: You gain an insight bonus on Perception checks made to notice traps and Disable Device checks equal to <sup>1</sup>/<sub>2</sub> your binder level. You can disarm magical traps as a rogue.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign**: You randomly appear either one age category older or younger. This does not affect your size category or age modifiers to ability scores. Whenever you activate one of Demos's granted abilities, your age modification switches (you become younger if you appeared older and vice versa).

**Personality**: You become moody and argumentative. **Favored Ally**: Any (creatures able to cast illusion spells)

**Favored Enemy**: Any (creatures able to use time travel or teleportation abilities)

**Vestigial Companion** 

Demos cannot grant a vestigial companion.



### JAYNA WARLOCK **TRAVELER OF WORLDS**

A master of elements and traveler of reality, Jayna provides those who share in her beliefs an array of elemental power.



#### Summoning Rules

The following describes the requirements and rituals for binding Jayna.

Spirit Level: 6th

Constellation: Scholar

Binding DC: 26

Totems: You gain a totem bonus on the spirit's binding check if you meet some or all of these conditions.

»You are a suli, a geniekind, or are sufficiently studied in their ways, which requires 12 ranks in Knowledge (planes).

»Your brazier is of exquisite quality (must cost at least 3,000 gp).

» Jayna's seal is drawn on an elemental plane or within 10 feet of a portal to an elemental plane.

**Ceremony**: You light a brazier in the center of the seal and mix a measure of each of the seven 'true' elements into it, the final one being fire.

Manifestation: If you succeed, the brazier springs to life, shimmering merrily until Jayna's voice echoes throughout the seal as smoke pours from the brazier, signaling for you to begin negotiations.

#### Legend

The topic of elemental theory drastically varies from professional to professional, resulting in two major theories on the range of elements. Traditionally, wizards employ the four-element theory, naming air, earth, fire, and water as elements while alchemy employs the five-element theory, naming earth, fire, metal, water, and wood as elements. Occult magic, however, employs a seven-element theory, consisting of air, earth, fire, metal, void, water, and wood as elements. Occult scholars attribute this practice to a suli by the name of Jayna Warlock who, according to her journals, was dismissed from the genie academies for her theories, prompting her to abandon her studies in search of proof.

### Granted Abilities

Jayna grants the following abilities:

#### **Major Granted Abilities**

Jayna's Wish: Select 1 elementalist wizard school that corresponds with your elemental aspect (see aspect of seven). You can use this granted ability to cast any

spell in that elemental school that is 4th level or lower. See the elementalist wizard section of PATHFINDER ROLE-PLAYING GAME ADVANCED PLAYER'S GUIDE and PATHFINDER ROLEPLAYING GAME ULTIMATE MAGIC for more information on these elemental schools. Any spell cast with this granted ability that has a duration longer than instantaneous has its duration reduced to 4 rounds. After casting a spell with this granted ability, it is expended for 5 rounds.

*Capstone Empowerment*: You can cast up to 5th level spells from your elemental aspect's associated elemental school.

#### **Minor Granted Abilities**

Aspect of Seven: When you first bind to Jayna, select one of the seven elements (air, earth, fire, metal, void, water, or wood) to serve as your aspect. Jayna's granted abilities change based on your choice.

Song of Elemental Fury: As a standard action, you can make a touch attack that deals 5d6 points of damage. The type of damage is based on your elemental aspect. The elements (and their damage type) are: air (electricity), earth (bludgeoning), fire (fire), metal (slashing), void (sonic), water (cold), and wood (piercing).

Song of Rising Barriers: You can create a barrier of elemental energy, based on your elemental aspect. You may only have one barrier active at a time. Creating a new barrier dismisses an existing one. The elements (and their associated spells) are: air (wind wall), earth (wall of stone), fire (wall of fire), metal (wall of iron), void (wall of force), water (wall of water), and wood (wall of thorns).

Song of Waning Elements: You gain resistance or damage reduction based on your elemental aspect. The elements (and their associated defenses) are: air (resist electricity), earth (resist acid), fire (resist fire), metal (DR/bludgeoning or piercing), void (DR/ piercing or slashing), water (resist cold), and wood (DR/bludgeoning or slashing). If you gain resistance, it is equal to your binder level. If you gain damage reduction, it is equal to 1/2 your binder level.

#### Signs and Influence

2

The spirit affects you in the following ways:

Physical Sign: Your body takes on the coloration and tactile stimulation of your chosen element (see aspect of seven). Whenever you activate one of Jayna's granted abilities, you are surrounded by a nimbus of void.

Personality: Though you act kindly, you perceive other's goodwill towards you as insults and lash at them in anger.

Favored Ally: Outsider (genies and suli) Favored Enemy: Elemental (any)

### Vestigial Companion

Jayna cannot grant a vestigial companion.

# LEGEND OF JAYNA WARLOCK

"Why do you persist, my dear," the white-haired headmaster said with a slow emphasis that belied his impatience. "Extolling the existence of—seven—elements?" The headmaster glanced about for support from other tired councilors. He was grasping, Jayna observed, which she took as another clue that her theory of seven was potentially a sound one.

Another councilor scanned a scroll and read as if she were stupefied, "Wood, metal, and?" Jayna could not see what she was reading, since the councilors sat along a high stone bench looking down upon her some ten feet below.

"And the void," Jayna said impatiently. "It's all there."

"I don't know these...elements," the councilor decided, shaking her head sadly.

"Where are these extra three elemental planes?" a third councilor asked. Her voice was not quite as harsh. "If you could produce for us a spell, or a planar map or portal, or an astral color pool, then we could suggest a way to fix your thesis in time to see you off with your fellow students."The others grumbled.

So that was their hope, to get rid of her, Jayna realized. "Just because we cannot see these other elements does not mean they are not there."

"Oh, my dear," the headmaster retorted. "You chide us as if we've been around for only a few hundred years! Who has misled you with this drivel?"

"This is not new," Jayna said forcefully. "I researched these formulas all the way back to Mana, the Beholder of Lost Magic."

"How did you access those tomes?" the headmaster demanded, alarmed. "That zone of the library is only for noble jann! And pact magic is very dangerous."

"I have only been reading, not summoning," Jayna replied. "And I am halfjann. My father is a jann noble of the highest house." No councilor would have the temerity to point out the inescapable fact that her mother was a mere human, and thus Jayna a mortal. "And now that you have broached this subject, why is this knowledge hidden?"

"Every student must find a way to organize his or her spellbook in a quick, efficient manner," the headmaster said with a mask of conciliation. "We are pleased that you have located a unique—method to organize formulas at your fingertips." The other council members nodded. "Indeed, we see your performance in exemplary. You learn so many spells so quickly. But you will need to pursue this cause on your own, Jayna, if you persist."

Jayna left the council that day with confidence, but later she broke down in a redoubt of tears.

"Be honest with yourself," her djinni friend L'kell said, holding her hands. "Are you ready to walk the planes?"

"I will persist," she said defiantly, "though I have been unable to locate these planes or distill the extra elements."

They sat together in stark silence.

"Who are you really trying to impress?" L'kell asked with as much love as he could muster.

"You too, L'kell?" Jayna rose and stormed out. But she found little peace. Even a balcony view of the Seven Storms in their full evening glory could not quell her disquiet.

Then it struck her. Mana did not cast spells. L'kell did not

cast a spell to create whirlwinds. Magic was a part of them. It could never be pinned to a formula. Perhaps she had been going about it all wrong, she thought, appalled at her own stupidity. No wonder! She felt she had been an idiot for studying spells.

She packed up her belongings, except for her spellbook and spell components, which she threw into the fireplace. It crackled with thanks as it consumed them. Then she briskly took herself to the private quarters of the headmaster.

At his door, she wondered again if this were all just another mistake. Perhaps she was just a stupid mortal. What had she been thinking, to burn her own spellbook?

She knocked. After a spell, the headmaster answered. "Oh, Jayna," he said in dismay when he opened the door. "I will not hear of this anymore." He began to close the door.

"No," she said. "I was wrong."

He looked at her, perplexed, and kept the door open. "I realized today, as I watched the Seven Storms, that I was



definitely wrong. I sincerely wish...I must ask the council for a thousand pardons."

"Well."The headmaster was speechless as he stood there in all his white-robed majesty of nine feet. "Perhaps I shall regret this," he said. "May I ask what moved you to sanity?"

"This is a citadel of arcane spellcasting, is it not?"

"Yes."

"I kept trying to fit seven elements into the framework of casting spells, which is like...." She searched for words. "That would be like marrying a slaadi to a formorian."

The headmaster laughed heartily at the metaphor of a giant toad marrying a giant ant, before the toad devoured the ant, most likely; and that was the least of their differences. "Well," he finally said, "I'm pleased to hear all is clearer for you."

"It is," she replied. "Magic is not about spellcasting.

Now the headmaster was very confused.

That night, Jayna snuck away from the citadel grounds, using a carpet that L'kell had once given her. Her first stop was the lost cavern of the gods, as Mana described. "Yes," she said to Lovath, her poor familiar. "I am just a mortal; and first thing, I am definitely going to change that."
# SERAPITH THE SCOURING LIGHT

The angel who sought to end mortal life, Serapith grants those who prove that they understand the necessity of his work the power to scour life from the world around them.

## **Summoning Rules**

The following describes the requirements and rituals for binding Serapith.

Spirit Level: 6th Constellation: Angel Binding DC: 25

**Totems**: You gain a totem bonus on the spirit's binding check if you meet some or all of these conditions.

»You are an aasimar or you possess great lore on the Good planes, which requires 12 ranks in Knowledge (planes).

» You imitate a religious atmosphere

during Serapith's ceremony, which requires 12 ranks in Knowledge (religion).

»You draw Serapith's seal in the blood of fiends.

**Ceremony**: You line Serapith's seal with candles, taking care to light each one until the seal is wreathed in enticing flames.

**Manifestation**: The candles' flame grows supernaturally brighter and hotter like the sun, and just before you think that you will suffocate from the immense heat, Serapith's shadow appears before you, waiting to begin.

### Legend

Tales of the legendary Book of the Damned existed alongside the first writings of men in all cultures, but one of the rarest stories surrounding it is an epic about the angel known as Serapith. In the epic, Serapith stumbles upon the Book of the Damned, blind to its horrors as it was written by an angel. Upon reading the tome and learning that mortal souls fuel the endless hordes of fiendish beings, Serapith goes mad and tries to protect his celestial home from the tides of darkness by ending all mortal life. Serapith was felled by his creators and laid to rest in a tomb that existed beyond the folds of space and time so he might find peace.

# **Granted Abilities**

Serapith grants the following abilities:

#### **Major Granted Abilities**

**Scouring Light:** As a standard action, you unleash a ray of light against a creature within 60 feet. A creature struck by this ranged touch attack must succeed on a Fortitude save or suffer 1d6 points of damage per binder level you possess. A successful save reduces this to 5d6

damage. A creature reduced to 0 hit points by this damage crumbles away to fine ash. After using this ability, it becomes expended for 5 rounds.

*Capstone Empowerment*: Your scouring light does 2d6 points of damage per binder level you possess against a creature that qualifies as Serapith's favored enemy.

#### **Minor Granted Abilities**

Angel's Wings: You gain a fly speed equal to your base speed. You can fly for a number of minutes each day equal to your Charisma bonus + your binder level. These minutes do not need to be consec-

utive, but they must be used in 1-minute increments. You must show Serapith's sign in order to

gain this benefit. Serapith's Protection: You gain a +2 deflection bonus to your AC and a +2 resistance bonus on all saving throws. At 15th level and every 4 binder levels thereafter, these bonuses increase by +1.

Smite Enemy: As a swift action, target 1 creature that qualifies as Serapith's favored

enemy. Add your Charisma bonus (if any) on attack rolls against the target of your smite and ½ your binder level on damage rolls made with weapons and supernatural abilities. You may only have one creature targeted by smite enemy at a time and you cannot declare a new target until your previous enemy dies or the pact ends.

Wrath of Daylight: As a standard action, you cloak yourself in light. This functions as *daylight* except it is little more than a flash, its duration becoming instantaneous. In addition, creatures in the area must succeed on a Fortitude save or become permanently blinded. A creature that succeeds on its Fortitude save is immune to this ability for 24 hours.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign**: You grow a pair of white-feathered angel's wings. Whenever you activate one of Serapith's granted abilities, the wing's feathers pulse red with blood.

**Personality**: You become very arrogant and attempt to cull the wicked wherever you meet them.

**Favored Ally**: Outsider (creatures with the good subtype)

Favored Enemy: Humanoid (any)

### **Vestigial Companion**

You gain the service of a cassisian familiar for the duration of the pact. See the monster's entry in PATHFINDER ROLEPLAYING GAME BESTIARY 2. Treat your binder level as your wizard level to determine your familiar's abilities. You are treated as neutral good for the purpose of adjudicating the familiar. This ability replaces angel's wings.



# MARE LOVIATHA Ice Queen

Loviatha tried to manipulate her family into making her queen and almost succeeded. "Mare" Loviatha will bestow the powers of her icy home to anyone who worships her as the queen she deserves to be.

# **Summoning Rules**

The following describes the requirements and rituals for binding Loviatha.

Spirit Level: 7th Constellation: Mage Binding DC: 27

**Totems**: You gain a totem bonus on the spirit's binding check if you meet some or all of these conditions.

» You are not bound to other female spirits. If you accept this totem, you cannot bind to such spirits until Loviatha departs from your soul

» You are male or give courtly praise to Loviatha as a queen, which requires 14 ranks in Knowledge (nobility).

»You can speak Elven.

**Ceremony**: You take the dried skins of seven different types of snakes and place them into a basin of water while singing an elven song about the ice queen.

**Manifestation**: The skins writhe with life before freezing over. A chilling voice beckons for the pact to proceed.

### Legend

A famous elven fable about valuing family involves a mythological princess named Loviatha who ruled an icy kingdom far to the north. Loviatha obsessed over horses and demanded the finest mare in the kingdom of her father at every birthday. During the celebration of her 100th year as her brothers squabbled over their father's throne, Loviatha demanded a black unicorn of her brothers, stating that the beast could only be ridden by a true king. One by one, her brothers died in pursuit of this impossible goal until the youngest brother finally claimed to have found it. He brought Loviatha before the fabled beast, the King of Ice, who asked Loviatha for her dearest wish. When she replied, the unicorn revealed itself as a genie and transformed Loviatha into the first, and only, black unicorn.

# **Granted Abilities**

Loviatha grants the following abilities:

#### **Major Granted Abilities**

Wrath of the Ice Queen: As a standard action, select 1 creature within 30 feet that can see you. That creature freezes alive if it fails a Fortitude save, becoming permanently petrified. *Stone to flesh* cannot remove this condition (as the creature is frozen, not turned to stone) but *break enchantment* can. After using this ability, it is expended for 5 rounds.

*Capstone Empowerment*: A creature that succeeds on its saving throw against your wrath of the ice queen becomes staggered from one round.

#### **Minor Granted Abilities**

**Dark Horn**: You gain a gore attack that deals 1d6 points of damage plus your Strength (1d4 if Small). This attack is treated as an evil weapon for overcoming damage reduction. You must show Loviatha's sign in order to gain this benefit.

*Mare's Whispers*: You gain an insight bonus on Handle Animal and Ride checks equal to  $\frac{1}{2}$  your binder level.

*Mounted Prowess*: You gain Mounted Combat and Mounted Archery as bonus feats, even if you do not meet their prerequisites.

Burden of Guilt: As a standard action,

a creature within 30 feet must succeed on a Will save or begin to harm itself for 1 round per binder level you possess. Each round, the target deals 1d8 points of damage + its Strength modifier to itself if it failed its saving throw, using an item held in its hand or with unarmed attacks. If the creature saves, it is staggered for 1 round and takes a -2 penalty to Armor Class, after which this ability ends. A creature that succeeds on its initial saving throw is immune to this ability for 24 hours.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign**: A black horn as long as your forearm grows from your forehead. Whenever you activate one of Loviatha's granted abilities, your skin and hair take on a black tone.

**Personality**: You become suspicious of others and easily frustrated, though you ignore all offers of aid.

**Favored Ally**: Animal (horses), Magical Beast (unicorns), and Any (creatures with the cold subtype)

**Favored Enemy**: Any (creatures able to summon others) and Any (creatures with the fire subtype)

# **Vestigial Companion**

You gain the service of a black unicorn companion. This functions as a horse animal companion using your binder level as your druid level, except the horse gains a  $\pm 10$  profane bonus to Intelligence, Wisdom, and Charisma, has a gore attack (1d8+Str), and has a constant *magic circle against good* effect. The unicorn's gore attack is treated as an evil weapon for the purpose of overcoming damage reduction. This ability replaces burden of guilt.





# LEGEND OF MARE LOVIATHA

"Papa, I desire the finest black horse in all the lands." This was what the young elf princess Loviatha repeated for days to her weary father, Emperor of the Frost Kingdoms.

"Of course, my darling," he would reply.

Loviatha made her requests before each birthday from her third to her one hundred-and-eleventh year of her childhood, by which time she possessed a stable of fine steeds with shiny black coats, each horse captured or appropriated from the four corners of the Frost Kingdoms. At each birthday, when a new horse was presented to her after six days of festivities, she would pull on her black leather riding boots and don a fine fur coat, then call the stablemen to saddle the new horse and boost her for a ride.

"At least she is predictable," the emperor would express to his trusted aides.

"She has highborn taste," her mother would explain to visiting noblewomen from across the lands.

"Some day soon," Loviatha explained to an entourage of her fair girlfriends, "I shall rule the Kingdoms as surely as I command these horses." One might wonder who would listen to a little elf girl in lace and fur. Loviatha would provide an answer to herself in the mirror while brushing her fine silver hair. "All a horse needs is a nudge and some direction. The horse can't even see me and yet it proceeds at my whim." Indeed, Loviatha was a talented rider, and her parents never needed to worry whether their only daughter might take a fall.

Loviatha also had four strapping older brothers, who all earnestly believed one among the four of them would inherit the Kingdom. Little Loviatha would watch the brothers' bicker and scheme against each other right in front of her; she listened, and at times when one or another was alone, she might ask a question, offer a gift, or suggest an action. If the boys had brains equal to their two hundred years, she thought,

they would have realized she was manipulating them.

On her one hundred-twelfth birthday, Loviatha announced, "I wish not for a mere horse, but a black unicorn. And I shall not be appeased by a mage-bred horse with a faux horn."The whole court eyed her incredulously. "Besides," she explained, "The legends say a black unicorn will only allow a future king or queen to ride it."

At these words, her four brothers enthusiastically set out in search of a black unicorn. Japheth, the eldest, climbed the Frost Kingdom's mountains and searched its caves. He'd heard that within one cave lay a wondrous grotto of eternal summer, and a black unicorn. He stumbled upon the cave but alas, he was turned to stone by the medusa who lived there, and he stood in that silent, lantern-lit garden of stone for many centuries right next to a stony unicorn. Calithil, the next older brother, traveled to the sylvan Pools of Airamor. When the beautiful nymphs there refused his questions, he announced, "I am the future emperor of the Frost Kingdoms. I shall raze this forest of yours to the ground if that's what it takes to find a black unicorn." Calithil was coincidentally the least comely brother. Loviatha chuckled at the irony that he died from the nymph queen's reply to his threatening demand. She gave him a single deadly glance. Her furious beauty no mortal man or elf could comprehend.

By now the third brother, Tomith should have been more cautions, but he was a terrible bully, comparable to an orc on some days. One of his own soldiers flew into a murderous rage and killed him with a spear in his back as he sat on his horse, not a hundred paces outside the palace gates. Apparently, the soldier

> had learned a rumor that Tomith had slept with his wife.

Now, the youngest brother, Yade, also prepared to search for a black unicorn. Or so it appeared. He was in fact a summoner of spirits, a secret he kept from all living things, which included Loviatha. Among his prize spirits was a lonely ice genie who had been stranded among mortals for thousands of years.

After news reached the imperial family that the first three brothers had died, Loviatha shed tears. Her mother was so distraught that she committed suicide. At her mother's funeral, Loviatha said sweetly to Yade, "I wish to be with you always, brother. I don't care about a black unicorn."

"Nonsense,"Yade replied, "I have already found your black unicorn, though he will not let me ride him."

Loviatha was stunned and in awe. She put on her best furs, and Yade took her down to the fortress's quietest courtyard. A light summer snow fell upon the crystal roofs and tickled the pleasing trees' verdant leaves. There a black unicorn stood proudly in a shallow still pool, which shone like a

smooth opal of liquid night beneath the moon. "You shall be queen,"Yade confided. "Father told me."

Loviatha's heart leapt. She ran to the unicorn and asked, "Tell me, black unicorn, what is your name?" Unicorns of all kinds freely spoke to elves.

"I am the lonely King of Ice," he said. "I have been waiting here for you for thousands of years. What do you wish for?"

Loviatha thought for a moment, and whispered in his ear, "I wish to be queen, of course."

"Your wish is granted," he said, revealing himself as a genie.

A horn sprouted from Loviatha's forehead as a short mat of thick black hair sprouted all over her. Her boots popped off as her feet become hooves. She cried out with indiscernible words that become a horse's bay. Thus, Mare Loviatha's wish came true that very day, though not in the manner she intended.



## MUSHA'VADU The Shadow-Bones Emperor

A vain soul who exists only in darkness, Musha'Vadu grants the powers of the dark to those who seek vanity and decadence before all else.



### Summoning Rules

The following describes the requirements and rituals for binding Musha'Vadu.

Spirit Level: 7th

Constellation: Skull Binding DC: 27

binding DC: 2

**Totems**: You gain a totem bonus on the spirit's binding check if you meet some or all of these conditions.

»You draw Musha'Vadu's seal in an area of darkness. »You make a shadowy atmosphere for Musha'Vadu, which requires 14 ranks in Knowledge (planes).

» Musha' Vadu's seal is drawn with black chalk.

**Ceremony**: You offer a small serving of the blood of a young animal or humanoid in a bone-wrought cup while praising Musha' Vadu.

**Manifestation**: A skeleton appears before you, cloaked in black. It wraps its mantle around you, engulfing your vision while whispering for the negotiations to begin.

### Legend

In the city of Vadu, there were once two brothers. The older brother, whose name has been lost to the sands of time, inherited his father's throne and basked in the light. The younger brother was called Musha and as an eternal prince he was neglected to the shadows. Determined to stay a charming prince forever, Musha learned to steal the youth of others to maintain his appearances. As people disappeared in the city of Vadu, many tried to end the treacherous Musha and all failed until one day when he invited a young lady into his home. It is said that Musha tried to claim her, but she placed a searing light inside his heart, destroying his aged body and leaving his soul to the hungry shadows.

# **Granted Abilities**

Musha'Vadu grants the following abilities:

#### **Major Granted Abilities**

**Shadow Storm**: As a standard action, you buffet all creatures in a 20 foot cylinder within 100 feet of you with shadows, dealing 7d4 points of negative energy damage to those creatures. At 15th level and every 2 binder levels thereafter, this damage increases by 1d4. A successful save reduces this damage by half. After using this ability, it is expended for 5 rounds.

*Capstone Empowerment*: Your shadow storm lingers an after you use it, causing the affected area to become

shadowy and dark as if *deeper darkness* were cast, using your binder level as its caster level. The shadows persist for 4 rounds before fading, regardless of your level.

#### **Minor Granted Abilities**

Aging Touch: As a standard action you make a touch attack against a living humanoid. If you hit, the creature's age increases to the next category's minimum age, causing it to gain that category's aging penalties (but not the bonuses). In addition, you become younger such that your age is reduced to the minimum age for your current age category and you heal 3d6 points of damage or 1d4 points of ability damage. If you are already the minimum age for your current age category, your age becomes the maximum age for the previous category, causing your aging penalties to lessen to that of your new age category. If you are at the minimum age for the Adult category when you use this ability, you gain the youth simple template and cannot become any younger. This effect is permanent unless undone by *limited wish*, and a separate use must be applied to each of your victims. A creature that succeeds on its saving throw becomes immune to this ability for 24 hours.

**Shadow Conjuration**: This ability functions as the spell of the same name. You can only have one shadow conjuration active at a time. Creating a new conjuration causes any existing ones to break apart back into shadows.

**Shadow Walk**: This ability functions as the spell of the same name except as follows. You can only transport one creature per use of this ability, though you can expend multiple uses at once in order to allow multiple creatures to travel with you, to a maximum number of creatures equal to  $\frac{1}{2}$  your binder level. You can use this granted ability a number of times per day equal to your binder level + your Charisma modifier.

*Umbral Sight*: You can see through all types of darkness up to 120 feet, including magical darkness.

# **Signs and Influence**

The spirit affects you in the following ways:

**Physical Sign**: You appear ashen in color. Whenever you activate one of Musha' Vadu's granted abilities, your shadow begins to make different gestures than you.

**Personality**: You respond to everything with jealousy and spite, causing you to act bitter and resentful towards others.

Favored Ally: Any (creatures from the shadow plane)

Favored Enemy: Any creatures that naturally age

### **Vestigial Companion**

You gain the ability to summon a shadow as a shadow dancer would. Use your binder level as your shadow dancer level. This ability replaces shadow conjuration.

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# PORTENTA SEER OF THE ORPHIC EYE



The seer who ignored the divine order, Portenta grants those who seek her spirit the ability to see beyond the curtains of reality.

### Summoning Rules

The following describes the requirements and rituals for binding Portenta.

Spirit Level: 7th

Constellation: Seer

Binding DC: 28

**Totems**: You gain a totem bonus on the spirit's binding check if you meet some or all of these conditions.

» You use a crystal ball as part of the ceremony. This wondrous item is not consumed in the ritual.

» You are an orc, a half-orc, an elf, a half-elf, or you can speak both Orcish and Elven.

»You have astrological knowledge, which requires 14 ranks in Knowledge (nature).

**Ceremony**: You prepare a simple, reflective object that you gaze into while inside the seal.

**Manifestation**: A voice echoes from your reflection as a third eye opens in it to reveal a scene from your future.

### Legend

Told as a tale of warning against gazing at what should not be known, nearly every gypsy that can seek visions of the future knows the tale of Portenta, a medium who was badgered into gazing at her own death. Portenta discovered that she would never die; only cease to live. She spent many years of her life haunted by this vision, only to make it reality when she attempted to lay the quarrel to rest by fusing two living creatures together, breaking the divine order. Portenta fell comatose as her soul was ripped from her and rent in two, such that she ceased to live but never died.

### **Granted Abilities**

Portenta grants the following abilities:

#### **Major Granted Abilities**

*Fuse Flesh*: You fuse the flesh of a creature together with an otherworldly being, hindering it. The creatures makes a Fortitude save and a Will save. If it fails its Fortitude save, it takes 1d6 points of ability damage to 1 physical ability score (your choice) and becomes entangled. If it fails its Will save, it takes 1d6 points of ability damage to 1 mental ability score (your choice) and becomes confused. Fuse flesh can only be removed by *break enchantment* 

or similar effects. After using this ability, it is expended for 5 rounds.

*Capstone Empowerment*: You deal ability damage to 2 ability scores of the appropriate type if a creature fails a saving throw against your fuse flesh.

#### **Minor Granted Abilities**

Dream of Destiny: You can grant a willing creature a dream vision. The creature must pose one question when this ability is used on it. Using this ability requires 10 rounds of meditation on your part. After 10 rounds have passed, the target falls into a deep slumber for 1 hour before experiencing a vision from Portenta. At this time, you must make a binding check for the slumbering creature in order to garner a prophecy. Events up to 1 year in the future have a DC 15, events up to 5 years in the future have a DC 20, and every 5 years thereafter increases the DC by +5. Success gives a clear view of the future but not the events that lead to it while failure provides one of an infinite number of futures of which the slumbering creature cannot be sure is truly false. A creature cannot gain a vision from this ability more often than once every 24 hours.

**Orphic Foresight**: You gain a +4 insight bonus to your initiative. Immediately after initiative has been rolled, you can swap initiative results with one of your allies. You cannot swap initiative if you have been surprised.

*Spirit Step*: You can become ethereal for a number of rounds per day equal to your Charisma bonus plus your binder level. These rounds do not need to be used consecutively.

**True Sight**: You can see through deceptions and illusion as if you had cast *true seeing* for a number of rounds per day equal to your Charisma bonus + ½ your binder level. These rounds do not need to be consecutive. You must show Portenta's sign in order to gain this benefit.

### **Signs and Influence**

The spirit affects you in the following ways:

**Physical Sign**: A third eye opens on your forehead. **Personality**: You become overly extravagant and impossible to please, demanding the best of all things.

**Favored Ally**: Any (individuals you love or love you)

Favored Enemy: Undead (any)

### Vestigial Companion

You receive an awakened animal as an animal companion. This functions as a druid's animal companion, using your binder level as your druid level, except the

animal is the target of an *awaken* spell. This animal can be any animal capable of being a druid's animal companion, chosen by the GM. This granted ability replaces spirit step.

### ESSEK AVIX THE TWINS REJOINED

Brothers united by suffering eternal, Essek and Avix grant power to those who distract them from their torments.

### Summoning Rules

The following describes the requirements and rituals for binding Essek Avix.

Spirit Level: 8th Constellation: Dragon Binding DC: 29

**Totems**: You gain a totem bonus on the spirit's binding check if you meet some or all of these conditions.

» You possess a sibling of the same gender who witnesses Essek Avix's ceremony.

» You are an elf, possess draconic heritage, or can recite an ancient elven lullaby, which requires that you

speak Elven and possess 14 ranks in Knowledge (history).

» Your candles are made with elven incense (50 gp total).

**Ceremony**: You light two candles until they soften, melding them together when the wax softens.

**Manifestation**: The candle the wax takes the appearance of two draconic faces who beg for an end to their pain.

### Legend

An ancient elven tale warning adolescents about the unnaturalness of interspecies love speaks of two twins named Essek and Avix. According to the tale, from the day the two half-dragons were born to their elven mother, Essek and Avix bickered and squabbled with one another over all matters. While there are countless versions of the tale, each with their own reasons as to why the twins came to blows, all versions of the tale agree that both Essek and Avix ended each others' lives after days of fighting by tooth, claw, and flame. The tale ends with the knowledge that the twins were eternally joined together in death as part of an endless cycle of torment, with no deity willing to intervene for an abomination.

# **Granted Abilities**

Essek Avix grants the following abilities:

#### **Major Granted Abilities**

*Split the Twins*: You split yourself in two as a standard action. Your copy is identical to you in appearance and s garbed in masterwork, non-magical versions of your





weapons, armor, and clothing that vanish if they leave the copy's hand for more than 1 round. You and your copy share your hit points, ability scores, prepared spells, spell slots, granted abilities, ki and grit points and all other similar types of resources, such that one character expending such a resource expends it for both charac-

> ters. Creatures granted by class features and similar abilities are not duplicated. You can only have one copy at a time and it vanishes after 4 rounds. Your copy has an "anti-soul" with a personality opposite yours (though it will never attempt to harm you and it always shares your goals.)

> *Capstone Empowerment*: Your copy's weapons and armor are magical, copying your own bonuses and abilities. They are quasi-real and worthless.

#### **Minor Granted Abilities**

*Ferocious Display*: This ability functions as the Dazzling Display feat, except you can use it as a standard action. You can replace an attack with this ability, taking a penalty on the Intimidate check equal to the iterative attack's penalty on attack rolls. For example, substituting your second attack imposes a -5 penalty on the check, a -10 on the third, and so forth.

*Intimidating*: You gain a bonus on Intimidate checks equal to <sup>1</sup>/<sub>2</sub> your binder level.

*Titanic Growth*: As a full-round action, you can increase your size by one category (Small to Medium, Medium to Large, or so forth). You can use this ability for a total number of minutes per day equal to your binder level. These minutes do not need to be used consecutively, but they must be used in 1-minute increments. Multiple uses of this ability do not stack, nor does it stack with other effects that increase size. Returning to your original size is a move action.

**Unwilling Shield**: This ability functions as the spell of the same name. See the spell's entry in PATHFINDER ROLEPLAYING GAME ADVANCED PLAYER'S GUIDE for details. A creature that succeeds on its saving throw against this ability is immune to this ability for 24 hours.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign**: Half of your face takes on draconic aspects, the color reflecting your morality.

**Personality**: You become indecisive and hesitant in the face of choices and options.

**Favored Ally**: Humanoid (any) and Dragon (any) **Favored Enemy**: Outsider (any)

### Vestigial Companion

You gain the service of a pseudodragon familiar for the duration of the pact. See the monster's entry in PATH-FINDER ROLEPLAYING GAME BESTIARY. You are treated as neutral good for the purpose of adjudicating the familiar. This ability replaces titanic growth.

# EVENING STAR BLOODY MIST OF THE HILLS

It which is not from our world, Evening Star grants its aspects to those who show that they are willing to let it play once more.



### Summoning Rules

The following describes the requirements and rituals for binding Evening Star.

Spirit Level: 8th

Constellation: Dark Beyond

**Binding DC**: 28

**Totems**: You gain a totem bonus on the spirit's binding check if you meet some or all of these conditions.

» You possess a fist-sized chunk of star rock or star metal (worth 1,000 gp and consumed in the manifestation).

» You sacrifice something you love to Evening Star. If it is an object, it must either be a treasured item or worth 5 gp.

» Your mixture for the ceremony is designed to support an otherworldly being, which requires 16 ranks in Craft (alchemy).

**Ceremony**: You mix drops of your blood with dung, earth, and burning embers.

Manifestation: The mixture

rapidly grows in size and volume, taking on the form of a horrendous aberration. It asks you to play with it in the voice of a child, signaling the pact's beginning.

### Legend

An infamous horror tale that originated from halfling bards tells of a time when a star fell into the hills not far from a small barrow of country folk. Several youths, having watched the star fall, walked to the site to investigate. By the morning, all but a measly handful of the barrow's inhabitants had been transformed into hideous, gray mockeries of their former selves as a hideous red mist enveloped the town, corrupting all that breathed like cancer. Though the tale is a favorite of the parents of big folk to keep children safely indoors after nightfall, the tale is highly taboo among halflings for reasons they refuse to disclose.

### **Granted Abilities**

Evening Star grants the following abilities:

#### **Major Granted Abilities**

Wilting Mist: As a standard action, you surround yourself with mist, causing all creatures within 20 feet to make a Fortitude save or take 1d4 points of damage per binder level you possess (you and your vestigial companion are immune to this effect). A successful save reduces this to 5d4 points of damage. After using this ability, it is expended for 5 rounds.

*Capstone Empowerment*: Creatures that fail their Fortitude save must also succeed on a Will save or become confused for 1 round.

#### **Minor Granted Abilities**

**Body of Mist**: You transform into a mist-like state as a swift action, as *gaseous form*. You can use this ability for a number of minutes per day equal to your binder level + your Charisma bonus. These minutes do not need to be used consecutively, but they must be spent in 1-minute increments.

*Horror from Beyond*: You can turn away animals and humanoids. This ability functions as the Turn Undead feat except you do not need to expend uses of channel positive energy to power this ability and your cleric level is equal to your binder level with this feat. A creature that succeeds on its Will save is immune to this ability for 24 hours.

*Troll Shape*: You take on the aspects of a gray, colorless troll as *giant form II*. You can transform into any troll allowed by the spell and you can

use this ability for a number of rounds per day equal to your binder level + your Charisma bonus. These rounds do not need to be consecutive.

Ventriloquism: This functions as the spell of the same name, except there is no Will save to disbelieve it because it is not an illusion.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign**: Small amounts of blood stream from your mouth, eyes, and other orifices. Whenever you activate one of Evening Star's granted abilities, small snake-like rivulets squirm beneath your skin.

**Personality**: You wish to "play" with all other creatures you encounter, seeing them as playmates and toys. You express dismay when others stop playing (die). Love and empathy is near impossible for you to show.

Favored Ally: Aberration (any) and Ooze (any)

Favored Enemy: Animal (any) and Humanoid (any)

### Vestigial Companion

You can touch the corpse of a creature that has died no more than 1 day per binder level you possess in order to transform it into a vile husk of itself. This functions as *simulacrum*, using your binder level as the caster level, except the creature is formed from the flesh of the original, reducing the corpse to ash. You may only possess one simulacrum at a time, but unlike other vestigial companions you can create a new one if your old one is destroyed. This ability replaces troll shape.

# LEGEND OF EVENING STAR

Centuries ago, on a night lit by shooting stars, a meteorite struck into the heart of the hill country where rock gnomes, halflings, and other folks eked out a living by gathering rare herbs and unusual rocks.

"What is that?" Belle the halfling asked, pointing to a particularly warm glow against the night sky. She and her friends, including her boyfriend, Hassfred Beaucoat, had seated themselves on a high hill to enjoy the spectacular parade of stars.

"It's like a fire flower," her younger sister said, as the glowing star shot across the vault of the sky like a demon on a chariot.

The shooting star grew in size from a flower to a small sun, though they felt no heat yet. Everyone exchanged excited yet worried glances.

"It looks like it will fall only a few tens of miles from here, maybe closer," Hassfred offered. "No worries." He reached into their supper basket for more chicken.

The sky grew warm and as luminous as day.

"Everyone, cover your ears and eyes," Belle said. Her mother had once been this close to a falling star. The village geomancer said they came every twenty-three years or so.

Thunder peeled the sky in two. A few miles away, the hills briefly lit up with a blinding light. Belle's sister screamed and then cried softly, mostly from embarrassment.

"What a baby," Hassfred said, standing up. "Hey, let's take a look!" He was among the tallest boys Belle knew, and certainly tall for a halfling at three feet and four inches.

A fiery glow danced behind the hills where the star fell, but with so little brush, fire was not a danger. Besides, the recent rains had turned half the hills to mud.

After more than two hours, Hassfred, Belle and four of their friends, including Belle's sister, reached the crash site. Hassfred conjured light for all of them where the gullies grew dark; he was studying under the geomancer.

They came to a crater.

Small fires and charred brush dotted the whole valley around the crater. A fine mist hung everywhere.

"The heat should have burned away any fog," Hassfred said. Belle looked at him with a smile. She felt he was quite smart, though good thing she was the one who had the sense to bring the supper basket.

"Look, there's the mouth of an old mine," Elton said.

"The mine is probably full of water," Hassfred explained to his friend, "and the mist seeps up. Notice how the mist is moving near the mouth." Elton looked hard and nodded in agreement.

Belle shivered. The mist was moving into the mine opening, not away from it. She clutched her sister's hand. "I think we should go," she offered.

"Nonsense," Hassfred and Elton responded at once. Poor Elton wanted so much to be like Hassfred; he was not even accepted to the shoemaker's apprenticeship much less to a geomancer's tower.

"We need to collect some rocks," Hassfred added. "No one will believe us if we don't."

"I'll believe you," Belle offered.

"And Master will be impressed if I bring him fresh star rocks," he said, referring to the geomancer wizard.

"Well, you two stay then," Belle said. "I'm taking everyone else home." She was a tiny bit envious and wanted to collect rocks with Hassfred but her sister was more important. Maybe she would come back in a few days. The rocks would be cool by then anyway.

Hassfred conjured light on a stone and gave it to Belle. They kissed and she led the others toward home. As she reached a roundabout, she looked back. Hassfred and Elton were poking with sticks and chatting; they had ventured a little further in, and the mist swirled around their knees. I love you, Hassfred Beaucoat, she thought, and I am going to marry you. She waved to them although they could not see her by now.

On the way back, they stumbled across the carcass of a wolf. The others feigned disgust and then joked but Belle knew it was not a good sign. The wolf's fur looked singed but not lethally; and it had not been on the path earlier.

They hurried home.

The next day Belle did not see Hassfred because

she had to travel to the human

> town with her mother. Although, she did spot Elton from a distance, tossing rocks

along the road. He looked tired and grey. She thought, he is probably depressed after last night's excitement, and only Hassfred gets any honors.

When Belle and her mother returned, everyone in town was talking about Elton; apparently, he had begun acting strangely and ran away. At the same time, some of the sheep brought in acted up. The miners came home too, complaining of mist. Someone said some sheep just fell over and melted into the ground, which Belle found unbelievable. Or perhaps not.

She ran over to the geomancer's tower to see Hassfred and knocked hard on the giant oak and iron door.

After a spell, the old geezer answered. "Come in, Belle." His expression told her something was wrong. However, old halflings were often the biggest worrywarts in the world.

"Is Hassfred here?" she asked as she stepped in, trying to remain positive.

"Uh, come with me, won't you?" the geomancer asked.

Belle followed him upstairs. There sitting restrained in a big iron chair was Hassfred, grey-skinned and writhing with a multitude of hair-like tentacles, grey, green, and mauve in hue. She could not take her eyes off of the squirming sight.

"I'm sorry to say he will not be the same," the geomancer said grimly. "He's just an empty shell now." Then he took her forearm lightly and examined it. A narrow line like a worm moved under her skin.

Belle sat frozen; it was all she could do to keep back tears. "The good news," the geomancer said, with a heavy, sad

smile, "Is that it may certainly not be too late for you," Belle wept. None of her dreams of love were going to come

true.

# YOUNG KIROS AUTHOR OF SEDITION

Young Kiros was an idealistic revolutionary whose unjust actions against a king cost him dearly. Kiros grants power to those who wish to crusade for equality.

## Summoning Rules

The following describes the requirements and rituals for binding Young Kiros.

Spirit Level: 8th Constellation: Thief Binding DC: 29

**Totems**: You gain a totem bonus on the spirit's binding check if you meet some or all of these conditions.

» You are younger than the Middle Age category or have a Charisma score of 24 or better.

»You use the head of a monarch or ruler in your ritual.

» At least seven people view Kiros's manifestation.

**Ceremony**: You place a shrunken head into a jar of sweetened water.

**Manifestation**: The head's eyes and mouth open, speaking naively of high-minded philosophical goals before breaking down into tears and begging you to continue Kiros's quest for equality for the common folk

### .egend

During a time of troubles and hardship, a young man named Kiros united the lower class citizens of a forgotten city-state together against their king. Kiros was a man of sweet words and was able to infiltrate the aristocracy. When the king learned of the revolution, he ordered Kiros's followers rounded up one by one, until even Kiros himself was brought before the king for judgment. As punishment, the revolutionists were beheaded, their heads magically kept alive and shrunken into a feebleminded husk on display in the king's palace. Though few scholars claim to know exactly what caused Kiros to become a spirit, the folktale versions of the tale claim that the gods punished Kiros and his followers for trying to use lies and treachery to unseat a man given the divine right to rule.

# **Granted Abilities**

Young Kiros grants the following abilities:

#### **Major Granted Abilities**

**Shrink Head**: As a standard action, you deliver a dreadful curse as part of a touch attack. If it hits, the creature must succeed on a Will save or have their Intelligence, Wisdom, and Charisma permanently reduced



by 2d6 (minimum 1). In addition, the creature's head shrinks to half its size, causing any magic items worn on its head to fall to the ground in its space. A creature with a shrunken head is not affected by additional uses of this ability. Spells that heal ability damage do not remove this penalty. Only *break enchantment* or similar magic can undo a shrunken head. After using this ability, it becomes expended for 5 rounds.

Capstone Empowerment: A creature that succeeds on its saving throw against shrink head suffers 1d4 points of ability damage to its Intelligence, Wisdom, and Charisma. Multiple instances of this ability do no stack for the same target.

#### **Minor Granted Abilities**

Fate's Whisper: You can use the sending spell at will. You can choose to relay a curse along with your message, chosen from the following list of spells: confusion, contagion, bestow curse, poison, or suggestion. Use your binder level as your caster level for these effects. A creature can only be the target of one of these curses each day, regardless of success or failure on its saving

throw.

*Off with Their Head*: You can make a ranged touch attack against a foe within 60 feet. If you hit, the target suffers 1d10 slashing damage + 1½ your Charisma modifier. On a critical hit, the target has a chance to lose its head, as if it were struck by a *vorpal* weapon.

*Noble Tongue*: You gain an insight bonus on Bluff and Knowledge (nobility and royalty) checks equal to <sup>1</sup>/<sub>2</sub> your binder level. You can make these checks untrained.

**Undetectable Presence**: You become almost impossible to detect with magic. You gain a constant *nondetection* effect, your alignment cannot be discerned through magical means, and charm and compulsion spells and spell-like abilities. Moreover, spells and spell-like abilities that attempt to read your thoughts are foiled.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign**: You acquire an attractive, adolescentlike appearance appropriate for your race. Whenever you activate one of Kiros's granted abilities, your eyes twinkle wildly with starlight.

**Personality**: You become hopelessly idealistic.

**Favored Ally**: Any (creatures with levels in commoner)

**Favored Enemy**: Any (creatures with levels in aristocrat)

### **Vestigial Companion**

You gain a human male with the youth template as a cohort as if you possessed the Leadership feat. This character represents Kiros and has all of his or her levels in the adept NPC class. This ability replaces off with their heads.

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### DAEMINTHO CRYSTAL EYE OF THE MIND

The mind who is broken, Daeminthos grants psychic powers to those who manage to acquire hi fragmented attention.



### Summoning Rules

The following describes the requirements and rituals for binding Daeminthos.

Spirit Level: 9th

**Constellation**: Mage

Binding DC: 30

**Totems**: You gain a totem bonus on the spirit's binding check if you meet some or all of these conditions.

» You are capable of reading minds through the use of a spell, spell-like ability, supernatural ability, or so forth.

» You are Old or older or you have sufficient knowledge to impress Daeminthos, which requires 18 ranks in Knowledge (arcana).

» You draw the seal with powdered diamond (2,000 gp, which is consumed in the manifestation).

**Ceremony**: You sit in the center of the seal, turning over a perfectly formed crystal in your hands as you gaze into it.

**Manifestation**: The shattered image of Daeminthos appears in the crystal, his features separated by the jewel's sides. He beckons you to begin with your pact.

### Legend

The spirit known as Daeminthos was once a powerful psychic who sought an apprentice in order to leave a legacy. Even after finding a lad with great potential to carry on his legacy, however, the master psychic

quickly grew frustrated with the lad's fallacies and craved his own youth more and more. Legends say that Daeminthos attempted a forbidden ritual: a mindswapping ceremony that made use of a crystal apparatus in order to steal the youthful body of his apprentice. However, Daeminthos arrogantly underestimated his apprentice, and the apparatus came crashing down upon Daeminthos, killing him and separating his consciousness into a thousand crystals shards that became lost to time.

### **Granted Abilities**

Daeminthos grants the following abilities:

#### **Major Granted Abilities**

*Crystal Shard*: As a standard action you create a massive crystal and launch it at a creature within 30 feet as a ranged touch attack. If it hits, the target takes 5d6 points of damage. Half of this damage is piercing and the rest is slashing. In addition, the shard explodes with psychic energy upon impact, dealing an additional 10d6 points of untyped damage to all creatures within 10 feet of the target. A successful Reflex save reduces this additional damage by half. After using this ability, it becomes expended for 5 rounds.

*Capstone Empowerment*: If the touch attack portion of your crystal shard attack misses, randomly determine which square is struck as if this ability were a splash weapon. The psychic explosion originates from that square.

#### **Minor Granted Abilities**

*Hold Monster*: You gain the ability to paralyze a creature as if you were using *hold monster*. You may only paralyze one creature at a time with this ability. Paralyzing a creature immediately ends the effect on other creatures. A successful saving throw causes a creature to become immune to this ability for 24 hours.

**Psychic Foresight:** You gain a number of psychic motes equal to your Charisma bonus (minimum 1). You can spend 1 mote as a swift action in order to grant yourself a +10 insight bonus to any d20 roll that you make. These motes last 24 hours or until your pact with Daeminthos ends.

**Psychic Sense**: You gain blindsense out to 60 feet.

*Telepathy*: You gain telepathy. Your telepathy has a range equal to 5 feet per binder level you possess.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign**: Your hair, limp appendages, and loose articles of clothing float about on their own as if you were submerged in water with imperceptible currents.

**Personality**: You become cold and reclusive, constantly weaving plots and schemes to further your ends.

Favored Ally: Constructs (any) Favored Enemy: Humanoids (crea-

tures without psychic powers)

### **Vestigial Companion**

You gain the service of a paracletus familiar for the duration of the pact. See the monster's entry in PATHFINDER ROLEPLAYING GAME BESTIARY 2. Treat your binder level as your wizard level to determine your familiar's abilities. You are treated as neutral for the purpose of adjudicating the familiar. This ability replaces psychic foresight.

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# KING MUTAROS Vengeance Unfulfilled

The king who was ended by his own son, Mutaros grants his puissant skill-of-arms to anyone willing to fulfill his vengeance.

### Summoning Rules

The following describes the requirements and rituals for binding King Mutaros.

Spirit Level: 9th

Constellation: Noble

Binding DC: 32

**Totems**: You gain a totem bonus on the spirit's binding check if you meet some or all of these conditions.

» You present Mutaros with the gift worthy of a king of his time, which requires 18 ranks in Knowledge (history).

»You sully the likeness of the seal of Tyrant Cromwell, the Black Knight. If you accept this totem, you cannot bind to this spirit until Mutaros departs from your soul.

»You desecrate the head of an enemy you slew in battle within the seal during Mutaros's ceremony (the head is consumed in the ceremony).

**Ceremony**: You read any one of the variants of King Mutaros's legend.

**Manifestation**: As you finish the tale, an illusion rises within the seal. The illusion shows Mutaros's family betraying him and his kingdom being reduced to rubble. The rubble rises and assembles in the form of a male humanoid, stoically waiting for you.

### .egend

The last of his family's ancient line, King Mutaros ruled during an era where the kingdom faced

countless enemies. While the wise king faced his attention outward, Mutaros's vile son lead a cult bent on claiming the family throne in the name of a demon lord, long banished to the far recesses of the cosmos. Through the son, this demon lord mustered an army of the damned against Mutaros, felling the great king and banishing his soul for all time to helplessly watch as his kingdom crumbled.

# **Granted Abilities**

Mutaros grants his following abilities:

Major Granted Abilities Sparks of Anger: You summon bolts of lightning from the heavens as a standard action, striking a single creature you can see within 100 feet. On a failed Reflex save, the creature takes 20d6 points of electricity damage and is stunned for 1 round. A successful save prevents the stunned condition and reduces the damage by half. After using this ability, it becomes expended for 5 rounds.

*Capstone Empowerment*: If you use sparks of anger while outside, this damage is maximized (120 damage, or 60 damage on a successful saving throw).

#### **Minor Granted Abilities**

*Heartbreak*: This ability functions as *earthquake*, except you can use this ability for a total number of rounds per day equal to your Charisma bonus plus <sup>1</sup>/<sub>2</sub> your binder level. You may use the rounds nonconsecutively. Activating this ability is a standard action, but after activating this ability, you can maintain it as a move action.

*Legendary Warrior*: You gain the benefits of the Two-Weapon Fighting and Double Slice feats. In addition, you can make disarm, sunder, and trip combat maneuvers without provoking attacks of opportunity.

**Roar of the King**: You unleash a sonic blast as a move action, dealing 5d6 points of sonic damage to all creatures in a 30 foot cone and deafening them for 1 round. A successful Reflex save reduces this damage by half and prevents the deafened condition.

**Unstoppable Vengeance**: You gain regeneration 5. Your regeneration is overcome by piercing damage and it is suppressed while you are afflicted by the bleed condition.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign**: Ever-bleeding wounds appear on your throat and over your heart. These are the places where Mutaros's son stabbed him. Whenever you activate one of Mutaros's granted abilities, salty tears stream down your face.

> **Personality**: You become seized with sadness, though you are compelled to hide your sorrow from those closest to you.

> > Favored Ally: Humanoid (any lawful) Favored Enemy: Humanoid (any chaotic)

### Vestigial Companion

You gain the service of a resolute familiar for the duration of the pact. See the templates section of the PATHFINDER ROLEPLAYING GAME BESTIARY 2. Treat your binder level as your wizard level to determine your familiar's abilities. You are treated as lawful neutral for the purpose of adjudicating the familiar. This ability replaces roar of the king.



# MALEBOLGE MOORS

**13 TRAITORS OF HELL** The spirits of 13 fallen angels melded and merged together by the fires of a devil's belly. The Malebolge Moors grant their power to any who can recall their existence.



### **Summoning Rules**

The following describes the requirements and rituals for binding the Malebolge Moors.

Spirit Level: 9th Constellation: Fiend Binding DC: 33

**Totems**: You gain a totem bonus on the spirit's binding check if you meet some or all of these conditions.

» You sold your soul or the soul of another creature to

a contract devil. You can use Bluff to attempt to report a false pact on the spot, which requires 18 ranks in Bluff.

»You speak Celestial or Infernal.

» You use crystallized hellfire during the Malebolge Moors' ceremony (costs 3,000 gp, which is consumed in the ceremony).

**Ceremony**: You draw up and sign a contract to relinquish your soul to one of the 13 Malebolge devils for the duration of the pact.

**Manifestation**: An apparition of your chosen Malebolge Moor coalesces to reveal your eternal punishment.

### Legend

According to a tome of near forgotten lore, the infernal legions of Hell sprang into existence when a host of angels rebelled against the gods. Those angels were cast from heaven, stripped of their wings and left to burn in the lake of fire. While most rallied behind their leader, the newly crowned Lord of Hell, 13 angels sought to usurp their Lord's place. When the conspirators were discovered they were beaten and cooked into a feast for the fallen angels loyal to the Lord of Hell. Those who partook of the unholy meal were warped into the first devils and almost all mention of the conspirators, the Malebolge Moors, was wiped from the histories of men and angels alike by the Lord of Hell, leaving only a scant few souls with the knowledge of their names and legacy.

### **Granted Abilities**

The Malebolge Moors grant the following abilities:

#### **Major Granted Abilities**

Flensing: As a standard action, one creature within

30 feet must succeed on a Fortitude save or suffer 10d6 points of untyped damage plus 1d6 points of Charisma and Constitution damage. On a successful save, the untyped damage is reduced to 5d6 points with no ability score damage. After using this ability, it is expended for 5 rounds.

*Capstone Empowerment*: A creature whose Charisma is reduced to 0 by this attack becomes your thrall for the duration of your pact with the Malebolge Moors, as if by *dominate monster*.

#### **Minor Granted Abilities**

Hellfire Grasp: You may make a touch attack as a standard action, igniting a creature ablaze. On a successful hit, you deal 5d6 points of damage to a creature. Half of this damage is unholy and the rest is fire damage.

Infernal Aspect: You gain resistance 20 against acid and cold damage. Also, your weapon attacks are treated as evilaligned for the purpose of overcoming damage reduction. You only gain this benefit if you show the Malebolge Moors' sign. Infernal Immunity: You are immune

to fire damage, poison, and pain effects. You only gain this benefit if you show the Malebolge Moors' sign.

*Word of Torment*: You utter a single word as a standard action that causes 1 creature to writhe in torment as it relives its most sinful desires. If the target creature fails a Will save, it becomes stunned for 1d4 rounds. A successful save reduces this condition to staggered and makes the creature immune to this ability for 24 hours. You may only stun one creature with this ability at a time. Using this ability on a new target ends an existing target's sinful visions, causing it to become staggered instead for the rest of the ability's duration as if the target had succeeded on its saving throw.

# Signs and Influence

The spirit affects you in the following ways:

**Physical Sign**: Your flesh appears to tear and heal as if being chewed for all time and you feel no pain. Whenever you activate one of the Malebolge Moors' granted abilities, your head is wreathed in hellfire.

**Personality**: You insult and tease those who are inferior to you physically, mentally, and in station.

Favored Ally: Humanoid (any)

Favored Enemy: Outsider (evil)

### **Vestigial Companion**

You gain the service of an imp familiar for the duration of the pact. See the monster's entry in the PATHFINDER ROLEPLAYING GAME BESTIARY. Treat your binder level as your wizard level to determine your familiar's abilities. You are treated as lawful evil for the purpose of adjudicating the familiar. This ability replaces word of torment.

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