# HALL SELECTION

# New Pact Magic Options!











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# Introduction

For untold centuries, the spirit-binding arts have long been hailed as a swift path to power. Though the practitioner of such arts frequently finds himself beset on all sides with enemies, those who can appease and command the spirits with skill gain the strength to achieve nearly any goal, and move any obstacle.

In addition to presenting the basc rules necessary to use the new content provided herein, this product introduces three new spirits, three new archetypes, five organizations, and one new feat designed for use with the base <u>Pact Magic rules created</u> <u>by Radiance House</u>.



PATHFINDER

1

| INTRODUCTION                   | 1         |
|--------------------------------|-----------|
| ABOUT PACT MAGIC               | 2         |
|                                |           |
| PERFORMING A PACT RITUAL       | 2         |
| SPIRIT BASICS                  | 5         |
| MULTICLASS BINDERS             | 9         |
| CHAPTER 1: NEW SPIRITS         | 11        |
| CORT EIDING, THE GOLDEN GUNMAN | 11        |
| ARKENSANG, FORTUNE'S APOSTATE  | 14        |
| IA, THE ILLUMINATOR            | 16        |
| IA, THE ILLOWINATOR            | 10        |
| CHAPTER 2: NEW ARCHETYPES      | <u>18</u> |
| HAUNTING OCCULTIST             | 18        |
| LEGION OCCULTIST               | 21        |
| SOUL ARMORER                   | 22        |
|                                |           |
| CHAPTER 3: CULTS AND COVENS    | 24        |
|                                |           |
| JOINING A SECRET SOCIETY       | 24        |
| BENEFITS OF MEMBERSHIP         | 24        |
| SKILL SPECIALIZATION           | 25        |
| LEAVING A SECRET SOCIETY       | 25        |
| SOCIETY FORMAT                 | 26        |
| EXAMPLE SOCIETIES              | 27        |
| NEW FEATS                      | <u>34</u> |
| Cult Initiate                  | 34        |
| COLI INITIALE                  | 04        |
| BONUS CONTENT                  | 35        |
| SIBYL (MAGUS ARCHETYPE)        | 35        |
| GRAY WASTE SUBDOMAIN           | 37        |
| PACT MAGIC SUBDOMAIN           | 37        |
|                                |           |





### **About 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!

Performing a Pact Ritual The following information is reproduced from Chapter 3: Spirits from Pact Magic Unbound, Vol. 1 by Radiance House. It is included here for your convenience. This section describes the process of binding spirits and explains how to read a spirit's description.

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 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.

#### **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.

# **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

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.

Step 5 – Aftermath: After making the

binding 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

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.

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.

#### 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,

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 allseeing 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

#### **Spirit Basics**

This section describes the rules and terms regarding each of the 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 automatically 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**: 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**: 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.

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.

**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 spell-like 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 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 capstone 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 feat 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





**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 ability affects a creature (that is, some 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**

9

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.







10

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 reselected. 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 nonbinder 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 + ½ 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.





Countless spirits abound in the Material and other planes; the following passage details but a few. Countless more spirits have been documented in the annals of history...

#### Cort Eiding, The Golden Gunman

Eiding was a simple mercenary, who owed too much to too many to leave this earth. To pay his debt, the Golden Gunman literally sells his soul.

#### Summoning Rules

The following describes the requirements and rituals for binding Cort.

#### Spirit Level: 3rd

#### **Constellation:** Hero

#### 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 currently tasked with a mission to repay a debt that you owe. (Alternately, 6 ranks in Bluff will let you fabricate such a debt.)
- ✓ You have ever killed a sentient being for no reason other than money.
- ✓ You play a game of cards with the Gunman, which takes about five minutes, and bet at least 100 gold. You must bring your own deck of cards, but you do not have to win (DC 25 Bluff or DC 30 Sleight of

Hand) to gain the bonus. If you win the game, you do not gain 100 gold, but the first time you use Blood Money to confirm a critical hit is free. If you lose, 100 gold disappears from your person. If you do not have 100 gold to pay, or if you fail the Sleight of Hand check, the binding fails instantly and you cannot bind the Gunman for 24 hours.

**Ceremony:** You fill each chamber of a revolver with sand, close it and bury it at least two feet underground with a single gold piece.

**Manifestation:** Clutching his buried weapon, now plated with pale gold, the Gunman pulls his way out of the earth, a perfect human figure made of sand, to begin negotiations.

#### Granted Abilities

11

Cort Eiding grants the following abilities.

#### Major Granted Abilities

**Trick Shot**: As a standard action while wielding a firearm, bow or crossbow, you may attempt a disarm, steal or dirty trick maneuver at range. All bonuses and penalties that would apply to a standard attack with the weapon apply to this maneuver. In the cases of disarm and steal, if the item strikes a barrier, it lands in the most appropriate square reasonably possible, subject to GM discretion.

• A successful disarm combat maneuver causes the item to land in a square on the opposite side of the target from you, 10 feet away from the target.



- A successful steal combat maneuver causes the item to land in a square between you and the target, 10 feet away from the target.
- A successful dirty trick combat maneuver may have whatever effect you and your GM deem appropriate (within the bounds of the normal range of options).

Trick shot expends one round of ammunition. You gain a +1 insight bonus to your CMB on this attempt for every four binder levels you possess. Afterwards, this ability is expended for 5 rounds.

**Capstone Empowerment**: You may make this combat maneuver in place of any attack instead of as a standard action.

#### Minor Granted Abilities

- **Blood Money**: Whenever you threaten a critical hit, you may pay gold to gain an insight bonus to your confirmation roll equal to +1 for every 100 gp spent. The gold vanishes immediately.
- **Inscrutable**: You do not lose your Dexterity bonus to AC when an opponent makes a Bluff check to feint in combat against you, and you gain an insight bonus equal to ½ your binder level on Bluff checks you make to feint in combat. Additionally, you are constantly under the effect of *undetectable alignment*.

**Mercenary's Intuition**: Upon attacking or being attacked, as an immediate action you may cast *detect pact spirits*  (see sidebar) upon the foe attacking you (or that you are attacking). You gain a +2 insight bonus on saving throws against the activated abilities of spirits.

**Sulfur City Shuffle**: As a swift action, whenever you successfully make a Bluff check to feint against a target, a small explosive falls in the target's square. A spell or effect with the [fire] descriptor which targets the square, or a successful attack by a firearm against AC 15 ignites the explosive, dealing 3d8 damage to any creature in the square and splash damage to creatures in adjacent squares. The first three times a day this power is used are free; after that, Cort charges you 100 gold.

#### Signs and Influence

The spirit affects you in the following ways:

- **Physical Sign**: Your shoes are always dusty, even if you have just put on a new pair. When activating any of the Gunman's abilities, your weapons and any metal accoutrements on you seem to glint in the sunlight (even if there is no sun to be seen).
- **Personality**: You are a person of few words and you are loath to do anything for free.
- Favored Ally: Any (professional soldier)
- Favored Enemy: Animal (flying)

#### Vestigial Companion

You gain the service of an intelligent revolver with the following statistics:

#### LAST WORD

12

CN Construct, +2 revolver





Aura moderate transmutation; CL 10<sup>th</sup>; Slot —; Price 17,500 gp; Weight 4 lbs. STATISTICS

Int 10, Wis 18, Cha 14, Ego 10 Senses 120 ft.; Communication speech Languages Common, Infernal. Powers Last Word gains the *dancing* weapon ability for a number of rounds per day equal to your binder level, even though it is not a melee weapon. Damage 1d8+2 Crit x4 Range 20 ft. Misfire 0 Weight 4 lbs.

**Skills** Knowledge (local) +8, Heal +8, Perform (act) +8

#### DESCRIPTION

As the product of a deal with a devil, Last Word's service is non-transferable. If sold, given away or lost, Last Word appears to fall apart in its next owner's hands immediately, becoming rusted scrap metal, and will re-appear intact on one's person the next time Cort Eiding is bound.

This ability replaces mercenary's intuition.

#### **DETECT PACT SPIRITS**

School divination [occult] Level bard 0, cleric 0, druid 0, inquisitor 0, magus 0, sorce<u>rer/wizard 0, summoner 0, witch 0</u> CASTING

Casting Time 1 standard action Components V, S, M (a prism) EFFECT

Range 60 feet Area cone-shaped emanation Duration concentration, up to 1 minute/level (D) Saving Throw none; Spell Resistance no DESCRIPTION

You detect occult auras. The amount of information revealed depends on how long you study a particular area or subject. **1st Round**: Presence or absence of occult auras.

**2nd Round**: Number of different occult auras and the power of the most potent aura.

**3rd Round**: The strength and location of each aura.

If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) or Knowledge (planes) skill checks to determine the constellation with which an aura aligns. (Make one check per aura: DC 15 + spell level, or  $15 + \frac{1}{2}$ binder level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Occult Auras, multiple types of occult powers, or strong local occult emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on its functioning spirit level or an item's binder level; see the accompanying table. If the aura falls into more than one category, detect pact spirits indicates the stronger of the two.

| Aura<br>Strength | Active<br>Spirit<br>(spirit<br>level)   | Magic Item<br>(binder<br>level)            |
|------------------|---|--|
| Faint            | 3 <sup>rd</sup> or lower                | $5^{ m th}$ or lower                       |
| Moderate         | $4^{\mathrm{th}}$ - $6^{\mathrm{th}}$   | $6^{\text{th}}$ - $11^{\text{th}}$         |
| Strong           | $7^{\mathrm{th}}	ext{-}9^{\mathrm{th}}$ | $12^{\mathrm{th}}\text{-}20^{\mathrm{th}}$ |
| Overwhelming     | $10^{\text{th}}$ +                      | $21^{st}$ +                                |
|                  | (divine)                                | (artifact)                                 |

**Lingering Aura**: An occult aura lingers after its original source dissipates (in the case of a granted ability) or is destroyed (in the case of a magic item). If detect pact

13



spirits is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power.

| Original Strength | Duration of<br>Lingering Aura |
|-------------------|-------------------------------|
| Faint             | 1d6 rounds                    |
| Moderate          | 1d6 minutes                   |
| Strong            | 1d6x10 minutes                |
| Overwhelming      | 1d6 days                      |

Creatures, even those born of occult powers, are not occult in themselves, but if they are summoned by an occult power, the power registers. Each round, you can turn to detect pact spirits in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Detect pact spirits can be made permanent with a permanency spell.

#### Arkensang, Fortune's Apostate

Born into a clan of barbarian warriors facing its last days, this maimed warrior subverted the prophecy of a goddess of death. When his soul was sent to its end he was forbidden final rest and thus lingers, eternally restless, promising the power to resist those who claim the license of divinity.

#### Summoning Rules

The following describes the requirements and rituals for binding Arkensang.

#### Spirit Level: 4th

**Constellation**: Fiend **Binding DC**: 23 **Totems:** You gain a totem bonus on the spirit's binding check if you meet some of

spirit's binding check if you meet some or all of these conditions.

- ✓ You do not follow any deity and have no levels in a class that offers divine spells.
- ✓ You are maimed or otherwise suffer from some deformity that you were not born with.
- ✓ An animal who is truly loyal to you is present for the ceremony.

**Ceremony:** Adorning yourself with tribal war decoration, you perform an elaborate spinning dance with a length of chain or rope around a pedestal, upon which rests a small chalice filled with water, marked with some holy symbol (the exact symbol is unimportant). You must not disturb the chalice until the end of your dance.

**Manifestation:** When you are overcome with a supernatural rage, you shatter the chalice and the water turns to blood as it falls to the ground, spreading into a pool from which Arkensang rises, confronting the binder with an expression of contempt.

#### Granted Abilities

14

Arkensang grants the following abilities.

#### Major Granted Abilities

Sever Magicka: As a standard action, you can make a sunder check to sever a thread of magic using any weapon that deals slashing damage. If the spell is a divine spell, you gain +2 to hit and damage with the sunder check (+4 after 9<sup>th</sup> level). A successful sunder check of DC 10 plus caster level + casting modifier strikes the thread (hit points = caster level, hardness = casting modifier), and damages it. Destroying the thread ends the





**Capstone Empowerment**: When a spell effect is severed in this way, the caster is staggered for 1d4 rounds and takes damage equal to your binder level (DC 20 + your binder level negates). At 10<sup>th</sup> level, the target is stunned for 1 round instead.

#### Minor Granted Abilities

**Defiance of Heaven**: You gain a +1 insight bonus to all saves against divine spells and effects for every two binder levels you possess, but you are required to attempt this save even if the spell is beneficial.

- **Defiance of Earth**: You gain an insight bonus equal to ½ your binder level to Climb and Acrobatics checks.
- **Blood of the Tribe**: You gain the Bodyguard feat for the duration of the binding.
- **Blood of the Oni**: You may choose to wield a two-handed melee weapon in one hand with a -2 penalty on attack rolls while doing so. The weapon must be appropriately sized for you, and it is treated as one-

handed when determining the effects of Power Attack, Strength bonus to damage, and the like. This penalty decreases to -1 at  $10^{\text{th}}$  level and to -0 at  $20^{\text{th}}$  level.

#### Signs and Influence

The spirit affects you in the following ways:

Physical Sign: Your skin becomes ruddy and your build well-muscled. Your right arm appears to be translucent except for the tribal tattoos covering it, but otherwise functions normally. When activating any granted abilities, your hair becomes wild and animate, your face twisted in rage.

**Personality**: You innately mistrust gods and the agents of gods, and are loath to accept aid from them. You refuse to bow to any individual.

#### Favored Ally: Animal (any)

Favored Enemy: Any (sworn servant of a deity)

#### Vestigial Companion

15

You gain the service of a dire bat animal companion for the duration of the pact. Treat your binder level as your druid level to determine your animal companion's abilities.

This ability replaces blood of the oni.





#### Ia, The Illuminator

A staggeringly powerful creature from beyond the stars, Ia's every movement is a destructive force of nature. Alone at the cold and sterile end of the universe, he seeks a vessel on a more lively world; a world like yours.

#### Summoning Rules

The following describes the requirements and rituals for binding Ia.

#### Spirit Level: 9th Constellation: Dark Beyond Binding DC: 35

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

- ✓ You are responsible for a great disaster that killed many.
- ✓ You perform the ceremony on a moonless night and where the stars can be clearly seen.
- ✓ You carve a jagged pattern into your flesh, like a stone fissure, inflicting two points of Constitution damage.

**Ceremony:** You draw a diagram of your star system in the earth below your feet. With a fine dust comprised of silver and sulfur, you trace a streaking path in the ground representing Ia's journey to each of your world's planets, in reverse succession from the outermost, until he reaches yours.

**Manifestation:** The design you have drawn vanishes as if it were never there. When you look up, you see the design shining brilliantly in the sky, as a constellation. A deep and calming voice that only you can hear echoes as if from every direction, looking to begin negotiations.

Granted Abilities Ia grants the following abilities.

#### Major Granted Abilities

Crack the Shell: As a full-round action, the ground cracks and fissures in a 15-foot radius around you, becoming difficult terrain and revealing an inner light for 1d4 rounds. Creatures within the area must make a DC 25 Reflex save or be knocked prone and take 9d4 untyped damage. Creatures that make their save take half that damage instead. Sighted creatures with line-of-sight to the area of effect see the light radiating from the earth and must make a DC 20 Will Save to avoid being fascinated for the duration of the emanation. Afterwards, this ability is expended for 5 rounds.

#### **Capstone Empowerment**:

Creatures fascinated by the light created from this effect take 1 point of Wisdom and Charisma damage each round.

16



#### Minor Granted Abilities

Supermassive: Your mere footsteps rend the ground as you walk. As long as you display Ia's sign, when you move a distance at least equal to ½ your base speed in a round, all squares you exit become difficult terrain. You are never affected by difficult terrain you create in this way.

- **First Impact**: You are immune to falling damage. Whenever you fall from a height of at least 10 feet, any creatures adjacent to the square (or squares) you land in take 1d6 untyped damage, plus an additional 1d6 points of untyped damage for every 10 feet you fell (to a maximum of 20d6.)
- Euphoric Farspeech: You gain an insight bonus equal to ½ your binder level on Diplomacy and Bluff checks made to convince others of your good intentions. When the attitude of any creature is improved by your Diplomacy check, it is improved by two steps rather than one.
- **Full of Stars**: You are immune to bleed damage. Creatures that deal damage to you with natural weapons take 1d6 points of untyped damage for each attack.

#### Signs and Influence

The spirit affects you in the following ways:

17

**Physical Sign**: Your skin cracks open, along any visible scars if you have them,

revealing tiny fissures of white light, as if you were glowing inside. Your footsteps are impossibly heavy, though you are not slowed. When activating one of Ia's abilities, this light from these fissures and from your eyes becomes intense and painful to look directly at.

**Personality**: Your voice becomes serene and calming. You feel the need to destroy things of great beauty.

Favored Ally: Any (chaotic)

Favored Enemy: Any (lawful)

Vestigial Companion Ia does not grant a vestigial companion.





# Chapter 2: New Archetypes

#### First introduced in the <u>Pathfinder</u> 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-and-play 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. Some 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.

In the course of their adventures, a party of adventurers may run afoul of various binding cults of nefarious nature and esoteric method. Below are just a few of the diverse methods used to harness spirits. Please see <u>Pact Magic Unbound, Vol. 1</u> by Radiance House for details on the standard occultist.

#### Haunting Occultist

All occultists can bind spirits for power, but some occultists can use them in a more personal way. A haunting occultist learns the secret of binding spirits to her foes, tormenting them and wearing them down with the sheer weight of their occult might.

The haunting occultist is an archetype for the occultist class.



#### Haunting Pact (Su) A haunting occultist can

A naunting occultist can bind spirits as a regular occultist, but treats her binder level as ½ her binder level for this purpose. She can instead use a spirit to haunt a foe, imposing certain penalties and otherwise making life difficult for them, at her full binder level.

> When attempting to haunt a foe, the target must attempt a Will save against the occultist's binding check. (If the target is

also a binder, they can substitute a binding check of their own for their Will Save.)

A haunting occultist can gain a totem bonus on their haunting check if any of the following apply (and these replace the normal haunting bonuses if so):

18



- ✓ The occultist knows the target's true, full name (under normal circumstances the name given at birth).
- ✓ The target is the spirit's favored enemy.
- ✓ The target has personally wronged the occultist.

The haunting can be performed in two ways; if the target is within sixty feet of the occultist, it is simply performed, as a fullround action; no ceremony is required. If the target is further away (or simply not present), then the ceremony for the spirit is performed using all the normal components as well as a personal possession of the target, or a part of their body (such as hair or fingernails).

In either case, if the target fails their will save by 10 or more, the haunting is a dire haunting. If they merely fail by less than 10, the haunting is a minor haunting. If they succeed, the haunting fails, and the target cannot be targeted by a haunting pact for another 24 hours. If a body part was used, that body part is consumed in the ceremony.

A haunted target gains none of the spirit's granted abilities. The target is afflicted as if they had made a poor pact with the spirit, and accrues penalties if it conflicts with the spirit's personality. The spirit can be pacified and prevented from further antagonizing the target if the target complies with the spirit's wishes.

A haunting occultist can never gain a spirit's vestigial companion. A spirit can never be called upon to haunt a target that is their favored ally. This ability replaces (and otherwise functions as) the standard occultist's bind spirits class feature.

#### Grim Companion (Su)

For a number of minutes per day equal to your binder level, you may summon the vestigial companion of a spirit that is haunting a foe to stalk or attack that foe. There is no range limit on this ability; the vestigial companion will always appear within one mile of the target when this power is used, as long as they are on the same plane of existence. If the bound spirit does not have a companion, this ability has no effect.

Only the haunted foe can see the companion and only that character is affected by its attacks. If the companion's abilities deal damage or otherwise impose penalties on a target, the target can only be the haunted foe.

You share the senses of this companion, and the companion has all the granted abilities of the spirit, including the ability that the vestigial companion would normally replace. If the companion is slain by the haunted foe, it cannot manifest again for 24 hours.

In the case of a dire haunting, the vestigial companion can manifest twice as long.

This ability replaces constellation aspects.

#### Vengeful Haunting (Su)

19

At 2<sup>nd</sup> level, an occultist's haunting does even more harm as the spirit further antagonizes the target. If the occultist successfully enacts a dire haunting on a target, select one of the penalties listed below to be applied to the target.



At 6<sup>th</sup> level and every 4 levels thereafter, the binder selects one additional vengeful haunting when making a dire haunting, to a maximum of 5 vengeful hauntings at 18<sup>th</sup> level.

A vengeful haunting lasts for 24 hours or until the occultist is neither bound to nor haunting a character with any spirits. An occultist may select a single vengeful haunting multiple times. Bonuses gained from vengeful hauntings stack with themselves but not with similar bonuses gained from other sources (such as spirits).

- Unguarded Haunting: -1 insight bonus to AC and CMD. This penalty applies to both touch and flatfooted AC
- Wounding Haunting: The

critical threat range of all weapons is increased by 1 while making an attack against the target.

- *Weighted Haunting*: -2 insight bonus on initiative checks
- *Misfortune Haunting*: -1 untyped penalty on all saving throws.
- *Pariah Haunting*: -4 morale penalty on Diplomacy and Bluff checks.
- *Vulnerability Haunting*: Any damage reduction the target receives from any source is reduced by 2, to a minimum of 0.

20

- *Blunted Haunting*: -1 morale penalty on damage rolls
- *Wasted Haunting*: -1 hit point per two levels; these cannot be healed as long as the haunting last.

This ability replaces pact augmentation.

#### Spiritual Stalker (Su)

At 4<sup>th</sup> level, you gain sneak attack as a rogue of your binder level, usable only against targets afflicted by a haunting pact.

At 8<sup>th</sup> level, a haunted creature you threaten is treated as if another enemy

> character or creature is on the opposite border or opposite corner from you, granting you a +2 flanking bonus to attack it.

At 12<sup>th</sup> level, all creatures gain a +2 flanking bonus to melee attack rolls against a haunted creature you threaten.

This ability replaces

#### Bonus Feats.

#### Contract Additional Spirits (Su)

At 6<sup>th</sup> level and every 4 levels thereafter, an occultist gains the ability to bind one additional spirits, or haunt another with a spirit. Both bound and haunting spirits count towards the limit of an Occultist's total number of spirits, to a maximum of 4 spirits at 14<sup>th</sup> level. A target can never be haunted by more than one spirit at a time.

This ability otherwise functions as bind additional spirits.







#### Paranormal Activity (Su)

At 15<sup>th</sup> level, when you haunt a target with a minor haunting, select one vengeful haunting option to apply to the target.

This ability replaces constellation mastery.

To The Ends of the Earth (Su) At 20<sup>th</sup> level, a haunting occultist has no limit on the amount of time his grim companion can stay manifested, though it still cannot manifest for 24 hours if it is killed. Furthermore, the companion can manifest even if the target is on a different plane.

This ability replaces true augmentation.

#### Legion Occultist

Sacrificing personal power and control over spirits, legion occultists use the powers of effigy to create personal armies, with bound spirits at their head.

The legion occultist is an archetype for the occultist class.

#### Divided Pact (Su)

A legion occultist can never directly bind spirits to herself. Instead, through the use of effigy, she creates artificial bodies that the spirit can animate at will. In this way a single spirit becomes a powerful force in its own right.

An occultist's effigies are constructs, but are treated as animal companions, with the occultist's binder level serving as her druid level. She may create as many effigies as her bound spirits have granted abilities, but the combined level of all her effigies must be equal to or less than her effective druid level. Each effigy must be assigned at least one granted ability, and each ability may only be assigned once. Neither the occultist nor her effigies may ever receive a spirit's vestigial companion, even if multiclassing.

The creation of effigies extends the time of the ritual to 20 minutes, and a Divided Pact cannot be rushed. (Note that these are not masterful creations akin to golem creation, and without the spirit's cooperation and influence will certainly fall apart in seconds.)

Each effigy follows one of the base forms:

#### Aquatic

Size Medium; Speed 20 ft., swim 40 ft.; AC +4 natural armor; Saves Fort (none), Ref (good), Will (bad); Attack bite (1d6); Ability Scores Str 16, Dex 12, Con -, Int 7, Wis 10, Cha 11

#### Biped

Size Medium; Speed 30 ft.; AC +2 natural armor; Saves Fort (none), Ref (bad), Will (good); Attack 2 unarmed strikes (1d4); Ability Scores Str 16, Dex 12, Con -, Int 7, Wis 10, Cha 11

#### Quadruped

Size Medium; Speed 40 ft.; AC +2 natural armor; Saves Fort (none), Ref (good), Will (bad); Attack bite (1d6); Ability Scores Str 14, Dex 14, Con -, Int 7, Wis 10, Cha 11

#### Serpentine

Size Medium; Speed 20 ft., climb 20 ft.; AC +2 natural armor; Saves Fort (none), Ref (good), Will (good); Attack bite (1d6), tail slap (1d6); Ability Scores Str 12, Dex 16, Con -, Int 7, Wis 10, Cha 11





- Straw: (fire vulnerability/5, AC -2)
- Mud: (-10-ft. base speed, AC -1)

When a spirit inhabits an effigy, typically the aspect of the spirit or its companion can be seen projected over the effigy, appearing as construct and living creature at once.

All effigies possess the spirit's personality to some degree. If a good pact is sealed, this personality will never come into conflict with your commands or wishes. If a poor pact is sealed, the effigy may attempt to disobey your command when it is in conflict with the spirit's personality. You can suppress this disobedience at will, but the effigy will take 1d6+2 points of damage as you rebuke it for its insolence, and this damage cannot be healed or repaired as long as the effigy exists, nor can it be reduced in any way.

If an effigy is reduced to 0 hit points or below, it is destroyed and lost for the duration of the binding.

This ability functions as and replaces bind spirits.

Constellation Aspects (Su) All of your effigies (but not you) benefit from each single constellation aspect you bind.

This ability modifies constellation aspects.

#### Material Gain (Ex)

As you become more adept at effigy-making, your choice of materials improves. You gain the ability to make effigies from the following materials at the appropriate levels:

**2<sup>nd</sup> level**: Ice (fire vulnerability/10, crystalline quality, all attacks deal cold damage)

5<sup>th</sup> level: Wood (fire vulnerability/5, DR 1/fire, 1 hour ritual time)

8<sup>th</sup> level: Stone (DR 3/adamantine, +1 to damage, 2 hour ritual time)

12<sup>th</sup> level: Iron (DR 5/adamantine, +1 to damage, 1 day ritual time.)

The availability (or lack thereof) of appropriate materials may affect your ability to create them.

This ability replaces pact augmentation.

#### Master of Puppets (Su)

At 20<sup>th</sup> level, your unquestioned mastery of binding ensures that a spirit's personality will never conflict with your wishes. Furthermore, anytime one of your effigies would fail a Will or Reflex save, you may reroll using your Will or Reflex save instead.

This ability replaces true augmentation.

#### Soul Armorer

22

In lands where the practice of binding spirits is well-known, paladins are frequent foes of the art; the temptation of easy power and the influence of these spirits is something to feared and warded against. But in other cases, paladins take a very different tack, forcibly compelling these spirits with divine might to lend their power in the name of their deity or cause.

The soul armorer is an archetype for the paladin or antipaladin class.





#### **Diminished Spellcasting**

A soul armorer gains one fewer spell of each level than normal. If this reduces the number to 0, she may cast spells of that level only if her Charisma allows bonus spells of that level.

#### Spirit Compulsion (Su)

At 1<sup>st</sup> level, a soul armorer gains the ability to bind spirits. Most binders barter with spirits, but a soul armorer demands that they serve. Once a spirit is summoned, binding them is a contest of wills. Whether the pact sealed is good or poor, a soul armorer never suffers from a spirit's influence, and is never treated as the spirit's favored ally for any purpose.

If a soul armorer seals a good pact, then the soul armorer can use the spirit's major granted abilities, but only when they are in the presence of that spirit's favored enemy. If the soul armorer seals a poor pact, they may never use the spirit's major granted abilities.

Note that if a paladin (or antipaladin) ever falls while bound to a spirit, their pact is immediately considered poor even if it was good, the paladin falls under the spirit's influence, and any negative effects of ignoring the spirit's influence are doubled. They maintain the powers and influence of each bound spirit (whether they want to or not) for 1d4 days, at which point the spirit departs, but the soul armorer cannot bind spirits until they atone.

#### Smite Enemy (Su)

A soul armorer can channel the animosity of a bound spirit to smite that spirit's favored foe. As a swift action, the paladin chooses one target within sight to smite. If this

target is the favored enemy of a spirit she is bound to, the paladin adds her Charisma bonus (if any) to her attack rolls and adds her paladin level to all damage rolls made against the target of her smite. If the target of this ability is also evil (if the user is a paladin) or good (if the user is an antipaladin), this damage increases to 2 points of damage per level the paladin possesses.

This ability otherwise functions as and replaces smite evil or smite good.

#### Divine Archetype (Su)

At 5<sup>th</sup> level, a soul armorer has proven their devotion sufficiently that certain spirits take notice and offer service willingly. If the soul armorer is a paladin, they bind spirits of the Angel constellation as if they were an occultist of their paladin level, rather than a soul armorer. If the soul armorer is an antipaladin, they may bind spirits of the Fiend constellation as if they were an occultist of their level, rather than a soul armorer. They may still only bind one spirit at a time.

This ability replaces divine bond or fiendish boon.

#### Rapid Binding (Su)

At 11<sup>th</sup> level, once per week, a soul armorer can attempt a rushed pact with a spirit of the Angel constellation (if a paladin) or the Fiend constellation (if an antipaladin) as a full-round action, with no materials required.

This ability replaces aura of justice or aura of vengeance.







Pact magic being both powerful and feared, it is unsurprising that a number of clandestine organizations have sprung up both for the safety of its members and for the expansion and honing of the craft. A few of these organizations are detailed in the following passages. The basics of secret societies are described first, followed by a few example societies.

#### Joining a Secret Society

A character must pay a fee and pass an initiation test to join a secret society. An initiation test consists of a skill check of a type determined by the society, and a character can attempt the test once every two service periods (a length of time that varies according to each secret society).

Once a character is initiated, he must pay a periodic donation to remain in the society until his Fame score rises high enough to grant him permanent membership.

These costs, skills, and Fame score requirements vary by society (see the following pages).

#### **Benefits of Membership**

The benefits of belonging to a secret society are similar to those granted by a faction, save that instead of increasing her standing by succeeding at missions related to the organization's goals, a character must succeed at periodic skill checks or complete other tasks to advance her standing in the

24

society. Secret societies periodically reward activities taken on at a member's own initiative, such as research, traveling, and adventuring; these are noted on the following pages as appropriate, but are typically left to the GM to develop as adventures.

A member's Fame score represents her status within her secret society and tracks her success in conducting the society's business. A low Fame score indicates she's a new or a struggling member, while a high one could enable her to become a permanent member or even a group leader. To increase her Fame score, a character must either succeed at Obeisance checks—skill checks with a DC of 15 + her current ranks in that skill (see About Service Periods sidebar) or perform specific tasks. The methods by which she earns opportunities to attempt Obeisance checks vary by school. A character's Fame score increases by 1 every time she succeeds at an Obeisance check or performs a task for her society. For every 10 points of Fame a member possesses, she gains a cumulative +1 bonus on Diplomacy checks against other members of that secret society. Fame is not expended—when an award granted by a society lists only a required Fame score, a member receives the award automatically when she achieves that Fame score.

Every time a character's Fame score increases, she also earns an equal number of Prestige Points. A member's Prestige Points (PP) reflect the goodwill, research grants, and personal favors she has built up during her service to the society. These points, when spent, are spent permanently. Members cannot spend Prestige Points



during combat, and cannot pool Prestige Points to obtain more expensive rewards. Members must be at their secret society's headquarters or otherwise able to contact fellow members to spend them, with a single exception—a member can spend Prestige Points if she is dead, petrified, or otherwise out of commission. This expenditure represents prior arrangements made with her society to perform certain actions on her behalf, such as having her raised from the dead. In this event, the member's actual location does not impact the Prestige Point cost.

Each society detailed in this chapter lists specific awards that are available only to members, along with any minimum Fame score and Prestige Point cost the awards require. The sidebar on page 25 also lists several generic awards that a member of any secret society can purchase with her Prestige Points.

#### **Skill Specialization**

Many of the prestige awards and forms of recognition that secret society members purchase allow a character to become specialized in a skill. When a PC becomes specialized in a skill, that skill immediately becomes a class skill for him. If the member gains that skill as a class skill from any other source (before or after purchasing the prestige resource), he gains a +1 competence bonus on those skill checks.

#### Leaving a Secret Society

A character can leave a secret society at any time by simply alerting her superiors, though abandoning some organizations might come at a price. If a member fails to

#### About Service Periods

Every secret society functions on what are known as "service periods." You can attempt one Obeisance check (using a skill chosen from your society's Obeisance check options) per service period. A service period's actual in-game duration varies from society to society, and you shouldn't hesitate to further adjust a society's service period length to match the speed at which time passes in your campaign. As a general rule, a member should be able to increase her Fame score by 4 to 6 points per character level, so depending on how long characters in your game take to gain levels. you should adjust the length of a service period accordingly, taking into account any extra tasks that earn the student Fame over the course of the term. One relatively simple way to hand-wave service periods is to treat each game session, no matter how much time passes during that session, as one service period, and allow characters in schools to attempt a Training check at the end of each game session. You can also tie these checks to character level, and allow characters to attempt five Obeisance checks all at once every time they level up.

pay the requisite offerings when they are due, performs some act that jeopardizes the secret society's anonymity, or otherwise violates the society's rules or tenets (based on the GM's interpretation of the act), she is excommunicated from the society and her Fame score and Prestige Points are both reduced by 2d6 (to a minimum of 0). A member who fails a number of consecutive Obeisance checks as set by her secret society is also excommunicated.

Once a member leaves a secret society, she can no longer spend Prestige Points on that society's benefits.

If she is excommunicated, she might even lose access to some of the advantages and boons she had already acquired from the society, at the GM's discretion. A member

25



can return to a secret society she left voluntarily by paying the initiation fee again. A member who was excommunicated must pay the initiation fee again and succeed at a Diplomacy check (DC = 20 + the member's current Fame score) to get back into the society. This Diplomacy check can be attempted once per year.

#### Society Format

The first paragraph is a short summary description of the society.

**Location** Describes either a specific unique location or types of regions the society may operate.

#### Requirements

**Initiation Fee** Describes any special fees or costs to join the network.

**Initiation Test** A list of skill checks and their associated DCs for those checks

**Offerings** Describes what members must provide to the society during a service period, typically a number of gp

#### Membership

**Obeisance Check** Which types of skills are used to make the necessary Obeisance checks.

**Service Period** The duration of each service period.

**Excommunication** What may lead to the removal of the member from the society, and what that means in real terms.

#### Tasks

**Task Name (+X Fame)** Performing this task increases your Fame score by X. You

#### Generic Awards

Beyond the specific prestige awards that each secret society grants, members can spend Prestige Points on the following generic awards as well.

**Offering Aid**: You can spend 1 PP to pay your offering for a service period.

**Research Aid**: For 1 PP, you can gain the aid of another member. This grants you a +4 circumstance bonus on any skill check, save for Obeisance checks.

**Spell Transcription**: For 1 PP per spell level, you can have a spell of your choice either transcribed into your spellbook (for magi and wizards) or taught to your familiar (for witches).

**Spellcasting**: By spending the listed Prestige Point total, you can have the following spells cast for you (the caster level in each case is the minimum possible for the spell).

1 PP: Cure moderate wounds, dispel magic, lesser restoration, make whole, remove blindness/deafness, remove curse, remove disease, remove paralysis

**2 PP**: Atonement (8 PP to restore cleric/druid powers), break enchantment, cure serious wounds, greater dispel magic, neutralize poison, restoration (4 PP to remove permanent negative levels)

3 PP: Heal, regenerate

16 PP: Greater restoration, raise dead

32 PP: Resurrection

26

77 PP: True resurrection

can increase your Fame score through this task Y times per service period.

#### Awards

Benefits and services offered through membership in the cult



#### **Example Societies**

#### The Cthonocracy

The "*Rule of Ancients*" is a staggeringly old cabal formed under the time-honored motto "*He who lives, wins.*" To that end, all manner of mundane and supernatural methods were developed to ensure that one outlives his rivals to the last. This cabal has subtly manipulated events for hundreds of years according to the delicate schemes of its oldest and most patient members, so that key members of the cabal will be next in line when a power structure caves.

They tend to be less directly active (and less dangerous) than most cults, except when the secret of their existence is leaked to outsiders; the lengths to which the Cthonocracy goes to prevent or correct such leaks is both impressive and horrifying.

The Cthonocracy prefers to bind spirits of the Dragon, Skull, Noble and Dark Beyond constellations.

Location The Cthonocracy's highest leadership (in polite humanoid society) operates out of Yewsvail Blanc, a modestly sized estate, built in a centuries-old Elven architectural style and owned by the aristocratic Blanc family. At their meetingplaces, they typically pretend to be old business partners of one sort or another, which the false-scrying enchantments warding the location will confirm. Some of the wood from this building is actually far older than that, having been salvaged from the remains of the Cthonocracy's very first headquarters and alchemically restored to its proper state.

Yewsvail Blanc is in fact constructed over a deep chasm containing Ysveril, an ancient

magma dragon, in a self-induced magical sleep. Yewsvail's secrets are of such great import that if it were ever to be critically breached, Ysveril would be woken and immediately tasked with the destruction of Yewsvail, all its contents and every living soul in the area, regardless of affiliation.

#### Requirements

**Initiation Fee** Some valuable item worth at least 2000 gp. A simple donation of 2000 gp will do, but is considered crass.

**Initiation Test** An interview disguised as a casual conversation, which rapidly is revealed to be a test of the user's knowledge, ruthlessness, and political acumen. It requires a DC 15 Sense Motive check to notice that the conversation is a test at all, then DC 20 Knowledge (history) and Knowledge (nobility) checks to understand the historical context of the problem. Finally, there is a DC 30 Diplomacy check to articulate your well-informed solution, which is reduced by 2 points for each age category the character is beyond Adulthood.

#### Offerings 500 gp each year.

#### Membership

**Obeisance Check** Bluff, Knowledge (history), Knowledge (nobility)

#### Service Period One year.

27

**Excommunication** Revealing the existence of the Cthonocracy (with evidence) to the general public can and must always be punished by death followed by the capture and consumption or destruction of the traitor's soul. Depending on the severity of the breach, friends and family may be targeted as well.

#### Tasks

**Kingmaker (+1 Fame)** Successfully guiding a fellow cult member into a position of outside authority or great influence increases your Fame score by 1. You can increase your Fame score through this task three times per service period.

**Rising Star (+2 Fame)** Gaining a position of power yourself, you increase your Fame score by 2. You can increase your Fame score through this task once per service period.

**More Than Mortal (+5 Fame)** You have found and implemented a means to extend your earthly existence, perhaps indefinitely, increasing your Fame score by 5. You may only benefit from this task once.

#### Awards

Human Resources (5 PP): You can acquire between 1 and 20 intelligent beings of a specific nature, whose origins have been suitably concealed so as not to draw suspicion, generally for the purposes of experimentation or use in a ritual. These beings must have a combined hit dice total of less than 20 and an individual hit dice of no more than 10. They are properly restrained but are in no way bound to your service and will likely attack or flee if released.

#### Using the Cthonocracy

The Cthonocracy makes for an ideal antagonist (or in decidedly unheroic campaigns, protagonist) in a game of farreaching political intrigue. They might also be an incidental antagonist or perhaps an incentive to prevent players from taking their stories to the local authorities. Players seeking the means to attain a powerful and immortal body or mind may seek the Cthonocracy of their own accord.

#### Cult of Man

Fiercely anti-deistic, the Cult of Man rejects divinity as a distinct concept, holding that the difference between a bound spirit and a patron god is merely a matter of scale. They condemn the arrogance of gods in their selfrighteousness. Its members tend to be older, of a learned and scholarly bent, and concerned with personal power (or a personal grudge against the divine) above all else.

The Cult of Man prefers to bind spirits of the Mage and Fiend Constellations, and loath to bind spirits of the Angel constellation.

**Location** The treasured artifact called the Throne of the Ape is contained in a simple cavern of the same name, widely renowned as one of the earliest discoveries of arcane magic by humankind. An hour of rest upon this intricate wooden throne provides the same benefits as a full night's rest and further confers a +2 bonus to Intelligence for 24 hours. Banners of black and red decorate the austere, well-kept walls of the cavern, hung between shelves filled with countless arcane tomes.

Beneath this "throne room" is a pit containing what looks to be a grotesque, preserved corpse of a priest of some lost religion, his hands chained to the wall over his head in an agonized parody of prayer. The names of cult members who disgraced themselves by resorting to worship are engraved on the wall behind it, known as the Wall of the Slave.

28

#### Requirements

#### Initiation Fee 100 gp

**Initiation Test** The candidate must seal a pact with a spirit and perform a mission of deliberate sabotage against some religious organization. A DC 20 Bluff or Disguise check or DC 15 Stealth check will get you in, while a DC 20 Sleight of Hand will allow you to abscond with the goods OR place the false evidence (the mission changes depending on the nature of the target organization).

**Offerings** Guild dues of 10 gp per service period.

#### Membership

**Obeisance Check** Knowledge (religion), Spellcraft

#### Service Period 3 months

**Excommunication** Engaging in the worship of any deity or higher power (except as a means of infiltration), willingly receiving divine boons, or exposing clan secrets may result in excommunication. Low ranking members may merely be branded or disfigured and forcibly ejected; those with high-level esoteric knowledge must be killed. In either case, their names are added to the reviled Wall of the Slave as a mocking reminder of their dishonorable groveling.

#### Tasks

**Iconoclast (+1 Fame)** You successfully turned at least one person away from the will or worship of the gods, increasing your Fame score by 1. You can benefit from this Task three times per service period.

**Despoiler (+2 Fame)** You destroyed or rendered useless a shrine or holy site. You can benefit from this Task once per service period.

#### Awards

**Divine Concealment (10 PP)** Through arcane rites, the Cult of Man has the power to conceal a person for up to one month from the attentions of gods or divine agents. This only disrupts supernatural abilities, spelllike abilities, salient divine abilities or divine spells; such agents can still attempt to locate the target through arcane spells or normal investigative techniques, and can still affect the target with divine abilities once they are found through these means.

#### Using the Cult of Man

The Cult of Man can make for a powerful ally against clerics of a nefarious bent, or a dangerous foe for deeply religious party members. The Cult of Man works towards the self-sufficiency of mortals, and thus its sages are experts on the subjects of curing disease and plagues, warding off natural (or unnatural) disasters, and even raising the dead through arcane means; with sufficient plying they might be willing to share some of this information with outsiders, so long as they have renounced the influence of the divine.

#### Lantern Collective

29

Known variously as the Silver Lanterns, Lumineers, Day Stars and a host of other names and aliases, it isn't entirely clear how far the organization's influence spreads. The Lantern Collective is devoted to the sacred pursuit of knowledge, and the subversion and sabotage of those who conceal that knowledge. It celebrates spirit binding for its ability to join the minds of the past with the minds of the present. Its own



clandestine binding secrets, of course, are not included in this sacred calling, leading to not-occasional accusations of hypocrisy. Joining the Collective is not easy; typically it finds one before one finds it.

Its members overwhelmingly tend to be young, bright, and arrogant; they prefer to bind spirits of the Hero, Scholar and Thief Constellations.

**Location** The Lantern Collectives typically has a number of fronts run as innocuous businesses and private clubs who can be easily commandeered in case a meeting is needed. Failing this, the cult is more than willing to resort to the time-honored tradition of congregating in caverns.

#### Requirements

**Initiation Fee** Initiation is free, but the Collective only accepts members it has sought out for recruitment.

**Initiation Test** The Lantern Collective recruits members that show great promise and initiative. Acts that catch the eye of the collective typically involve the discovery and exposure of secrets and hidden knowledge, such as plastering of an illegal assassination contract filed by a local ruler all over the city. It helps if the exposure was in a dramatic or ironic fashion (style counts), and if it cannot be traced directly to the leaker.

**Offerings** The Lantern Collective charges modest guild dues of 2 gp per month.

#### Membership

**Obeisance Check** Diplomacy, Knowledge (local)

Service Period 1 month.

**Excommunication** The murder or attempted murder of a fellow guild member or the exposure of clan secrets can result in excommunication. Excommunicated members are likely to find themselves subject to memory alteration, as well as having any dark or unsavory secrets of their own made very, very public.

#### Tasks

**Illuminator (+1 Fame)** Successfully retrieving or exposing an important secret (other than a forbidden secret of the Lantern Collective) increases your Fame score by 1. You can increase your Fame score through this task twice per service period.

**Spiritualist (+2 Fame)** You discover and bind a new vestige that has not yet been documented by the Lantern Collective. You can increase your Fame score through this task as often as you like (as this is a rare opportunity).

#### Awards

**Need-To-Know** (2 PP) You can requisition nearly any worldly knowledge through the Lantern Collective's extensive network, from the names of a politician's benefactors to the contents of a court wizard's spellbook. Depending on the difficulty of the request this can take anywhere from 3 days to 3 weeks. You cannot requisition lost or arcane knowledge, such as the exact location of Azlanti or the name of a witch's patron; topics removed from civilization are not at the

**Air Dirty Laundry** (6 PP) You can have the Lantern Collective expose the most unpleasant secrets of a particular target, either telling you personally or exposing

30



them to the world at your request, taking 1d4 weeks.

#### Using the Lantern Collective

The Lantern Collective can serve as an origin story. A high-level character with membership in the collective might join an adventuring party to attain hidden knowledge in their travels. The Collective can be a powerful ally or Mission Control when working against a corrupt regime or another secret society, providing aid, supplies and reinforcements if such are required. As an antagonist, the Collective can be indiscriminate about the knowledge it shares, potentially exposing information far more dangerous than it first appears to the public.

#### Path of Ia

A frighteningly well-equipped and wellspoken doomsday cult, the Path of Ia holds the firm belief that the fundamental truth of mortal existence exists at the very center of the world, and that all one needs to discover it is to physically split the planet open. To that end, they seek the assistance of their eldritch patron Ia to force open the planet and achieve blissful nirvana in its radiant depths.

The Path of Ia prefers to bind spirits of the Dark Beyond or Seer constellations, and disdains spirits of the Noble or Hero constellations.

**Location** The Path of Ia performs its rites along the cracks, cleavages and volatile points of the earth. Canyons, volcanoes, caverns and fault lines (if such things are known) are all common sites for a shrine to Ia.

31

#### Requirements

**Initiation Fee** One must provide supplies and equipment worth at least 200 gp; though if one appears to be wealthier, more is expected.

**Initiation Test** With a DC 20 Knowledge (planes) check and a DC 15 Perform (dance) check, you demonstrate your insight and inspiration from the Far Realms in a frenzied, oracular dance.

**Offerings** No offerings are required except the continued work of Ia.

#### Membership

**Obeisance Check** Knowledge (planes)

**Service Period** for the purposes of tasks, this period is 6 months.

**Excommunication** No one "leaves" the Path of Ia. Exposure of cult secrets or the failure of a critical task is a death sentence or worse, being called to receive Ia's "enlightenment" - a horrifying, mindshattering experience. One subjected to Ia's direct presence must make five successive DC 25 Will saves, each failure causing 1d6 points of permanent Wisdom drain. If Wisdom is reduced to 0 in this way, the character is rendered permanently insane to the point of being non-functional, and not even wish, miracle, or death and resurrection will repair their shattered mind - these shells of human beings are nevertheless still considered followers of Ia, and cared for by the cult. Those who survive the experience with any amount of Wisdom remaining, but who fail at least one will save, gain one insanity effect and a + 2insight bonus to Charisma checks as long as the insanity lasts.

#### Tasks

**Favored of Ia (+3 Fame)** You seal a good pact with Ia and display his power in Ia's service, increasing your fame by 3. You can increase your Fame score through this task once per service period.

**Calamity Summoner (+1 Fame)** If you successfully recover research relating to travel through the planes or Far Realms, you increase your fame score by 1. You can benefit from this task four times per service period.

#### Awards

**Dark Traveler's Library** (1 PP) You can access one of the largest repositories of knowledge on planes and magical transport at will. Selecting this bonus gives you a +8 insight bonus on your next check to bind a spirit of the Dark Beyond constellation, summon an aberration, or teleport.

#### Using the Path of Ia

The Path of Ia is the quintessential doomsday cult, fiercely devoted to their alien patron and willing to resort to extreme measures to achieve his aims. For grand, mythic survival vs. oblivion adventures, the Path of Ia makes the perfect antagonist.



#### Hall of the Righteous Pain

This loose association of witches is spoken of in many countries, linked over vast distances, as a means of restitution for those too poor or meek to seek it otherwise. Through curses, hexes and hauntings, they seek to inflict the same misfortunes that their targets caused. These binders do not haunt others for their own gain, but on behalf of those who are wronged. They sometimes charge some payment for their services, though it is almost never in gold; family heirlooms, a valuable secret or the magically-binding promise of a "favor" later is the preferred payment. Other times, their hearts are simply so moved by the petitioner's story that they accept the mission free of charge.

Though they are ruthless in pursuit of retribution, they are careful to spare children as much as possible from the fallout of their schemes and machinations, this being the sole rule governing their revenge.

32



The Hall of the Righteous Pain prefers to bind spirits of the Beast, Thief and Angel constellations, but often combines binding with more conventional magical disciplines.

**Location** The Hall of the Righteous Pain typically operates in low-income areas of large cities, or else secluded rural areas, often using abandoned farmhouses or spacious caverns as bases of operations. Their extrajudicial punishment is by definition illegal in most countries and kingdoms, though, depending on the general state of law enforcement in a given area, the guards may turn a blind eye to the Hall's vigilantism.

#### Requirements

**Initiation Fee** 50 gp. Alternately, a specific item taken from a foe you took revenge on. If you present the latter as a fee, you gain +1 Fame upon joining.

**Initiation Test** The candidate is presented with a bound and masked figure and handed a list of his crimes and/or sins. The candidate chooses an appropriate punishment and is judged based on his choice. This may be a purely roleplayingbased test, or the GM may require a DC 20 Sense Motive check to ascertain the nature and motive of the victim's crime, then a DC 15 Diplomacy to explain it.

**Offerings** Each year you must bring evidence of having taken appropriate revenge on at least one person who has wronged someone other than you.

#### Membership

33

**Obeisance Check** Perception, Stealth

Service Period 1 year

**Excommunication** Excommunication from the Hall can result from harming a child in the carrying out of a mission or from reporting the Hall to authorities. Those excommunicated from the Hall of the Righteous Pain are typically bound, stripped of all valuables, and transported to a foreign land, and likely haunted or cursed besides.

#### Tasks

**Avenger (+2 Fame)** Successfully taking revenge on an enemy in another's name increases your Fame score by 2. You can increase your Fame score through this task five times per service period.

#### Awards

**Curse (3 PP)** You may target a foe to be hunted down and subjected to a *lesser geas* or *major curse* of your choice. (Save DC 20) It generally takes 1d6 + 1 days to locate the target, though the target can save against the effect. The curse will be attempted twice more if it doesn't take hold the first time, taking another 1d6 each time, after which the quest will be abandoned without the loss of Prestige.

Using the Hall of the Righteous Pain

The Hall of the Righteous Pain is not so much a rival or an antagonist so much as a consequence. Players that carelessly destroy the lives and livelihoods of common NPCs are likely to run afoul of this cult and their strange workings. The Hall can be an origin story as well; an agent dispatched from the Hall may encounter the PCs antagonizing the agent's appointed target, and opt to join in.



## New Feats

#### Cult Initiate

**Prerequisite(s)**: Ability to bind first level spirits, must be accepted and initiated by a cult authority.

**Benefit(s)**: You gain a +2 insight bonus to binding checks vs. the preferred spirits of your chosen cult, and a -1 morale penalty to checks to bind spirits your cult disdains. Additionally, you gain a +2 morale bonus to attack and damage vs. creatures bound to spirits your cult disdains.









# **Bonus** Content

Included below is a small portion of Pact Magic Unbound, Vol. 2 by Radiance House. If you like this content please consider picking it up in the d20pfsrd.com estore!



#### Sibyl (Magus Archetype)

The sibyl is a master of the occult and of the drawn sword, able to seamlessly blend the two arts together in a dazzling display of sheer power.

#### **Bind** Spirits

A sibyl can seal pacts with spirits. The sibyl's binder level equals the character's magus level, and a sibyl binds spirits as an occultist of that same level.

A sibyl uses Intelligence in place of Charisma on binding checks and when calculating the effectiveness of granted abilities. This ability replaces the magus's spells class feature. A sibyl does not gain any spells or spellcasting ability, does not have a caster level, and cannot use spell trigger and spell completion magic items.

#### Occult Combat (Ex)

A sibyl can wield weapons and utilize occult powers at the same time. This ability functions as a magus's spell combat ability, except that it allows the sibyl to use a spirit's granted ability as an off-hand attack and it provides no benefits towards casting defensively.

This ability replaces spell combat.

#### Spiritstrike (Su)

At 2nd level, when using a granted ability that requires a touch attack a sibyl can deliver the granted ability through a weapon that is being wielded as part of a melee attack. This ability otherwise functions as the standard magus's spellstrike ability.

This ability replaces spellstrike.

#### Occult Reinvigoration (Su)

At 4th level, a sibyl can use arcane points to restore granted abilities that are expended. As a swift action, the sibyl can refresh an expended major granted ability by spending a number of arcane points equal to the spirit's level or the number of rounds that the ability is currently expended for, whatever is higher. After using occult reinvigoration, the major granted ability's expenditure ends as though the appropriate number of rounds passed.







#### This ability replaces spell

#### **Bonus** Feats

A sibyl can select occult feats as bonus feats instead of metamagic feats.

#### Forgotten Arcana (Sp)

At 8th level, a sibyl can expend arcane energy to reinvigorate the powers of a bound spirit as a swift action. After spending a number of arcane points equal to the spirit's level, the sibyl selects one minor granted ability with daily uses, rounds, minutes, and so forth in order to regain one use of the selected ability per magus level. The sibyl cannot grant a minor granted ability uses in excess of the maximum number of uses that the selected granted ability can normally possess at once.

This ability replaces improved spell combat.

#### Rapid Expulsion (Su)

At 11th level, a sibyl can use arcane power to exchange spirits rapidly. As a full-round action, select 1 spirit that the sibyl can seal a pact with an unbound spirit. The sibyl must know the spirit's seal and ceremony for the selected spirit. By spending a number of arcane points equal to the higher level between the bound spirit and the unbound spirit, the sibyl immediately ends the pact with the spirit that is currently bound and seals a pact with the unbound spirit. Expelling a spirit in this manner is treated as Expel Spirits, found in Pact Magic Unbound Vol. 1.

The new spirit is bound to the sibyl with the same remaining amount of time left before it departs as the expelled spirit and the sibyl automatically suffers the new spirit's physical sign and influence as if a poor pact had been made with the spirit.

Furthermore, the sibyl does not gain the new spirit's capstone empowerment. If the sibyl is bound to multiple spirits, the sibyl selects which spirit is expelled.

This ability replaces improved spell recall.

#### Lash of the Spirits (Su)

A sibyl learns how to deliver melee attacks through the use of granted abilities. As a swift action, the sibyl can impose a -2penalty on attack rolls and to the save DCs of granted abilities for 1 round. If done, after successfully affecting a creature with a granted ability the sibyl can immediately make a melee attack against that opponent regardless of reach. This attack is made at the sibyl's highest attack bonus with the penalty noted above and deals normal damage if it hits. The sibyl does not benefit from feats, class features, or granted abilities when making this attack and a creature may only be struck once per granted ability in this manner.

This ability replaces greater spell combat.

#### Capstone Expulsion (Su)

At 19th level a sibyl using the rapid expulsion ability automatically receives the new spirit's capstone empowerment. The sibyl suffers the new spirit's physical sign and influence as described, however.

This ability replaces greater spell access.

#### True Sibyl (Su)

36

At 20th level, the sibyl becomes a master of fusing occult power and melee fighting. Whenever the sibyl uses occult combat and targets the same opponent with a melee



attack and a granted ability, the sibyl can choose to either increase the DC to resist the granted ability by +2 or gain a +2 circumstance bonus on attack rolls made against the target until the end of the turn.

This ability replaces true magus.

#### Gray Waste Subdomain Associated Domain: Occult.

**Deities**: The Gray Waste subdomain is granted by deities with strong ties to the spirit realm and its denizens.

**Replacement Power**: The following granted power replaces the exorcism power of the occult domain.

#### Gray Out (Su)

At 8th level, you can drain all color from your body as a standard action, allowing you to slip past material obstacles. You become incorporeal for up to 1 round per cleric level each day, allowing you to move about unfettered. These rounds do not need to be used consecutively.

#### Pact Magic Subdomain Associated Domain: Occult.

**Deities**: The Pact Magic subdomain is granted by deities who promote the contact of and binding with spirits.

**Replacement Power**: The following granted power replaces the exorcism power of the occult domain.

#### Minor Binding

At 8th level, you receive Minor Binding as a bonus feat. At 12th level, you receive Improved Minor Binding as a bonus feat. At 16th level, you receive Greater Minor Binding as a bonus feat.

**Spells: 1st)** conceal pact magic **2nd)** augur pact

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