

# PACT MAGIC UNBOUND

VOL. 2

ALEXANDER AUGUNAS  
&  
DARIO NARDI

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE





# **PACT MAGIC UNBOUND**

## **VOL. 2**

**DELVE THE POWER  
OF ANCIENT SPIRITS**

**ALEXANDER AUGUNAS  
&  
DARIO NARDI**







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# CHAPTER 1 CLASSES

## OPTIONS

The lost art of binding is impossibly deep and numerous forgotten techniques exist that allow the employment of the old and terrible power of the Spirit Realm. The echoes of long-fought wars linger and shadowy conflicts erupt behind closed doors. This is the world one enters upon exposing these ancient secrets, the secrets of pact magic.

PACT MAGIC UNBOUND, VOL 2 expands the character options first presented in PACT MAGIC UNBOUND, VOL. 1. Chapter 1 expands pact magic by adding additional options to more base classes from the PATHFINDER ROLEPLAYING GAME. By utilizing this chapter, anyone can truly make use of pact magic.

## Archetypes

Introduced in PATHFINDER ROLEPLAYING GAME ADVANCED PLAYER'S GUIDE, archetypes are specialized versions of base classes that fill gaps for a myriad of character concepts. PACT MAGIC UNBOUND VOL. 1 presented new archetypes for the eleven core classes plus the occultist, a new class that is the master of pact magic. This chapter provides new archetypes for eight base classes not covered in PACT MAGIC UNBOUND VOL. 1 but presented in other PATHFINDER ROLEPLAYING GAME products including:

ADVANCED PLAYER'S GUIDE: alchemist, cavalier, inquisitor, oracle, summoner, witch

ULTIMATE MAGIC: magus

ULTIMATE COMBAT: gunslinger

In addition to archetypes for these character classes, this chapter presents new options where appropriate, such as the exorcism inquiry for inquisitors and the spirit realm mystery for oracles. Moreover, you will find new archetypes for the occultist, the base class introduced in PACT MAGIC UNBOUND VOL. 1.

## Occultist Options

In addition to new archetypes, the occultist section also provides new binder secrets and favored class bonuses for all races mentioned in PATHFINDER ROLEPLAYING GAME ADVANCED RACE GUIDE.





## ALCHEMIST

Alchemists experiment with spirits to advance their studies and infuse their potions with supernatural energies. Most alchemists seek to dominate spirits; bargaining is not an option as they mix, dissect, and transform spirits in novel and merciless ways. Inevitably, many alchemists discover too late that they have meddled with forces they cannot control or understand.

This section includes a new archetype for the alchemist as well as several new alchemist discoveries.

### New Discoveries

The following discoveries can be taken by any alchemist who meets their prerequisites. Discoveries marked by an asterisk (\*) modify an alchemist's bomb class feature and do not stack. Only one such discovery may be applied to an individual bomb.

**Expelling Bomb\*:** An expelling bomb deals its full damage to incorporeal creatures, including splash damage. Moreover, a creature struck by a direct hit from an expelling bomb is affected as if by the Exorcise Spirit binder secret (see Chapter 1 of *PACT MAGIC UNBOUND*, VOL 1). An expelling bomb's damage dice are reduced by one step: d6s to d4s or d4s to d3s. An alchemist must be at least 8th level to select this discovery.

**Occult Mutagen:** When preparing your mutagen, you can choose to forgo its normal benefits in order to seal a spirit within the concoction. Only spirits that belong to your constellation addiction and whose Knowledge Tasks you have completed may be selected (see the skills section of Chapter 2). Upon imbibing the occult mutagen, you instantly seal a poor pact with the chosen spirit for 1 hour without need of a seal, ceremony, or binding check. If you are bound to the maximum number of spirits, randomly determine one spirit to be expelled as *Expel Spirits*. You cannot willingly expel the spirit by any means, although it can be exorcised using *Expel Spirits*. Only an occult chemist can "steal" an occult mutagen; other alchemists and non-alchemists become nauseated for 1 hour as described under the standard mutagen should such a creature imbibe an occult mutagen. You must be a 6th level alchemist and possess the constellation addiction class feature in order to select this discovery.

### Occult Chemyst

Those who walk the path of the occult chemist do so out of an insatiable curiosity. They spy on the presence of the occult, hear tales of a world beyond their own, asking, "how?" and "why?" Those who become occult chemysts seek to replicate the real chemical changes that occur in the bodies of the living when an occult presence takes root. Alas, upon starting down this path they can never go back.

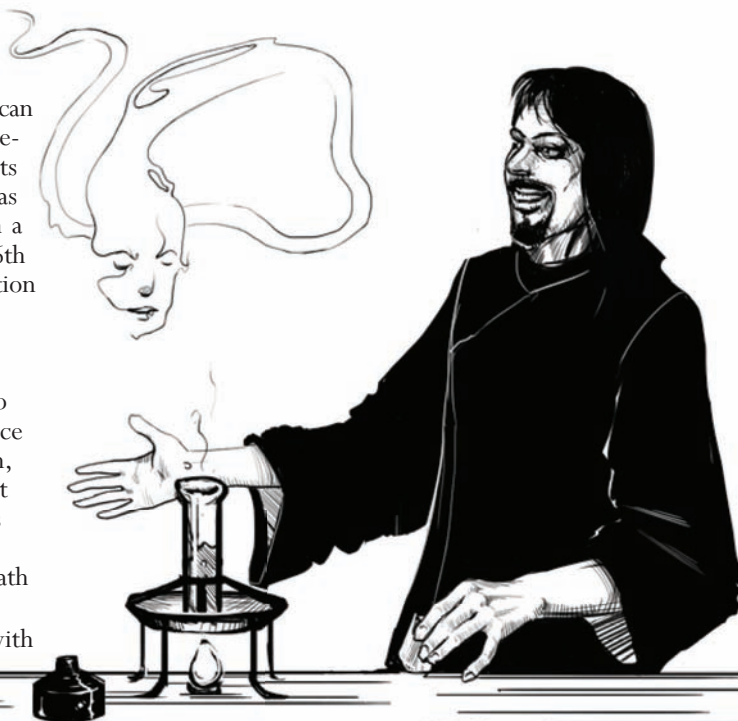
**Bind Spirit:** An occult chemyst can seal pacts with spirits. The occult

chemyst's binder level is equal to the character's alchemist level, binding spirits as an occultist of that same level. An occult chemyst uses Intelligence in place of Charisma on binding checks and when adjudicating the effectiveness of granted abilities.

**Constellation Addiction:** At 1st level, an occult chemyst becomes addicted to one constellation of your choice. Once made, the choice cannot be changed. An occult chemyst suffers a -4 penalty on attack rolls, ability checks, binding checks, skill checks, and saving throws while not bound to a spirit belonging to the addicted constellation. However, the occult chemyst is treated as a binder of 2 levels higher than normal when determining the character's maximum spirit level for spirits that belong to the addicted constellation. Furthermore, the occult chemyst can only apply Constellation Focus and similar abilities that benefit a specific constellation to their addicted constellation. This ability replaces poison use.

**Diminished Alchemy:** An occult chemyst possesses 1 less extract per day at each formulae level. An occult chemyst who would receive 0 extracts per day only receives bonus extracts earned as a result of a high Intelligence score.

**Addiction Resistance:** Starting at 2nd level, an occult chemyst slowly begins to overcome the constellation addiction, reducing the penalty for remaining unbound from a spirit belonging to the addicted constellation by -1. At 5th level and every 3 levels thereafter, reduce this penalty by an additional -1 until the occult chemyst suffers no penalty at 14th level. This ability replaces poison resistance and poison immunity.





## CAVALIER

A cavalier may stand on either side of pactmaking's shadowy wars, acting as a protector of lost secrets or a stalwart soldier against sinister occult forces. Regardless of which side particular cavaliers stand, they epitomize honor and fight to protect the people, nations, and ideals they love and cherish.

This section introduces the pactsworn knight archetype and two new cavalier orders that any cavalier or samurai can select.

### Cavalier Orders

The following new cavalier orders are appropriate for all cavaliers, though they work especially well in campaigns where pact magic is prominent.

#### Order of the Occult Eye

Cavaliers who join the order of the occult eye swear themselves to the ancient constellations of spirits. Allied with knights of similar mindset, they spread the sacred knowledge of pact magic and defend its tenets wherever threatened.

**Edicts:** The cavalier must strive to protect the sacred arts of pact magic and all those who practice it, from the greatest of occult scholars to the lowly babe born into the tradition. A cavalier belonging to this order must promote the spread of pact magic wherever possible, protect anyone who practices pact magic, and return forgotten secrets to the light of day whenever possible.

**Challenge:** Whenever an order of the occult eye cavalier issues a challenge, add a +1 bonus on attack rolls made with granted abilities against the challenged opponent. In addition, the saving throw DC of the cavalier's granted abilities increases by +1 against the challenged opponent.

**Skills:** An order of the occult eye cavalier adds Knowledge (arcana) (Int) to the cavalier's list of class skills. The cavalier can make Knowledge (arcana) checks untrained. If the cavalier has one or more ranks in Knowledge (arcana), add ½ of the cavalier's level as a bonus on Knowledge (arcana) checks (minimum +1) if the check involves pact magic.

**Order Abilities:** An order of the occult eye cavalier gains the following abilities at the specified levels.

**Pact Lore:** At 2nd level, an order of the occult eye cavalier gains the Minor Binding feat as a bonus feat. At 6th level, the cavalier gains Improved Minor Binding as a bonus feat. At 10th level the cavalier gains Greater Minor Binding as a bonus feat. See PACT MAGIC UNBOUND, VOL. 1 for a list of feats. The cavalier ignores the prerequisites of these feats. At 14th level, the cavalier gains a +2 insight bonus on all binding checks. This bonus improves to +4 at 18th level.

**Vestigial Protection (Su):** Starting at 8th level, instead of gaining a constellation aspect with Minor Binding, an order of the occult eye cavalier can choose to gain the ability to project their spirit as a protective aura

as a swift action. While the aura is active, the cavalier gains a +2 deflection bonus to both AC and on Reflex saves. A cavalier can use this aura for 1 minute each day per cavalier level. These minutes do not need to be used consecutively but they must be used in 1-minute increments. At 12th level the cavalier can project this aura onto adjacent allies, granting them its benefits. Each ally that benefits from the aura also expends 1 minute of its duration each minute it benefits from the aura. A cavalier with the bind spirits class feature gains this ability whenever the character is bound to a spirit.

**Major Ability:** At 15th level, an order of the occult eye cavalier with Greater Binding receives the spirit's major granted ability in addition to the two minor abilities normally granted by the feat. In addition, the cavalier also receives the spirit's capstone empowerment if the spirit's binding check is succeeded by 10 or more. A cavalier with the bind spirits class feature gains Capstone Binding as a bonus feat instead. See PACT MAGIC UNBOUND, VOL. 1.

#### Order of Saelendrios

Cavaliers who join the order of Saelendrios are those who have been touched by the occult, usually in a gruesome or permanently scarring way. These individuals seek to abolish pact magic and attempt to put it back in its proper place, eight feet beneath the ground.

**Edicts:** The cavalier must swear to the utter annihilation of pact magic. From the greatest of occult monstrosities to a suckling babe born into a tradition of heresy, the order of Saelendrios decrees that none deserve mercy. An order of Saelendrios cavalier must promote the destruction of pact magic, root out and destroy the corruptive art wherever it emerges, and lend aid to anyone else who would see pact magic vanish into the annals of time.

**Challenge:** Whenever an order of Saelendrios cavalier issues a challenge, add a +1 bonus on attack rolls and damage rolls so long as the target is bound to a spirit or is benefiting from occult powers (such as a spell with the occult descriptor). This bonus increases by +1 every four levels that the cavalier possesses.

**Skills:** An order of Saelendrios cavalier adds Knowledge (arcana) (Int) and Knowledge (planes) (Int) to the cavalier's list of class skills. The cavalier can make these Knowledge checks untrained and cavaliers with ranks in the skill receive a bonus on the check equal to ½ the cavalier level (minimum +1) as long as the check is made to identify occult phenomena.

**Order Abilities:** An order of Saelendrios cavalier gains the following abilities at the specified levels.

**Overcome the Occult (Ex):** At 2nd level, add the cavalier's Charisma bonus (minimum +1) on all saving throws made against supernatural abilities. At 6th level, the cavalier can roll 2d20 on saving throws against supernatural abilities and use the higher result once per day plus one additional time each day at 10th level and every 4 levels thereafter.



**Silence the Occult (Ex):** At 8th level, the cavalier gains Supernatural Slayer as a bonus feat, ignoring the feat's prerequisites (see PACT MAGIC UNBOUND VOL. 1). When using this feat, if the cavalier uses an attack of opportunity to strike a binder that is activating a granted ability, the binder must attempt a Will save or the ability fails and cannot be activated for 1 round (DC 10 + 1/2 the cavalier's level + the cavalier's Charisma modifier). If the ability is a major granted ability, it is expended for 5 rounds and cannot be used again until these rounds have passed. The Rapid Recovery feat and similar effects do not reduce the number of rounds that ability is expended for.

**Occult Slaying Tactics (Ex):** At 15th level the cavalier is able to adeptly lead allies into battle against the occult. The cavalier's allies (including the cavalier) increase the bonus on attack rolls received for flanking an opponent by +1 if the opponent is bound to a spirit or is occult in nature. Once per day, you can aid your allies in disrupting supernatural abilities by granting them the benefits of the Supernatural Slayer feat for 1 round per cavalier level.

## Pactsworn Knight

A time-honored tradition held by a myriad of binder communities, pactsworn knights tap occult power to vanquish their foes. Although their personal causes are varied, all pactsworn knights seek to uphold the tenets of their order while battling the nightmarish horrors of the occult.

**Bind Spirit:** A pactsworn knight can seal pacts with spirits. The pactsworn knight's binder level equals the

character's cavalier level, and an the character binds spirits as an occultist of that same level. This ability replaces challenge.

**Occult Challenge (Ex):** A pactsworn knight can channel the power of spirits through their hatred for their favored enemies. While bound to a spirit, the pactsworn knight applies the challenge benefits of the pactsworn knight's cavalier order against the favored enemies of all currently bound spirits. Any conditions listed by those benefits must also be met.

**Supernatural Combat:** At 4th level, the pactsworn knight gains a binder secret. The pactsworn knight must meet the binder secret's prerequisites, as an occultist of the cavalier's level. The pactsworn knight receives a second binder secret at 10th level and a third at 16th level.

**Pactsworn Challenge (Su):** At 7th level, a pactsworn knight can issue a special challenge once per day as a swift action. Treat a challenged opponent as though it were a favored enemy of all spirits that the pactsworn knight is bound to. The challenge lasts until the opponent is dead or the pactsworn knight rests. This ability can be used twice per day at 10th level, plus one additional time each day every 3 levels thereafter.

**Enemy Slaying (Su):** At 12th level, the pactsworn knight receives Furious Strike as a bonus feat, ignoring the feat's prerequisites. This feat expends a pactsworn knight's major granted ability for 2 rounds instead of the usual 5 rounds and does not expend a major granted ability if the attack's target is also the target of the pactsworn knight's pactsworn challenge. This ability replaces demanding challenge.





## GUNSLINGER

Men who have nothing left to lose and nothing more to gain are among the most dangerous people in existence. Although anyone has the potential to be reckless, gunslingers are particularly characterized by this trait. When wronged so badly that their very soul rends, they are more than willing to pay any price for the one thing they crave: vengeance.

This section provides details on a new gunslinger archetype representing someone who has fallen so far that they are willing to offer up their soul to the highest-bidding spirit for a chance at revenge.

### Occult Avenger

Anyone can seek vengeance after being wronged by a foe, but those who become occult avengers are utterly shattered by the experience, reduced to hollow shells of the people they once were. Occult spirits sense this weakness and with otherworldly determination they lead the occult avenger down a blood-drenched path of discovery and destruction.

**Revenge Pact:** Whether for vengeance or for retribution, an occult avenger who has been wronged knows few bounds in the ways of mercy. At 1st level, the occult avenger marks a single creature for death. This creature must have seriously slighted the occult avenger and the GM has final say over what offenses are large enough to warrant being marked for death. Marking a creature for death requires an hour-long ceremony, and when it is complete, the occult avenger gains the ability to seal pacts with spirits.

An occult avenger can make pacts with any spirit whose favored enemy includes a creature that the occult avenger has marked for death. For example, if the occult avenger marked a human businessman for death for hiring thugs to kill his lover, the occult avenger could mark the businessman for death and seal pacts with any spirit that would count the businessman as a favored enemy.

An occult avenger's binder level equals the character's gunslinger level and he or she bind spirits as an occultist of the same level. An occult avenger cannot seal pacts with a spirit if any creature who the occult avenger has marked for death could be considered the spirit's favored ally.

Once the ritual has been performed, an occult avenger cannot reassign a marked opponent. Slaying that opponent allows the occult avenger to mark a new target for death as long as it meets the requirements listed above.

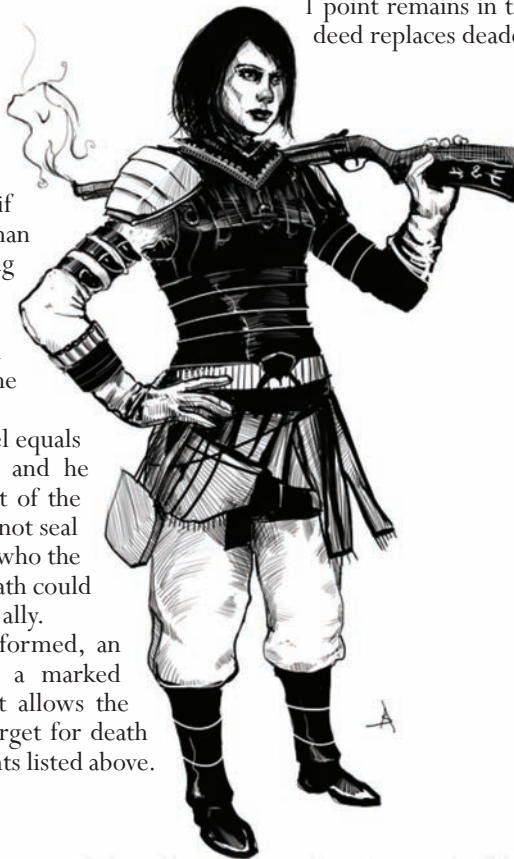
At 5th level and every 5 levels thereafter, the occult avenger can mark an additional target for death, allowing them to mark five separate creatures for death at once by 20th level. This ability functions as bind spirit for the purpose of qualifying for feats, prestige classes, and similar abilities. This ability replaces gun training and an occult avenger does not receive Gunsmith as a bonus feat, although he or she still begins play with a firearm as described by this ability.

**Grit (Ex):** An occult avenger's vengeful determination allows him or her to fight via sheer force of will. Instead of using Wisdom to determine the number of grit points gained at the start of each day, an occult avenger uses Charisma instead. This ability works in all other ways like the gunslinger's grit class feature.

**Deeds:** An occult avenger swaps the following deeds.

*Follow the Trail (Su):* As long as the occult avenger is bound to a spirit and has at least 1 grit point, add an insight bonus on Survival checks to track creatures that are marked for death equal to  $\frac{1}{2}$  the occult avenger's level. In addition, an occult avenger can spend 1 grit point to ignore concealment (but not total concealment) on a single attack made against a creature that qualifies as the favored enemy of a bound spirit. This deed replaces pistol-whip.

*Vengeance Shot (Ex):* Add the occult avenger's Charisma modifier to weapon damage rolls made with firearms against the favored enemies of spirits that the occult avenger has sealed a pact with. The occult avenger gains this bonus only while bound to a spirit and while at least 1 point remains in the occult avenger's grit pool. This deed replaces deadeye.





## INQUISITOR

By their very nature, inquisitors are extremely polarized individuals, taking allegiances to the extreme and possessing extreme beliefs about a conflict. The war against pact magic is no exception, with inquisitors on both sides fighting zealously to ensure victory.

This section introduces three new inquisitor archetypes that allow the inquisitor to support, heighten, or thwart pact magic. You will also find a new inquisition that can be selected in place of a cleric domain. See *PATHFINDER ROLEPLAYING GAME ULTIMATE MAGIC* for more information on inquisitions.

### Exorcism Inquisition

A resolve to force spirits of all manner out of this world and back towards their own is the solemn charge bestowed upon you by your deity.

**Deities:** Gods who are directly opposed to the practice of pact magic often grant this inquisition regardless of whether they are good-aligned, evil-aligned, or neutral.

**Granted Powers:** You can resist powers that would command you and expel extraplanar entities from others.

**Defy Influence (Su):** Add your Charisma bonus on all Will saves made against charm and compulsion effects as well as possession attempts (such as *magic jar*).

**Severe Influence (Su):** At 6th level, the inquisitor gains the ability to exorcise spirits. This ability functions as the exorcise spirit binder secret as an occultist of the inquisitor's level. See the binder secrets section in Chapter One of *PACT MAGIC UNBOUND VOL. 1*.

### Occult Abolisher

Dedicated to the absolute destruction of pact magic, few who become occult abolishers do so out of the will of the church. Rather, their lives are flipped upside down or outright destroyed by binders and desperate prayers for justice or revenge are answered by divine beings that would use the would-be inquisitor as an instrument of war against pact magic. Occult abolishers are without peer in the fight against pact magic and are able to utterly break binders before raining judgment upon them.

**Deity:** An occult abolisher must worship a deity that is directly opposed to the practice of pact magic. Because of this hatred, the occult abolisher must select the exorcism inquisition in place of a domain at 1st level.

**Judgment (Su):** Double the benefits and penalties of an occult abolisher's judgments if the target is bound to a spirit or is of occult origin. Likewise, an occult abolisher's judgments are half as effective if the judgment's target is not bound to a spirit or is not of occult origin (minimum 0). This ability alters judgment but otherwise functions normally.

**Pact Lore (Ex):** Add the occult abolisher's Wisdom modifier on Knowledge skill checks in addition to their Intelligence modifier when making skill checks to iden-

tify occult powers, creatures, or objects. This ability replaces monster lore.

**Detect Spirits (Sp):** At 2nd level, an inquisitor can use *detect pact spirits* at will. See Chapter 4 for details on this new spell. This ability replaces detect alignment.

### Occult Sadist

Though sadism is hardly unique to occult practitioners, spirits are poised to evoke the worst in anyone and this is especially true for inquisitors who allow themselves too much pleasure in their grim work. Occult sadists form as such individuals slip into the arms of the foulest, most self-indulgent spirits, the only ones who sympathize with such destructive desires.

**Alignment:** Any non-Good.

**Bind Spirits:** An occult sadist can seal pacts with spirits. The occult sadist's binder level equals the character's inquisitor level, and an occult sadist binds spirits as an occultist of that same level. An occult sadist uses Wisdom in place of Charisma on binding checks and when calculating the effectiveness of granted abilities.

**Constellation Alignment:** At 1st level, an occult sadist aligns with any one constellation except for the following: Angel, Hero, or Seer. The occult sadist cannot seal pacts with a spirit whose constellation opposes the aligned constellation. Also, reduce the occult sadist's binder level by ½ when making binding checks with unaligned spirits.

**Diminished Spellcasting:** An occult sadist possesses 1 less spell per day at each spell level. An occult sadist who would receive 0 spells per day only receives bonus spells earned as a result of a high Wisdom score.

**Touch of Pain (Su):** Beginning at 3rd level, an occult sadist can wreck a creature with a n intense pain that manifests as real wounds. This ability functions as an antipaladin's touch of corruption, except that it cannot be used to heal undead and the occult sadist uses Wisdom in place of Charisma when calculating its effects.

At 6th level and every 3 levels thereafter, the occult sadist receives a cruelty, as the antipaladin class feature of the same name. An occult sadist must meet the cruelty's antipaladin level prerequisite in order to obtain it; use the occult sadist's level -3 for this purpose. Use Wisdom in place of Charisma when calculating the effects of an occult sadist's cruelties. Touch of pain and any cruelties the occult sadist gains in this manner are pain effects. This ability replaces solo tactics and all of the inquisitor's teamwork feats.

### Pact Protector

Not all inquisitors seek to destroy pact magic. Those pact mages who worship gods benevolent to the furthering of pact magic often suffer at the hands of the fearful, and some become pact protectors as a result of this suffering. Pact protectors see pact magic as a gift from the





gods and destroy those who would try to desecrate or destroy their sacred art.

**Deity:** A pact protector must worship a deity that promotes the practice of pact magic and possesses the Occult domain. Because of this promotion, the pact protector's cleric domain must be the Occult Domain. See Chapter One of PACT MAGIC UNBOUND VOL. 1.

**Bind Spirits:** A pact protector can seal pacts with spirits. The pact protector's binder level equals the character's inquisitor level, and a pact protector binds spirits as an occultist of that same level. A pact protector uses Wisdom in place of Charisma on binding checks and when calculating the effectiveness of granted abilities. This ability replaces judgment.

**Constellation Alignment:** At 1st level, a pact protector aligns with any one constellation. The pact protector cannot seal pacts with a spirit whose constellation opposes the aligned constellation. Also, reduce the pact protector's binder level by  $\frac{1}{2}$  when making binding checks with unaligned spirits.

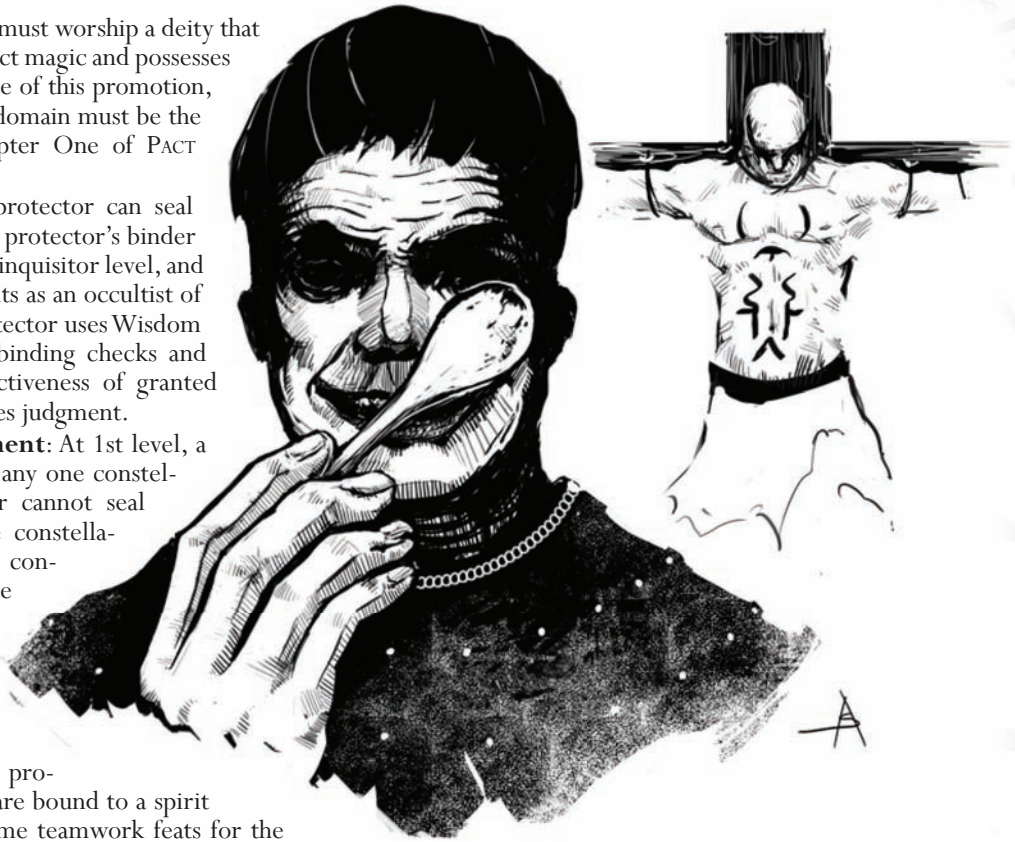
#### Spiritual Harmony

**(Su):** At 3rd level, a pact protector treats all allies that are bound to a spirit as if they possessed the same teamwork feats for the purpose of determining whether the pact protector receives the benefits of those feats. The pact protector's allies gain no benefits from those feats unless they actually possess a feat themselves and the pact protector's allies must meet all other requirements in order to grant the feat's benefits to the pact protector (such as positioning). This ability replaces solo tactics.

**Spiritual Resonance (Su):** At 8th level, the pact protector emits an occult aura that protects allied spirits from being expelled from their hosts. Allies within 10 feet of the pact protector (including the pact protector) gain a +2 insight bonus on Will saves made against exorcism attempts. This aura functions while the pact protector is unconscious but not if the occult protector dies or is not bound to a spirit. This ability replaces second judgment.

**Resonance of Harmony (Su):** At 16th level, the pact protector's connection to spirit-bound allies improves. The range of the pact protector's spiritual resonance increases to 20 feet and its bonus improves to +4.

In addition, the pact protector can grant the use of a single teamwork feat to a number of allies within 30 feet equal to  $\frac{1}{2}$  of the pact protector's level as a standard action. The pact protector need not grant the same teamwork feat to all affected allies but the pact protector must possess this feat in order to grant it to an ally. Allies do not need to possess the prerequisites of this feat but they must be bound to a spirit in order to



receive this benefit. Affected retain the use of this feat for a number of rounds equal to the pact protector's level. A pact protector can use this ability a number of times each day equal to  $3 +$  the pact protector's Charisma bonus (minimum 1).

**Constellation Aspect:** At 17th level, the pact protector can bind with a constellation aspect. This functions as the occultist class feature. A pact protector can select Extra Constellation Aspect in order to bind with an additional constellation aspect. This ability replaces slayer.

**True Harmony (Su):** At 20th level, a pact protector's connection to spirit-bound allies becomes unbreakable. The range of the pact protector's spiritual resonance increases to 30 feet and the bonus improves to +6. In addition, a pact protector can affect allies that are not bound to a spirit with resonance of harmony. Instead of granting such an ally a teamwork feat, resonance of harmony grants it one minor granted ability from a spirit that the pact protector is bound to for 1 round per inquisitor level. If the minor granted ability has daily uses, your allies share uses with you following the rules outlined by the share granted abilities ability, which is described in Chapter 3 of PACT MAGIC UNBOUND, VOL. 1. Finally, the pact protector becomes immune to exorcism attempts. This ability replaces true judgment.



## MAGUS

In many ways, a magus is akin to a wizard, devoting a lifetime to following a single pursuit. However, where a wizard finds personal gain in the occult revelations of the spirits and rejoices in uncovered knowledge, the magus only sees another fighting style to conquer, another weapon among many.

This section introduces a new archetype for magi, focused on blending occult power with martial combat.

### Sibyl

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 recall.

**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.

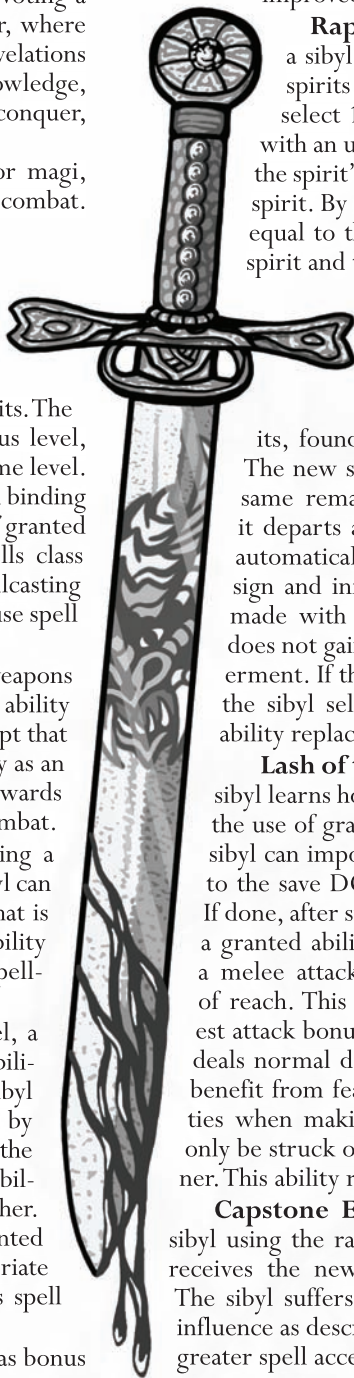
**Rapid Expulsion (Su):** At 11th level, a sibyl can use arcane power to exchange spirits rapidly. As a full-round action, select 1 spirit that the sibyl can seal a pact with an unbound spirit. The sibyl must know the spirit's seal and ceremony for the selected spirit. By spending a number of arcane 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):** At 14th level, the sibyl learns how to deliver melee attacks through the use of granted abilities. As a swift action, the sibyl can impose a -2 penalty 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):** 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.





## OCCULTIST

There are countless entities in the multiverse willing to grant power to particularly daring mortals, and occultists constantly seek new ways to barter for power. The methodology of the occult is as much a personal quest for power as it is a community one, with every occultist finding something new to learn from one another.

This section introduces occultist favored class options for all races presented in the *PATHFINDER ROLEPLAYING GAME ADVANCED RACE GUIDE*, two new archetypes for the occultist, and new binder secrets.

### Occult Scholar

Constantly referenced throughout occult lore, an occult scholar is an individual who devotes themselves to the study of the spirits. They prefer to use their lifetime to learn rather than to benefit, but acquiring this knowledge often requires occult scholars to adventure into the world, allowing the spirits to guide them to the truth.

**Class Skills:** An occult scholar adds all Knowledge skills as class skills and removes Bluff, Perform, and Profession from the occultist's list of class skills.

#### Revelation of Scholars (Su):

At 1st level, an occult scholar gains a revelation from the lore mystery. This revelation must be chosen from among those available to a 1st level oracle and the occult scholar gains no other benefits from the lore mystery, such as mystery spells or class skills. Use the occult scholar's

binder level in place of an oracle level when calculating the effects of the chosen revelation.

At 6th level and every 4 levels thereafter, the occult scholar gains an additional revelation from the lore mystery, using  $\frac{1}{2}$  of the occult scholar's level as the character's oracle level when determining if the occult scholar meets any level prerequisites for a given revelation. In addition, the occult scholar's level stacks with any oracle levels the character possesses when determining the effectiveness of all lore mystery revelations the character possesses. This ability replaces constellation aspects.

**Tunneled Lore:** Select 1 constellation. The occult

scholar is barred from the selected constellation. An occult scholar cannot seal pacts with spirits that are aligned with the barred constellation and the character's binder level is reduced by half when making binding checks with spirits of constellations that are allied with the barred constellation.

### Binder Secrets

First introduced in *PACT MAGIC UNBOUND VOL. 1*, binder secrets are special options that an occultist can opt to take in place of a feat. Characters without levels in occultist cannot select binder secrets.

### Bouncing Major Ability

You can redirect failed granted abilities to a new target.

**Prerequisite:** Occultist level 5.

**Benefit:** You can only alter a major granted ability that targets a single creature into a bouncing major ability. Whenever the bouncing major ability has no effect on its intended target due to a successful saving throw, you may, as a swift action, redirect it to another eligible creature within range. The redirected granted ability behaves in all ways as if its new target were the original target for the granted ability. If the major granted ability affects the initial target in any way (including a lesser effect on a successful save) it may not be redirected in this manner. After bouncing a major granted ability, it is expended for double the usual number of rounds (10 rounds for most abilities, 8 if you have a special feat or ability that reduces the number of rounds it is expended). The expenditure is doubled even if you did not bounce the granted ability.

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



### Echoing Major Ability

Your granted abilities do not expend immediately after they are used.

**Prerequisite:** Occultist level 10.

**Benefit:** When you activate a major granted ability, you can choose for it not to become expended after its use. At the end of your next turn after using the echoing major ability, it is immediately expended (even if you did not use it again) and it is expended for double the normal number of rounds (10 rounds for most abilities, 8 if you have a special feat or ability that reduces the number of rounds the major granted ability is expended for).



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

### Ectoplasmic Major Ability

Your granted abilities ravage incorporeal creatures.

**Prerequisites:** Occultist level 5.

**Benefit:** Ectoplasmic major abilities have full effect against incorporeal creatures. After making a major ability ectoplasmic, it is expended for double the usual number of rounds (10 rounds for most abilities, 8 if you have a special feat or ability that reduces the number of rounds it is expended).

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

### Extra Aid

Your bound spirits can come to your aid more often.

**Prerequisites:** Undying Aid.

**Benefit:** You can use Undying Aid a number of times each day equal to 4 + your Charisma bonus (minimum 1). These uses can be spread across multiple spirits or used to suppress the same spirit multiple times.

**Normal:** You can use Undying Aid once per day per spirit bound to you.

### Guardian Spirit

Your spirit stays ever on-guard while you slumber.

**Benefit:** While you sleep, your bound spirit alerts you to the presence of any creature that moves within 20 feet of you. This functions as a mental alarm, except there is no password to avoid setting it off. Instead, you can designate any number of creatures that are within 20 feet of you when you fall asleep that do not trigger the alarm.

### Hateful Major Ability

You can penetrate the defenses of your spirit's enemies.

**Prerequisite:** Occultist level 5.

**Benefit:** A hateful major granted ability ignores any defenses (including immunities) that its target possesses when the target is listed as a favored enemy of the spirit providing the major granted ability being activated. For example, a mind-affecting granted ability can affect an undead creature if the granted ability's associated spirit lists undead as a favored enemy. In contrast, a spirit's favored allies are immune to this ability. After using this secret, the augmented ability is expended for twice the normal number of rounds (typically 10 rounds for most granted abilities or 8 rounds if you have a special feat or ability).

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

### Intuit Spirit

You can sense occult auras, making identification easy.

**Benefit:** You are able to use *detect pact spirits* at will. See Chapter 5. Your caster level using this spell is equal to your binder level. This is a supernatural ability.

### Undying Aid

You can call upon your bound spirit to heal you.

**Benefit:** You can suppress 1 spirit you are bound to as an immediate action in order to heal yourself of 1d6 points of damage + your binder level. A spirit suppressed by this granted ability provides you with no benefits for 1 minute, though you still suffer its physical sign and influence if applicable. You can suppress each spirit you are currently bound to once per day for the purpose of this binder secret and after using this binder secret, it is expended for 5 rounds similar to a major granted ability.

### Undying Salvation

Your spirits can save you from the brink of death.

**Prerequisites:** Undying Aid, occultist 10.

**Benefit:** Once per day, whenever you would be slain you can immediately expel all spirits you are bound to (as if through *Expel Spirits*) in order to cast breath of life upon yourself. Your caster level equals your binder level for this effect, and you do not need to be conscious in order to use this binder secret.

## OCCULTIST FAVORED CLASS OPTIONS

The following options are available to characters of the specified race that have the occultist class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Some favored class options add fractional bonuses to rolls or fractional benefits to characters, such as +1/2, +1/3, +1/4, or +1/6. Each time such a benefit is selected, round down (minimum 0) to determine the benefit. In many cases, the option provides no benefit when selected once. For example, a benefit that grants 1/6 of a binder secret has no effect until selected it is selected 6 times.

**Aasimar:** While bound to an angel spirit, the occultist adds 1/3 to the number of daily uses of a racial spell-like ability for the pact's duration.

**Catfolk:** While bound to a beast spirit, the occultist gains a +1 foot enhancement bonus to their speed. This bonus provides an occultist with no benefits until it has been selected five times.

**Changeling:** While bound to a beast spirit, the occultist gains 1/6 of an additional monstrous aspect. See Chapter 1 of *PACT MAGIC UNBOUND VOL. 1*. An occultist without the monstrous aspect class feature can receive this benefit.

**Dhampir:** While bound to a skull spirit, the occultist gains a +1/4 enhancement bonus to the bonuses provided by the undead resistance racial trait.

**Duergar:** Select 1 racial spell-like ability the occultist possesses. While bound to a spirit, add 1/3 to the number of times per day the occultist may use the selected



spell-like ability. An occultist may not gain more than 3 additional uses per spell-like ability from this bonus.

**Drow:** While bound to a spirit, add +1/4 to the DC of any poisons you apply to your weapons.

**Dwarf:** Add a +1/2 bonus on binding checks made with spirits whose favored enemies include creatures that the occultist receives combat bonuses against from racial traits such as hatred, giant hunter, or wyrmscoured.

**Elf:** Select 1/6 of a constellation. While bound to a spirit of the chosen constellation, the occultist reduces the number of rounds that the spirit's major granted ability is expended by 1. This stacks with Rapid Recovery. Each time this benefit is selected, select a different constellation to apply it to.

**Fetchling:** While bound to a dark beyond spirit, the occultist gains 1/6 of an additional dark beyond constellation aspect. An occultist without the constellation aspect class feature can receive this benefit.

**Gillman:** Reduce the DC requirement to obtain a spirit's capstone empowerment by 1/4 (minimum equals the spirit's binding DC).

**Goblin:** Add a +1/2 bonus on binding checks made with spirits who include dogs and horses as favored enemies.

**Gnome:** Select 1 constellation. Reduce the DC increase for applying constellation aspects to spirits belonging to the selected constellation by 1, to a minimum penalty of 0.

**Grippli:** Select 1 spirit that provides a totem bonus for having its seal drawn in a specific location. The occultist adds +1/3 on binding checks with the selected spirit. If you qualify for no other totems, you receive a +2 totem bonus on binding checks with the selected spirit if its seal is drawn in a swamp.

**Half-Elf:** Select 1 spirit. Add a +1/2 bonus on binding checks with the selected spirit. The occultist cannot select a spirit for whom he or she is a favored enemy.

**Half-Orc:** Add 1/2 to the hit point damage you deal with granted abilities.

**Halflings:** While bound to a spirit, add 1/4 to the number of times per day the occultist can use the adaptable luck ability. See the halfling section in Chapter 1 of *PATHFINDER ROLEPLAYING GAME ADVANCED RACE GUIDE*.

**Hobgoblin:** Select 1 combat maneuver. While bound to a hero spirit, the occultist adds a +1/2 insight to CMB when performing the selected combat maneuver. This bonus cannot exceed more than +2 per combat maneuver.

**Human:** Select 1/6 of a binder secret for which the occultist qualifies. While bound to a spirit, the occultist gains the selected binder secret.

**Ifrit:** While bound to a spirit, the occultist increases its racial fire resistance by +1/2.

**Kitsune:** Add +1/2 to the number of times each day that the occultist may use minor granted abilities that are polymorph effects. This bonus does not apply to spells affected by a soul weaver's reweave spellcasting.

**Kobold:** Add a +1/3 enhancement bonus to any

armor or natural armor bonus to AC that the occultist receives from a granted ability.

**Orc:** Select 1 spirit that includes orcs as a favored ally or that provides a totem bonus to an orc binder. The occultist adds a +1/2 insight bonus to damage rolls made with granted abilities as well as a +1/2 insight bonus on Intimidate checks while bound to the spirit.

**Oread:** While bound to a spirit, the occultist increases its racial acid resistance by +1/2.

**Merfolk:** While bound to a spirit, the occultist can breathe air and increases its swim speed and land speed by +1. This bonus provides an occultist with no benefits until it has been selected five times.

**Nagaji:** Add +1/2 to all binding checks made with noble spirits.

**Ratfolk:** Select 1 spirit that includes ratfolk or rodents as a favored ally. Add +1/3 on Will saves the occultist makes against the selected spirit's influence. This bonus cannot exceed +5 for any one spirit.

**Samsaran:** While bound to a spirit, increase the number of negative hit points the occultist may accrue before dying by 1.

**Strix:** Add +1/2 on binding checks made with spirits who include humans as a favored enemy.

**Suli:** While bound to a mage spirit, add 1/3 to the number of times each day the occultist may use the elemental assault or energy strike racial traits.

**Svirfneblin:** Select 1 racial spell-like ability the occultist possesses. While bound to a spirit, add 1/3 to the number of times per day the occultist may use the selected spell-like ability. An occultist may not gain more than 3 additional uses per spell-like ability from this bonus.

**Sylph:** While bound to a spirit, the occultist increases its racial electricity resistance by +1/2.

**Tengu:** Select 1 spirit with a totem that requires the ability to speak one or more languages. The occultist is treated as the spirit's favored ally if this totem is met, even if the character normally wouldn't be. Each time this bonus is selected, choose a different spirit.

**Tiefling:** While bound to a fiend spirit, add +1/4 to the saving throw DC of all granted abilities that the occultist receives from fiend spirits.

**Undine:** While bound to a spirit, the occultist increases its racial cold resistance by +1/2.

**Vanara:** While bound to a seer spirit, the occultist may reroll +1/4 Reflex saves each day. The occultist must utilize this ability before the result of the saving throw is revealed.

**Vishkanya:** Select 1 spirit. While bound to the selected spirit, the vishanya's vishkanya venom racial ability calculates its saving throw DC as if it were a spirit's granted ability.

**Wayang:** While bound to a dark beyond spirit, the occultist may use either the shadow magic or light and dark racial abilities +1/3 times per day.



## ORACLE

Legends tell of those who come to be possessed by the spirits, forever scarred by the encounter. Such an incident often leaves the individual with magical power and grants a means to access to the spirit realm.

This section includes a new mystery for oracles as well as a new archetype dedicates to those unfortunate souls who become forever bound to the spirit realm.

Spells marked with a \* can be found in Chapter 5 of *PATHFINDER ROLEPLAYING GAME ADVANCED PLAYER'S GUIDE*. Spells marked with a ∞ can be found in Chapter 5 of this book.

### Spirit Realm Mystery

**Class Skills:** An oracle with the spirit realm mystery adds Bluff, Disguise, Knowledge (arcana), and Sleight of Hand to their list of class skills.

**Bonus Spells:** 1st) *ill omen*\*, 2nd) *protective spirit*\*, 3rd) *remove malady*∞, 4th) *spirit birth*∞, 5th) *contact other plane*, 6th) *planar binding*, 7th) *true seeing*, 8th) *protection from the supernatural*∞, 9th) *gate*

**Special:** An oracle with the spirit realm mystery does not need to be bound to a spirit when using *spirit birth*. When casting the spell, a random spirit is chosen to form their progeny.

**Revelations:** An oracle with the Spirit Realm mystery can choose from any of the following revelations:

*Ghost Whispers (Su):* You gain the ability to communicate with all incorporeal undead and creatures bound to spirits as if you were under the effects of a *tongues* spell. In addition, you can cast *detect pact spirits*∞ at will. At 10th level, you gain the ability to use *occult sight*∞ for a number of rounds per day equal to your oracle level. These rounds do not need to be used consecutively. At 15th level you gain a constant *detect pact spirits* ability, can cast *occult sight* at will, and can use *greater occult sight*∞ for a number of rounds each day equal to your oracle level. These rounds do not need to be used consecutively.

*Gray Mockery (Su):* Once per day, you can horrendously warp a living creature into a twisted, gray reflection of itself. As a standard action, you attempt a touched attack against a creature. If it hits, the touched creature immediately suffers 1 of the following penalties if it fails a Fortitude save:

- » One of the subject's ability scores is reduced by 2 (minimum 1).
- » Subject suffers a –2 penalty on attack rolls.
- » Subject suffers a –2 penalty on saving throws.
- » Subject's speed is reduced by 5 feet.

At 5th level and every 5 oracle levels thereafter, you can impose an additional deformity upon your target. You can select the same deformity multiple times. These penalties are permanent unless removed by *restoration*, and the caster must succeed on a caster level check in order to remove the disfigurement (DC equals 10 + ½ your oracle level + your binder level). You may use this ability twice per day at 11th level and three times per day at 17th level.

*Gray Veil (Su):* As a standard action, you can incase

yourself in a veil of spirit energy, obscuring you from sight. The veil causes you to become invisible (as *invisibility*) for a number of rounds each day equal to your oracle level. These rounds do not need to be used consecutively. At 5th level, the revelation obscures you for a number of minutes each day equal to your oracle level. As before, the minutes do not need to be used consecutively, but they must be spent in 1-minute increments. At 10th level, you can grant *invisibility* to creatures within 20 feet of you in addition to yourself. Each minute of use, you expend a total number of minutes worth of this ability equal to the number of creature to which you are granting invisibility. For example, cloaking yourself and 2 allies expends 3 minutes of this revelation every minute that you are invisible. If the invisibility ends for one creature, all creatures you are cloaking with this revelation are revealed.

*Maledict Touch (Su):* Once per day as a standard action, the oracle can channel the alien powers of the spirit realm into another creature via a touch attack. The touched creature is affected as if by *bestow malady*∞, except the saving throw DC is equal to 10 + ½ your oracle level + your Charisma modifier. At 15th level and again at 19th level you may use this revelation one additional time each day. You must be at least 11th level to select this revelation.

*Maddening Whispers (Su):* As a standard action, you can draw the voices of the spirit realm's entities into reality where they manifest as maddening whispers. Creatures within 10 feet of you must succeed on a Will save or become confused for 1 round. At 10th level this condition lasts for a number of rounds equal to your oracle level. You must be at least 3rd level to select this revelation.

*Rejuvenating Womb (Su):* You can incase a creature in a soothing panacea of spirit energy as a standard action. While it is in the womb the creature falls into a deep trance that lasts 10 minutes. During this time it is healed of 1d6 points of damage + 1 point per oracle level you possess (maximum +20). At 5th level, you can increase the duration of this trance to 1 hour to also heal 1d4 points of ability damage from each of the creature's ability scores. At 9th level you can incase a corpse for 24 hours to return it to life as *reincarnate*. The creature always returns to life as a member of your race and its physical features suggest that it is kin to you. In addition, the creature gains the spirit-touched simple template. At 13th level, all conditions are removed from the creature, as *heal*. At 17th level you can *reincarnate* a creature regardless of how much of its body remains. As long as the body has not been reduced to ash (such as from *disintegrate*), the creature can be reincarnated. A creature can only be affected by this revelation once every 24 hours.

*Spirit Calling (Su):* Once per day as a standard action, you can unleash a burst of spirit energy upon one creature within 30 feet of you. This creature must succeed on a Will save or suffer 1d6 points of damage + 1d6 additional damage per 3 oracle levels you possess. In addition, the creature suffers a –2 penalty on saving throws against your supernatural abilities for 24 hours. A suc-



successful Will save halves this damage and prevents the penalty on saving throws. You can use this ability twice per day at 8th level and three times per day at 11th level.

**Spirit-Touched Summons (Su):** Creatures you summoned are called from the spirit realm, and as a result they possess the spirit-touched simple template. See Chapter 6 for details regarding spirit-touched creatures.

**Untether Soul (Su):** You become incorporeal as a standard action as you expel your soul from its coil, causing your body to crumple into a heap. A faint, shimmering cord connects your incorporeal soul to your body. The cord is only visible on the ethereal plane. Your body and soul share all aspects of your being, including depletable statistics such as hit points, and if either soul or body dies, the other dies as well. Your gain the usual traits associated with incorporeal creatures, but your incorporeal defenses do not affect damage dealt to your body. You can remain incorporeal for a number of minutes equal to your oracle level. These minutes do not need to be used consecutively, but they must be spent in 1-minute increments. Reuniting your soul and body is a full-round action that requires you to be adjacent to it. If the distance between you and your body exceeds 100 feet per oracle level, the tether connecting your body and soul snaps, killing you instantly. You must be at least 3rd level to select this revelation.

**Vision of Terror (Su):** Once per day, you can overwhelm your enemies within a vision of terror. This functions as *mirage arcana*, except that each creature views the illusion differently, seeing the one scene or series of events that it finds disturbing or horrifying. A creature that believes the illusion must attempt a second Will save, and on a failed save the creature becomes panicked for as long as it remains within the mirage, attempting to exit as quickly as possible, even if doing so puts it in harm's way. After exiting the mirage, the creature is shaken for 10 minutes per oracle level you possess. A creature that succeeds on the second Will save is shaken for as long as it remains within the mirage and for 10 minutes after leaving it. You can use this ability twice per day at 17th level. You must be at least 11th level to select this revelation.

**Final Revelation:** Upon reaching 20th level, the oracle becomes immune to charm and compulsion effects, death effects, negative levels, and possession (such as *magic jar*). Each day after regaining your spell slots, add one spell on any divine spellcasting class's spell list to your list of spells known until the next time you regain your spell slots. If the spell has multiple levels, use the highest.

## Spirit Medium

The spirit medium is a messenger who regularly communes with the spirit realm. Spirit mediums are rare, as spirits quickly learn of the presence of a youthful medium and often suffocate them with their influences, much as how fearful drowning victims will drag their saviors into the depths. Spirit mediums are ever wary of this danger, as the spirits view them as nothing more than tools to accomplish their ends.

**Bind Spirit:** A spirit medium can seal pacts with spirits. The character's binder level equals his or her oracle level, and a spirit medium binds spirits as an occultist of that same level.

**Curse of the Medium:** A spirit medium is sensitive to the plight of spirits both occult and natural and from the moment the character manifests an oracle's curse, these spirits buffet a spirit medium like endless waves against a rocky shore, wearing the medium's resolve away. This constant struggle has several negative side effects. First, a spirit medium gains none of the benefits of listed by the oracle curse's curse class feature. A spirit medium can possess the dual cursed archetype, in which case neither curse provides the character with any benefits. In addition, a spirit medium suffers a -2 penalty on Will saves and the character always suffers the influence of all spirits that the character initiates a pact with, even when the spirit medium makes a good pact. Feats and effects that suppress or mitigate a spirit's influence provide no benefit to a spirit medium, such as *Unyielding Personality*.

**Seer (Ex):** Add the following spells to the spirit medium's list of spells known at the indicated levels: *identify* (2nd), *augury* (4th), *clairaudience/clairvoyance* (6th), *divination* (8th), *contact other plane* (10th), *true seeing* (12th), *greater scrying* (14th), *discern location* (16th), *foresight* (18th). This replaces the oracle's ability to add all cure or inflict spells to her list of spells known.

**Revelations:** A spirit medium must select the following revelations at the indicated levels.

**Wisdom of the Spirits:** This revelation functions as wisdom of the ancestors, from the ancestor mystery in *PATHFINDER ROLEPLAYING GAME ULTIMATE MAGIC*. The spirit medium must select this revelation at 3rd level.

**Veiled Meditation (Su):** You can attempt to commune with the denizens of the spirit realm. Doing so requires a mat scrawled with the letters of the alphabet and a planchette as a material focus. You concentrate for 2d6 rounds (as if maintaining a spell with a duration of concentration) as the planchette slowly begins moving across the board. At this time, you may ask the spirit questions, to which the spirit responds in a language you can understand with either "yes," "no," or "maybe." A truthful spirit will answer with "maybe" if the GM determines that it does not know the answer to the question. The GM rolls d% to determine if the spirit answers truthfully or with a lie. The chance for a truthful answer is equal to 40% + double the spirit medium's level. Each time you ask a question, there is a chance that the spirits will take vengeance. After asking a question, the spirit medium must succeed on a Will save or suffer a -1 penalty on attack rolls, saving throws, skill checks, and AC as though the spirit medium disobeyed a spirit's personality influence. The DC equals 15 + 2d6; determine the DC randomly each time a question is asked. A spirit medium can ask a number of questions each day equal to ½ the spirit medium's level. The spirit medium must select this revelation at 11th level.

**Recommended Mysteries:** ancestor, dark tapestry, spirit realm.



## SUMMONER

Those who dabble in the affairs of outsiders seldom care where their power is coming from, and many a summoner has called upon the denizens of the spirit realm without ever realizing it. Some occult scholars theorize that eidolons themselves, as alien as they are, may herald from this enigmatic realm and only appear in the mortal realm when unfettered by the death of its master.

This section includes several new eidolon evolutions as well as a new archetype, focused on gaining a powerful occult companion from the denizens of the spirit realm.

### Evolutions

The following new evolutions can be taken by any eidolon that meets the prerequisites.

#### 1-Point Evolutions

The following evolution costs 1 point from the eidolon's evolution pool.

**Spirit-Touched (Su):** The eidolon is spirit-touched, granting it 1 minor granted ability from a 1st level spirit of the summoner's choice. Each time the eidolon is summoned, it manifests the same granted ability as well as the physical sign and influence of that spirit.

#### 2-Point Evolutions

The following evolution costs 2 points from the eidolon's evolution pool.

**Absorb Occult Energy (Su):** Whenever the eidolon successfully strikes a creature with an unarmed attack, natural attack, or touch attack, the struck creature must succeed on a Will save (DC equals  $10 + \frac{1}{2}$  the eidolon's hit dice + its Charisma modifier) or have 1 random minor granted ability the target possesses stolen from them. The minor granted ability becomes suppressed for 24 hours and the eidolon enjoys its benefits for 1d4 minutes before it fades away. This ability cannot steal vestigial companions.

### Spirit Caller

Not all who summon spirits do so for personal power. Some are more than willing to use occult creatures to do their bidding, bargaining with the spirits in order to gain minions to carry out their ends. The spirit caller is such an individual, a master of altering pacts in order to gain powerful creatures to serve them.

**Summon Spirit (Su):** A spirit caller does not summon an eidolon as most summoners do. Instead, a spirit caller binds spirits, exactly as an occultist. The spirit caller's binder level equals the character's summoner level, and a spirit caller binds spirits as an occultist of that same level. On a successful pact, however, the spirit departs the seal, leaving the spirit caller with only the

ability to manifest and suppress the spirit's physical sign, as well as its influence if the spirit caller made a poor pact with the spirit. However, whenever the spirit caller shows a spirit's physical sign the spirit caller gains that spirit's vestigial companion, which manifests in a space adjacent to the character. The vestigial companion has access to all of its spirit's granted abilities except the one that must be traded in order to gain the vestigial companion. For example, in order to gain Aza'zati's vestigial companion, a binder must replace the *smaller is better* granted ability, so the spirit caller's vestigial companion does not possess this ability either.

The vestigial companion only exists while the spirit caller shows the spirit's sign. Suppressing the spirit's sign causes the vestigial companion to immediately disappear. If the vestigial companion is called back by showing the spirit's sign once more, it returns with the same hit points, ability damage, and conditions it suffered when it was last present. Time spent with the spirit's sign hidden counts against the duration of any spell effects that the vestigial companion might have been benefiting from, as well as how many rounds the spirit's major granted ability is expended. If the vestigial companion is slain, a new one cannot be summoned until a new pact with a spirit is made.

The spirit caller cannot bind spirits whose vestigial companion is not an animal companion, familiar, eidolon, mount, or similar creature. Even a multiclass spirit caller suffers this restriction. The vestigial companion uses the spirit caller's Charisma bonus and binder level when determining the benefits of granted abilities. The vestigial companion is treated as an eidolon for the purpose of how spells, class abilities, and similar effects interact with it. This ability functions as bind spirit for the purpose of qualifying for feats, prestige classes, and similar abilities. This ability replaces eidolon.

**Evolve Vestigial Companion:** Whenever a spirit caller makes a good pact with a spirit, the spirit's vestigial companion gains a number of evolution points equal to half of the difference between the spirit's binding DC and the spirit caller's binding check result, up to a maximum number of evolution points equal to half of the character's summoner level. The spirit caller can use these points to add evolutions to the vestigial companion as though it was an eidolon. The vestigial companion has a base form that most closely resembles its actual form for the purpose of meeting the prerequisites of evolutions. For example, a dragon is a quadruped while a viper would be serpentine. When no base form is appropriate (such as a lantern archon), the GM has the final say. This ability replaces summon monster.





## WITCH

Of all vocations, few are better suited to the occult arts than the witch. Many witches who dabble in the occult walk this path on behalf of one or more spirits, who see the witch as a potential vessel through which they can experience the world. They possess (or create) animals or other creatures and approach the would-be witch with a bargain for power, using both witch and familiar to taste reality in exchange for occult power.

This section introduces a new archetype that uses the familiar as a conduit with which to commune with spirits.

### Spirit Drudge

A thrall of sorts to occult forces, a spirit drudge uses an occult familiar to harbor spirits, channeling its powers to wield the otherworldly force of spirits.

**Occult Familiar:** A spirit drudge can seal pacts with spirits. The spirit drudge's binder level equals the character's witch level, and a spirit drudge binds spirits as an occultist of that same level. A spirit drudge uses Intelligence in place of Charisma on binding checks and when calculating the effectiveness of granted abilities.

A spirit drudge uses a familiar as a bridge between reality and the spirit realm. For this reason, a spirit drudge houses bound spirits within the familiar. A multiclass spirit drudge must house all bound spirits within the familiar. This follows the same rules for sealing pacts with spirits. As a result, it is the familiar, not the occult drudge, that is able to show or suppress a spirit's sign if a good pact is made and it is the familiar that is forced to show the spirit's sign and suffer its personality influence if a poor pact is made.

A familiar is unable to call upon a spirit's powers without assistance and gains none of the benefits of being bound to a spirit. While a familiar is showing a spirit's sign, the spirit drudge gains access to all of the spirit's powers, including granted abilities, the spirit's favored allies and enemies, its physical sign (and influence if a poor pact was made), and so forth. Both spirit drudge and familiar can cause the influence penalty to accrue and exorcism attempts can be made against either the spirit drudge or the familiar to prematurely end a pact. Use the higher Will save bonus between the spirit drudge and the familiar

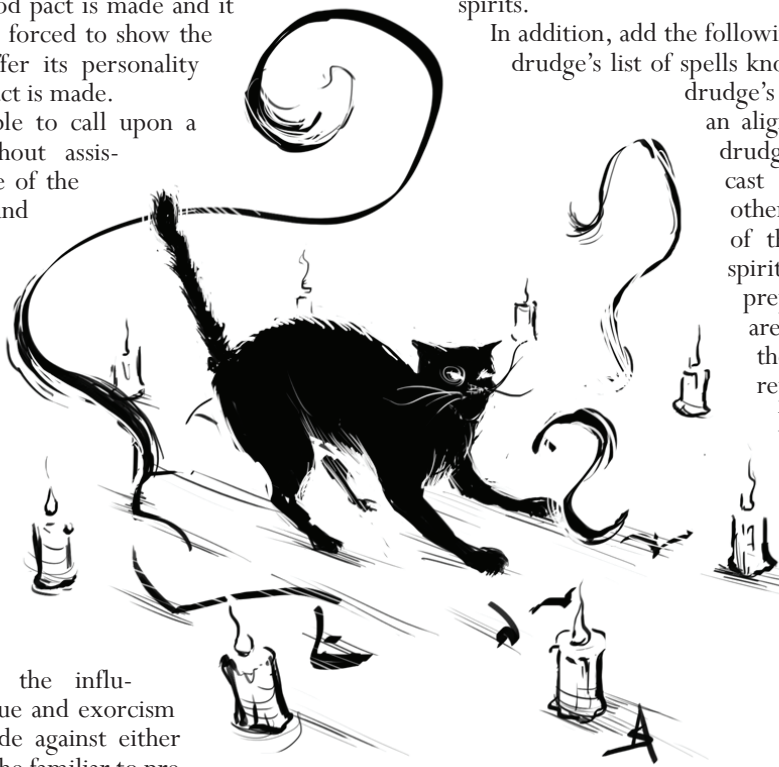
against the spirit's influence or when attempting to resist an exorcism attempt.

If a familiar is slain, any spirits bound to it return from whence they came, causing the spirit drudge to lose access to the spirit's powers. Both the spirit drudge and the familiar must be on the same plane and within 30 feet of each other in order for the spirit drudge to receive a bound spirit's benefits. A familiar that is merged with the spirit drudge (such as from a tattooed sorcerer's tattoo familiar) does not supply a bound spirit's benefits to the occult drudge. Both spirit drudge and familiar are considered each other's vestigial companions at all times, preventing a spirit drudge from gaining a spirit's vestigial companion. A multiclass spirit drudge retains this restriction and all spirits that a multiclass spirit drudge is bound to are housed within the familiar.

If a spirit drudge gains any feats or class features that alter the pactmaking process (such as Flexible Pactmaking) the familiar can benefit from this knowledge, applying it to any pacts that the familiar makes. This ability functions as bind spirit for the purpose of qualifying for feats, prestige classes, and similar abilities. This ability alters the witch's familiar and replaces hex, major hex, and grand hex.

**Occult Patron:** At 1st level, a spirit drudge selects a patron from among the 13 constellations to serve as a patron constellation. The spirit drudge cannot seal pacts with a spirit whose constellation opposes the patron constellation. Also, reduce the occult sadist's binder level by  $\frac{1}{2}$  when making binding checks with unaligned spirits.

In addition, add the following spells to the spirit drudge's list of spells known. While the spirit drudge's familiar is bound to an aligned spirit, the spirit drudge can prepare and cast these spells as any other witch spell. If all of the familiar's aligned spirits are expelled, any prepared patron spells are lost along with the spirit. This ability replaces the witch's patron spells.





## Spirit Drudge Bonus Spells

A spirit drudge gains spells from one of thirteen constellations listed below.

**Angel:** 1st—sanctuary, 2nd—compassionate ally†, 3rd—prayer, 4th—spiritual ally\*, 5th—cleanse\*, 6th—serenity†, 7th—joyful rapture†, 8th—euphoric tranquility\*, 9th—wish

**Beast:** 1st—call animal\*, 2nd—animal aspect‡, 3rd—beast shape I, 4th—cape of wasps†, 5th—baleful polymorph, 6th—beast shape IV, 7th—greater polymorph, 8th—animal shapes, 9th—shapechange

**Dark Beyond:** 1st—ray of enfeeblement, 2nd—twisted space‡, 3rd—deeper darkness, 4th—black tentacles, 5th—suffocation\*, 6th—conjure black pudding†, 7th—reverse gravity, 8th—orb of the void†, 9th—interplanetary teleport†

**Dragon:** 1st—burning hands, 2nd—elemental touch\*, 3rd—draconic reservoir\*, 4th—dragon's breath\*, 5th—fire snake\*, 6th—form of the dragon I, 7th—form of the dragon II, 8th—form of the dragon III, 9th—meteor swarm

**Fiend:** 1st—cause fear, 2nd—death knell, 3rd—suggestion, 4th—aura of doom†, 5th—feeblemind, 6th—unwilling shield\*, 7th—plague storm†, 8th—frightful aspect†, 9th—energy drain

**Hero:** 1st—moment of greatness‡, 2nd—shield other, 3rd—heroism, 4th—freedom of movement, 5th—spell resistance, 6th—heroes' feast, 7th—mage's sword, 8th—binding, 9th—heroic invocation‡

**Mage:** 1st—magic missile, 2nd—blur, 3rd—arcane sight, 4th—dimension door, 5th—mage's faithful hound, 6th—mage's lubrication, 7th—mage's magnificent mansion, 8th—clone, 9th—mage's disjunction

**Noble:** 1st—command, 2nd—enthrall, 3rd—hold person, 4th—charm monster, 5th—dominate person, 6th—repulsion, 7th—mass hold person, 8th—demand, 9th—overwhelming presence

**Scholar:** 1st—identify, 2nd—locate object, 3rd—tongues, 4th—screaming, 5th—contact other plane, 6th—legend lore, 7th—circle of clarity†, 8th—discern location, 9th—astral projection

**Seer** 1st—true strike, 2nd—see invisibility, 3rd—blood biography\*, 4th—divination, 5th—true seeing, 6th—analyze dweomer, 7th—greater scrying, 8th—moment of prescience, 9th—foresight

**Skull** 1st—chill touch, 2nd—haunting mists†, 3rd—animate dead, 4th—blight, 5th—slay living, 6th—undead anatomy III†, 7th—finger of death, 8th—create greater undead, 9th—wail of the banshee

**Thief:** 1st—detect secret doors, 2nd—knock, 3rd—gaseous form, 4th—shadow step†, 5th—secret chest, 6th—getaway\*, 7th—phase door, 8th—screen, 9th—refuge

**Tree:** 1st—shillelagh, 2nd—barkskin, 3rd—burst of nettles†, 4th—arboreal hammer†, 5th—tree stride, 6th—liveoak, 7th—animate plants, 8th—control plants, 9th—wooden phalanx†

For spells marked with a \*, see PATHFINDER ROLEPLAYING GAME ADVANCED PLAYER'S GUIDE.

For spells marked with a †, see PATHFINDER ROLEPLAYING GAME ULTIMATE MAGIC.

For spells marked with a ‡, see PATHFINDER ROLEPLAYING GAME ULTIMATE COMBAT.

## LEGEND OF AL'KRA

Not all of the occult legends that occult scholars spend their lives searching for take the form of epic tales and forgotten stories. An occult scholar must search all manner of records when searching for traces of occult lore, and one of their favorites are children's rhymes and ghost stories, for children often do an impeccable job of documenting the occult in the form of catchy tunes and lyrics. The following legend is an example of such.

*The sun hung low beneath the sky as Father did approach,  
The ancient feywood forest where few men would dare encroach.  
Fell whispers sneered and twigs did snap as deeper Father roamed.*

*Braving Blackwood just to see his son come safely home.*

*Barely ten paces in the wood chills shivered down his spine.  
As seeds of doubt and dreadful fear spread throughout his mind.  
The oaks climbed high into the night obscuring Luna's glow,  
Until at last by chance he passed the Faceless Man's willow.*

*Here in the eldest wood the moon and stars shone cruelly down.  
Upon Father whose eyes transfixed on grisly sights around.  
For 'cross the wood strung from the trees were bleeding burlap sacks.*

*Marked with names of children lost and parent's sins attached.*

*He found his name among the rest with tears welled in his eyes.  
A Kralie for unfaithfulness was gutted, bleed, and died.  
Father screamed into the night with sorrow and remorse.  
And that's when He emerged to let cruel justice run its course.*

*His face as pallid as the moon without a stare or grin.  
No eyes transfixed upon his face, no window to within.  
Without a sound the Faceless Man stood firm and watched his prey,  
Who knew that he now was to share his son's fate on that day.*

*The Faceless Man approached with dread gliding 'cross the ground.  
From horrid face to slender limbs ne'er once making a sound.  
Father stood trapped in place by both solace and his fear,  
Accepting that his life would end when the Faceless Man drew near.*

*By dawn's first light the townsmen found Father dangling from the trees,  
And at his feet the broken husk of cherished A. Kralie.  
The men and women never found who murdered man and son,  
All save the children who came to blame a thing called Faceless One.*



# CHAPTER

## 2

# SKILLS & FEATS



This chapter expands upon the rules presented in PACT MAGIC UNBOUND VOL. 1. It details how various skills can be used in conjunction with pact magic and adds new feats for characters to select.

## SKILLS

The following new rules are useful to binders when making skill checks relevant to their occult craft.

### Bluff

Bluff is used to hide the use of a granted ability, either by making yourself look inconspicuous or by attempting to mirror the somatic and verbal aspects of spellcasting. If you do not attempt to hide the use of your granted abilities, an onlooker can realize that your powers are not mere spellcasting with a DC 15 Perception check, noting the lack of concentration that characterizes supernatural abilities.

Onlookers attempt a Sense Motive check opposed by your Bluff check to see through your deception. An onlooker that successfully surpasses your Bluff check gets to immediately make a free Perception check to realize that your powers are neither arcane nor divine.

### Disguise

Disguise is used to hide the physical sign of a spirit that you are currently showing. This is represented by a Disguise check made against an onlooker's Perception check. If you succeed, no one noticed anything odd about your appearance. Creatures that beat your Perception notice your physical sign, realizing instantly that it is not naturally occurring. The character can then immediately attempt a Knowledge (arcana) check to identify the spirit via its physical sign.

A GM can choose to award onlookers a bonus on Perception checks based on how difficult the physical sign is to conceal. A minor physical sign, such as a change in hair or skin color, grants the onlooker a +2 bonus. A noticeably strange or hard to explain physical sign, such as growing a tail or similar changes in physical body, grants the onlooker a +4 bonus. A physical sign that is almost impossible to explain or obviously occult, such



as a spirit's seal covering your face, grants the onlooker a +8 bonus.

## Knowledge

Knowledge (arcana) is the primary knowledge skill used when determining occult lore, though other Knowledge skills can be used in specific cases. Knowledge skills have two primary uses with pact magic: identification and research.

**Identification:** Table 2-1: Knowledge Checks lists the most common uses of Knowledge (arcana) when used to identify occult creatures or powers. As with all Knowledge skills answering questions in the occult field has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

TABLE 2-1: KNOWLEDGE CHECKS

Task	Skill	DC
Identify aura using <i>detect pact spirits</i>	Arcana	15+spirit level
Identify occult effect that is in place	Arcana	20 + spirit level
Identify occult materials or items manufactured via occult power	Arcana	20 + spirit level
Identify a spirit via its physical sign <sup>1</sup>	Special <sup>1</sup>	Special <sup>1</sup>

<sup>1</sup> Identifying a spirit via its physical sign can be done with either Knowledge (arcana) or Knowledge (planes). The DC is equal to 10 + the target binder's level + the target's Charisma modifier.

TABLE 2-2: KNOWLEDGE TASKS

Spirit Lore	Skill	DC
Ceremony and seal	Arcana	30 + spirit's level
Legend and totems	History	30 + spirit's level
Physical sign and favored allies and enemies	Religion	30 + spirit's level
Manifestation and constellation	Planes	30 + spirit's level

**Research:** Binders can use Knowledge skills to research new spirits to bind. Doing so is complicated work and requires the use of several different skills combined together, as detailed on Table 2-2: Knowledge Tasks. In order to research a new spirit to bind, the binder must succeed on four Knowledge checks which are used to gain specific pieces of spirit lore. It should be noted that binders can be taught these components by other binders or find them in gnostic tomes without needing to perform this research. That said, possessing this lore is insufficient to seal a pact with a spirit. The binder must also have a sufficiently advanced maximum spirit level, as shown in Chapter 1 of PACT MAGIC UNBOUND VOL. 1.

Knowledge (planes) is used to identify creatures that are occult in origin. Unless a character possesses intimate knowledge of occult entities (usually because they are binders themselves), the DC to identify occult creatures is 15 + the monster's CR. A character who

possesses intimate knowledge reduces the DC to 10 + the monster's CR.

**Optional Rule:** A GM can choose to grant a researcher a +5 bonus on Knowledge checks made to research a spirit for each prior task that has succeeded. For example, a binder that discovered the spirit's ceremony might receive a +5 bonus on the Knowledge check made to discover its legend.

**Note:** A GM is allowed to grant pieces of this information without requiring a binder to make Knowledge checks. For example, while adventuring in a forgotten crypt, the binder might discover a new spirit's seal, which fulfills the Knowledge (arcana) requirement.

## Use Magic Device

Use Magic Device is used to activate pact magic items. Using a pact magic item is identical to using any other pact magic item except when it comes to emulating class features and activating magic items blindly. Emulating a class feature is exceptionally difficult when pact magic is uncommon. Use the following options to determine how difficult it is for a character to emulate or blindly activate magic items that are occult in origin.

**Pact Magic is Scarce:** In a world where pact magic is scarce, it is all but impossible for inexperienced individuals to use pact magic items. Emulating a class feature (usually the bind spirits class feature) is impossible and the DC to activate a pact magic item blindly is DC 30 instead of the usual DC 25.

**Pact Magic is Rare:** When pact magic is rare, well-learned people have heard of pactmaking and know how to use pact magic items. Emulating an occult class feature (usually bind spirits) is a DC 30 check and activating a pact magic item blindly is a DC 20 check.

**Pact Magic is Prominent:** In worlds where pact magic is prominent, use the standard values found in the PATHFINDER ROLEPLAYING GAME CORE RULEBOOK for determining the DCs of pact magic items.

## FEATS

The feats presented in this chapter are available to all characters and creatures that qualify. All feats presented in this chapter possess strong ties to the spirit realm and the beings that lurk there. As a result, these feats are best suited for occultists and characters that practice pact magic, though that shouldn't stop players from taking these feats as long as they can justify their choice to the GM.

This chapter includes the following types of feats.

### Grit Feats

Grit feats interact with the gunslinger's grit class feature and were introduced in PATHFINDER ROLEPLAYING GAME ULTIMATE COMBAT. These feats are appropriate for gunslingers as well as characters with the Amateur Gunslinger feat. Grit feats can be selected by gunslingers as bonus feats.



## Metamagic

Metamagic feats are feats that allow a spellcaster to augment a spell's effects by increasing the spell's level. Wizards can select metamagic feats as bonus feats. For the full rules involving the use of metamagic feats, see the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK*.

## Occult Feats

Occult feats were first introduced in *PACT MAGIC UNBOUND VOL. 1* and they represent feats that directly interact with the will of spirits or other occult forces. Occult feats can be selected by occultists as bonus feats.

## Teamwork Feats

Teamwork feats were introduced in *PATHFINDER ROLEPLAYING GAME ADVANCED PLAYER'S GUIDE* and they require two characters to meet certain requirements for either character to enjoy its benefits. Teamwork feats can be selected as bonus feats by cavaliers and inquisitors.

## Ability Share (Occult, Teamwork)

You and your allies can bestow the granted abilities of spirits you have bound with to one another.

**Prerequisites:** Minor Binding or bind spirit class feature.

**Benefit:** While you are bound to a spirit, you can touch an ally in order to bestow upon it one minor granted ability that benefits you. For 1 minute, you lose access to the selected granted ability while your ally gains access to it. The ally uses your binder level in place of its own and expends daily uses of your granted ability normally. If your pact with the spirit ends, your ally immediately loses access to the shared ability.

**Special:** A character can select this feat without meeting its prerequisites. If they do, they can receive granted abilities from their allies but they cannot bestow them upon other creatures.

## Commanding Facade (Occult)

You assume a tough front when dealing with spirits and enjoy more powers when you do not incur their wrath.

**Prerequisites:** Ability to bind spirits.

**Benefit:** When making pacts with spirits, you can choose to increase a spirit's binding DC by 2. If you successfully make a good pact with the spirit, increase your binder level with the spirit's granted abilities by 1. When your binder level reaches 4 and every 4 binder levels thereafter, increase the spirit's binding DC by an additional +2 and increase the bonus to your binder level by an additional +1, to a maximum of +12 to the spirit's DC and +6 to your binder level at 20th level.

## Extra Monstrous Aspect

You are noticeably more monstrous than your peers.

**Prerequisites:** Monstrous aspect class feature.

**Benefit:** You can bind one monstrous aspect to a spirit, as the unbound occultist class feature. An unbound occultist who selects this feat can bind one

additional aspect each day to one spirit.

**Special:** An unbound occultist may select this feat multiple times. See the unbound occultist in *PACT MAGIC UNBOUND VOL. 1*.

## Extra Pact Augmentation

You can augment your pacts more than your peers.

**Prerequisites:** Pact augmentation class feature.

**Benefit:** Whenever you make a good pact with a spirit and select pact augmentations, you may select 1 additional pact augmentation. You must follow all rules and restrictions regarding pact augmentations normally.

## Forfeiting Recovery (Occult)

You can sacrifice your bound spirit's potential in order to recover uses of a class feature or ability.

**Prerequisites:** Bind spirit class feature.

**Benefit:** As a full-round action, you can attempt to suppress a spirit that you are bound to in order to regain usage of a class ability that has a limited number of daily uses. (For example a cleric's channel energy or a cavalier's challenge.) After using this ability, you receive one use of a single limited use ability of your choice, subject to GM approval. In exchange, the highest-level spirit that you are bound has its granted abilities suppressed for 24 hours. During this time, you gain none of the spirit's benefits, cannot use it, and cannot expel or replace it by any means. In addition, using this feat forces you to show the spirit's sign and suffer its influence for the pact's duration as if you had made a poor pact with it.

**Special:** Characters that cast spells can use this ability to regain expended spell slots or prepared spells, regaining 1 spell slot of the highest-leveled spell they can cast or 2 spell slots of any lower-leveled spells they can cast. If the spellcaster prepares spells in advance, the previously expended spells are returned along with any metamagic feats that might have been used.

**Special:** A gunslinger, magus, or monk can use this ability to fully replenish resource pools (grit, arcane, and ki respectively).

## God Binder (Occult)

You worship a deity who smiles upon the art of pact magic and bestows power upon you through spirits.

**Prerequisites:** Minor Binding or bind spirit class feature, Wisdom 15.

**Benefit:** When you select this feat, choose 1 cleric domain granted by the god you worship. While bound to a spirit, you gain the 1st level domain power of the chosen cleric domain, treating your binder level as your cleric level.

**Special:** You can select this feat multiple times. Each time, select a new cleric domain offered by your god. If you fall out of favor with your god, you lose the benefits of this feat. Only gods that are benign towards pact magic can be selected with this feat.



### Jealous Guardian (Occult)

Your soul is jealously guarded by the spirits you bind with, making you resistant to mind-affecting abilities.

**Prerequisites:** Iron Will, Unyielding Personality.

**Benefit:** While bound to a spirit, whenever you fail a Will save against a mind-affecting ability, you may attempt a second Will save 1 round later at the same DC. You only receive this one additional chance to save against the mind-affecting ability.

### Occult Infusion (Metamagic, Occult)

You are able to imbue your spellcasting with the touch of the spirit world, making your spell difficult to predict.

**Prerequisites:** Ability to cast 2nd level spells, ability to bind spirits.

**Benefit:** You infuse your spells with the touch of the occult, allowing the whispers of spirits to subliminally guide you as you cast the spell. If you would be required to make a concentration check to avoid losing an occult infused spell, you automatically succeed on that concentration check. An occult infused spell uses up a spell slot two levels higher than the spell's actual level.

**Special:** If you prepare spells in advance, you must be bound to a spirit when you prepare an occult infused spell and when you attempt to cast it. If you spontaneously cast spells, you need only be bound to a spirit when you attempt to cast an occult infused spell.

### Practiced Binder

You are exceptionally good at pact magic, even when dabbling in other professions.

**Benefit:** Increase your binder level by 4. This feat cannot cause your binder level to exceed your character level.

### Reserve Spirit (Occult)

You have learned how to store an additional spirit in reserve for later.

**Prerequisites:** Ability to bind spirits, binder level 6.

**Benefit:** Each day you may seal a pact with a reserve spirit. This functions as a pact made with any other spirit, except after the conclusion of the pact you gain none of the spirit's benefits except its physical sign, which you can show or suppress normally, and its personality influence if you made a poor pact with it.

While you are bound to another spirit, you can swap your bound spirit with your reserve spirit as a full-round action. You gain all of the reserved spirit's benefits and lose all of the bound spirit's benefits and all trace of the bound spirit vanishes. Lingering granted abilities end, bonuses disappear, etc. Your reserve spirit remains active for a number of minutes equal to your binder level. These minutes do not need to be used consecutively, but they must be spent in 1-minute increments. Replacing an active reserve spirit with your bound spirit is a full-round action but after exchanging spirits you are unable to do so again for 1 minute. After

your minutes run out, your pact with the reserve spirit ends and it returns from whence it came, immediately exchanging itself for your bound spirit. Even after the reserve spirit departs, you continue to suffer its physical sign and influence (if any) for 24 hours. You cannot seal a pact with a new reserve spirit while showing the physical sign or influence of a previous reserve spirit.

A reserve spirit's pact cannot be altered with feats, class abilities, or similar effects and is bound to any conditions that limit your binder level. A reserve spirit does not count against the total of number of pacts that you can bind with at once and they cannot be expelled via Expel Spirits but it can be exorcised. If a reserve spirit is exorcised, you cannot seal a pact with a new reserve spirit for 24 hours.

**Special:** A spirit caller who uses reserve spirit can use this ability to reserve a different vestigial companion to summon. Characters who bind spirits to animal companions, familiars, mounts, or similar creatures (such as the spirit drudge archetype) can use this feat to reserve an additional spirit on those creatures.

### Shoot the Heel (Grit, Occult)

You are able to utilize an otherworldly entity's hatred to better target your enemies' weak points.

**Prerequisites:** Grit class feature, ability to bind spirits.

**Benefit:** By spending 1 grit point, your firearm attacks ignore up to 1 point of damage reduction belonging to opponents that qualify as your bound spirit's favored enemy. At 5th level and for every 5 binder levels you possess thereafter, you can ignore 1 additional point of damage reduction, up to DR 5 at 15th level. This feat does not affect untyped damage reduction, such as DR 10/–, and stacks with Penetrating Strike.

### Unbreakable Resolve (Grit, Occult)

You are unmoving in your thirst for revenge.

**Prerequisites:** Grit class feature, ability to bind spirits.

**Benefit:** By spending 1 grit point as an immediate action, you gain damage reduction 1/– and energy resistance 5 against all attacks made against you by the favored enemies of any spirit you are currently bound to until the end of the turn. At 5th level and every 5 binder levels thereafter, the damage reduction increases by 1 and the resistance increases by 5, up to DR 5/– and energy resistance 20 at 15th level.

### Volatile Mind (Occult)

Spirits lash out in anger at any who would dare disturb their vessel.

**Prerequisites:** Iron Will, Jealous Guardian, Unyielding Personality.

**Benefit:** While you are bound to a spirit, whenever you succeed on a Will save against a mind-affecting ability you may choose to expend a major granted ability for 5 rounds as an immediate action in order to deal 1d6 points of damage per spirit level of the expended





granted ability to the creature that targeted you with this mind-affecting ability. A creature that is immune to mind-affecting abilities is also immune to this damage.

### **Willing Mutation (Occult)**

You willfully embrace the spirit's mutation of your body, allowing you some control over your transformation.

**Prerequisites:** Monstrous aspect class feature, Charisma 13.

**Benefit:** Whenever you roll to determine your monstrous aspects, you may increase or decrease your result by an amount up to your Charisma bonus (minimum 1). See the unbound occultist in *PACT MAGIC UNBOUND* VOL. 1.

### **Yielding Gambit (Occult)**

You can in to a spirit's demands in exchange for power.

**Prerequisite:** Bind spirit class feature, Unyielding Personality.

**Benefit:** While bound to a spirit that you sealed a good pact with, you can select a major granted ability that you have expended for any reason (except exorcism attempts) and immediately replenish it as a free action, allowing it to be used immediately. In exchange, your pact shifts from being a good pact to a poor pact. This feat cannot be used while you are flat-footed or denied your Dexterity bonus to AC for any reason. The spirit's influence cannot be suppressed or negated for any reason until your pact with the spirit ends.

**Special:** An occultist with an alteration secret can use this feat to apply an alteration secret to a major granted ability without increasing the number of rounds that it is expended for instead of replenishing an ability.







# CHAPTER

## 3

# SPIRITS

This section introduces 31 spirits in addition to those found within PACT MAGIC UNBOUND VOL. 1. These spirits range in level from 1st to 9th.

The spirits found within this book are no stronger or weaker than those previously introduced in PACT MAGIC UNBOUND VOL. 1. If the GM wishes to make these spirits additionally difficult to come across they reserve the right to, though many of the spirits found within this chapter tie in to the legends revolving around previous spirits. It is recommended that these spirits be placed in your campaign world alongside those found in other PACT MAGIC UNBOUND volumes.

This book is organized by spirit level, with spirits of a given level organized alphabetically. Table 3-1: Index of Spirits summarizes key spirit details.

### Introducing New Spirits

There are several ways to introduce new spirits to binder characters in a campaign.

**Freely Available:** Pactmakers know about these new spirits along those already introduced in PACT MAGIC UNBOUND VOL. 1. This is straightforward but perhaps not as much of a cause for lasting excitement. This option is particularly appropriate in settings where pact magic is prominent.

**Research:** Binders are able to discover these spirits with a bit of extra work and effort, often using the Knowledge Tasks described in Chapter 2 to facilitate the process. This option is particularly appropriate in settings where pact magic is rare or scarce.

**Found as Treasure:** These new spirits are only available as treasure. Typically, spirit lore is buried in an ancient library known only to a sentient monster or outcast fellow binder, or are similarly difficult to access. This option is particularly appropriate in settings where pact magic is scarce.

**Known by Constellation:** If a binder has a favorite constellation, perhaps designated by selecting the Constellation Focus feat in PACT MAGIC UNBOUND VOL. 1, he or she might automatically know or become able to select any new spirits that fall within this constellation. This option is also appropriate in settings where pact magic is rare or scarce.



**TABLE 3: INDEX OF SPIRITS**

Spirit Level	Spirit Name & Title	Binding DC	Constellation	Page No.
1 <sup>st</sup>	Forash, Prince of Spirits	17	Fiend	29
1 <sup>st</sup>	Marat, Guardian of Shields	15	Hero	31
1 <sup>st</sup>	Milo of Clyde, Detective of Despair	14	Scholar	33
2 <sup>nd</sup>	Al'kra, the Operated	16	Dark Beyond	34
2 <sup>nd</sup>	Humble Ohbai, Servant of the Elements	20	Scholar	35
2 <sup>nd</sup>	Lord Foxglove IV, Exchequer of Stolen Purse	17	Dragon	36
3 <sup>rd</sup>	Cornelius Button, Gardener of Dreams	18	Tree	38
3 <sup>rd</sup>	Obba, Ella, Atasha, the Dark Sisters Three	19	Thief	42
3 <sup>rd</sup>	The Nivea Nieces, Venomous Vixens	17 or 22	Beast	43
4 <sup>th</sup>	Ethaniel Midnight, The Inquisitive Torturer	21	Fiend	45
4 <sup>th</sup>	Johotek, the Throne of Heaven	21	Angel	47
4 <sup>th</sup>	Kandisha, The Desert's Revenge	22	Seer	48
5 <sup>th</sup>	Circe's Runes, Refuge of Pacts	23	Scholar	49
5 <sup>th</sup>	Green Glomairah, the World Tree	23	Tree	51
5 <sup>th</sup>	Noble Marius, Psychic Vampire	22	Skull	53
6 <sup>th</sup>	Death Howls, Knights of the Ghostlands	21	Beast	54
6 <sup>th</sup>	Merickel, Hero of False Destiny	23	Hero	55
6 <sup>th</sup>	Primordial Titans, Martyrs of the Betrayed	27	Noble	57
6 <sup>th</sup>	Rasputin, The Bleeding Ringmaster	26	Seer	58
7 <sup>th</sup>	The Elysium Choir, Innocence Slain	27	Angel	60
7 <sup>th</sup>	Jormungandr, He Who Circles the World	29	Tree	61
7 <sup>th</sup>	Lord Saruga, Soul Eater	27	Dragon	62
7 <sup>th</sup>	Yith'anu, The Body Snatched	27	Dark Beyond	64
8 <sup>th</sup>	Mana, Observer of Lost Magic	30	Mage	65
8 <sup>th</sup>	Overmind, Seneschal of Far Travels	28	Scholar	67
8 <sup>th</sup>	Rajah Amajaloma, Devourer of Souls	35	Fiend	68
8 <sup>th</sup>	Septigenius Maximus, Immortal God-King	33	Skull	70
9 <sup>th</sup>	The Beast that Births, Matron of Monsters	35	Beast	72
9 <sup>th</sup>	Brother Calvis, The Undying Monk	33	Angel	74
9 <sup>th</sup>	Kaylos, Master of Wishes	30	Fiend	75
9 <sup>th</sup>	The Worlord, First Among Heroes	33	Hero	77



## FORASH PRINCE OF SPIRITS

He from where all knowledge springs, Forash is willing to share the secrets of the cosmos with those who can afford him the appropriate price.



### Summoning Rules

The following describes the requirements and rituals for binding Forash.

**Spirit Level:** 1st

**Constellation:** Fiend

**Binding DC:** 17

**Totems:** You gain a totem bonus on binding checks if you meet some or all of these conditions:

» You speak Infernal, Abyssal, or some other language of an Evil outsider.

» You are versed in the folklore of fiendish contracts, requiring 2 ranks in Knowledge (planes).

» You sacrifice a real raven instead of the likeness of one.

**Ceremony:** You carve the likeness of a raven out of wood and light it ablaze, throwing the ashes into a bowl and anointing yourself with the ashes in Forash's name.

**Manifestation:** Forash manifests out of the bowl as a splendid demon upon a mule with a human face. He possesses a lion-like mane and is draped in jewels and purple garb. He beckons for the pact to begin, clearly impatient with you.

### Legend

Although the name of Forash is not well-known to most, to occult scholars it is a name that incurs both pride and dread, as occult legends say that the demon Forash taught the first binders the art of pact magic. In exchange for the knowledge, the demon was given mortal flesh, damning those foolish, power-hungry binders and forever sealing pact magic's role as a forbidden art. There are many legends and tales that evolved from the superstition surrounding how Forash might have become a spirit; the oldest and hardest to come by describes how Forash played an instrumental role in dethroning a king by turning his court wizard and sons against him.

### Granted Abilities

Forash grants the following abilities:

#### Major Granted Abilities

**Summon Fiend:** You can summon a fiendish servant. This functions as *summon nature's ally*, using your binder level as your caster level. The spell level of the *summon nature's ally* spell is equal to your maximum spirit level and all creatures summoned have the fiendish template, regardless of your level. You may only summon a single creature with this ability at a time and creatures sum-

moned by this ability last for 4 rounds before returning from whence they came. After the summoned creature is dismissed, this ability is expended for 5 rounds.

**Capstone Empowerment:** Creatures that you summon with *summon fiend* gain a +4 bonus to Strength and Constitution, as if you had the Augment Summoning feat.

#### Minor Granted Abilities

**Disappear:** You can turn invisible for 1 round as a swift action. This functions as *invisibility* in all other regards. You can use this ability a number of times per day equal to your binder level + your Charisma bonus.

**Forash's Lore:** You gain an insight bonus on Knowledge (history) and Knowledge (planes) checks equal to ½ your binder level. You may make checks with these skills untrained for the duration of the pact.

**Lion's Roar:** As a standard action you can let loose a mighty roar, dealing 1d4 points of sonic damage in a 20 foot line and deafening damaged creatures for 1d4 rounds. A successful Fortitude save halves the damage and prevents the deafened condition. At 5th level and every 5 binder levels thereafter this sonic damage improves by 1d4. You must show Forash's sign to receive these benefits.

**Unsettling Presence:** You radiate an aura of unsettledness that causes nearby creatures to act irrationally. Creatures within 30 feet of you must succeed on a Will save or be unable to ready actions or delay actions while within the aura. This effect lasts for 24 hours or until the pact ends. Creatures that succeed on their saving throw are immune to this ability for 24 hours. You must show Forash's sign to receive these benefits.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign:** Your hair grows wildly, becoming a natural mane on your shoulders that cannot be cut or groomed. Whenever you activate one of Forash's granted abilities, your mane ruffles as if wind were passing through it.

**Personality:** You are flighty and scandalous, prone to betraying others when they least expect it.

**Favored Ally:** Humanoid (goblinoids) and Outsider (creatures with the Evil subtype)

**Favored Enemy:** Humanoid (dwarves and elves)

### Vestigial Companion

You gain the service of a lion animal companion for the duration of the pact. This lion uses the statistics for a big cat found in the *PATHFINDER RPG CORE RULEBOOK*. Treat your binder level as your druid level to determine your animal companion's abilities. This granted ability replaces disappear.



# LEGEND OF FORASH

In the early days of the atlan people, before they drew together as a unified empire, twelve kings vied for control of the many islands. One king, Theykos of Atlan, commanded his court sorcerer Kontaros to procure magic to defeat his foes.

"Faithful Kontaros," the king said. "Our tropical gem is a small island, and foes surround us. The merchants complain of pirates sent by my fellow kings. What do you propose?"

"My noble king," Kontaros replied, "Travel between islands is difficult, and those with the greatest navies control the seas."

"Then you suggest we build a navy?" the king asked. "If so, we must tax the merchants, our only allies."

"You are wise to observe this paradox," Kontaros replied.

"That is why I propose we be the first to control the skies."

"We are intrigued," the king answered, and raised his brow. "If any sorcerer can succeed at such a task, it is you, old friend."

And so they parted for the day, and Kontaros returned excitedly to his tower to gather supplies. His magic would make an empire, and perhaps one day make him king.

"Where you are going?" his apprentices begged of him.

He spoke little and instructed one apprentice boy to prepare for travel. The boy stuck out his tongue at the others, knowing he was favored. Together, they hiked for three hours to the rim of the island's volcano. Waves of heat and spitting globes of lava danced in the air. There at the rim, Kontaros drew a magic circle and cast the most powerful spell he knew.

"Oh hear me, Forash, president of Hell's armies and commander of twenty-nine legions, I beseech your advice."

"How delightful," Forash boomed, appearing within the circle. He was a man nine feet tall with the head of a lion, a golden mane, bulging muscles, and crackling ruddy skin like iron coated with blood on fire.

Kontaros was confident and ambitious but not stupid. He had prepared an offering to ensure the fiend did not devour him.

"I offer you this apprentice of mine," Kontaros said in the fiend's infernal tongue. The apprentice was his best, crafty in many things, but ignorant of infernal speech.

"Scrawny," Forash replied, eyeing the nervous boy. "But his lips are thin and tight, suggesting he is quiet and crafty, and his hands will work themselves well in my shop."

"In exchange," Kontaros said, "I require aid to defeat my king's many foes who rule the seas with brash navies. I hope and trust there is some way to rule the skies above them all."

"You are clever in imagination," Forash answered. "In reward, I will do better than advise. I will teach you to bind the spirits of long-forgotten fiends onto your own flesh, blood, and bones."

At this, Kontaros fed his apprentice to Forash. To the boy's credit, he screamed only a little as he lost his hands. Forash then consulted his own master, Haures, and together they taught Kontaros the history of the multiverse, how to bind forgotten spirits, and how to evoke lesser fiends from the clouds.

In a dozen years, King Theykos commanded the skies with Forash's minions at his call. When a rival army approached,

Kontaros would summon a storm. As lightning crackled and thunder boomed, dozens of winged tarry devils would pour forth from the swirling clouds. As each rival king was defeated, Theykos rose in power, as did his sorcerer Kontaros.

But all was not perfect. Each calling of the sky devils required sacrifices at the volcano. Kontaros offered mostly war prisoners and criminals, but citizens groused. Moreover, even as the rival kings fell, a thirteenth king emerged. The prophets of yore called him the Shadow King. He brought huge black ravens.

One day, in the marble palace, Kontaros visited his king a last time. The king smiled grimly on his high gemmed throne.

"Old friend, my king," the sorcerer said, "I have bad news."

"Speak it, and hold nothing back."

"Though the tide has swelled in our favor for thirteen years, our last foe, the Shadow King, has routed our aerial forces."

"How can this be?" The king was incredulous. All remnants of the other kings had either conceded to Theykos or had joined with the Shadow King. Their sides were equal, but the sky devils should have given an Atlan victory.

Kontaros explained. "The fiend I spoke of, Forash, his sky devils did not arrive." He paused. "The pact I sealed with Forash was for thirteen years, and by the last moon, it ended."

"What can be done?" the king asked.

"How can I say this terrible news," Kontaros offered in a low voice. Next was a lie that he had to weave perfectly in order to gain the last prize that Forash offered. "The fiend demands a king's soul, your soul, in exchange for your people's welfare." He quickly added, "You could abdicate and crown one of your sons king, thereby saving yourself if you wish."

"No." Theykos rarely brooked weakness. With all his courage, he accompanied Kontaros up to the lip of the island's volcano. As they walked, Kontaros produced a potion from his cloak.

"Drink this, my king, and it will not hurt. Most importantly, you will fool the fiend, and your soul will fly free to the seven heavens where you belong." This last part was a lie.

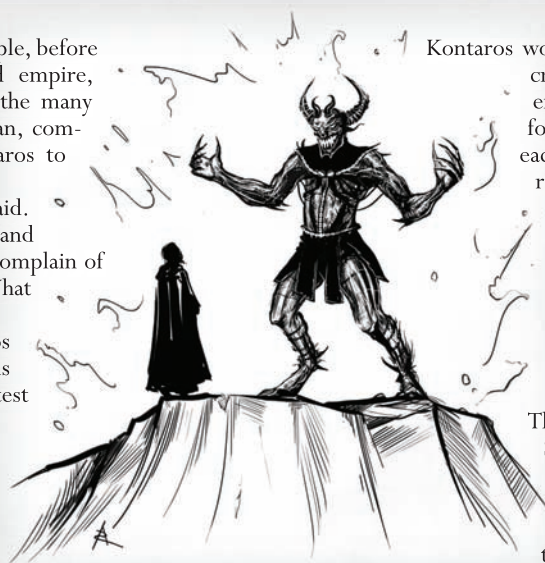
Theykos drank the potion, for he knew not what else to do. His mind grew cloudy. He stumbled and could not rise. He watched helplessly upon the sharp volcanic ground as Kontaros drew a magic circle around him and summoned Forash.

"Forash, grant me presidential power over all this empire."

"How delightful," Forash spat, appearing within the circle. "To dine on a king, so that a new king is made in my image."

As Theykos drew his last breaths, he cried out to Kontaros, "My friend, despite your betrayal, you did what I commanded of you to save our citizens. But you underestimate my spirit. By the gods, one day this empire shall fall. On that day, Forash will be sundered just as this island will be sundered, as punishment for misleading you, who I forgive with my whole heart."

Forash laughed as he devoured Theykos, but the clear blue sky stirred with distant thunder. The gods had heard King Theykos and in one thousand years to the day, would honor his curse.





## MARAT GUARDIAN OF SHIELDS

He is the construct who earned himself life beyond metal and gears. Marat grants those who wish to protect others the might of his iron body.



### Summoning Rules

The following describes the requirements and rituals for binding Marat.

**Spirit Level:** 1st

**Constellation:** Hero

**Binding DC:** 15

**Totems:** You gain a totem bonus on binding checks if you meet some or all of these conditions:

- » You are a gnome or possess mechanical know-how, requiring 2 ranks in Knowledge (engineering).
- » You speak Gnomish.
- » You bring many volumes of books into the seal worth a total of 50 gp.

**Ceremony:** You bring a child's storybook into the seal and open it to the tale of a woman with a green thumb.

**Manifestation:** The shifting of great gears echoes throughout the seal as two massive eyes open on the ground. A mechanical voice signals for negotiations to begin, saying, "I am awake and ready."

### Legend

Gnomes often tell the tale of a mechanic whose name was lost to time, simply referring to him as 'the Engineer' instead. According to legends, the Engineer and his wife were unable to have children of their own, so the Engineer set out to build himself a child. A gear golem was the result of the venture and the Engineer quickly fell in love with the 'son' he had created. His wife would hear none of this, so she banished her 'son' into the attic, hoping her husband would forget him. But he did not, and every day the Engineer taught his son and brought him books, and every night the son read of the beautiful, green world outside his attic. When the Engineer died, the wife wanted nothing to do with her husband's toys so she let her 'son' rust away and he was never heard from again. However, on beautiful summer nights, some gnomes claim you can hear Marat's joyous voice frolicking with every gentle breeze that sweeps across the green world that he craved to visit.

### Granted Abilities

Marat grants the following abilities:

#### Major Granted Abilities

**Defend the Ward:** As a move action, select 1 ally within 30 feet of you. You immediately swap places with the selected ally without provoking attacks of opportunity. This is a teleportation effect. After using this ability, it is exhausted for 5 rounds.

**Capstone Empowerment:** You can use *defend the ward* as a swift action instead of a move action. If your binder level is 10 or more, you can use this ability as an immediate action. If used in response to an attack against the target creature, the attack is made against you instead.

#### Minor Granted Abilities

**Bodyguard:** While you are bound to Marat, if an ally that is adjacent to you is attacked you may use an attack of opportunity to attempt an aid another action to improve your ally's AC. You may not use this action to improve your ally's attack roll. If you possess the Bodyguard feat, add your Charisma bonus (minimum 0) to the number of attacks of opportunity that you may take during a round instead. These attacks of opportunity can only be used to improve an ally's AC via Bodyguard.

**Marat's Body:** You can summon Marat's armored body as a full-round action. This is a masterwork suit of full-plate with which you are always proficient, improving based on your binder level. The armor's benefit improves with your binder level as noted below.

» 4th level: +1 *light fortification full-plate*

» 8th level: +2 *light fortification full-plate*

» 12th level: +3 *moderate fortification full-plate*

» 16th level: +5 *moderate fortification full-plate*

» 20th level: +5 *moderate fortification full-plate with spell resistance 13*

The full-plate ceases to exist if it is removed or if you summon a new suit.

**Marat's Shield:** While you are wearing Marat's body (see above), you gain a constant shield of force energy, as a *shield* spell.

**Unimpeded:** While you are bound to Marat, armor does not impede your speed and the armor check penalty you suffer from wearing armor or shields is reduced by half your binder level (minimum 0).

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign:** Your skin takes on a metallic sheen. Whenever you activate one of Marat's granted abilities, a ghostly visage of Marat's chassis enshrouds you.

**Personality:** Your mind wanders constantly, causing you to float into daydreams. Your eyes glaze over during such fits, which can be disconcerting to others.

**Favored Ally:** Construct (any)

**Favored Enemy:** Humanoid (gnomes)

### Vestigial Companion

You gain the service of an arbiter familiar for the duration of the pact. See the monster entry in *PATHFINDER ROLEPLAYING GAME BESTIARY 2*. Treat your binder level as your wizard level to determine your familiar's abilities and if you qualify for the familiar. You are treated as lawful neutral for the purpose of adjudicating the familiar. You cannot select Marat's vestigial companion if your binder level is not 7th level or greater. This ability replaces bodyguard.



# LEGEND OF MARAT

"I am awake and ready," Marat announced, its senses now suddenly inundated with light, smells, and sounds.

"Good," its master said. The master, a gnome named Mage Habagos, was touching Marat's chassis to make adjustments.

"Why am I missing an arm?" Marat asked, unsure if it could safely move. It would wait for the master's instructions.

"Oh that," the master said, "I'm crafting an upgrade for you, but it will take a few days and I need to confirm you're still functional." Marat wondered why it might not be functional, or where—if anywhere—it went when it was not functional.

"Can I die?" it asked the master. The master chuckled and described how the night before, two assassins sent by the jealous Mage Portos had broken into the lab. If it were not for Marat's sleepless acuity the master would not have lived.

"You are very lucky," the master explained to him. "I crafted your magic very carefully, so that even if Mage Portos himself uses a disintegrate spell on you, I can craft a new chassis to house your spirit." The mage looked up to Marat, who was at least three feet taller than he was, as tall as most of the human workers who came now and then to help. "You see, my son, you will live forever," the master added with the pride of a father in his heart.

Later that afternoon, Marat moved crates and then mixed dangerous alchemical concoctions. Afterwards, time passed as it stood and did nothing except listen to birds as the master napped. Marat wondered, what if it could sing too. It considered, to live forever meant an unlimited amount of time.

"Master," Marat asked while serving dinner, "Can I learn anything?"

The master sighed, for his creation was yet imperfect. "Alas, you only learn the spells I place into you, beyond what you knew at birth, from the livewood graft, at least so far. Patience, Marat. I am working on expanding your repertoire."

Marat contemplated all night long as it stood near a window in view of the dark twinkling heavens. The master often read books; Marat considered, perhaps I shall try a book. It sat in the twilight and read about a girl who grew up in a farm town. She sorted seeds and hauled water, and later spoke to plants to defend her town against marauding hobgoblins. Then she got old and died. Marat wondered why someone would write about this.

Marat did not mention to the master this reading since the

master did not ask.

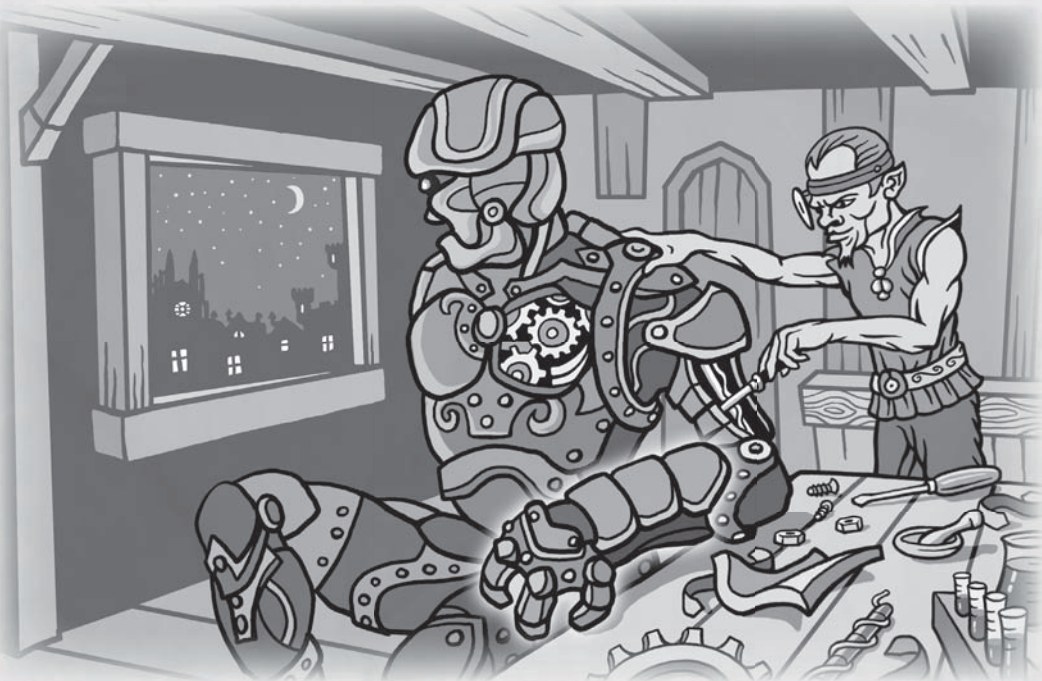
The next night, Marat found itself speaking to the girl from the book. Her name was Green Glomairah. Then Marat awakened as if from a dream.

The daily routine continued, moving crates and mixing potions. Marat might bump its head when it forgot to stoop.

Less than a week later the master fitted it with a new arm, which was enhanced with a shield spell. The master whooped and laughed as they tested it. The master generated magical missiles, which frightened Marat, but the shield deflected the missiles harmlessly, and the missiles dissipated.

Then the master took his nap but he did not wake up as usual.

"Master," Marat said, nudging his body, for it was dark and



dinner was getting cold. The master's body was cold, like Marat's own.

There was a funeral. Marat considered, the master did not appear very old for a gnome, but the master's daughter and her family did not seem surprised by his passing.

"And what shall we do with it?" the daughter asked her husband, referring to Marat.

"I'll hire some humans to carry it to the attic. Perhaps we can sell it to Mage Portos." The husband laughed, as if he did not know about the assassins. In any case, workers indeed took Marat to the attic but no new master ever came.

Over the years, ivy and honey-flowers crept like a blanket over the attic, and Marat passed the time dreaming and talking to Green Glomairah. She taught Marat with her sweetness.

One night, a flood inundated the house.

A few years later, Marat observed from the attic window as plague left the city barren.

Moons and countless seasons passed.

Marat rusted.

Centuries passed, its body was gone. Yet Marat found itself still awake, and still dreaming.



**MILO OF CLYDE****DETECTIVE OF DESPAIR**

A cynical detective, Milo of Clyde grants his power to those who would continue his mortal life's work.

**Summoning Rules**

The following describes the requirements and rituals for binding Milo of Clyde.

**Spirit Level:** 1st

**Constellation:** Scholar

**Binding DC:** 14

**Totems:** You gain a totem bonus on binding checks if you meet some or all of these conditions:

» You sully the likeness of the seal of Obba, Ella, Atasha. If you accept this totem, you cannot bind with this spirit until Milo of Clyde departs from your soul.

» You have not committed a serious violation of law within the last 24 hours. Typical crimes include battery, mayhem, murder, rape, robbery, and so forth.

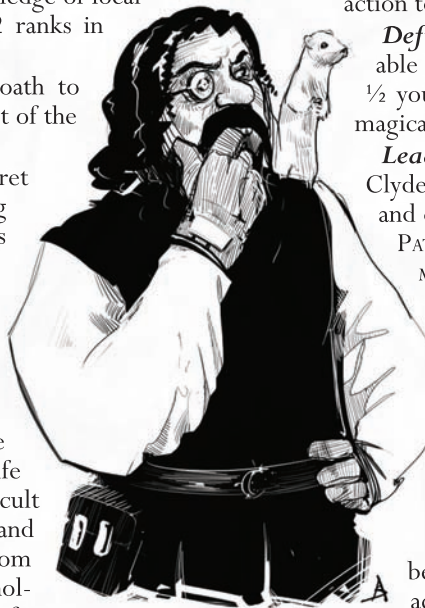
» You possess advanced knowledge of local laws and customs, requiring 2 ranks in Knowledge (local).

**Ceremony:** You swear an oath to uphold both the letter and spirit of the laws of any lands you visit.

**Manifestation:** A white ferret scampers into the seal, climbing up onto your shoulder. It speaks with a husky dwarf's voice, telling you to pull the lead out and begin.

**Legend**

As far as spirits go, Milo is unique because he is both able to recall most of his mortal life and is willing to share it with occult scholars who earn his trust and favor. The once-dwarf herald from a city called Clyde, occult scholars having stylized the spirit after this city as a result of this revelation. Milo was an investigator in the Gray City, enforcing the law with a vigilante's sense of justice. Milo loathed those who would take advantage of the innocent, believing such people were corrupt by nature and were irredeemably scarred. Milo spent most of his career hunting down such individuals and punishing them by the full extent of the law. Tragically, Milo developed a cynical view of mortal life because of his line of work and chose to live alone, save for his pet ferret. Even a man as hardened as Milo has certain needs, however, and Milo warmed up to a beautiful woman who came to him hoping he could help her claim her family's wealth. Little did he know that this woman was exactly the sort of person that Milo



wished thrown behind bars, and her inevitable betrayal cost the detective his life and sealed his fate as a spirit.

**Granted Abilities**

Milo of Clyde grants the following abilities:

**Major Granted Abilities**

**Milo's Lucky Break:** As an immediate action, you can convert any lethal damage that you would suffer during the turn this ability is used into nonlethal damage. If you are immune to nonlethal damage, this ability does not benefit you. After using this ability, it is expended for 5 rounds.

**Capstone Empowerment:** Milo's lucky break can target one ally within 30 feet of you, allowing you to convert any lethal damage the target would suffer into nonlethal damage during the turn this ability is used.

**Minor Granted Abilities**

**Amazing Reload:** While bound to Milo of Clyde, you can load any crossbow, firearm, or sling as a swift action. At 12th level, you no longer need to spend an action to reload these weapons.

**Deft Fingers:** You gain an insight bonus on Disable Device and Sleight of Hand checks equal to ½ your binder level. In addition, you can disarm magical traps as a rogue.

**Lead Slinger:** While you are bound to Milo of Clyde, you gain proficiency with all crossbows and one-handed early firearms. See Chapter 1 of *PATHFINDER ROLEPLAYING GAME ULTIMATE EQUIPMENT*. If firearms are unavailable, you gain proficiency with all crossbows instead.

**Street Savvy:** You gain an insight bonus on Perception checks and Survival checks made to follow tracks equal to ½ your binder level.

**Signs and Influence**

The spirit affects you in the following ways:

**Physical Sign:** You grow a ragged beard if you are male or a thin line of fuzz across your upper lip if you are female. Whenever you activate one of Milo of Clyde's granted abilities, worry lines sprawl across your brow.

**Personality:** You strive to uphold the law at all times, both by letter and in spirit.

**Favored Ally:** Any (good or neutral creatures that have been a victim of crime within 72 hours of your pact)

**Favored Enemy:** Any (evil or neutral creatures that committed a serious crime within 72 hours of your pact)

**Vestigial Companion**

You gain the service of an albino ferret familiar for the duration of the pact; use the statistics for a weasel except it can speak Dwarven. Treat your binder level as your wizard level to determine your familiar's abilities. This granted ability replaces lead slinger.



## AL'KRA THE OPERATED

He who has stared into the faceless heart of fear itself and returned broken, Al'Kra grants a taste of an alien presence to those who appease his blood thirst.



## Summoning Rules

The following describes the requirements and rituals for binding Al'Kra.

**Spirit Level:** 2nd

**Constellation:** Dark Beyond

**Binding DC:** 16

**Totems:** You gain a totem bonus on binding checks if you meet some or all of these conditions:

» You sacrifice a living creature within the seal during Al'Kra's ceremony.

» You draw Al'Kra's seal within 10 feet of an abandoned building or a forest.

» You place a custom-made effigy representing Al'Kra's operator within the seal, requiring 4 ranks in Knowledge (religion).

**Ceremony:** You sing "The Ballad of the Tall Man", an ancient children's song warning of abductors in the night, backwards.

**Manifestation:** The world outside your seal tears as if it were a canvas that was ripped apart and hastily put back together. Al'Kra does not announce his presence; you suddenly begin a battle of wills against his influence.

## Legend

The Ballad of the Tall Man is one of the oldest songs known in human culture, believed to have been originally written long before the first kings rose to power. The song tells the tale of a father who is searching for his missing son, Alexander, in a wood near the family's house. As the father calls out to the child, he has an encounter with the Tall Man, who horrifically mutilated the child's body and strung the remains throughout the trees. Although the father escapes by the end of the song, the Tall Man remains to prey on foolish children who stray from their homes.

## Granted Abilities

Al'Kra grants the following abilities:

### Major Granted Abilities

**Paranoid Chill:** As a standard action, select 1 creature within 30 feet of you. If that creature fails a Will save, it becomes inflicted with hypothermia, suffering 1d6 points of nonlethal damage, becoming shaken, and suffering an additional -2 penalty on saving throws against fear effects. Paranoid chill lasts for 3 rounds; the affected creature may attempt a new Will save at the start of each turn to prevent the damage and end the penalty on saving throws against fear effects; the shaken condition persists for 1 minute after paranoid chill ends, however. The damage dealt to the creature each round increases

by 1d6 at 8th level and every 5 binder levels thereafter. This ability is a mind-affecting fear effect. After using this ability, it is expended for 5 rounds.

**Capstone Empowerment:** A creature suffering from your paranoid chill is prone to bouts of coughing and hacking, inflicting on them a 20% chance of failure with spells and abilities that rely on verbal components.

## Minor Granted Abilities

### Infectious

**Despair:** Creatures suffering from fear effects caused by inspire terror or paranoid chill are flat-footed against your attacks.

### Inspire Terror:

As a standard action, one creature within 30 feet of you must succeed on a Will save or become frightened for 1 round per binder level you possess. A creature that succeeds on its saving throw is immune to this ability for 24 hours.

**Murder Master:** Increase the DC to save against your coup de grace attempts by +4 and death effects by +2.

**Spatial Bleeding:** You can distort space around you as a swift action, giving all attacks and spells that target you a 20% miss chance. This ability does not stack with similar miss chances, including concealment or *blur*. You can use this ability for a number of rounds equal to your binder level + your Charisma bonus. These rounds do not need to be used consecutively.

## Signs and Influence

The spirit affects you in the following ways:

**Physical Sign:** A birthmark mirroring Al'Kra's seal appears randomly on your body; roll 1d8 to determine its location: 1-head, 2-chest, 3-upper back, 4-abdomen, 5-lower back, 6-arms, 7-legs, 8-genitals. Whenever you activate one of Al'Kra's granted abilities, writhing tendrils of shadow erupt from your back.

**Personality:** You become very aggressive to others and scheme of ways to end the lives of all you encounter.

**Favored Ally:** Aberration (any)

**Favored Enemy:** Humanoid (any)

## Vestigial Companion

Al'Kra cannot grant a vestigial companion.





## HUMBLE OHBAI

### SERVANT OF THE ELEMENTS

He is the last servant of the great elementals and reveals himself to those who seek a loyal servant.



## Summoning Rules

The following describes the requirements and rituals for binding Ohbai.

**Spirit Level:** 2nd

**Constellation:** Scholar

**Binding DC:** 20

**Totems:** You gain a totem bonus on binding checks if you meet some or all of these conditions:

» You use refined elements in Ohbai's ceremony, costing no less than 50 gp per element.

» You can speak all of the following languages: Aquan, Auran, Ignan, and Terran.

» You perform Ohbai's ritual on a caravan, within a major trade city, or on an elemental plane.

**Ceremony:** You craft a special brazier and imbue it with traces of the seven elements, calling out to Ohbai, asking for his service when you have finished.

**Manifestation:** A blast of multicolored smoke erupts from the brazier, taking on the appearance of a ghastly genie who politely asks for you to begin binding.

## Legend

According to the old texts, the world was not created by the gods, but the by the toil of the elements. Seven great elemental lords each built its own paradise, a world where its power was absolute, with legions of soldiers and servants at their beck and call. None can say for sure exactly what led to the great elementals' end. Their existence has been all but entirely destroyed with only a scant few of their former servants who remember the tale, hidden so well that even the gods gave up the search.

## Granted Abilities

Ohbai grants the following abilities:

### Major Granted Abilities

**Genie Jaunt:** As a standard action, select a number of creatures equal to your Charisma bonus within 30 feet of you. You can immediately move those creatures up to 5 feet from their current location, plus 5 additional feet per 3 binder levels beyond 3rd that you possess. This is a teleportation effect. A creature can attempt a Will save to prevent itself from being teleported. This movement does not provoke attacks of opportunity and all creatures must be



moved into unoccupied spaces. If the new location could prove hazardous to the creature because of terrain (or lack thereof), a targeted creature receives a +4 bonus on its saving throw. After using this ability, it is expended for 5 rounds.

**Capstone Empowerment:** You can use genie jaunt as an immediate action, but if you do you can only target 1 creature with it.

### Minor Granted Abilities

**Elemental Ascension:** As an immediate action, you convert your body into elemental energy, gaining resistance to the following elements equal to your binder level: acid, cold, electricity, fire, and sonic. In addition, you no longer need to breathe and all falling damage you would suffer is reduced by half. You can use this ability for a number of rounds each day equal to your binder level + your Charisma bonus. These rounds do not need to be used consecutively.

**Elemental Tongue:** For the duration of the pact you can speak with and understand all creatures native to all elemental planes as if under the effect of a *tongues* spell.

**Genie Steeds:** This ability function as *phantom steed*, except one steed is summoned per use of this granted ability and at 13th level all phantom steeds summoned this way gain the ability to *plane shift* themselves and their rider to an elemental plane or the Material Plane twice per day. You can summon a number of phantom steeds each day equal to your binder level.

**Sustenance:** You do not hunger or thirst while bound to Humble Ohbai, negating the need for food or water.

## Signs and Influence

The spirit affects you in the following ways:

**Physical Sign:** Your breath is visible at all times, as if you were in a cold place. Whenever you activate one of Ohbai's granted abilities, your body visibly shrinks for several moments before returning to normal.

**Personality:** You always act humble and polite, even to hated enemies.

**Favored Ally:** Elemental (Any) and Outsider (genies)

**Favored Enemy:** Outsiders (any except genies)

## Vestigial Companion

You gain the service of an elemental familiar for the duration of the pact. See the monster's entry in *PATHFINDER ROLEPLAYING GAME BESTIARY*. You may select any of the following elementals for your familiar: air, earth, fire, or water. Treat your binder level as your wizard level to determine your familiar's abilities. You are treated as neutral for the purpose of adjudicating the familiar. This granted ability replaces genie steeds.



## LORD FOXGLOVE IV EXCHEQUER OF THE STOLEN PURSE

His is the treasury that fills itself on the nativity of others. Moreover, Lord Foxglove gifts inquisitive binders with his suave.



### Summoning Rules

The following describes the requirements and rituals for binding Lord Foxglove.

**Spirit Level:** 2nd

**Constellation:** Dragon

**Binding DC:** 17

**Totems:** You gain a totem bonus on binding checks if you meet some or all of these conditions:

» Lord Foxglove's seal is drawn within a mansion, castle, or similarly expensive structure.

» You bring a magical rapier with a minimum of a +1 enhancement bonus into the seal for the ceremony.

» You bring an article of clothing pilfered from the last individual that you had romantic relations with into Lord Foxglove's seal.

**Ceremony:** You prepare a plate of fresh food, placing it within the seal while wearing a pocketed coat or vest. You then challenge Lord Foxglove to a battle of wits, with the meal as the prize.

**Manifestation:** An apparition of a silver half-dragon appears, accepting your challenge with your binding check serving as the battle of wits.

### Legend

Tales still float around about the legendary aristocrat Lord Foxglove IV. Popular memory recalls Foxglove as the rambunctious son of a noble's daughter who was courted by a man with a silver tongue; her foolishness birthed the young miss her half-dragon son. Despite his wits, young Foxglove was a remarkably easy sale, constantly buying new amusements for himself. The young Lord was also a ladies' man and would court noblewomen if only to access their purses. When his reputation eventually spurred all other women away, Lord Foxglove practically jumped at the advances of two young ladies of the Brimbsbi family. While none know exactly what events fell upon young Lord Foxglove, he was never seen again shortly after taking the arm of Miss Taydie Brimbsbi into the haunting décor of the family's annual ball.

### Granted Abilities

Lord Foxglove grants the following abilities:

#### Major Granted Abilities

**Curse Rivals:** After successfully hitting an opponent with an attack roll made with a weapon or a supernatural ability, you can attempt to curse it as an immediate action. The cursed target suffers a –2 penalty on attack rolls, skill checks, saving throws, or its AC for 4 rounds (your choice) unless it succeeds on a Will save. At 5th

level and every 5 binder levels thereafter, this penalty increases by –1. After using this granted ability, it is expended for 5 rounds.

**Capstone Empowerment:** *Curse rivals* penalizes two different statistics of your choice instead of one.

#### Minor Granted Abilities

**Foxglove's Finesse:** While you are bound to Lord Foxglove IV, you gain the benefits of Weapon Finesse and a number of times per day equal to your binder level you may double the critical threat range of any weapon you wield for 1 round as long as that weapon can be used with Weapon Finesse.

**Hold Person:** This ability functions as the spell of the same name. A creature that succeeds on its saving throw against this ability is immune to it for 24 hours. Only one creature can be affected by this ability at once and successfully affecting a new opponent with this ability ends its effects for the previous one.

**Mark of Seduction:** As a standard action you can make an invisible mark on an opponent with a melee touch attack. A marked creature suffers a –1 penalty on saving throws against charm and compulsion effects and the DC to adjust its attitude via Diplomacy is reduced by 4. This saving throw penalty increases by –1 at 6th level and every 3 binder levels thereafter. The mark lasts for the duration of your pact with Lord Foxglove IV and you can maintain a number of marks at once equal to your Charisma bonus (minimum 1). A creature is unaware of the mark unless it succeeds on a Sense Motive check (DC 10 + ½ your binder level + your Charisma bonus) or the mark is exposed via *see invisibility* or a similar divination. The mark ends if a creature realizes that it is marked and it cannot be marked again for 24 hours.

**Pockets of Holding:** The pockets of the vest or coat used in lord Foxglove's ceremony access a single extra-planar space that allows the garment to function as a *bag of holding* (type I) while you wear it. At 8th level and every 5 binder levels thereafter, increase the *bag of holding's* type by 1, up to a type IV *bag of holding*.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign:** A fox-shaped birthmark appears on your neck's right side. Whenever you activate one of Lord Foxglove's granted abilities, the birthmark scampers like a fox about your head.

**Personality:** You indulge in all pleasures that cross your path, especially romantic pleasures, and challenge any who would stop you from doing so.

**Favored Ally:** Humanoid (any female)

**Favored Enemy:** Humanoid (any male)

### Vestigial Companion

You gain the service of a fox familiar for the duration of the pact. See the new familiars section of Chapter 2 in *PATHFINDER ROLEPLAYING ULTIMATE MAGIC*. Treat your binder level as your wizard level to determine your familiar's abilities. This granted ability replaces hold person.



## LEGEND OF LORD FOXGLOVE IV

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

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

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

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

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

He glanced fondly at Saoirse.

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

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

Shane and Riley both laughed.

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

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

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

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

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

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

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

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

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

Riley snickered at the double entendre.

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

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

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

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

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

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

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

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

"Of course, sir." The hall boy sat. "Shall I get you a towel?"

"No," Oisín replied as he took the stairs with as much speedy stealth as he could muster. He wondered what magic Alister might have, besides redirecting arrows to new targets. Caoimhe was only fifteen and certainly not yet a hopeful bride-to-be. He knew the rumors of Brimbsbi magic as well, though so far had seen none of it. No trade house prospered without it.

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

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

"These are private chambers," Alister chided.

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

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

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

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

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

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

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

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

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

Oisín looked around. The windows were high and barred. The fireplace was quiet with no irons in sight. A gold mermaid bookend was perhaps the only viable weapon in the room.

"Don't bother," Alister said. "It will be a beautiful night."

Caoimhe began to remove her blouse. "Oisín," she purred, using her witch's voice, "remove your tunic. Alister and I are going to have some fun with you."

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

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

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

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

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

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

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



## CORNELIUS BUTTON GARDENER OF DREAMS

He is the dual-minded herbalist who reaps and sows the fruits of dreams. Binders who contact him are gifted by either the benign Light Cornelius or the malevolent Dark Cornelius.



## Summoning Rules

The following describes the requirements and rituals for binding Cornelius.

**Spirit Level:** 3rd

**Constellation:** Tree

**Binding DC:** 18

**Totems:** You gain a totem bonus on binding checks if you meet some or all of these conditions:

» Cornelius's seal is drawn on a beach or an island or near a greenhouse.

» You sully the likeness of the seal of the Nivea Nieces. If you accept this totem, you cannot bind with this spirit until Cornelius Button departs from your soul.

» You bring 2,500 gp worth of alchemical ingredients into Cornelius's seal for the ceremony; these are consumed in the manifestation.

**Ceremony:** You mash a living insect into a bowl of fresh greens and eat it slowly, the manifestation beginning when all of the greens have been consumed.

**Manifestation:** You feel as though your body is molded and twisted into the form of an anthropomorphic insect that best suits your personality or emotional state at the time. Barely seven inches tall now, Cornelius appears before you and asks for you to begin.

## Legend

Ancient legends tell of a wondrous island that floats on a sea of dreams. According to the accounts of sailors who have shipwrecked on the island, a fantastic device dwells within its lush fauna; a machine that weaves dreams into reality. Although the island's existence was never proven, some whisper that the sailors of the infamous Brimbsbi family are able to freely traverse whatever dangerous waters protect the island from all other travelers. Such individuals claim that the Brimbsbi family strands enemies of the family on this place, never to be seen again. Long is the list of Brimbsbi foes who have disappeared without a trace. Chief among them is the Button family including elderly Cornelius and his wife, Martean Brimbsbi.

## Granted Abilities

Cornelius grants the following abilities:

### Major Granted Abilities

**Pollen Spray:** As a standard action you unleash a 20 foot cone of pollen. If you are bound to Light Cornelius, this cone heals hit point damage for all creatures in its

area equal to your binder level. Each day, a creature can receive a maximum amount of healing equal to 3 x your binder level. If you are bound to Dark Cornelius, all creatures in this cone must succeed on a Fortitude save or become poisoned, as described below:

**Type** poison, contact; **Save** as a major granted ability; **Effect** 1d3 points of Con damage; **Frequency** 1/round for 4 rounds; **Cure** 1 save.

After using this granted ability, it is expended for 5 rounds.

**Capstone Empowerment:** If you are bound to Light Cornelius, your pollen spray heals its targets of any poisons or diseases they suffer, as *neutralize poison* and *remove disease* respectfully. If you are bound to Dark Cornelius, your pollen spray sickens creatures that succeed on a saving throw against its poison for 1d4 rounds.

### Minor Granted Abilities

**Aura of Calm:** As a standard action you release a soothing pheromone that causes all creatures within 20 feet of you to become calm and mellow unless they succeed on a Will save. On a failed save, all emotion-based effects active on the creature are suppressed for as long as it remains within your aura. You can use this ability for a number of rounds each day equal to your binder level + your Charisma bonus. These rounds do not need to be used consecutively.

**Duality of Cornelius:** After making your binding check with Cornelius to determine if the pact was a good pact or a poor pact, roll d%. If your result is 01-50, you have forged a pact with Light Cornelius. If your result is 51-100, you have forged a pact with Dark Cornelius. Regardless of the outcome, you gain a +2 insight bonus on saving throws against mind-affecting effects.

**Insect Tattoo:** This ability functions as *summon swarm* except as noted here. You summon a swarm of crickets if you are bound to Light Cornelius (use the statistics for a rat swarm) or a swarm of butterflies if you are bound to Dark Cornelius (use the statistics for a bat swarm). See the spell's entry in Chapter 5 of *PATHFINDER ROLEPLAYING GAME ULTIMATE MAGIC*. You can summon a total number of swarms each day equal to your binder level. You can only have one swarm active at a time; summoning a new one causes the original swarm to vanish. You must show Cornelius's sign in order to gain the benefits of this ability.

**Seedling Bomb:** As a standard action you grow a pod of seedlings in your palm that you can throw at your foes. The pod functions as a splash weapon and if it hits, the pod produces a specific effect chosen by you when the pod is created. You can use this ability a number of times each day equal to 3 + your Charisma modifier.

Consult the bomb options listed under Seedlings of Light Cornelius's and Seedlings of Dark Cornelius on the next page regarding the bomb's effects. Select one option, based on whether you are bound to Light Cornelius or Dark Cornelius. Any references to constellations is purely cosmetic.



## Signs and Influence

The spirit affects you in the following ways:

**Physical Sign:** Your arms are covered in cricket tattoos if you are bound to Light Cornelius or butterfly tattoos if you are bound to Dark Cornelius. Whenever you activate one of Cornelius's granted abilities, the tattoos flutter about your skin as though they were alive.

**Personality:** You gain a craving for herbal tea and feel the need to sketch every new creature and person you encounter.

**Favored Ally (Light):** Humanoid (any Good), Magical Beast (any Good), Plant (any Good); Light Cornelius's favored enemies are Dark Cornelius's favored allies.

**Favored Ally (Dark):** Humanoid (any Evil), Magical Beast (any Evil), Plant (any Evil); Dark Cornelius's favored enemies are Light Cornelius's favored allies.

## Vestigial Companion

You gain the service of a giant cricket animal companion if you are bound to Light Cornelius or a giant butterfly animal companion if you are bound to Dark Cornelius for the duration of the pact. A giant cricket uses the statistics for a giant beetle and a giant butterfly uses the statistics for a giant wasp; see vermin animal companions in the druid section of Chapter 1 in *PATHFINDER ROLEPLAYING ULTIMATE MAGIC*. Treat your binder level as your druid level to determine your animal companion's abilities. This granted ability replaces insect tattoo.

## Seedlings of Light Cornelius

If you are bound with Light Cornelius, your seedling bomb has one of the following effects.

**Angel:** Your seedling bomb is a healing salve, causing the primary target to heal 3d8 points of damage + your Charisma bonus. At 7th level and every 2 binder levels thereafter the healing received increases by 1d8. Creatures in the seedling's splash area receive minimum healing from this effect. This seedling has no effect on nonliving creatures, such as constructs and undead. A creature can receive a total amount of healing from this bomb each day equal to your binder level x 3.

**Hero:** Your seedling bomb instantly grows into a wreath of entangling vines, causing the struck creature to immediately become entangled if it fails a Reflex save. This functions as a tanglefoot bag. Creatures in the seedling's splash area must also make this Reflex save

though they receive a +4 bonus on their saving throw.

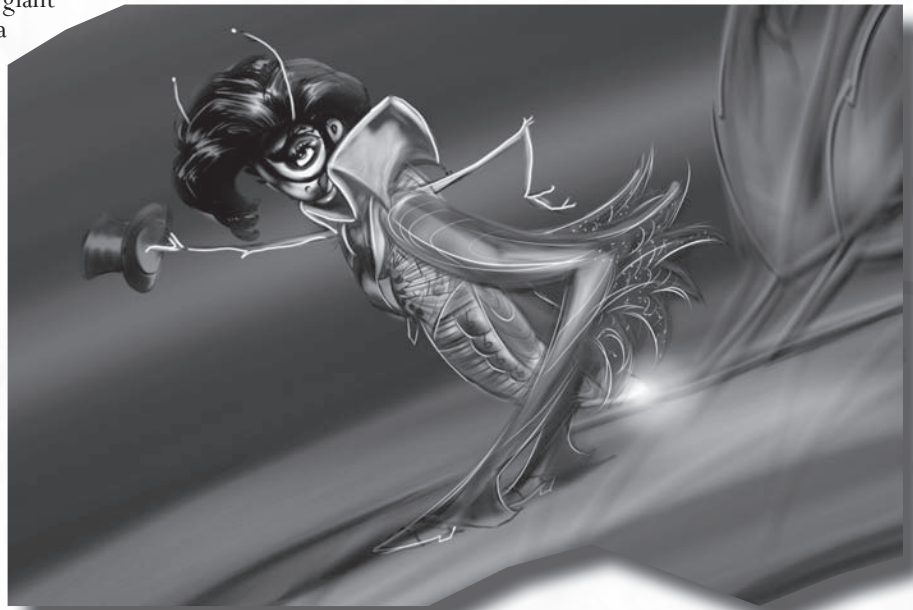
**Seer:** Your seedling bomb latches on to opponents that suffer a direct hit, causing it to lose hit points equal to  $\frac{1}{2}$  your binder level + your Charisma bonus at the start of each of its turns. This damage lingers for 4 rounds or until the seedling is removed as a full-round action. Creatures adjacent to the target suffer splash damage equal to your Charisma bonus.

**Tree:** Your seedling bomb explodes into a cloud of stinking pus, duplicating the effects of a *stinking cloud* spell. The cylinder is centered on the creature or square that suffered a direct hit from the seedling bomb.

## Seedlings of Dark Cornelius

If you are bound with Dark Cornelius, your seedling bomb has one of the following effects.

**Dragon:** Your seedling bomb explodes with a thunderous roar that deals 3d4 points of sonic damage. At 7th level and every 2 binder levels thereafter the damage done by the seedling increases by 1d4. Creatures in the seedling's splash area suffer minimum damage from this effect.



**Fiend:** Your seedling bomb is an acidic pod that deals 3d6 points of acid damage. At 7th level and every 2 binder levels thereafter the damage done by the seedling increases by 1d6. Creatures in the seedling's splash area suffer minimum damage from this effect.

**Mage:** Your seedling bomb disrupts magic, causing a creature that takes a direct hit from the bomb to be affected by a targeted *dispel magic* effect. This effect cannot target a specific spell effect.

**Tree:** Your seedling bomb explodes into a cloud of stinking pus, duplicating the effects of a *stinking cloud* spell. The cylinder is centered on the creature or square that suffered a direct hit from the seedling bomb.



## LEGEND OF CORNELIUS BUTTON

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

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

"Hello?!" a female voice called out.

Cornelius looked at the greenhouse, then the main mansion.

"Hello, kind sir?" the voice called again.

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

"Oh dear!" he cried out. "Over here." He waved his white net.

She headed toward him, and almost stumbled on a root. She smiled, as if overjoyed to see him.

"Do I know you?" he asked.

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

He doffed his wide-brimmed hat as a courtesy.

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

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

"A drink?" he asked.

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

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

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

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

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

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

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

"Is there anyone else here?"

"My wife lives on the other side of the island," he replied, as if such a living arrangement were normal.

"Oh?"

"We meet for bunch or tea, and holidays." He pulled out a fine bowl and filled it with fresh water. "The water is from the well," he said, "no worries. I pulled it up this morning. As for my wife, I try to avoid her. But who can. She is Mrs. Button, after all. Her garden parties are insufferable."

"Oh by the way, I'm Llydia," the girl said, taking the water along with a towel to clean her face and arms.

"And I'm Cornelius Button."

"Is there a town here?"

"No." Cornelius gave her a look, the kind one provides to

delay explaining a complexity. "Let's say," he explained, "that the crickets and my children keep us too busy for civilization."

"Children?" She liked them, though she had none herself yet.

"The garden, dear." He directed her attention to the greenhouse in all its expansive lush wonder, a riot of chaos in half-broken pots. "I try not to force any of them to follow my will, as parents often subject onto children, or kings unto their subjects...."

"Or the ocean onto its travelers."

"I stand back a little, provide them what they need, and let them be." He indicated Llydia to follow him. He pointed to various plants, mundane and colorful, known and odd. "Some grow fruit." He picked a pomegranate from a small tree as they passed it. "Others grow carnivorous." He turned a corner, stopped, and indicated for silence with a finger over his lips.

The bush before them rustled, then opened its branches to reveal a greenish red maw nestled deep within. It yawned, nice and loud.

"I feed him, don't worry."

"Do you have any favorites?" she asked.

"Hmm. Oh yes, the singers. My sweet singers."

"I would love to hear them," she replied. If plants could yawn, then singing was not far-fetched.

"They hypnotize the unwary." He smiled. She could not decipher it. She wondered, was his wife even real? Or was she a figment of his imagination, a half-potted plant somewhere?

They exited the greenhouse onto a veranda adjoining the main house. A parasol shaded two wide, comfortable chairs woven with colorful stripes. They sat lonely and unused.

"One day my wife invited her nieces from Portsmouth of all places for holiday. Too many midnight balls, I'd wager. All Hell broke loose, literally."

"I can't imagine," Llydia said.

"Riding along in their luggage was a foreigner, an insect not native to our island. It ate whatever it liked. It sang at all the wrong hours and in broken chords. It spawned, somehow, a swarm of itself that leaped with gay abandon about the property. My wife almost had a heart attack. That's when she took to the other side of the island."

"How rude of the insect," Llydia said.

"Indeed," Cornelius agreed. "The balance of the island, its harmonies...." He sighed, as if harmony equated to youth, and he was now forever stuck as an old man.

They entered the mansion's parlor. It was fine, though clearly in need of organizing, polishing and repairing. There was ticking but no clocks. A melange of odd contraptions stood watch from shelves and glass cabinets, mechanisms she had never seen in her days of adventure. Llydia saw in the lace serviettes and paisley patterns the clear touches of a woman's hand. A portrait of a noble lady with gray locks and sharp green eyes smiled over the parlor.

"Does she visit?"

"It happens. She controls the lady bugs and such—although her nieces now rule the butterflies. Only the crickets are mine. Now, let's get you that changes of clothes." He wandered to the kitchen and disappeared, his voice trailing after him. "Oh, and I hold sway for no good reason over the roaches, those poisons to one's heart."

Llydia examined a nearby curio cabinet. Several specimens were caught in the reflection of her own face as the lazy afternoon sun beamed onto the glass through a nearby window. She turned her head to an angle to better see the curios. Most



## CONT.

were butterflies. Each was unique, a patterns suggesting a mood or eon in the old man's life.

"Did your wife catch these butterflies?" she asked loudly.

"Oh no," he called from the pantry. "Although she does. I used to chase butterflies, once upon a time. But after I married Martean, they only flew for her." He returned with a set of women's summer garden knickers and a pink blouse. "Forgive me," he said, "These are my wife's but she won't mind. You can change in the guest privy."

She took the clothes into the privy. It was narrow and tall with one high window, plus an open window above the door.

"Did your nieces enjoy their trip?" she asked as she changed. "When we get to Portsmouth, if there is anything you would like me to take to them, by all means we will do so. You've been so kind."

"Thank you," he said. "We had a hedge maze then, and the girls, Mariath and Taydie, fell through a trapdoor into the root cellar below. They regaled us afterward with a story about entering the court of the King of the Butterflies. And in fact, they emerged with butterfly tattoos, having had fun with the cellar's paints."

Llydia examined herself in the privy's mirror. She took water from the marble basin, where rose pedals languished, and redressed her hair as best she could. She opened the door.

"Ah, much better!" she exclaimed.

"You are lovely, if an old man like me might dare a compliment."

She laughed with abandon, all thoughts of the shipwreck, her bickering comrades, her lost lover, gone for a moment.

"The world out there needs more people like you," she said.

"Oh my!" He blushed red.

"I should return to the beach now, to gather the other survivors."

"But I didn't finish my story about the girls."

She looked at him, about to brush him aside, about to treat him harshly, as a young person might treat a befuddled old man, or a gardener a buzzing insect. She stopped herself. What if she had landed alone on a deserted island? Or fallen prey to a kraken? Surely the world would continue five more minutes. She took a seat in one of the parlor's overstuffed chairs.

He sat across from her. "Thank you," he said. "The rest of the story is important." He paused. "The girls didn't just

return from a cozy play. They returned knowing their power."

"What do you mean?" she asked, curious.

"Because you have been kind," he said, "Here is a gift for your journey." He now held a small wooden box in his hands.

"Very sweet," she said, touched. Years earlier, her great aunt Llydia, after whom she was named, gave her a jewelry box. She hadn't understood why at the time, but her aunt died a few days later.

"No doubt you see the odd contraptions in this place," he said, motioning around.

"I've been privileged to view wonders," she said, looking around. "Your home is special. Where are you from, really?"

He just smiled with a mischievous glint in his eyes.

She scrutinized the room. Her eyes finished their journey on the old man's arms, now covered with cricket tattoos.

She hadn't noticed them before. "Alchemy?" she asked.

"No," he replied. A cricket popped out and hopped down from the man's chair onto the floor and bounded out the door. It was the size of an ogre's fist.

"That's Squiggly.

My family," he said,

"was shipwrecked."

"Not here," she surmised.

"We beached on this world."

Llydia had heard tales of travelers who hailed from other times and places. Perhaps this island was the proverbial eye in a frightening and unfamiliar storm.

"The girls didn't know," he explained. "Their parents felt it best, to ensure they found their place comfortably. But I don't believe in hiding much.

Their father took them back all in a huff."

"So it's not alchemy where you come from, is it," she said, "It's imagination?" She spied the box, wondering what was inside.

He smiled. "Tell me a story about this little box, Llydia. Whatever you say, that is what you'll find when you open it."

Llydia returned to the beach later that afternoon. The other survivors had their grumbling way and soon returned to Portsmouth, but she stayed for several months, to think, to sing, to walk the beach, to play with odd contraptions, to hear of other worlds.

"You ready?" Cornelius finally asked her one afternoon over tea.

"Yes," she said. "My story."

"Splendid. I hope it's a good one."



## OBBA, ELLA, ATASHA THE DARK SISTERS THREE

These bickering sisters represent negative aspects of womanhood. They grant charms and tricks to suitors whom they deem worthy (or handsome) enough.



### Summoning Rules

The following describes the requirements and rituals for binding the Dark Sisters.

**Spirit Level:** 3rd

**Constellation:** Thief

**Binding DC:** 19

**Totems:** You gain a totem bonus on binding checks if you meet some or all of these conditions:

» You are a male with a Charisma of 15 or higher or you are in sight of such a male.

» You are able to perfect a powerful hallucinogen for the ceremony, requiring 4 ranks in Craft (alchemy).

» You mix a shredded scroll of charm person into the mixture used in the Dark Sisters' ceremony.

**Ceremony:** You concoct a special mixture of herbs that melloes your mind and causes you to drift away.

**Manifestation:** As the mixture takes hold of you, the world blurs and silhouettes of three women appear, bombarding you with personal questions. The questions come ever faster until you scream in frustration, scarring away all but one sister, whom you seal a pact.

### Legend

Virtually every city has its tales of a rich man who possessed a number of beautiful daughters and no sons. Sometimes these daughters belonged to him and in others they are adopted, but regardless of nation or race, every tale progresses the same. Though different in personality, the women always grow to desire the same gentlemen, as if to constantly thwart one another. Though minor details change from tale to tale, all such stories end with the sisters dying alone with their riches, having all but faded away from the homes and lives that reared them.

### Granted Abilities

Obba, Ella, Atasha grant binders the following abilities:

#### Major Granted Abilities

**Touch of Pleasure:** As a standard action, you may make a caress-like melee touch attack against an opponent. The target must succeed on a Will save or become dazed for 1 round and staggered for 1d3 rounds thereafter; a successful save leaves the target shaken for 1d3 rounds instead. After using this ability, it is expended for 5 rounds.

**Capstone Empowerment:** A creature that succeeds on its saving throw against *touch of pleasure* is staggered for 1d3 rounds instead of being shaken.

#### Minor Granted Abilities

**Hold Tongue:** As a standard action, you cause a

creature to become unable to speak if it fails a Will save. This is a compulsion effect that lasts for 1 minute per binder level you possess. Creatures that attempt to use actions requiring verbal components automatically fail while affected by this ability. Each round, the creature can attempt a new saving throw as a standard action, ending the effect prematurely on a successful save. A creature that succeeds on its saving throw becomes immune to this ability for 24 hours.

**Love Spell:** As a standard action, you cause two creatures within sight of one another to fall in love for 24 hours. Affected creatures immediately foster feelings of trust, comfort, and an overpowering desire for romance with the other targeted creature. A successful Will save prevents the effect for the creature making the saving throw. Incompatible or inappropriate creatures receive a +4 bonus on this saving throw while creatures with a strong emotional connection with each other suffer a -4 penalty. Although it is not permanent, genuine feelings can develop from *love spell's* use. This ability only affects humanoids and monstrous humanoids and a creature can only be affected by *love spell* once every 24 hours regardless of whether the attempt succeeds or fails.

**Serpent's Decree:** You do not suffer the usual -4 penalty on attack rolls when dealing nonlethal damage with a weapon normally deals lethal damage. Furthermore, you also gain the benefits of the Enforcer feat; see Chapter 3 of *PATHFINDER ROLEPLAYING GAME ADVANCED PLAYER'S GUIDE* for this feat.

**Temptation:** As a standard action, you can affect a creature as *suggestion*. At 10th level, this ability functions as *lesser geas* and at 15th level it functions as *geas*. If the suggestion or geas is against your target's nature, it receives a +4 bonus on its saving throw. Likewise, if the temptation is not against the creature's nature, it suffers a -4 penalty on its saving throw. You can only tempt a creature with this ability once every 24 hours, regardless of whether the attempt succeeds or fails.

### Signs and Influence

**Physical Sign:** You appear unnaturally beautiful to those who would normally be attracted to you. When you activate one of the Dark Sisters' granted abilities you temporarily become hideously ugly to all that can see you.

**Personality:** Roll 1d3 to determine your personality. 1 – Obba causes you to act polite and attempt to put order into every mess. 2 – Ella causes you to express concern at every sign of oppression of others. 3 – Atasha causes you to gossip about others' secrets whenever possible.

**Favored Ally:** Undead (any incorporeal).

**Favored Enemy:** Humanoid (any arcane spellcaster).

### Vestigial Companion

You gain the service of a dove familiar for the duration of the pact; use the statistics for a raven familiar. Treat your binder level as your wizard level to determine your familiar's abilities. This granted ability replaces love spell.



## THE NIVEA NIECES VENOMOUS VIXENS

The nieces who embody all that is venomous and poisonous, each twin offers her powers if only to dig her nails into a mortal host.



### Summoning Rules

The following describes the requirements and rituals for binding the Venomous Vixens.

**Spirit Level:** 3rd

**Constellation:** Beast

**Binding DC:** 17 or 22 (see text)

**Totems:** You gain a totem bonus on binding checks if you meet some or all of these conditions:

» You draw the seal with a mixture of jungle dirt, sea water, and a thimble of poison worth 500 gp.

» You sully the likeness of the seal of Cornelius Button. If you accept this totem, you cannot bind with this spirit until the Nivea Nieces depart from your soul.

» You are a male no older than Adult or possess a strong knowledge of poisons, requiring 6 ranks in Craft (alchemy).

**Ceremony:** You use the spirit's seal to play hopscotch in a special, precise manner.

**Manifestation:** After hopping about long enough, the faint sound of two young girls laughing echoes throughout the seal, softly at first but growing louder as the spirits approach. The twins manifest as horrible conglomerates of venomous creatures and begin to bicker and squabble over which one will initiate a pact with you.

### Legend

Little is known about the nieces except for their utter loathing for the spirit known as Cornelius Button; in the few bits of straightforward conversation documented with the nieces, they blame Cornelius for their current situation as lunatic spirits. Regardless of the truth, the last known instance of someone with the surname 'Nivea' occurred many centuries ago, married to a woman named Agnes Brimbsbi, of the house of Button.

### Granted Abilities

The Nivea Nieces consist of two separate entities: Mariath and Taydie. Before the binding check is made, the twins play a game of rock-paper-scissors, represented by the binder rolling 1d4. Before the result is revealed, the binder must guess what the die's result will be and name the twin with which he or she wishes to seal a pact. If the binder guesses correctly, the binder wins and proceeds to make a pact with the desired sister. If the guess is incorrect, the other twin wins and the binding DC is increased by 5.

#### Mariath's Major Granted Abilities

**Mind Muddling:** You can influence an opponent's actions during its next 4 turns as a standard action. If the

creature fails a Will save, roll d% and consult the table below to determine the creature's actions until the start of its next round. The creature receives a new saving throw each turn to end this effect. This ability is a mind-affecting compulsion effect. After using this ability, it is expended for 5 rounds.

d%	Behavior
01-25	Act normally.
26-50	Takes no movement (including 5-foot steps) but can otherwise act normally.
51-75	Moves up to its speed in any direction of your choice but can take a second move action or a standard action normally.
76-100	Moves up to twice its speed in any direction of your choice and can take no other actions.

**Capstone Empowerment:** When you roll d% to determine a creature's actions with *mind muddling*, you can roll twice and select which result you prefer.

#### Mariath's Minor Granted Abilities

**Mad Hallucination:** This ability functions as the spell of the same name; see the spell's entry in Chapter 5 of *PATHFINDER ROLEPLAYING GAME ULTIMATE MAGIC*. Only one creature can be affected by this granted ability at a time and a creature that succeeds on its saving throw is immune to this ability for 24 hours.

**Mariath's Guide:** You gain an insight bonus on Craft (alchemy) and Survival checks equal to ½ your binder level. If you use these skills to create poison, search for poisonous materials, or attempt to find your way at sea, the bonus improves to equal your full binder level.

**Poison Use:** As long as you are bound to either Mariath or Taydie, you suffer no risk of accidentally poisoning yourself when applying poison to a weapon.

**Snakebite:** One of your arms transforms into a venomous snake. You cannot wield weapons or objects or perform any other activity that requires the use of your hand while your arm is transformed, but you can use the snake as a weapon, dealing 1d3 points of piercing damage + your Strength modifier on a successful hit. In addition, the snake's fangs are poisonous, as described below:

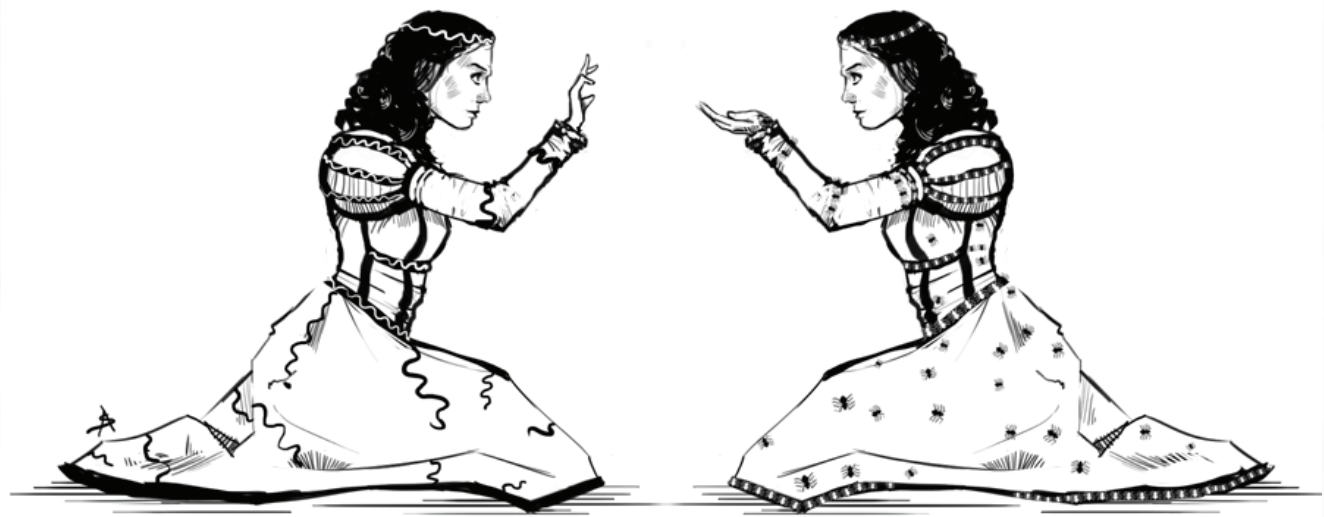
**Type** poison, injury; **Save** as a granted ability; **Frequency** 1/round for 4 rounds; **Effect** 1d3 Con damage; **Cure** 1 Fort save.

This ability is a polymorph effect. You must show Mariath's sign in order to use this granted ability.

#### Taydie's Major Granted Abilities

**Venomous Whispers:** As a standard action, you can poison an opponent within 30 feet with hateful words. On a failed Will save, the target is affected with a supernatural poison that destroys the creature's mental resolve. This poison is described below and all saving throws made against *venomous whispers* are Will saves.





**Type** poison, inhaled; **Save** as a granted ability; **Frequency** 1/round for 4 rounds; **Effect** 1d4 Wis damage; **Cure** 2 consecutive Will saves.

After using this ability, it is expended for 5 rounds.

**Capstone Empowerment:** You can transform a creature reduced to 0 Wisdom with this poison into a juju zombie that serves you for the pact's duration as a full-round action. You can only command a single juju zombie at a time and its Hit Dice cannot exceed your own. See the monster's entry in *PATHFINDER ROLEPLAYING GAME BESTIARY II*.

### Taydie's Minor Granted Abilities

**Bite of the Wolf Spider:** You gain the ability to assume the form of a humanoid spider as a standard action, gaining a +2 bonus to Strength, a +4 bonus to Dexterity and Constitution, and a +4 natural armor bonus to AC. In addition, you gain a bite attack that deals 1d6 damage (1d4 if Small) and the benefits of the Blind-Fight feat. This ability is a polymorph effect. You can use this ability for a number of rounds each day equal to your binder level + your Charisma bonus. These rounds do not need to be used consecutively.

**Poison Use:** As long as you are bound to either Mariath or Taydie, you suffer no risk of accidentally poisoning yourself when applying poison to a weapon.

**Taydie's Guide:** You gain an insight bonus on Craft (alchemy) and Survival checks equal to ½ your binder level. If you use these skills to create poison, search for poisonous materials, or attempt to find your way in a jungle or forest, the bonus improves to equal your full binder level.

**Thorn Skin:** Countless thorns grow from your body which causes creatures that are grappling you or that are grappled by you to suffer 1d6 points of piercing damage at the start of your turn. In addition, your natural attacks and unarmed strikes deal +1d6 additional points of piercing damage and your natural armor bonus to AC increases by +2. You must show Taydie's sign in order to benefit from this ability.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign:** Your dominant hand transforms into a living snake if you are bound to Mariath or your body is wreathed in jungle thorns if you are bound to Taydie. Whenever you activate one of either twin's granted abilities, your facial features become snake-like.

**Personality:** Your personality becomes venomous; you act as though you are constantly in a sour mood and insult everyone, friends and foes alike, without repent.

**Favored Ally:** Humanoid (Youths and younger)

**Favored Enemy:** Humanoid (Middle-Aged and older)

### Vestigial Companion

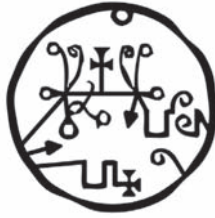
You gain the service of a viper animal companion for the duration of the pact. Treat your binder level as your druid level to determine your familiar's abilities. This granted ability replaces mad hallucination (Mariath) or bite of the wolf spider (Taydie).



## ETHANIEL MIDNIGHT

### THE INQUISITIVE TORTURER

He is the torturer who wrecked and destroyed the innocent and guilty alike for his own pleasures. Ethaniel grants his specific skill set to those who prove themselves as more than just fodder for his whip.



## Summoning Rules

The following describes the requirements and rituals for binding Ethaniel.

**Spirit Level:** 4th

**Constellation:** Fiend

**Binding DC:** 21

**Totems:** You gain a totem bonus on binding checks if you meet some or all of these conditions:

» You sully the likenesses of the seals of Fey Baraddu and Loh'moi. If you accept this totem, you cannot bind with these spirits until Ethaniel Midnight departs.

» You possess an intricate knowledge of humanoid anatomy, which requires 6 ranks in Heal.

» Ethaniel Midnight's seal is drawn in a basement, near a flight of stairs.

**Ceremony:** You must endure nonlethal damage equal to half your total hit points while within the seal. Another creature may aid you in this endeavor or you can do it yourself.

**Manifestation:** The sobbing voices of men entreat someone to spare their lives as you gasp for breath, the cold shadow of Ethaniel Midnight overcomes you. You feel his grasp against your neck as he inquires what you want of him, allowing the binding process to begin when you inform him of your intent.

## Legend

Although disappearing people are seldom something to ponder about, the oldest tomes speak of a serial killer known as the Midnight Devil, who brought terror to the streets of one of the world's most renowned cities. The Midnight Devil, according to legend, would guilefully capture men and whisk them away, never to be seen again. The next morning, he would announce his deeds by placing a signed confession of every sin that man had ever committed on his doorstep, the body never to be seen again. This terror spree lasted for forty years, with thousands of people dead by the devil's hand. The low-folk sometimes thought of the Midnight Devil as a champion that punished the highborn who tormented them so. But in truth, the Midnight Devil preyed on low and high alike and left no pattern in his victims. He was never captured. Some believe that the lords of Hell took the Midnight Devil into their embrace the moment he died while others believed that Hell's lords shunned him into a gray abyss for doing their horrible work for them.

## Granted Abilities

Ethaniel grants the following abilities:

### Major Granted Abilities

**Touch of Pain:** As a standard action, you can send waves of pain throughout a creature's body. A touched creature must succeed on a Fortitude save or suffer 1d6 points of nonlethal damage per binder level you possess; a successful Fortitude save reduces this to 3d6 nonlethal damage. This is a mind-affecting pain effect. After using this ability, it is expended for 5 rounds.

**Capstone Empowerment:** A creature that fails its Fortitude save becomes scarred, allowing you to target it with granted abilities that do not require melee or touch attacks at a range of 1 mile. You can only scar one creature at a time and the scar fades when your pact with Ethaniel ends.

### Minor Granted Abilities

**Crystallize Pain:** You can inflict immense suffering to a creature to crystallize its fear and anguish. Doing so requires an 8 hour ritual that deals 1 point of Constitution and Wisdom drain to the creature each hour. When the ritual is finished, you create a shard of crystallized pain. This shard can be consumed in order to grant you a +20 insight bonus on Charisma-based checks for 24 hours or substituted for a spell's normal material component as long as the shard's gp value equals or exceeds the cost of the spell's usual material component. Doing so gives the spell the evil descriptor. Creating or using a shard of crystallized pain is among the most heinous acts a creature can commit. This ability drain is a pain effect.

Type	Charisma Score	Value (gp)
Insignificant	1-3	1 gp x Hit Dice
Minor	4-9	10 gp x Hit Dice
Basic	10-15	50 gp x Hit Dice
Noteworthy	16-21	250 gp x Hit Dice
Magnificent	22+	1,250 gp x Hit Dice

**Discern Lies:** This ability functions as *zone of truth* except it targets a single opponent within 30 feet. A creature that succeeds on its saving throw is immune to this ability for 24 hours.

**False Alignment:** You can mask your alignment from detection, even from other granted abilities that could bypass such a deception. When you seal a pact with Ethaniel Midnight, select an alignment of your choice to cloak yourself with. All effects that detect alignment show this false result instead of your true alignment.

**Instant Manacles:** As a swift action, you can create a set of masterwork manacles with a good lock to bind the hands and feet of any creature within touch range with the grappled condition. The manacles and lock have hardness and hit points equal to 10 + your binder level + your Charisma modifier.

**Speak with Dead:** This ability functions as the spell of the same name. You can ask a number of questions with this ability daily equal to your binder level. Ethaniel allows you to use all these questions on a single corpse or spread them out across multiple corpses.



## Signs and Influence

The spirit affects you in the following ways:

**Physical Sign:** Purple bruises, slashes, and cuts cover your body. Whenever you activate one of Ethan-iel's granted abilities, the wounds turn a sickly yellow before instantly being scraped to a raw red once more.

**Personality:** You gain a twisted sense of humor and tell sadistic jokes whenever another creature is harmed.

**Favored Ally:** Humanoid (any Lawful Evil) and Outsider (any with the lawful and evil subtypes)

**Favored Enemy:** Humanoid (any Chaotic Good) and Outsider (any with the chaotic and good subtypes)

## Vestigial Companion

You gain the ability to *animate objects*, as the spell of the same name. You can only animate a single object at a time, but you can animate progressively larger objects as defined by the spell, based on your binder level. You can only animate torturer's tools, from anything as common as a knife to as exotic as an iron maiden. This ability replaces instant manacles.

## LEGEND OF ETHANIEL MIDNIGHT

Ethaniel was not a normal boy. Of this, he was sure. He had rosy-red cheeks and his parents and teachers loved him well. Even girls liked him. However, at age twelve he led a nine-year-old friend down to his family's dark basement, where he promptly bludgeoned the boy with a metal pipe and used his father's clockmaker tools to dissect him.

"What have I done?" Ethaniel wondered aloud to the boy's still body. Giddy with excitement but fearing discovery, he used the basement's incinerator, which in time would become his most-familiar "friend."

After this sudden and confusing day, Ethaniel realized he disliked many boys, perhaps most.

"I dislike those who are too loud, and you are too loud," he explained to one tied-up boy whose eyes begged to know "why?" To another he would say, "I dislike bullies, and you bullied me, don't you remember?"

"I swear I will never do it again," a boy might say.

"What's that? No, you won't."

He also disliked boys who spat at girls, or who were better than he was at sports. Ethaniel was neither strong, nor fast, nor well-coordinated. This physical lacking, an accident of birth—much like being a born killer—encouraged him to use his mind to develop routines and tools in order to lead uncouth boys to their doom. At first, he set a modest quota, no more than two a year, he thought. But with the ongoing war, mass civil confusion, and regular influx of refugees, he could afford to sequester many more.

"What's going on down there?" this mother would yell.

"This is no good," he said one day. "They will take me away if I'm found out. I will get into trouble." Thus, his first invention was a muzzle that he had snatched and modified from the dog breeder's shed next door.

Ethaniel was upright and patriotic, which meant that he volunteered at the poorhouse and at the offices of the local army camp.

"Good morning, Ethaniel," the soldiers and coworkers would say with a smile as he passed into the camp each morning.

"How are your parents?" the general would even ask him.

The children, mainly the girls in the poorhouse would run to him, smiling and laughing, because they felt he cared about them.

It was at the army camp and poorhouse where Ethaniel found his talent as a butcher, a trade of great benefit to the whole town, with fine pay that made him an attractive bachelor. The local butcher was getting old, and sadly his son had recently disappeared. Some thought he might have run off to war.

"I too heard that," Ethaniel said to the old butcher. "I am sorry to say."

Now, Ethaniel had no quarrels with girls, and in those

heady days, he found himself engaged. After all, who did not want the rich life of a butcher's wife?

"But how to keep my hobby from my lovely Anna?" he wondered, "And gods forbid we have sons."

Marriage was the first answer. His father had long since passed away, and in those days, a man gained his family's estate when he married if his father were dead. He was fond of his childhood home's incinerator; so he married, moved his ailing mother into a new cottage, and rented the old house to the army, who had quietly hired him as an interrogator.

"To think I can get paid for what I love to do most," he explained to one captive youth, "in the name of our king no less."

Ethaniel enjoyed this life, along with the daily visits and complements by all manner of townfolk to his butcher shop. He enjoyed most of all those men who "visited" his old house. When the armistice came two years later, one might think he would have felt crushed. Instead, he rejoiced.

"Never mix work and pleasure," as his eulogists would mention decades later, as a tidbit of his wisdom.

In his later years, Ethaniel's greatest triumph was the incorporation of the healing arts. Do not just hack, Ethaniel, he would say to himself. Soon he had the chance to practice.

By happenstance, a soldier came to his door one night.

"I can't stand the camp," the soldier had explained, with not a few tears. "I miss my family. They have lost all my brothers. And the general is a cruel man." Ethaniel felt the boy was a whiner, but comforted him.

"Here, I'll hide you in my basement, and after a few days they'll give up and forget all about you." The soldier followed him, expressing gratitude.

This is my chance, Ethaniel thought, to try my new techniques. So he did. Over seven weeks he carefully removed the soldier's limbs and other parts, one by one, using ointments and precise instruments to minimize damage and pain.

In the end, only a torso and head remained, which hung jabbering in his basement until a week before his own passing.

In his last few days of life, Ethaniel's lovely granddaughters warmed him on all sides of his sickbed. Yet he fretted to himself, that surely his soul would burn in the Nine Hells. "Yet I was born this way," he mumbled. "How unfair!"

Then for a few moments he might think that perhaps he deserved it. He might even be granted a throne in hell.

"Where does one go?" he asked his eldest granddaughter as she tidied his white sheets.

"Hush and sleep," she said. Everyone knew she had a kind soul. "You are just delirious, Grandpa, having a bad dream."

Death came. Fortunately or not for Ethaniel, even Hell turned him away at its door.



## JEHOTEK

### THE THRONE OF HEAVEN

The god who fell, Jehotek grants those who give him the worship he deserves command over the might of heaven.



## Summoning Rules

The following describes the requirements and rituals for binding Jehotek.

**Spirit Level:** 4th

**Constellation:** Angel

**Binding DC:** 21

**Totems:** You gain a totem bonus on binding checks if you meet some or all of these conditions:

» The holy water that you drink as part of the ceremony was created by one of Jehotek's granted abilities.

» You are able to fully recite one of Jehotek's ancient prayers, requires 8 ranks in Knowledge (religion).

» You are Lawful Good or have been blessed by a Lawful Good priest within the last 24 hours.

**Ceremony:** You drink a vial of holy water while within Jehotek's seal, praying for Jehotek's return to power.

**Manifestation:** Tears of holy water stream down your face as a glorious, golden light envelops you. A booming celestial voice comforts you as you negotiate.

## Legend

Ancient ledgers found in the ruins of civilizations across the world refer to an ancient being by the name of Jehotek. Worshipped as a god, the texts seem to indicate that Jehotek's dogma was one that prized love, compassion, and free will over all virtues. Jehotek's ancient servants apparently worshiped him to the exclusion of all other deities. His servants spread across the world until Jehotek just vanished, a day referred to as the 'Heart-break.' None are sure where Jehotek went. When questioned by occult scholars, Jehotek always claims that evil gods threw him into the void. Which gods Jehotek is referring to, however, is never elaborated on.

## Granted Abilities

Jehotek grants the following abilities:

### Major Granted Abilities

**Fire from the Heavens:** As a standard action, you unleash a 20 foot cylinder of holy fire that deals 2d6 points of damage to creatures within the area; half of this damage is fire damage but the rest results from divine power and is not subjected to being reduced by fire-based attacks. A successful Reflex save reduces this damage by half. At 9th level and every 2 binder levels thereafter, increase this damage by 1d6. You can summon the cylinder anywhere within 50 feet of you. After using this ability, it is expended for 5 rounds.

**Capstone Empowerment:** Your allies are immune to damage caused by fire from the heavens. Once per pact,

you can spend a swift action to have fire from the heavens heal any allies within its area for a number of hit points equal to your binder level.

### Minor Granted Abilities

**Blessings of Jehotek:** Your touch cleanses foodstuff, allowing you to use *purify food and water* at will. In addition, you can create a number of blessed foodstuffs or doses of holy water each day equal to your binder level. A creature that consumes blessed foodstuff gains the benefits of *bless* for 1 minute or 24 hours if the creature is bound to Jehotek or agrees to suffer Jehotek's influence for 24 hours. Food and water remains purified after the pact ends but blessed foodstuff and holy water created this way loses these properties when your pact with Jehotek ends.

**Flock of Jehotek:** The DC of all granted abilities you possess (including ones not granted by Jehotek) increases by +2 for evil creatures and decreases by -2 for good creatures.

**Prayer to Jehotek:** As a standard action you can recite a prayer to Jehotek, granting you and all allies within 40 feet of you a +1 bonus on attack rolls, damage rolls, saving throws, and skill checks. In addition, enemies within this area suffer a -1 penalty on these checks (no save allowed). These bonuses and penalties last for 1 round per binder level you possess. You can use this ability a number of times per day equal to 3 + your Charisma bonus.

**Rebuke Heresy:** As a standard action, one creature within 20 feet of you must succeed on a Will save or become frightened for 1 round per binder level you possess. Each round, a frightened creature can attempt a new saving throw to lessen the condition to shaken for the remainder of its duration. This ability is a fear effect and functions as Turn Undead against undead creatures. A creature that succeeds on its saving throw becomes immune to this ability for 24 hours.

## Signs and Influence

The spirit affects you in the following ways:

**Physical Sign:** A dark, circular mark made of ash and salt appears on your brow that cannot be smudged or washed off. Whenever you activate one of Jehotek's granted abilities, this symbol shines with a radiant light.

**Personality:** You evangelize Jehotek above all deities, upholding his dogma of love, compassion, and freedom.

**Favored Ally:** Any (creatures with an aura of good; as the cleric class feature) and Outsider (any Lawful Good).

**Favored Enemy:** Any (creatures with an aura of evil; as the cleric class feature) and Outsider (any Chaotic Evil).

## Vestigial Companion

You gain the service of a harbinger archon familiar for the duration of the pact. See the monster's entry in *PATHFINDER ROLEPLAYING GAME BESTIARY 3*. Treat your binder level as your wizard level to determine your familiar's abilities. You are treated as lawful good for the purpose of adjudicating the familiar. This granted ability replaces prayer to Jehotek.



## KANDISHA

### THE DESERT'S REVENGE

Protector of women and scimitar of revenge, Kandisha aids women and children who require protection.



### Summoning Rules

The following describes the requirements and rituals for binding Kandisha.

**Spirit Level:** 4th

**Constellation:** Seer

**Binding DC:** 22

**Totems:** You gain a totem bonus on binding checks if you meet some or all of these conditions:

- » You are female, a Youth, or a victim of unjust torture.
- » You slay a rooster during Kandisha's ceremony.
- » Kandisha's ceremony is performed in the desert.

**Ceremony:** You strip, bind your legs together with hemp rope, and shackle your arms together, as you await the judgment of the Desert's Revenge.

**Manifestation:** Your bindings erode into sand that spirals around the seal, forming the outline of a beautiful woman, only her eyes visible to you.

### Legend

The people of the sands whisper the tale of Bouya Oman, the accursed city. At the height of its legacy, Bouya Oman was a refuge for evil and corrupt men, a haven held in place by the marriage pact of Bouya Oman's lord and lady. The stories of the desert folk say that when Bouya Oman's final lord perished, his rivals sent assassins to maim, abuse, and kill his widow-lady. Shortly after, the city disappeared forever in an eternal sandstorm, its bustling markets and despicable men lost. Though scoffed by historians, the desert people believe that the vengeful spirit of the widow-lady tore free from the afterlife and sundered the city from the desert, leaving only wailing sand in its place. The spirit is believed to haunt every grain of sun-scorched sand and while virgin women sometimes pray to the Desert Widow for protection, despicable men fear her and ward against her vengeance.

### Granted Abilities

Kandisha grants the following abilities:

#### Major Granted Abilities

**Kandisha's Curse:** As a standard action, you inflict a dreadful curse onto a humanoid creature within 30 feet, chosen from the list below. A successful Will save prevents the curse. This curse is permanent but a creature may only suffer from one of Kandisha's curses per binder at once; inflicting a new curse ends any existing ones.

**Dry Mouth**—The target suffers a 20% chance to fail with abilities that require verbal components as sand pours from its open mouth.

**Erode Pride**—The target's Constitution and Charisma

are reduced by 4 (minimum 1) as its genitals are sanded away into smooth nothingness.

**Personal Mirage**—The target is affected at all times by *hallucinatory terrain*, seeing whatever you desire.

**Sun Foe**—The target is staggered while exposed to daylight (including the spell) and becomes vulnerable to fire damage as the sun's wrath bares down upon it.

The curse is permanent and can be removed via *remove curse* or by similar means. After using this ability, it is expended for 5 rounds.

**Capstone Empowerment:** When using Kandisha's curse, you may curse a target with a number of separate curses equal to your Charisma bonus (if any).

### Minor Granted Abilities

**Avian Speech:** You can speak with all birds of all kinds as *speak with animals* and Kandisha's presence causes you to have a friendly starting attitude with these creatures.

**Protection of Kandisha:** This ability functions as *protection from evil*, except its benefits apply against male creatures with an Intelligence of 3 or greater regardless of alignment. You can use this ability for a number of minutes each day equal to your binder level + your Charisma bonus. These minutes do not need to be used consecutively, but they must be used in 1-minute increments.

**Sand Cloud:** You create a thick mass of sandy clouds as a standard action, functioning as *solid fog* except creatures within the cloud also suffer a –2 penalty on Perception checks. You can manifest this cloud for a number of minutes per day equal to your binder level + your Charisma modifier. These minutes do not need to be used consecutively but they must be used in 1-minute increments.

**Scimitar of the Desert:** You become proficient with the scimitar. In addition, you can use your Dexterity modifier in place of your Strength modifier on attack and damage rolls with this weapon as long as you are not carrying anything in your off-hand and the scimitar is of the appropriate size.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign:** Your lips harden like a beak. Whenever you activate one of Kandisha's granted abilities, a plume of feathers erupt behind you, floating in an intangible wind.

**Personality:** You become filled with a taste for vengeance against anyone that has (or might) wrong you.

**Favored Ally:** Any (female creatures except prostitutes)

**Favored Enemy:** Any (male creatures except children)

### Vestigial Companion

You gain the service of a sand elemental familiar for the duration of the pact. Use the statistics for an earth elemental, found in the monster's entry in *PATHFINDER ROLEPLAYING GAME BESTIARY*. Treat your binder level as your wizard level to determine your familiar's abilities. You are treated as neutral for the purpose of adjudicating the familiar. This granted ability replaces protection of Kandisha.



## CIRCE'S RUNES REFUGE OF PACTS

Ancient magic abandoned for hopeful love, Circe's Runes bestow their terrible might to those who seek it.



### Summoning Rules

The following describes the requirements and rituals for binding Circe's Runes.

**Spirit Level:** 5th

**Constellation:** Scholar

**Binding DC:** 23

**Totems:** You gain a totem bonus on binding checks if you meet some or all of these conditions:

» As part of the spirit's ritual, you burn a spellbook that has at least one 1st level spell scribed into it.

» You have been spurned by a lover in the past 24 hours or perform the spirit's ritual on an island.

» At least one spell is active upon you when you perform the spirit's pact.

**Ceremony:** You light a fire in the seal's center and burn a collection of written works detailing arcane practices.

**Manifestation:** Words float off of the pages with the cinders until you are surrounded by them. The runes spell out replies as you begin the binding process.

### Legend

Occult scholars have determined that the spirit known as Circe's Runes was never a real being. Rather, the runes belonged to a mortal called Circe, a powerful sea witch common in legends among superstitious seafarers. Seafarers claim that Circe lived on an island far out to sea. She was lonely, so whenever ships would come near her home, the witch brought them to her island for company. Circe possessed a legendary temper, though, and when she felt someone had slighted her, she punished her guests by transforming them all into livestock. One day, Circe fell in love with a sailor she had lured to her island and he in turn. However, centuries of being alone convinced her that no man would love her because she was ancient, so she tested his love by revealing her true self. The man fled in terror from Circe, enraging her to tears. As she wept, the goddess of love descended from the heavens to comfort Circe, for she had always paid respect to the gods. 'My child,' the she soothingly spoke, 'it is not your age that drove your love away, but your fierce rage.' In reflection, Circe decided that her magic was the source of her anger, so she left the island and forever abandoned her source of magic, thirty-two mystic runes.

### Granted Abilities

Circe's Runes grants the following abilities:

#### Major Granted Abilities

**Séance of Circe:** As a full-round action you evict one spirit you are bound to in order to replace it with

another spirit of your choice. The spirit is evicted as though you had used Expel Spirit except the spirit's influence (and any penalties accrued) linger for the duration of the new spirit's pact. After evicting the previous spirit, you gain the new spirit's benefits immediately. A pact made with this ability is always a poor pact. Only spirits that you are capable of sealing a pact with may be selected with this ability. After using this ability, both the newly-bound spirit's major granted ability and this granted ability are expended for 5 rounds.

**Capstone Empowerment:** You can perform *séance of Circe* as a standard action instead of a full-round action.

#### Minor Granted Abilities

**Arcane Audacity:** You gain an insight bonus on Knowledge (arcana), Spellcraft, and Use Magic Device checks equal to ½ your binder level. This bonus doubles when identifying spells that can be targeted by erase.

**Circe's Foresight:** This ability functions as *divination* except it can only be used to determine which spirit would be the most useful in the next 24 hours. On an incorrect divination, Circe's Runes name themselves as the most useful spirit, regardless of whether or not this is true.

**Circe's Runes:** Upon sealing a pact with Circe's Runes, you may invoke two of the titular runes, one in upper case and one in lower case, in order to receive eldritch power. Invoking runes grants you access to a number of spell-like abilities, as shown on the following page. Each rune may be used twice per pact. At 10th level and every 4 binder levels thereafter, you may use each spell-like ability obtained from one of Circe's Runes one additional time per pact. Each rune is considered a separate granted ability.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign:** The runes of Circe that you have selected manifest across your body in an endless scintillating pattern like a tattoo. Whenever you activate one of Circe's Runes' granted abilities, this tattoo glows with an eerie light.

**Personality:** Casting spells or using granted abilities that function as other spells fills you with anger, causing you to curse and shout as loud as possible whenever you do.

**Favored Ally:** Outsider (any)

**Favored Enemy:** Humanoid (any)

### Vestigial Companion

While you are bound to the spirit, you can link yourself to other willing creatures by manifesting floating runes of power over their heads. All linked creatures can speak and understand each other's languages and share the *minor rune of Circe* that you have selected as though they possessed share granted abilities. Use your binder level and Charisma bonus when calculating the rune's effects. You may link a number of creatures together at once equal to your Charisma bonus. This ability replaces the upper case rune provided by the *Circe's runes* granted ability.



## The 32 Runes of Circe

Circe's 32 Runes and the spells provided by each are described below.

Spells marked with an asterisk (\*) are described in *PATHFINDER ROLEPLAYING GAME ADVANCED PLAYER'S GUIDE*.

Spells marked with a dagger (†) are described in *PATHFINDER ROLEPLAYING GAME ULTIMATE MAGIC*.

Spells marked with double daggers (‡) are described in *PATHFINDER ROLEPLAYING GAME ULTIMATE COMBAT*.

Spells marked with infinity (∞) are described in Chapter 5.

### Arrow

Upper Case: *cascade of arrows*∞  
Lower Case: *acid arrow, true strike*

### Blindfold

Upper Case: *blindness / deafness*  
Lower Case: *bungle*†, *forced quiet*†

### Bone

Upper Case: *bones of damnation*∞  
Lower Case: *detect undead, disrupt undead*

### Boot

Upper Case: *shadow step*†  
Lower Case: *expeditious retreat, jump*

### Chest

Upper Case: *lesser globe of invulnerability*  
Lower Case: *alarm, arcane lock*

### Cross

Upper Case: *divine power*  
Lower Case: *bless, shield of faith*

### Cup

Upper Case: *sustaining feast*∞  
Lower Case: *air bubble*‡, *web shelter*†

### Dog

Upper Case: *beast shape I*  
Lower Case: *mount, summon nature's ally I*

### Door

Upper Case: *dimension door*  
Lower Case: *detect secret doors, hold portal*

### Drowser

Upper Case: *locate creature*  
Lower Case: *detect magic, detect poison, identify*

### Feather

Upper Case: *river of wind*\*  
Lower Case: *feather fall, whispering winds*

### Ghost

Upper Case: *haunting choir*†  
Lower Case: *chill touch, unseen servant*

### Hand

Upper Case: *vampiric touch*  
Lower Case: *mage hand, pilfering hands*‡

### Jester

Upper Case: *jester's jaunt*\*  
Lower Case: *hideous laughter, grease*

### Lute

Upper Case: *charm monster*  
Lower Case: *moment of greatness*‡, *ventriloquism*

### Man

Upper Case: *aspect of the stag*\*  
Lower Case: *ant haul*\*, *bull's strength*

### Mask

Upper Case: *hallucinatory terrain*  
Lower Case: *disguise self, vanish*\*

### Mirror

Upper Case: *lesser simulacrum*  
Lower Case: *mirror image, mirror strike*‡

### Monocle

Upper Case: *discern lies*  
Lower Case: *deathwatch, see invisibility*

### Pendulum

Upper Case: *rainbow pattern*  
Lower Case: *deep slumber, suggestion*

### Potion

Upper Case: *threefold aspect*†  
Lower Case: *alter self, reduce or enlarge person (self only)*

### Prism

Upper Case: *searing light*  
Lower Case: *color spray, glitterdust*

### Quill

Upper Case: *explosive runes*  
Lower Case: *arcane mark, erase, symbol of mirroring*†

### Ray

Upper Case: *ray of exhaustion*  
Lower Case: *ray of enfeeblement, scorching ray*

### Rope

Upper Case: *chain of perdition*†  
Lower Case: *animate rope, rope trick*

### Shield

Upper Case: *knight's calling*\*  
Lower Case: *resist energy, shield*

### Spider

Upper Case: *giant vermin*  
Lower Case: *spider climb, web*

### Tongue

Upper Case: *shout*  
Lower Case: *arcane mouth, tongues*

### Torch

Upper Case: *fireball*  
Lower Case: *burning hands, produce flame*

### Tree

Upper Case: *arboreal hammer*†  
Lower Case: *shillelagh, tree shape*

### Wand

Upper Case: *invisibility*  
Lower Case: *mage armor, magic missile*

### Woman

Upper Case: *malicious spite*†  
Lower Case: *eagle's splendor, unnatural lust*†



## GREEN GLOMAIRAH THE WORLD TREE

The tree that defends the world, Green Glomairah grants her powers over the natural world to those whose hearts are filled with love.



### Summoning Rules

The following describes the requirements and rituals for binding Green Glomairah.

**Spirit Level:** 5th

**Constellation:** Tree

**Binding DC:** 23

**Totems:** You gain a totem bonus on binding checks if you meet some or all of these conditions:

» You possess a botanist's worth of lore on plants, requiring 5 ranks in Knowledge (nature) or Profession (botanist).

» Green Glomairah's seal is traced in freshly picked and uncrushed flower petals.

» You place the likeness of a love within Green Glomairah's seal.

**Ceremony:** You weave twigs, branches, flowers, and other trinkets of nature into a braid in your hair, which grows supernaturally long until Glomairah takes notice.

**Manifestation:** Your hair springs up on end, transforming into the likeness of a great oak tree. Glomairah's sweet voice sings into your ears upon the rustling of your hair-tree's leaves, the tree transforming back into your hair when the binding is complete.

### Legend

The story of Ser Japh is a well-known tale, a famous tragedy said to have originated in a war-torn land. Japh was once a young man who fell in love with a beautiful woman with a green thumb, but was called to arms for his skill with weapons. Wherever his king commanded him be, Japh fought with valor and strength if only to see his true love once more. His king mistook this as a sign of loyalty to the crown and made Japh a knight, sending him farther and farther away from his beloved. Finally, Japh died against a horde of hobgoblins, a ripe old man who never tasted the sweet lips of a wife's kiss. It is said that Japh's spirit returned to his wife in the form of a great oak tree, and Japh's love tended to him until the end of her days when they could finally become one, their love forever imprinted upon the world.

### Granted Abilities

Green Glomairah grants the following abilities:

#### Major Granted Abilities

**Ward Against Harm:** As a swift action, select 1 of the following conditions: blinded, dazed, deafened, exhausted, fatigued, frightened, nauseated, paralyzed,

shaken, sickened, staggered, or stunned. You are immune to that condition for 1 round. After using this ability, it is expended for 5 rounds.

**Capstone Empowerment:** You can use ward against harm as an immediate action and you give this boon to your allies instead of yourself. In addition, you may select a number of conditions to become immune to equal to your Charisma modifier (minimum 1).

#### Minor Granted Abilities

**Infusion of Nature:** You gain lay on hands as a paladin equal to  $\frac{1}{2}$  your binder level. This benefit stacks with any paladin levels you possess, up to your character level. You can use this ability a number of times per day equal to  $\frac{1}{2}$  your binder level + your Charisma bonus.

**Nature's Health:** You are immune to all types of poison and diseased while bound to the spirit.

**Speak with Plants:** You can converse with plants as the spell of the same name. You can use this ability for a number of hours per day equal to your binder level + your Charisma bonus. These hours do not need to be consecutive but they must be used in 1-hour

increments.

**Tree Stride:** This granted ability functions as the spell of the same name. You can move into a number of trees per day with this ability equal to your binder level + your Charisma bonus, after which you are immediately ejected from the last tree to which you jumped.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign:** Your hair's color matches the seasons, becoming vibrant green in spring, deep green in summer, flecked with orange, yellow, red, and brown in autumn, and dead in the winter, falling out of your scalp. Whenever you activate one of Green Glomairah's granted abilities, patches of moss grow across your skin.

**Personality:** You are protective of animals and nature and confront those whom you feel are abusing such things.

**Favored Ally:** Plant (any)

**Favored Enemy:** Humanoid (hobgoblins)

### Vestigial Companion

You gain a plant companion, as if you were an elf druid with the plantsinger archetype. See the elf section of Chapter One of *PATHFINDER ROLEPLAYING GAME ADVANCED RACE GUIDE* for companions you may choose. Treat your binder level as your druid level to determine your companion's abilities. This granted ability replaces infusion of nature.



# LEGEND OF GREEN GLOMAIRAH

Glomairah was born on the first day of spring in a prosperous farming village, and as a young woman she was the apple of the town's eye. When water needed fetching, she was there with three buckets and a smile. When fruit or seeds needed gathering and sorting, she sang sweetly as she worked, to lift the older women's spirits.

"Glomairah is the best daughter we could have," her parents would say with pride. More than a few of the local families, and even the land's nobles, kept their eye on her as the fondest daughter-in-law they could want.

"Please, dearest, have you met my son?" mothers would ask her often enough. Her village and the two down the road were all small, and Glomairah found it hard to say no.

One young man touched Glomairah's heart. Japh was quiet, handsome, and kind; he was an unassuming flower in a garden of loud poppies. He would smile when they passed on the street, and at seasonal dances he would ask her hand and tell her a joke as they twirled. Unlike the other boys, he did not write poetry to her—nor did a monk or a bard write for him. He did not present her with cut flowers or sing odes to the sun. However, he did visit her garden late one spring night and offer its sprouting shoots some gentle words under the moon's soft light. He taught the shoots an ancient hymn that he asked they sing for her.

In time, Glomairah and Japh traded engagement rings, but soon war arrived to the steps of their village, and like the other young men he took up arms and rode off.

"If you can wait," he said with his hand gently touching her cheek, "I will be back."

Alas, months and then winters passed. Some of the boys returned but Japh did not. Meanwhile, new suitors came. Glomairah would smile politely or tell a joke, but refuse them.

"Oh daughter," her weary mother said one day with worry, "You shall grow lonely."

"Living is good!" she replied earnestly, as she tended the garden behind her parent's home. Her heart beat quickest when tending the garden.

"How much water shall I fetch you this morning?" she would ask the peas. "More or less shade today?" she would say as she pulled out a tent to shield the tender spinach from an early summer's hot sun. Among the villagers, she alone could hear the plants. She knew this, and took their kind murmurs as a blessing and gift of the earth.

One frosty day, seven winters after Japh left, a rough band of hobgoblin mercenaries rode into town. They were cold, hungry, and bloody, having just survived a heavy battle the night before. Their banner indicated they were paid by her country's coin. Since her family's homestead was first along the road, the hobgoblins strode in and demanded attention, food, healing, rest, and love.

Glomairah's parents were old and her brothers were off to work so she did all she could to appease the hobgoblins' ill tempers, for "only some good comes from hobgoblins, least of all, compassion."

As she bandaged the hobgoblin chief, he growled, "I wish you as my wife today."

She said, "I am already engaged, it would not be right."

He replied sarcastically, "Where is he now? I shall kill him."

Glomairah swallowed her sadness and gave the chief strong wine to appease his appetite.

Nevertheless, to show his displeasure, he said, "You are too sweet for me." He ordered his men's horses to trample the garden and break the family's wares.

Afterward, he demanded, "Aren't you angry I trampled your garden?" He hoped to make her cry. That is what hobgoblins do.

She replied, "It is not my garden, it is the earth's. I enjoy its company."

The chief fumed inside. To save face before his men, he said to her, "I would throw you over my shoulder and carry you to your bed, but I wish you to give yourself freely." Then he whispered in her ear, as if saying sweet nothings. "It would be a pity if the horses ended up trampling your parents."

With a heavy heart, Glomairah took the chief up the rickety stairs to her simple bedroom and welcomed him into her arms. She knew that hobgoblins were cruel, but they also kept their word.

When the chief and his mercenaries finally left, she fled the house and trekked though mud and vines to a secret forest pool and its great oak.

"How I have longed to see you," she cried out as the oak came into view. She ran, and knelt and sobbed over the pool's still waters, her tears like rain. She lamented, "Surely, I shall never again love life like I have."

The earth took pity on her and spoke through the great oak, "I have enjoyed your company most immensely, my daughter. Know that you are not alone."

"Tell me, I beg of you," she asked. "Does Japh live or lie among the roots?" Hope and fear swirled inside her, that she finally dared to ask this question.

Wind shook the forest as trees spoke to each other across miles. Dusk came. After a time, the great oak spoke. "My daughter, he lies among the roots."

"Thank you," she said heavily, "for the truth." She considered; she could drown herself in the pool and join Japh.

The great oak continued. "His spirit asks me to say, 'I am willing to wait, if you would still be my bride.'"

"Oh, why wait one more winter?" she asked with tears.

"He says to tell you," the oak replied, "that more sorrow marches with iron and fire toward your land, and as you have tended your garden, so too you must tend your people."

From that day forward, Glomairah aided her village, and other helpless villages across the lands, by calling upon all green things of the earth, from stout oaks, to burrs and thistles, and entangling vines. The grass itself rose up against the army that threatened them. Finally after years, war and hatred were utterly repulsed.

Glomairah was now old with white hair. She journeyed again to the pool and its great oak, and in the pool's waters saw reflected back to her Japh's gentle face and smile. It was him.

"I have come home," he said.





## NOBLE MARIUS PSYCHIC VAMPIRE

This corrupted mind mage grants potent psychic powers to those who would seek the truth.



### Summoning Rules

The following describes the requirements and rituals for binding Marius.

**Spirit Level:** 5th

**Constellation:** Skull

**Binding DC:** 22

**Totems:** You gain a totem bonus on binding checks if you meet some or all of these conditions:

» You have been possessed by another creature prior to binding with Marius (binding of any kind does not fulfill this requirement).

» You killed someone of royal lineage and use 1 pint of that person's blood to draw Marius's seal.

» The mirror used in Marius's ceremony is elaborately decorated with countless faces; the mirror must be an antique that costs at least 5,000 gp.

**Ceremony:** You meditate while within the seal, using a mirror to search for the reflection of your shadow self.

**Manifestation:** The shadows around the seal grow deeper as Marius's murmurings echo out of them, waiting for you to begin with paranoia in his voice.

### Legend

A famous theatrical tragedy, *La Vampiro de la Mente* tells the tale of a young man who was born to aristocracy with a special gift: He had the ability to read and tamper with the others' minds. As the story progressed, the young man was approached by his emperatriz and asked to use his talents against those who threatened her rule. The young man did as she asked and was rewarded greatly for his heroism. But with every mind-erasing kiss that he placed on the lips of those whom he seduced, he felt a fiendish presence build inside of his mind that threatened to tear him apart. The tragedy reaches its climax when the young man finally meets his empress in body and succumbs to the presence while overcome with desire. When he awakens, the young man has murdered the empress and the dark presence informs him that it was the empress who implanted the presence within the man in the first place. Stricken with grief and rage, the young man erases his own mind to destroy both himself and the dark presence inside of him. The name of that young man, the titular star of the show, is Marius.

### Granted Abilities

Marius grants the following abilities:

#### Major Granted Abilities

**Mind-Leeching Kiss:** While grappling an opponent, you may attempt to kiss it as a standard action. You must succeed on a grapple check opposed by the opponent's CMD in order to kiss it. If you succeed, the creature

suffers the effects of *feeblemind* unless it succeeds on a Will save. After using this ability, it is expended for 5 rounds.

**Capstone Empowerment:** You gain a +4 insight bonus to your Intelligence, Wisdom, or Charisma for 1 minute per binder level if your target fails its Will save against *mind-leeching kiss*.

#### Minor Granted Abilities

**Noble Guise:** You gain an insight bonus on Bluff, Disguise, and Knowledge (nobility and royalty) checks equal to ½ your binder level.

**Read Psychic Residue:** You can witness past events involving the area surrounding you. Doing so requires 1-hour ritual and when it is complete, you witness a major event that occurred within 100 feet of you within the past 100 years. At 11th level and every 2 binder levels thereafter, increase the number of events that you witness by 1 and how far back you can read by 100 years. You witness these events in chronological order, and even if you see nothing of note in your vision, you have a chance to gain a helpful piece of information equal to 70% + your binder level, chosen by the GM. Alternatively, you can focus on an object you are holding and witness events that happened to or involved that object. You can use this ability a number of times each day equal to your Charisma bonus (minimum 1).

**Telekinesis:** This ability functions as the spell of the same name. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

**Vampire's Embrace:** You gain the benefits of Improved Grapple for the duration of the pact. In addition, you can use your binder level in place of your base attack bonus when calculating your CMB for grapple attempts (whichever is higher).

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign:** A thumb-sized blood-red circular mark appears on your forehead. Whenever you activate one of Marius's granted abilities, the mark oozes blood down the sides of your face.

**Personality:** You become jittery and prone to panic attacks. You also avoid all but the blandest food and drink.

**Favored Ally:** Humanoids (any psychic) and Undead (any psychic)

**Favored Enemy:** Aberrations (any psychic) and Monstrous Humanoids (any psychic)

### Vestigial Companion

You mentally connect yourself and a single creature together, as telepathic bond. You can connect one additional creature per 3 binder levels beyond 9th that you possess. Connected creatures are considered your vestigial companions but they gain no benefits for being such except for this special quality. For example, they do not gain the share granted abilities special quality. This granted ability replaces telekinesis.



## DEATH HOWLS KNIGHTS OF THE GHOSTLANDS

The spirits of martyred gnolls, Death Howls grants command over the cold winds of the north to those who seek tutelage with humility and pride.



### Summoning Rules

The following describes the requirements and rituals for binding Death Howls.

**Spirit Level:** 6th

**Constellation:** Beast

**Binding DC:** 21

**Totems:** You gain a totem bonus on binding checks if you meet some or all of these conditions:

» You draw Death Howls' seal outdoors upon a bed of snow or ice.

» You are a gnoll or are able to speak Gnoll.

» You cover all tracks within 30 feet of the seal, requiring 12 ranks in Survival.

**Ceremony:** While within Death Howls' seal, you write a farewell letter to your loved ones, using wax mixed with your tears and a signet of Death Howls' seal to close it.

**Manifestation:** Wind and ice begin to howl around you, ripping the letter from your hand and covering you in frost and ice. Feral growling echoes across the seal as the Death Howls appear surrounding the seal, waiting.

### Legend

According to the tales of the gnolls, there was once a time where human and gnoll lived side by side. It was believed by both races that the spirits of the elders dwelled in a place called Snow Country. Would-be warriors from these tribes traveled to Snow Country to train with the spirits of departed heroes. These warriors returned with the ability to command shadows. As word spread of Snow Country, warriors from other tribes and races dreamed of possessing this power for themselves and travelled north, begging for permission to train there. Their answer was always the same: "No". One day, a group of particularly stubborn warriors ignored the decree of the gnoll elders, dismissing them as dogs. While in Snow Country, the warriors were terrorized by horrible visions until they accidentally slew one of the young gnolls training there. When the elder gnolls learned of this, they came to remove the warriors from Snow Country but were slain by them, for the warriors feared retribution. This horrendous act turned the gnolls' hearts to be as cold as ice. One by one, the tribes left the spirits of their elders and the companionship of other mortal races.

### Granted Abilities

Death Howls grants the following abilities:

### Major Granted Abilities

**Ghost Strike:** As a free action, select one weapon that you are currently carrying or one natural attack you possess. Until the end of the turn, attacks made with the selected weapon resolve against your opponent's touch AC and deal an extra 1d6 points of damage, or 2d6 damage against incorporeal foes. This damage ignores all defenses, including damage reduction, and is not multiplied on a critical hit. After using this ability, it is expended for 5 rounds.

**Capstone Empowerment:** Increase the extra damage dealt by ghost strike by 1d6 points, or 2d6 against incorporeal foes.

### Minor Granted Abilities

**Ether Sight:** This ability functions as *detect invisibility*. You can use this ability for a number of minutes per day equal to your binder level + your Charisma bonus. These minutes do not need to be used consecutively but they must be used in 1-minute increments.

**Touch of the Departed:** As a standard action, you can guide your blows into the Ethereal Plane. This ability functions as *greater magic weapon* or *greater magic fang* (your choice), except affected weapons or natural attacks can also strike incorporeal creatures as if they possessed the ghost touch special ability. You can use this ability for a number of minutes per day equal to your binder level + your Charisma bonus. These minutes do not need to be used consecutively, but they must be used in 1-minute increments.

**Untouched by Cold:** You are unaffected by cold weather, as *endure elements*. In addition, you gain resistance against cold damage equal to your binder level.

**Wisdom of the Elders:** As an immediate action, you or one ally within 30 feet of you can reroll any d20 he or she has rolled with a +2 insight bonus. The new result must be accepted, even if it is worse. A creature can only reroll one d20 every 24 hours.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign:** You appear bedraggled and lean as though starved. Whenever you activate one of Death Howls' granted abilities, a thin coat of rime covers you.

**Personality:** You prefer wearing minimum layers of clothing in cold weather and excessive layers in hot weather.

**Favored Ally:** Animal (dire and megafauna only) and Humanoid (gnolls and humans)

**Favored Enemy:** Magical Beast (any) and Monstrous Humanoid (any)

### Vestigial Companion

You gain a gnoll as a cohort as if you possessed the Leadership feat. This character represents one of the Death Howls martyrs and possesses all of its levels in the warrior NPC class. This ability replaces wisdom of the elders.



**MERICKEL****HERO OF FALSE DESTINY**

As a hero who never destined for greatness, Merickel grants binders a hero's destiny, if only a falsified one.

**Summoning Rules**

The following describes the requirements and rituals for binding Merickel.

**Spirit Level:** 6th

**Constellation:** Hero

**Binding DC:** 23

**Totems:** You gain a totem bonus on binding checks if you meet some or all of these conditions:

» You sully the likenesses of the seals of Kaylos and Forash. If you accept this totem, you cannot bind with these spirits until Merickel departs from your soul.

» You use a +1 greatsword to draw your blood during Merickel's ceremony.

» Merickel's seal is drawn near a lake and you toss a greatsword into it at the ceremony's conclusion, after which it disappears forever.

**Ceremony:** After the seal has been completed, you take a greatsword and plunge it into the earth.

**Manifestation:** The seal glows with an azure light as dozens of small, faerie-like entities burst out from the seals edges. The entities chime softly, and Merickel's voice can be heard throughout the ringing of the fey.

**Legend**

The legend of Merickel is a dabber one, often used as a counter legend by scholars who wish to disprove things such as prophecy and fate. According to the Tale of Merickel, the anti-hero discovered a misty lake and pulled a magical blade from within its depths. The sword spoke to him, telling the half-elf ranger to travel to a nearby village to build a kingdom. Merickel did as he was bid and met a woman who was engaged to another man. The ranger fell madly in love with her and he convinced the maiden to abandon her vows and marry him instead. Merickel cleared land for her and built her a keep where she could bear his sons. One day, a mighty demon came to take the Merickel's sword and when it could not, the demon took his love away instead. Merickel followed the demon to the ends of the earth, but when he had arrived he found that his wife's former love had saved her. Realizing that the blade, the woman, and the demon's head were destined for this man, Merickel departed, broken.

**Granted Abilities**

Merickel grants the following abilities:

**Major Granted Abilities**

**Steal Destiny:** As an immediate action, whenever a d20 is rolled (including your own), you can force the target to reroll the d20 and use the new result. Meanwhile,

you store the previous result as a destiny mote. You can expend a destiny mote whenever a creature rolls a d20, replacing the d20's normal result with the stored result. A creature can attempt a Will save to resist the effects of the destiny mote, and it knows whether the mote will bring ill fortune or good fortune in its action. You cannot use this granted ability after a roll's result has been revealed and it is expended for as long as you retain a destiny mote and for 5 rounds after you spend it.

**Capstone Empowerment:** You can use steal destiny as a free action whenever a creature rolls a d20.

**Minor Granted Abilities**

**Banishment:** This ability functions as the spell of the same name. A creature that succeeds on its saving throw against this ability is immune to its effects for 24 hours.

**Freedom of Movement:** This ability functions as the spell of the same name. You may use this ability for 10 minutes per binder level you possess. These minutes do not need to be used consecutively but they must be spent in 10-minute increments.

**Hero's Tools:** You gain proficiency with the short-bow, longbow, and greatsword. As a swift action, you can grant yourself a +3 insight bonus on attack rolls and damage rolls made with these weapons. This bonus increases by +1 at 15th level and 20th level.

**Summon Greatsword:** You can summon the memory of Merickel's blade as a full-round action. This is a +1 *evil outsider bane greatsword*. At 12th level, it is a +3 *evil outsider bane greatsword*. At 16th level, it is a +3 *vorpal evil outsider bane greatsword*. At 20th level, it is a +5 *vorpal evil outsider bane greatsword*. This greatsword ceases to exist if it leaves your hand or if you summon a new one.

**Signs and Influence**

The spirit affects you in the following ways:

**Physical Sign:** You gain ruddy, fey-like features such as large eyes and a sharp face. Whenever you activate one of Merickel's granted abilities, your skin turns red and your body heats with rage, forcing you to snort hot air.

**Personality:** You fight for and strive to retrieve any possessions that you have lost.

**Favored Ally:** Fey (any) and Humanoid (elf; except drow)

**Favored Enemy:** Any (paladins), Humanoid (drow), Outsider (any with the evil subtype)

**Vestigial Companion**

You gain an animate greatsword as a vestigial companion. This weapon functions as if it were permanently animated by *animate objects*, and a greatsword is effectively a small object for the purpose of the spell. You can only gain a single object from this ability. This companion cannot be dispelled; if the object would lose its magic, it immediately reanimates 1d4 rounds later (an antimagic field suppresses this as long as the weapon is within its area). This ability replaces summon greatsword.



# LEGEND OF MERICKEL

Late one morning in his nineteenth year, Merickel the half-elf came to a warm, mist-shrouded lake that he had never seen before, even though it sprawled squarely in the midst of his native wood. Sweat covered his brow from riding. He dismounted his unicorn and dove in to bathe.

He floated lazily under the warm sun.

Fierce tritons, men with fins, grappled him. He fought back. "Hey, stop it!" He thrashed mightily. Nevertheless, they subdued him and dragged him down to the lake bed.

Merickel awoke in a shadowy shrine. Its small windows revealed dark water. Light emanated from a cracked, lonely altar, where lay the lost greatsword of a dead war god.

"You are destined for greatness!" the sword called to him. Bards say the sword granted wishes too, and promised Merickel much, but other bards sing that the sword was the font of Merickel's suffering from the get-go.

When Merickel staggered from the lake with the sword firmly in hand, he found a bustling town at its shores.

"Where did this town come from?" he wondered aloud in shock.

"I will follow you inside," offered the sword. "We can handle anything that comes our way!"

"Hmm," Merickel mused. "May someone good live here."

He entered the gates. Old women and dirt-faced boys, beggars and nobles rushed about shouting, haggling over food stuffs with coins in hand. How sad, he reflected, to pay for food.

"Find the Dragon Quest Inn," the sword urged.

At the inn he met his future wife, the elf maiden Erah, and they savored many fine evenings that summer after he returned from work in a nearby scorching smithy.

"I wish you to be my bride," he whispered to her under the twinkling stars one warm night.

Erah's stepfather, a town magistrate, moved to thwart the marriage in favor of Erah's arranged suitor, a human paladin named Justinian.

"I too wandered upon this strange town," Justinian said when he and Merickel met. However, they had little else in common. The paladin spoke incessantly of great deeds and holy plans. Merickel closed his ears and thought; I cannot imagine I came from the same place as this bore.

Erah was partial to Merickel, so they eloped. He made her his wife by the blessing of an itinerant priest.

"Now, let's locate my home!" he announced after he sealed the marriage vows with a deep kiss. The town and its land reeked of mud and vermin. There were no satyr pipes, nymphs, or prancing unicorns to inspire anyone. "Rejoice in your marriage," the priest shouted as they galloped off.

Search as he did with Erah in tow, Merickel found no familiar landmarks.

"Never heard of this fey wood," people said when he would tell them about the lake, the sword, and the town.

"I have always lived here," Erah added. "Perhaps your childhood was a dream, or you are a changeling." She winked and kissed him. Merickel vowed to put aside his longing.

He found and cleared a mountain keep. The two settled in. Merickel used gold from the keep's horde to restore it to its former glory. Two years passed.

When Erah bore him twins she said, "I am so happy you came into my life."

"I am all here," he replied, "for this day is my dream."

Then, like the tritons before, demons came one dark night to steal the dead war god's greatsword.

"Ah, my prize!" the demon lord exclaimed. "Give it!"

"I am yours, protect me," the sword cried to Merickel.

Merickel fought the demon lord, who grabbed Erah in his claws and flew away on his bat-like wings, howling, "The time will come when you will happily give away that sword."

With newborns in tow, Merickel set out to find beloved Erah. He

hiked to the orc badlands, where a spirit shaman directed him to a wondrous island kingdom.

"What marvels the world holds," he told his twins as the island's golden spires came into view. His children had grown quickly, as if by magic. In three years, his son stood as high as a pony and fenced using a man's sword.

At the island kingdom, he met the mystic Jessica, her brother, and the thief twins whose names are lost to history. Others also joined his inspiring quest for Erah.

"Like bears to honey," Merickel would say, "they come."

All the while, the demon lord spied, ambushed, and taunted Merickel. "Come and get me, oh, little god of war." Merickel was undeterred, with Erah etched in his heart and the visions of mystic Jessica to guide them.

With the visions as his treasure map, Merickel and his band found beloved Erah. Yet he was shocked. She was not chained in a demon's dungeon, but living comfortably in the floating sky castle of her true father, the elven mage Agazon. The paladin Justinian had rescued her months before.

"Please illuminate me," Merickel demanded. "Do you have feelings for Justinian?"

"I was very happy with you," Erah said, "but my father's purpose for me lies here."

Heart-broken, Merickel cried in the castle's garden. "What have I done wrong? Do I live another man's life?"

Now, the demon lord's drow mistress had entered Keep Agazon disguised as Jessica's brother, whom she had quietly murdered in secret. She prepared poison to kill Merickel while practicing sword-play. But Merickel knew his friend well. He uncovered the drow mistress, drove her off, and vowed to strike the demon lord's infernal home to end its dominion.

"But first," the elven mage interjected, "Who should wield the greatsword of the dead war god? Let us find out, shall we?"

The spells declared it belonged to Justinian, grandson of the slain god.

"This explains much, Merickel," the elven mage said. "You have been living Justinian's life. But to be fair, a match will decide who will wield the sword."

Merickel did not care to fight, but said yes.

Then more bad news: "It is true," Erah admitted with tears, "I carry Justinian's child." Merickel flew into a rage. He attacked the paladin in the keep's gardens the day before the match and left the "heir of a god" whimpering in a puddle of his own spittle and blood. It was the least he could do.

"You disgrace! Leave this place forever," the elven mage pronounced as he and Erah turned their backs on him.

Bards say Justinian bore the greatsword into the Nine Hells. Sadly, his strike against the demon lord did not unfold as gloriously as prophecy predicted. The demon lord quickly removed his head and snatched the greatsword to go and slay his own master, a beast even fouler than it was.

Years later, Merickel heard the news. He had been living with Jessica, the thief twins, and his now-grown children.

"You are lucky," his daughter said consolingly. Nostalgia filled his heart. He returned to Erah, still floating in her father's sky home. He came with flowers and a smile. He asked once again for her hand in marriage.

"I am too bitter a root for you," she said. "Go find that fey forest of yours before it's too late for you too. And here is the greatsword," she said. "Life's irony returned it to me." He did not ask how she got it back. Its journeys are another story.

On that day, Merickel returned to the misty lake.

He dove deep. It was cold now. Tritons lived there no more. He returned the greatsword of the dead war god to its resting place in the shrine, and then he disappeared into the woods. No one saw him again, which is not to say no more tales were told.



## PRIMORDIAL TITANS MARTYRS OF THE BETRAYED

Ancient beings slaughtered in a fit of rage, the Primordial Titans bestow the wisdom and compassion of the ancients to those who seek to overcome betrayal.

### Summoning Rules

The following describes the requirements and rituals for binding the Primordial Titans.

**Spirit Level:** 6th

**Constellation:** Noble

**Binding DC:** 27

**Totems:** You gain a totem bonus on binding checks if you meet some or all of these conditions:

» You are able to speak Giant and Celestial.

» You are not bound to Rajah Amajaloma, and you cannot bind to that spirit until the Primordial Titans depart from your soul.

» You bring a +3 or better magical weapon that is one size larger than is appropriate for you into the seal.

**Ceremony:** You mix crushed pomegranate and a the petals of a tulip together with your own blood and use the mixture to trace your primary veins on your arms, legs, chest, lower torso, and neck.

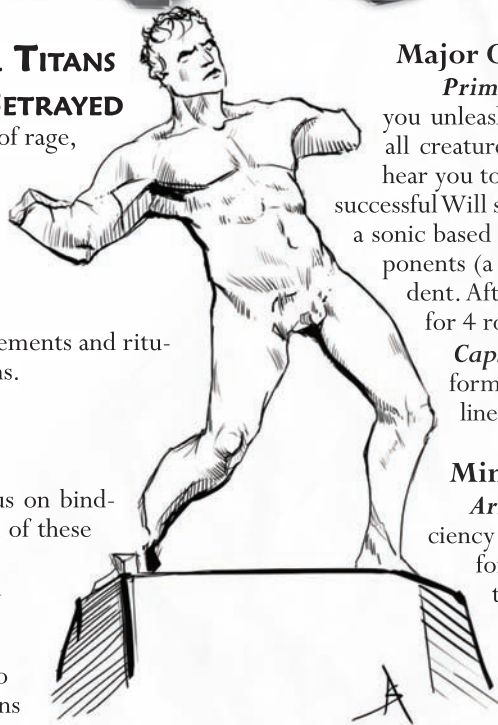
**Manifestation:** The mixture on your flesh turns pure white as seven vaguely humanoid figures appear on the outskirts of the seal, singing aspirations. Then the seven suddenly die and their blood turns the admixture and the seal crimson.

### Legend

In the ages long past, the race known as the titans waged war against the gods, jealous of the worship that the gods received over them. History tells that the Elysium titans betrayed their brethren and sided with the gods, turning the tides of the war in their favor and ultimately resulting in the other titans' banishment to the Abyss and beyond. However, a relic known to occult scholars as the Amajaloma Scriptures tells of the gods' primary weapon prior to the titans' betrayal; a master assassin specifically created for the task of slaying the children of the gods. The scriptures claim that this assassin's power was so great that she was able to devour the very souls of those that she killed, banishing them to a dark and lonely infinity. Among her many conquests was an ancient council of titans that lead the people that would become the Elysium titans, leading many scholars to believe that it was this tragedy that caused the Elysium titans to revolt in the first place.

### Granted Abilities

The Primordial Titans grant the following abilities:



### Major Granted Abilities

**Primordial Shout:** As a standard action you unleash a tremendous shout that causes all creatures within a 40-foot cone that can hear you to become confused for 4 rounds. A successful Will save prevents this condition. This is a sonic based ability that requires somatic components (a shout) but is not language-dependent. After using this ability, it is expended for 4 rounds.

**Capstone Empowerment:** You can perform your primordial shout as a 60 foot line or a 20 foot burst centered on you.

### Minor Granted Abilities

**Armor Proficiency:** You gain proficiency with all medium and heavy armor for the duration of the pact. In addition, you can reduce the armor check penalty of any armor you wear by half; this does not stack with the reduction a suit of armor receives for being masterwork or similar reductions.

**Blade Barrier:** This ability functions as the spell of the same name. You can use this ability for a number of minutes per day equal to your binder level. These minutes do not need to be consecutive but they must be spent in 1 minute increments.

**Titan Lore:** You gain an insight bonus on Knowledge (history, planes, and religion) checks equal to ½ your binder level. In addition, you can make these checks untrained.

**Titan's Grasp:** You gain proficiency with the greatsword and greataxe for the duration of the pact. In addition, you suffer no penalties on attack rolls made with weapons whose intended size is one category larger than your size. (For example, a Small creature wielding a Medium weapon or a Medium creature wielding a Large weapon).

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign:** Your body's coloration becomes fair and your head's hair naturally grows in braids. Whenever you activate one of the Primordial Titans' granted abilities, the echoing of clashing blades rings out from you for 100 feet.

**Personality:** You show compassion to all but also act as though you are above the petty woes of those around you.

**Favored Ally:** Humanoid (any Good), Outsider (any Good)

**Favored Enemy:** Humanoid (any Evil), Outsider (any Evil)

### Vestigial Companion

The Primordial Titans spirit cannot grant a vestigial companion.



## RASPUTIN THE BLEEDING RINGMASTER

A vengeful spirit filled with bitter blood, Rasputin grants power and wealth to those who will continue to place his talents in the spotlight..



### Summoning Rules

The following describes the requirements and rituals for binding Rasputin.

**Spirit Level:** 6th

**Constellation:** Seer

**Binding DC:** 26

**Totems:** You gain a totem bonus on binding checks if you meet some or all of these conditions:

» You are not bound to Demos Kalagos. If you accept this totem, you cannot bind that spirit until Rasputin departs.

» You pitch a fabulous tent over your seal, worth no less than 5,000 gp.

» You draw the outer edges of Rasputin's seal with alchemical fire that you personally crafted yourself; this task requires no fewer than 5 doses of alchemical fire.

**Ceremony:** You perform the bleeding man magic trick, during which you stick nine nails into your body; three in the soles of your feet, three in your hands, and three around your heart.

**Manifestation:** Although you performed the trick correctly, blood begins oozing from your side as you are wrecked with an otherworldly pain. Rasputin's image appears in the reflection of your blood pool, demanding your attention to begin making the pact.

### Legend

Gypsies and circus folk often swap exaggerated stories about the legendary ringmaster, Rasputin. According to the tales, Rasputin was a mighty magician born into a family of healers and scholars. As a youth, he made the decision to run away from this life and took to life under the big tent, astounding and terrifying others with his magical gifts. In time, Rasputin attracted and created acts of his own until his carnival became the stuff of legends. One such act belongs to a beautiful fire-breather, and Rasputin became smitten with the woman. On the day that he was to propose to her, a trickster magician accidentally killed the young woman with an act gone awry. Rasputin never forgave the magician and named him his arch rival, growing wealthy, powerful, and bitter. In time, he forgot the name of his love and devoted his life to revenge on the magician who wronged him, only to have his foe slip through his fingers laughing. As the wise know, rage causes error and while designing a time-banishing trick to use on his hated foe Rasputin caused his own soul to vanish.

### Granted Abilities

Rasputin grants the following abilities:

### Major Granted Abilities

**Freakish Touch:** As a standard action, you transmute a target into a freakish abomination with a touch attack. If the touched creature fails a Fortitude save, its body becomes mutated and freakish. You must select which mutation to inflict upon the target before making this touch attack, see the Freakish Mutations section (below) for a list of mutations you can inflict upon your foes. These mutations last for 4 rounds. After using this ability, it is expended for 5 rounds.

**Capstone Empowerment:** A creature that fails its saving throw against freakish touch must make a second Fortitude save on its next turn. On a failed save, the mutation becomes permanent and can only be healed by *limited wish* or similarly powerful magic.

### Minor Granted Abilities

**Bilocation:** As a standard action you disappear and leave behind an illusory double in your place. This ability functions as *dimension door*, *vanish*, and *major image*, teleporting you up to 20 feet and making you invisible for 1 round per binder level you possess while leaving behind an illusion resembling you in the space from where you teleported. The illusion immediately ends when you become visible and you may only possess a single illusory double of yourself at once. You can use this ability a number of times per day equal to your Charisma bonus.

**Cloak Trick:** As an immediate action, you may attempt a Sleight of Hand check opposed by the attack roll of a creature that has attempted to attack you with a melee weapon, an unarmed strike, or a natural attack. If your check succeeds, the attack fails and you may immediately teleport into any space that the attacker threatens. The attacker must be within 30 feet of you in order to use this ability and your teleportation does not provoke attacks of opportunity. You must be wearing a cloak, a mantle, or a similar article of clothing in order to use this ability.

**Master of the Ring:** You gain an insight bonus on Acrobatics, Escape Artist, and Sleight of Hand checks equal to ½ your binder level. If you possess at least one skill rank in any of these skills, you may also take 10 on these checks at all times; even while rushed or distracted.

**Whip Mastery:** While you are bound to Rasputin, you gain Whip Mastery and Improved Whip Mastery as bonus feats, even if you do not meet their prerequisites. At 15th level, you also gain Greater Whip Mastery as a bonus feat. These feats can be found in Chapter 2 of *PATHFINDER ROLEPLAYING GAME ULTIMATE COMBAT*.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign:** You grow a long, bushy beard the same color as your hair. Whenever you activate one of Rasputin's granted abilities, your palms, the soles of your feet, and your sides begin to bleed.



**Personality:** You become lustful and crave the attention of others. In addition, you never turn away a chance at accomplishing your goals, even at personal risk.

**Favored Ally:** Monstrous Humanoid (any)

**Favored Enemy:** Humanoid (gnomes)

## Vestigial Companion

Rasputin refuses to grant a vestigial companion, not because he is unable to, but because his rival also does not.

## Freakish Mutations

The following mutations can be bestowed upon your enemies when using the freakish touch granted ability.

**Face Wipe:** The target's facial features slough away, leaving a blank canvas except for two slits to breathe. The target becomes blind and deaf and cannot speak or smell. The target cannot use spells or abilities that require verbal components or line of sight and it suffers an 85% spell failure chance with all other spells.

**Inverse Limbs:** The target's feet transform into hands and its hands transform into feet. The target cannot hold objects, has its movement speed reduced to 5 feet, cannot take 5-foot steps, and suffers a -4 penalty on all Strength- and Dexterity-based skill checks.

**Merfolk Deformity:** The target's legs warp together into a hideous, fleshy merfolk-like tail. The target's movement speed is reduced to 5 feet and suffers 1 point of Constitution damage each minute that it is not submerged up to its waist in water. This Constitution damage can only be healed by submerging the target in water, healing at a rate of 1 point per minute.

**Second Head:** The target's head shrinks to one-half its normal size as a second head springs into existence from its shoulder. The two heads speak as one and have the same thoughts, but its presence is mentally and physically disorienting, causing the creature to suffer a -4 penalty on all ability and skill checks based on Intelligence, Wisdom, or Charisma. In addition, the creature is limited to a single move action or standard action each round.

**Wax Body:** The target's body becomes malleable to the touch, allowing you to reshape the target as you see fit. By making a successful melee touch attack, you redesign the target's wax-like body as a standard action. The target can be forced into any form allowed by any spell from the polymorph subschool

of 6th level or lower except *baleful polymorph*. The creature gains none of the benefits or special abilities of this polymorph effect; only the penalties. Furthermore, the transformation reduces the creature's speed by half, reduces its Charisma by 6, and reduces either its Strength, Dexterity, or Constitution by 2 (select any two of these ability scores to penalize).





## THE ELYSIUM CHOIR INNOCENCE SLAIN

The spirit of innocence taken from the high heavens by death, the Elysium Choir grants the power of righteous melody to the binders who sing alongside it.



### Summoning Rules

The following describes the requirements and rituals for binding the Elysium Choir.

**Spirit Level:** 7th

**Constellation:** Angel

**Binding DC:** 27

**Totems:** You gain a totem bonus on binding checks if you meet some or all of these conditions:

» You are not bound to the Malebolge Moors. If you accept this totem, you cannot bind that spirit until the Elysium Choir departs.

» You are able to sing a celestial hymn perfectly, requiring 14 ranks in Perform (sing) and the ability to speak Celestial.

» You anoint yourself and the seal with holy water that you personally crafted, requiring at least six doses.

**Ceremony:** You sing heavenly hymns while anointing yourself with incense.

**Manifestation:** Choirs of angels begin to sing alongside you, softly at first and growing louder until it sounds as though seventy-seven entities are singing with you, waiting for you to begin the pact.

### Legend

Among the aasimar, there is a story about why beings of pure good go to war. According to the tale, each celestial was created for a unique purpose and none were as innocent as the choir angels, cherub-like beings whose only task in creation was to sing the sweet melodies that permeated the high heavens. The choir performed its task without flaw until one day, when 13 fallen angels came to the choir's temple of song and asked the cherubs to join them. The cherubs refused. Annoyed, the fallen angels commanded the cherubs to join them. Still, the cherubs refused. Enraged, the fallen angels promised to strike the cherubs down where they flew for their insolence unless they joined them. Again, the cherubs refused, and all seventy-seven were slaughtered. The sweet music of the heavens faltered and died and all the denizens of heaven knew that innocence was truly gone.

### Granted Abilities

The Elysium Choir grants binders the following abilities:

#### Major Granted Abilities

**Tranquil Peace of Elysium:** As a standard action, you unleash a rhapsody of song and praise. This granted ability functions as *holy word*, except that good creatures in the *holy word's* area are affected as *breath of life*. A crea-

ture can only receive the benefits of *breath of life* via this ability once every 24 hours. This ability is a sonic effect that is not language dependent. After using this granted ability, it is expended for 5 rounds.

**Capstone Empowerment:** You can choose to resolve *tranquil peace of Elysium* as *raise dead* instead of *breath of life*. You do not need to provide material components for this ability.

#### Minor Granted Abilities

**Celestial Performer:** You gain an insight bonus on Perform (sing) and Sense Motive checks equal to 1/2 your binder level. In addition, you earn twice as much money with Perform skill checks when performing in Good-aligned settlements.

**Life's Grace:** You sing a melody of life and happiness, granting allies within 30 feet of you the benefits of *deathward*, spell resistance 12 + your binder level against spells with the evil descriptor, and a +3 sacred bonus on attack rolls, ability checks, skill checks, and saving throws. This sacred bonus increases by +1 at 16th level and at 19th level. This ability functions as a bardic performance using Perform (sing); you possess a number of rounds of performance equal to your binder level + your Charisma bonus.

**Pursuit of Peace:** You sing a song of peace granting allies within 20 feet of you the benefits of *sanctuary*. Each round you continue the effect, you must roll a Perform (sing) check; your result is the Will save DC to overcome sanctuary. If the effect ends for one ally, it ends for all of them. This ability is a sonic effect that is not language-dependent. A creature that succeeds on its saving throw is not affected by this ability for 24 hours.

**Shattering Chorus:** As a swift action, select 1 creature or object within 30 feet of you. On a failed Reflex save, the target suffers 2d6 points of sonic damage. Objects suffer double damage from this ability. This ability is a sonic effect.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign:** Your voice rings like an angel's. Whenever you activate one of the Elysium Choir's granted abilities, small cherub-like shapes dart around you.

**Personality:** You are filled with joy and never initiate aggression unless your life or the lives of your loved ones are in peril.

**Favored Ally:** Outsider (those with Good subtype)

**Favored Enemy:** Outsider (those with Evil subtype)

### Vestigial Companion

You gain half a dozen song birds as animal companions. This ability functions as a packlord druid's pack bond class feature; see Chapter 1 in *PATHFINDER ROLEPLAYING GAME ULTIMATE MAGIC*. A songbird uses the statistics for a bird such as a hawk or owl. Treat your binder level as your druid level to determine your companions' abilities. This granted ability replaces life's grace.



## JÖRMUNGANDR HE WHO CIRCLES THE WORLD

The spirit who circles all of creation, Jörmungandr grants his binders the power to break the cycle and end the world.



### Summoning Rules

The following describes the requirements and rituals for binding Jörmungandr.

**Spirit Level:** 7th

**Constellation:** Tree

**Binding DC:** 29

**Totems:** You gain a totem bonus on binding checks if you meet some or all of these conditions:

» You destroy a holy symbol belonging to a deity whose domains include the Air domain within Jörmungandr's seal during the ceremony. This holy symbol must be worth at least 250 gp.

» You mix the scales of a reptilian or draconic creature whose CR is equal to or greater than your binder level into the acidic compound.

» Jörmungandr's seal is drawn around a willow tree.

**Ceremony:** You chain yourself to the boundaries of the spirit's seal and pour a bowl filled with acid and poison into your eyes.

**Manifestation:** Amidst your agonized screams, the bubbling poison that dances on your retinas forms into the image of a serpent devouring its own tail, spinning across your field of vision and grumbling impatiently.

### Legend

Although few legends can agree where it arose from, a common theme from the old religions of the world is the concept of a massive serpent, found deep beneath the waves. Although the exact reasons vary, this serpent was often attributed with the motion of the world, from the gentle rippling of the ocean's waves to the massive tremors that rip mountains asunder. The name differs from culture to culture, but this being is always referred to as "he who encircles the world" for this very reason. Most tales also agree that it will be this monstrous beast that brings about the end of the world; it will rise from the depths of the ocean and buffet the shores with massive waves and all-consuming whirlpools and serpent's ancient enemy, lightning, will strike it down but die in the process; until then, the serpent will lay sleeping in the ocean depths.

### Granted Abilities

Jörmungandr grants the following abilities:

#### Major Granted Abilities

**Equalize:** As a standard action, you attempt to equalize your wounds with another creature within 30 feet. Both you and your target alter your remaining hit points

to equal to the average between both creatures' current hit point totals. Your target can attempt to negate this ability with a Fortitude save. If your target's has twice as many hit points as you or more, it receives a +4 bonus on its saving throw and any excess hit points above either creature's maximum are lost. After using this ability, it is expended for 5 rounds.

**Capstone Empowerment:** When using equalize, any excess hit points above either creature's maximum total are converted into temporary hit points that last for 1 minute instead of being lost.

#### Minor Granted Abilities

**Eternal Cycle:** If you are slain while bound to Jörmungandr, your corpse is engulfed by the natural world and you spontaneously reappear in a safe location within 1 mile of the place of your death. This revival is treated as *reincarnate* except you suffer no negative levels and you return to life bound to Jörmungandr for 1 week. Jörmungandr is immune to expulsion (as from *Expel Spirits*) and exorcism during this time.

**Resistances of the Great Serpent:** You gain a +4 bonus on saving throws against death effects, diseases, and poison and resistance against electricity equal to your binder level. At 20th level, you become immune to death effects, diseases, poison, and electricity damage while bound to Jörmungandr.

**Poison the Sky:** You belch out a disgusting, poisonous cloud that functions as *cloudkill*, except the cloud climbs into the sky, gaining 10 feet in height every minute it persists. You may only have one cloud active at a time and a creature that succeeds on its saving throw is immune to this ability for 24 hours.

**Stir the Oceans:** You can command the water to your whims. As a standard action, you can perform any one of the following: unleash a powerful stream of water against your foes as *hydraulic torrent*, raise or lower a body of water as *control water*, or stir a massive whirlpool as *vortex*. You may only create a single whirlpool at once with this power.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign:** The ouroboros symbol appears on your forehead. Whenever you activate one of Jörmungandr's granted abilities, the serpent's tail leaves its mouth and the beast swims across your brow.

**Personality:** You feel uncomfortable while out of water and are deeply frightened by lightning and thunder, though the fear does not impose any mechanical penalty.

**Favored Ally:** Magical Beast (any)

**Favored Enemy:** Outsider (any)

### Vestigial Companion

You gain a constrictor snake as an animal companion. Treat your binder level as your druid level to determine your companion's abilities. This granted ability replaces resistances of the great serpent.



## LORD SARUGA SOUL EATER

As a bestial lizard wished to be noble, Lord Saruga grants binders the power of a lizardfolk horde to those regal enough to deserve them.



### Summoning Rules

The following describes the requirements and rituals for binding Lord Saruga.

**Spirit Level:** 7th

**Constellation:** Dragon

**Binding DC:** 27

**Totems:** You gain a totem bonus on binding checks if you meet some or all of these conditions:

» You eat no less than 8 ounces of a sentient creature's brain. The creature must possess an Intelligence score of 4 or greater.

» You can speak Draconic.

» Lord Saruga is summoned during nighttime or his seal is drawn underground.

**Ceremony:** You pour a chalice of animal blood and drink a toast, careful not to let a single drop spill.

**Manifestation:** The chalice shatters as the incorporeal souls of 80 lizardfolk appear before you, chanting as one for you to begin to make a pact with their lord.

### Legend

The lizardfolk often tell the story of the queerest of their kin, Saruga the Lord. According to these tribal accounts, the lizardfolk known as Saruga was an odd one; he spoke, dressed, and acted like a soft-skin even though he was not. Despite his quirks, Saruga was a genius among his people and he taught them how to gain strength and cunning from the foes that the lizardfolk felled. In time, an army's worth of followers were at the beck and call of Lord Saruga and he led his people to victory against a human city one moonless night; even human accounts agree on this. Until that night, though, the lizardfolk were tribal and bestial, innocent of the vices of civilization. But as they feasted upon the hearts of their human slaves they learned of things like ambition and greed. So it was that Saruga's own guards and general ambushed and devoured him, each partaking in his tender flesh. To this day, the lizardfolk believe a piece of Lord Saruga exists within each and every one of them.

### Granted Abilities

Lord Saruga grants the following abilities:

#### Major Granted Abilities

**Call Horde:** As a full-round action, you call forth a horde of 2d6 lizardfolk. See the monster's entry in *PATHFINDER ROLEPLAYING GAME BESTIARY*. These monsters are standard for their kin and cannot be altered from this entry. Unlike similar granted abilities, the lizardfolk persist until they are slain, 24 hours have passed, or

until your pact with Lord Saruga ends, at which point they vanish. You can command a maximum number of lizardfolk at once equal to your Charisma bonus + ½ your binder level and each day you can summon a total number of lizardfolk equal to your binder level x 4. After using this ability, it is expended for 5 rounds.

**Capstone Empowerment:** When you use call horde, 1 lizardfolk per 5 summoned possesses the advanced simple template. You may not command more than 1 advanced lizardfolk per 5 under your command.

#### Minor Granted Abilities

**Hide Hordes:** As a standard action, you can hide yourself from sight, as *invisibility*. You can use this ability for a number of minutes each day equal to your binder level x 4. In addition, you can cloak additional creatures within 20 feet of you, but you must use minutes from your daily allotment in order to do so. For example, if you cloak 5 creatures with this granted ability, you spend 5 minutes of your daily allotment every minute. If the *invisibility* effect ends for one creature, it ends for all affected creatures.

**Inspire Fanaticism:** As a standard action, you can inspire fanaticism in creatures. All humanoid creatures within 30 feet of you that can see and hear you must succeed on a Will save or become confused for 1d3 rounds. Any humanoids with the reptilian subtype that hear your inspirational words instead become subservient to you for the duration of your pact with Lord Saruga, as *dominate person*. A creature that succeeds on its saving throw is immune to this ability for 24 hours and a creature forced to act against its nature receives a new Will save, as described under *dominate person*.

**Lizardfolk Toughness:** You gain a +5 natural armor bonus, darkvision out to 60 feet, and can hold your breath for a number of rounds equal to 4 x your Constitution score. If you already possess natural armor, you gain a +5 enhancement to your existing natural armor instead. If you already possess darkvision, your existing darkvision improves by 30 feet. If you already possess the hold breath racial ability, it improves to 8 x your Constitution score.

**Saruga's Curse:** As a standard action, you can make a melee touch attack to deliver this curse. A touched creature must succeed on a Fortitude save or permanently transform into a lizardfolk, as though it died and was returned to life through *reincarnate*. The creature suffers no negative levels and a successful Fortitude save reduces the curse's duration to a number of days equal to your binder level, the creature returning to its true form after this time. This is a polymorph effects and attempts to dispel it require a successful caster level (or check (DC 10 + ½ your binder level + your Charisma modifier)).

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign:** You gain physical traits that would suggest that you are half lizardfolk. Whenever you acti-



vate one of Lord Saruga's granted abilities, green ichor drips from your nostrils and teeth.

**Personality:** You enjoy an aristocratic lifestyle above all else and speak and act with perfect highborn mannerisms.

**Favored Ally:** Humanoid (reptilians)

**Favored Enemy:** Humanoid (humans)

## Vestigial Companion

You gain a tyrannosaurus as an animal companion. See the creature's entry in *PATHFINDER ROLEPLAYING GAME BESTIARY*. Treat your binder level as your druid level to determine your companion's abilities. This granted ability replaces inspire fanaticism.

## LEGEND OF LORD SARUGA

"Humans are fine creatures, curious and intelligent, passionate and brave. I could go on." Lord Saruga always enjoyed describing the tasty virtues of his meals, often to his meals, before devouring them. Such was the boon of a captive audience. The poor captive could not speak back, because Saruga had first cut out and eaten the human's tongue. This ceremonial first step explained Lord Saruga's sudden eloquence as he prepared his sacrifices. The body parts he ate nourished him. A tongue gave speech, an eye clear vision, and a hand dexterity. "And how do we know all this?" he would turn and ask his fellow lizardfolk.

He had trained all of them to reply in unison with him, "Because we can taste it!"

To be fair, Lord Saruga was a lizardfolk. These reptilian creatures are known savages. Eating the portions of a foe's body was as natural to them as breathing underwater or swatting a fly with their tail.

Lord Saruga was no ordinary lizardfolk, however. He wore fine clothes: mink robes, silk shirts, and gherkins and boots made from the finest dragon hide. Lest one thinks he was all spectacle and no power, he conjured spirits of the night to drive his carriage, fill his golden goblet, and turn his canopy bed. Most inordinate of all, Lord Saruga was exceedingly racist, beyond even the most grotesque and self-absorbed monsters and men of yore. Even though he was a lizardfolk, he adored humans above all else—their soft pink skin and deep wondering eyes—and he despised his own kind.

"Beloved muck-dwelling followers," he would preach to the other lizardfolk, "these humans have been our nemeses for centuries, but no more." No matter the crowd size or phase of the moon, the cantankerous lizardfolk would yell agreements in the humid night air and pound their spears with battle lust. "But I tell you," he added, "our ancient warriors did not merely kill their prey, they ate them. Most of us were but tadpoles in the grime then. And now we enjoy huts, spears, and live food! Let us now rejoice!"

What lizardfolk could resist nodding in agreement? Then a ghostly spirit of the night, a lizardfolk warrior of ages past, would descend upon Lord Saruga and speak through him. Saruga's pebbly skin would quiver with goose bumps, his hands would fall open limply with palms up, and his eyes would roll inside his head.

"Who else could be so confident?" Some in the crowd would murmur in awe.

In but a few years, village after village of lizardfolk followed

him. Some lizardfolk made pilgrimages to his ever-growing temple, while others joined his warband horde, slapping their tails eagerly for battle.

At last, the day came when Lord Saruga felt his folk were growing too restless to contain. "On the next empty moon," he declared, "I shall lead our warriors across the great river during the night, to bring home to us a great feast. And after this we shall be so enlightened as to build a new, golden temple."

The warriors gathered by the thousands. Lord Saruga feasted heavily the days before, to clear his mind; in doing so, he foresaw the need to hide the horde's fires, to lay out patterns of attack by angles and waves, and to send to the humans false merchants who would sell their soldiers intoxicating wine to be used on a human holiday the day before. Lord Saruga smiled. All was good. His stomach gurgled and his forked tongue licked his moist red lips in hungry anticipation.

Finally, the night of the empty moon came, and his warriors swam under the river's waters and emerged to strike the humans. Ghostly night spirits cloaked Lord Saruga's warriors with invisibility magic, and the brain of a wizard that Saruga had saved for this night allowed him to speak to all of his generals at once from a distance, as if mind-to-mind.

The humans were utterly unprepared.

Many ran screaming in their nightgowns but even the dense forest could not hide them from the keen noses of their new lizardfolk masters.

The raid took the entire town, truly a small city, and the warriors and their mates and hatchlings ate voraciously for seven days without stopping. Even then, half the captive humans stood naked and shivering in wooden pens, "waiting impatiently" to be eaten.

Alas, what Lord Saruga did not foresee was that among his generals, some might become—by a chance meal perhaps—more intelligent than he was. In addition, if only one of these generals also possessed more ambition.... Lord Saruga did not know what hit him. Perhaps it was a spear point, a dagger, or a crossbow bolt. It was hard to discern due to the poison poured earlier into his food by a rival.

"Traitors," he hissed. However, it was far too late. His enlightened, ambitious generals fell upon him, all saliva and teeth, flailing tails and shredding talons. Bloody bits of Lord Saruga's fine robes and olive skin flew up and out upon the muddy earth.

To this day, lizardfolk say Lord Saruga still lives, a piece of him in each and all of them.





## YITH'ANU

### THE BODY SNATCHED

The soul whose body was stolen, Yith'anu will grant the powers of an alien race to those who offer to help him meet his goals.



### Summoning Rules

The following describes the requirements and rituals for binding Yith'anu.

**Spirit Level:** 7th

**Constellation:** Dark Beyond

**Binding DC:** 27

**Totems:** You gain a totem bonus on binding checks if you meet some or all of these conditions:

- » You place a kitsune star gem in the center of Yith'anu's seal during the ceremony; see *PATHFINDER ROLEPLAYING GAME ADVANCED RACE GUIDE*. This item is not consumed in the manifestation.

- » You perform Yith'anu's ceremony under the open sky, during nighttime.

- » At least 7 people witness Yith'anu's manifestation.

**Ceremony:** You meditate, your will slowly eroding until you fall into a deep trance.

**Manifestation:** Within your mind's eye, you encounter Yith'anu; a horrifying cross between a kitsune and a being called a yithian. It greets you, asking to begin.

### Legend

Never content to restrict themselves to terrestrial beings, occult scholars often turn to the stars, wondering what creatures might live in the blackness of the dark beyond. Accounts of such beings exist, but none are as rare or as treasured as the tale of the kitsune Anu, whose centuries-old journal documents his encounters with an alien race called the yithians. According to Anu, the yithians possess the power to swap minds with other sentient creatures and the journal details his time in the fantastic (and sometimes horrifying) world of Yith. At the end of the book's first act, the yithians try to wipe Anu's mind, but he resists their powers and casts the mind of the yithian who snatched his body into the Astral Plane. The tale follows Anu's slow journey back home, only to find that his body had fallen comatose without anyone to pilot it, and was claimed dead and buried years prior. In the finale, Anu concludes his tale by deciding to send his own mind through time and space, just as the yithians do, in hopes to return to his body before it was buried. The journal ends there, leaving the reader to speculate Anu's fate.

### Granted Abilities

Yith'anu grants the following abilities:

#### Major Granted Abilities

**Mind Freeze:** As a standard action, you can attempt to paralyze a creature within 15 feet of you, as *hold monster*. This granted ability targets a creature's mind and

not their body; mind swapping with a creature affected by this granted ability does not paralyze you, nor does it free them from this ability. After using this ability, it is expended for 5 rounds.

**Capstone Empowerment:** A target that fails its save against *mind freeze* suffers a –2 penalty on saves against *mind wipe* and *mind swap* for 4 rounds.

### Minor Granted Abilities

**Abductor's Analysis:** You can make Knowledge checks made to identify creatures, their special powers, and vulnerabilities untrained. In addition, you gain an insight bonus equal to ½ your binder level on such Knowledge checks.

**Gregarious:** You gain an insight bonus equal to ½ your binder level on Diplomacy checks. In addition, whenever you win over a creature with Diplomacy, that creature suffers a –2 penalty to resist your Charisma-based skill checks and your mind-affecting granted abilities.

**Mind Wipe:** You can attempt to inflict amnesia upon a creature. As a standard action, you sync with the target's mind, allowing you to erase the target's memories save for those you choose to leave intact. Memory loss via this ability is permanent and can only be cured by *heal* or *greater restoration*. A successful Will save prevents this ability. This ability is a mind-affecting insanity effect. A creature that succeeds on its Will save is immune to this ability for 24 hours.

**Mind Swap:** You swap bodies with a target as *magic jar*, except you possess the target's body and the target possesses your body. This swap lasts for the pact's duration, but you can end the swap early as a full-round action at any time and over any distance. When the *mind swap* ends, you may attempt to use Yith'anu's mind wipe ability upon the creature that you switched bodies with as a swift action. This is a mind-affecting ability. A creature that succeeds on its saving throw is immune to this ability for 24 hours.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign:** You grow a fox's tail and your dominant hand grows lobster-like chitin. Whenever you activate one of Yith'anu's granted abilities, you grow seven more tails.

**Personality:** You become overly analytical, especially in regards to observing behavior of humanoid creatures.

**Favored Ally:** Aberration (any)

**Favored Enemy:** Humanoid (any)

### Vestigial Companion

Yith'anu bestows upon you additional bodies instead of vestigial companions. You can transform into a kitsune (as *alter self*), a fox (as *beast shape I*), or an occult fox (as *beast shape III*). An occult fox uses the statistics for a lion, except you can use the following spell-like abilities twice per pact while in this form: *disguise self*, *charm person*, *misdirection*, *invisibility*, *suggestion*, *displacement*, and *confusion*. This granted ability replaces mind swap.



## MANA OBSERVER OF LOST MAGIC

The maker of magic that never was, Mana grants her incredible magical command to those who seek perfection in magic.



### Summoning Rules

The following describes the requirements and rituals for binding Mana.

**Spirit Level:** 8th

**Constellation:** Mage

**Binding DC:** 30

**Totems:** You gain a totem bonus on binding checks if you meet some or all of these conditions:

» You are not bound to Cave Mother. If you accept this totem, you cannot bind that spirit until Mana departs.

» You possess an archmage's understanding of magic, requiring 16 ranks in Knowledge (arcana) or Spellcraft.

» You place the eyes of an aberration within Mana's seal. These eyes must belong to a creature whose CR is equal to or greater than your binder level and they are consumed in the manifestation.

**Ceremony:** You meditate for 1 hour with a spellbook, as if you were preparing spells.

**Manifestation:** A small eyestalk pops out of the ground in front of you. Slowly, more and more eyestalks grow from the ground until they fill the seal like grass. The seal lifts from beneath you, revealing that you are sitting upon the massive head of a monstrous, one-eyed creature. It speaks to you in a bellowing voice, demanding from you to begin negotiations for its power.

### Legend

When the world was young and magic was first brought before mortals, legends say that the gods held a council over what to do. The gods had never intended for mortals to wield magic, yet thanks to the impudence of a lowly ghou, mortals gained this remarkable gift. A great entity, known for his mastery over magic, spoke before the gods, and with their help he drew a plan for how mortals and other lesser beings would come to use and wield magic. This system was intentionally imperfect so mortals would never command the same power that the gods obtained. Many of the great entity's followers grew mad with rage; especially his daughter, who had devised a system of utmost perfect magic. Her secrets were lost to time. Enraged by what she viewed as her father's betrayal, her anger and confusion caused her very soul to unravel.

### Granted Abilities

Mana grants the following abilities:

#### Major Granted Abilities

**Magic Ray:** You unleash four rays of magical energy.

Using this granted ability is a standard action and each ray has a range of 25 feet + 5 feet per 2 binder levels. Each ray deals 2d6 points of damage, though you can choose the ray's energy type from among the following: acid, cold, fire, force, electricity, or sonic. You may target your four rays against a single creature or spread them out against multiple creatures; in both cases, each ray requires its own attack roll and saving throw (if applicable). You must show Mana's sign in order to use this granted ability and after using it, the ability is expended for 5 rounds.

**Capstone Empowerment:** Your magic rays ignore all defenses that reduce energy damage, including resistance and vulnerability, incorporeal defenses, and so forth.

#### Minor Granted Abilities

**Aberrant Sight:** You gain all-round vision while you are bound to Mana. In addition, as a standard action you can view magical and occult auras, as *arcane sight* and *occult sight* respectfully (see Chapter 5 regarding *occult sight*). You can use this secondary ability for a number of minutes each day equal to your binder level. These minutes do not need to be consecutive but they must be spent in 1-minute increments. You must show Mana's sign in order to gain these benefits.

**Antimagic Ray:** As a standard action, you unleash a 20 foot cone of antimagic from Mana's eyes. You and your vestigial companion are not affected by this ability, but all other creatures within the cone have their magical abilities suppressed as an *antimagic field* for as long as you focus the ray upon them. Maintaining the ray once it has been activated requires no effort on your part, but you cannot activate *aberrant sight*, *magic ray*, or *stunning gaze* while you are using *antimagic ray*. You can maintain this ray for a number of rounds each day equal to your binder level + your Charisma bonus. These rounds do not need to be used consecutively, but you must show Mana's sign in order to gain the benefits of this ability.

**Break Magic:** You can undo magic with a touch. This ability functions as *break enchantment* or *dispel magic* (your choice) except that you must touch the source of the magic that you wish to dispel or break.

**Stunning Gaze:** As a standard action, you can unleash Mana's rage and confusion upon a creature within 30 feet of you as a standard action. This is a gaze attack, and if the creature fails a Fortitude save it becomes stunned, as *power word: stun*. In addition, you are immune to the stunning gaze of other binders bound to Mana. You must show Mana's sign in order to use this granted ability and a creature that succeeds on its saving throw against this ability is immune to it for 24 hours.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign:** Four eyestalks sprout from your head. Whenever you activate one of Mana's granted abilities, the eyes quiver and focus upon your target.

**Personality:** You obsess over magic and talk nonstop



about whatever you know or have discovered about any type of magic. In addition, you are obsessed with magic items and greedily horde them to yourself when possible.

**Favored Ally:** Aberrations (any except favored enemies)

**Favored Enemy:** Any (creatures that use spell slots or prepare spells in advanced)

## Vestigial Companion

You gain a giant leech as an animal companion; see the rules for vermin companions in Chapter 1 of *PATHFINDER ROLEPLAYING GAME ULTIMATE MAGIC*. Treat your binder level as your druid level to determine your companion's abilities. This granted ability replaces stunning gaze.

## LEGEND OF MANA

Mana's eyestalks quivered in anticipation as gods wandered into the rocky, central meeting chamber. She was hardly fit to be among them, but her spawn father, Gorub-Guyax, First God of Magic, was the speaker this fateful day.

Her eyes moistened with affection as Gorub slowly floated from an upper tunnel. He was old; three of his eyes appeared glazed over and one stalk drooped despite a healer's touch. His cape and crown were regal, but the ravages of age did not befit a supreme being.

"Father!" she indicated. She spun around once excitedly. He did not notice her at first, then floated down to her side.

"Oh, my sweet imitation," he said fondly. "Today is fateful."

When the cavern's kobold seneschal finished counting the gods, and the angels and demons were at bay in the balconies, only then did Gorub bob forward.

"Fellow gods and divine servants," he began. "To our dismay, some creatures we have created have been illegally provided with the gift of fire. They now build cities from woods, enslave the animals as if they are their own masters, and dress in crowns and robes."

The crowd of angels and fiends jeered in dismay at the news, which they were aware of all too well.

"Silence!" Gorub commanded with the confidence of his former glory, in the day before a rival cursed him. "Some of us have even taken the form of these creatures, with sarcasm, I am assured."

Mana nodded. Her father hated the ongoing corruption of the perfect divine form.

"Now, after fire, what worse crime could there be?" Gorub asked rhetorically. "I tell you, some of us, as yet not named officially, are passing the secrets of magic to the least stupid of these short-lived corruptions."

A gasp swept the crowd.

"It cannot be!" a voice shouted.

"Let us send a great flood," cried another.

"Reason!" Gorub called again after some minutes, when it was clear that some imitation of silence was possible. He continued. "The elder gods have decreed that the mortals shall live. Thus, within that parameter, I propose that we act first, and grant these lowly creatures a form of magic of our choosing, before our enemies choose for us; or forbid, the creatures choose for themselves."

Mana was giddy. She spun around once with joy. Among Gorub's spawn, she was the one most like him and set to be his eternal heir. She had designed a system of magic. Each day, mortals would gain a measure of raw magical power, called mana in her honor, and they could draw upon mana to power spells they knew. She could monitor their spells to ensure the magic did not harm them. She had suggested this system to

him, and hoped he would imitate it.

Gorub continued, "We must ensure that this magic is imperfect, to minimize its use."

Mana was shocked to hear him propose something "imperfect." Nevertheless, perhaps her famously clever father had a trick. She listened patiently.

He explained a system of spell levels, slots, preparation and memorization, subtle gestures, whispers, and components.

The system was, in Mana's educated opinion, limited, weak, convoluted, and pointless. She could have gone on. Worst of all, it would last forever. She wondered, how could her father propose, much less fashion, something so ugly and unlike his beautiful dweomer? Her heart beat in distress.

Yet the gods nodded, and angels and fiends cheered.

Mana whispered to one of her maidservants floating nearby, "Surely, Great Mother will go insane upon hearing this betrayal of magic."

"Yes, my ladyship," the maidservant replied.

"I am old," Gorub concluded, "A successor shall oversee this system of magic."

Oh gods, Mana panicked, his plan was unclear to her. Was he telling them one story now, as a delaying tactic, but would hand the reigns to her? If so, she would make it right for them.

A young male prince in a purple cape floated in arrogantly. Mana disbelieved her eyes. Her heart sank. The interloper looked exactly like Gorub, except that his eyestalks were strong and proud, and his teeth white and sharp to the bone. To be honest with herself, she could not help but quiver at his stirring beauty. She knew all too well, her one flaw was her gender.

She wondered, was she to be a mere spectator? Or was she to marry this interloper and work behind the scenes? What a stunningly devious plan her father surely had in mind!

Mana decided immediately that she would do whatever it took to fashion a form of magic that mortals could imitate. Her mind spun with options and plans, and the complexity of it all, woven with her father's plans, confused her.

"I have chosen Vance as my one true successor," Gorub said, turning and welcoming him. "From this day forward, the mortals shall be shackled to this magic system, his system."

The gods, angels, and fiends cheered.

Mana's father did not give her a knowing look with an eyestalk as he always did. It was as if she no longer existed.

Her heart, once fluttering, then sinking, then confused, now shattered into a million tiny pieces. She did not recall anything from that moment onward, forever.

The gods, their angels and fiends, the maidservants, and Gorub and Vance merely saw Mana begin spinning with rage. She spun so fast that her soul unraveled from the multiverse.



## OVERMIND SENESCHAL OF FAR TRAVELS

The eye who watches all of reality, Overmind delights in sharing its knowledge and keen perceptions with inquisitive binders.



### Summoning Rules

The following describes the requirements and rituals for binding Overmind.

**Spirit Level:** 8th

**Constellation:** Scholar

**Binding DC:** 28

**Totems:** You gain a totem bonus on binding checks if you meet some or all of these conditions:

» You possess a wide array of knowledge, requiring 4 or more ranks in any 4 Knowledge skills of your choice.

» You are Lawful or are able to supply a map of the city or region you are in when you draw Overmind's seal.

» You bring an ancient treasure worth no less than 50,000 gp into Overmind's seal; the treasure is not consumed during the ceremony.

**Ceremony:** While sitting in the seal, you unfurl a roll of parchment and uncork a bottle of ink while chanting Overmind's title five times.

**Manifestation:** The ink vanishes before your eyes and reappears on the parchment, drawing the blueprint you have never seen before bursting into flame, Overmind's single eye staring at you from within the inferno.

### Legend

The entity known as the Overmind is one of the few beings who will actively communicate with occult scholars beyond simple petitions for pacts. Unlike other spirits, however, the Overmind seems to be entirely apathetic towards its existence as a spirit; some occult scholars believe that the Overmind may be one of the few spirits who actively enjoys being non-existent. Peculiarly, the question as to how the Overmind became a spirit is the only such question that the entity will not answer. Seeing as Overmind's ritual was discovered entirely by accident, occult scholars who follow the flux theory of the spirit realm often use the Overmind as their primary piece of evidence.

### Granted Abilities

Overmind grants the following abilities:

#### Major Granted Abilities

**Temporal Leap:** As an immediate action, you can move yourself into the future a number of rounds equal to your binder level. While in the future, you instantly disappear for its duration, reappearing in the same physical location you left from when the effect ends. You can take no actions during the ability's duration and are not aware of the events that transpire during this

time. Ongoing spells and effects are suspended until you return. If the space is occupied upon your return, you appear in a randomly determined non-hazardous empty space adjacent to your starting space instead. After you reappear, this ability is expended for 5 rounds.

**Capstone Empowerment:** When you use *temporal leap*, you remain aware of the events that happen within 100 feet from the space you occupied. You do not gain awareness of events you would have missed if you were there. In addition, you can end this ability early and reappear before its duration has expired.

#### Minor Granted Abilities

**All-Knowing Eye:** You gain an insight bonus on Perception and Sense Motive checks equal to ½ your binder level. In addition, you gain a +5 bonus on Reflex saves made to avoid traps and a +5 dodge bonus to your AC on attacks made by traps.

**Overmind's Eye:** This ability functions as *arcane eye*. You may only have one *arcane eye* active at once; summoning a new one causes the original to vanish.

**Overmind's Foresight:** You gain Improved Initiative as a bonus feat and you can act during all surprise rounds.

**Regulate Movement:** While you are bound to Overmind you emit a 30-foot aura that bars extradimensional movement, as *dimensional anchor*. Creatures within this aura that attempt to use a form of movement barred by dimensional anchor must succeed on a Will save or have their movement negated for 1 round. You and your vestigial companion are unaffected by this aura. A creature that succeeds on its saving throw is immune to this aura's effects for 24 hours.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign:** Your vocal chords are unable to convey emotion, causing you to sound stately and confident at all times. Whenever you activate one of Overmind's granted abilities, drawings of eyes briefly appear across your body.

**Personality:** You become obsessed with neatness and organization, to the point where you feel an itch if you do not map out your entire day.

**Favored Ally:** Humanoid (any Lawful)

**Favored Enemy:** Outsider (creatures with the chaotic subtype)

### Vestigial Companion

You gain the service of a resolute owl familiar for the duration of the pact; see the template section in *PATHFINDER ROLEPLAYING GAME BESTIARY 2*. Treat your binder level as your wizard level to determine your familiar's abilities. You are treated as lawful neutral for the purpose of adjudicating the familiar. This granted ability replaces Overmind's eye.



## RAJAH AMAJALOMA DEVOURER OF SOULS

She who utterly destroys the souls of friend and foe alike, Rajah Amajaloma grants this terrible power to those who would sate her hunger for souls.



## Summoning Rules

The following describes the requirements and rituals for binding Rajah Amajaloma.

**Spirit Level:** 8th

**Constellation:** Fiend

**Binding DC:** 35

**Totems:** You gain a totem bonus on binding checks if you meet some or all of these conditions:

» You sully the likeness of the seal of the Primordial Titans. If you accept this totem, you cannot bind that spirit until Rajah Amajaloma departs.

» You place the paw of a rakshasa or the hand of a titan within the seal during the spirit's ceremony. The body part is not consumed in the ritual.

» Your sacrifice is a creature with an Intelligence of 10 or greater. This is an evil act.

**Ceremony:** You sacrifice a small, living creature to Rajah Amajaloma, killing it swiftly with your bare hands.

**Manifestation:** Several moments after the sacrifice passes, a jellyfish-like entity floats up out of the creature's mouth. The roof of the being possesses the creature's likeness and you can see glimpses of its memories in its scintillating body. Then, suddenly, a black shadow appears above you and snatches up the jellyfish, eating it whole. With its meal eaten, the entity purrs for you to proceed.

## Legend

The legacy of Rajah Amajaloma is recorded in a book highly prized by collectors of ancient writings and occult scholars, the *Amajaloma Scriptures*. Believed by most to be the first written work of fiction on the Material Plane, the *Amajaloma Scriptures* tell of the events of a war between the gods and the titans, their first children. The war was bloody; as demigods themselves, the titans were able to harm their parents in ways that mortals could not imagine. So the gods turned to the proud rakshasa race, for their ilk possessed a slayer of legend that the gods believed could end the war. Each of the nine great gods bestowed upon the slayer a gift of terrible magic and she set off to utterly annihilate the titans. She soon learned, however, that not every titan had sided against the gods but she slew them all the same; and in time, her soul splintered beneath her cruelty. One day, a child-titan offered the slayer a flower in peace, and she ruthlessly cut the girl down. With that horrendous deed, the slayer's soul shattered and the sheer vileness of the taint she had earned herself would come to forever corrupt her people, the rakshasa, damned by reality for all of time.

## Granted Abilities

Rajah Amajaloma grants the following abilities:

### Major Granted Abilities

**Annihilation Ray:** As a standard action, you unleash a devastating ray of negative energy. A struck creature suffers 1d6 points of negative energy damage per binder level you possess. This damage is reduced by half on a successful Fortitude save. In addition, if the struck creature is reduced to 0 or fewer hit points, this ray attempts to snuff out its soul and empower you with its essence as a free action, functioning as *death knell*. After using this ability, it is expended for 5 rounds.

**Capstone Empowerment:** If you slay a creature using annihilation ray, instead of affecting the target with *death knell*, you can attempt to capture its soul if it dies. This functions as *trap the soul*, its corpse transforming into the gem necessary to contain the soul. If the gem is broken, the soul moves on to the afterlife, otherwise, the soul is kept within the gem indefinitely.

### Minor Granted Abilities

**Apocalyptic Immunity:** You are immune to fire damage and electricity damage and gain resistance 20 against acid and cold damage while bound to Rajah Amajaloma. Furthermore, you gain spell resistance 12 + your binder level against divine spells.

**Aura of Blight:** You emit an aura of blight, causing all nonmagical plants to wither in your wake. In addition, you can focus this blight into a touch attack that wrecks plant creatures. The touched creature suffers 1d6 points of negative energy damage per 2 binder levels you possess. A successful Fortitude save reduces this damage by half and non-plant type creatures are not affected. You must show Rajah Amajaloma's sign in order to gain the benefits of this ability and a creature that succeeds on its Fortitude save is immune to this ability for 24 hours.

**No Escape:** You can bind creatures to their current plane of existence as a standard action. This functions as *dimensional anchor*. In addition, when a creature attempts to use Acrobatics to move through an area you threaten, use your binder level in place of your base attack bonus when calculating your CMD. Finally, enemy creatures adjacent to you suffer a -4 penalty on Escape Artist checks.

**Unseen by Gods and Men:** It is difficult for divination spells to detect you. You enjoy the benefits of a constant *nondetection* effect while bound to Rajah Amajaloma. The DC to detect you is equal to 18 + your binder level. You also leave no tracks unless you choose to, as a druid's trackless step ability.

## Signs and Influence

The spirit affects you in the following ways:

**Physical Sign:** Your body becomes inky black and as veiled as the night sky, as if you were a three dimensional shadow. Whenever you activate one of Rajah Amajaloma's granted abilities, enemies can see their deepest fears lurking in your veiled silhouette.



**Personality:** You loathe the living and attempt to slay any living thing you see that is not directly offering you any assistance or benefit. You never show mercy and your only concern is the annihilation of life.

**Favored Ally:** Any (nonliving creatures and creatures without souls)

**Favored Enemy:** Any (living creatures and creatures with souls)

## Vestigial Companion

You gain the service of a cacodaemon familiar; see the monster's entry in *PATHFINDER ROLEPLAYING GAME BESTIARY 2*. Treat your binder level as your wizard level to determine your familiar's abilities. You are treated as neutral evil for the purpose of adjudicating the familiar. This ability replaces aura of blight.

## LEGEND OF RAJAH AMAJALOMA

The day before Amaja died, she went to the court of the gods to speak with their highest priest. When she came near his chamber, his guards checked her for magic, weapons, and poisons, and reminded her to bow when she entered. So she did. The chamber was decorated richly with velvet tapestries, silk veils, and rubies inlaid with gold foil along the ceiling and walls. The high priest lay reclined on a sofa, eating and reading.

"Your Grace," Amaja purred as she bowed.

"Please, Amaja," the priest beckoned, putting aside his meat and wiping his paw on his beard. "You are a daughter to me."

"I am most blessed," Amaja replied. She did not feel blessed, at least not any more. She had been sent on dozens of missions to kill untold titans. The meaning of her life weighed on her. But she betrayed none of this.

"The plan is laid," the high priest said plainly. "You travel to the marble court of the primordial titans tomorrow at dawn."

"I am ready," Amaja said as demurely as possible.

"You shall be hailed as a martyr," the high priest purred, and placed his paw on her softly. "I say this before all the gods. You shall be awarded nine times your merit in divine power."

Amaja was skeptical. The gods had been paying her to assassinate titans, these gods' own parents. And what had the titans done? Launched a few idle wars? Earlier, she had checked up on the gods' past deeds. One spirit, named the Child of Pavatu, had told her a terrible legend. When the multiverse was created, the gods had asked Pavatu's father and his six siblings to toil on their behalf, promising them a great reward. But their reward was annihilation for eternity, their souls snuffed out—just as Amaja had been trained to do against the titans.

"The gods are most glorious and righteous," Amaja said. Then she added in her sincerest purr, "I look forward to my martyrdom in the court of the titans, and by the grace of the gods they will spot me only when it is too late, and I shall kill them all. My family also rejoices at my martyrdom. Yet, My Grace, I hope and pray the gods will care for them."

"Say no more," the high priest said, adding a motion with his paws to indicate all would be taken care of.

"They will celebrate in the fields of heaven on the upper side of the River Styx and in the deserts of hell on the lower side of the River Styx. Your family will be thanked by generations."

"Most generous," Amaja added.

"Now," the high priest asked. "What do you wish for your family, my dear Amajaloma? As soon as the titans are counted as at least twelve and one dead—which surely you shall achieve by the might of the gods with ease—then I shall grant your family any reward you please. The gods have commissioned me to speak in their name." He smiled with pride.

"They are most kind and wise," Amaja answered. She took a scroll from under her under her robe. The high priest betrayed a stray thought of surprise.

"Within this scroll," she explained, "My family asks that upon my death, in reward for obedient service,

the gods sign thusly: that the souls of my people, the rakshasa, shall forevermore be bound to our world the gods have generously created." She knew what this really meant. The gods had a penchant for ripping apart the souls of anyone or anything they did not like. Yes, they awarded power to her in order to devourer titan souls. But for some years now, she had come to fear that the gods might tear apart her people too.

The high priest eyed her. They were both rakshasa. But he was a traitor in her eyes, a sniveling dog that drooled and crawled on his belly. But like all rakshasa, he knew pacts quite well.

"This contract can only take effect," the high priest reminded her, "after you martyr yourself to destroy the titan council."

"Then I shall experience true and glorious martyrdom," she replied, then added in a whisper, "It shall be not only for the gods, but for my own people."

The high priest smiled with pleasure. As she had foreseen, his weakness was her strength.

"Truly, your name shall be known for nine thousand times nine thousand years," the priest replied. Amaja expected, when the gods learned of this pact, they would shred her soul and throw it into the Outer Darkness. The high priest returned to his sofa and took a gold-tipped quill and a small well of ink.

After they each signed the pact, she left the priest to his rugs, veils, and gold foil. She wondered if the gods' ever-present spies had already learned of the pact. Would they exact revenge on the high priest too? Who knew? In the meantime, she had this day for herself. She went out into a lovely garden. The sun was warm. The giant flowers grew gems as big as her paws. A mist-like rain fell even as the sun shined. It rained just enough to produce a rainbow but not enough to sour the day, her last day before she died.





## SEPTIGENIUS MAXIMUS IMMORTAL GOD-KING

The loving undead who will rule forever, Septigenius Maximus grants his greatest powers to those who are willing to serve as his eyes, ears, mouth, and hands.



### Summoning Rules

The following describes the requirements and rituals for binding Septigenius Maximus.

**Spirit Level:** 8th

**Constellation:** Skull

**Binding DC:** 33

**Totems:** You gain a totem bonus on binding checks if you meet some or all of these conditions:

» You perform the spirit's ritual inside of or while in sight of a tomb.

» The bandages you use are made from the finest cloth, worth no less than 500 gold per piece of silk. The silk is consumed in the manifestation.

» You wear 2 magic rings and a magic amulet worth no less than 10,000 gp combined. These items are not consumed in the ceremony.

**Ceremony:** You cut up dozens of white-silk bandages and wrap your body with them. When you have finished, you willingly drink a thimble of spider poison.

**Manifestation:** Your body goes numb as the poison takes effect. A golden light envelops you and Septigenius Maximus appears, shrouded in clouds and gold. He offers to begin the pactmaking process with you, to which you can only nod or shake your head.

### Legend

The once-great desert tribes of the world recount a story of the golden age of their people, ruled by an entity known as the God-King. According to legends, it was custom for the priests to bury their king alive with his servants when his time as ruler had passed, and the corrupt priests knowingly did so before the gods had commanded that the king be laid to rest. The king saw through his advisors' deceptions, however, and many weeks before he underwent a ritual that transformed him into an undead. As such, the spider venom the priests administered him did nothing

to the king's nonliving body and he smashed free from his tomb and rescued his servants before returning to the surface world. The priests were proclaiming their sorrow when the king emerged, covered in kingly silks and golden jewelry. The frightened priests tried to stop their king, but the enraged king transformed them into salt with which the kingdoms used to season the feast that ushered in the unending reign of their God-King, and although temples have fallen and worship has faded, some in the deserts say that the God-King has never truly left and will return to the deserts once more.

### Granted Abilities

Septigenius Maximus grants the following abilities:

#### Major Granted Abilities

**Gaze of Transmutation:** As a standard action, you can unleash a petrifying gaze attack. A creature that fails a Fortitude save is transmuted into a specific type of inert material, as described below. With the exception of the material, this ability functions as *flesh to stone*. Below are a list of the materials a creature can be transformed into and the DC modifier applied to *gaze of transmutation* as a result of the different material.

**Stone (DC +0):** The creature is transformed into rock-hard granite.

**Salt (DC -2):** You transform the creature into a statue of solid salt, suitable for cooking.

**Iron (DC -4):** You transform the creature into solid iron, suitable for crafting weapons.

**Gold (DC -6):** You transform the creature into a solid gold statue of itself, suitable for smelting into wealth.

After using this granted ability, it is expended for 5 rounds.

#### Capstone

**Empowerment:** You can use this granted ability to undo the effects of *flesh to stone* and similar petrifying effects. Using gaze of transmutation this way functions as *stone to flesh* except you can only use it to undo petrification.





### Minor Granted Abilities

**Antidote:** As a standard action, you can remove disease and poison with a touch. This ability functions as *remove disease* or *neutralize poison*; choose which spell to mimic when you use this ability. You may only attempt to remove poison or disease from a given creature once per hour.

**Mummify:** You are transformed into a mummy for the duration of your pact with Septigenius Maximus, gaining the following abilities: +2 size bonus to Strength, a +2 natural armor bonus to AC, 1 slam attack (1d6 if Medium, 1d4 if Small), darkvision (60 feet), +4 on saving throws made against mind-affecting effects, diseases, and stunning effects, damage reduction 5/—, and vulnerability to fire. In addition, spells detect you as an undead creature and you are treated as an undead creature for the purpose of channel energy and *cure* and *inflict* spells, but not for other effects that specifically target or react differently to undead, such as *searing light*. This is a polymorph effect that cannot be dispelled or suppressed, even by *disjunction* or an *antimagic field*. This ability also renders you immune to other polymorph effects. You must show Septigenius Maximus's sign in order to gain this benefit.

**Septigenius Maximus's Precautions:** While you are bound to Septigenius Maximus, you are immune to poisons and acid damage.

**Soothing Caress:** As a standard action, you can make a touch attack against a humanoid or monstrous humanoid. If it hits, the touched creature must succeed on a Will save or become stunned by overwhelming ecstasy for 1d4+1 rounds. While stunned, the creature suffers a –5 penalty to Perception and Sense Motive checks and it is charmed as *charm monster* for 24 hours. A successful saving throw staggers the creature for 1 round, prevents all other effects of this ability, and grants the creature immunity to this ability for 24 hours.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign:** You are wrapped in bandages like a mummy. Whenever you activate one of Septigenius Maximus's granted abilities, your head is sheathed in a crown of golden light.

**Personality:** You refuse to kneel before priests and similar holy men. In addition, you ignore laws, customs, edicts, and similar guides

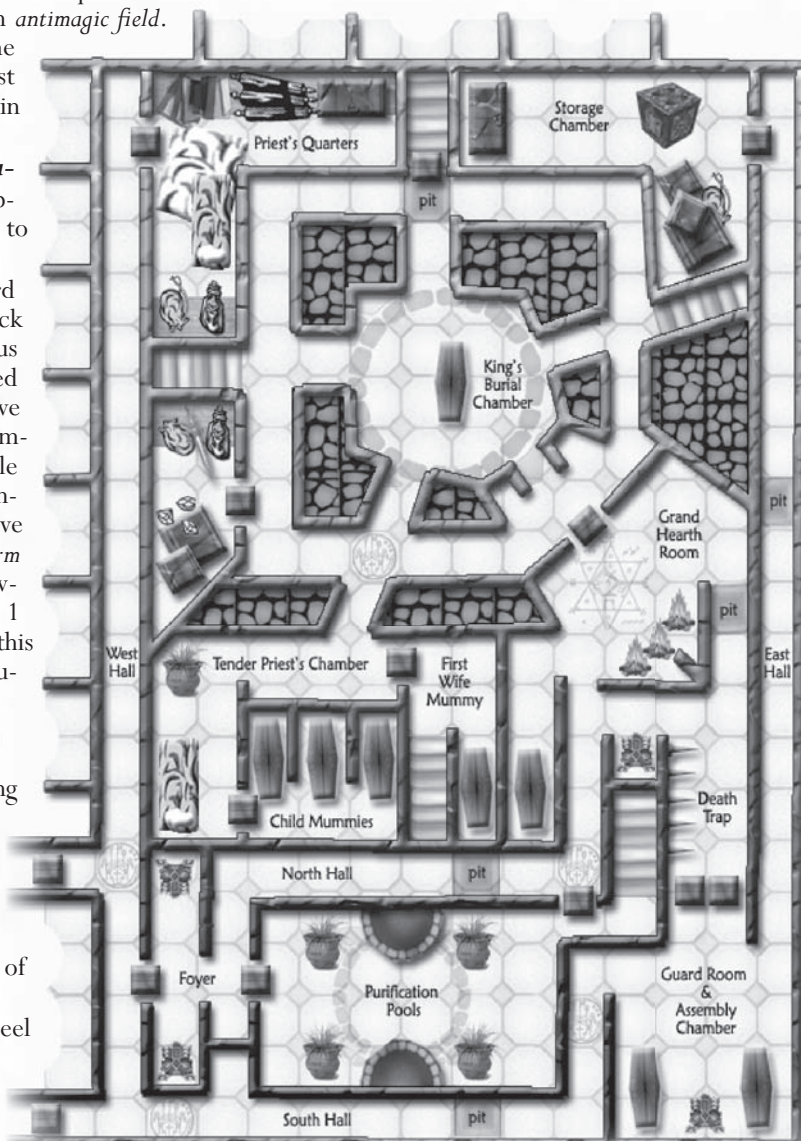
that cause harm, promote privilege, or constrain basic freedoms.

**Favored Ally:** Any (living creatures with 3 or fewer Hit Dice)

**Favored Enemy:** Any (evil divine spellcasters)

### Vestigial Companion

You gain the service of a number of skeletal followers, using your binder level as your Leadership score to determine the number of followers you attract in addition to any actual followers you receive if you actually possess the Leadership feat. This ability grants only 1st level warriors with the skeletal template with an alignment and race matching your own. Unlike typical skeletons, your followers have an Intelligence score of 10 and unquestioningly obey you, fighting to the death to serve and protect you. This ability replaces soothing caress.





## THE BEAST THAT BIRTHS MATRON OF MONSTERS

The matron of monsters, the Beast that Births transforms binders brave (or foolish) enough to contact her into her children.



### Summoning Rules

The following describes the requirements and rituals for binding the Beast that Births.

**Spirit Level:** 9th

**Constellation:** Beast

**Binding DC:** 35

**Totems:** You gain a totem bonus on binding checks if you meet some or all of these conditions:

» This spirit loathes the Worglord and is summoned forth more easily when it senses its presence. You gain this totem only while bound to the Worglord.

» This spirit's seal is drawn in a damp cave or under similar lightless conditions.

» You bring no fewer than 3 of your own blood-children to witness the manifestation.

**Ceremony:** You stand alone within the seal after it has been completed, waiting in silence for several minutes for the Beast that Births to manifest.

**Manifestation:** A sexually attractive member of your race appears within the seal, and at the sight of them you strip and begin making love. Between gasps, you notice in horror that your lover has transformed into a monstrous being. The vision vanishes and you feel a bump from your gullet, followed by a faint voice that demands the pact to begin.

### Legend

Tales of old claim that the first monsters were created from unwilling love between two gods. With the first interlope, hordes of tiny, clawing, ravenous things were birthed. They devoured whatever mortals came before them. With the second interloping, giant, ugly, rampaging things were birthed, and they stomped flat whatever mortals came before them. With the third, and final, interloping, only one creature was born, and it was the first woman among monsters. Even as a youngling, she was their mother, and adulthood made her cruel and vicious. One by one the world's horrors came to bed her and ten by ten more horrors entered the world. When the gods took notice of the mother, they took her and hid her away within the darkest, deepest places of the cosmos. But still the monsters came, and still the mother gave birth to countless children. Then one day, the mother decided to have a child of her own, a fatherless child. He was as cold and cruel as his mother except for the tiny flame of love between them both. Then one day, a champion of mortals came upon the son, crushing his throat with his bare hands. The mother was enraged by grief and goaded the champion to her home deep beneath the earth and then she too was slain. But so long

as a single drop of mother's blood remains in the world, it was said her spirit would never vanish.

### Granted Abilities

The Beast that Births grants the following abilities:

#### Major Granted Abilities

**Birth Horrors:** As a standard action, you can summon monstrous creatures to fight by your side as *summon nature's ally IX*. This ability has a duration of 4 rounds and all creatures summoned have the spirit-touched template as described in Chapter 6. You may only maintain one summoned creature at once and after using this ability, it is expended for 5 rounds.

**Capstone Empowerment:** When using birth horrors, you can instead summon 1d4+1 creatures from those listed by *summon monster IV* or lower, functioning as *summon monster V*. All creatures summoned persist for 4 rounds and possess the spirit-touched template.

#### Minor Granted Abilities

**Blood Drinker:** You can recuperate your wounds by consuming the blood of a creature that has been dead for no more than 1 minute. Doing so requires 1 minute of drinking, which provokes attacks of opportunities. For each point of Constitution the slain creature had when it died, you are healed of 1d6 points of damage (maximum 20d6). If you would be healed to full health, excess hit points are converted to temporary hit points that last for 1 hour. These hit points do not stack from multiple feedings.

**Child of the Beast:** As a full-round action, you can allow the Beast that Births to warp you into one of her brood. Your size category shifts to Large and you gain a +10 natural armor bonus to AC as well as damage reduction 10/magic. You gain a +4 size bonus to Strength and Constitution and a -2 penalty to Dexterity. You gain two claw attacks (1d8 damage), a bite attack (2d6 damage), and a rend attack (1d8 damage). Finally, your land speed becomes 40 feet and you gain darkvision (90 feet) and scent. While you are in this shape all equipment you possess melds into your body; you continue to benefit from constant effects but other items do not provide you with their benefits, nor does any armor or weapons you were wielding. You cannot cast spells or use skills or abilities that require concentration while in this shape (similar to a barbarian's rage) but you can use the granted abilities of any spirits to which you are bound. This ability is a polymorph effect and you can remain in this shape for a number of minutes each day equal to your binder level + your Charisma bonus. These minutes do not need to be used consecutively but they must be spent in 1-minute increments.

**Howl of Death:** As a standard action, you can emit a howl that terrifies those who hear it to death. All creatures within 40 feet of you (excluding yourself and your vestigial companion) must succeed on a Will save or suffer 10 points of damage per binder level you possess. Up



to 1 creature per 2 binder levels you possess is affected and a successful Fortitude save reduces the damage by half. A creature can only be affected by this granted ability once per pact, regardless of whether the attempt succeeded or failed. If you are not polymorphed via the *child of the beast*, the saving throw DC of this ability is reduced by 4. This is a sonic-based death effect.

**Spirit Birth:** While you are bound to the Beast that Births, you are under a constant *spirit birth* effect. See Chapter 5. Children conceived during this time are always touched by the Beast that Births.

## Signs and Influence

The spirit affects you in the following ways:

**Physical Sign:** Your sexual organs become drastically enhanced, increasing your fertility. Whenever you activate one of the Beast that Births' granted abilities, you gullet swells slightly and kicks as though you were pregnant.

**Personality:** You become extremely protective of

your children and suffer an overwhelming desire to create more of them.

**Favored Ally:** Any (Any creature younger than Adult or that possesses the young simple template)

**Favored Enemy:** Humanoid (any proficient with weapons)

## Vestigial Companion

After sealing a pact with both the Beast that Births and the Worglord, you may choose to forgo the Worglord's crush windpipe granted ability in order to gain the following ability:

Your body repairs wounds quickly, granting you regeneration 5 (magic weapons, spells). If you are polymorphed via child of the beast, this regeneration improves to 10.

This choice must be made when you first seal a pact with the Beast that Births and you must already be bound to the Worglord in order to gain this power. If your pact with either spirit ends, you lose this granted ability.





## BROTHER CALVIS THE UNDYING MONK

With unwavering spiritual patience, Brother Calvis grants those who bind him protective powers if their need is great enough.



## Summoning Rules

The following describes the requirements and rituals for binding Brother Calvis.

**Spirit Level:** 9th

**Constellation:** Angel

**Binding DC:** 33

**Totems:** You gain a totem bonus on binding checks if you meet some or all of these conditions:

» You are well-trained in the arts of the body, requiring 6 ranks in Acrobatics, Climb, and Escape Artist.

» You are well-trained in the arts of the mind, requiring 6 ranks in Diplomacy, Knowledge (planes), and Perception.

» You place the severed head of an occult creature or a creature that had been bound to a spirit no less than 24 hours ago in the center of the seal. The creature must possess a number of Hit Dice equal to or greater than your own and the trophy is consumed in the ceremony.

**Ceremony:** Brother Calvis's seal is a complex geometric diagram representing the relations between body, mind and soul. Such is its complexity that merely completing it is enough to attract the spirit's attention.

**Manifestation:** As the seal is finished, a humble-looking monk in a brown robe instantly appears in the center of the seal with a pleasant, if enigmatic, smile. He usually appears carrying a wounded elven girl on his shoulder.

## Legend

Occult scholars have long debated the existence of a place called the Byways. This extra-cosmic place is given many names, including the Labyrinth of Endless Dreams, the Path of Black Leaves, and the Keep of the Soulless. Although its appearance changes drastically from account to account, all tales claim the existence of countless portals and doors; windows that allow one-way viewing of a random spot within reality. Infinite hordes of occult creatures are said to prowl this dangerous place, driven mad by the pleas of countless spirits ringing in their ears. Although the ravage binders appear to have never mastered this skill, the Byways exists simultaneously in all times at once and it is believed that a strongly-willed individual is able to fold, spindle, mutilate, and otherwise distort space and time within this place. Although delaying occult attacks in this manner is believed to be useful, only one, specific doorway will return a visitor to their home and it is incredibly easy to become lost within the Byways with those who become lost there doomed to become devoured or transformed by ravagers, transformed into spirits, or simply trapped in non-existence.

## Granted Abilities

Brother Calvis grants the following abilities:

## Major Granted Abilities

**Negate Death:** As an immediate action, you can completely nullify any hostile 1 action taken upon you during the turn this ability is activated on. This includes damage (including hit point and ability damage), negative levels, conditions, and similar effects. This ability only nullifies effects as they pertain to you. Other creatures are affected normally as are any objects around you or the terrain itself. After using this ability, it is expended for 5 rounds.

**Capstone Empowerment:** Activating negate death no longer requires an action.

## Minor Granted Abilities

**Erase from Reality:** You can temporarily remove a creature from reality with a melee touch attack. If your touch attack hits, the target must make a Fortitude save or vanish for a number of rounds equal to ½ your binder level. No magic or divinations can detect the creature during this time, as it exists outside of time and space—in effect, the creature ceases to exist for the duration of this ability. At the end of the duration, the creature reappears unharmed in the space it last occupied (or the nearest possible space, if the original space is now occupied). A creature that succeeds on its saving throw is immune to this ability for 24 hours.

**Glimpses of the Future:** You can never be caught flat-footed or denied your Dexterity bonus to AC while you are bound to Brother Calvis.

**Hasted Movement:** You gain the benefits of *haste* for the duration of your pact with Brother Calvis.

**Veiled Mind:** You are immune to all mind-affecting abilities while you are bound to Brother Calvis.

## Signs and Influence

The spirit affects you in the following ways:

**Physical Sign:** Your body becomes perfectly symmetrical and without any blemishes or natural flaws. This does not repair damage to your body, such as missing limbs. Whenever you activate one of Brother Calvis's granted abilities, you glow radiantly if you are Good or Neutral or ashen gray if you are Evil.

**Personality:** You are imperturbable and act solely upon a pure harmony of action and logic.

**Favored Ally:** Humanoid (human)

**Favored Enemy:** Any (occult creature or spirit-bound creatures)

## Vestigial Companion

Your past self becomes your vestigial companion, inchoate rather than physically present, granting you a +4 bonus on saving throws against death effects and abilities that bestow negative levels onto you for the pact's duration. Once per pact, this ability also allows you to immediately resurrect yourself as *true resurrection* if you die. If you die a second time after using this ability, your soul becomes trapped in the Byways, preventing you from being resurrected unless your soul is recovered. This ability replaces veiled mind.



## KAYLOS MASTER OF WISHES

The archfiend who rules over all that is wished for; Kaylos is more than willing to grant the wishes of whatever foolish binder summons him.



### Summoning Rules

The following describes the requirements and rituals for binding Kaylos.

**Spirit Level:** 9th

**Constellation:** Fiend

**Binding DC:** 30

**Totems:** You gain a totem bonus on binding checks if you meet some or all of these conditions:

» You sully the likeness of any Dragon constellation spirit that you are capable of binding. If you accept this totem, you cannot bind that spirit until Kaylos departs.

» You have killed someone and traded their captured soul to a devil for the sole purpose of receiving this totem.

» You have signed your immortal soul over to a contract totem for the sole purpose of receiving this totem.

**Ceremony:** You take a red gem and polish it within the seal, becoming hypnotized by its shimmering depths.

**Manifestation:** The gem explodes and a fiendish spirit appears before you, its gaze compelling you to confess your most sinful desires to it while bawling madly.

### Legend

Although most traditional legends tell of eight archfiends and a god ruling the layers of Hell, ancient scriptures tell of a time long ago when a ninth archfiend ruled the Ninth layer as the god's right hand. Some believe this archfiend was once a genie, for it loved to torment mortals by actualizing their darkest wishes. Ultimately, it was banished into a small gemstone and left to the mortal realm. Although it would spend thousands of years within its prison, whenever a mortal would accidentally summon the archfiend, it would use their wishes commit atrocities on a global scale. That is, until one day when a noble silver dragon came across the gem and, figuring out what it was, tricked the archfiend into wishing itself out of existence.

### Granted Abilities

Kaylos grants the following abilities:

#### Major Granted Abilities

**Gate of Incineration:** You open a rift to the Elemental Plane of Fire, pouring in gouts of fire. The origin for this rift can be any 5-foot square within 50 feet of you. The rift is a cylinder with a radius and height of 20 feet. Creatures in this area (except you and your vestigial companion) must succeed on a Reflex save or suffer 20d4 points of fire damage. A successful saving throw reduces this damage to 5d4. Creatures cannot pass through the

rift. After using this ability, it is expended for 5 rounds.

**Capstone Empowerment:** Creatures that fail their Reflex save against *gate of incineration* must succeed on a second Reflex save or become sent to the Elemental Plane of Fire, as *plane shift*.

#### Minor Granted Abilities

**Charm of the Inferno:** You gain an insight bonus on Bluff, Diplomacy, and Intimidate checks equal to ½ your binder level, or your full binder level if used against a creature that you affected with *sinful desire* in the past 24 hours.

**Gem Knowledge:** You gain an insight bonus on Appraise, Knowledge (arcana), and Spellcraft checks equal to ½ your binder level.

**Sinful Desire:** You can force a creature to confess its darkest desire as a swift action unless it fails a Will save. The creature confesses its desire in a language of your choice that it is able to speak. You may use the twisted wish granted ability against a creature that fails its Will save against sinful desire as described below. This is a mind-affecting compulsion effect and it can only affect a creature once every 24 hours, regardless of whether the attempt succeeded or failed.

**Twisted Wish:** This ability functions as *wish* except it can only be used against creatures that have failed a Will save against *sinful desire*. When granting a *wish*, you must directly harm, hamper, or humiliate the wisher or create a situation that will lead to its undoing. If you make a good pact with Kayos, you may use wish three times per day as a spell-like ability without these restrictions, but you must supply the spell's material component. Should Kayos ever be unsatisfied with your choices when granting a *wish*, he chooses the outcome himself and inflicts his influence penalty upon you, even if you made a good pact with the spirit.

### Signs and Influence

The spirit affects you in the following ways:

**Physical Sign:** Your nails transform into rubies so long as they are attached to your body. Whenever you activate one of Kaylos's granted abilities, you gain the visage of a contract devil.

**Personality:** You yearn to know the deepest desires of others and Kaylos rewards this knowledge with waves of unimaginable pleasure throughout your body.

**Favored Ally:** Outsider (creatures with devil subtype)

**Favored Enemy:** Dragon (any)

### Vestigial Companion

Three times per pact you can summon a contract devil to serve you as *planar binding*. See the monster's entry in *PATHFINDER ROLEPLAYING GAME BESTIARY 3*. A task can take no longer than 24 hours to complete and the task ends when your pact with Kaylos ends. The devil holds no true loyalty to you and may attempt to twist your wishes and intentions at its whim. This ability replaces twisted wish.



# LEGEND OF KAYLOS

"I wish..." Mage Halak began.

"No, no, I advise, do not wish just yet, please," Kaylos said.

"But you're a genie, aren't you?" Halak asked.

Kaylos often introduced himself to mortals as a friendly genie but in fact he was a terrible demon of hell-spawned power. This did not prevent him from enjoying a soft spot, however, for the occasional mortal, especially arrogant wizards like Halak. If Halak were to ask for all his wishes too early, their fun together would come to an end too soon.

"I am the kind of genie," Kaylos explained, "who surely twists your wishes in the most awful ways you can't imagine. So please, think carefully about what you wish for."

"Really," Halak said, incredulously. "If you are so terrible, aren't you supposed to eat me or something?"

Kaylos laughed. "No, you conjured me so I cannot eat you, at least not until your wishes are used up. And you are scrawny."

"Then I shall wish to be more..."

"No! Stop!" Kaylos interrupted. He sloughed off the disguise he had borrowed earlier, from the citadel harem. Although the woman's skin was pleasant to wear, it was clearly distracting Halak from a serious conversation. Kaylos's true form was a muscular, red-skinned, nine-foot humanoid, with ebony horns, small fangs, and opal eyes. Plus gold chains, lots of finely wrought gold chains, arm bands, baldrics, and so forth.

Halak gasped and stepped back, momentary ruffled. Then he laughed, first a snicker and then huge guffaws. "If you think this show is going to turn me away from enjoying you in my bed-chamber, then you are mistaken. I know all the genie tricks. I've studied for decades."

"Might I suggest you take me more seriously," Kaylos boomed, hoping to turn his newfound freedom into a serious opportunity for moneymaking and mayhem. While Kaylos could not grant himself wishes, he could influence others' minds, not to mention read their deepest desires. Halak desired gold.

"Let's rampage together," Kaylos offered. "Imagine a mountain of coins, each one with your face as king minted upon it."

Halak went over to a nearby desk, sat down, poured a decanter of tea, and picked up his quill.

"What are you doing?" Kaylos demanded impatiently, seeing his suggestion had failed to influence Halak. "We can help each other to achieve our greatest desires. You will become the richest, most powerful and adored wizard in the world!" Kaylos could read all of Halak's deepest desires easily enough.

"I'm taking notes on you," Halak said. "Very rarely have I had the opportunity to study efreetti for more than a few moments." He kept writing. "I just had a wonderful insight and wanted to jot it down. Memory at my age isn't what it used to be, you know. Oh, would you like some tea?"

Kaylos had reached his limit. What impudence! Alas, Halak was the one who had polished the gem and set Kaylos free, so he could nothing to harm him. Nor did there seem to be anyone Halak cared enough about for Kaylos to hold hostage.

"Feel free to use the bed for a nap," Halak said. "Oh wait," he added sarcastically. "You've been napping for hundreds of

years." He turned to Kaylos with a twinkle in his eye, and said more seriously, "You *are* starved, aren't you?"

"I will happily mutilate, desiccate, and conflagrate every living thing in this noisome palace!" Kaylos spat.

"So you want me to make wishes after all?"

"Yes. Fine. Go ahead."

"But that will surely open some gate to the flames of the Elemental Plane of Fire. Why do you think I'd want to do that?"

"Because *you* will be resting comfortably by cool waters, surrounded by beautiful virgins, with a set of adamantine statues —your petrified enemies—standing all around you."

"What a wonderful idea," Halak said. "I'm glad I thought of that." He understood Kaylos could read minds, and had picked out a fanciful image. "So why don't you just go ahead and kill everyone? I'll be here when you get back."

Kaylos felt something was off. This wizard was far more powerful, or dangerously stupid, than he had assumed. Kaylos unfurled his wings to their fullest might. His hair blazed with fire and his eyes danced with darkness. He strode to

Halak the puny wizard still at his desk. "Who are you really?" he roared.

Halak trembled ever so slightly. Then his resolve strengthened. He whispered into Kaylos's giant be-ringed ear. "What is important is that your existence is based on an error."

Kaylos eyed him strangely. Surely, this was no preacher.

Halak continued. "Tell me, genie, are there not an infinite number of potential possibilities in the multiverse?"

"Yes," Kaylos said. "If we are to get philosophical. It is infinity that is my livelihood and my friend. How else to twist even the most carefully worded wishes? Do you wish to have in your possession a million gold coins? You shall, though they will belong to a demon prince, or perhaps I will disembody you and send your spirit to rule over a cursed treasure trove as its eternally damned guardian."

"I think I could do better," Halak commented lightly.

"Those were just examples," Kaylos offered apologetically.

"You know, Kaylos," Halak said, "I'm not interested in fulfilling my wishes. They entertain my imagination. When they become real, I bore quickly of them. So I'm curious, if I asked you for knowledge about something, and you didn't know off-hand, how would you go about answering my question? Before transforming me into a mute toad or what-not, of course."

"I'd visit the location," Kaylos began. "I can travel freely anywhere in the multiverse. No creature can bind me to its place and no prison is authorized to hold me by godly decree, except, of course, for the gem I was released from. And there is nothing in the gem I don't know. What do you wish to learn of?"

"I wish," Halak began, switching his speech to his native tongue, draconic, which is the language of silver dragons. "I wish for you to verbally tell me, in this room, from your personal perspective of course, what it is like for you to reside outside the multiverse." Kaylos had never been outside the multiverse, so he had to check. Unfortunately for him, all who exit existence cease to exist and cannot return.





## THE WORGLORD FIRST AMONG HEROES

The first and greatest of heroes, the Worglord grants his awesome might to those who would use it for blood and glory.



### Summoning Rules

The following describes the requirements and rituals for binding the Worglord.

**Spirit Level:** 9th

**Constellation:** Hero

**Binding DC:** 33

**Totems:** You gain a totem bonus on binding checks if you meet some or all of these conditions:

» You place into the seal a token given to you by someone as thanks for saving his or her life. This token is not consumed in a ceremony.

» This spirit loathes the Beast that Births and is summoned forth more easily when it senses its presence. You gain this totem only while bound to the Beast that Births.

» You masterfully perform the Worglord's ancient epic, which requires 18 ranks in Perform (oratory).

**Ceremony:** You take a small dagger and draw a gash of blood from your right shoulder without screaming or flinching in pain; some binders use a gag to accomplish this. Repeat the process down your left cheek and across your heart.

**Manifestation:** The blood attracts snarling wolves, whose yellow eyes glow from the border of the seal. A ghostly arm erupts from the pools of blood left by your wounds, and then a male humanoid clad in nothing but a wolf-skin cloak pulls himself free. He does not speak but instead stares at you intensely as he waits for you to begin.

### Legend

The legend of the Worglord is one of the oldest stories exists among mortals and by most standards it is the oldest epic ever told. According to the legend, the Worglord defeated

many a monster in his time, including a monstrous she-creature and her countless children. Although occult scholars are still attempting to determine which tales have basis in fact and which are merely works of fiction, all agree upon a single tale which undoubtedly did occur: the battle against the Mother of Monsters. Infuriated when the Worglord slew her one true son, the Mother of Monsters lured the Worglord down into her cavernous home and sought to slay him. In the end, the Worglord's valor prevailed and the Mother of Monsters was no more, preventing new monsters from spawning into the world by her womb. In addition to this tale, all legends of the Worglord conclude with his death in battle against a powerful dragon, leading some occult scholars to believe that the Worglord's death caused the very stars to rebel against one another.

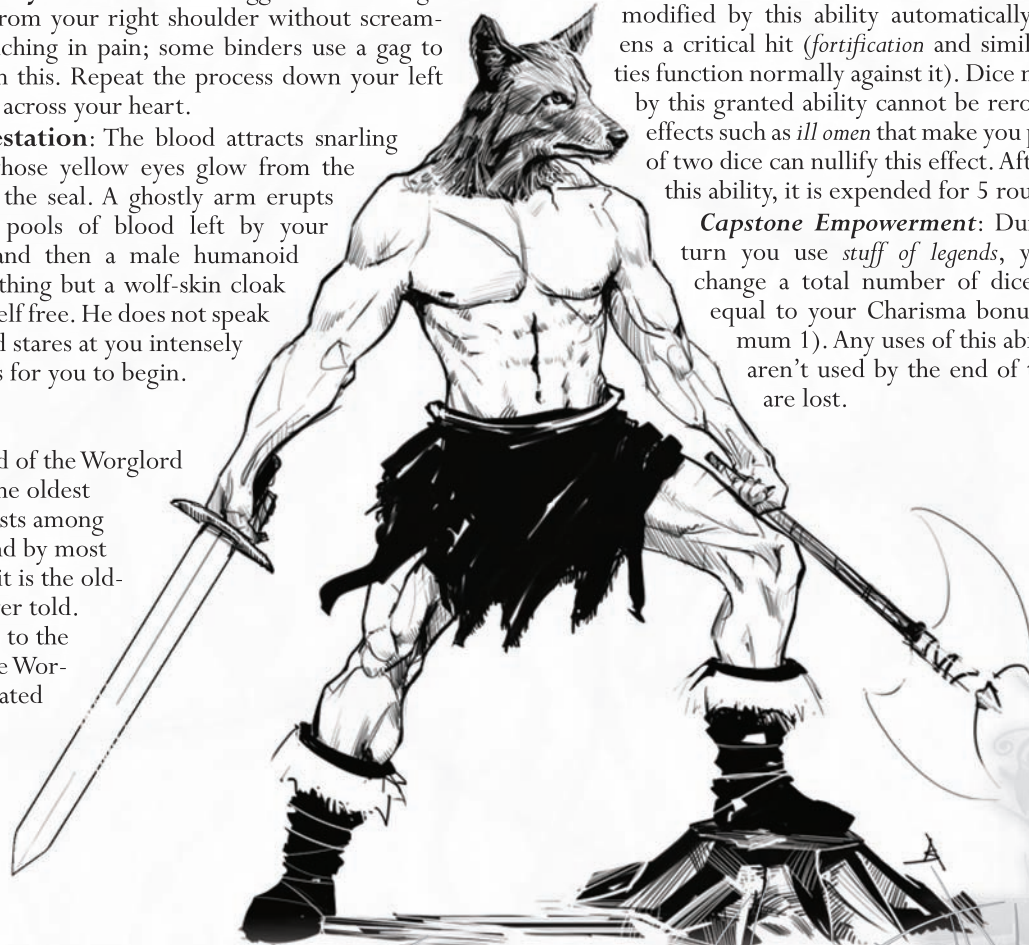
### Granted Abilities

The Worglord grants the following abilities:

#### Major Granted Abilities

**Stuff of Legends:** You may use this granted ability whenever you roll dice; it requires no action to use. You may change the result of any 1 die to its maximum result; '20' for a d20, '10' for a d10, and so on. This result is considered natural, so an attack roll modified by this ability automatically threatens a critical hit (*fortification* and similar abilities function normally against it). Dice modified by this granted ability cannot be rerolled but effects such as *ill omen* that make you pick one of two dice can nullify this effect. After using this ability, it is expended for 5 rounds.

**Capstone Empowerment:** During the turn you use *stuff of legends*, you may change a total number of dice results equal to your Charisma bonus (minimum 1). Any uses of this ability that aren't used by the end of the turn are lost.





## Minor Granted Abilities

**Crush Windpipe:** You can attempt to crush the windpipe of a creature that you are currently pinning as an unarmed attack. The pinned creature must succeed on a Fortitude save or begin to suffocate, which prevents it from speaking or using abilities that require verbal components. On its next turn, the pinned creature must succeed on a second Fortitude save or fall unconscious, reduced to 0 hit points. On the turn after that, it must succeed on a third Fortitude save or beginning dying, dropped to -1 hit points. On the third turn after crushing the creature's wind pipe, the creature dies if it fails a fourth Fortitude save. If the creature succeeds on its initial saving throw the suffocation is prevented, but any successful saves after the creature's windpipe has been crushed only delay the inevitable; as long as you successfully maintain your grapple the creature must continue to make these saving throws with the consequences listed above if a save is failed. If you stop grappling the creature for any reason, air can flow to its lungs once more and it automatically stops dying and stabilizes. *Crush windpipe* only affects living creatures that breathe. It is impossible to defeat the effects of this ability by simply holding one's breath (if the victim fails the initial Fortitude save, you knock the air out of its lungs in addition to crushing its windpipe).

**Defy Destiny:** As an immediate action, you gain an insight bonus on a single saving throw equal to ½ your binder level. You can use this ability a number of times each day equal to your Charisma bonus (minimum 1).

**My Will Be Done:** As an immediate action, you can grant yourself a +4 competence bonus on any Strength- or Dexterity-based skill check. You become fatigued for 1 minute after gaining this bonus.

**Sculpted Physique:** While bound to the Worglord, you gain a +6 enhancement bonus to Strength and Constitution. In addition, you do not provoke attacks of opportunity when you make unarmed attacks or grapple combat maneuvers.

## Signs and Influence

The spirit affects you in the following ways:

**Physical Sign:** Your face deforms and melds into the likeness of a wolf, your hair growing to cover your entire face like fur. Whenever you activate one of the Worglord's granted abilities, an otherworldly howl belows from your throat.

**Personality:** You become stoic and enduring, refusing to back away from a challenge under any circumstances.

**Favored Ally:** Humanoid (any)

**Favored Enemy:** Dragon (any) and Monstrous Humanoid (any)

## Vestigial Companion

After sealing a pact with both the Worglord and the Beast that Births, you may choose to forgo the child of the beast granted ability in order to gain the following ability:

You gain the pounce special attack, allowing you to make a full attack after you charge.

This choice must be made with you first seal a pact with the Worglord and you must already be bound to the Beast that Births in order to gain this power. If your pact with either spirit ends, you lose this granted ability.

## LEGEND OF THE WORGLORD

Regarded as one of the oldest surviving pieces of mortal literature, the *Worglord Manuscripts* details the heroics of a hero known as the Worglord, a barbaric prince from a tribe that worshiped a totemic wolf spirit associated with the sun. Originally written a language that has now been all but forgotten by all but the most esoteric of scholars, the tale of the Worglord has inspired and captivated bards and audiences alike for centuries. Most of the surviving tale, however, is a patchwork of writings from hundreds of different authors, each hailing from a different era as most of the original document was all but destroyed in a fire that consumed the home of the only known structure to house a copy of the *Worglord Manuscripts*, a place called the Rosewood House.

The tale of the Worglord has always held spiritual meaning for practitioners of the occult, as by virtue of his legend, the Worglord is often believed to be the first spirit to associate itself with the Hero constellation. Conspiracy theorists wonder if the terrible fire that swept through ancient Ellencourt and consumed the Rosewood House was more than mere coincidence, but this speculation has never been proven accurate.


What follows is all that survives of the *Worglord Manuscripts*, collected from various scraps that escaped destruction by fire. Although not inherently obvious to those untrained in linguistics, in its original tongue the Worglord Manuscripts was an epic poem written in alliterative verse, although the translation below has lost most of these flourishes.

*The Worglord dove into the bottomless pit through night and past the dawn, to the bottom of the world where the light of no god could follow him. The monster had dwelled there for a hundred seasons, and she felt his presence before his blade. Seizing the Worglord with horrid claws, the Beast that Births ripped and teared with horrid claws but dealt no harm.*

*Dragged into the heart of her lair, the Worglord found he could not wound her with his blade, for it had been smithed by a common man. Discarding his famous blade, he seized the beast by her scaled throat and threw her to the floor but she tossed him aside and lunged again. A giant's ax hung by the wall, too large for a man to carry. But the Worglord swung it regardless and sent her head rolling across her lair's floor with a single, clean stroke.*



# CHAPTER 4 SPELLS



This chapter contains spells that can be used with and against pact magic and its practitioners. You will find several new concepts regarding spellcasting, as defined below. Also, the three new spells from Pact Magic Unbound: Volume 1 are reprinted here for convenience.

## New Descriptor: Occult

Spells labeled with the occult descriptor interact with spirits and occult forces. They may force a creature to show its bound spirit's sign, expel spirits from the body, reveal their presence, or similar effects. Spells with the occult descriptor are restricted based on how common pact magic is, as defined below:

**Pact Magic is Scare:** In settings where pact magic is scare, spells with the occult descriptor are dweomers of legend among occult scholars. Such spells are jealously guarded secrets by their owners and typically must be discovered through adventuring and completion of storyline elements; even divine spellcasters do not have access to such spells unless granted to them as bonus spells (such as through a cleric domain or as bonus mystery spells).

**Pact Magic is Rare:** In settings where pact magic is rare, spells with the occult descriptor are available, but more likely than not, secretive institutions protect the existence of these spells. While clergies are usually more than willing to dispense these spells in times of need against occult infection, occult organizations will only share these secrets with those they trust. These spells typically can only be learned through such associations and cannot be learned, researched, or granted to divine spellcasters by deities.

**Pact Magic is Prominent:** In settings where pact magic is prominent, spells with the occult descriptor are relatively easy to come across in binder communities and anti-occult organizations. To those who are foes of pact magic, occult knowledge has grown out of control and even the gods will grant pactmaking-related spells to combat this infestation to their worshippers. However, such individuals are watched carefully, as those who know the existence of spirits are more likely to be tempted by their lure.



## New Subschool: Necromancy (aging)

The aging subschool denotes spells that alter a creature's life force, making them older, younger, or even halting the aging process by the spellcaster's whims. Spells in this subschool are aging effects; abilities that prevent a creature from being magically aged also protect them from aging spells. In addition, aging effects do not stack; for example, two uses of the *sands of time* spell would not doubly age a creature. Aging spells do not grant the creature a new form; they are as they were or will be. As a result, *true seeing* reveals a creature affected by an aging effect exactly as they are. In addition, aging effects that alter a creature's size only affect the creature itself. Unless otherwise stated, an aging effect never halts the aging process; if made permanent, the creature will continue to grow normally as if they were naturally their new age. Most aging effects are not powerful enough to produce such an effect, however. In addition to the new spells presented here, *sands of time*, (Chapter 5; *PATHFINDER ROLEPLAYING GAME ULTIMATE MAGIC*) is also part of the aging subschool.

## SPELL LISTS

The following lists summarize all of the new spells presented in this book, broken down by class. In the spell lists and the short descriptions that follow them, the spells are presented in alphabetical order except for those belonging to certain spell chains. When a spell's name begins with "lesser," "greater," or "mass," the spell is alphabetized under the second word of the spell name. Unless specifically introduced in this book, spells found in this chapter use the same terminology as the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK*.

### Alchemist

#### 1st-Level Spells

**suppress sign:** Hides the physical sign of all bound spirits.

#### 2nd-Level Spells

**exorcist's lament:** Ignore all attempts to exorcise spirits you are bound to.

**undetectable spirit:** Divination spells and effects do not register the target as being bound to a spirit.

#### 3rd-Level Spells

**capstone surge:** Utilize arcane magic to temporarily unlock a spirit's capstone empowerment.

**occult sight:** Allows you to see occult auras and determine their power more quickly.

#### 4th-Level Spells

**spirit birth:** A bound spirit enhances your ability to create progeny in order to create a vessel for itself.

### Bard

#### 0-Level Spells

**detect pact spirits:** Sense the presence of absence of occult auras and the power of each aura.

#### 1st-Level Spells

**conceal pact magic:** Obscures the presence of spirits within its area.

**draw seal:** Create a perfect replicate of a spirit's seal using chalk.

**evoked sign:** Force a creature to manifest the physical signs of all spirits it is bound to.

**last impression:** Experience the final moments of a creature's life by touching its corpse.

**suppress sign:** Hides the physical sign of all bound spirits.

#### 2nd-Level Spells

**allies and enemies:** +4 bonus on pacts with selected spirit and on checks with its allies and enemies.

**auger pact:** Divine which spirit will be the most useful for the upcoming day.

**capstone surge:** Utilize arcane magic to temporarily unlock a spirit's capstone empowerment.

**exorcist's lament:** Ignore all attempts to exorcise spirits you are bound to.

**undetectable spirit:** Divination spells and effects do not register the target as being bound to a spirit.

**zone of spiritual abstinence:** Wards an area, preventing binders from making pacts with spirits within it.

#### 3rd-Level Spells

**auger pact, greater:** Divine the names of up to six useful spirits for the upcoming day.

**bolster binding:** Add a +4 competence bonus on binding checks.

#### 4th-Level Spells

**allies and enemies, greater:** As *allies and enemies*, but a +8 bonus.

**love spell:** Instills amorous feelings in one or two humanoid creatures for another.

#### 6th-Level Spells

**undetectable alignment, mass:** As *undetectable alignment*, but 1 target/level and protects from up to 6th level divinations.

### Cleric

#### 0-Level Spells

**detect pact spirits:** Sense the presence of absence of occult auras and the power of each aura.

**reveal heresy:** Sense the religious intent of a touched object.

#### 1st-Level Spells

**conceal pact magic:** Obscures the presence of spirits within its area.



**draw seal:** Create a perfect replicate of a spirit's seal using chalk.

**evoke sign:** Force a creature to manifest the physical signs of all spirits it is bound to.

**last impression:** Experience the final moments of a creature's life by touching its corpse.

**suppress sign:** Hides the physical sign of all bound spirits.

## 2nd-Level Spells

**allies and enemies:** +4 bonus on pacts with selected spirit and on checks with its allies and enemies.

**auger pact:** Divine which spirit will be the most useful for the upcoming day.

**reveal heretic:** Sense the religious affiliation of a touched creature.

**undetectable spirit:** Divination spells and effects do not register the target as being bound to a spirit.

**zone of spiritual abstinence:** Wards an area, preventing binders from making pacts with spirits within it.

## 3rd-Level Spells

**auger pact, greater:** Divine the names of up to six useful spirits for the upcoming day.

**bestow pact malady:** Inflict an opponent with a pact malady (see Chapter 6).

**bolster binding:** Add a +4 competence bonus on binding checks.

**flames of youth:** Reduce target's age by one age category.

**remove malady:** Attempts to dispel a pact malady active on the target.

**spirit scourge:** Ominous whip suppresses the granted abilities of binders that it strikes.

**sustaining feast:** Creates a magical feast that nourishes and refreshes those who partake in it.

## 4th-Level Spells

**allies and enemies, greater:** As *allies and enemies*, but a +8 bonus.

**blank mind:** Reduce target's skills and tactics to that of a naive child.

**bones of damnation:** Flailing skeletal arms attempt to slay an opponent with a burst of negative energy.

**love spell:** Instills amorous feelings in one or two humanoid creatures for another.

## 5th-Level Spells

**dismiss pact spirits:** Exorcises the lowest-leveled bound spirit from a creature.

**flames of youth, greater:** Reduce target's age by up to two age categories.

**sands of time, greater:** Increase target's age by up to two age categories.

## 6th-Level Spells

**undetectable alignment, mass:** As *undetectable alignment*, but 1 target/level and protects from up to 6th level divinations.

## 7th-Level Spells

**alter age:** Manipulate target's age by up to three categories.

**banish pact spirits:** Exorcise multiple bound spirits from a creature.

## 8th-Level Spells

**infantile mind:** Regresses a creature's mind, temporarily making it as helpless as a newborn babe.

**protection from the supernatural:** Grants a +8 bonus on saving throws against supernatural abilities.

## Druid

### 0-Level Spells

**detect pact spirits:** Sense the presence of absence of occult auras and the power of each aura.

**draw seal:** Create a perfect replicate of a spirit's seal using chalk.

### 1st-Level Spells

**conceal pact magic:** Obscures the presence of spirits within its area.

**suppress sign:** Hides the physical sign of all bound spirits.

### 2nd-Level Spells

**allies and enemies:** +4 bonus on pacts with selected spirit and on checks with its allies and enemies.

### 3rd-Level Spells

**bolster binding:** Add a +4 competence bonus on binding checks.

### 4th-Level Spells

**allies and enemies, greater:** As *allies and enemies*, but a +8 bonus.

**spirit birth:** A bound spirit enhances your ability to create progeny in order to create a vessel for itself.

## Inquisitor

### 0-Level Spells

**detect pact spirits:** Sense the presence of absence of occult auras and the power of each aura.

**reveal heresy:** Sense the religious intent of a touched object.

### 1st-Level Spells

**conceal pact magic:** Obscures the presence of spirits within its area.

**draw seal:** Create a perfect replicate of a spirit's seal using chalk.

**evoke sign:** Force a creature to manifest the physical signs of all spirits it is bound to.

**last impression:** Experience the final moments of a creature's life by touching its corpse.

**suppress sign:** Hides the physical sign of all bound spirits.



## 2nd-Level Spells

*allies and enemies*: +4 bonus on pacts with selected spirit and on checks with its allies and enemies.

*auger pact*: Divine which spirit will be the most useful for the upcoming day.

*reveal heretic*: Sense the religious affiliation of a touched creature.

*undetectable spirit*: Divination spells and effects do not register the target as being bound to a spirit.

*zone of spiritual abstinence*: Wards an area, preventing binders from making pacts with spirits within it.

## 3rd-Level Spells

*auger pact, greater*: Divine the names of up to six useful spirits for the upcoming day.

*bolster binding*: Add a +4 competence bonus on binding checks.

*occult sight*: Allows you to see occult auras and determine their power more quickly.

*spirit scourge*: Ominous whip suppresses the granted abilities of binders that it strikes.

## 4th-Level Spells

*allies and enemies, greater*: As *allies and enemies*, but a +8 bonus.

## 5th-Level Spells

*dismiss pact spirits*: Exorcises the lowest-leveled bound spirit from a creature.

## Magus

### 0-Level Spells

*detect pact spirits*: Sense the presence of absence of occult auras and the power of each aura.

### 3rd-Level Spells

*occult sight*: Allows you to see occult auras and determine their power more quickly.

### 4th-Level Spells

*cascade of arrows*: Storm of arrows deals 1d10 damage and penalizes vision and concentration.

## Paladin

### 1st-Level Spells

*evoke sign*: Force a creature to manifest the physical signs of all spirits it is bound to.

*reveal heresy*: Sense the religious intent of a touched object.

### 2nd-Level Spells

*reveal heretic*: Sense the religious affiliation of a touched creature.

*zone of spiritual abstinence*: Wards an area, preventing binders from making pacts with spirits within it.

### 3rd-Level Spells

*spirit scourge*: Ominous whip suppresses the granted abilities of binders that it strikes.

## Ranger

### 1st-Level Spells

*conceal pact magic*: Obscures the presence of spirits within its area.

*draw seal*: Create a perfect replicate of a spirit's seal using chalk.

*suppress sign*: Hides the physical sign of all bound spirits.

### 2nd-Level Spells

*allies and enemies*: +4 bonus on pacts with selected spirit and on checks with its allies and enemies.

### 3rd-Level Spells

*bolster binding*: Add a +4 competence bonus on binding checks.

### 4th-Level Spells

*allies and enemies, greater*: As *allies and enemies*, but a +8 bonus.

*cascade of arrows*: Storm of arrows deals 1d10 damage and penalizes vision and concentration.

## Sorcerer/Wizard

### 0-Level Spells

*detect pact spirits*: Sense the presence of absence of occult auras and the power of each aura.

### 1st-Level Spells

*conceal pact magic*: Obscures the presence of spirits within its area.

*draw seal*: Create a perfect replicate of a spirit's seal using chalk.

*evoke sign*: Force a creature to manifest the physical signs of all spirits it is bound to.

*last impression*: Experience the final moments of a creature's life by touching its corpse.

*suppress sign*: Hides the physical sign of all bound spirits.

### 2nd-Level Spells

*allies and enemies*: +4 bonus on pacts with selected spirit and on checks with its allies and enemies.

*auger pact*: Divine which spirit will be the most useful for the upcoming day.

*capstone surge*: Utilize arcane magic to temporarily unlock a spirit's capstone empowerment.

*exorcist's lament*: Ignore all attempts to exorcise spirits you are bound to.

*undetectable spirit*: Divination spells and effects do not register the target as being bound to a spirit.

*zone of spiritual abstinence*: Wards an area, preventing binders from making pacts with spirits within it.

### 3rd-Level Spells

*auger pact, greater*: Divine the names of up to six useful spirits for the upcoming day.

*bestow pact malady*: Inflict an opponent with a pact



malady (see Chapter 6).

**flames of youth:** Reduce target's age by one age category.

**occult sight:** Allows you to see occult auras and determine their power more quickly.

#### 4th-Level Spells

**allies and enemies, greater:** As *allies and enemies*, but a +8 bonus.

**blank mind:** Reduce target's skills and tactics to that of a naive child.

**bones of damnation:** Flailing skeletal arms attempt to slay an opponent with a burst of negative energy.

**cascade of arrows:** Storm of arrows deals 1d10 damage and penalizes vision and concentration.

**love spell:** Instills amorous feelings in one or two humanoid creatures for another.

**remove malady:** Attempts to dispel a pact malady active on the target.

#### 5th-Level Spells

**dismiss pact spirits:** Exorcises the lowest-leveled bound spirit from a creature.

**flames of youth, greater:** Reduce target's age by up to two age categories.

**sands of time, greater:** Increase target's age by up to two age categories.

#### 6th-Level Spells

**siphon sands:** Increase or reduce a creature's age as *alter age* in order to make yourself older or younger.

**undetectable alignment, mass:** As *undetectable alignment*, but 1 target/level and protects from up to 6th level divinations.

#### 7th-Level Spells

**alter age:** Manipulate target's age by up to three categories.

**banish pact spirits:** Exorcise multiple bound spirits from a creature.

**occult sight, greater:** As *occult sight*, except you automatically identify discern occult auras and powers.

#### 8th-Level Spells

**anti-spirit field:** Create a zone that blocks the granted abilities of spirits.

**infantile impulse:** Regresses a creature's mind, temporarily making it as helpless as a newborn babe.

**protection from the supernatural:** Grants a +8 bonus on saving throws against supernatural abilities.

### Summoner

#### 0-Level Spells

**detect pact spirits:** Sense the presence of absence of occult auras and the power of each aura.

#### 1st-Level Spells

**conceal pact magic:** Obscures the presence of spirits within its area.

**draw seal:** Create a perfect replicate of a spirit's seal using chalk.

**evoked sign:** Force a creature to manifest the physical signs of all spirits it is bound to.

**suppress sign:** Hides the physical sign of all bound spirits.

#### 2nd-Level Spells

**allies and enemies:** +4 bonus on pacts with selected spirit and on checks with its allies and enemies.

**auger pact:** Divine which spirit will be the most useful for the upcoming day.

**capstone surge:** Utilize arcane magic to temporarily unlock a spirit's capstone empowerment.

#### 3rd-Level Spells

**auger pact, greater:** Divine the names of up to six useful spirits for the upcoming day.

#### 4th-Level Spells

**allies and enemies, greater:** As *allies and enemies*, but a +8 bonus.

**cascade of arrows:** Storm of arrows deals 1d10 damage and penalizes vision and concentration.

### Witch

#### 0-Level Spells

**detect pact spirits:** Sense the presence of absence of occult auras and the power of each aura.

#### 1st-Level Spells

**conceal pact magic:** Obscures the presence of spirits within its area.

**draw seal:** Create a perfect replicate of a spirit's seal using chalk.

**evoked sign:** Force a creature to manifest the physical signs of all spirits it is bound to.

**last impression:** Experience the final moments of a creature's life by touching its corpse.

**suppress sign:** Hides the physical sign of all bound spirits.

#### 2nd-Level Spells

**allies and enemies:** +4 bonus on pacts with selected spirit and on checks with its allies and enemies.

**auger pact:** Divine which spirit will be the most useful for the upcoming day.

**capstone surge:** Utilize arcane magic to temporarily unlock a spirit's capstone empowerment.

**exorcist's lament:** Ignore all attempts to exorcise spirits you are bound to.

**undetectable spirit:** Divination spells and effects do not register the target as being bound to a spirit.

**zone of spiritual abstinence:** Wards an area, preventing binders from making pacts with spirits within it.

#### 3rd-Level Spells

**auger pact, greater:** Divine the names of up to six useful spirits for the upcoming day.



**bestow pact malady:** Inflict an opponent with a pact malady (see Chapter 6).

**bolster binding:** Add a +4 competence bonus on binding checks.

**flames of youth:** Reduce target's age by one age category.

**occult sight:** Allows you to see occult auras and determine their power more quickly.

**remove malady:** Attempts to dispel a pact malady active on the target.

#### 4th-Level Spells

**allies and enemies, greater:** As *allies and enemies*, but a +8 bonus.

**blank mind:** Reduce target's skills and tactics to that of a naive child.

**bones of damnation:** Flailing skeletal arms attempt to slay an opponent with a burst of negative energy.

**love spell:** Instills amorous feelings in one or two humanoid creatures for another.

**spirit birth:** A bound spirit enhances your ability to create progeny in order to create a vessel for itself.

#### 5th-Level Spells

**dismiss pact spirits:** Exorcises the lowest-leveled bound spirit from a creature.

**flames of youth, greater:** Reduce target's age by up to two age categories.

**sands of time, greater:** Increase target's age by up to two age categories.

#### 6th-Level Spells

**siphon sands:** Increase or reduce a creature's age as *alter age* in order to make yourself older or younger.

**undetectable alignment, mass:** As *undetectable alignment*, but 1 target/level and protects from up to 6th level divinations.

#### 7th-Level Spells

**alter age:** Manipulate target's age by up to three categories.

**banish pact spirits:** Exorcise multiple bound spirits from a creature.

**occult sight, greater:** As *occult sight*, except you automatically identify discern occult auras and powers.

#### 8th-Level Spells

**infantile impulse:** Regresses a creature's mind, temporarily making it as helpless as a newborn babe.

**protection from the supernatural:** Grants a +8 bonus on saving throws against supernatural abilities.

## SPELL DESCRIPTIONS

The following spells are presented in alphabetical order, with the exception of those whose names begin with "greater," "lesser," or "mass." These spells are alphabetized by the second word of their spell name instead.

### Allies and Enemies

Transmutation [Occult]

**Level:** Bard 2, Cleric 2, Druid 2, Inquisitor 2, Ranger 2, Sorcerer/Wizard 2, Summoner 2, Witch 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** personal

**Target:** you

**Duration:** 10 minutes/level

Select one spirit you have bound before. Your body language and other subtle qualities change such that allies of the selected spirit are more receptive to you, and you gain instinctual reactions to better notice and defeat the spirit's enemies. You gain a +4 bonus to Charisma-based skill checks when dealing with the selected spirit's favored allies. In addition, you gain a +4 bonus on Bluff, Perception, Sense Motive, and Survival checks against the selected spirit's favored enemies.

### Allies and Enemies, Greater

Transmutation [Occult]

**Level:** Bard 4, Cleric 4, Druid 4, Inquisitor 4, Ranger 4, Sorcerer/Wizard 4, Summoner 4, Witch 4

This spell functions as *allies and enemies*, except as noted here. You gain a +8 bonus to Charisma-based skill checks when interacting with the selected spirit's favored allies and a +8 bonus on Bluff, Perception, Sense Motive, and Survival checks when interacting with the spirit's favored enemies.

### Alter Age

Necromancy (aging)

**Level:** Cleric 7, Sorcerer/Wizard 7, Witch 7

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** close (25 ft. + 5 ft./2 levels)

**Target:** one creature or object

**Duration:** instantaneous

**Saving Throw:** none

**Spell Resistance:** yes

You alter the target's life force, catapulting its body through time. The creature's age is altered by up to three categories, either aging older or regressing younger as you see fit. The creature alters their Strength, Constitution, and Dexterity ability scores to reflect this change. A creature whose age is unknown is treated as an Adult for determining how old or how young you can make it. Ageless or immortal creatures are immune to this spell. If you cast this spell on an object, construct, or undead creature, it is treated as *heal* or *harm* (your choice).



except the spell does not use positive or negative energy, instead rewinding time to heal or accelerating time to wear it away.

This spell can be used to duplicate the effects of *flames of youth*, *greater flames of youth*, *sands of time*, or *greater sands of time*.

## Anti-Spirit Field

Abjuration [Occult]

**Level:** Sorcerer/Wizard 8

**Components:** V, S, M (pinch of powered iron)

**Casting Time:** 1 standard action

**Range:** 10 ft.

**Area:** 15-ft.-radius emanation, centered on you

**Duration:** 10 min./level (D)

**Spell Resistance:** none

Spell Resistance: see text

This spell functions as *antimagic field*, except it blocks only granted abilities bestowed by spirits. Other magic functions normally.

## Augur Pact

Divination [Occult]

**Level:** Bard 2, Cleric 2, Inquisitor 2, Sorcerer/Wizard 2, Summoner 2, Witch 2

**Components:** V, S, M (incense worth 25 gp), DF

**Casting Time:** 1 minute

**Range:** personal

**Target:** you

**Duration:** instantaneous

**Saving Throw:** none

**Spell Resistance:** no

You attempt to determine the most useful spirits to bind with during the next 8 hours. You submit up to three spirits' names during this spell's casting, which reveals to you the most useful to the least useful in that order. The base chance that the divination is accurate is 70% + 1% per caster level, to a maximum of 90%; this roll is made secretly. If the divination fails, one or more spirits fall out of order.

Augur pact can see roughly 8 hours in the future, so anything that might happen after that does not affect the result. Moreover, the result is based on your intended course of action, which must also be disclosed during the spell's casting. If you change your course of action during the day, the result may likely prove incorrect. Multiple castings of this spell on the same day work normally only if each casting names a different set of spirits.

## Augur Pact, Greater

**Level:** Bard 3, Cleric 3, Sorcerer/Wizard 3, Summoner 3, Witch 3

This spell functions as *augur pact*, except you can submit the names of up to six spirits.

# CLERIC SUBDOMAINS

Introduced in *PATHFINDER ROLEPLAYING GAME ADVANCED PLAYER'S GUIDE*, subdomains allow for specific customization in a deity's granted powers. A subdomain lists several powers that a character can select in place of a domain's usual powers.

The subdomains listed here replace powers from the Occult Domain, introduced in *PACT MAGIC UNBOUND VOL. 1*. Each subdomain lists ideas for what sort of deities might grant each subdomain. Spells marked with ∞ can be found in Chapter 5.

## 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*∞

## Weird Slayer Subdomain

**Associated Domain:** Occult.

**Deities:** The Weird Slayer subdomain is granted by deities who loathe pact magic, spirits, and the occult, using their worshipers to destroy these things.

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

**Smite Pact Bound (Su):** You can smite creatures that are bound to spirits or possessed by another as a swift action. You add your Charisma bonus (if any) on attack rolls and 1 extra point of damage per cleric level on damage rolls against such creatures. If you attempt to smite a creature that is not bound to a spirit or possessed, the smite has no effect even though its use is expended normally. You can use this ability a number of times each day equal to 3 + your Charisma modifier (minimum 1).

**Spells:** 2nd) *reveal heretic*∞, 4th) *banish pact spirits*∞



## Banish Pact Spirits

Abjuration [Occult]

**Level:** Cleric 7, Sorcerer/Wizard 7, Witch 7

**Components:** V, S, DF/F (a silver holy symbol)

**Casting Time:** 1 standard action

**Range:** close (25 ft. + 5 ft./2 levels)

**Targets:** one or more spirit-bound creatures, no two of which can be more than 30 ft. apart

**Duration:** instantaneous

**Saving Throw:** Will negates, then Will partial; see text

**Spell Resistance:** yes

This spell functions as *dismiss pact spirit*, except as noted. This ability targets a number of spirits based on your caster level, affecting 2 levels of spirits per caster level. For example, a 15th level caster can expel up to 30 levels' worth of spirits.

A creature that fails its initial Will save is entitled to one additional Will save per bound spirit it possesses that you are attempting to expel. For example, if you attempt to expel three spirits from an occultist, they are entitled to three additional Will saves; one per spirit. A successful Will save on any of these additional saving throws causes the spirit's ties to be weakened, as described under *dismiss pact spirit*.

## Bestow Malady

Enchantment (Compulsion) [Curse, Mind-Affecting, Occult]

**Level:** Cleric 3, Sorcerer/Wizard 3, Witch 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** touch

**Target:** touched creature

**Duration:** permanent

**Saving Throw:** Will negates

**Spell Resistance:** yes

Your touch causes the subject to contract a minor pact malady. You do not choose which pact malady to inflict upon your target; randomly determine the result on Table: Minor Pact Maladies in Chapter 6.

## Bolster Binding

Divination [Occult]

**Level:** Bard 3, Cleric 3, Druid 3, Inquisitor 3, Ranger 3, Witch 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** touch

**Target:** touched creature

**Duration:** 13 minutes

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** yes

Waves of spiritual insight grant the touched creature gains a +4 competence bonus on binding checks it makes for the duration of this spell.

## Bones of Damnation

Necromancy

**Level:** Cleric 4, Sorcerer/Wizard 4, Witch 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** close (25 ft. + 5 ft./2 levels)

**Target:** one creature

**Duration:** instantaneous

**Saving Throw:** Reflex negates, then Will partial; see text

**Spell Resistance:** yes

You raise countless skeletal arms from the grave around your target, attempting to restrain the creature before slaying it with a burst of negative energy. The target first gets a Reflex save to avoid the countless arms that attempt to restrain them. If that save fails, a single skeletal arm latches onto the target, after which every arm converges upon them and explodes in a burst of negative energy, forcing the subject to succeed on a Will save or die. Even if the save is successful, the subject takes 3d6 points of negative energy damage.

If the subject is undead, it makes no saving throws against this ability. Instead, the creature gains temporary hit points equal to your caster level and gains the advanced simple template for 1 minute per caster level; empowered by the surge of negative energy.

## Capstone Surge

Transmutation [Occult]

**Level:** Sorcerer/Wizard 2, Summoner 2, Witch 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** personal

**Target:** you

**Duration:** 1/round level; see text

**Saving Throw:** none

**Spell Resistance:** no

You temporarily unlock the full potential of your currently bound spirit with a surge of magical power. The next time you use your spirit's major granted ability, you also gain access to its capstone empowerment, even if you did not make a good pact with the spirit. The benefits of this spell are automatically applied the next time you use a major granted ability and after empowering a major granted ability, the spell immediately ends.

## Cascade of Arrows

Conjuration (creation)

**Level:** Magus 4, Ranger 4, Sorcerer/Wizard 4, Summoner 4

**Components:** V, S, M (an empty quiver)

**Casting Time:** 1 standard action

**Range:** close (25 ft. + 5 ft./2 levels)

**Area:** cylinder (20-ft. radius, 40 ft. high)

**Duration:** 1 round/level

**Saving Throw:** none

**Spell Resistance:** no



Arrows rain from the sky like raindrops from a storm, guaranteeing that any creature that begins its turn in the storm or that moves through it is struck by at least one arrow. Each arrow deals 1d10 piercing damage. A creature that is damaged by this spell is considered to have been struck by one arrow, the rest having struck armor or otherwise dealt no damage. For every 5 caster levels you possess, one additional arrow strikes the creature (maximum 4 arrows; dealing 4d10 damage at level 15). In addition, the falling arrows make it difficult to concentrate, bestowing a -4 penalty on Perception checks to all creatures within the spell's area. Furthermore, broken arrows strewn across the ground and sticking up from the earth transform the ground in the area into difficult terrain. Despite the nature of the spell, the arrows fall too fast and in too great of numbers for Deflect Arrows or similar abilities to be of use.

## Childish Impulse

Necromancy (aging) [Mind-Affecting]

**Level:** Cleric 4, Sorcerer/Wizard 4, Witch 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** touch

**Target:** touched living creature

**Duration:** 1 minute/level

**Saving Throw:** Will partial; see text

**Spell Resistance:** yes

You regress the creature's mind to an immature state for the duration of the spell. On a failed save, the target acts with as though they were unskilled, causing them to lose their class skill bonus on skill checks, their base attack bonus on attack rolls, and they do not add their ability score modifiers to the DC of their spells, supernatural abilities, and similar magical effects. Finally, the creature will not fight or cast defensively. On a successful save, the creature will not fight or cast defensively, but they do not suffer any of the other penalties of this spell.

## Conceal Pact Magic

Abjuration [Occult]

**Level:** Bard 1, Cleric 1, Druid 1, Inquisitor 1, Ranger 1, Sorcerer/Wizard 1, Summoner 1, Witch 1

**Components:** V, S, M (vial of squid ink)

**Casting Time:** 1 minute

**Range:** 20 feet

**Area:** 20-foot radius emanation

**Duration:** 24 hours (D)

**Saving Throw:** none

**Spell Resistance:** no

You trace a mystic symbol within the area that obscures the presence of spirits. The presence of bound spirits is completely hidden from divination spells and abilities used outside of this spell's area of effect. The spell does not conceal creatures, objects, thoughts, or phenomena caused by spirits; only the presence and absence of pact

magic. This symbol can be removed before its duration ends using *erase* and other effects that destroy magical writing.

## Detect Pact Spirits

Divination [Occult]

**Level:** Bard 0, Cleric 0, Druid 0, Inquisitor 0, Magus 0, Sorcerer/Wizard 0, Summoner 0, Witch 0

**Components:** V, S, M (a prism)

**Casting Time:** 1 standard action

**Range:** 60 feet

**Area:** cone-shaped emanation

**Duration:** concentration, up to 1 minute/level (D)

**Saving Throw:** none

**Spell Resistance:** no

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 + ½ 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 Strength	Active Spirit (spirit level)	Magic Item (binder level)
Faint	3rd or lower	5th or lower
Moderate	4th - 6th	6th - 11th
Strong	7th - 9th	12th - 20th
Overwhelming	10th+ (divine)	21st+ (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 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 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.

## Dismiss Pact Spirit

Abjuration

**Level:** Cleric 5, Inquisitor 5, Paladin 4, Sorcerer/Wizard 5, Witch 5

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** close (25 ft. + 5 ft./2 levels)

**Target:** one spirit-bound creature

**Duration:** instantaneous

**Saving Throw:** Will negates, then Will partial; see text

**Spell Resistance:** yes

This spell forcibly expels a spirit from its host, causing the pact to unravel and end. The targeted creature must succeed on a Will save. On a failed save, the spell's magic overwhelms its target and they must make a second Will save. If they fail this second Will save, the lowest-level spirit that the target is bound to is forcibly ripped from the target, ending the pact and preventing the target from sealing a pact with that spirit for 24 hours.

If the target succeeds on this second Will save, the pact is weakened, but not broken. The lowest-level spirit that the target is bound to has its major granted ability expended for 5 rounds; Rapid Recovery and similar abilities do not reduce the number of rounds the ability is expended for. While the spirit's major granted ability is expended, its minor granted abilities are suppressed, as if the creature were in an anti-magic zone.

## Draw Seal

Transmutation [Occult]

**Level:** Bard 1, Cleric 1, Druid 1, Inquisitor 1, Ranger 1, Sorcerer/Wizard 1, Summoner 1, Witch 1

**Components:** V, S, M (a drawing of the seal and a stick of chalk)

**Casting Time:** 1 full-round action

**Range:** personal; see text

**Effect:** Creates a 5-ft. seal suitable for binding a spirit

**Duration:** instantaneous

**Saving Throw:** none

**Spell Resistance:** no

You magically draw a perfect replica of a spirit's seal out of chalk. The seal appears in the 5 foot square that you are currently standing on or in; if the seal could not normally be drawn in this square for any reason, the spell is wasted. Once the seal has been created, it can be used to summon its associated spirit normally. As with any seal, after the pact has finished this seal disappears.

## Evoke Sign

Transmutation [Occult]

**Level:** Bard 1, Cleric 1, Inquisitor 1, Paladin 1, Sorcerer/Wizard 1, Summoner 1, Witch 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** close (25 ft. + 5 ft./2 levels)

**Target:** one spirit-bound creature

**Duration:** 10 minutes/level

**Saving Throw:** Will negates

**Spell Resistance:** yes

This spell attempts to disrupt the delicate balance between binder and spirit that allows the binder to control the manifestation of a spirit's sign. If the target fails its saving throw, they immediately manifest the physical signs of all spirits that they are bound to. Once revealed, the binder cannot hide their spirits' physical signs for this spell's duration, even if they made a good pact with the spirit. This spell has no effect on binders that have made a poor pact with a spirit and can therefore not hide their spirits' signs. Alone, this spell cannot undo disguises that might obscure or hide the physical sign, be they magical or mundane.

## Exorcist's Lament

Abjuration [Occult]

**Level:** Alchemist 2, Bard 2, Sorcerer/Wizard 2, Witch 2

**Components:** V, S, M (a charcoal nugget)

**Casting Time:** 1 immediate action

**Range:** personal

**Target:** you

**Duration:** 1 round

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** yes

For one round you ignore all attempts to exorcise a bound spirit or other possessing entities from you. If the expelling effect is a spell, the caster must succeed on a caster level check in order to overcome this spell (DC equals 10 + ½ your caster level + your spellcasting ability modifier).

## Flames of Youth

Necromancy (aging)

**Level:** Cleric 3, Sorcerer/Wizard 3, Witch 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** touch

**Target:** touched creature or object

**Duration:** 10 minutes/level or instantaneous (see text)

**Saving Throw:** none

**Spell Resistance:** yes

You temporarily regress the target's age, instantly reducing it to the previous age category. The target immediately alters its Strength, Dexterity, and Constitution scores to reflect its new age. A creature whose



## AGING SUBSCHOOL

Introduced in *PATHFINDER ROLEPLAYING GAME ADVANCED PLAYER'S GUIDE*, subschools allow a wizard to further specialize in a specific area of magical study. A subschool lists several powers that a character can select in place of the subschool's usual powers.

### Aging School

Associated School: Necromancy.

Replacement Powers: The following school powers replace the power over undead and grave touch powers.

**Age Shift (Su):** As part of a 1-hour ritual, you can alter your age as if you had cast *threefold aspect*; see Chapter 5 of *PATHFINDER ROLEPLAYING GAME ADVANCED PLAYER'S GUIDE*. Unlike the spell, changing your aspect requires another 1-hour ritual, though the effect lasts for 24 hours or until it is cancelled. At 11th level, you may use this ability on a number of willing targets at once equal to your Intelligence modifier; all participants must be present during your ritual and every participant becomes the same target age. You may grant this benefit to a number of creatures at once equal to your Intelligence modifier; do not count yourself against this maximum. At 20th level, you never need to perform this ritual upon yourself and you may shift through your aspects as a swift action. You must still perform the ritual to grant this benefit to your allies.

**Aging Touch (Sp):** As a standard action you can make a touch attack against a living creature. If it hits, the creature is immediately aged forward, suffering a 1d6 penalty to Strength for 1 round per wizard level you possess. You can use this ability a number of times each day equal to 3 + your Intelligence modifier.

age is unknown is treated as if the spell reduces it to youth. Ageless or immortal creatures are immune to this spell. This version of the spell counters and dispels sands of time, and sands of time can be used to counter or dispel this version of this spell.

If you cast this on an object, construct, or undead creature, it is healed of 3d6 points of damage + 1 point per caster level (maximum +15) as time restores it to mint condition. This spell has an instantaneous duration when used to damage constructs and undead.

### Flames of Youth, Greater

Necromancy (aging)

**Level:** Cleric 5, Sorcerer/Wizard 5, Witch 5

This spell functions as *flames of youth*, except the target is regressed by two age categories. If the spell is used against an object, construct, or undead creature, the target is healed of 5d6 points of damage + 1 point per caster level (maximum +20).

### Last Impression

Divination

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

**Components:** V, S, M (unused diary worth 10 gp)

**Casting Time:** 1 standard action

**Range:** close (25 ft. + 5 ft./2 levels)

**Target:** one corpse

**Duration:** 1 minute/level

**Saving Throw:** none

**Spell Resistance:** no

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

### Infantile Impulse

Necromancy (aging) [Mind-Affecting]

**Level:** Cleric 6, Sorcerer/Wizard 6, Witch 6

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** touch

**Target:** touched living creature

**Duration:** 1 minute/level

**Saving Throw:** Will partial; see text

**Spell Resistance:** yes

You regress the creature's mind to an immature state for the duration of the spell. On a failed save, the target's mind is reduced to that of a babbling babe. The creature no longer has an Intelligence, Wisdom, or Charisma score and cannot move or perform actions of any kind. If the creature is flying, it falls to the ground and if it was swimming, it stops swimming. The creature cannot control its body, preventing it from taking actions of any kind. The creature also cannot speak, write, or understand languages and can longer understand the concept of friend or foe, making it extremely docile. On a successful saving throw, the target is befuddled, causing it to suffer double the armor check penalty and encumbrance penalty, reducing its movement speed by half, and placing a -4 penalty on all attack rolls and spell saving throw DCs (as well as other types of magical abilities) for 1d4+1 rounds.

### Love Spell

Enchantment (charm)

**Level:** Bard 4, Cleric 4, Sorcerer/Wizard 4, Witch 4

**Components:** V, S, M (miniature bow and arrow)

**Casting Time:** 1 standard action

**Range:** close (25 ft. + 5 ft./2 levels)

**Target:** See text

**Duration:** 1 minute/level



**Saving Throw:** Will negates; see text

**Spell Resistance:** yes

You attempt to kindle romance between two creatures. This spell is treated as *charm person* except as noted. This spell can be used in one of two ways, as described below.

**One Target:** You can use this spell to cause one humanoid creature to fall in love with another humanoid creature. Only the creature that you are attempting to charm makes a saving throw against this spell; the target of those affections is not charmed and responds as normal.

**Two Targets:** You can use this spell to cause two humanoid creatures to fall in love with each other. This functions as using the spell against one target, except each creature makes a saving throw against the spell. A successful save only prevents this spell's effects for the creature that succeeded on its saving throw.

## Occult Sight

Divination [Occult]

**Level:** Alchemist 3, Inquisitor 3, Magus 3, Sorcerer/Wizard 3, Witch 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** personal

**Target:** you

**Duration:** 1 minute/level (D)

This spell makes your eyes glow magenta and allows you to see occult auras within 120 feet. This effect is similar to that of a *detect pact spirits* spell, but *occult sight* does not require concentration and discerns aura location and power more quickly.

You know the location and power of all occult auras within your sight. An aura's power depends on a bound spirit's level, as noted in the description of the *detect pact spirits* spell. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) or Knowledge (planes) checks to determine the occult power's aligned constellation. (Make one check per aura; DC 15 + spell level, or 15 + ½ caster level for a nonspell effect.)

If you concentrate on a specific creature within 120 feet as a standard action, you can determine whether it has any occult powers, the strength of the most powerful spirit the creature is bound to, and whether any of the spirits' major granted abilities are expended or not.

As with *detect pact spirits*, you can use this spell to identify the properties of magic items, but not artifacts.

*Occult sight* can be made permanent with a *permanency* spell.

## Occult Sight, Greater

Divination [Occult]

**Level:** Sorcerer/Wizard 7, Witch 7

This spell functions like *occult sight*, except that you automatically know which occult powers or effects are active upon any individual or object you see.

Unlike *occult sight*, this spell cannot be made permanent with a *permanency* spell.

## Protection from the Supernatural

Abjuration [Occult]

**Level:** Druid 8, Paladin 4, Sorcerer/Wizard 8, Witch 8

**Components:** V, S, M (diamond worth at least 500 gp)

**Casting Time:** 1 standard action

**Range:** touch

**Target:** one touched creature/ 4 levels

**Duration:** 1 hour/level

**Saving Throw:** will negates (harmless)

**Spell Resistance:** yes (harmless)

Subjects gain a +8 resistance bonus on saving throws against all supernatural abilities.

## Remove Malady

Abjuration [Occult]

**Level:** Bard 3, Cleric 3, Druid 3, Sorcerer/Wizard 4, Witch 3

**Components:** V, S, M (inscribed spoon worth 100 gp x the malady's DC)

**Casting Time:** 1 standard action

**Range:** touch

**Target:** touched creature

**Duration:** instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** yes (harmless)

Remove malady attempts to remove a single pact malady active on the touched creature. In order to remove a malady, the caster must succeed on a caster level check (DC equals 10 + the spirit's level + the number of days the subject has been afflicted with the malady). Success immediately removes the malady.

Certain maladies may not be removable with this spell. *Remove malady* counters and dispels *bestow malady*.

## Reveal Heresy

Divination

**Level:** Cleric 0, Inquisitor 0, Paladin 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** touch

**Target:** touched object

**Duration:** instantaneous

**Saving Throw:** Will negates (object)

**Spell Resistance:** yes

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



## Reveal Heretic

Divination

**Level:** Cleric 2, Inquisitor 2, Paladin 2

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** touch

**Duration:** instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** yes

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

## Sands of Time, Greater

Necromancy (aging)

**Level:** Cleric 5, Sorcerer/Wizard 5, Witch 5

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** touch

**Target:** touched creature or object

**Duration:** 1 minute/level (D) or instantaneous (see text)

**Saving Throw:** none

**Spell Resistance:** yes

This spell functions as *sands of time* (Chapter 5 of *PATHFINDER ROLEPLAYING GAME ULTIMATE MAGIC*) except that the target's age is increased by two categories. If the spell is used against an object, construct, or undead creature, the target suffers of 5d6 points of damage + 1 point per caster level (maximum +20).

## Siphon Sands

Necromancy (aging) [Occult]

**Level:** Sorcerer/Wizard 6, Witch 6

**Components:** V, S, F (an hourglass)

**Casting Time:** 1 standard action

**Range:** close (25 ft. + 5 ft. /2 levels)

**Target:** one living creature and personal

**Duration:** instantaneous and 1 day/level (see text)

**Spell Resistance:** yes

You alter a creature's life force to augment your own. You can use this spell to siphon a creature's youth or to siphon its experience; your choice when you cast this spell. *Siphon sands* can only be used on creatures of the same creature type as you. The spell functions as follows, based on which version you choose to use:

**Siphon Experience:** You siphon the target's experience, reducing its age by up to three categories as *alter age*. For every age category younger that your target becomes, you become one age category older or gain a +1 inherent bonus to Intelligence, Wisdom, or Cha-

isma for 1 day per caster level you possess, to a maximum of +3. This bonus does not stack. If you use *siphon sands* to siphon a creature's youth, you immediately lose any inherent bonuses you attained from siphon experience.

**Siphon Youth:** You siphon the target's youth, increasing its age by up to three age categories as *alter age*. For every age category older that your target becomes, you become one age category younger or gain a +1 inherent bonus to Strength, Dexterity, or Constitution for 1 day per caster level you possess, to a maximum bonus of +3. This bonus does not stack. If you use *siphon sands* to siphon a creature's experience, you immediately lose any inherent bonuses attained from siphon youth.

## Spirit Birth

Necromancy (aging) [Occult]

**Level:** Alchemist 4, Druid 4, Witch 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** personal

**Target:** you

**Duration:** 1 hour/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** yes

This spell infuses you with occult energy, causing the next child that you sire to be born with special powers. You must be bound to a spirit in order to cast this spell. If you attempt to conceive a child during this spell's duration, the attempt is always successful; even against mundane protection (but not magical). As a result of this energy, the pregnancy is drastically shorter than most, accelerated to a mere 30 days. A remove disease or contagion spell cast on the mother terminates the pregnancy and causes 2d6 points of damage to her.

After the child is born he or she grows rapidly, reducing the number of years per age category to months, up to the Youth category. For example, a human Child born of this spell becomes a Youth when they are 12 months old. This grants the child the spirit-touched template; see Chapter 6 for more details.

While the mother is pregnant, the supernatural power of the unborn child causes her to manifest the spirit's physical sign until the child is born. She cannot control this sign, as if she had made a poor pact with the spirit. After one-third of the pregnancy, she also begins to manifest the spirit's personality, as if she had made a poor pact with the spirit.

## Spirit's Scourge

Conjuration [Occult]

**Level:** Cleric 3, Inquisitor 3, Paladin 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 10-ft. reach

**Effect:** one scourge

**Duration:** 1 round/level



**Saving Throw:** Will negates

**Spell Resistance:** no

You create a crackling black-barbed whip that you can use to suppress spirits. This whip strikes foes against their touch AC and on a successful hit, a foe must succeed on a Will save or have the major granted ability of the highest-leveled spirit that they are bound to become expended for 1d4+1 rounds. While this granted ability is expended, the spirit's minor granted abilities are suppressed; as if the struck creature was in an *antimagic field*. This attack also deals damage as a whip appropriate for the caster's size.

## Suppress Sign

Transmutation [Occult]

**Level:** Alchemist 1, Bard 1, Cleric 1, Druid 1, Inquisitor 1, Ranger 1, Sorcerer/Wizard 1, Summoner 1, Witch 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** close (25 ft. + 5 ft./2 levels)

**Target:** one creature

**Duration:** 10 minutes/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** yes

If the target is bound to a spirit, the spirit's physical sign becomes suppressed for the duration of the spell. The binder cannot show the spirit's sign.

## Sustaining Feast

Conjuration (creation)

**Level:** Cleric 3

**Components:** V, S, DF

**Casting Time:** 10 minutes

**Range:** close (25 ft. + 5 ft./2 levels)

**Effect:** feast for one creature/level

**Duration:** 1 hour plus 1 day/level; see text

**Saving Throw:** none

**Spell Resistance:** no

This spell creates a feast, including both food and drink of your choosing. The feast takes 1 hour to consume, and the benefits do not set in until this hour is over. Every creature partaking of the feast is magically nourished for 1 day per caster level you possess; they do not hunger or thirst and do not require food or water at this time. In addition, the next time that the creature lays to sleep, sleeping for 2 hours provides the same benefits as an entire night's rest.

If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

## Undetectable Spirit

Abjuration [Occult]

**Level:** Alchemist 2, Bard 2, Cleric 2, Inquisitor 2, Sorcerer/Wizard 2, Witch 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** close (25 ft. + 5 ft./2 levels)

**Target:** one spirit-bound creature

**Duration:** 24 hours

You cloak the presence of a spirit within the target to foil spells that might otherwise detect the spirit's presence. For the spell's duration, divination spells of 3rd level or lower fail to recognize the target as being bound to a spirit.

## Undetectable Spirit, Mass

Abjuration [Occult]

**Level:** Bard 6, Cleric 6, Inquisitor 6, Sorcerer/Wizard 6, Witch 6

**Target:** One or more spirit-bound creatures, no two of which can be more than 30 feet apart.

This spell functions as *undetectable spirit*, except as noted. Divination spells of 6th level or lower fail to register warded creatures as being bound to a spirit.

## Zone of Spiritual Abstinence

Abjuration [Occult]

**Level:** Bard 2, Cleric 2, Inquisitor 2, Paladin 2, Sorcerer/Wizard 2, Witch 2

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** close (25 ft. + 5 ft./2 levels)

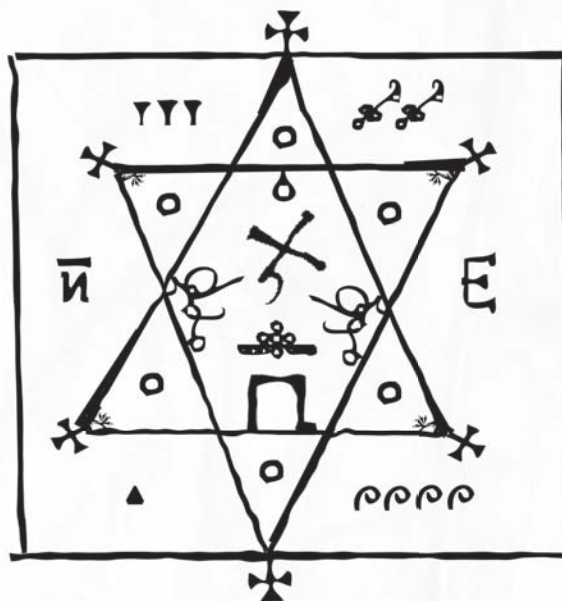
**Area:** 20-ft. radius emanation

**Duration:** 24 hours

**Saving Throw:** Will negates

**Spell Resistance:** yes

Creatures within the area or that enter the area cannot bind spirits. Any attempt to seal a pact with a spirit fails upon completing its ceremony or doing any other activity that seals pacts. This spell only prevents a binder from sealing pacts within the spell's area; if possible, a binder can simply leave the area to bind as they choose.





# CHAPTER 5 MAGIC ITEMS

Although pact magic is a relatively discrete and unknown form of magic, many different types of relics exist that relate to its usage. This chapter reaches into the depths of binder lore, revealing the ancient secrets of pact magic items.

This chapter includes new weapon and armor special abilities and new wondrous items. In addition, the spells presented in this book are likely to have been scribed into scrolls or crafted into wands by wizards, clerics, or other spellcasters that practice pact magic; use the rules presented in Chapter 15 of *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK* to create such items.

## PACT MAGIC ITEM DESCRIPTIONS

As a general rule, pact magic items follow the same rules for creation and use found in Chapter 15 of *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK*. The following are several exceptions made for pact magic items.

**Aura:** A pact magic item emits an occult aura that baffles the untrained. A spellcaster must succeed a DC 25 Knowledge (arcana or planes) check in order to identify the item as an occult object. A spellcaster with the bind spirits class feature automatically succeeds on this check due to their expertise.

**Binder Level (BL):** Pact magic items do not possess a caster level like most magic items do; rather, they possess a binder level. A pact magic item's binder level functions identically to a normal item's caster level for all purposes, including the result should the item come under the effects of a *dispel magic* spell or similar effect.

**Requirements:** Pact magic items function exactly as other magic items in regards to their prerequisites. You must possess the requisite item creation feat in order to craft the item. Requisites that you do not possess increases the item's crafting DC by +5 per missing requisite.

### Magic Armor and Shield Abilities

A shield or suit of armor with a special ability must have at least a +1 enhancement bonus.





**Warding, Minor:** A shield or armor with this property adds its enhancement bonus on all saving throws the wearer makes against granted abilities and supernatural abilities, to a maximum of +3. This is a resistance bonus. +2 bonus.

**Warding, Major:** As minor warding, except the wear adds a maximum of +5 on saving throws against granted abilities. +4 bonus.

## Magic Weapon Abilities

A weapon with a special ability must have at least a +1 enhancement bonus.

**Occult Bane:** This functions as the bane weapon property found in the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK*, except the bonus damage applies against occult creatures or creatures bound to one or more spirits. +2 bonus.

## WONDROUS ITEMS

Wondrous items represent a catchall category for anything that doesn't fall into the other groups of magic items. Any creature can use a wondrous item (unless specified otherwise in the description, such as requiring a particular class feature).

### Bell of Eviction

**Aura** Moderate Occult; **BL** Varies

**Slot** — ; **Price** Varies; **Weight** Varies

#### Description

This ornate bell is typically made out of bronze and possesses a wooden shaft scrawled with the seals of various spirits. Greater versions of the bell exist and wealthy clerics hang them from bell towers to ward away the occult. Every minute that a creature bound to a spirit hears the bell ringing they feel increasing discomfort and anxiety on behalf of the entity within them. After hearing the bell's toll for 3 consecutive minutes, all creatures that can hear the bell are affected as *dismiss pact spirits* (DC 25 Will save to resist it). The eviction is a sonic-effect that requires its victims to hear it in order to take effect; it has no effect against deafened creatures and has no effect if silenced. A binder gains a +4 circumstance bonus on their saving throw if they use earplugs or back their ears with wax. A *bell of eviction* has no limit to the number of spirits it can dismiss.

A hand-sized *bell of eviction* (BL 10th) dismisses spirits in a 20-ft. radius, costs 75,000 gp, and weighs 1 pound.

A gong-sized *bell of eviction* (BL 10th) dismisses spirits in a 100-ft. radius, costs 150,000 gp, and weighs 100 pounds.

A tower *bell of eviction* (BL 17th) functions as *banish pact spirits* in a 1 mile radius, costs 600,000 gp, and weighs 2 tons. A *tower bell of eviction* has a strong occult aura.

#### Construction

**Requirements** Craft Wondrous Items, *dismiss pact spirits*; **Cost** Varies (half of base purchase cost).

### Brooch of Lamenting

**Aura** Faint Occult; **BL** 5th

**Slot** Neck; **Price** 1,500 gp; **Weight** 1 pound

#### Description

This brooch typically consists of a polished obsidian jewel with an intricate mithril embroidery. The jewel does not shine or reflect surfaces, as if it captures images and light inside of it. While you are wearing the brooch, it offers a measure of protection to spirits or possessing entities, granting you and them a +2 circumstance bonus on Will saves against exorcism attempts. Furthermore, if you (or the entity) would fail a Will save against an exorcism attempt, the brooch shatters, negating the exorcism attempt.

#### Construction

**Requirements** Craft Wondrous Item, *exorcist's lament*; **Cost** 750 gp.

### Cloak of Constellations

**Aura** Faint Occult; **BL** 5th

**Slot** Shoulders; **Price** 24,500 gp; **Weight** 2 pounds

#### Description

A cloak of constellations is designed with the motif of one of the 13 occult constellations. While worn, the cloak provides a +2 resistance bonus on all saving throws and a +4 competence bonus on binding checks for spirits that belong to the constellation for which the cloak is designed. Furthermore, the wearer enjoys the benefits of the Rapid Recovery feat with those spirits while wearing the cloak.

#### Construction

**Requirements** Craft Wondrous Item, *bolster binding*; **Cost** 12,250 gp

### Dedicated Vest

**Aura** Moderate Occult; **BL** 6th

**Slot** Chest; **Price** 30,000 gp; **Weight** 10 pounds

#### Description

Outwardly plain, this leather vest is stitched with several dozen seals and occult motifs on the inside. While wearing a dedicated vest, the binder automatically gains the capstone empowerments of any spirits bound, even if they made a poor pact with the spirit. If the vest is destroyed or removed while you are bound to a spirit, you lose access to those capstone empowerments and become stunned for 1d4 rounds.

#### Construction

**Requirements** Craft Wondrous Item, capstone spell-casting; **Cost** 15,000 gp

### Endless Chalk

**Aura** Faint Occult; **BL** 5

**Slot** — ; **Price** 500 gp; **Weight** -



**Description**

This stick of ordinary white chalk is roughly 2 inches in length and smooth to the touch. Unlike normal chalk, a stick of endless chalk does not powder off onto fingers and it does not smear or smudge easily. Endless chalk is water resistant and can be used in damp environments. Heavy rain, being submerged, or actively trying to wipe away the chalk will wash it away. Finally, no amount of use causes the chalk to diminish in size; the chalk effectively never depletes after use, though being completely submerged in water for 1 hour will cause it to dissolve.

Furthermore, if the chalk is used to draw a spirit's seal, the chalk infers a +1 circumstance bonus on binding checks made with the spirit due to the seal's increased sturdiness.

**Construction**

**Requirements** Craft Wondrous Item, *arcane mark*;  
**Cost** 250 gp.

**Exorcist's Revealing Box**

**Aura** Faint Occult; **BL** 5th

**Slot** — ; **Price** 20,000 gp; **Weight** 2 pounds

**Description**

This hand-held box is typically made from cast iron or a similarly tough metal and possesses no features save for a single hole large enough to slide the hand of a Medium creature. If a creature that is currently bound to a spirit has its hand placed wholly within the box, the box's sides light up with the seal of the spirit (or spirits) that the individual is bound to, revealing them as a binder. A character can attempt a Knowledge check to identify the seal, but most exorcists care little for such knowledge and use the box solely as a way to confirm heresy.

**Construction**

**Requirements** Craft Wondrous Item, *reveal heresy*, *reveal heretic*; **Cost** 10,000 gp.

**Goggles of Spirit Sight**

**Aura** Moderate Occult; **BL** 10th

**Slot** Eyes; **Price** 22,000 gp; **Weight** 1 pound

**Description**

These goggles are decorated with seal motifs across the lenses that curiously do not impede vision. The wear can utter a command word in order to gain the benefits of *occult sight* while wearing the goggles. The same command word can be used to end the effect.

**Construction**

**Requirements** Craft Wondrous Item, *occult sight*;  
**Cost** 11,000 gp.

**Gnostic Tome**

**Aura** Faint; Occult; **BL** Varies

**Slot** — ; **Price** Varies; **Weight** 2 pounds

**Description**

While offering no occult power themselves, a gnostic tome contains all the necessary lore requires to summon a spirit (see Chapter 2). A character must spend 24 uninterrupted hours in order to learn how to bind a spirit from a gnostic tome. Below are the binder level and price of a gnostic tome of each spirit's level.

1st (BL 2; Cost 1,000 gp), 2nd (BL 4; Cost 4,000 gp), 3rd (BL 6; Cost 9,000 gp), 4th (BL 8; Cost 16,000 gp), 5th (BL 10; Cost 25,000 gp), 6th (BL 12; Cost 36,000 gp), 7th (BL 14; Cost 49,000 gp), 8th (BL 16; Cost 64,000 gp), 9th (BL 18; Cost 81,000 gp)

In addition to the requirements listed below, a crafter must be bound to the spirit that a gnostic tome is written about during the crafting process in order to create a gnostic tome.

**Construction**

**Requirements** Craft Wondrous Item, bind spirits class feature; **Cost** Varies (half of base purchase price).

**Lens of Scribing**

**Aura** Faint Occult; **BL** 3rd

**Slot** - ; **Price** 3,600 gp; **Weight** 1 pound

**Description**

This palm-sized lens appears mundane at a glance, but viewing it under light shows a myriad of words not yet spoken and scenes that have not yet occurred. By holding the lens up to your eye and uttering a command word, the lens immediately copies whatever you are viewing onto it, storing the image for later. By holding the lens under a light source above a piece of parchment or similar material, you can burn the last scene stored within the lens onto the parchment with a command word. The lens has vision comparable to a human eye is thusly limited when used in low-light and dark conditions.

**Construction**

**Requirements** Craft Wondrous Item, *arcane mark*;  
**Cost** 1,800 gp.

**Mirror of Spirit Reflecting**

**Aura** Strong Occult; **BL** 12th

**Slot** — ; **Price** 60,000 gp; **Weight** 4 pounds

**Description**

This ordinary mirror possesses a black-metal border depicting the deaths of half a dozen binders, each one showing the physical sign of half a dozen random spirits. The mirror shows the reflections of normal creatures as they are, but creatures currently bound to one or more spirits do not show their reflection in the mirror. Instead, the mirror shows that creature suffering the physical sign of any spirits they are bound to, as well as those spirits' seals glowing across their heart. Spells and effects that prevent divination effects from revealing the presence of spirits (such as *undetectable spirit*) thwart this mirror.



## Construction

**Requirements** Craft Wondrous Item, *reveal heretic, true seeing*; **Cost** 30,000 gp.

## Orb of Soul Binding

**Aura** Occult (Strength Varies); **BL** Varies  
**Slot** — ; **Price** Varies ; **Weight** 100 pounds

### Description

This large, glimmering orb is roughly three feet in diameter and appears to be made of glass, but in reality it is as sturdy and thick as marble. When unoccupied, the orb is clear like finely polished glass. A binder can use an *orb of soul binding* to seal a spirit within the orb by drawing a spirit's seal onto it and performing the spirit's ceremony. The spirit manifests within the orb as described in its entry where it remains for 24 hours.

During this time, any binder whose maximum spirit level is sufficient enough to seal a pact with the spirit may do so by simply placing a hand onto the orb while meditating for 1 minute in order to establish an empathetic link with the spirit. When the link is established, the binder makes a binding check in an attempt to seal a pact with it, using the normal rules for doing so. Unlike normal pacts, a binder never receives a totem bonus on binding checks made with a spirit bound to an *orb of soul binding*.

A binder can make a rushed pact with a spirit bound to an orb of soul binding using the rules presented in Chapter 3 of PACT MAGIC UNBOUND, VOL 1, reducing the time required to establish an empathetic link with the spirit to 5 rounds. A spirit cannot be expelled from an *orb of soul binding* but the orb can be exorcised, in which case an *orb of soul binding* possesses a Will save bonus equal to the spirit level of the spirit bound to the orb.

*Orbs of soul binding* are created with a maximum spirit level; an orb cannot contain a spirit whose level is higher than its maximum spirit level. An orb's binder level (BL) is equal to the minimum level an occultist would require to forge a pact with a spirit of the orb's maximum spirit level. An orb's aura is faint if the maximum spirit level is between 1st through 3rd, moderate if 4th through 6th, and strong if 7th through 9th. An orb's cost is equal to its maximum spirit level x its binder level x 1,000 gp.

### Construction

**Requirements** Craft Wondrous Item, *draw seal, permanency*; **Cost** Varies, usually half of its purchase cost (see above).

## Skull of Questioning

**Aura** Faint Occult; **BL** 5  
**Slot** - ; **Price** 15,000 gp; **Weight** 1 pound

### Description

This skull is typically crafted out of the skeletal remains of a humanoid, its eyes fitted with precious gems and the seal of a spirit carved into its forehead. The skull possesses a hinged jaw with razor-sharp teeth, allowing

a binder to activate the skull by inflicting a number of points of Constitution damage to the user by using its razor-sharp teeth to drain blood into the skull's cavity. A *skull of questioning* will answer 3 questions for every point of Constitution fed into it, as *speak with dead*, to a maximum of 21 questions each day. The spirit whose seal is carved into the skull's forehead answers all questions asked to the skull.

Constitution damage dealt by this item cannot be healed until 24 hours have passed since the sacrifice was made, even by magical means such as *greater restoration*. The skull only answers questions for the creature whose blood was sacrificed; offering the blood of another solicits no response from a *skull of questioning*.

### Construction

**Requirements** Craft Wondrous Item, *augur pact, speak with dead*; **Cost** 7,500 gp.

## Spirit Mat

**Aura** Faint Occult; **BL** 5  
**Slot** - ; **Price** 10,000 gp; **Weight** 5 pounds

### Description

This 5-foot worn leather mat is carefully decorated with the seal of 1 specific spirit. You can unfurl the mat (a full-round action) and use it in the spirit's ritual instead of drawing its seal. If you use the mat, you do not qualify for totems that relate to drawing the seal, such as what material the seal is drawn with or where the seal is drawn.

### Construction

**Requirements** Craft Wondrous Item, *draw seal*; **Cost** 5,000 gp.



# CHAPTER 6 ESOTERICA

This chapter includes additional rules that are well suited for use in a pact magic campaign. Many of the rules presented here are intrinsically linked to the classes, spirits, and spells presented in this book and add a new level of occult gameplay to your campaign. The additional rules systems contained in this chapter are summarized below.

## Options

Here are ways you can add flavor to binder characters.

**Occultist History Generator:** Although they might draw their powers from the same pool of spirits, occultists often have widely different reasons for calling upon occult power. Some are predestined to serve the spirits while others stumble upon a trove of pact lore by mistake, seizing the opportunity that they have been given. This section includes a table suitable for randomly generating an occultist's background using the rules provided in Chapter 1 of *PATHFINDER ROLEPLAYING GAME ULTIMATE CAMPAIGN*.

**Character Traits:** Character traits are special options that allow a character to employ their character's background to receive a gameplay benefit. This section includes a variety of character traits suitable for pact magic characters using the rules provided in Chapter 8 of *PATHFINDER ROLEPLAYING GAME ADVANCED PLAYER'S GUIDE*.

**Drawbacks:** These are the opposite of character traits, providing a crippling flaw or weakness to a character related to their background using the rules provided in Chapter 1 of *PATHFINDER ROLEPLAYING GAME ULTIMATE CAMPAIGN*.

**Pact Maladies:** Pact maladies are negative conditions that are bestowed upon a binder when he fumbles a pact with a spirit or bestowed upon a character via the bestow malady spell. Pact maladies tend to be mild, even unnoticeable at first but slowly escalate in severity the longer they remain untreated.





## OCCULTIST HISTORY GENERATOR

Those who devote themselves in body and soul to the weird powers of the occult, those who walk the path of the occultist are typically predestined to do so, they possess a particularly curious mind or are born into a family who worships the weird entities that linger beyond our realm. Those who aren't born into occult communities often discover the power of the spirits completely by chance and descend deeper into a path of self-deprivation and solitude from the lives they once knew.

This table is designed to be used by occultists during Step 2—Adolescence and Training of the Background Generator detailed in Chapter 1 of *PATHFINDER ROLEPLAYING GAME ULTIMATE CAMPAIGN*. Roll on the following table to determine what event lead you to consorting with the spirits. Traits marked with a \* can be found in *PATHFINDER ROLEPLAYING GAME ULTIMATE CAMPAIGN*.

**Table: Occultist Backgrounds**

d%	Result
01–10	<b>Accidental Discovery:</b> Your life changed forever when you stumbled upon the lost writings of a long-dead binder and used their research to perform your first ceremony, forever setting you down the path of the occult. You gain access to the Heir to the Occult magic trait.
11–20	<b>Cultist's Child:</b> Your parents belonged to an occultist community and you were intimately involved in occult ceremonies. You gain access to the Living Foci magic trait.
21–30	<b>Harmonizer:</b> The spirits have whispered that you born to bring peace between the mortal realm and the spirit world. Although you may not have believed them at first, you accepted this charge and seek to uphold the balance between realities. You gain access to the Guardian of Reality faith trait.
31–40	<b>Marked:</b> The spirits have left their mark upon you in the form of an auspicious birthmark that has plagued your body since birth. You gain access to the Birthmark faith trait*.
41–50	<b>Necessary Augmentation:</b> In order to save you from certain death, your body was augmented with the power of the spirits to ensure your survival. Now you live your life in service of the spirits. You gain access to the Enhanced Augmentation magic trait.

51–60

**Occult Scholar:** You stumbled upon occult lore entirely by accident while in pursuit of the mysteries of the cosmos. You gain access to the Scholar of the Great Beyond faith trait\*.

61–70

**Relic of a Forgotten Age:** You have taken it upon yourself to make a better world for yourself and others who follow the path of the spirits. You gain access to the Favored faith trait.

71–80

**Spirit Born:** Whether conceived via spirit birth or while both of your parents were spirit bound, you owe your life to a specific occult spirit. You gain access to the Son/Daughter of the Occult magic trait.

81–90

**Spirit Whisperer:** During your adolescence you gained the ability to commune with the spirits and you seek to bring them peace by carrying out their will. You gain access to the Occult Whisperer faith trait.

91–100

**Stars Were Right:** You were born under a peculiar celestial alignment, allowing you to hear the whispers and forbidden longings of the occult. You gain access to the Under the Stars magic trait.

## CHARACTER TRAITS

First presented in *PATHFINDER ROLEPLAYING GAME ADVANCED PLAYER'S GUIDE*, the following character traits support the occultist background table described above by allowing a character to select traits that reflect his or her training as an occultist. At the GM's option, additional characters may select these character traits instead of the usual options. For more information on character traits, refer to *Pathfinder Roleplaying Game Advanced Player's Guide*.

### Combat Traits

Combat traits are associated with combat prowess and ability. The combat traits presented here enhance a binder's ability to fight with their spirits or enhance a person's ability to fight occult forces.

**Occult Hunter:** You dedicated your life to fighting the occult and have mastered many methods of dealing with occult beings. You gain a +1 trait bonus on saving throws against supernatural abilities and a +1 trait bonus on attack rolls against creatures that you have identified as being bound to a spirit using the Knowledge (arcana) or Knowledge (planes) skill.

**Spirit Combat:** You can harness the spirit's power with brutal efficiency. You gain a +1 trait bonus on damage rolls with the granted abilities of spirits that you are currently bound to.

**Weird Warrior:** You have dedicated your life to



fighting the unknown monstrosities of the world. You gain a +1 trait bonus on saving throws made against creatures that are not native to the material plane.

## Faith Traits

Faith traits are associated with the personal beliefs of an individual. The faith traits presented here all involve worshiping spirits or worshiping a clerical entity that wishes to see pact magic stamped out.

**Against Spirits:** You are a member of a religion that finds the rituals of pact magic to be abhorrent and you are exceptional at resisting their supernatural taint. Add a +1 trait bonus on damage rolls made against creatures bound to spirits; this damage is not multiplied on a critical hit.

**Favored:** You are the heir of the unimaginable powers of an occult spirit. Select 1 spirit. You gain a +2 bonus to your binder level when determining your maximum spirit level for the purposes of summoning and sealing a pact with this spirit as well as a +2 bonus on binding checks made to summon this spirit. Each time you gain a new character level, you can select a new spirit to apply this benefit to.

**Guardian of Reality:** You stand against the inhuman horrors of the Dark Beyond. This rigid determination grants you a +1 trait bonus on saving throws against supernatural abilities, or a +2 trait bonus on saving throws against the granted abilities of spirits.

**Hidden Heretic:** You learned the art of pact magic in a place where it was forbidden and punishable by death. As a result, you learned how to disguise the signs of your terrible secret. You gain a +2 trait bonus on Bluff checks to disguise your granted abilities as spells and on Disguise checks to hide any physical signs you have manifested.

**Occult Whisperer:** The spirits whisper tales of old into your ears. Each day roll 1d10 and compare your result to the following: 1—arcana, 2—dungeoneering, 3—engineering, 4—geography, 5—history, 6—local, 7—nature, 8—nobility, 9—planes, or 10—religion. You gain a +1 trait bonus to the indicated Knowledge skill and it is a class skill for you for the day; if this skill is already a class skill, your trait bonus increases to +2 instead.

## Magic Traits

Magic traits are associated with magical prowess and ability. The magic traits presented here represent prowess and ability with pact magic.

**Enhanced Augmentation:** Your body is receptive to occult power. Select 1 pact augmentation; you automatically gain the benefits of this augment. Unlike most pact augmentations, this special augmentation does not stack with other pact augmentations.

**Living Foci:** As a child, you were the focus of an occult ritual, a frightening occurrence that you did not understand. This event has caused you to become a living totem. Select 1 constellation; you receive a +2 bonus on all binding checks made to seal pacts with spirits of the chosen constellation.

**Heir to the Occult:** You are naturally gifted with occult powers and can use this gift to augment the pacts that you make with spirits. Once per day you can increase your binder level by +2 when using a spirit's granted ability; this bonus does not increase the number of times each day that you may utilize a minor granted ability.

**Son/Daughter of the Occult:** Your conception was touched by occult power. You gain a +5 trait bonus on Knowledge checks made to fulfill Knowledge Tasks.

**Under the Stars:** Select 1 constellation. You were born under that constellation, and as a result its powers come more naturally to you. You treat your binder level as being +1 higher for the purpose of determining the effects of granted abilities of spirits that belong to the selected constellation.

## Social Traits

Social traits are associated with the quips and quirks that people possess in social settings. The social traits presented here represent how the practice of pact magic might affect an otherwise normal person.

**Disturbing:** You make no attempts to hide your abnormality from others and you tend to make others uncomfortable as a result. You gain a +1 trait bonus on Intimidate checks and a +1 trait bonus to the saving throw DC of any fear effects that you use.

**Hollow Façade:** You pretend to be 'one of the crowd' in order to hide the traits about you that others would find disturbing. You gain a +1 trait bonus on Bluff and Disguise checks and one of those skills is always a class skill for you.

**Innocent:** You have an innocent demeanor and find it easy to slip through society's cracks. You gain a +1 trait bonus on Bluff and you can make Bluff checks to change a creature's attitude instead of diplomacy checks as long as you attempt to make yourself appear inconspicuous and unremarkable.

## DRAWBACKS

Introduced in *PATHFINDER ROLEPLAYING GAME ULTIMATE CAMPAIGN*, drawbacks are the opposite of traits; they bestow a negative effect upon a character. While optional, selecting a drawback allows a character to select a third character trait at first level.

These drawbacks all involve the use of pact magic; they cannot be selected unless the character possesses the ability to bind with spirits or the Minor Binding feat. If the character later loses this ability, she must exchange this drawback for one of the following: attached (occult relics), doubt, or paranoid.

**Feebleminded:** Your mind is easily crushed by the will of the spirits. If you make a poor pact with a spirit, when you disobey that spirit's personality influence you receive no Will saving throw to prevent the penalty for disobeying it.

**Occult Dependency:** You drank deep from the powers of the occult and constantly thirst for more. If



you go for more than 24 hours without being bound to a spirit or constellation aspect, you suffer a -4 penalty on attack rolls, skill checks, and saving throws. Furthermore, you immediately suffer this penalty if your pact with a spirit is prematurely terminated or if the spirit's benefits are suppressed, such as through the *Expel Spirits* feat, a successful exorcism, or entering an antimagic field.

**Lingering Influences:** Spirits are slow to relinquish their grasp over your body and mind. When you make a poor pact with a spirit, you continue to show its physical sign and suffer any influence penalties that you have accrued for 24 hours after your pact with the spirit has ended.

**Painful Sign:** Manifesting or hiding a spirit's physical sign is a painful ordeal for you that robs you of your stamina. You are unable to show or suppress a spirit's sign while fatigued and showing or suppressing a spirit's sign fatigues you for 1 minute. This condition can stack to exhaustion.

## PACT MALADIES

Pact maladies represent horrible side effects that can result from dealing with spirits that are too powerful for one's body to maintain. This optional rule can be utilized in a campaign at the GM's choice and is described in full below.

### Contracting a Pact Malady

There are two typical ways by which a character can contract a pact malady. The first of which is by far the more common; pact maladies are inflicted upon foolish binders who do not perform a spirit's ritual properly, offend a spirit, or have the spirit forcibly expelled from their body. The second, less common method is by using the *bestow malady* spell, introduced in this book. Spellcasting aside, the following are examples of reasons that a GM may require a binder to check for a pact malady.

**Expelled or Exorcised:** Spirits become furious when they are expelled or exorcised before their pacts have ended. When they depart, there is a 50% chance that they will inflict their binder with a pact malady if the binder is expelling a spirit sealed with a poor pact. In contrast, if a creature fails to exorcise a spirit from a binder, there is a chance that the spirit will lash out at the exorcist with a pact malady.

**Horrible Reaction to Spirit:** If a binder is not physically or mentally prepared for the spirit's coming, they may suffer a pact malady. This only occurs if the binder fails to beat a spirit's binding DC by 10 or more or if the binder rolls a natural 1 on their binding check (regardless of final result). In contrast, a natural 20 on a binding check never contracts a pact malady, even if it does not beat a spirit's binding DC.

**Interrupted Ritual:** If a spirit's ritual is interrupted for any reason, such as the seal being disturbed after the spirit has manifested, all creatures adjacent to

and within the seal's space have a chance to suffer a pact malady.

Creatures subjected to one of these conditions (or a condition designated by the GM) must then succeed on a Will save or suffer a pact malady. The DC for a pact malady is 10 + the spirit level of the spirit that is causing the malady. A malady's saving throw DC can be modified by the conditions listed on Table: Pact Malady DC Modifications, below. In the case of *bestow malady*, use the spell's DC instead.

TABLE 6-1: PACT MALADY DC MODIFICATIONS

Condition	DC Mod.
You made a good pact with the spirit.	-3
You made a poor pact with the spirit.	+3
You are one of the spirit's favored allies.	-2
You are one of the spirit's favored enemies.	+2
You are unconscious.	+5

A malady begins the moment the character fails against the malady's saving throw DC or *bestow malady*'s saving throw DC. A malady can be only be removed via *remove malady* or a spell capable of replicating its effects (such as *wish* or *miracle*).

### Malady Descriptions

Below are examples of pact maladies that can affect a character. Maladies often replicate mind-affecting effects and insanity effects (for more information on insanity, check Chapter 8 of *PATHFINDER ROLEPLAYING GAME MASTERY GUIDE*). Despite their effects, the conditions are caused by occult phenomena, so abilities that would normally make a character immune to such effect (such as a paladin's aura of courage) do not protect against a malady. However, because maladies are occult in nature, apply any bonuses on saving throws against supernatural powers (such as *protection from the supernatural*) against maladies.

**Disturbing Aura:** You have been marked with a weird aura that causes others to perceive you as ugly, maladapted in social situations, and generally unpleasant. Immediately after contracting this malady and every 24 hours thereafter, you suffer a -1 penalty on all Charisma-based checks (maximum -7 after one week). In addition, whenever you encounter creatures that are favored allies to the spirit that inflicted this malady upon you, interactions with those creatures begin as being one step less favorable. If inflicted by *bestow malady*, select one creature type (and subtype if you selected outsider or humanoid) to apply this penalty.

**Gender Bender:** Your body is mutated to be more like your bound spirit. If you and the spirit you were bound to have the same gender, select a new pact malady. If you and the spirit you were bound to have a different gender, your body morphs and melds into the spirit's gender as appropriate for your race. If the spirit



you were bound to was genderless, your body becomes asexual in appearance. After one week of possessing this form, you identify with your new gender (or lack of gender) instead of your original gender.

**Lingering Spirit:** The spirit's influence lingers strongly about you even though the pact ended. You show the spirit's physical sigh and suffer its personality at all times; these cannot be suppressed. You are also treated as being bound to that spirit for the purpose of totems and the constellation alignment ability and similar class features. If this malady is inflicted via bestow malady, select a spirit that you can bind to inflict upon the target (the GM selects a random 1st level spirit if the caster cannot bind spirits).

**Occult Phobia:** You become afflicted with an irrational fear of occult phenomena. You suffer a -1 penalty on all binding checks you make. This penalty increases by -1 each day you are afflicted with this malady, to a maximum of -14 after two weeks. Furthermore, you are shaken as long as you are bound to a spirit or in the presence of a creature that is bound to a spirit.

**Personality Clash:** The spirit has weakened your will, encouraging spirits to try and usurp control of you. Whenever you are bound to a spirit, you constantly suffer the effects of a confusion spell as you and your bound spirits fight for control.

**Possessive Spirit:** Whenever you attempt to seal a pact with a spirit other than the one that causes this malady, you suffer a -4 penalty on binding checks with that spirit, and while bound to any other spirit you suffer a -4

## SPIRIT-TOUCHED TEMPLATE

Spirit-touched creatures are often ravaged by otherworldly entities and occult powers and although spirit-touched creatures exist naturally in the spirit realm, they are a rarity in our reality. A spirit-touched creature's CR increases by +1 only if the base creature possesses 5 or more HD. A spirit-touched creature's quick rules and rebuild rules are the same.

### Rebuild Rules

**Ability Scores:** Creatures with Int 4 or lower have Int increased to 5, gain +2 bonus to Charisma; **Senses** gains scent, can smell presence or absence of occult auras as *detect pact spirits*; **Defensive Abilities** gains DR as noted on the table; **Special Qualities** occult addition, occult knowledge

**Occult Addiction (Ex):** All spirit-touched creatures crave occult power. This ability is identical to the occult addiction drawbacks, and spirit-touched characters who also have this drawback stack the penalty.

**Occult Knowledge:** Spirit-touched creatures gain bonus feats that allow them to seal pacts with spirits based on their Hit Dice, as noted below:

Hit Dice	DR	Bonus Feats
1 – 4	—	Minor Binding
5 – 10	5/magic	Improved Minor Binding
11+	10/magic	Greater Minor Binding





**TABLE 6-2: RANDOM PACT MALADIES**

1d12	Malady
1	Disturbing Aura
2	Gender Bender
3	Lingering Spirit
4	Occult Phobia
5	Personality Clash
6	Possessive Spirit
7	Return to Nature
8	Solipsistic Syndrome
9	Spirit Amnesia
10	Spirit Fatigue
11	Spirit Womb
12	Tongue of Spirits

**TABLE 6-3: RETURN TO NATURE SAMPLES**

Week	Human to Wolf	Halfling to Dog
1	Lose: Skilled Gain: Scent	Lose: Athletic Gain: Low-light vision
2	Lose: Bonus Feat Gain: Claws (as size)	Lose: Halfling Luck Gain: Scent
3	Lose: Ability modifiers Gain: Quadruped	Lose: Ability modifiers Gain: Quadruped
4	Polymorphed	Polymorphed

penalty on attack rolls, saving throws, skill checks, and abilities checks (even if you are also bound to that spirit at the same time). If you inflict this malady via bestow malady, this penalty applies whenever you attempt to bind any spirit or while you are bound to any spirit.

**Return to Nature:** When you are afflicted by this malady, randomly determine a non-humanoid creature; preferably one that is related to the afflicted spirit, such as one of its favored allies or enemies. You immediately gain one special quality or ability of that creature but lose one racial trait or special quality of your own, as determined by your GM. For example, a human who has been afflicted with return to nature (wolf) may lose their bonus feat and gain the scent special ability. You also begin to slowly resemble the chosen creature physically. Each following week, you lose another one of your traits and replace it with one of the creature's traits until after four weeks you permanently transform into that creature, as *polymorph any object*. Once you have been transformed, not even *wish* or *miracle* can undo the process; only remarkably old magic or artifacts can undo the malady, as decided by the GM. Sample transformations can be found on Table: Return to Nature Samples.

**Solipsistic Syndrome:** The spirit's touch has left the binder convinced that they are the only creature that exists. The binder becomes blind to all other creatures,

treating them as being invisible. If left untreated for 3 days, the binder becomes deaf to other creatures as well, being unable to hear speech or make Perception checks to notice noise made by other creatures. After 6 days of being untreated, the creature loses their ability to detect other creatures via all other senses, both magical and mundane, such as smell, clairvoyance, or blindsense. Finally, after 9 days if this malady is not cured, you become incorporeal to all other creatures and only a wish or miracle can cure you of this malady.

**Spirit Amnesia:** You suffer amnesia about the spirit that inflicted this malady upon you. You do not remember the spirit's seal, its ceremony, totems, or any other information about it; even its name is a mystery, making you unable to seal a pact with the forgotten spirit until you relearn its Knowledge Tasks. Each following week, if this malady has not been removed your amnesia spreads to another 1d4+1 spirits. When you have no more available spirit knowledge, you lose access to all of your occult class features and abilities and forget that pact magic exists at all until this malady is removed.

**Spirit Fugue:** The whispering of spirits infests your ears, granting you a +2 insight bonus on Knowledge checks for any such skills that you possess at least 1 rank in, but also causing you to suffer a -1 penalty on all Wisdom checks as you become more and more distracted. Each following week, the Wisdom penalty increases by -1. When your Wisdom penalty equals or exceeds your Wisdom score, you fall comatose until the malady is removed.

**Spirit Womb:** After becoming afflicted by this malady you become steadily younger, regressing one age category each week. This change affects both your physical and mental ability scores. One week after becoming a Youth you become a Tyke, doubling your aging penalties and granting you the young creature template. One week after becoming a Tyke, you become an Infant and an NPC under the GM's control. If this malady is not removed one week after you become an infant, you disappear and your prenatal body randomly enters a nearby creature, affecting them as *spirit birth* except the resulting progeny contains your soul. The GM may decide that this process alters your race. Once the malady has progressed this far, not even *wish* or *miracle* can undo the process; only remarkably old magic or artifacts can undo the malady, as decided by the GM. If you manage to have the malady removed, you return to your true age over the same amount of time that you suffered the malady for, increasing your age category by one every subsequent week until you return to your true age.

**Tongue of Spirits:** The spirits have stolen your voice, replacing it with an alien tongue. While you speak a language, it is none of this world and not even magic such as tongues can translate what you are saying. In addition, this malady causes all language-dependent abilities that you use to immediately fail. After two weeks, if this malady is not removed, other creatures seem to speak this strange language to you, causing you to be unable to speak and unable to understand speech.



## LEGEND OF YITH'ANU

"Are you sure you want to do this, Ky?" Dally asked me the same question every time I came to visit him. My answer was always the same.

"Yes," I nodded. "He is my father. I will always want to do this." A flat-out lie and Dally knew it. She sighed as she adjusted her cap and straightened her blouse. I don't know why she insisted on looking nice when we visited him. It's not like my father was ever interested in her on the few occasions that she came with me to the asylum. We walked down the bleach-white hallways to the room where they were keeping my father. Top security, just like I wanted. Of course, I had to lie in order to get him there, but the best lies have shreds of the truth in them.

"Identification, please," the guard hollowly dribbled at Dally and me as we approached. I tugged on the badge hanging around my neck that the front desk had given me. It was a piece of wood strung with horse hair, not particularly good craftsmanship either. A number was burned into the badge's face, a number that the guard jotted down onto a small pad before signaling that I could pass. Normally such frivolousness would have annoyed me, but it was exactly this attention to detail that led me to choose a human asylum over any alternatives. Humans were many things, but lax with prisoners was not on my personal list.

"Confirmed," the guard droned. I gave him my best, fake human smile. Works like a charm every time, not that the guard cared. He probably figured that Dally and I wanted to be in this building about as much as he did. He was wrong. I wanted to be here even less.

The iron door slid open and we stepped inside. The guard babbled on with more procedures, but I knew the drill. Locked in and all that jazz. Knock twice to be let out. That stuff never changes, not once in the seven years since I had my father signed into this abominable guesthouse. The cell had no windows, so the moment the guard closed the door I tried to relax as fur sprouted across my body, my human feet twisted and contorted into paws, and my tail grew back into place. Dally didn't change with me, she stayed completely human as usual. 'I feel like I'm exposing myself to him whenever I visit in my true form,' she said once. I understood completely.

As I approached the threshold of my father's cell, he turned swiftly to greet me. His eyes, which were so friendly, so full of life during my youth, glanced over me not with the affection of a parent, but the cold, calculating gaze of a distant scholar. His eyes were older, heavy with the burden of unfathomable years. They had been since the day my father's mind went missing.

"Oh, why see! Is it not Ky-Rike my 'son?'" My father's voice spoke in Sylvan, the language of our people, but it was wrong. The sound of Sylvan dances on the tongue and makes even the most tired of lips smile wide like a young child gorging on wild berries. His voice carried none of these inflections, once of many traits belonging to the hollow shell that was my father.

"How have the humans treated you, Father?" My voice was chilly, but I doubted that my father would pick up on such a subtle connotation.

"Good, good. Peculiar they are acting, as they have since the day I was brought here Ky-Rike. They wear sleeve-longs of metal and throw strange flowers at me. Those are not for eating, they rumble the innards poorly." I nodded my head, an empty gesture. Of course they'd have stocked wolfsbane when dealing with my father, it was easier to lie and tell the

humans that he was lycanthropic than reveal the truth. Yet another black lie for my grieving heart.

"Father, I want to be honest with you."

"Oh, what fun shall this be! I have always enjoyed the sensation of the letter 'H' on my tongue-mandible! I am delighted to call you Honest."

I growled slightly. "I'm being serious! I received a notice from the asylum. If you aren't 'well' in three days' time, they're planning to execute you."

"Ex-e-cute? Doesn't that mean kill?"

"Yes! Yes, it does, Father! They're going to kill you." For seven years, I have visited the 'thing' I have come to call my father, and yet I have never seen it act the way that I did now: It started moaning and howling, a fitful sound that will echo through my nightmares for the rest of my life. Dally covered her ears and shrank into the corner, as if to crush herself into nothingness and float out of the asylum and away from my father's horrible screeching.

"Oh ... oh no!" he moaned. "Awful is your tidings! Awful is your news! Perhaps ... perhaps I have overstayed! Yes! Overstayed!"

"What on Gaia's fair land are you speaking of, father?" I cried.

"I must return with my findings. Return with my knowledge, it must be preserved!" And with that, my father's eyes rolled into his head and his body shook uncontrollably. Dally began screaming as I ran back to the door and started pounding on it, forgetting to return to my human form. The guards balked in surprise at my appearance. We were all beside ourselves with fear. In the commotion and frantic explanations of who I was and what a kitsune was, I didn't even notice that my father's body stopped moving and never moved again.

Months later, I was awoken early one morning by the sound of someone pounding on my door. It had been the first night Dally and I shared a bed as husband and wife. Softly moaning, she prodded me out of bed with her shin to answer it. The sun had barely risen over our village. I groped about to find something to cover myself with and shambled down the hall cursing every frigid step.

Rai Suteru, my boyhood friend, stood on the other side, morning shadows festering upon his face like grisly wounds.

"Rai," I grumbled as I wiped sleep from my eyes. It had crossed my mind to complain about the ungodliness of the hour, but my friend's appearance startled me. Rai was a gravedigger, so while muddled paws weren't unusual, his slouched body trembled as he clutched a cap that his sweetheart made him, strangling the garment in what couldn't be mistaken as anything other than sheer terror.

He begged to come inside, spinning stories of a monster he had seen. Normally I'd have declared his words a jest, but his voice was void of merriment, as though he had never known the word.

Barely given enough time to clothe myself, Rai dragged me to the cemetery. I carried his spade for him. When we got there, I started shaking.

It was a corpse of a thing, old like stone with a conical body crowned with tube-like appendages. One of them sported a hideous head, which rested upon a grave.

Mustering up what little courage remained in my heart, I poked the creature with Rai's spade.

It tumbled over, and as its head rolled away from my father's tombstone, I had a dread realization: While my father's corpse was buried, only now had his mind been laid to rest.



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