

UNBOUND WITCH

"It was a monster, with fangs and metallic scales, gills and a lion's mane. I have known spirit binders but she—or shall I say, 'it'—possessed no one spirit. That thing was a fury of all of them."

—A traveling binder's final journal entry, describing his fatal encounter with an unbound witch

The unbound witch is a binder who dispenses with pact magic precautions and conventions; instead, she deliberately invites the spirits to suffuse and inspire her with unmitigated passion. The ardor with which she studies and courts the spirits to acquire and use their abilities is so extreme that she can sometimes trigger a surge of terrifying power beyond normal means. This approach is not without its drawbacks. An unbound witch may exhaust herself; and over time, as she permanently acquires for herself the abilities of a myriad of spirits, she may slip into becoming what fairy tales call a monster.

Background and Adventures

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

Adventures: An unbound witch adventures to learn about new spirits, express her abilities, and fully live the passion and ideals that move her. Adventuring energizes her. Exploring a crypt, assaulting a keep, battling rude creatures, escaping a bizarre trap in the nick of time—these heighten the unbound witch's feeling of aliveness and inspire her to greatness. The unbound witch contains within herself fragments of many spirits, and adventuring satiates the hunger these spirits have to live again, to perhaps exceed the experiences that they enjoyed in life. Because the unbound witch makes the spirits a permanent

part of herself, the spirits' intense desires become her own. Sitting around studying musty tomes is an anathema to her.

Characteristics: Few will fail to notice the presence of an unbound witch. Wherever she goes, she brings emotional, physical, and spiritual extremes. An unbound witch may brood morosely and then explode with euphoria. She may shift from an angel to a hideous monstrosity in a single moment. She may pursue one goal with grandiose drama and then fragment into a thousand pieces. While this mad life may discomfort some, it is not without tremendous rewards. Only stone-cold corpses fail to respond to an unbound witch's passion.

Alignment: An unbound witch can be any alignment except lawful good. The majority are chaotic or evil. Suffusing oneself with the fragmented energies and inchoate minds of multiple spirits is more agreeable to a chaotic ethos, while many good folks view the unbound witch's path as corrupting the body, mind, and—most dangerously—one's soul. Yet, a few lawful unbound witches find that the conflicting energies of the spirits can be managed through meditation and strict codes as counterweights to their fits of passion. Moreover, many spirits were good in life. A few were angels and saints. Good unbound witches focus on acquiring the supernatural enlightenment that these spirits bring, to come closer to the divine.

Religion: Regardless of an unbound witch's specific outlook, her religious beliefs are likely to be extreme. She might utterly devote herself to a demon god or the holiest of deities, or both. She might deny the gods any due or existence, or seek to pioneer a new religion. An unbound witch might even worship the spirits themselves with the belief that he or she will be rewarded with an afterlife among the spirits. Even when filled with fervor for a deity that is socially popular, the deity's clergy are likely to hesitate to accept an unbound witch's offers for aid, and may pale at her zeal. For this reason, religious unbound witches often begin adventuring careers to further their deity's causes on their own.

Background: Many say an unbound witch is born, not made. However, those who have walked this path know that more than any other binder, an unbound witch is self-made. In childhood, the character may have harbored a fascination for a particular physical characteristic or ability unnatural to her, such as acquiring gills, seeing auras or spirits, or singing as the songbirds do. This often leads to that first risky step—putting aside precautions to fully embrace a spirit—in order to push a granted ability beyond its limits. When the pact is over, one ability granted by the spirit remains, forever a part of the character. This tempts the budding unbound witch to take greater risks and perhaps pursue stranger or more extreme aspirations.

Races: Humans, gnomes, drow, dwarves, and savage humanoids are drawn to this class. Humans are ambitious and eclectic. The prize of acquiring granted abilities of one's choice without having to constantly bind spirits is a path to freedom and power. Gnomes possess a strong affinity for burrowing animals and drow elves feel the same for vermin. These critters fascinate the budding unbound

"Trohga the troglodyte prepares to consume the warm heart of a sacrificial enemy so that she may forever steal for herself a spirit's power."

witch. This path is taken by many savage humanoids, from orcs to troglodytes, who ache for magic to prove themselves or their tribes. They do not shy away from monstrous zeal, plus this path requires no great mental attributes. In contrast, civilized folk besides humans tends to have strong identities. Dwarves make hearty unbound witches, though they are not always interested. Moreover, what elf desires to be a hybrid of a troll, fish, or scorpion?

Other classes: The unbound witch frightens most other binders. She does not contain the spirits, nor does she honor their stories. She will rip apart a spirit to make one of its abilities her own. Her zeal does not surprise barbarians, most bards, or other characters who thrive on emotion. Monks and other disciplined characters may be taken aback unless the unbound witch practices asceticism. Religious characters may find themselves strongly at odds, or strongly in agreement.

Role: An unbound witch's role in a party is similar to a sorcerer's role. Either she works from the back, or she throws herself into a surge of passion that protects her mind, fortifies her body, and makes her supernatural abilities obscenely difficult to resist. She is not a warrior and may suffer terrible fatigue after a surge of passion. Although unbound witches often like to claim they don't want or need help, in fact they benefit from teamwork just as much as characters of any other class do.

Game Rule Information

Unbound witches have the following game statistics.

Abilities: Constitution and Wisdom are the unbound witch's key attributes. High Constitution makes her abilities difficult to resist. Unlike other binders, she does not struggle to form good pacts, so Charisma is not as important. Instead, Wisdom improves some of her class features while high Intelligence al-

lows access to more skills, of which she has many options. High Dexterity improves defenses and touch attacks, while high Charisma is useful to influence others or acquire followers.

Alignment: Any except lawful good.

Starting Age: As sorcerer.

Starting Gold: 3d4 x 10 (75 gp).

Hit Die: d6.

d6

Class Skills

The unbound witch's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Knowledge (nature) (Int), Knowledge (the planes) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Speak Language (-), Spot (Wis), Survival (Wis), Swim (Str), and Tumble (Dex).

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

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All the following are class features of the unbound witch.

Weapon and Armor Proficiency: Unbound witches are proficient with all light and ranged simple weapons, with light melee slashing and piercing weapons such as the throwing axe and kama, and with light armor and light shields.

Bind Spirit (Su): An unbound witch may seal pacts with spirits. Each day, you may bind one spirit of your choice. The spirit's level must be equal to or less than the maximum level indicated on Table 3-12: The Unbound Witch under Maximum

TABLE 3-12: THE UNBOUND WITCH

Level	Base Attack Bonus	Saving Throws			Special	Abilities Known	Maximum Spirit Level
		Fort	Ref	Will			
1	+0	+2	+0	+2	Terror surge +1, spirit enervation, elusive nothing, dark nature	-	1st
2	+1	+3	+0	+3	Monstrous characteristics, monster empathy	1	1st
3	+1	+3	+1	+3	Terror surge +2	1	1st
4	+2	+4	+1	+4	Spirit rage +1	1	2nd
5	+2	+4	+1	+4	Volatile mind (shaken)	2	2nd
6	+3	+5	+2	+5		2	3rd
7	+3	+5	+2	+5	Terror surge +3	3	3rd
8	+4	+6	+2	+6		3	4th
9	+4	+6	+3	+6	Volatile mind (frightened)	3	4th
10	+5	+7	+3	+7		4	4th
11	+5	+7	+3	+7	Terror surge +4	4	5th
12	+6/+1	+8	+4	+8	Spirit rage +2	5	5th
13	+6/+1	+8	+4	+8	Volatile mind (panicked)	5	6th
14	+7/+2	+9	+4	+9		6	6th
15	+7/+2	+9	+5	+9	Terror surge +5	6	7th
16	+8/+3	+10	+5	+10		7	7th
17	+8/+3	+10	+5	+10	Volatile mind (helpless)	7	8th
18	+9/+4	+11	+6	+11		7	8th
19	+9/+4	+11	+6	+11	Terror surge +6	8	8th
20	+10/+5	+12	+6	+12	Spirit rage +3, monstrous apotheosis	8	9th

Spirit Level. Unlike other binders, you do not make a binding check. Instead you automatically fail the check but gain the spirit's capstone-granted ability and never suffer an alignment shift. You do always show the spirit's physical sign and experience its personality influence. The DC to resist one of your granted abilities is 10 + 1/2 your class level + your Constitution modifier (a hearty body is required to effectively channel a spirit's energy). See Chapter 4: Spirits (pages 63–67) for all other rules regarding binding and use of spirits.

Terror Surge (Su): As an unbound witch, you can let your unbridled passion rise to the surface in a terrifying surge when you use one of your granted abilities. During a terror surge, you enjoy strength, fortitude, and magical power from the spirit that you have bound, but you may harm yourself by the reckless use of your power (see Spirit Enervation, below).

You may invoke a terror surge whenever you use a granted ability. When you do so, you add +1 to the DC to resist the

ability's effects. Engaging the terror surge takes no time itself. You can do it only during your action, not in response to someone else's action.

At 3rd level, an unbound witch can choose to boost the save DC by +2 instead of +1 during the terror surge. At 7th level, you can boost the save DC by up to +3; at 11th level, by up to +4; at 15th level, by up to +5; and at 19th level, by up to +6. Abilities without save DCs are unaffected.

Spirit Enervation (Ex): Pushing oneself by invoking a terror surge is dangerous. Immediately following each terror surge, you may be overcome by the strain of your effort. The chance of suffering spirit enervation is equal to 5% per point of bonus added with the terror surge.

When you are overcome by spirit enervation, you are dazed until the end of your next turn, and for 1d4 additional rounds you cannot use the granted ability that you boosted.

Elusive Nothing (Su): Once per day per class level, you may briefly wink out of existence and apply a bonus to your AC

TABLE 3-13: MONSTROUS CHARACTERISTICS

Feature	Benefit
Angel's tears	Your tears heal 1 hit point on contact. You can heal yourself or another living creature 1 hit point per round, to a maximum of 5 hit points total per day.
Antennae	+2 bonus on Spot and Listen checks.
Beastly chest	+1 bonus on all Strength-based skill checks.
Bird feet	+3 bonus on Balance checks.
Bird song	Gain the druidic Animal Empathy class feature.
Blinding spit	1/day you can target one foe with a ranged touch attack (max 30 ft.) to cause blindness for 10 minutes.
Camel's hump	Ignore effects of thirst for up to 1 week.
Canine nose	Gain the Track feat.
Chameleon skin	+3 bonus on Hide checks.
Cheetah's legs	+5 ft. bonus to land speed.
Clawed hands	Two secondary claw attacks do 1d2 points damage each + 1 hit point per 4 unbound witch levels.
Crocodile tears	+3 bonus on Bluff checks.
Demon's barbed tail	Secondary stinger attack does 1d4 damage + 1 hit point per 2 unbound witch levels.
Distracting squawk	2/day, you cause creatures within 30 ft. to suffer a -5 penalty to Concentration checks for 1 minute.
Extra heart	Ignore death by massive damage.
Eye, back of skull	+3 bonus on Spot checks.
Fangs	Secondary melee bite attack does 1d4 damage + 1 hit point per 2 unbound witch levels.
Feline eyes	Gain low-light vision.
Feline paws	+3 bonus on Move Silently checks.
Fly's bristly skin	1/day, you cannot be surprised for 1 minute.
Flowering hair	+1 bonus on all Charisma-based skill checks.
Frog tongue	Gain 10 ft. reach but only when making touch attacks or to grab objects (unattended or otherwise).
Frog vocal sac	Your unique croak is audible up to 1 mile.
Fungal skin	Foes grappling you must succeed on a Fortitude save or suffer a rotting disease (no incubation period, -1 Con per day). The DC is 10 + 1/2 your unbound witch level + your Constitution modifier.
Gills	Breathe in water for 1 minute per unbound witch level. You may use the time spread out over the day.

Feature	Benefit
Hoofed feet	Secondary melee kick attack inflicts 1d6 damage + 1 per unbound witch level, but -5 ft. to move rate.
Horn	Secondary melee gore attack inflicts 1d4 damage + 1 hit point per 2 unbound witch levels.
Horse's mane	+1 bonus on Ride checks, and gain the Run feat.
Insect eyes	Gain darkvision 15 ft.
Insect hands/feet	+3 bonus on Climb checks.
Insect joints	+3 bonus on Escape Artist checks.
Leathery hide	+1 natural armor class bonus.
Leech succors	+3 bonus on Heal checks.
Lion's mane	1/day, your roar deafens creatures at close range.
Metallic scales	+2 natural armor class bonus, but suffer a -3 penalty on all Dex-based skill checks.
Mirrored skin	+1 AC vs. ray attacks and +4 save vs. gaze attacks.
Moldable fingers	+2 bonus on Open Locks and Disable Device checks.
Monkey limbs	+3 bonus on Tumble checks.
Owl's feathers	+3 bonus on checks for any one Knowledge skill.
Plant body	You gain damage reduction 1/bludgeoning.
Plant's green skin	Ignore effects of hunger as long as you have exposure to sunlight for at least 1 hour per day.
Prehensile tail	Tail acts as a third "hand" with 10 ft. reach; you cannot use it to activate magic items or wield weapons.
Reptilian skin	+1 natural armor class.
Serpentine hair	+2 bonus on Intimidate and Sense Motive checks.
Shark eye	Gain normal Spot checks while sleeping.
Skin pouch	Store up to 3 pounds inside your body.
Snake's Hiss	+3 bonus on Intimidate checks.
Spikes or quills	Foes that grapple you suffer 1d4 damage + 1 hit point per 2 unbound witch levels per round.
Stony skin	+2 natural armor class, but -10 ft. to land speed.
Thick fur	+1 natural armor class bonus and immune to cold up to -40 degrees F, but double penalty from high heat.
Third eye	Use <i>see invisibility</i> 1/day, and +1 Spot checks.
Vestigial wings	2/day gain a bonus on Jump checks equal to 10 + your unbound witch level.
Webbed hands	+3 bonus on Swim checks.

against one attack as an immediate action. That is, you can apply the bonus even when it is not your turn. The bonus is untyped and equals your Wisdom modifier (minimum 1).

Dark Nature (Ex): You permanently suffer a -4 penalty on Diplomacy and Handle Animal checks but gain a +2 bonus on Intimidate and Knowledge (dungeoneering) checks.

Acquire Ability: Beginning at 2nd level, you select one granted ability from among the 1st-level spirits that you can bind. You permanently acquire this ability as your own. You cannot lose or replace the ability (but see below). You possess this ability even when you are bound to another spirit or no spirits at all. If you happen to bind with the spirit that grants this ability, there is no extra benefit.

Beginning at 5th level and at every few levels thereafter, you can select one additional granted ability from among the spirits available to you at that level. For example, at 5th level you have access to 2nd-level spirits. You may select one ability from any 1st or 2nd level spirit. You must meet a spirit's binding requirements in order to select one of its abilities.

At 10th level and again at 20th level, you may lose one of your choices for another ability of a spirit of the same level.

Acquiring an ability requires a one-time, uninterrupted 8-hour ceremony, plus special supplies totalling 100 gp x your binder level x the spirit's level. In lieu of supplies, you may sacrifice a sentient creature with Hit Dice equal to or greater than 2 x the spirit's level. You use the sacrifice's blood.

Monstrous Characteristics: Many spirits manifest as terrifying apparitions that mix human, animal, and monstrous qualities. Beginning at 2nd level, when you acquire your first ability, you are inviting a spirit to infuse your being. Each time you acquire a new granted ability, you select one monstrous characteristic from Table 3-13: Monstrous Characteristics. Other characteristics are possible with game master approval. Each characteristic is permanent, provides the equivalent of a skill focus feat, and works like the physical sign associated with a spirit but is more severe. You can show or hide one, some, or all of your monstrous features as a free action, but you must show them in order to obtain the benefits.

Monster Empathy: An unbound witch's monstrous characteristics make you more familiar and persuasive to unnatural creatures. You enjoy a +4 bonus on Diplomacy checks with aberrations, giants, magical beasts, and monstrous humanoids even if you do not speak their language. You also gain this bonus with dragons that are not true dragons, such as wyverns. A successful Diplomacy check is sufficient to make hostile creatures indifferent and make indifferent creatures friendly. Apply a +2 synergy bonus for 5+ ranks in Knowledge (dungeoneering).

Spirit Rage (Ex): Starting at 4th level, when you use your terror surge ability, you gain a +1 morale bonus on attack rolls, damage rolls, and saving throws for a number of rounds equal to the intensity (bonus) of your terror surge. You also gain DR 1/- for the same duration. If you are overcome by spirit enervation following a terror surge, then you do not gain the morale bonus for this use of your terror surge ability.

At 12th level, the morale bonus on an unbound witch's attack rolls, damage rolls, saving throws, and damage reduction increases to +2. At 20th level, the bonus increases to +3.

Volatile Mind (Ex): An unbound witch's temperamental mind is hard to encompass with mind-affecting spells and effects. When any mind effect is directed at an unbound witch of 5th level or higher, the attacker must succeed on a Will save or be immediately shaken for 2d4 rounds and lose the spell or

effect. The DC to resist the effect is 10 + 1/2 your unbound witch level + your Wisdom bonus (minimum 1).

At 9th level, the penalty assessed against mind-affecting powers directed on an unbound witch causes the attacker to be frightened instead. At 13th level, the attacker is panicked, and at 17th level the attacker is rendered unconscious and utterly helpless. All these effects last 2d4 rounds.

As a standard action, an unbound witch can choose to lower this effect for 1 round.

Monstrous Apotheosis: At 20th level, a humanoid or giant unbound witch's type changes to monstrous humanoid. Others retain their type. You also gain darkvision out to 60 feet or a +60 foot range if you already possess darkvision. Do not alter any other aspects of the character.

Character Themes

Consider the following archetypal character themes when role-playing your character.

Exultant Artist: This unbound witch is a performer. Each spirit is literally the role of a lifetime. She may study acting, oratory, or similar skills, and possibly craft props or collect magic items to enhance her dramatic style. An adventure is a living play with an ending no one knows for sure, where the drama and stakes are real. At times, this character may forget her adventuring companions play more than supporting roles.

Tortured Spirit: This unbound witch had a dark experience with the spirits as a youth, or perhaps seals pacts to escape unpleasant mundane memories. Whatever the history, she binds spirits as a mask to safely express her personal anger, fear, and sadness. She adventures to find solace, perhaps catharsis, or because she fears lasting relationships.

Untrained Binder: This unbound witch might have been a spirit binder or other pact magic user. Perhaps she had a tutor or attended a school but could not, or would not, fit in. Alternatively, she may be self-taught and discovered an esoteric key to power. She might be viewed with awe, pity, or concern by other binders. This character adventures to perfect her unique methods, learn about new spirits, or escape those who seek to study her, reform her, or otherwise use her.

TROHGA STARTING CHARACTER

female troglodyte (fearling) unbound witch

Str 8 **Dex** 12 **Con** 20 **Int** 14 **Wis** 14 **Cha** 6

HP 1d6+5 (11 hit points)

BAB +0, **Grapple** -1, **Speed** 30 ft., **AC** 14, **Init** +1

Fort +7, **Reflex** +2, **Will** +4

Skill Ranks: Decipher Script +1, Knowledge (arcana) +1, Knowledge (dungeoneering) +4, Knowledge (history) +1, Knowledge (religion) +1, Knowledge (the planes) +1, Listen +4, Sense Motive +1, Spot +4, Tumble +4, Literacy

Class Features: Bind 1st level spirit, terror surge (+1 DCs, +1 level), spirit enervation (5%), elusive nothing (+2 AC).

Racial Abilities: Darkvision 60 ft., +4 racial bonus on Hide checks (+8 in rocky or underground surroundings), +1 natural AC, -4 vs. fear effects, +2 Knowledge (nature), +2 Survival. Speak Draconic, Common, Goblin.

Level 1 Feat: Ignore Binding Requirements.

Gear: Leather armor, light steel shield, light crossbow, 10 bolts, throwing axe, kama, wine skin, 1 day's rations, 30 pieces chalk, backpack and bedroll, sunrod.

Gold: 14 gp.