

CHAPTER 6

ATLAN DEMON BINDER

"Demons are delightfully fun, but only when you're one of them."

PRESTIGE CLASSES

Prestige classes are specialized paths. Some of these classes offer new kinds of spirits to bind, such as the essential essences of angels or fiends. Other classes, like the mask adept and soul stealer, twist pact magic and act as formidable foes against unwary binders. All of these classes offer near- or full-progression as a binder, so you won't lose the characteristic that defines you most.

TABLE 6-1: PACT MAGIC PRESTIGE CLASSES

Prestige Class	Description
Atlan Demon Binder	Seal pacts with demon spirits to gain supernatural abyssal powers.
Binder Sage	Acquire deep knowledge of spirits, plus interview spirits and sniff out binder lore.
Child of N'alyia	An undead character, typically a vampire, who binds the First Vampire.
Esoteric Traveler	Travel the planes and easily bind planar spirits.
Indomitable Spirit	Develop your mind as a supernatural bastion that you can extend to protect others.
Lemurian Devil Binder	Seal pacts with devil spirits to gain supernatural infernal powers.
Mana Prefect	Cast spells from a self-renewing reserve of energy.
Mask Adept	Use legends to bolster, influence, or hinder spirits.
Master Soulwright	Move a spirit's granted abilities into items, other creatures, and locations, such as a stronghold.
Pact Magician	Mix spellcasting and pactmaking in surprising ways.
Ravage Binder	Bind ravager spirits, command creatures possessed by ravagers, and become a spirit when you die.
Ravage Hunter	Eliminate ravagers, which are hateful spirits that can possess creatures without being summoned.
Savage Warbinder	Grant demonic and feral abilities to your allies.
Soul Stealer	Borrow supernatural abilities from other binders.
Spirit Exorcist	Detect pact mages and evict spirits within them.
Tattooed Binder	Draw tattoos with the blood of spirits' foes to skip the summoning ceremony, plus other benefits.
Telchine Sorcerer	Mislead foes with dreams, evoke nightmare spirits.
Temporal Binder	Merge with the primal spirit of time to bend reality and quicken spells and/or supernatural abilities.
Undying Spirit	Transform your body into a supernatural juggernaut that defies even the most egregious assaults.
Unmarked Vessel	Spellcaster who binds without attracting attention.
Vatic Knight	Learn to enhance your melee or unarmed attacks.
Vatic Witch	Bind fragments of multiple spirits on the fly.
Voltannic Angel Binder	Bind holy spirits as part of larger dedication to an exiled god who demands loyalty to him alone.

You add the spirits of twelve types of demons to the list of spirits that you can bind, and in time you can seal a pact with one or all of the time. You also learn how to harness demonic energies in a flexible way that allows you to pick and choose bonus benefits such as darkvision, poison immunity, or fast healing. Essentially, you become the demon, taking on some of its appearance and personality as well as its key abilities.

In ancient times, when the Atlan Empire began its expansion over the surrounding lands, the atlan people discovered that they could summon and bind more than itinerant spirits. They could summon the primal, essential energies of the Abyss, the netherworld realm of demons. While it is true that some demons are the souls of particularly chaotic and evil humans, the vast majority of demons—like angels—are spawned creatures of the afterlife. The abyssal realms are the spawning ground of demons, and these spirits can be called up and convinced to grant a mortal summoner a taste of its power. The atlans discovered that these demons were far more powerful in battle and more frightening than many of the spirits they had first learned to bind, including the spirits of devils, which they had known from their earliest days. They turned enthusiastically to demon spirits to win their ever-more-adventurous wars against their neighbors. At the height of the Atlan Empire, every atlan was born of pact magic and could learn to channel the spirit of the dretch, the most pathetic and least of demons, while the priests and warrior kings could call upon the devastating fiery aura of a balor spirit. So frightening were atlan warriors that one warrior could drive back or smash an army of normal men. To no surprise, as the atlans grew ever closer to their demon spirits, their lawful society began to unravel, and the boundary between the abyssal netherworld and the mortal world began to wear thin. The exact cause of the destruction of the Atlan Empire is unknown, and few atlan souls reside in the Abyss (or anywhere else for that matter). However, many binder sages believe that demons had a hand in fueling the impulses and mistakes that led to the empire's fall, for it was demon lords that taught the atlan people how to permanently scribe themselves with pact magic tattoos, among other blood-soaked secrets.

Millennia later, the atlan legacy continues, kept by generations of demon binders. Many are atlans. Binders of other races, from demon eye to gnomes, have also sought to harness and enjoy demon spirit power. A binder who pursues the art of demon pactmaking adds these spirits to his or her repertoire and learns to bind a demon spirit each day in addition to other spirits.

Requirements

To qualify to become an atlan demon binder, a character must fulfill the following criteria.

Binding: Able to bind 2nd-level spirits.

Feat: Focal Constellation (fiend). Alternatively, fiendish blood ancestry (descended from an evil outsider).

Skills: Knowledge (the planes) 8 ranks.

Alignment: Any except lawful good.

Languages: Able to speak Abyssal.

Special: Cannot have taken levels in the lemurian devil binder or voltannic angel binder prestige class.

Class Progression

An atlan demon binder continues to progress in the use of pact magic while learning to bind demon spirits to gain their abilities.

Hit Die: d8.

Class Skills: The atlan demon binder's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (arcana, history, religion, the planes) (Int), Listen (Wis), Move Silently (Dex), Perform (act) (Cha), Ride (Dex), Search (Int), Spot (Wis), and Use Magic Device (Cha).

Skill Points at Each Level: 2 + Int modifier.

d8

Class Features

All of the following are class features of the atlan demon binder.

Weapon and Armor Proficiency: All simple weapons, one martial or exotic slashing weapon, plus light armor.

Improved Binding: At every level except 3rd, you progress in your former binder class in terms of binder level and maximum level of spirit you can bind. You do not increase the number of spirits you can bind or gain any other benefits. You can only progress in one binder class at a time.

Bind Demon Spirit: You learn how to bind demon spirits to gain their racial skill bonuses, racial abilities, and most of their unique supernatural and extraordinary abilities. All abilities gained are treated as supernatural abilities for you. You never gain a demon's spell-like abilities or spells.

You can attempt to form a pact with a type of demon that has

TABLE 6-2: THE ABYSSAL SPIRITS

Spirit Name	Spirit Level	Bind DC	Appearance while Bound with Spirit	Granted Abilities*
Dretch	1	14	Pale, hairless, blubbery, and seemingly pathetic	Telepathy: Out to a range of 100 feet with creatures that speak Abyssal.
Qusit	2	14	Slender, warty, devious-looking, stubby bat wings	Poison Touch: Cause -1d4 Dex plus -2d4 Dex 1 minute later. Alternate Form: Usable at will, for the day select one form, either a bat, monstrous centipede, toad, or wolf.
Babau	3	18	Black leathery skin, long horn from back of head, jagged teeth, pointed ears	Sneak Attack: Inflict +2d6 sneak attack damage as rogue. Protective Slime: Inflict 1d8 hit points damage to weapons or other objects that touch your skin (foes with magic weapons get a Reflex save to avoid). Skill Bonus: +8 to Hide, Listen, Move Silently, and Search checks.
Succubus	4	19	Statuesque and stunningly beautiful with flawless skin and raven hair	Draining Kiss: Your kiss bestows 1 negative level on a grappled foe; the negative level is restored on a successful Fortitude save after 24 hours. Grappling normally provokes attacks of opportunity. Suggestion: A successful kiss also causes a foe to be affected by the <i>suggestion</i> spell on a failed Will save. Tongues: Use the <i>tongues</i> spell at will. Skill Bonus: +8 Listen, +8 Spot.
Vrock	5	21	Vulture-like, with grey feathers, long neck, scaly stick legs, and bird-like face	Dance of Ruin: Dance uninterrupted for 3 rounds to cause 1d6 damage per level to all non-demons within 100 foot radius. Spores: Once every 3 rounds as a free action, you cause all adjacent creatures to suffer 1d8 damage + 1d4 points additional damage each round for the next 10 rounds. Stunning Screech: Usable once per hour, all non-demons in hearing range must succeed on a Fortitude save or be stunned for 1 round. Skill Bonus: +8 on Listen, +8 Spot.
Bebelith	5	22	Crustacean-like with fangs and lobster-like limbs with small barbs	Poison: Cause -1d6 Con plus -2d6 Con 1 minute later. Rend Armor: If you hit a foe twice in one round, you cause 4d6+18 points damage to the foe's armor. Web: Throw a web 4/day as a net with 14 hit points, 30-foot range, and DC 24 Strength check to escape; also 75% chance the web won't burn. Plane Shift: Usable 3x/day, self only. Skill Bonus: +8 Hide checks.
Retriever	6	23	Spider-like limbs, bulbous multi-faceted eyes plus two vestigial eyes, and tough carapace skin	Four Eye Rays: Each ray has a 100-foot range and is usable once every 4 rounds; ray one inflicts 12d6 fire damage; ray two inflicts 12d6 cold damage; ray three inflicts 12d6 electricity damage; ray four turns target to stone on a failed Fortitude save; the other rays grant a Reflex save for half damage. Improved Grab: On a successful grapple, you hold fast a foe using Improved Grab.
Hezrou	6	23	Toad-like appearance, with powerful-looking teeth and a row of small spines down the back	Improved Grab: Your grapple does not provoke attacks of opportunity, and on a successful grapple you can hold fast a foe as if using the improved Grab feat. Stench: As automatic effect, all non-demons with 10 feet must succeed on a Fortitude save or be nauseated while in the area and for 1d4 rounds thereafter. Skill Bonus: +8 Listen, +8 Spot.
Glabrezu	7	25	Massive muscular body, two extra arms with claws that you can grapple with, and a dog-like face with horns	Improved Grab: Your grapple does not provoke attacks of opportunity, and on a successful grapple you can hold fast a foe as if using the Improved Grab feat. Extra Arms: Your two extra arms give you a +8 bonus on Strength-based checks and two claw attacks that each deal 2d8+10 hit points damage. You are proficient with the claws and gain the Multi-Attack feat. True Seeing: As spell, continuously active for 24 hours. Skill Bonus: +8 Listen, +8 Spot.
Nalfeshnee	7	26	Ape-like or boar-like with small feathery wings	Fly: 40 feet (poor). Smite: Up to 3/day, you daze all non-demons in a 60-foot radius, no save. True Seeing: As spell, continuously active for 24 hours. Skill Bonus: +8 Listen, +8 Spot.
Marilith	8	29	Scaly green skin, forked tongue, serpent eyes. A circle of sharp blades swirl around you.	Constrict: On a successful grapple, cause 4d6+13 damage. Improved Grab: Your grapple does not provoke attacks of opportunity, and after successful grapple you hold foes fast as if using Improved Grab. Blade Barrier: As spell, at will, circular form only (5 ft. radius per binder level, 1d6 damage / binder level, Reflex save for half damage). True Seeing: As spell, continuously active for 24 hours. Skill Bonus: +8 Listen, +8 Spot.
Balor	9	32	Minotaur-like, with two horns, while flames dance from your red skin and your whip of pure fire.	Fly: 90 feet (good). Death Throws: When you die, all creatures within 100 feet suffer 100 hit points damage, with a Reflex save for half-damage. Entangle: You gain a fiery whip with a 10-foot range; when it hits, the target must make a successful Strength check or be drawn to you, grappled, and suffer 6d6 fire damage each round while grappled. Vorpal Sword: Any slashing weapon you use gains the vorpal quality. Flaming Body: Grappling and grappled foes suffer 6d6 hit points of fire damage while in bodily contact with you. True Seeing: As spell, continuously active for 24 hours. Skill Bonus: +8 Listen, +8 Spot.

*The DC to resist your abilities equals 10 + 1/2 your binder level + your Constitution modifier.

a Challenge Rating equal to or less than your binder level. A summary of demon Challenge Ratings is found in Table 6-2 with the demonic abilities gained.

The binding DC equals 12 + the demon's challenge rating. If you fail your binding check, you take on a demonic physical characteristic such as scales, horns, or so forth. You always retain your size, creature type, and other statistics, except you gain the equivalent of a demon subtype. Magic that specifically mentions demons (such as a Vrock's dance of ruin) affects you in the same way that it would a demon. Your personality also shifts. You are easily aroused to bloodthirsty action. In combat you focus your attacks on devils, celestials, and lawful-good creatures before all others (these are your favored enemies). In addition, if you fail your binding check by 10 or more then you move one step closer to chaotic evil. You treat demons as your favored allies. If you succeed on your binding check by 10 or more, then you gain Spell Resistance equal to 5 + your binder level.

Binding a demon spirit otherwise follows the rules for binding spirits.

Bonus Benefit: Beginning at 1st level, you pick one of the following bonus benefits in addition to those granted by the demon with which you have formed a pact.

- » Darkvision 60 feet
- » Immunity to electricity
- » Immunity to poison
- » Resistance to cold 10 and fire 10*
- » Resistance to acid 10*
- » DR 5/cold iron or good*
- » Fast healing 2* (maximum 10 hit points per day per atlan demon binder level)
- » +5 natural Armor Class
- » +4 Strength
- » 1/day summon 1 fiendish large monstrous spider, fiendish huge viper snake, or howler for 1 round per binder level.*

* Benefits stack when selected more than once.

At 2nd level you may pick two benefits, and at 3rd level you may pick three benefits. You gain bonus benefits for as long as you have bound the demon spirit.

When you are bound with multiple demon spirits, you receive only one set of bonus benefits, as determined by your atlan demon binder level.

Bonus Demon Spirit: Each day you can bind one demon spirit as a full-round action, with no need to perform its ceremony, in addition to any other spirits you bind for the day.

TABLE 6-3: THE ATLAN DEMON BINDER

Level	Base	Saving Throws			Special
	Attack Bonus	Fort	Ref	Will	
1	+0	+2	+0	+2	Bind demon spirit, bonus benefit (1st), +1 binder level
2	+1	+3	+0	+3	Bonus benefit (2nd), +1 binder level
3	+2	+3	+1	+3	Bonus benefit (3rd), Bonus demon spirit

2 Levels of Binder Progression



BINDER SAGE

"Watch the swinging pendulum. You are growing sleepy, very sleepy. Now, little spirit, recall your deepest secrets and talk to me."

The binder sage dedicates himself to acquiring and analyzing any and all information related to pact magic, mainly the legends and abilities of spirits, famous and powerful binders, and organizations for or against the sealing of pacts.

The spirits, when living, hailed from across the span of history and cultures, so a wide knowledge of geography, religion, the planes of existence, magic, and other disciplines is necessary to become a competent binder sage. Information may be found in books, paintings, and even sculptures, puppets, and masks. Because books are their mainstay, however, binder sages are adept at deciphering script and searching for information. Most binder sages value the integrity of original works and seek to emulate—some say craft forgeries—of these works to preserve clues that they may miss but later analysts might yet perceive. More than one binder sage has been caught forging other documents as well.

Unlike magic items that tend to be obvious upon discovery, pact magic lore is usually buried deep in books, written by individuals who often did not realize the significance of their words. A brief log of daily town events kept by a farmer might mention a traveling binder's activities and contain a valuable clue to a spirit's granted abilities. To ferret out these tidbits, binder sages learn to tap the supernatural influence of the spirits and literally sniff out the presence of relevant information without having to open books. He or she need only take a whiff of a tome, bookcase, or library to evaluate what's there.

The spirits themselves are the ultimate repository of information. However, they are difficult to speak with. Some spirits are mere vestiges of their former selves with fragments of knowledge and little awareness. Others are fully in command of their mental faculties but are devious and desire attention as they play with a binder sage, supplying only vague clues most times. Thus, binder sages learn to hypnotize and interview individuals who have sealed a pact with a spirit. The sage's mind strengthens and guides the spirit to provide answers. A binder sage can even learn to contact the spirit realm, wherever that may be (or not be). Some say a sage channels a small portion of a multitude of spirits, while others say the sage projects a small portion of himself, perhaps losing a piece of his humanity in the process.

Binder sages often travel. They may travel to interview another binder, visit a distant library, confirm information in a book or mural within a mysterious ruin, locate magical items that boost their hypnosis skill, or seek to raise funds to buy an expensive book or expand their personal library.

Requirements

To qualify to become a binder sage, a character must fulfill the following criteria.

Binding: Able to bind 2nd-level spirits.

Skills: Craft (leatherworking) 1 rank, Decipher Script 2 ranks, Gather Information 1 rank, Knowledge (arcana) 2 ranks, Knowledge (history) 8 ranks, Knowledge (religion) 2 ranks,