

# ANIMA OF SEVEN SINS

These anima are sin incarnate. They include envy, gluttony, greed, lust, pride, sloth, and wrath.

## ALL THAT GLITTERS (GREED)

This greedy spirit offers the following abilities.

**Chains of Greed:** The weight of any wealth you target within 30 feet increases by 100% per spirit level (A 1st-level spirit doubles the weight, a 2nd-level spirit triples it, a 3rd-level spirit quadruples it, and so on). The wealth must be discrete, either in a container or stand as a single identifiable object such as a piece of art, a piece of jewelry or a gem stone. You must be able to see the wealth or sense it through finding the hoard (below). The weight gain lasts for 1 minute per binder level.

**Finding the Hoard:** You detect wealth in the form of precious metals, gems, and works of art, similar to *detect magic*. You scan a cone-shaped emanation with a range of 20 feet per spirit level. The effect lasts for as long as you concentrate. The information learned depends on how long you study an area. On the first round, you determine the presence or absence of wealth. On the second round, you learn the total value of the wealth present to within 100 gold pieces. On the third round, you learn the specific items and their values.

**Spirit of Acquisition:** For each spirit level, you enjoy a +2 bonus on Appraise, Open Locks, and Search checks. When binding a spirit of 5th-level or higher, you can attempt a second Appraise check; success indicates the item's magical abilities (although this ability does not reveal which items are magical to begin with).

**Starting Capital:** With your touch, you may alter the look and feel of base and worthless metal to that of valuable gold. You may alter 1 pound of metal per spirit level. The change in appearance lasts for 1 hour per binder level. A mirror reflection reveals the true nature of altered items. You can dispel the effect at any time by touching the material with a consecrated item such as a holy symbol, holy water or grave soil.

**Wealth's Obsession:** Once per day, you may command a single creature within 60 feet to obsessively collect as much wealth as it can carry to the exclusion of all other activities. The creature may not have more Hit Dice than twice the bound spirit's level. A Will save negates the effect. The obsession lasts for a number of days equal to your binder level. For each day the target fails to complete its obsession, it suffers a cumulative -2 penalty to all of ability scores to a maximum penalty of -8. No ability score can drop below 1. The penalties end 24 hours after the target resumes collecting wealth or the obsession ends.

## THE BOILING BLOOD (WRATH)

This wrathful spirit offers the following abilities.

**Aspect of Wrath:** You project an aura of fear within a radius of 5 feet per spirit level. Foes caught in the aura are shaken. The area affects up to 4 Hit Dice of creatures per spirit level on a first-come, first-frightened basis. A successful Will save negates the effect. When binding a spirit of 4th-level or higher, foes are frightened rather than shaken. When binding a spirit of 7th-level or higher, foes are panicked rather than frightened. You may suppress or reinstate the aura as a free action.

**Ferocity:** You act normally when disabled or dying. If you have bound a spirit of 5th-level or higher, and you have been

dropped to -10 or lower in hit points by a melee attack, you may make a final attack as an immediate action against the opponent who has killed you. Use your best attack bonus with the weapon you have in hand when making this attack.

**Red Haze:** You may enter a rage similar to a barbarian's rage. You can rage for a number of rounds per day equal to twice the spirit's level. You may split the rounds you use as you see fit. For example, if you have bound a 4th-level spirit, you can rage for up to 8 rounds and could use 2 rounds of rage in your day's first encounter, 5 rounds in your second encounter, and 1 round in your third encounter. You may only rage once per encounter. Once you end a rage, you lose all of its benefits and become fatigued. When binding a spirit of 7th-level or higher, you gain the benefits of a barbarian's greater rage.

**Red Right Hand:** You gain the benefits of the Power Attack feat. This feat allows you to trade bonuses on your attack roll for bonuses on your damage roll up to your Base Attack Bonus (with a maximum trade equal to the spirit's level). When binding a spirit of 3rd-level or higher, you also gain the benefits of the Cleave feat. When binding a spirit of 6th level or greater, Cleave becomes Great Cleave instead.

**Tools of Anger:** You gain proficiency with one martial or exotic weapon of your choice. When binding a spirit of 3rd-level or higher, treat the weapon as magical for the purpose of overcoming piercing damage reduction. When binding a spirit of 6th-level or higher, also treat the weapon as either evil or good for the purpose of overcoming piercing damage reduction.

## IDLE HANDS OF MISCHIEF (SLOTH)

This slothful spirit offers the following abilities.

**Apathy:** You shed an aura of apathy with a radius of 5 feet per spirit level. For every two spirit levels (round up), affected creatures in the aura suffer a -1 penalty on saving throws and contested skill checks (such as checks to oppose Bluff and Hide). This is a mind-affecting effect. A successful Will save negates the effect on a creature for 24 hours. You may suppress or reassert the aura as a free action.

**Ennui:** You affect one creature within 30 feet with *calm emotions*. When binding a spirit of 4th-level or higher, the target also suffers a -2 penalty on all attack rolls, weapon damage rolls, saving throws, ability checks and skill checks. The effect lasts for as long as you concentrate, to a maximum of 1 round per binder level. A successful Will save negates the effect.

**Indolence:** You enjoy a +1 bonus per spirit level on saves to resist effects that require concentration to maintain against you. Moreover, creatures within 5 feet of you automatically suffer a similar penalty to their Concentration checks. When binding a spirit of 5th-level or higher, the save bonus extends to all of your allies within 30 feet.

**Laziness:** On a successful ranged touch attack, the target suffers a speed reduction of 5 feet per 2 spirit levels (round up). If you bind a 4th-level or higher spirit, the target is also reduced to taking a single action (either move or standard but not both) each round. The effects last for 1 round per spirit level.

**Torpor:** You cause up to 4 Hit Dice of creatures per spirit level to fall asleep. This is a 10-foot-radius burst with Medium range. The effect lasts for 1 round per binder level. A successful Will save negates the effect. Creatures not normally affected by sleep such as elves, constructs, and undead become inert. However, such creatures enjoy a +4 bonus to resist. You must wait 3 rounds between each use of this ability.

## THE RAVENOUS MAW (GLUTTONY)

This gluttonous spirit offers the following abilities.

**Hungry Bite:** You gain a bite attack that inflicts 1d6 piercing damage and is considered magic for the purpose of overcoming damage reduction. When binding a 5th-level or higher spirit, the damage increases to 2d6 and the bite gains the adamantite material property. When binding a 9th-level spirit, the bite inflicts 3d6 damage and acts as a wounding magical weapon. Add your Strength modifier to total damage dealt. You may use this attack for each attack you normally have in a round and may make attacks of opportunity with your bite as well.

**Iron Gut:** For each level of spirit bound, you enjoy a +2 bonus on saving throws to resist poisons. When bound as 9th-level spirit, you enjoy total immunity to poison damage.

**Life Leech:** As a melee touch attack, you may bestow negative levels. The maximum number of negative levels you can bestow equals the level of the bound spirit x your Constitution modifier. For example, a pactmaker with a Constitution modifier of +3 who binds The Ravenous Maw as a 3rd level spirit can bestow up to 9 negative levels in a 24-hour period. The maximum number of negative levels that you can bestow in a single round equals the spirit's level. A binder with a 0 or lower Constitution modifier can bestow one negative level per spirit level. Negative levels need not be inflicted all at once. For example, when binding a 3rd-level spirit, one attack might inflict two negative levels while an attack of opportunity might inflict another negative level in a single round.

For each such negative level bestowed, you immediately heal 5 hit points. Excess hit points are gained as temporary hit points and vanish after 1 hour.

A touched creature can attempt one Fortitude save per attack to initially resist gaining negative levels no matter the number inflicted by a touch. When bound as a 4th-level or lower spirit, the negative levels last only 1 hour per binder level; as a 5th-level or higher spirit, adjudicate the negative levels normally. Undead are not affected by this power. Living creatures that die from excess negative levels do not rise as undead.

**Sense Meat:** This functions like *detect undead* except that it detects every type of creature except those with the elemental type and those with the extraplanar or incorporeal subtype. You can detect native outsiders with this ability.

**Swallow Soul:** You shed an aura that inhibits creatures from returning to life. The aura's radius equals 10 feet per spirit level. Creatures that die within the aura cannot be returned to life with *raise dead* or *reincarnate*. When binding a 5th-level spirit, creatures that die within the aura cannot be returned to life with a *resurrection* spell. Binding a 9th-level spirit negates even *true resurrection* and prevents creatures from returning to their home planes to reform (as is typical of demons and devils).

## SICKNESS OF DESIRE (LUST)

This lustful spirit offers the following abilities.

**Burden of Wanting:** You target a creature with a purplish, lusty ray. On a successful ranged touch attack, the target is dazed while overcome by intense sexual cravings. The effect lasts for 1 round per spirit level. A successful Will save reduces the duration to a single round. This ability only works on creatures with an Intelligence of 3 or more.

**Lust for Life:** Your touch drain a living person's life force to fuel your own. With a successful melee touch attack, you drain a target of 1d4 hit points per spirit level. Half the damage dealt

is added to your hit point total. You may exceed your normal maximum number of hit points; however, excess points are treated as temporary and last for no more than 1 hour. You may not drain a person below 1 hit point with this ability. This ability can be used once every three rounds.

**Lust for Power:** You may use the *command* spell once every three rounds. When binding a 6th-level or higher spirit, your voice gains the effect of the *greater command* spell instead. You must be able to speak and your targets must be able to hear you; otherwise, this ability has no effect.

**Lust for Sex:** Your charming gaze works as the *charm person* spell but with modifications. As the spell, the target's attitude is adjusted to friendly; however, the target views you less as a friend and more as an object of sexual desire. This effect fails if you are not someone your target would normally desire for sex. For example, you cannot cause a male target to desire another male unless he normally desires men. Your target must be within 30 feet. A Will save negates the effect. When binding a spirit of 4th level or higher, you may specify a person other than yourself to be the object of desire. This person must be within sight of both you and the target. Unless the object of desire is willing, it too receives a Will save to resist the effect. This ability does not induce lustful feelings in the object of desire. The effects of this ability last 1 hour per binder level. You can maintain influence over a number of creatures at once equal to the spirit's level. You cannot dismiss the effect.

**Synchronicity of Desire:** You gain a +1 synergy bonus per spirit level on any skill check used to satisfy a base personal want. For example, you receive the bonus on a Bluff check to seduce someone or on a Diplomacy check to curry favor, but you do not receive the bonus on a Craft check to make something you were paid to make or on a Use Rope check to tie a tent.

## THIS AND NO OTHER (ENVY)

This envious spirit offers the following abilities.

**Cheat:** You can alter the outcome of a game of chance. Normally, you can only influence nonmagical games, such as those using mundane cards or dice. When binding a 6th-level or higher spirit, you can influence magical games such as drawing from a magic deck of cards. Whenever a die roll is made regarding the outcome of a game or turn in a game, you may demand a re-roll and take the better of the two rolls. Observers may attempt a Will save to realize the game is magically influenced, although the save does not reveal the cause. You can use this ability once per day per binder level.

**Path to My Heart's Desire:** You conjure an invisible bridge of force that is 5 feet wide by 10 feet long per spirit level. The bridge lasts for as long as you concentrate to a maximum of 1 round per binder level. You must wait 3 rounds between each use of this ability. When binding a 4th level or higher spirit, you can use this ability at will. When binding a 7th level or higher spirit, you can extend the range to 100 feet per spirit level. If you are interrupted, use a granted ability, or otherwise cease to concentrate, then the bridge immediately vanishes.

**See My Precious:** As a full round action, you see or hear a remote location to a distance of 10 feet per spirit level. The ability does not require line of sight and it penetrates natural material barriers except lead barriers. Viewing requires concentration with a maximum duration of 1 round per binder level. You can perceive whatever lies within 5 feet per spirit level of the target point. You can see or hear (but not both) the location as you would if you were standing there. When binding a 5th-level or

higher spirit, you can both see and hear.

**Thieving Hand:** You gain a +2 bonus per spirit level on Slight of Hand checks. Moreover, you can conjure an invisible hand made of pure force that you can use with the skill of your own hand. The hand appears in your square and moves at speed 30 under your concentration to a maximum distance of 10 feet per spirit level to a target of your choice. As a standard action, you can attempt to caress or pick-pocket a target or manipulate a device using the hand, which holds up to 5 pounds per spirit level. The hand lasts 1 round per binder level before vanishing. If the hand is holding an object when it vanishes then the object drops to the ground. You must wait 3 rounds between each use of this ability.

**Restraining Gaze:** You gaze upon a creature or attended object; your desire is so strong that the target is held in place. The target receives a Will save to resist the effect, which lasts 1 round per binder level. If the target fails its save, you may expend a full round action each round to hold it in place such that it gets no further saves until you end your gaze or the duration expires. If you do not spend a full round action to hold it, then it receives a new saving throw each round to end the effect. You must wait 5 rounds between each use of this ability.

## VANITY'S MIRROR (PRIDE)

This proud spirit offers the following abilities.

**I Know Better Than You:** You may use *suggestion*. This ability fails on creatures with more Hit Dice than you have binder levels. You may only make a suggestion to one person at a time. If you make a suggestion to someone else before the first suggestion has either been completed or expired, the old suggestion fades and the new one is put in place. When binding a spirit of 5th-level or higher, you may choose to dominate the target as the *dominate person* spell instead. When binding Vanity's Mirror as a 9th-level spirit, you may use *dominate monster* instead.

**Indomitable Will:** You gain a +1 bonus per spirit level on saving throws to resist any spell or effect of the compulsion sub-school or with the mind-affecting descriptor.

**No Tongue But Your Own:** You may silence a single creature with a glance. This gaze attack has a reach of 60 feet. The target is silenced for 1 minute per binder level. A successful Will save negates the effect. Staring into a mirror admiring oneself for 3 or more rounds affords a second save to negate the effect early.

**The Adulation You Deserve:** You can use *enthrall* with some modifications. As the spell, you speak or perform for 1 full round, after which creatures within 100 feet must succeed on a Will save or become friendly to you for up to 1 hour. Creatures normally hostile to you enjoy a +4 bonus on their save to resist the effect. Creatures that have witnessed your exploits on their behalf suffer a -4 penalty on their save. Typical exploits include defeating a powerful or dangerous foe, saving the life of an ally, or providing wealth or time to audience members or to those like them. You can affect up to 10 creatures per binder level. Creatures that fail their save will happily provide you with up to 10 gp worth of services such as food and lodging for you and companions even after the effect ends. When binding a 5th-level or higher spirit, you can weave a *mass suggestion* into the crowd. You can use this ability a number of times per day equal to your Charisma bonus (minimum 1). Creatures that save once are immune to the effect for the rest of the day.

**The Will to Power:** Few can resist your forceful and blindingly beautiful personality. You enjoy a +2 bonus per spirit level to Bluff, Diplomacy, and Sense Motive skill checks.

# ANIMA OF MURDERED ATLAN GODS

The midpoint of atlan history marks the murder of their gods by Alrik of Malkeborne, the Alabaster Prince of Chaos. Of the original twelve deities, nine fell to Alrik's artifacts and devious stratagems, which involved isolating gods and driving them against each other. The details are lost to history, in no small part hidden by gods who wish to keep knowledge of deicide out of mortal hands. Little is known about the three surviving deities, though one was a dragon. Alrik's methods transformed the slain deities into anima spirits that atlan binders sealed with pride and ease as a symbol of their own destined godhood. The nine anima are presented below.

## FATHER FEARSOME

Father Fearsome was the first atlan. The elder god Jehotek created him and his wife Matron Naustrali in the Garden of Creation, a palatial temple nestled within the world's highest mountain. After departing the temple, Fearsome fought demons, attracted the loyalty of mortals, and retired to a swath of beautiful islands that would become the jewels of the Atlan Empire. In time, the elder gods granted Fearsome full godhood. His spirit offers the following abilities.

**Aura of Nobility:** You appear dressed in aristocratic attire and blessed with aristocratic mannerisms. This is an illusion that affects to creatures within 50 feet. A Will save negates the ruse.

**Battle Cry:** Up to once every 5 minutes, you can produce a fear-inducing cry. All creatures within 30 feet with 6 or fewer Hit Dice than you are panicked. Other creatures up to one Hit Die less than your level are frightened. All others are shaken. A successful Will save resists the effect.

**Detect Alignment:** At 1st-level you can detect the presence of chaotic evil creatures. This works like *detect evil*, but is limited to chaotic evil. For each spirit level, you can detect one additional alignment of your choice to a maximum of nine alignments when binding Father Fearsome as a 9th-level spirit.

**Fearsome Throw:** On a successful touch attack, you toss a creature a distance of 10 feet per spirit level with the ease of gale tossing a feather. The impact causes 1d6 damage per 10 feet thrown if the creature strikes a solid barrier and it lands prone in any event. When binding Father Fearsome as a spirit of 3rd-level or less, you must wait 5 rounds between each use of this ability and are limited to targets smaller than yourself. When binding Father Fearsome as a spirit of 4th- through 6th-level, you need only wait 3 rounds and the target can be up to one size larger than you. As a 7th-level or higher spirit, you do not need to wait and can throw a creature of any size.

**Noble Bearing:** For each spirit level, you enjoy a +2 bonus on Knowledge (nobility and royalty) and Diplomacy skill checks.

## LORD CORIGAINÉ

Lord Corigaine is the son of Sumermia and the king of satyrs. Unlike his mother, he refused evil's hold and chose the beauty of the forest and joy of the fey. He is a sylvan god of animals, dance, fertility, music, song, and wine. Artwork and legends often portray him as a satyr, nereid or werewolf. Corigaine could never be tamed. As a show of family unity, his half-brother Mithrius forged for him an eldritch sword named Spotta. Alrik of Malkeborne later used this sword to murder the gods, starting with Corigaine. He offers the following abilities.