

ANIMA OF THE OUTER DARKNESS

Here are six anima well-suited to adventures in the Outer Darkness plus some mythology to inspire rumors, rumors of rumors, and monstrous encounters. The game master should not assume that PCs know these anima. Rather, the travelogue described at right is a fine treasure or an object worthy of a quest in itself; moreover, learning the rituals to bind these anima require special linguistic skills and exceptional perseverance of intelligence.

BONEWEAVER'S SKIN

This horrid spirit offers the following abilities:

Ashes to Ashes: When you die, you may choose for your body to self-immolate within 3 rounds of death and return briefly as undead; if and when you choose to return, you act on your next turn. When you bind Boneweaver as a 1st- or 2nd-level spirit, you return as a 1 Hit Die humanoid skeleton. When bound with Boneweaver's Skin as a 3rd-level or higher spirit, you return as a flame ghoul. Whether a skeleton or flame ghoul, you retain your own alignment and mental attributes and you remain bound to your spirits. You are animate until your pact with Boneweaver's Skin would normally end (you cannot rebind this spirit). When Boneweaver's Skin departs, you return to a natural state of death. This ability works for binders of all creature types including undead binders.

Fire In the Bones: You target one foe within 30 feet. It suffers 1d6 damage per spirit level or half that amount of a successful Fortitude save. The damage is half fire and half negative energy. Undead suffer half or no damage. This ability is usable at will.

Pass For Undead: You enjoy an abjuration cloak that prevents undead from perceiving you. When an undead creature might normally first become aware of you, it must attempt a Will save. A failed save indicates it acts as if you are not there. If you touch or attack an undead creature or use magic of any kind except abilities granted by Boneweaver's Skin then the cloak immediately ends. You can use this ability a number of minutes per day equal to your binder level. You can use the minutes all at once or spread out over the course of the day.

Slough the Skin: Up to once daily per spirit level, you can rid yourself of ailments by exuding the ailments to the surface of your body and then shedding them as a snake would slough its skin. Specifically, you can rid yourself of ongoing diseases, poisons, and curses. The exuding process takes 1 full round per ailment that you wish to remove, to a maximum of 1 ailment per spirit level. Your skin erupts with pustules and boils of various sickening and unnatural hues and you suffer temporary Charisma damage equal to the number of ailments removed. At this point, you may halt the process for up to 10 minutes; during this break, you are no longer affected by the ailments and you acquire a vile touch. Creatures that you touch are sickened for 1 round per binder level on a failed Fortitude save, or nauseated if you bind Boneweaver as a 6th-level or higher spirit. Whether or not you take a break, completing the process requires 1 minute and during this time you are prone and dazed as the outer layer of your skin falls off, completing the healing process and also restoring any and all Charisma damage suffered in the past 24 hours.

Unnatural Gift: As a move action, your touch bestows a supernatural granted ability to a willing creature. The ability

RAHUL'S REVENGE

When binding these anima, allow these Pact Augmentations.

TABLE: DROW PACT AUGMENTATIONS

Apply poison without risk of poisoning yourself.

As a move action, activate *spider climb*. You can use this ability up to 1 round per level per day, and you may use the rounds nonconsecutively.

As a move action, conjure drow poison onto one weapon you hold. You can use this ability once daily per binder level (DC 13 Fort, sleep effect).

Enjoy a +2 bonus on Charisma-based checks when interacting with drow.

Immune to *sleep* spells and effects, and enjoy a +2 saving throw bonus against enchantment spells or effects.

Once daily, use either *darkness* or *faerie fire* (you decide when needed).

Proficient with the hand crossbow, rapier, and short sword.

Speak Elven and use Drow Sign Language as if you are a native speaker.

Use *dancing lights* at will as a full-round action.

must be from a spirit (anima or otherwise) that you have bound and the spirit's level must be lower than Boneweaver's level. The receiving creature must make a binding check. Regardless of the check result, it gains the ability. If it fails the check, it suffers adverse affects normally associated with a failed check and it suffers fire damage equal to the Boneweaver's level. In order for a creature to use an ability, it must have a number of Hit Dice equal to or greater than twice the Boneweaver's level. Otherwise, it automatically fails the binding check, suffers fire damage, and gains no benefit. The effect lasts 5 minutes or until your withdraw the ability or you or the creature dies. You retain access to the ability at all times. You can use this ability once daily per spirit level.

CYCLOPSE'S COMPASSION

This unlikely spirit offers the following abilities.

At Home in Nothingness: At every odd level of the bound spirit, you are immune to the ambient conditions of one of the following planes of existence: Apocryphal Desert, Grey Avatrice, Nightfang Weald, Outer Darkness, or Ravaged Sea. The effect lasts 24 hours. You select which planes at the time of binding Cyclops's Compassion.

Disintegrating Touch: On a successful touch attack, you cause a portion of your opponent to instantly vanish due to disintegration. Your touch inflicts 1d4 damage per spirit level.

Master of Occult Craft: When piloting a void ship, your effective binder level and effective caster level count as one level higher per spirit level. This bonus does not grant any other benefits. Moreover, once daily per binder level you can concentrate as a full-round action to learn the exact direction and distance to the nearest void ship excluding any void ship that you are currently on. If the detected ship has a pilot at its helm, the pilot immediately detects the divination and may attempt an opposed binder level check (d20 + binder level + Constitution modifier) as an immediate action to prevent you from learning the ship's location.

Spell Resistance: You enjoy a +1 insight bonus per spirit level on saves to resist spells and spell-like abilities. When binding Cyclops's Compassion as a 4th-level or higher spirit, you are immune to disintegration effects. When binding as a 7th-level or higher spirit, you enjoy spell resistance equal to 11 + your binder level.

Unfzable Will: You enjoy a +2 bonus per spirit level on saves to resist effects that cause fear, rage, pain or other emotion except love, against which you actually suffer a -2 penalty on saves to resist.

LILITH'S ABDICATION

This rebellious drow spirit offers the following abilities.

Along Midnight's Walk: You travel with ease and may be able to traverse back and forth between the Outer Darkness and the Material Plane. When binding Lilith's Abdication as a 1st-level or higher spirit, you enjoy a +30 foot speed boost for up to 1 round per spirit level per day. You can activate the effect as a swift action and may use the rounds all at once or spread out over the course of the day. When binding Lilith's Abdication as a 3rd-level or higher spirit, you also enjoy the effects of the *nondetection* spell for 24 hours. When binding as a 5th-level or higher spirit, you can *planeshift* back and forth between the Outer Darkness and the Material Plane a number of times per day equal to the spirit's level minus 4. You can only *planeshift* in areas of shadowy illumination or darkness. When binding Lilith's Abdication as a 7th-level or higher spirit, you enjoy the benefits of the *screen* spell for 24 hours.

Evening Meditation: You are immune to *sleep* spells and effects and enjoy a +2 bonus to resist mind-affecting effects. Moreover, you require only half the usual hours of sleep to enjoy a full night's rest.

Litless Tongues: You gain one bonus language per spirit level. You may select from the following options: Abyssal, Aquan, Draconic, Drow Sign Language, Elven, Goblin, Gnome, Infernal, Terran, and Undercommon. You gain full proficiency with the selected language as if you were a native speaker.

Queen's Haven: You enjoy a +2 bonus per spirit level on Hide and Move Silently checks to avoid detection by outsider type creatures and drow.

Suspended Breath: You do not need to breathe. When binding Lilith's Abdication as a 1st-level spirit, you can activate the effect as an immediate action for a duration of 1 minute per binder level. When binding as a 3rd-level or higher spirit, the effect lasts 24-hours and can be activated or halted at will as an immediate action. When using this ability, you can breathe underwater and you are immune to decompression effects, inhaled poisons, and enjoy a +4 bonus on Disguise checks to pass for an undead creature.

PACTMAKER'S CORPSE

This unpleasant but useful spirit offers the following abilities.

Apparition's Form: You take the guise of a pactmaker showing the personality shift and/or physical sign of a bound spirit. The selected spirit can be any you are normally able to bind or that you have observed before (or are presently observing) so long as the mimicked spirit's level is equal to or less than Pactmaker's Corpse's level. You also enjoy a +2 bonus per spirit level on Bluff and Disguise checks to appear bound with that spirit. This ability does not fool the analyze pact spirit spell or similar magic unless the spell is at least two levels higher than the spirit's level.

Epitaph of Life's Toll: You can use the *detect pact spirit* spell at will. Your effective caster level equals your binder level.

Insight at Death's Door: Once daily per spirit level you can use the *analyze pact spirit* spell as a swift action, except that you can only target a bound creature that has targeted you with a spirit's granted ability in the past 5 minutes. After 5 minutes

Lilith's Midnight Travelogue: A Guide to All That's Left Behind

This black tome completely defines five rare anima spirits.

Description: Legend says that the first Midnight Travelogue was created by the drowess binder Lilith from the remains of her slain lover Eyorae, and his lover Rahul. Rather than lose Eyorae forever, she crafted a book in his honor from his skin, bones, and hair. The book contains seven chapters.

Chapter one describes the perilous journey and harsh life that Lilith and her devout followers sustained in the Outer Darkness to escape the wrath of a spidery drow goddess. The tome also outlines how drow, atlans, and others have gained succor for eons in the Outer Darkness. Surviving a cloyingly cold and breathless void requires powerful magic. Binders can rely upon Damian of Darkstar (a 6th-level spirit) and its counterpart Damian the Lesser (a 3rd-level spirit). However, Damian is insufficient for drow youth who are fledgling binders. The chapter ends with a stylish feminine signature, "Lilith of Joys."

The remaining six chapters each describe a different anima that Lilith crafted from the remains of foes encountered in the Outer Darkness. Some sages believe she used a *dweomer* similar to the *create vestige* spell but for anima. The spell required something intangible abandoned by the creature contributing its abilities to the anima. Other sages claim that Lilith created the first four anima with the insight and aid of a creature called Boneweaver that roams the Outer Darkness; then as a treacherous finale, she stole Boneweaver's skin in order to craft an anima of Boneweaver himself before fleeing his wrath for her act of defiance.

Although the original copy of the Midnight Travelogue was magically protected and perhaps sentient, later copies are non-magical though still often crafted with masterwork care from drow remains. All copies are written in a mix of Abyssal and Undercommon with numerous odd notations that refer to motions of Drow Sign Language. Some copies only contain information about the first several levels while a few contain the full binding instructions for all nine levels of the anima within. A lucky pactmaker stumbles across this tome early in this career and is smart enough to understand its many complex formulas and taxing rituals. Legends say the anima are cursed.

Activation: For each anima level, a binder must study the tome for 1 day and pass an Intelligence check equal to 10 + the anima's level. Thus complete studies requires 45 days. Once a particular level of spirit is studied, the binder need not refer again to that section of the tome. A binder can retry a failed Intelligence check after progressing to a new binder level, improving Intelligence, or mastering a higher level version of the same anima.

Effect: The binder can seal pacts with the studied anima, binding as usual for the binder's class and level.

Aura/Creator Level: None / BL 1st.

Creation: A masterwork blank book (100 gp) plus fine ink. Ideally, the book is made from the remains of a male drow. For each of the book's six chapters, the writer must succeed on a DC 18 Forgery check. The binder must also succeed on a binding check for each of the five later chapters, one check for each anima. A failed check requires starting the chapter again.

Weight: 2 pounds.

Price: 2,100 gp (all five anima up to 1st-level); 18,100 gp (all five anima up to 3rd-level); 50,100 gp (all five anima up to 5th-level); 162,000 gp (all five anima up to 9th-level).

passes, the ability automatically fails. Your effective caster level equals your binder level.

Petitioner's Creed: Once daily you can select and bind one non-anima spirit to gain any one of its granted abilities. The selected spirit's level must be equal to or lower than Pactmaker's Corpse's level. You must meet the selected spirit's requirements, conduct its ceremony and attempt the binding check as usual for that spirit. When you bind Pactmaker's Corpse as a 5th-level of higher spirit, you can bind a spirit in its entirety so long as its level is at least 4 levels lower than the level for which you have bound Pactmaker's Corpse.

Unbinding Gyre: You direct a blast of startling white energy at one target within 100 feet. The energy is highly disruptive to sealed pacts. The target suffers 1d12 damage for every spirit it has bound, though you cannot inflict more damage dice than you have binder levels and this ability does not apply against the Pactmaker's Corpse spirit. The target must also attempt a Will save or be dazed for 1 round and blinded for 1 minute per spirit level. The target suffers a penalty on its save equal to its number of bound spirits. Moreover, when binding Pactmaker's Corpse as a 7th-level or higher spirit, the target is stunned rather than dazed on a failed save, and is dazed even if it succeeds on the save.

RAHUL THE UNGIFTED

This aberrant spirit offers the following abilities.

Daze Spirit: Your touch ripples the air with tendrils of near-translucent force and causes the target to lose access to all granted abilities of one of its bound spirits. The effect's duration equals Rahul the Ungifted's level. If the target has multiple bound spirits, the highest level spirit is affected first. If the target has no bound spirits, then it is unaffected. The affect spirit becomes visible to all as a shimmering ghostly aura around the target. You must wait 2 minutes between each use of this ability; or you may use it again without waiting but you also lose access to Rahul the Ungifted until the 2 minutes are up.

Demote Magic: You can use *dispel magic* a number of times per day equal to the spirit's level. Your effective caster level equals your binder level. When binding Rahul the Ungifted as a 1st-level spirit, you are exhausted after using this ability; when binding as a 2nd-level spirit, you are fatigued instead. The exhaustion or fatigue dissipates normally.

Ignore Dweomer: As an immediate action you can ignore one magical effect until the start of your next turn. An effect can be of any kind so long as the spell level or spirit level of the effect is less than or equal to Rahul the Ungifted's level. For example, if you bind Rahul the Ungifted as a 5th-level spirit, you could briefly ignore a *wall of force* but not a *circle of death*. You are limited to using this ability once daily per point of Charisma bonus (minimum 1).

Ray of Oblivion: You direct a punishing translucent ray at one target within 30 feet. On a successful ranged touch attack, the target immediately loses access to one supernatural or spell-like ability or 1d4+1 spells (if the target is a prepared spellcaster) or 1d4+1 spell slots (if the target is a spontaneous spellcaster). Randomly determine what magic is lost. The effect lasts 2 minutes. The *break enchantment* spell removes the effect. Creatures without magical abilities are unaffected. Your maximum daily uses of this ability equal the spirit's level.

Tears of Failure: Over the course of 1 minute, you can shed sufficient tears to fill a potion vial. The amount is sufficient to benefit one creature that imbibes it. The potion heals 1d8 hit

THE DROWESS' GIFT

Bind specific spirits popular among drow pactmakers.

Prerequisite: Binder or caster level 1st, drow or have made peaceful contact with drow.

Benefit: If you are a binder, you can bind a list of nine spirits, even if you cannot normally bind these spirits for whatever reason except that they are too high level for you to currently access. If you are a spellcaster, you can forfeit your daily spell allotment to bind one of these spirits even if you do not have the Supernatural Exchange feat. In both cases, you can ignore the binding requirements associated with these spirits.

The nine spirits include Forash (level 1), Mute Sylvus (level 2), Vandrae (level 3), Ethaniel Midnight (level 4), The Crow (level 5), Damian Darkstar (level 6), Musha'Vadu (level 7), Doomed Salu'im (level 8) and The Malebolge Moors (level 9). If you are not high enough level to access a spirit when you take this feat, you can bind that spirit when you attain sufficient binder (or caster) level, as specified by your class.

points of damage or 1 point of ability damage caused by magical effects. Damage caused by nonmagical effects is not healed. You can use this ability once daily per spirit level.

VIVILOR'S SHADOW

This inchoate spirit offers the following abilities.

Eyes Without Sight: You gain low-light vision. When you bind Vivilor's Shadow as a 2nd-level or higher spirit, you also gain darkvision to a distance of 15 ft per spirit level. When you bind Vivilor's Shadow as a 5th-level or higher spirit, you can see in magical as well as normal darkness.

Genius of Dark Lore: Select two Knowledge-based skills. You enjoy a +2 insight bonus per spirit level when using these skills to learn about pactmagic, pactmakers, or objects or locations related to pactmaking including the Outer Darkness. Once daily, you can meditate for 1 hour to make a special lore check for any Knowledge skill using d20 + 3 x Vivilor's Shadow level.

Inchoate Form: You gain one or more abilities all usable as immediate actions. You can use the *blur* spell once daily. When binding Vivilor's Shadow as a 3rd-level or higher spirit, you can also use *invisibility* twice daily. When binding as a 5th-level or higher spirit, you can also use *displacement* three times daily. When binding as a 7th-level or higher spirit, and can also use *improved invisibility* four times daily. When binding Vivilor's Shadow as a 9th-level spirit, you can use *word of recall* once daily. Your effective caster level equals your binder level.

Never There: You enjoy an abjuration cloak that prevents cyclopes, vivilors and other creatures native to the Outer Darkness from perceiving you. When such a creature might normally become aware of you, it must attempt a Will save. A failed save indicates it acts as if you are not there. If you touch or attack a creature of the Outer Darkness or use magic of any kind except abilities granted by Vivilor's Shadow then the effect immediately ends. You can use this ability a number of minutes per day equal to your binder level. You can use the minutes all at once or spread out over the course of the day.

Void Flight: You gain a fly speed of 10 ft per binder level but only while in areas of null gravity. At your option, his fly speed may supersede your usual speed in areas such as the Astral Plane that are based upon Intelligence of other attributes. Note that falling does not create a condition of null gravity.