

ADVICE, DISCUSSION, & ERRATA

Here you will find advice, discussion, errata, and rules clarifications. A special thank you to readers who have reported issues and offered advice and/or fixes. This document was last updated on May 20, 2009. Readers who have print 1.0b of either book will find errata already incorporated into their copy.

GENERAL

Question: My PDF version differs slightly in a few places from my hardcopy of the book. Which source takes precedence?

Answer: The PDF is regularly updated and always takes precedence over the hardcopy. However, this document takes precedence over both sources.

RACES AND CLASSES

Question: Often, a racial paragon level grants a +1 bonus to the character's binder level. How does the binder level progression work for racial classes such as the Atlan Paragon?

Answer: Racial paragon classes work as described in the d20 SRD, found here: <http://www.d20srd.org/srd/variant/races/racialParagonClasses.htm>. You gain access to new spirits and an increase in your effective binder level as if you had advanced in one previous pactmaking class. However, you do not gain any other benefits (such as more spirits or class special features). If you do not possess levels in another pactmaking class than you do not gain this benefit until you do.

Optional Rule: A GM may allow a binder to benefit even if he lacks levels in a pactmaking class. Either the GM may grant the binder a bonus pact magic feat in lieu of the bonus binder level, or the GM may allow the character to bind 1st-level spirits, with a binder level equal to his paragon class level.

Question: The skill points at 1st level for the Soul Weaver and Spirit Binder read x2, which does not look correct.

Answer: On page 49 and again on page 53 of *SoPM*, under "Skill Points at 1st Level", the text should read, "(2 + Int modifier) x4". The current text of x2 is an error. **This is an official correction.**

Question: The various classes except for the Spirit Binder state that the character can bind "one spirit of your choice" each day. How does this interact with the Summoning Lesser Spirits section on page 65 of *SoPM*?

Answer: The rules under each class represent what is normal for each class, while the text under Summoning Lesser Spirits represents a deviation from normal pactmaking. When not following an option under Summoning Lesser Spirits, a binder is limited to the number of spirits stated for his class.

Question: On page 46 of *SoPM*, under Seal of Darkness, the DCs to resist the seals are listed but the relevant saving throw is not. Is the save Fortitude, Reflex or Will?

Answer: All the seals grant Will saves. **This is an official clarification.**

Question: When a character with levels in the Spirit Binder

class takes levels in a prestige class offering binding advancement, does he continue to gain bonus spirit levels as listed under Bonus Spirit Levels in Table 3-11: The Spirit Binder?

Answer: No, because gaining bonus spirit levels is one of the class's special features.

Question: The demon eye feat Suppress Spirit Heritage does not mention a suspension of the Run restriction. Is this an oversight?

Answer: Yes. The feat removes the Run restriction. **This is an official clarification.**

Question: The Unmarked Vessel prestige class offers a bonus bindable spirit under the Secret Spirit ability. This seems awfully powerful. Is this correct?

Answer: As a design principle, binder prestige classes should not grant bonus spirits unless those spirits are of a very specific kind, such as devil spirits, ravager spirits, or so forth. The Unmarked Vessel violates this rule. **The following is an official correction.**

First, change the class prerequisite to read, "Able to bind 1st-level spirits and cast 2nd-level spells. Next, increase the skill points to 4 per level. Also, change Secret Spirit to read as follows: "At 1st level, you can use the *undetachable spirit* spell once daily per class level as a spell-like ability." Finally, modify Quiet Binding, such that it applies to all spirits that the character binds.

Optional Rule: A GM may approve the following less-dramatic changes to the class to minimize disruption to an ongoing campaign. First, modify the Secret Spirit class ability to read as follows: "At 1st level, you can bind one extra spirit per day. The highest level spirit you can bind equals one-half of the highest level of spirit you can normally bind or one-half of the highest level of spell you can normally cast. For example, if the character can normally bind 4th level spirits, then the Secret Spirit feature allows him to bind a bonus 2nd level spirit. Always round down and apply a minimum of 1st level spirit." Second, modify the Quiet Binding ability, such that it applies to any spirit with a level equal to or less than the secret spirit's level.

Question: In *VoPM*, when does the Templar acquire the Radiant Aura? The class table only mentions Luminous Aura.

Answer: The Luminous Aura and Radiant Aura are both gained at 19th level. **This is an official clarification.**

Question: Since the Talisman Binder prestige class grants access to all talisman feats, can the binder bypass the divine/arcane spell requirements mentioned in several of the talisman feats?

Answer: There is no such thing as a "divine spell" or an "arcane spell." Spells are only readied in certain ways or on particular spell lists. The reference to "divine" and "arcane" spells is flavor text and you should simply refer to spells available to the caster. Thus, a Talisman Binder with arcane spellcasting can take and use Sealer of Defiling Darkness and Sealer of Light Immortal in addition to Sealer of the Magus Eye.

Question: Can a Soul Weaver use his reweave spirit ability to power the Talisman Binder feats?

Answer: No, since the abilities are no longer spells.

Question: Regarding prestige classes to summon celestials, demons and devils, could you explain the difference between the creature's CR, the spirit's level, and the binding check.

Answer: The tables for these spirits show the spirit level, which is computed from the creature's CR as listed in the Monster Manual. The formula works like this:

- » Note the creature's CR.
- » If the CR is an odd number, round it up.
- » Divide the CR by two.
- » The result is the effective spirit level.

Moreover, the creature's CR can never exceed the binder's level (and the way the spirit level is computed, this limit automatically holds true for all the classes in SoPM).

As for bind DC, that equals a creature's challenge rating.

Question: Regarding the "Optional Rule: Limiting PCs" sidebar found on SoPM pg. 67, what are the spirits known for the VoPM base classes?

Answer: Muse equals $2 + 1/\text{level}$, and Ravaged Soul receives 1 known spirit at 6th level + $1/\text{level}$.

THE RAVAGED SOUL CLASS

Question: If a Ravaged Soul takes the Mute and Palsied handicap, how can he bind his anima if he can only take a partial action each round when a full-round action is necessary for Rapid Binding? Also, what happens when a Ravaged Soul's favored spirit is expelled?

Answer: The favored spirit feature is meant to be flexible. **The following is an official correction.**

Favored Spirit: Select one anima spirit such as Ravager (SoPM, page 219). At any time, you can bind this spirit after 1 minute of concentration without performing its ceremony. Binding still provokes attacks of opportunity. The spirit's level is indicated in Table 2-5: The Ravaged Soul under Favored Spirit Level. You always succeed on your binding check for this spirit. The DC to resist one of its granted abilities equals $10 + 1/2$ your class level + your Constitution modifier (a hearty body is required to effectively channel a spirit's energy).

Question: Can a Ravaged Soul take the Binder Prodigy feat? If so, does it affect the anima spirit, the regular spirit that he can bind at 6th level, or both?

Answer: The Ravaged Soul can take the Binder Prodigy feat. The feat applies to the anima spirit. Beginning at 6th level, regular spirit binding starts as normal using this feat, but advances faster, such that the ravaged soul gains access to a 2nd-level spirit at 7th level (rather than 8th level) and so forth.

Question: Since the Ravaged Soul binds an anima spirit, and the Anima Binding feat says that a successful binding check grants you a benefit from the Augment Pact feat, does the Ravaged Soul get this benefit? What about the capstone ability?

Answer: A Ravaged Soul automatically gains the benefit of the Augment Pact feat for free since he automatically makes his binding check. Also, you can attempt a binding check and if you succeed by 10 or more, the binder gets the capstone benefit too (Note: Even if you "fail" the binding check, you still succeed).

Question: If the Ravaged Soul's favored anima grants a bo-

nus to certain skills, do these skills become class skills for the Ravaged Soul from the start?

Answer: The rules as written say nothing about this so the answer is no. However, I suggest that as an optional rule subject to GM approval, the Ravaged Soul gains these as class skills.

Question: Chaotic Good and True Neutral Ravaged Soul characters gain Sense Motive and Handle Animal (respectively) as bonus class skills. These are already class skills for the base Ravaged Soul. In the name of fairness, should I alter the Ravaged Soul's base class skill list and remove Sense Motive and Handle Animal, or should I pick different bonus skills for Chaotic Good or True Neutral Ravaged Souls?

Answer: Remove the Chaotic Good and True Neutral class skills from the class's list of skills. Only characters with those alignments get those skills as class skills. **This is an official correction.**

Question: Is the Ravaged Soul's soul drain ability an inherently evil act? And is the victim's soul permanently harmed in any way?

Answer: No to the first question because no to the second question. The target's soul proceeds to the afterlife as normal.

THE FOE HUNTER CLASS

Question: How does the foe hunter fill the trapfinder/trap-springer role typical of a rogue?

Answer: The Foe Hunter gets trapfinding as a class feature at 3rd level and has Search, Open Lock, and Disable Device as class skills. A Foe Hunter benefits from high Intelligence since she has 6 skill points per level rather than 8 as a rogue does. Thus, the Foe Hunter does not fill the role as well as a rogue, but is capable nonetheless.

Question: Aren't some spirits unsuitable for the Foe Hunter? Forash and Prince Oszen seem particularly bad choices.

Answer: Like the Unbound Witch, the Foe Hunter presents some interesting role-play challenges. Indeed, Forash and Prince Oszen may be poor choices for good-aligned Foe Hunter PCs, or PCs in highly multi-racial urban settings, but not for evil Foe Hunters or lone-wolf Foe Hunter NPCs.

Forash specifies dwarves and elves as favored foes. Usually, elves and dwarves are PC allies and party members, and in a typical adventuring group or a multi-racial urban setting, the Foe Hunter will be hindered by the presence of dwarves and elves. Either the binder will tolerate the -1 penalty to d20 rolls in such a setting or choose a different spirit. Most NPC Foe Hunters are loners, so the issue of elf and dwarf party members isn't an issue for them. This said, Forash is useful against drow and duergar, explaining why a PC might choose this spirit in addition to the abilities gained. As for Prince Oszen, the favored enemy is any creature of noble birth or aristocratic station (who is not a blood relative).

Question: Some Foe Hunter favored enemies don't lend themselves to easy detection. How does a binder of Lady Jarah know a male doesn't have ranks in Perform? Does she say, "Sing or I get angry?" Similarly, how does the binder determine if a creature "Has more Hit Dice than you do?" And does Omlan Atlan's spirit become angry if his binder looks in a mirror?

Answer: The spirit driven feature is triggered when 3 conditions are met: the Foe Hunter is within 30 feet of the spirit's favored enemy, there is line of sight to that enemy, and the Foe Hunter is aware that the creature is the spirit's enemy. Clearly, as you state, knowing someone is a dwarf is pretty easy; knowing they lack ranks in Perform is harder.

This is the same issue Rangers face when dealing with favored enemies who may not be what they seem. How does a Ranger with undead as a favored enemy know that the woman in the tavern is actually a disguised lich? He doesn't, except when he makes some a skill check, uses magic or attacks. Then he knows. Some GM's ask the player to make a skill check (Knowledge, Sense Motive, Spot, etc) to "figure out" whether or not the creature is a favored enemy.

The Foe Hunter gets the equivalent of the Pact of Favored Enemies feat, which grants bonuses to skill checks and damage rolls when dealing with favored enemies. As soon as the Foe Hunter attempts a Bluff, Listen, Sense Motive, Spot or Survival check and enjoys a +2 bonus, she will realize that she is in the presence of a favored enemy. It's built into the class just like the Ranger, so adjudicate it as you would a Ranger.

All this said, **the following feat is an official addition.**

FOE HUNTER'S INSIGHT

You identify your spirit's favored foe with ease.

Prerequisite: Spirit Driven class feature.

Benefit: Up to once daily per binder level, you can target one creature within 30 feet as a standard action. You immediately learn whether the target qualifies as one of your bound spirit's favored foes. You must have bound a spirit to use this ability.

VARIANT CLASS FEATURES

Question: How does the Focal Device class variant on page 62 of *SoPM* interact with the Born Crippled flaw on page 92 of *VoPM*?

Answer: The feature and flaw can be taken together but the binder is relieved of his defect only when pressing the focal device.

Question: Does Focal Device variant class feature apply to all of your binding abilities and feats, such as the Minor Binding feat and the Spirit-Touched template ability of the same name?

Answer: The Focal Device option is a variant class feature, so it applies foremost to spirits bound by a class. This is true of all variant class features. That said, there is leeway for GM interpretation, and the player is welcome to apply the variant rule to more than one class at a time and to feats, if so desired.

Question: The Focal Device variant class feature says, "You never suffer the personality shift, physical sign, or other pitfalls of sealing pacts." However, can you choose to suffer the side-effects if you wish to?

Answer: As written, "you never suffer..." answers that you cannot because the spirit is in the item and not in you. However, I encourage GMs to be flexible and allow a player to suffer the effects if desired.

Question: When using the Shadow Binder variant class fea-

ture on page 62 of *SoPM*, can the binder use his granted abilities if there is no killable plant or animal life within the required radius? For example, if a Shadow Binder is flying 200 feet in the air, what will happen if he attempts to target a foe on the ground?

Answer: The radius of the kill effect is around the binder not the target, and when no life is around the Shadow Binder (such as when he is flying) then he can't use an ability. That is a price of shadow binding. That said, if the air is a muggy morass filled with bugs and birds above a swamp, then the GM should consider allowing it to work.

For an ability with a continuous effect, the kill effect occurs when the Shadow Binder activates the ability for the first time, which is either when the spirit is first bound, or when the binder re-establishes the effect for whatever reason.

Question: We use a variant of the Supernatural Exchange feat to allow psionic characters to gain access to pactmaking. This works fairly well except for power points. How would you suggest we adjudicate power points?

Answer: Sages and common folk refer to psionic binders as psychics or mystics. Psionic binders usually refer to themselves as transcendentalists. **The following feat is an official addition.**

TRANSCENDENTAL EXCHANGE

You can exchange your psionic abilities for supernatural powers.

Prerequisite: Psionic manifester level 1st.

Benefit: You can bind a spirit, gaining its set of supernatural abilities for 24 hours in lieu of your usual psionic abilities. This feat qualifies you for all feats that require the ability to bind spirits.

You forfeit psionic powers and power points as you create a psychic "complex" that lures and traps a spirit for the day. You select one level of psionic powers that you can use and bind a spirit of that level by forfeiting all powers of that level and lower. Moreover, you expend a number of power points equal to (spirit level - 1) x 3 x spirit level + 2. For example, Jared is a 9th-level psion and can use 5th-level powers. He decides to bind a 4th-level spirit. He expends 38 power points and retains his 5th-level powers (but not lower level powers). To determine your effective binder level, total the levels from all of your psionic classes. While bound with a spirit, you follow the rules for pact magic as described in *Secrets of Pact Magic*, Chapter 4.

Special: At your game master's option, some or all psionic characters or creatures in your campaign may gain this feat for free.

PACTMAKING RULES

Question: On page 65 of *SoPM*, under Summoning Lesser Spirits, the text says a binder can summon two or more spirits so long as the spirits' total levels do not exceed the character's normal maximum of highest level spirit. This might suggest a maximum of nine spirits for a high level binder. However, the Spirit Binder class affords summoning of multiple additional spirits and a reserve spirit as well. Is there a sensible upper-limit to the maximum number of spirits?

Answer: There is no official limit. At the GM's discretion, however, a binder may suffer difficulties with so many spirits (in addition to multiple physical signs and personality changes).

Optional Rule: A binder suffers a -1 penalty to his Will saves and Wisdom-based skill checks for each bound spirit after the first. The exception is the Spirit Binder, who can handle up to three spirits before suffering a penalty.

Question: Can the Summoning Lesser Spirits option be applied to a Spirit Binder's reserve spirit?

Answer: No.

Question: On page 64 of *SoPM*, under "Ceremony," the text says, "You spend 10 minutes drawing the spirit's geometric seal and performing a ceremony as described for the spirit." How much of that time is drawing the circle and how much is performing it's ceremony? Also, can the ceremony time be reduced if the circle is already drawn, such as a fixed seal on a temple floor?

Answer: As written, it's up to the GM. As a commonsense guideline, assign 2 minutes to draw the circle and 8 minutes to conduct the ceremony. For a pre-drawn circle, the difference between 8 and 10 minutes is negligible in most circumstances (such as combat).

Question: On page 136 of *SoPM*, in the sidebar labeled "What is an Insectoid," thri-kreen is listed but this creature is not part of the d20 System Reference Document.

Answer: This is an editorial oversight. This creature is closed content and should be removed from the list of creatures.

Question: On page 65 of *SoPM* under Tactical Bonuses, the text states that when I meet a tactical criterion, I gain a +1 bonus on the round I meet the criterion plus 2 additional rounds. Congruent with this, the Extended Tactical Bonus feat that begins on page 181 states the normal duration is 3 rounds. However, the Tactical Bonus section for all of the spirits strongly suggests the benefit's duration is only 1 round. What is the duration?

Answer: The wording could be better. For all spirits, the tactical bonus lead-in text should read, "While bound to this spirit, apply a +1 bonus to all your d20 rolls beginning on the round you meet any of these criteria."

Question: Can a binder designate himself as the vessel in a group pact magic ritual?

Answer: Yes.

Question: Since undead lack a Constitution score, are they incapable of binding with spirits?

Answer: Yes. Undead psyches are unappealing to most spirits, who prefer living hosts. That said, the Child of N'alyia prestige class affords undead the opportunity to bind spirits. **The following feat is an official addition.** It is useful to undead binder characters.

UNDEAD BINDER [MONSTROUS]

An undead character can bind spirits by force of personality.

Prerequisites: Int 5, Cha 15, undead type.

Benefits: Use your Charisma score to determine the saving throw DCs to resist your granted abilities. Also, you qualify for any pact magic feat with a Constitution prerequisite so long as your Charisma score is equal to or greater than the required Constitution score.

Question: Could you suggest a "quick and dirty" system of spirit research?

Answer: A binder can spend 1 week and 10 gp per spirit level to research a new spirit. No checks required.

SPIRITS AND GRANTED ABILITIES

Question: N'alyia's Shadow Bite ability on page 101 of *SoPM* looks somewhat powerful. How should I handle this ability?

Answer: A change decided during play-testing did not carry over into the final text. The Shadow Bite granted ability should afford a touched target a Fortitude save to avoid the effects of Constitution damage. The target suffers the hit point damage regardless of the save results. **This is an official change.**

Question: Some granted abilities fail to mention how long they take to activate. For example, is N'alyia's Shadow Bite ability something that works automatically?

Answer: As described under "Granted Abilities" on page 101 of *SoPM*, granted abilities require a standard action to activate unless stated otherwise. Thus, Shadow Bite requires a standard action (it remains an effective attack when grappled or when dealing with a creature you do not wish to touch).

Question: Beyond the fiends drawn from the d20 SRD, what is the best way to turn fiends into spirits for the Atlan Demon Binder and the Lemurian Devil Binder prestige classes?

Answer: Here are guidelines to determine a fiendish spirit's level, binding DC, abilities, and so forth.

First, determine the spirit's level. Look at the fiend's challenge rating. For example, a chain devil is CR 6 and a hellcat is CR 7. If the CR is an even number, increase it by +1. Thus, CR 6 becomes CR 7. Next, set the spirit's level equal to the highest level of spirit that a Spirit Binder character could access if his level equaled the fiend's CR. For example, a Spirit Binder can bind 4th-level spirits at 7th level, equating a CR 7 fiend as 4th-level spirit.

The binding DC equals 12 + the fiend's CR.

In terms of abilities, give the binder the fiend's extraordinary and supernatural abilities but not its spell like abilities or racial abilities, though some discretion is warranted. The succubus exemplifies when to power-down a spirit's granted abilities because of the succubus's potent energy draining kiss.

Adventuring or researching to learn new fiendish spirits can be fun and a few more spirits would not break the game.

Question: Because anima spirits have a variable level, can their effective spirit level be ten or higher?

Answer: All pre-epic spirits are limited to 9th level. Thus, for example, when using the Bind Anima Spirit feat, you are limited to binding anima spirits of 9th level or lower.

Question: In *SoPM*, page 197 under the Wrath of the Whirling Blade ability, could you please clarify: does each target in the 60-foot line after the first gain a benefit to AC (+4) from cover, and can the binder ignore allies along the same line?

Answer: You make melee attack roles against each foe in the line as if you had the blade in hand and were standing immediately adjacent to it (note that you apply your Charisma modifier to your attack roll rather than your Strength modifier). Al-

low benefits of cover and/or concealment if the target would gain those were you standing in an adjacent square to attack it normally. For example, if the 60-foot line of foes includes one foe crouching behind a short wall or pillar, that foe would gain the benefit of cover. Note that the blade will traverse the full sixty feet unless the line is blocked by a full and solid barrier such as a wall, but not soft barriers such as bushes. Regarding allies, the Whirling Blade description says, "all creatures" in the line are affected. Therefore, as written, you cannot ignore striking at allies with this ability.

Question: On page 107 of *SoPM*, is Vandrae's inspired companion, "the drow consort," necessarily male?

Answer: Yes.

Question: For the Dirigible of Delights ability of Septigenius Maximus on page 160 of *SoPM*, what are dirigible's dimensions?

Answer: The dirigible is described as "colossal." A colossal (long) creature's space is "30 ft or more" (about the size of a modest house). Considering the dirigible's carriage holds 8 people comfortably, or 16 in a pinch, assume the carriage is 20 ft long x 10 ft wide. A real dirigible's balloon might 120 ft or more longer. However, due to its magical nature, a size of 30-ft square dirigible is plausible. Allow the binder to indicate a length between 30 ft long and 120 ft long. The size is fixed once the dirigible is conjured.

Question: I need clarification regarding Marat's shield ability on page 80 of *SoPM*. If a binder wishes to activate the shield as an immediate action, does he have to activate it before he knows whether or not he will be hit, or can he activate the shield in response to a confirmed hit?

Answer: The d20 SRD says... "...unlike a swift action, an immediate action can be performed at any time -- even if it's not your turn. Casting feather fall is an immediate action..." Later it says, "You also cannot use an immediate action if you are flat-footed."

Although it says, "at any time," a GM may rule that an immediate action cannot be taken in the middle of resolving someone else's action. Thus, if a foe moves 30 feet and makes an attack roll, the binder can take an immediate action before the foes moves, after the foes moves, before the foe attacks, or after the foes attacks. Making an attack roll is a mechanical resolution of events that takes place at the game table rather than in the game world. Also, compare this ability to Brother Calvis's ability to delay death. A pactmaker bound with Calvis can retroactively negate damage and such, but Calvis is a 9th-level spirit.

Question: In *VoPM* on page 74, the pursuit of peace ability of the Elysium Choir feels somewhat powerful. True, it is negated by initiating combat, but it could be used to bypass major encounters. And as written, a binder could initiate it every round. What say you?

Answer: Add the following line to the end of the ability, "Once a foe succeeds on its save against this ability, it is immune to further effects of this ability for 24 hours." **This is an official rule clarification.**

Question: In a few places, ranged special abilities gained from binding anima spirits don't have their exact range listed. For example, the scorching ray power of the Flames of Dancing Death anima, as well as the shrapnel spray power of the Our

Lady of Blades anima spirit (both on *SoPM*, page 197) both lack a range listing.

Answer: For all anima spirits, the default range for ranged touch attacks is 60 feet. Use 60 feet when the information is missing. **This is an official rule clarification.**

Question: For the anima Our Lady of Blades, the whirling blade ability is somewhat powerful at low levels. Any hint of some official restriction?

Answer: **The following is an official rules change.** For the anima Our Lady of Blades, add the following text to the end of the description of the wrath of the whirling blade ability. "Your daily uses of this ability equal your binder level."

Question: When summoning a vivilor bound to the Boneweavers Skin anima (from Lilith's Midnight Travelogue) and the vivilor dies, can it return as an undead as per the ashes to ashes ability? More generally, can creatures such as outsiders that do not normally become undead use this ability to briefly become undead?

Answer: Yes and yes. Ashes to ashes is a supernatural ability with a temporary effect that supersedes the creature's nature. In general, specific effects of spirit abilities override general rules about creatures types.

Question: Are any of the gaze weapons granted by spirits intended to be passive (like a Medusa's gaze) rather than active (like the kyton devil or eyebite spell)?

Answer: When an ability has the word "gaze" in its name, that's just for flavor. All that matters is the text. If the text says the ability mimics a spell or targets a single foe, then it is an active gaze. If the text says "gaze attack" and does not mention a spell, or does not mention that a single target is affected, or mentions multiple targets, then it's a passive attack.

The passive gaze attacks include Mare Loviatha's petrifying gaze, Septigenius Maximus's transmuting gaze, and the eyes of insanity ability of the Dreamseed of the Far Realm Telchines. By the way, the transmuting gaze is a little tricky to run because the gaze briefly turns off after each use (you must wait 1d4 rounds for it to turn on again).

Question: For the spirit of Vandrae (*SoPM*, pg 106), the description states the ability is usable when flanking; is her sneak attack ability also usable when an enemy is denied its Dexterity bonus, as typical for sneak attack?

Answer: The ability is only usable when you are flanking.

Question: D&D 3.5 describes ability-affecting conditions as "ability damage" or "ability drain." Ability damage is temporary and ability drain permanent unless a restoration spell or similar magic is applied. A few times, the word "drain" is used to describe a few of the ability effects for supernatural attacks granted by spirits but the context says it refers to ability damage. For the record, no spirit gives the ability to permanently drain an ability score?

Answer: References to ability drain under Ethaniel Midnight, Rasputin, and Septigenius Maximus clearly state the effect is "temporary." The odd duck is N'alyia's shadow bite ability, which should be temporary as well. That is an omission. A technical perspective is that the abilities do cause ability drain rather than ability damage, but because a spirit is only tempo-

rarily bound, the effect weakens when the pact ends, effectively making it temporary; thus the unusual language “ability drain that is temporary.”

VILLAINOUS ANIMA

Question: For the spirit This And No Other (Envy) on page 99 of *VoPM*, what is the range of Envy’s restraining gaze, and when exactly does a creature get a save to resist?

Answer: All anima ranged abilities are 60 feet unless stated otherwise. **This is an official rule clarification.**

Question: On page 99 of *VoPM*, Lord Corigaine’s dance ability seems awfully powerful allowing no save. Do targets get a save?

Answer: Yes, targets get a Will save to resist. **This is an official rule change.** Use the following text.

Irresistible Dance: A targeted creature within 30 feet dances for 1 round per spirit level on a failed Will save. While dancing, it can defend itself but it cannot take any other actions. You can only affect one target at a time. If you affect a second target, the first one is immediately free of your influence. A creature can only be affected once per day by this ability.

Question: On page 99 of *VoPM*, where do Matron Naus-trali’s undead appear? How exactly does the binder command them? And what is the range of her Rune of Power ability?

Answer: **The following are official clarifications.**

Raise the Dead: After 1 minute of concentration, you conjure skeletons, zombies or similar mindless undead from earth or water within 30 feet. You conjure up to 4 Hit Dice per spirit level, and the undead obey your mental commands for 10 minutes per binder level. You can use this ability as often as you like, but you are limited to a total of 4 Hit Dice per spirit level of undead at once. Attempts to conjure more than that number fail. When binding Matron Naus-trali as a 7th-level or higher spirit, you can conjure sentient undead following the same limitations. Conjured undead immediately turn to dust if you lose control of them for any reason.

Rune of Power: You draw a glowing rune in the air as a full-round action. When you are done, it releases a spasm of magical energy at one target of your choice within 60 ft. The target suffers 1d4+1 hit points damage per spirit level, no save. Only total cover protect the creature from being struck.

Question: On page 100 of *VoPM*, where does Prince Yerik’s sea steed appear?

Answer: Within 30 feet in a square of the binder’s choice. **This is an official rule clarification.**

Question: On page 100 of *VoPM*, Queen’s Sumermia’s aura of shame is awfully potent.

Answer: The ability is open to abuse. It should have limits on duration and daily uses, and the binder should have to willfully activate the ability. **The following is an official rule change.**

Aura of Shame: Creatures within 50 feet become painfully aware of their innate sinfulness for 1 minute per spirit level. Moreover, if an affected creature misses on an attack roll against you by 5 or more, it strikes an adjacent ally or itself instead. You can use this ability once daily per spirit level.

Question: On page 100 of *VoPM*, what kind of weapon is the Red Demon’s battle stinger, if it is a weapon. And is the binder proficient with it?

Answer: The battle stinger counts as a natural weapon with which the binder is proficient. **The following is an official rule clarification.**

Battle Stinger: You grow a stinger as a swift action. The stinger lasts 1 round per binder level. Treat it as a natural piercing weapon with which you are proficient. The stinger inflicts 1d6 damage per spirit level, or double damage on a natural 20.

Question: On page 101 of *VoPM*, Saint Elaria’s aura of shame is awfully potent. Also, who exactly can look away from Searing Light? It sounds like the light may affect the binder.

Answer: The ability is open to abuse. It should have limits on duration and daily uses, and the binder should have to willfully activate the ability. **The following are official rule change.**

Aura of Peace: Creatures within 50 feet become one step friendlier toward you (no save) for 1 minute per spirit level. The aura is immediately negated if you or your allies make an attack roll. You can use this ability once daily per spirit level.

Searing Light: You radiate intense light that inflicts 1d6 non-lethal damage per spirit level to all evil creatures within 10 feet per spirit level. Evil undead suffer lethal damage. On a successful Reflex save, targeted creatures look away and suffer half damage. You must wait 5 rounds between each use of this ability.

Question: On page 101 of *VoPM*, for the Abyssal Seed anima, can the binder levitate objects or allow allies to fly using levitation?

Answer: No. The ability should read levitate (self-only) and fly (self-only). **This is an official rule clarification.**

Question: On page 102 of *VoPM* for Distillation of Malebolge, Torture’s Rapture seems easily abused role-play wise.

Answer: The permanent duration can create problems. Limit the branding to “1 day per binder level.” **This is an official rule change.**

Question: On page 103 of *VoPM* for the Night Becomes Her anima, what is the duration of Piercing Scream, and does the scream affect undead as the description implies (undead are normally immune to fear effects)? Also, it seems that Under the Ravaged Moon becomes less advantages and less useful against magical foes at higher levels.

Answer: Piercing scream does affect undead; they “behave” as if frightened or shaken. The Ravaged Moon ability has not worked as intended. **The following is an official rule change.**

Under the Ravaged Moon: Once daily, when grappling a creature, you may choose to magically restrain it for up to 1 minute per spirit level (minimum duration 1 minute). This hold is supernatural and ignores Strength and Escape Artist checks to escape. When binding Night Becomes Her as a 4th-level or higher spirit, your hold acts as a dimensional anchor and negates freedom of movement. While using this ability, you are flat-footed and limited to move actions. Attacks on the held creature have a 25% percent chance of hitting you instead. Besides holding the creature, you may caress, kiss, taunt or otherwise enjoy it. After using this ability, you and the target are exhausted.

SKILLS, FEATS, FLAWS, & SPELLS

Question: On page 315 of *SoPM*, one of the epic feats has a Constitution prerequisite that is less stringent than the Constitution prerequisite of an early feat in the chain. Is this correct?

Answer: This is an error. Bind Epic Spirit should read Constitution 21 as a prerequisite (rather than Constitution 25), while Bonus Epic Ability should read Constitution 25 as a prerequisite (rather than Constitution 21). **This change is official change.**

Question: On page 235 of *SoPM*, the text at the top of the page indicates, "All the following spells are arranged according to their availability on the sorcerer/wizard spell list." However, the *create life* spell on page 240 only lists Druid 9. Should this also be a sorcerer/wizard spell?

Answer: As written, the spell is a Druid 9 spell and unlike all the other spells in this section is not available to other spellcasters. That said, a GM may wish to rule the spell is available to an arcane spellcaster after appropriate research, as described under "Independent Research" on page 179 of the *Players Handbook*.

Question: In the Spirit Imp entry on page 187 of *SoPM*, the Special Qualities section lists improved evasion. However, the Greater Spirit Imp feat states the imp gets improved evasion with the feat. Is the Spirit Imp entry in error?

Answer: The Spirit Imp entry should read evasion instead of improved evasion. **This is an official rule clarification.**

Question: On page 180 of *SoPM*, the Augment Pact feat affords a benefit when a spirit is bound. If I bind two, three, five or however many spirits, do I get to pick a benefit for each spirit?

Answer: As read, the "Special" section of the feat implies the feat needs to be taken multiple times to gain multiple benefits. When interpreted otherwise, the feat is easily abused. **The following is an official clarification to the feat.** The benefit section should read: "Up to once per day, when you succeed on a binding check, select one augmentation listed on Table 5-1: Pact Augmentations. The selection represents the results of skilled bargaining to craft a beneficial pact. You gain no benefit on a failed binding check."

Question: Is there a limit to the number of Pact Augmentation benefits that can be applied at one time.

Answer: As written, there is no limit. However, your GM may wish to apply the following rule. The number of augmentations that can be applied at one time is limited to the level of the bound spirit. If a character binds multiple spirits, split the pact augmentations between them, assigning the augmentations as appropriate to the level of each spirit.

For example, binding a 3rd-level spirit limits you to applying three pact augmentations at one time. If you bind a 2nd-level spirit and a 1st-level spirit in lieu of a 3rd-level spirit, you may apply two pact augmentations to the 2nd-level spirit and one to the 1st-level spirit.

Question: When I select a Pact Augmentation that provides an insight bonus to damage, what does this damage apply to? Does it apply to melee damage, ranged damage, spell damage, all of the above, or? Are there limits to this augmentation?

Answer: The insight bonus was intended to apply to weapon damage rolls. At the time of binding, the character can select spell damage instead with the GM's permission. Insight bonuses are generally limited to targets with 30 ft, though enhanced perceptual ability might alter this limitation. Also, insight damage is applied during the whole round to all attacks, but it is applied last and not multiplied or otherwise modified.

Question: Regarding the Born Crippled flaw, what happens if the binder benefits from the *regenerate* spell? Are flaws "forever", perhaps due to some magic or divine curse, or do they represent a gray area?

Answer: There is no official rule regarding flaw removal, and inclusion of flaws is a GM decision. Perhaps a carefully worded *wish* or *miracle* spell negates a flaw. Perhaps even an 8th-level spell works in light of the fact that the binder has suffered the flaw for 15 to 16 levels. Consider allowing *regenerate* combined with *heal* and *miracle* to remove a flaw.

Question: The feats Rapid Binding and Swift Binding (*SoPM*, pgs 186,189) sound very similar. Are they intended to be for different binder classes?

Answer: The feats sound similar but are very different in practice. Rapid Binding allows you to bind any spirit in a quick way; it does not actually give you a bonus spirit. It's useful to quickly bind when, say, you are surprised in the morning by enemies and haven't had time yet to bind your spirit for the day. In contrast, Swift Binding is limited to one spirit that you select when taking the feat, and that spirit is in addition to other spirits you have bound.

Question: A normal cleric who takes the Pact Magic domain is required to use both his domains to take it. Is it possible for an Occult Priest to take the Pact Magic domain?

Answer: The Occult Priest only gets one domain at a time, so the Pact Magic domain is not accessible. Here is a feat to remedy the situation. **The following feat is an official addition.**

PACTMASTER OCCULT PRIEST

You can select the Pact Magic cleric domain.

Prerequisites: Bonus domain class ability.

Benefit: The next time you select a cleric domain using the bonus domain class ability, you can select the Pact Magic domain, even though that domain normally "takes up" two domains. You can apply this feat to a bonus domain that you have just gained as part of leveling up.

Normal: The bonus domain class ability allows access to only a normal cleric domain.

Question: The spell *extract pain* says "For each round you are in contact with the creature, you can extract 3 XP per point of Constitution that the creature possesses. Each point drained results in temporary constitution loss..." Exactly how many points of Constitution do you drain each round? Is the XP gained based on the Constitution score before the drain, or just the amount that is drainable?

Answer: You drain 3 XP and inflict 1 point of Constitution damage every round.

Question: In light of the *extract pain* spell, I'm somewhat confused by Ethaniel Midnight's *extract pain* ability. How does

it work?

Answer: The binder must spend 8 hours focused on draining one subject of up to 3 XP per point of Constitution (thus 30 XP from a typical 10 Constitution subject). During the 8 hours, the binder cannot do other major activities or use the ability on other victims at the same time. The binder does not need to be in physical contact the entire time, but touch is needed to start the process. All this said, using the ability is not the same as making a magic item, and the binder could conceivably stay up 16 or even 24 hours to drain 100 XP or more with the usual repercussions from the binder (fatigue or exhaustion).

Question: The *extract pain* spell has the evil subtype; when a Soul Weaver converts this spell into a supernatural ability, does using that ability count as an evil act?

Answer: Supernatural abilities don't have subtypes, so it's not an inherently evil act per se. However, the Soul Weaver has prepared it as a spell and has used it for the day. As a GM, I would rule it an evil act.

Question: Regarding the Born Crippled Flaw, is there some brief time of the day when the binder is surely crippled? For example, for 10 minutes or whatnot in the morning when the previous day's pact is over and the new day's pact is not yet sealed?

Answer: In theory, a binder can time bindings exactly so that a new pact is sealed just as the previous one ends. If the character is rebinding the same spirit then allow a binding to be continuous unless activity prevents rebinding. Otherwise, there is a delay. Note that some of the crippled options hinder binding spirits with ceremonies that require speech, motion or so forth, and a penalty to Charisma can make binding more difficult. Beyond these obvious examples, the flaw doesn't hinder binding. Assume that the binder knows what he's doing. Only in special circumstances such as foes waiting to ambush the binder will the issue come into play. The true woe of Born Crippled occurs when the binder is captured and unable to bind or when the binder is exorcised mid-combat.

Question: On page 114 of *VoPM*, the spell description for *meld into stone, mass* says "This spell functions like *stoneskin*, except that it affects multiple creatures." This looks like a typo.

Answer: The line should read, "This spell functions like *meld into stone*, except that it affects multiple creatures."

Question, on page 123 of *VoPM* the first column on the page ends in the middle of a sentence, which is never completed.

Answer: The last line should read "bonus".

Question: The Sudden Ability feat seems awfully powerful when combined with certain classes skills, notably the Pact Magician but others too. Is the feat really usable at will or is there a daily limit?

Answer: Add the following text to the end of the feat description: You can apply this feat once per day.

Question: The Spirit Imp (SoPM, pg. 187) has a grapple bonus listing of "As BAB -10." However, given that it's a Tiny creature (-8 to grapple checks) with a Strength of 3 (for a -4 penalty), shouldn't it be "As BAB -12" for their grapple modifier? Also, since it is Tiny and has the Weapon Finesse feat, shouldn't

its bite attack by BAB+4 rather than BAB-4?

Answer: You are correct. Use the following official corrections. Change the spirit imp's Grapple to BAB -10 and its bite attack to BAB+4.

Question: Can a spirit imp take the Spirit Imp feat and get its own spirit imp? Might that lead to an infinite number of imps?

Answer: Cohorts, companions, followers, familiars etc never had their own secondary characters, so a spirit imp cannot have its own spirit imp.

Question: The Mass Exorcism feat can be abused when combined with Hellscurge Exorcist or Soulhold Exorcist. For example, a 6th-level exorcist with 10 daily exorcism uses can inflict up to 2d6 x 10 or 20d6 damage to one target. Are there limitations on the use of this feat?

Answer: Multiple hellscourges or soulholds against the same target supersede each other rather than compound. Thus, in your example, a target must save versus each hellscourge in a round but suffers only the worst effect (the highest roll on 2d6).

Question: When using the Incantationist feat in *Villains of Pact Magic*, is the scroll or spellbook used up (destroyed) as part of incanting the spell?

Answer: The scroll is used up. The spellbook is not.

Question: Can a warbinder with the Anima Binder feat extend anima abilities to his allies? Can he summon vivitors with the anima bound?

Answer: Yes

Question: When crafting anima spirits, there appears to be no stipulation that the abilities be from anima you know and may bind.

Answer: You can only craft new anima from anima you already know. In SoPM, the Anima Binder feat grants access to all anima spirits listed. However, supplements have added more anima, and a GM is also free to limit anima known per the optional rule on page 67. Thus, if a binder doesn't know an anima spirit, he cannot craft a new one that draws upon its abilities.

COMMUNITY/GROUP PACT MAGIC

Question: Can group pact magic be combined with community pact magic to boost the level of the spirit affecting the area?

Answer: Yes. That said, Community Pact Magic has a prerequisite of 12 ranks in Knowledge (arcana). Thus, pactmakers who combine these must be at least 9th level.

Question: After a community pact has come into effect, what is the binder doing? I realize that he is required to stay in the binding circle, but does he have to focus on maintaining the energy, or can he just sit there and read a book until he feels like leaving?

Answer: The binder is generally limited to single actions because he is using a move action to concentrate. By the way, spells or powers such as time hop, maze, etherealness, rope trick, or blink—any that remove the caster from the plane that the seal is on—will end the pact.

Question: Does group pact magic require a feat?

Answer: No.

CREATURES AND LOCATIONS

Question: On page 294 of *SoPM*, the Iron Heart Shell statistics look incomplete. What do I use for its initiative, feats, and so forth?

Answer: Use the statistics for the Iron Heart Ghost, immediately above it, for all statistics not included for the Shell aspect of the creature.

Question: On page 298 of *SoPM* under the Dalrok, the AC statistic advises the reader, "(Typically add +8 magic to all, see below)". But nothing clearly relevant is listed below.

Answer: During editing, two of the Dalrok's key Special Qualities were dropped. Add *mage armor* and *shield* as spell-like abilities usable at will (along with *detect lies*, *read magic*, and *tongues*). **This is an official rule change.**

Question: What is the heat special attack for the azer battle sorcerer on page 326 of *SoPM*?

Answer: The heat entry refers to the 1 hit point of fire damage delivered by the azer's unarmed attacks, as indicated under Attacks and Full Attacks in the statistics block.

Question: Regarding the Vivilor statistics on page 61 of *SoPM*. Vivilors are listed as Outsider type creatures. Shouldn't the vivilors' Base Attack Bonus equal their Hit Dice?

Answer: Yes. **Use the following official corrections.**

Vivilor	BAB/ Grapple
Least	+2/-2
Lesser	+4/+5
Greater	+8/+14
Dark	+16/+28

Moreover, adjust the Greater Vivilor's Attack to read Slam +13 melee (2d6+2) and its Full Attack to read 2 Slams +13/+8 melee (2d6+2). Similarly, adjust the Dark Vivilor's Attack to read Slam +23 melee (2d8+4) and its Full Attack to read 2 Slams +23/+18 melee (2d8+4).

Question: Items bought in Grey Avarice seem too dangerous to use in light of a 25% chance of side-effect. Also, is the 25% chance resolved as a second roll (after determining whether the item works or not)?

Answer: Caveat emptor! The 25% chance of side-effect is determined by a second roll and only if the item works. If the item doesn't function, there is no chance of side-effect. Thus, these items have a 1 in 8 chance of side-effect.

Question: On page 138 of *VoPM*, the wiseweald has a feat called Bonus Spirit Known (Nightfang). Since they already have the ability to bind Nightfang, what does this feat do for them?

Answer: Bonus Spirit Known is the original name for Expanded Pact Knowledge. Although the wiseweald can already bind Nightfang, the feat grants a +3 bonus to bind the spirit and allows the binder to ignore it's binding requirements (must be in sight of woods). In the event the wiseweald is captured or traveling in a nonforest terrain, he can still bind with ease. And the feat makes it more likely he'll get the capstone ability. It may not be an optimal feat selection, but it fits flavor-wise.

Question: For nightfang cultists, does the "thorn volley" special attack require a ranged attack or ranged touch attack? If

not, does the victim get a Reflex save for half damage?

Answer: The thorn volley is an extraordinary ability resolved as a natural ranged attack. The daily limit is due to the cultist's need to regrow thorns. The ability is the same as the "Spikes" ability of Wood Element creatures from *Manual of the Planes* (page 196), which might be useful to create some typical "pets" for the cultists.

Question: Regarding podforms, when they move an atlan soul into a new body, or in a PCs case, if they are reborn using the ability of the Aberrant of Time Eternal in *VoPM*, what exactly happens to the personality of the person involved, including mechanical changes to class levels and so forth?

Answer: First, some background. The pod-forms are inspired by the show *Invasion*. In the show, the reborn are a blend of the original creature and the replacing creature. So they look human but had exceptional abilities such as holding their breath for long periods in water and they recall the entirety of their former lives and identify with the same name, sex, and so forth. However, "who they really are" is the invading person.

There are several breeds of podforms. You can adjudicate mechanics based on the relevant breed.

The Agathonian cult on page 156 of *VoPM* briefly describes a rebirth process and states that a slave was utilized as a host body for the dying atlan to completely take over (with his or her own atlan mental statistics, alignment, and class levels). Everything about the slave is wiped away except its physical statistics, age, sex, and appearance. The Agathonian cult perfected an entire process and used specially bred podforms and intense magic.

The Ravaged Sea podforms on page 303 of *SoPM* are degenerate podforms, a lesser breed. The cloned body is identical to the original in terms of skill ranks, memories and class abilities (including class levels) of the host rather than the atlan attacker; however, the race is now an aberrant breed of atlan (that reproduces very quickly in water) and the soul, alignment, and goals are those of the atlan soul.

The anima "Aberrant of Time Eternal" provides a supernatural ability that mimics closely the podform process. It is a unique ability that follows the rules of the *reincarnate* spell with a special material component (a host body). Reincarnate affords a different race and a few minor changes, but is otherwise the original character. Presumably the character becomes the race of the host body, and hosts can only be humanoids found on the *reincarnate* spell list. Like the spell, one should use this ability carefully even if it is usable once daily per spirit level.

ARTWORK, FICTION & STYLE

Question: The mask adept pictured on page 214 of *SoPM* and the spirit of Omlan Atlan on page 118 of *SoPM* both appear in the fey ballroom scene on page 112 of *SoPM*. Who is the masked woman, and did Omlan live at the same time as Fey Baraddu?

Answer: Yes, both characters appear in the fey ballroom. The man is either Omlan Atlan or his doppelganger (see page 119 of *SoPM*). The woman is purported to be his wife Voltanna. Binder sages continue to debate this question.

Question: What is the intended pronunciation for Vandrae, Loh'moi, and Musha'Vadu?

Answer: For Vandrae, “Van” rhymes with “Pawn” and “drae” rhymes with “pray.” The name Loh’moi is styled after French: “Loh” rhymes with “go” and “moi” is said as “mwah.” For Musha’Vadu, “Mu” and “du” both rhyme with “you.”

COMPATIBILITY

Question: How would you suggest mixing classes, feats, and spirits (or not) between *SoPM* and *Tome of Magic* by Wizards of the Coast?

Answer: Here are two ways to handle compatibility between *SoPM* / *VoPM* and another company’s material.

One way is to treat the material is interchangeable. For example, the spirit binder class in *SoPM* plays the same role as the binder class in *Tome of Magic*. Note that the *Tome of Magic* binder does not gain access to 9th-level spirits, though it does gain other benefits at high levels. Similarly, when two feats deliver essentially the same benefit, treat the feats as interchangeable, with the version from *SoPM* overriding any inconsistencies. You may wish to alter the level or binding DC of some spirits to fit across different source material.

A second approach treats the material as different. For example, treat spirits from *SoPM* and “vestiges” from *Tome of Magic* as slightly different entities in the same way that anima and spirits are slightly different entities. The *Tome of Magic* Binder accesses vestiges while the Spirit Binder in *SoPM* accesses spirits. Feats from each source apply to bindable entities from the same source material. Your GM may wish to provide a feat that allows cross-over.

CROSSOVER PACT

You can bind entities of a type normally unavailable to you.

Prerequisites: Able to bind entities of any type (anima, spirit, vestige, etc).

Benefit: Select one type of bindable entity that you cannot normally bind. You can now bind this type of entity.

Special: You can take this feat more than once. Each time, you gain access to a different type of bindable entity.