

UNHOLY FURY

When a barbarian taps into his buried anger, he unleashes his wrath and turns into a brutal killing machine. Although many barbarians learn to control this violence, some exult in it, reveling in the slaughter they create.

Class: Barbarian.

Level: 1st.

Special Requirement: To select this alternative class feature, you must be chaotic evil. If your alignment changes to anything else, this ability reverts to the standard rage ability until your alignment is restored to chaotic evil.

Replaces: If you select this class feature, you do not gain the barbarian's standard fast movement ability.

Benefit: Once during a rage, you can unleash your unholy fury to smite a nonchaotic evil creature. You add your Charisma bonus to your attack roll and deal an extra 1 point of damage per barbarian level. If you accidentally use this ability against a creature that is chaotic evil, the smite has no effect, but the ability is still used up for the duration of your rage.

VILLAINOUS FEATS

Many villains have access to the same types of abilities and features that are available to player characters. This section presents a number of new feats tailored specifically for villains. Some of these feats might be appropriate for PCs as well, though consider carefully before revealing such secrets to the players.

CEREMONY FEATS

A ceremony feat grants you the knowledge and training needed to complete several specific ceremonies. Each feat uses the Knowledge (religion) skill to gauge the depth of your study. As you gain more ranks in that skill, you gain access to more ceremonies.

A creature can benefit from one ceremony at a time. If you attempt a second ceremony on the same creature, the first ceremony's benefits immediately end, and the second ceremony's benefits apply.

Each ceremony has a cost in time and resources. The ceremony consumes its needed materials when it ends, not when the benefit ends. If the ceremony is disrupted—for example, if an opponent attacks you before you finish—the material components are not lost.

VILE FEATS

Some of the feats presented in this book are vile feats, a category of feats first introduced in *Book of Vile Darkness*. Only intelligent creatures of evil alignment can select these feats.

FEAT DESCRIPTIONS

The feats in the following section are presented in the normal format and summarized in Table 1–1: Villainous Feats. (Blessing of the Godless is both a ceremony feat and a vile feat, so it appears twice in the table.)



A dark ritual conducted with Blessing of the Godless

TABLE 1-1: VILLAINOUS FEATS

General Feat	Prerequisites	Benefit
Divine Denial	Knowledge (religion) 9 ranks, Iron Will	+2 to saves against divine spells
Embody Energy	Energy Substitution ^{CAr} , Spell Focus (conjunction)	Wreathe your body with damaging energy
Evasive Maneuvers	Caster level 11th, evasion, Cunning Evasion ^{PH2} , Spell Focus (illusion), ability to cast <i>invisibility</i>	When using evasion, you can cast <i>invisibility</i> as an immediate action
Generous Sacrifice	Evil, Con 15	Donate negative levels to a willing target
Gruesome Finish	Base attack bonus +6	Give up remaining attacks to make a disabled foe die instead
Maiming Strike	Evil, sneak attack +2d6	Sacrifice 2d6 sneak attack damage to deal 1 Cha damage
Mask of Gentility	Cha 15, Bluff 9 ranks, Disguise 9 ranks	Defeat divination attempts and make it harder to discern your motives
Proteus	Caster level 10th, Spell Focus (illusion)	Exchange a prepared spell for an illusion (glamer) spell
Slippery Skin	Escape Artist 9 ranks, Combat Reflexes	Substitute Escape Artist check result for touch AC
Strength of Conviction	Smite evil or good	Swap smite evil or good for smite
Twist the Knife	Sneak attack +2d6, Improved Critical (melee weapon)	Forego critical damage to impose a penalty on foe's attacks, damage, saves, and checks
Uncanny Forethought	Int 17, Spell Mastery	Reserve slots to cast Spell Mastery spells
Ceremony Feat	Prerequisites	Benefit
Blessing of the Godless	Evil, Knowledge (religion) 6 ranks	Gain warding rituals
Fell Conspiracy	Wis 13, Knowledge (religion) 4 ranks	Forge a link that enables easy communication
Vile Feat	Prerequisites	Benefit
Blessing of the Godless	Evil, Knowledge (religion) 6 ranks	Gain warding rituals
Evil Brand	—	Gain +2 bonus on Diplomacy and Intimidate checks made against evil creatures
Beloved of Demons	Evil, caster level 6th, Knowledge (the planes) 6 ranks, Evil Brand, Power Attack	Slay good or lawful creature and gain temporary hit points
Hellsworn	Evil, Knowledge (the planes) 9 ranks, Evil Brand, Weapon Focus	Gain extraplanar subtype and one infernal ability

BELOVED OF DEMONS [VILE]

The tanar'ri reward you with unholy vitality whenever you defeat their enemies.

Prerequisites: Evil, caster level 6th, Knowledge (the planes) 6 ranks, Evil Brand, Power Attack.

Benefit: Whenever you strike a lawful or good creature and reduce it to the dying or dead condition, you gain a number of temporary hit points equal to 1/2 your class level. Temporary hit points gained from this feat disappear after 1 minute.

As an immediate action, you can sacrifice up to 5 temporary hit points to gain damage reduction 5/good for 1 round.

BLESSING OF THE GODLESS [CEREMONY, VILE]

You invoke the dreadful power of darkness and evil to fill your allies with terrible power.

Prerequisites: Evil, Knowledge (religion) 6 ranks.

Benefit: You gain access to ceremonies based on your ranks in Knowledge (religion). Each ceremony allows you to provide up to five allies with malevolent energy. Each rite takes 6 minutes to perform, and requires unholy water and

the dung of an evil creature (see below). Each participant stands at one of five points, forming a pentagram with you in the center. The effects of each ceremony last for 24 hours unless otherwise noted.

Dark Pact (6 ranks): You spew the hateful words of true wickedness, investing the malevolence of the Lower Planes in the gathering. You create a pool of reserve hit points equal to your class level × the number of participants. Henceforth, all participants can draw a number of hit points equal to their class level from this pool as an immediate action. These reserve hit points can only be used to recover lost hit points, so any drawn in excess of the character's maximum hit point total are wasted. When the pool is depleted, the effects of the ritual end.

Anoint the Wicked (9 ranks): Your filthy words imbue your allies with an incredible sense of purpose, enough to quench any misgivings. Each participant gains a +4 morale bonus on checks made to oppose Intimidate checks and on saving throws against spells and spell-like effects that have the fear descriptor.

Shield of the Godless (12 ranks): In a sharp voice, you speak the reversed names of thirteen good deities, denying their existence and imbuing your allies with wards of unbelief.

Each participant gains a +4 morale bonus on saving throws against divine spells. The participants also gain damage reduction 5/— against smite attacks made against them. In addition, if any participant is affected by a divine spell, all participants within 60 feet gain a +2 morale bonus on attack rolls and damage rolls for 1 round.

DIVINE DENIAL

You harden your will against the power of the deities.

Prerequisites: Knowledge (religion) 9 ranks, Iron Will.

Benefit: Whenever you are the target of a divine spell, you gain a +2 bonus on saving throws to resist the spell. If the spell does not allow a saving throw, you can make a Will save against the spell's DC as if it allowed a save. If you succeed, you negate the effect of the spell.

EMBODY ENERGY

You can sacrifice prepared spells to shroud your body in a particular type of energy.

Prerequisites: Energy Substitution^{CAT}, Spell Focus (conjunction).

Benefit: You can sacrifice a spell that has an energy descriptor that matches the energy type you selected for Energy Substitution. By doing so, you wreath your body with the energy for 1 round per level of the spell sacrificed. You are immune to the energy generated, and your natural attacks and attacks made with weapons deal an extra 1d6 points of damage of the appropriate type. Creatures that attempt to grapple you or that successfully attack you with a natural weapon or an unarmed strike take 1d6 points of damage for each hit or round of sustained contact.

Special: You can select this feat multiple times. Each time, it applies to a new type of energy that you have selected for the Energy Substitution feat.

EVASIVE MANEUVERS

You can vanish into the confusion created by area spells.

Prerequisites: Caster level 11th, evasion, Cunning Evasion^{PH2}, Spell Focus (illusion), ability to cast *invisibility*.

Benefit: Once per encounter, if you are caught within an area attack whose damage you completely avoid due to evasion or improved evasion, you can cast a prepared or known *invisibility* spell as an immediate action.

EVIL BRAND [VILE]

You are physically marked forever as the servant of an evil power greater than yourself. The symbol is unquestionable in its perversity, depicting a depravity so unthinkable that all who see it know beyond a doubt that you serve an evil patron.

Benefit: Evil creatures automatically recognize the symbol now emblazoned upon you as a sign of your utter depravity and your discipleship to a powerful creature of evil, although the brand does not necessarily reveal your patron's identity. You gain a +2 circumstance bonus on Diplomacy and Intimidate checks made against evil creatures.

FELL CONSPIRACY [CEREMONY]

You forge a connection with a target to ease communications and to keep you apprised of developments in the field.

Prerequisites: Wis 13, Knowledge (religion) 4 ranks.

Benefit: You gain access to ceremonies based on your ranks in Knowledge (religion). These ceremonies forge a link between participants who work toward a common cause. During each ceremony, all participants huddle together and speak in hushed tones, conveying the dark purpose of the conspiracy. Each ceremony takes 20 minutes, and its effects last for 24 hours.

Common Cause (4 ranks): You confide in each ally, whispering your plans into his ear. Once you have finished, you nick each other's ears with a sharp blade (no damage). Henceforth, each participant can cast the *message* spell at will at your caster level.

This ceremony requires a masterwork dagger.

Conspiratorial Bond (8 ranks): You concoct a paste of potent herbs and apply it to the eyes and ears of all participants, including yourself. While doing so, you intone a resonating, rhythmic incantation. All participants gain a +2 bonus on Listen checks and Spot checks for every other participant in range. In addition, all participants within 100 feet can communicate telepathically.

This ceremony requires rare herbs worth 50 gp.

Inviolate Link (12 ranks): Using a concoction of blood and hair from each participant mixed with rare herbs and diamond dust, you paint an eye onto the forehead of each ally. As long as they remain within 100 feet of you, none of you can be caught flat-footed unless all of you are, and none of you can be flanked unless all of you are.

This ceremony requires a bit of blood and hair from each participant, rare herbs worth 50 gp, and diamond dust worth 100 gp.

GENEROUS SACRIFICE

You can relieve your afflictions by donating them to an ally.

Prerequisites: Evil, Con 15.

Benefit: Whenever you gain one or more negative levels, you can transfer some or all of them to a willing creature that you touch.

GRUESOME FINISH

You deliver a terrifying blow to finish off a victim and strike fear into the hearts of your enemies.

Prerequisite: Base attack bonus +6.

Benefit: Whenever you make a full attack and reduce an opponent to 0 or fewer hit points, you can give up any remaining attacks you have in the round to force the target to make a Fortitude save (DC 10 + 1/2 your level + your Cha modifier). If the target fails the save, he dies instead of becoming disabled, and all creatures within 30 feet must succeed on Will saves against the same DC or become sickened for 1 round.

Special: You can use this feat only if you have still have one or more attacks left in a round after reducing your target to 0 or fewer hit points.

HELLSWORN [VILE]

You have made a pact with a foul devil from the Nine Hells. In exchange, you can channel the power of that dreadful plane.

Prerequisites: Evil, Knowledge (the planes) 9 ranks, Evil Brand, Weapon Focus.

Benefit: You gain the extraplanar subtype. Your native plane is now the Nine Hells of Baator, and you can select one of the following infernal gifts.

Hell's Fury: Once per round, as a free action, you can designate a single target that you can see. Your melee attacks and ranged attacks against that target—if made with a weapon for which you have the Weapon Focus feat—deal an extra 1d6 points of unholy damage.

Brimstone Caress: When casting spells or spell-like effects that have the evil descriptor, your caster level increases by 1. Once per encounter, you can increase the save DC of any spell you cast by 1. If the spell deals damage, half the damage dealt is unholy.

Special: If you are slain, your soul is dragged to the Nine Hells of Baator. You cannot be restored to life by any means short of a *miracle* or *wish* spell.

MAIMING STRIKE

You can make dreadful attacks that disfigure your opponents.

Prerequisites: Evil, sneak attack +2d6.

Benefit: Whenever you make a successful sneak attack on a target creature, you can reduce your extra damage and deal Charisma damage instead. For every 2 dice of extra damage that you sacrifice, your attack deals 1 point of Charisma damage.

MASK OF GENTILITY

You cunningly hide your true motives and nature behind a facade of camaraderie and gentility.

Prerequisites: Cha 15, Bluff 9 ranks, Disguise 9 ranks.

Benefit: If you are subjected to a divination spell that normally would reveal your alignment, your alignment registers as neutral. In addition, if someone tries to use

FEATS FROM OTHER SOURCES

Some of the characters detailed in this book have feats that first appeared in various D&D supplements. Those feats are accompanied by a superscript abbreviation in a character's statistics block that identifies the source (see the introduction for more information). When possible, the benefit of a feat is incorporated directly into a character's statistics. If further explanation is needed, the mention of the feat is accompanied by a page reference to this sidebar, and that information is provided below.

Able Learner (Kjarlo): You lose one spell slot from each level of wizard spells that you can cast. You gain an additional prohibited school. In return, you can prepare two additional divination spells per day.

Arcane Strike (Emmara): You can channel arcane energy into your melee weapon, unarmed strike, or natural weapons as a free action. By sacrificing one of your spells, you gain a bonus on your attack rolls for 1 round equal to the level of the spell sacrificed, as well as extra damage equal to 1d4 points × the sacrificed spell's level.

Battlecaster Offense (Oros, Nillaien, and Hloethdrin): If you deal damage to a foe with a spell, you gain a +1 bonus on the first melee attack you make against that foe in the following round.

In addition, if you make a melee attack against a foe, the save DC of the first spell you use against that foe in the following round increases by 1. The higher DC applies only to the foe you attacked, not to any other creature affected by the spell.

Black Lore of Moil (Kastya): You can cast necromancy spells as Moilian spells, dealing an extra 1d6 points of negative energy damage + 1d6 points per two spell levels. If the spell normally allows a save to reduce the damage, the extra damage is similarly reduced on a successful save. A Moilian spell requires a special expensive material component called a runebone. For each die of extra damage, the runebone must be worth 25 gp.

Clinging Breath (Albrathax): Your breath weapon clings to anything caught in the area, an effect that lasts for 1 round. On the round following the use of the breath weapon, the clinging breath weapon deals half the amount of damage it dealt on the previous round. Creatures that avoided the initial damage from the breath weapon do not take the extra damage.

A foe can take a full-round action to remove the clinging breath weapon by making a successful Reflex save against the same DC as the breath weapon. Rolling on the ground grants a +2 bonus on the save. A clinging breath weapon cannot be

removed or smothered by immersion in water, but it can be magically dispelled (DC equal to that of the breath weapon).

Using this feat adds 1 to the number of rounds between uses of the breath weapon.

Divine Vigor (Calais and Helthra): You can expend a command undead attempt as a standard action to increase your base speed by 10 feet and gain 2 temporary hit point per character level. These benefits last for 1 minute.

Elemental Adept (Valbryn): You can spontaneously cast a spell of the element you have mastered by sacrificing a prepared spell slot of 3rd level or higher.

Energy Substitution (Valbryn): You can modify any spell with an energy descriptor to instead use a type of energy you choose.

Lifebond (Kastya): Whenever you are within 60 feet of your chosen creature, you gain a +4 bonus to turn resistance and a +2 bonus on saves. If your chosen creature dies, you lose the bonuses and instead take a –2 penalty on saves for 24 hours.

Magic Sensitive (Kjarlo): You can cast *detect magic* at will as long as you have a divination spell prepared. This is a supernatural ability with a range equal to 5 feet per level of the highest divination spell you have available. Activating this ability is a standard action that does not provoke attacks of opportunity.

In addition, the caster level of your divination spells increases by 1.

Maximize Breath (Albrathax): If your breath weapon is used as a full-round action, all variable numeric effects are maximized. Using this feat adds three to the number of rounds between uses of the breath weapon.

Monkey Grip (Thaden): You can wield a light, one-handed, or two-handed weapon that is Large or larger with a penalty of –2, but with the same amount of effort as a Medium weapon of the same type.

Oversized Two-Weapon Fighting (Thaden): You treat one-handed off-hand weapons as light weapons.

Quicken Breath (Albrathax): Using your breath weapon is a free action. Using this feat adds 4 to the number of rounds between uses of the breath weapon.

Rapid Metamagic (Valbryn): You can apply metamagic feats to a spontaneously cast spell in the normal casting time.

Telling Blow (the Urdred): When you make a critical hit against a target, the attack deals sneak attack damage as well.

Verminfriend (Edgar Tolstoff and Katarin Tolstoff): You can attempt a DC 20 Charisma check to prevent vermin from attacking you for 24 hours.

the Sense Motive skill to get a hunch about your purpose or nature, she must succeed on a DC 30 check to obtain an accurate impression.

Normal: Getting a hunch requires a DC 20 Sense Motive check.

PROTEUS

You are a master of masking your features behind a myriad of disguises.

Prerequisites: Caster level 10th, Spell Focus (illusion).

Benefit: You can sacrifice a prepared spell to cast any lower-level illusion (glamer) spell. In addition, you can cast a prepared illusion (glamer) spell as an immediate action by sacrificing another spell of the same level.

SLIPPERY SKIN

You can expertly avoid the grasp of your enemies.

Prerequisites: Escape Artist 9 ranks, Combat Reflexes.

Benefit: If a creature makes a touch attack against you to initiate a grapple, you can sacrifice one of your attacks of opportunity as an immediate action to make an Escape Artist check. You must use the check result in place of your touch Armor Class, even if the result is lower.

STRENGTH OF CONVICTION

You can channel the fury of your deity against a foe.

Prerequisites: Smite good or smite evil.

Benefit: Each day, you can sacrifice one use of smite evil or smite good to smite a single target regardless of his alignment. You gain no additional bonus on the attack roll, but if you hit the target, you deal a number of extra points of damage equal to your class level.

TWIST THE KNIFE

You can make a vicious attack that leaves your victim gasping in pain.

Prerequisites: Sneak attack +2d6, Improved Critical (melee weapon).

Benefit: Whenever you confirm a critical hit while wielding a melee weapon for which you have the Improved Critical feat, you can forego the extra damage and wrack the target with pain instead. For a number of rounds equal to the weapon's critical multiplier, the target takes a –3 penalty on attack rolls, weapon damage rolls, saving throws, ability checks, and skill checks.

UNCANNY FORETHOUGHT

You cunningly prepare your spells for any exigency.

Prerequisites: Int 17, Spell Mastery.

Benefit: When preparing your daily allotment of spells, you can reserve a number of spell slots equal to your Intelligence modifier. As a standard action, you can use one of these slots to cast a spell that you selected for the Spell Mastery feat. The level of the slot used must be equal to or greater than the level of the spell you intend to cast.

Alternatively, as a full-round action, you can use a reserved slot to cast any spell that you know. The spell is resolved as normal, but for the purpose of the spell, your caster level is reduced by two. The level of the slot used must be equal to or greater than the level of the spell you intend to cast.

VILLAINOUS SPELLS

The new spells described in this section are intended for use by villains. With your permission, player characters can acquire and learn these spells, but given their often sinister nature, these spells might not be appropriate for all games.

ASSASSIN SPELL

1st Level

Alibi: Target believes he encountered you recently.

BARD SPELLS

1st Level

Alibi: Target believes he encountered you recently.

Treacherous Weapon: Target's manufactured weapon takes a penalty for 1 round.

3rd Level

Phantasmal Injury: Implant illusion that subject is disabled.

Stiffen: Touch imposes penalties to Dex and speed and reduces maneuverability.

4th Level

Phantasmal Wasting: Touch causes foe to believe he has aged and become weaker.

CLERIC SPELLS

3rd Level

Infallible Servant^M: Target is utterly destroyed if slain or captured.

Stiffen: Touch imposes penalties to Dex and speed and reduces maneuverability.

Willing Sacrifice: Subject takes 1d10 damage; you gain a profane bonus equal to half the damage.

4th Level

Alliance Undone: Suppress team-oriented effects.

DRUID SPELLS

4th Level

Friendly Fire: Redirect ranged attack against another target within 30 feet.

Infallible Servant^M: Target is utterly destroyed if slain or captured.

Phantasmal Wasting: Touch causes foe to believe he has aged and become weaker.

9th Level

Ring of Fire^M: Create a spreading area of lava.

HEXBLADE SPELLS

1st Level

Treacherous Weapon: Target's manufactured weapon takes a penalty for 1 round.