

PACT MAGIC FEATS

Both those who practice pact magic and those who oppose its practitioners must learn a variety of specialized techniques and strategies. The following feats offer binders and their foes many different ways to interact with pact magic. Several might also prove useful to monsters with supernatural abilities.

BIND VESTIGE

You know how to make pacts with otherworldly spirits called vestiges.

Benefit: By employing a short ritual, you can contact a vestige and make a pact with it. You are treated as a 1st-level binder for this purpose, regardless of your character level. Thus, only 1st-level vestiges are available to you, and you can bind to only one vestige at a time. Furthermore, unlike characters with the soul binding class feature, you gain only one power from the vestige you bind, as given on Table 1–9: Bind Vestige Feat Abilities.

To contact a vestige, you must draw its unique seal visibly on a surface (generally the ground), making the image at least 5 feet across. Drawing a seal requires the ability to mark a surface and 10 consecutive rounds of concentration, and the act provokes attacks of opportunity. A seal not used within 1 minute of its drawing loses all potency, and you must draw a new one to contact the vestige. A vestige might also have other requirements for contact, as noted in its entry (see page 18).

Once the seal is drawn, you must perform a ritual requiring a full-round action to summon the corresponding vestige. During this time, you must touch the seal and call out to the

vestige using both its name and its title. The ritual fails if you cannot be heard (for example, if you are within the area of a *silence* spell). Otherwise, a manifestation of the vestige appears in the seal's space as soon as you finish the ritual. This image is not the actual vestige; it is merely a figment—an illusion that cannot harm or be harmed by any creature. Creatures that interact with the image or study it carefully automatically recognize it as illusory. The summoned image ignores everyone but you, and if you fail to address it for 1 round, it disappears whence it came. The vestige speaks in whatever language you used to call it.

To make a pact with your summoned vestige, you must make a binding check (1d20 + your effective binder level + your Cha modifier). This process requires 1 minute, but you can choose to make a rushed binding check as a full-round action at a –10 penalty. The DC for this check is provided in the description of each vestige. You must make your perilous pact alone; others cannot aid you in any way.

Whether the binding check succeeds or fails, you gain the power granted by the vestige for 24 hours. During that time, you cannot rid yourself of the vestige unless you possess the *Expel Vestige* feat. If you fail the binding check, however, the vestige influences your personality and your actions, and you are said to have made a poor pact. (Specifically, the vestige's presence changes your general demeanor, and it can force you to perform or refrain from certain actions. The influence of each vestige is described in its individual entry.) If your binding check is successful, the vestige has no control over your actions and does not influence your personality. In this case, you are said to have made a good pact.

While under the influence of a vestige, you must adhere to its requirements to the best of your ability. If you are con-

TABLE 1–8: PACT MAGIC FEATS

General Feats	Prerequisites	Benefit
Bind Vestige	—	Gain one power from a chosen 1st-level vestige
Bind Vestige, Improved	Bind Vestige	Bind one vestige of up to 5th level
Practiced Binder	Bind Vestige	Gain a second power from a bound vestige
Defense against the Supernatural	Knowledge (arcana) 2 ranks	+1 insight bonus on saves against supernatural attacks
Empower Supernatural Ability	Supernatural ability, 6 HD	Empower supernatural ability 1/day
Enlarge Supernatural Ability	Supernatural ability, 4 HD	Enlarge supernatural ability 1/day
Expel Vestige	Soul binding	Attempt to prematurely expel vestige 1/day
Rapid Pact Making	Expel Vestige, Intimidate 8 ranks	1/day bind vestige as a full-round action
Extend Supernatural Ability	Supernatural ability, 4 HD	Extend supernatural ability 1/day
Favored Vestige	Soul binding	+1 binder level with specific vestige
Favored Vestige Focus	Favored Vestige	+1 DC with favored vestige abilities
Rapid Recovery	Favored Vestige	Reuse abilities of favored vestige faster.
Ignore Special Requirements	Soul binding	Ignore special requirements when summoning vestiges
Improved Binding	Soul binding	+2 binder level when determining eligible vestiges
Skilled Pact Making	Base Will save +4, soul binding	+4 bonus on binding checks
Sudden Ability Focus	Special attack	+2 to DC of any supernatural attack 1/day
Supernatural Crusader	Knowledge (arcana) 2 ranks	+1 insight bonus on attack rolls and damage rolls against a creature with a supernatural special attack
Supernatural Opportunist	Supernatural Crusader	Make an attack of opportunity against creature activating a supernatural ability
Widen Supernatural Ability	Supernatural ability, 8 HD	Widen supernatural ability 1/day

scious and free-willed and you encounter a situation in which you cannot or will not refrain from a prohibited action or perform a required one, you take a -1 penalty on attack rolls, saving throws, and checks until that vestige leaves you.

As long as you are bound to a vestige, you manifest a specific physical sign of its presence, as given in its entry. This sign is real, not an illusory or shapechanging effect, and someone using *true seeing* perceives it just as it is. You can hide a sign by mundane or magical means without penalty.

The vestige is bound to your soul by the pact. It cannot be targeted or expelled by any means except the Expel Vestige feat, nor can it be suppressed except by an *antimagic field* or similar effect.

The Difficulty Class for a saving throw against any supernatural powers granted by a vestige is 10 + 1/2 your effective binder level + your Cha modifier.

Special: Characters who have the ability to bind vestiges through other means (such as the soul binding class feature) cannot take this feat. If you become a binder after taking the feat, you lose its benefit.

BIND VESTIGE, IMPROVED

You can bind a wider range of vestiges.

Prerequisite: Bind Vestige.

Benefit: When you bind a vestige using the Bind Vestige feat, you do so as though you were a 5th-level binder. Thus, you have access to vestiges up to 3rd level, though you still can bind only one at a time and gain only one power from it.

DEFENSE AGAINST THE SUPERNATURAL

Your in-depth knowledge of supernatural forces grants you greater ability to resist their effects.

Prerequisite: Knowledge (arcana) 2 ranks.

Benefit: You gain a +2 insight bonus on saving throws made to resist supernatural special attacks.

EMPOWER SUPERNATURAL ABILITY

You can use a supernatural ability with greater effect than normal.

Prerequisites: 6 HD, supernatural ability.

Benefit: Once per day, you can empower a supernatural ability. When you use an empowered supernatural ability, all variable, numeric effects of the supernatural ability are increased by one-half. An empowered supernatural ability deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, and so on as appropriate. Saving throws and opposed rolls (such as the one made when you cast *dispel magic*) and supernatural abilities without random variables are not affected. You must declare use of this feat before you use the ability. A continuous use ability (such as a gaze attack) can be empowered for only 1 round. Empowering a supernatural ability does not require a separate action.

An empowered supernatural ability cannot be maximized.

Special: This feat can be taken multiple times. Each time it is taken, you can empower a supernatural ability one additional time per day. You cannot empower a particular use of a supernatural ability more than once.

ENLARGE SUPERNATURAL ABILITY

You can increase the range of a supernatural attack.

Prerequisites: 4 HD, supernatural ability.

Benefit: Once per day, you can enlarge a supernatural ability. When you use an enlarged supernatural ability, its range increases by 100%. You must declare use of this feat before you use the ability. A continuous use ability (such as a gaze attack) can only be enlarged for 1 round. Enlarging a supernatural ability does not require a separate action.

This feat does not affect the length of a line or a cone, the diameter of an emanation (such as a gaze attack or frightful presence), or the range of any supernatural ability not defined by distance.

Special: This feat can be taken multiple times. Each time it is taken, you can enlarge a supernatural ability one additional time per day. You cannot enlarge a particular use of a supernatural ability more than once.

EXPEL VESTIGE

You can expel a vestige to which you are bound before the duration of its pact with you has expired.

Prerequisite: Soul binding.

Benefit: Once per day, you can attempt to expel a vestige to which you are bound. To do so, you must draw its seal and go through the entire process of summoning it again. If you succeed on the new binding check, you expel the vestige before it would normally leave you, and you can summon a different one to replace it if you wish. Regardless of your success or failure in expelling the vestige, you take a -10 penalty on your next binding check with any vestige, and apply the same penalty on your binding check the next time you summon the vestige you expelled.

Normal: A bound vestige does not leave you until 24 hours have passed since its summoning.

EXTEND SUPERNATURAL ABILITY

You can cause a supernatural ability with a duration to last longer than normal.

Prerequisites: 4 HD, supernatural ability.

Benefit: Once per day, you can extend a supernatural ability that has a duration. When you use an extended supernatural ability, it lasts twice as long as normal. A supernatural ability that has a duration of concentration, that happens instantaneously, or that permanently affects a target is not affected by this feat. You must declare the use of this feat before you use the ability. Extending a supernatural ability does not require a separate action.

Special: This feat can be taken multiple times. Each time it is taken, you can extend a supernatural ability one additional time per day. You cannot extend a particular use of a supernatural ability more than once.

FAVORED VESTIGE

Choose one vestige to which you have access. You establish a close, mystical affinity with that spirit.

Prerequisite: Soul binding.

Benefit: Your effective binder level increases by 1 when you use the abilities granted by your chosen vestige.

Special: You can take this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new vestige.

FAVORED VESTIGE FOCUS

The supernatural abilities of your favored vestige are more potent than normal.

Prerequisite: Favored Vestige.

Benefit: The DC of each supernatural ability granted by your favored vestige increases by 1.

Special: You can take this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new favored vestige (for which you must have a separate Favored Vestige feat).

IGNORE SPECIAL REQUIREMENTS

The strange constraints that vestiges place on their summoning are meaningless to you.

Prerequisite: Soul binding.

Benefit: You can ignore the special requirements of vestiges with which you make pacts.

IMPROVED BINDING

You are so adept at binding vestiges that you can contact powerful ones more easily than other soul binders can.

Prerequisites: Soul binding, Intimidate 4 ranks.

Benefit: Your effective binder level is 2 higher than normal for the purpose of determining the level of vestige you can bind. This benefit does not increase your binder level in any other circumstance.

PRACTICED BINDER

When you bind a vestige, you gain an additional power associated with it.

Prerequisite: Bind Vestige.

Benefit: When you bind a vestige using the Bind Vestige feat, you gain a second power, according to Table 1–9: Bind Vestige Feat Abilities.

TABLE 1–9: BIND VESTIGE FEAT ABILITIES

Vestige	Bind Vestige Power	Practiced Binder Power
Amon	Darkvision	Ram attack
Andromalius*	Sense trickery	See the unseen
Aym	Ruinous attack	Resistance to fire
Dahlver-Nar*	Mad soul	Natural armor
Focalor*	Aura of sadness	Water breathing
Haagenti*	Immunity to transformation	Weapon proficiency
Karsus*	Karsus's senses	Heavy magic
Leraje	Hide bonus	Weapon proficiency
Malphas*	Poison use	Bird's eye viewing
Naberius	Naberius's skills	Silver tongue
Paimon*	Paimon's skills	Uncanny dodge
Ronove	Feather fall	Sprint
Savnok*	Call armor	Savnok's armor

*These vestiges are available only to nonbinders who have the Improved Bind Vestige feat.

RAPID PACT MAKING

Your skill with pact magic lets you bind a vestige extremely quickly, even in the heat of combat.

Prerequisites: Soul binding, Intimidate 8 ranks, Expel Vestige.

Benefit: Once per day, you can bind a vestige as a full-round action.

Normal: Binding a vestige normally requires 1 minute.

RAPID RECOVERY

You can use the abilities of your favored vestige more frequently.

Prerequisite: Favored Vestige.

Benefit: You can activate the abilities granted by your favored vestige once every 4 rounds rather than once every 5 rounds. You must be bound to the vestige to use its abilities with this feat.

Special: You can take this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new favored vestige (for which you must have a separate Favored Vestige feat).

SKILLED PACT MAKING

Your strong will serves you well when making pacts with vestiges.

Prerequisites: Soul binding, base Will save +4.

Benefit: You gain a +4 bonus on binding checks.

SUDDEN ABILITY FOCUS

One of your special attacks becomes more potent than usual.

Prerequisite: Special attack.

Benefit: Once per day, you can increase the save DC of any special ability you have—including the special abilities granted by a vestige—by 2. You can still use the Ability Focus feat normally if you have it, and the DC increases stack. You



Morden makes a good pact with Andras, aided by Skilled Pact Making

must declare the use of this feat before you use the ability. A continuous-use ability (such as a gaze attack) can benefit from this feat for only 1 round.

Special: This feat can be taken multiple times. Each time you take it, you can apply the Sudden Ability Focus feat one more time per day. You cannot apply Sudden Ability Focus more than once to a single use of a special ability.

SUPERNATURAL CRUSADER

You are adept at fighting supernatural creatures.

Prerequisite: Knowledge (arcana) 2 ranks.

Benefit: You gain a +1 insight bonus on attack rolls and weapon damage rolls against a creature with a supernatural special ability.

SUPERNATURAL OPPORTUNIST

You are adept at exploiting a creature's momentary distraction while it activates its supernatural abilities.

Prerequisite: Supernatural Crusader.

Benefit: Whenever a creature that you threaten activates a supernatural ability, you can make an attack of opportunity against that creature. This feat does not give you the ability to make more than one attack of opportunity in a single round.

WIDEN SUPERNATURAL ABILITY

You can increase the area of your supernatural abilities.

Prerequisites: 8 HD, supernatural ability.

Benefit: Once per day, you can widen a supernatural ability. When you use a widened supernatural ability, its area increases by 100%. Thus, a widened line or cone is double the normal length, and a widened burst, emanation, or spread has twice the normal diameter. You must declare use of this feat before you use the ability. Widening a supernatural ability does not require a separate action.

Special: This feat can be taken multiple times. Each time it is taken, you can widen a supernatural ability one additional time per day. You cannot widen a particular use of a supernatural ability more than once.