



**T**his book introduces a new type of feat: the vile feat. Only intelligent characters of an evil alignment can use vile feats. Vile feats are granted to characters at the behest of a powerful evil agency—a god, a demon, or something similar. As such, vile feats are supernatural abilities rather than extraordinary abilities. Some DMs may also want to require a character who seeks a vile feat to perform a special ritual or make an actual bargain with a powerful creature of evil. The patron creature may even (at the DM's discretion) have the ability to revoke the feat should the character displease it.

### BOOST SPELL-LIKE ABILITY [GENERAL]

One of the creature's spell-like abilities is harder to resist than it otherwise would be.

**Benefit:** The saving throw Difficulty Class (DC) of a boosted spell-like ability is increased by +2. Each of a creature's spell-like abilities can be boosted three times per day, though the feat does not allow the creature to exceed its normal usage limit for any ability. Thus, if a succubus chooses to boost its *suggestion* ability, it can use a boosted *suggestion* up to three times that day. Thereafter, it could use its *suggestion* ability again normally (since it can use *suggestion* at will), or it could boost another of its spell-like abilities, such as *charm monster*.

**Special:** This feat can be taken multiple times. Each time it is taken, the creature can apply it to each of its spell-like abilities three additional times per day.

### BOOST SPELL RESISTANCE [GENERAL]

By making a deal with an evil power, the character makes himself even more resistant to magic.

**Prerequisite:** Any evil alignment.

**Benefit:** If the character already has innate spell resistance, he gains a +2 profane bonus to his existing spell resistance score.

### CORRUPT SPELL [METAMAGIC]

The character can transform one of her spells into a thing of evil due to a deal she makes with an evil power.

**Prerequisite:** Any evil alignment.

**Benefit:** This feat adds the evil descriptor to a spell. Furthermore, if the spell deals damage, half of the damage is unholy damage. For example, a corrupted *fireball* cast by a 6th-level wizard deals 6d6 points of damage: 3d6 points of fire damage and 3d6 points of unholy damage. Thus, creatures immune to fire still potentially take 3d6 points of damage. The corrupted spell uses up a spell slot one level higher than the spell's actual level.

**Special:** A character may take this feat multiple times, choosing a different spell each time.



Table 4–1: Feats

General Feats	Prerequisite
Boost Spell-Like Ability	—
Boost Spell Resistance	Any evil alignment
Corrupt Spell-Like Ability	Any evil alignment
Empower Spell-Like Ability	—
Malign Spell Focus	Any evil alignment
Mortalbane	—
Poison Immunity	—
Quickened Spell-Like Ability	—
Violate Spell-Like Ability	—
Metamagic Feats	Prerequisite
Corrupt Spell	Any evil alignment
Violate Spell	Any evil alignment
Vile Feats	Prerequisite
Dark Speech	Base Will save +5, Int 15, Cha 15
Disciple of Darkness	—
Evil Brand	—
Lichloved	Evil Brand
Sacrificial Mastery	Wis 15
Thrall to Demon	—
Verminfriender	Cha 15
Vile Ki Strike	Cha 15, Improved Unarmed Strike
Vile Martial Strike	Cha 15, Weapon Focus
Vile Natural Attack	Base attack bonus +5, natural attack that deals at least 1d8 damage
Willing Deformity	—
Deformity (clawed hands)	Willing Deformity
Deformity (eyes)	Willing Deformity
Deformity (face)	Willing Deformity
Deformity (gaunt)	Willing Deformity
Deformity (obese)	Willing Deformity

### CORRUPT SPELL-LIKE ABILITY [GENERAL]

One of the creature's spell-like abilities is powered by evil. A dark pact provides the creature with unholy energy.

**Prerequisite:** Any evil alignment.

**Benefit:** This feat adds the evil descriptor to a spell-like ability. Furthermore, if the spell-like ability deals damage, half of that damage (rounded down) is unholy damage. For example, if a corrupted *fireball* from a pit fiend deals a total of 35 points of damage, half of that amount (18 points) is fire damage and the other half (17 points) is unholy damage. Nonevil creatures immune to fire still take the 17 points of unholy damage.

Each of a creature's spell-like abilities can be corrupted three times per day, though the feat does not allow the creature to exceed its normal usage limit for any ability. Thus, if a pit fiend chooses to corrupt its *fireball* ability, it can use a corrupted *fireball* up to three times that day. Thereafter, it could use its *fireball* ability again normally (since it can use *fireball* at will), or it could corrupt another of its spell-like abilities, such as *meteor swarm*.

**Special:** This feat can be taken multiple times. Each time it is taken, the creature can apply it to each of its spell-like abilities three additional times per day.

### DARK SPEECH [VILE]

The character learns a smattering of the language of truly dark power.

**Prerequisite:** Base Will save bonus +5, Int 15, Cha 15.

**Benefit:** The character can use the Dark Speech to bring loathing and fear to others, to help cast evil spells and create evil magic items, and to weaken physical objects (see Dark Speech in Chapter 2).

**Normal:** Attempting to utter a word of the Dark Speech always ends in immediate death for a speaker who is not trained in its dark power. Fortunately, it is impossible to make someone use the Dark Speech if he or she is unwilling, because the language's pronunciation is so exacting.

**Special:** The character gains a +4 circumstance bonus on saving throws made when someone uses the Dark Speech against him or her.

### DEFORMITY (CLAWED HANDS) [VILE]

Because of intentional self-mutilation, the character has deformed arms and hands ending in sharp claws.

**Prerequisite:** Willing Deformity.

**Benefit:** The character has the ability to deal 1d6 points of damage as an unarmed claw attack. The character is considered armed even when unarmed.

**Special:** The character does not draw attacks of opportunity when attacking unarmed, and he threatens areas even when unarmed.

### DEFORMITY (EYES) [VILE]

The character has either drilled a hole in her forehead trying to add a third eye, or she has supernaturally scarred one of her regular eyes.

**Prerequisite:** Willing Deformity.

**Benefit:** As a supernatural ability, the character can use *see invisibility* for 1 minute per day.

**Special:** The character takes a –2 deformity penalty on Spot and Search checks.

### DEFORMITY (FACE) [VILE]

Because of intentional self-mutilation, the character has a hideous face.

**Prerequisite:** Willing Deformity.

**Benefit:** The character gains a +2 circumstance bonus on Intimidate checks and a +2 deformity bonus on Diplomacy checks dealing with evil creatures of a different type.

### DEFORMITY (GAUNT) [VILE]

Through intentional starvation and macabre operations, the character is grossly underweight. He has a skeletal appearance, and his weight is now half normal for creatures of his kind.

**Prerequisite:** Willing Deformity.

**Benefit:** The character gains a +2 deformity bonus to Dexterity and a –2 deformity penalty to Constitution. Furthermore, he gains a +2 circumstance bonus on Escape Artist checks and Intimidate checks.

**Special:** A character with this feat may not take the Deformity (obese) feat.

### DEFORMITY (OBESE) [VILE]

Through intentional gorging and general gluttony, the character is obese. Grossly overweight, she is now at least triple the normal weight for creatures of her kind.

**Prerequisite:** Willing Deformity.

**Benefit:** The character gains a +2 deformity bonus to Constitution and a -2 deformity penalty to Dexterity. Furthermore, she gains a +2 circumstance bonus on Intimidate checks and saving throws against poison.

**Special:** A character with this feat may not take the Deformity (gaunt) feat.

### DISCIPLE OF DARKNESS [VILE]

The character formally supplicates himself to an archdevil. In return for this obedience, he gains a small measure of power.

**Benefit:** Once per day, while performing an evil act, the character may call upon his diabolic patron to add a +1 luck bonus on any one die roll.

**Special:** Once a character takes this feat, he may not take it again; he may not be the disciple of more than one devil. Nor may he take the Thrall to Demon feat.

### EMPOWER SPELL-LIKE ABILITY [GENERAL]

The creature can use a spell-like ability with greater effect.

**Benefit:** All variable, numeric effects of an empowered spell-like ability are increased by one-half. An empowered spell-like 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. For example, a night hag's empowered *magic missile* deals one and one-half times normal damage (roll 1d4+1 and multiply the result by 1.5 for each missile). Saving throws and opposed rolls (such as the one made when a character casts dispel magic) are not affected. Spell-like abilities without random variables are not affected.

Each of a creature's spell-like abilities can be empowered twice per day, though the feat does not allow the creature to exceed its normal usage limit for any ability. Thus, if a night hag chooses to empower its *magic missile* ability, it can use an empowered *magic missile* up to two times that day. Thereafter, it could use its *magic missile* ability again normally (since it can use *magic missile* at will), or it could corrupt another of its spell-like abilities, such as *sleep*.

**Special:** This feat can be taken multiple times. Each time it is taken, the creature can apply it to each of its spell-like abilities two additional times per day.

### EVIL BRAND [VILE]

The character is physically marked forever as a servant of an evil power greater than herself or as a villain who does not care who knows that she seeks only death, destruction, and misery for others. The symbol is unquestionable in its perversity, depicting a depravity so unthinkable that all who see it know beyond a doubt that the bearer is forever in the sway of the blackest powers.

**Benefit:** Evil creatures automatically recognize the symbol now emblazoned upon the character as a sign of her utter depravity or discipleship to a powerful patron, although the specific identity of the patron is not revealed. She gains a +2 circumstance bonus on Diplomacy and Intimidate checks made against evil creatures.

### LICHLOVED [VILE]

By repeatedly committing perverted sex acts with the undead, the character gains dread powers.

**Prerequisite:** Evil Brand.

**Benefit:** Mindless undead see the character as an undead creature. Becoming more and more like an actual undead creature, he gains a +1 circumstance bonus on saving throws against mind-affecting effects, poison, sleep, paralysis, stunning, and disease.

### MALIGN SPELL FOCUS [GENERAL]

The character's spells that have the evil descriptor are more potent than normal due to a deal she makes with an evil power.

**Prerequisite:** Any evil alignment.

**Benefit:** Add +2 to the DC for all saving throws against any of the character's spells that have the evil descriptor.

### MORTALBANE [GENERAL]

The creature can make a spell-like ability particularly deadly to mortals.

**Benefit:** A mortalbane ability is a damaging spell-like ability that deals 2d6 points of additional damage when used against living nonoutsiders, but only half damage (rounded down) against outsiders, undead, and constructs. For example, if a mortalbane *cone of cold* from a gelugon would normally deal 45 points of damage, it actually deals 45 + 2d6 points of damage to a humanoid, but only 22 points of damage to a night hag. Creatures immune to cold—regardless of their type—still take no damage from a mortalbane *cone of cold*.

Mortalbane can be applied to each of a creature's spell-like abilities five times per day, though the feat does not allow the creature to exceed its normal usage limit for any ability. Thus, if a gelugon chooses to apply Mortalbane to its *cone of cold* ability, it can use a mortalbane *cone of cold* up to five times that day. Thereafter, it could use its *cone of cold* ability again normally (since it can use *cone of cold* at will).

**Special:** This feat can be taken multiple times. Each time it is taken, the creature can apply it to each of its spell-like abilities five additional times per day.

### POISON IMMUNITY [GENERAL]

After prolonged exposure to a poison or toxin, the character has rendered himself immune to it.

**Benefit:** The character is immune to one specific poison (chosen by the DM or the character's player), whether available as a blade poison, the venom of a specific creature, or one other toxin. The character also gains a +1 circumstance bonus on saving throws against other poisons.

**Special:** A character may take this feat multiple times, choosing a different poison each time. The +1 bonus against other poisons doesn't stack with itself, because the circumstances of each poison immunity are essentially the same.

### QUICKEN SPELL-LIKE ABILITY [GENERAL]

The creature can use a spell-like ability with a moment's thought.

**Benefit:** Using a quickened spell-like ability is a free action that does not provoke an attack of opportunity. The creature can perform another action—including the use of



another spell-like ability—in the same round that it uses a quickened spell-like ability. The creature may use only one quickened spell-like ability per round. A spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.

Each of a creature's spell-like abilities can be quickened only once per day, and the feat does not allow the creature to exceed its normal usage limit for any ability. Thus, if a demon chooses to quicken its *darkness* ability, it cannot use quickened *darkness* again the same day, though it could use its *darkness* ability again normally (since it can use *darkness* at will), or it could quicken another of its spell-like abilities, such as *desecrate*.

**Normal:** Normally the use of a spell-like ability requires a standard action and provokes an attack of opportunity unless noted otherwise.

**Special:** This feat can be taken multiple times. Each time it is taken, the creature can apply it to each of its spell-like abilities one additional time per day.

### SACRIFICIAL MASTERY [VILE]

The character is skilled at offering living sacrifices to evil gods or fiends.

**Prerequisite:** Wis 15.

**Benefit:** The character gains a +4 profane bonus on Knowledge (religion) checks made when performing a sacrifice.

**Normal:** Without this feat, a character who performs a sacrifice makes a normal Knowledge (religion) check modified as described in Chapter 2.

### THRALL TO DEMON [VILE]

The character formally supplicates himself to a demon prince. In return for his obedience, the character gains a small measure of power.

**Benefit:** Once per day, while performing an evil act, the character may call upon his demonic patron to add a +1 luck bonus on any one roll.

**Special:** Once a character takes this feat, he may not take it again; he may not be the thrall of more than one demon. Nor may he take the Disciple of Darkness feat.

### VERMINFRIEND [VILE]

Vermin regard the character better than they would normally.

**Prerequisite:** Cha 15.

**Benefit:** If a vermin is about to attack the character, she may make a Charisma check (DC 20). If the check succeeds, that vermin refuses to attack her for 24 hours.

### VILE K/STRIKE [VILE]

The character can focus evil power into his unarmed strike.

**Prerequisite:** Cha 15, Improved Unarmed Strike.

**Benefit:** Each time the character deals damage with his unarmed strike, he deals 1 additional point of vile damage.

### VILE MARTIAL STRIKE [VILE]

The character can focus evil power into her weapon blows.

**Prerequisite:** Cha 15, Weapon Focus with the specified weapon.

**Benefit:** Each time the character deals damage with a specific kind of weapon, she deals 1 additional point of vile damage.

**Special:** A character may take this feat more than once, selecting a different weapon each time.

### VILE NATURAL ATTACK [VILE]

The character can focus evil power into his natural attacks.

**Prerequisite:** Natural attack that deals at least 1d8 points of damage, base attack bonus +5.

**Benefit:** Each time the character deals damage with his natural attack, he deals 1 additional point of vile damage.

### VIOLATE SPELL [METAMAGIC]

The character can transform one of his spells into an evil spell, and the wounds the spell inflicts are tainted with the foulest evil.

**Prerequisite:** Any evil alignment.

**Benefit:** This feat adds the evil descriptor to a spell. Furthermore, if the spell deals damage, half of the damage dealt is vile damage. For example, a violated *lightning bolt* cast by an 8th-level wizard deals 8d6 points of damage: 4d6 points of electricity damage and 4d6 points of vile electricity damage (but creatures immune to electricity take no damage). A violated spell uses up a spell slot one level higher than the spell's actual level.

**Special:** A character may take this feat multiple times, choosing a different spell each time.

### VIOLATE SPELL-LIKE ABILITY [GENERAL]

The creature's spell-like abilities are particularly tainted with evil.

**Benefit:** This feat adds the evil descriptor to a spell-like ability. Furthermore, if the spell-like ability deals damage, half of that damage (rounded down) is vile damage. For example, if a violated *lightning bolt* from a cornugon deals a total of 35 points of damage, half of that amount (18 points) is electricity damage and the other half (17 points) is vile damage. Creatures immune to electricity take no damage from a violated *lightning bolt*.

Each of a creature's spell-like abilities can be violated twice per day, though the feat does not allow the creature to exceed its normal usage limit for any ability. Thus, if a cornugon chooses to violate its *lightning bolt* ability, it can use a violated *lightning bolt* up to two times that day. Thereafter, it could use its *lightning bolt* ability again normally once (since it can use *lightning bolt* three times per day), or it could violate another of its spell-like abilities, such as *fireball*.

**Special:** This feat can be taken multiple times. Each time it is taken, the creature can apply it to each of its spell-like abilities two additional times per day.

### WILLING DEFORMITY [VILE]

Through scarification, self-mutilation, and supplication to dark powers, the character intentionally mars her own body.

**Benefit:** The character gains a +2 deformity bonus on Intimidate checks.