

Pact Augmentation Abilities

+5 hit points					
Resist Acid 5					
Resist Cold 5					
Resist Electricity 5					
Resist Fire 5					
Resist Sonic 5					
+1 insight bonus on saving throws					
Damage reduction 1/--					
+1 insight bonus to Armor Class					
+1 insight bonus on attack rolls					
+1 insight bonus on damage rolls					
+1 insight bonus on initiative checks					



Acererak

Level: 5th
DC: 25

Special Requirement: Place gem size of tooth or eye on seal. Not consumed.
Influence: Must fill void of power in a group.
Sign: Gem replaces a tooth.

<i>Detect Undead</i>	At will.
<i>Hide from Undead</i>	At will.
<i>Lich's Energy Immunities</i>	Immune to cold and electricity.
<i>Paralyzing Touch</i>	1/5 rds; Fort or para for 1/2 BL rds; save as full round action.
<i>Speak with Dead</i>	At will.
<i>Undead Healing</i>	Negative energy heals. Positive still heals, too.



Agares

Level: 4th
DC: 22

Special Requirement: Draw seal upon earth or unworked stone
Influence: No Bluff, answer truthfully with confidence
Sign: Cough dust; no verbal components; resist for Con rds at a time.

Earth and Air Mastery +1 on atk, dmg if both touching ground; air foes get -1
Earthshaking Step Standard; 1/5 rds; those w/in 10' get Ref or fall prone.
Elemental Companion 1/hr, summon elemental that stays w/in 30'. (chart on p. 21)
Fear Immunity Immune to fear.
True Speech Speak, read, write all langs w/in 30'. Can't lie if not familiar.



Amon

Level: 1st
DC: 20

Special Requirement: Can't bind to Chupoclops, Eurynome, Karsus, or Leraje for 24 hr.
Influence: Resist spells from fire, sun, law priests. Irritable.
Sign: Grow ram's curling horns.

Darkvision Out to 60'.
Fire Breath Standard; 1/5 rds; 10'/BL (max 50'), Ref half, 1d6/BL.
Ram Attack Horns do 1d6 + 1.5xStr; extra 1d8 on charge. Must show sign.



Andras

Level: 4th
DC: 22

Influence:

Drops held items and withdraw from combat after 10 rds, then no actions for 1d4 rds.

Sign:

Grow useless wings; can be hidden, but appear hunchbacked.

Weapon Proficiency

Greatsword, lance, longsword, rapier

Mount

Full-rd; 1/day; heavy warhorse, saddle, lance for 1hr/BL.

Saddle Sure

+8 bonus on ride checks.

Smite Good or Evil

1/5 rds; +Chr to atk, +BL to dmg.

Sow Discord

Standard; 1/5 rds; enemy w/in 5'/2BL gets Will or attacks ally.

Sure Blows

Gain Improved Critical for any held weapon.



Andromalius

Level: 3rd
DC: 20

Special Requirement: At manifest, get 2 nonmag items like he holds. They vanish.
Influence: Can't take items without permission; mischievous.
Sign: Extra finger; can't wear nonmag gloves or gauntlets.

Jester's Mirth Standard; 1/5 rds; like *Tasha's HL*, but one save per round.
Locate Item Sense item w/in 100'/BL. Only direction, not distance.
See the Unseen See *Invisibility* at will.
Sense Trickery +4 on Sense Motive, Appraise, Spot to oppose Disguise.
Automatically notice Sleight of Hand when used on me.
Sneak Attack 2d6 + 1d6/5BL past 5th.



Astaroth

Level: 4th
DC: 22

Influence:

Cannot admit faults or make reparations.

Sign:

Emit foul, unwashed odor; skin yellows.

Angelic Lore

Bardic Knowledge as bard of effective BL.

Astaroth's Breath

Standard; 1/5 rds; 60' cone of gas. Fort or nauseated 1 rd, sickened 1d4 rds; sickened 1 rd on success.

Honeyed Tongue

+4 competence on Bluff, Diplomacy, Intimidate.

Master Craftsman

+4 on Craft; select 1 creation feat as wizard of BL.

Word of Astaroth

Suggestion; 1/5 rds; limited to # people as Cha bonus.



Aym

Level: 1st
DC: 15

Influence:
Sign:

Give a coin to every dwarf w/in 1 rd of learning name. Greedy.
Star-shaped brand on left palm or forehead.

Dwarven Step

Move at normal speed in medium or heavy armor.

Halo of Fire

Wreath of flame at will; attackers take 1d6 fire. Touch attack.

Improved Sunder

Gain the feat.

Medium Armor Proficiency

Gain the feat.

Resistance to Fire

Fire resist 10.

Ruinous Attack

Melee deals 2x to objects; if BL > 10, melee is adamantine.



Balam

Level: 5th
DC: 25

Special Requirement: Deal 1 pt slashing to sentient creature; put blood on seal.
Influence: Distrust clerics; spit on holy or unholy floor and utter invective.
Sign: Voice becomes hollow and guttural.

Balam's Cunning
Icy Glare
Prescience
Weapon Finess

1/5 rds; reroll atk, save, or check I just made. Take result.
Gaze attack; 2d6 cold; Will negates.
+1 insight bonus/4 BL on initiative, reflex, and AC.
Gain the feat.



Buer

Level: 4th
DC: 20

Special Requirement: Seal must be drawn outdoors.
Influence: No coup de graces; first attack on living must be nonlethal.
Sign: Feet become hooves; can't wear nonmagical footwear.

Buer's Knowledge +4 on Heal, Know (Nature), Survival. Can use untrained.
Buer's Purity Immune to disease & poison; binding Buer removes existing.
Delay Diseases & Poison Allies in 30' have temp. immunity. Make saves normally.
Fast Healing Fast healing 1; 2 at BL 10; 3 at BL 13; 4 at BL 16; 5 at BL 19.
Healing Gift Standard; 1 pt. Full rd; 1/5 rds for 1d8+1/BL, max 10.
Track Gain the feat.



Chupoclops

Level: 6th
DC: 25

Special Requirement: Draw seal on dirt from grave or dead body; hates Amon.
Influence: Fail all saves vs fear or morale penalty. Pessimistic.
Sign: Jaw increases in size; grow two tusks.

Aura of Despair Creatures w/in 10' get -2 on atk, checks, saves, dmg.
Ethereal Watcher Move; 1/5 rds; *Eth. Jaunt* indefinitely, but return after action.
Ghost Touch No miss chance against incorporeal creatures.
Poison Bite 1d4 dmg for medium creature; must show sign.
Pounce Can make full attack + bite on end of charge.
Soulsense Locate living w/in 10' as *blindsense*; also, like *deathwatch*.



Dahlver-Nar

Level: 2nd
DC: 17

Influence:
Sign:

Can't concentrate for more than 1 rd. Stare into space.
Teeth grow from scalp; can be hidden.

Mad Soul
Maddening Moan
Natural Armor
Shield Self

Immune to Wis. damage, drain, madness, insanity, confusion.
Standard; 1/5 rds; creatures in 30' get Will or be dazed 1 rd.
Enhancement bonus to natural armor of 1/2 Con bonus.
Standard; at will; one creature w/in 10'/BL gets half of my damage. Will resists.



Dantalion

Level: 5th
DC: 25

Influence:
Sign:

Must read thoughts of a leader w/in 100'. Aloof.
Face appears on torso; eyes and mouth open when use ability.

Awe of Dantalion

Move; 1/5 rds; Creatures that see me can't attack me for 1 rd.
Effect ends if I attack them.

*Dantalion Knows
Read Thoughts
Thought Travel*

+8 on Knowledge checks. No untrained.
Full rd; w/in 5'/BL; Will save resists, no retry for 1 min.
Standard; 1/5rds; 1/day/BL; transport self 5'/BL. Must see destination.



Descharis

Level: 6th
DC: 27

Special Requirement:
Influence:
Sign:

Draw seal in village or larger city if haven't bound him in >1 day.
Must socialize with large groups of people, unless hostile.
Eyes turn to glass; images of silhouettes behind them.

City-Dweller
Infinite Doors
Language of the City
Smite Natural Soul

+6 Gather Info and Know (Local); move at full speed in crowds.
Teleport between doors of same building type w/in 3000 yards.
Speak with any humanoid, as *Tongues*.
1/5 rds; Smite animal, elemental, fey, plant; add Cha to atk, BL to dmg.

Spirits of the City

Animate Objects; after use, wait 5 rds or until objects are dead.



Eligor

Level: 7th
DC: 30

Influence:
Sign:

Prefer humans, elves, or dragons in combat. Pity outcasts.
One hand becomes thickly scaled.

Chromatic Strike

Free action; charge atk w/ acid, code, elec, fire for 1d6.

Eligor's Skill in the Saddle

Gain Ride-By Attack and Spirited Charge feats.

Eligor's Strength

+4 bonus to Strength.

Eligor's Resilience

+3 to natural armor; +4 at 16th; +5 at 20th.

Heavy Armor Proficiency

Gain the feat.



Eurynome

Level: 4th
DC: 21

Special Requirement:
Influence:
Sign:

Hates Amon.

Can't attack foe unless ally has (unless no allies). Paranoid.

Clammy skin; leave moist handprints; evaporate after 1 min.

Animal Friend

All animals have an initial attitude of "friendly".

Damage Reduction

Gain DR: 2/lawful

Eurynome's Maul

Swift; summon large warhammer (2d6 dmg, x3 crit). Proficient, one handed. <11: +1; <15: +anarchic; <19 +adaman; >18 +3 Fort or 1d6 dmg on ingest. In 1 min, 1d6/3 BL.

Poison Blood

Water Dancing

Water Walk on self, constant.



Focalor

Level: 3rd
DC: 20

Special Requirement: Focalor's seal must be drawn with liquid.
Influence: Must say words of regret for killed creatures. Morose.
Sign: Constantly weeping.

Aura of Sadness

Adj. creatures get -2 on atk, saves, checks. Can suppress.

Focalor's Breath

Standard; 1/5 rds; exhale w/in 30', Fort or blinded 1 rd.

Lightning Strike

Standard; 1/rd; target w/in 10'/BL takes 3d6 + 1d6/3 BL above 5th. Ref for half. Functions everywhere, even in water.

Water Breathing

Breath both water and air easily.



Geryon

Level: 5th
DC: 25

Special Requirement: Knowledge (Religion) or (Planes) 5.
Influence: Can't use Sense Motive or read thoughts or detect lies. Trusting.
Sign: Devilish eyes; green lids, yellow irises on side of head.

Acidic Gaze Gaze atk; w/in 30' get Will or take 2d6 acid. Selective. Can focus on a single creature.

All-Around Vision +4 on Spot, Search, can't be flanked. Must show sign.

See in Darkness Can see perfectly in all kinds of darkness.

Swift Flight Swift; 1/5 rds; can fly 60' with perfect maneuverability.



Haagenti

Level: 2nd
DC: 17

Special Requirement: Must be large or able to speak Giant.
Influence: Give deference to creatures more charismatic than self. Bashful.
Sign: Bulk expands 50%; less attractive than before.

Confusing Touch 1/5 rds; Will or be confused for 1 rd + 1/3 BL. At 19th, like *Maze* spell.

Immunity to Transformation When transformed, can resume form as free action.

Shield Proficiency Proficient with all shields.

Weapon Proficiency Proficient with battleaxe, greataxe, handaxe, throwing axe.



Halphax

Level: 8th
DC: 32

Special Requirement:
Influence:
Sign:

Must be drawn in a corner inside a building.
Must accede to hostage taker's demands. No sense of guilt.
Body takes on the appearance of cracked stone.

Damage Reduction
Halphax's Knowledge
Imprison

Gain DR: 10/adamantine. Must show sign.
Profession (engineer) and Know(arch/eng) +16, untrained.
Standard; Fort or *imprisoned* for 1 rd/BL. If creature saves, must wait 1d4 rds before it can be used again.
Standard; 1/5 rds; make *wall of iron* that disappears in 1 min.
Leomund's Secure Shelter w/in 60' of me.

Iron Wall
Secure Shelter



Haures

Level: 6th
DC: 25

Influence:

Can't voluntarily enter disbelieved illusion. Eccentric, talk to self.

Sign:

Palms are on back of hands. (no gameplay effect)

Inaccessible Mind

As *mind blank* spell. Suppress or activate as standard.

Incorporeal Movement

Almost incorp when moving; move through enemy space, 50% miss chance. Suppress or activate as standard.

Major Image

Major Image 1/5 rds. Only one at a time.

Phantasmal Killer

1/5 rds. As spell, within 10'/BL.



Ipos

Level: 6th
DC: 26

Special Requirement: Knowledge (Arcana) 5 and (Religion) or (Planes) 5.
Influence: Must truthfully answer questions about knowledge. Contempt.
Sign: Long, black, clawlike nails.

Cold Iron Claws 1 atk per hand; 1d6+Str per attack for medium. Cold iron.
Flash of Insight Swift; 1/5 rds; *True Seeing* for 1 rd.
Ipos's Influence Save DCs and BL for vestiges gets +1.
Planar Attenuation Protected from natural effects of specific planes.
Rend When hit with both claws, deal double normal damage in addition to normal damage.



Karsus

Level: 3rd
DC: 25

Special Requirement: Know (Arcana) or Spellcraft 5. Hates Amon. Not w/in area spell.
Influence: Must make Bluff or Intimidate rather than Diplomacy. Arrogant.
Sign: Bleed more than normal from wounds. (no extra damage)

Heavy Magic

DC for magic items used increases by 2.

Karsus's Senses

Standard; detect auras & power in 30'. Conc 1 rd for location and strength of all; 1 more for schools. Not if blinded.

Karsus's Touch

Standard; 1/5 rd, 1/day/BL; *dispel magic*, 1d20 + BL (max 20).

Karsus's Will

Can use spell trigger items as a wizard of my effective BL.



Kas

Level: 4th
DC: 25

Influence:
Sign:

Betray ally in 1 hr. Kill undead, Vecna's followers. Affectionate. Angry, catlike eyes on hands. Bleed 10 rds when abilities used. Don't inhibit use of hands or provide abilities.

Blinding Strike

On crit, Will save or permanently blinded. Can crit undead.

Bluff Bonus

+4 competence to Bluff checks.

Kas's Protection

25% chance of crits / SAs failing. 100% for undead.

Undead Reaper

Ignore undead's DR.

Weapon Proficiency

Bastard sword, longsword, short sword.



Leraje

Level: 1st
DC: 15

Special Requirement: Hates Amon; break an elf-crafted arrow.
Influence: Don't attack creature w/ elven blood. Quiet.
Sign: Look sickly and diseased; skin is sallow and pockmarked.

Hide Bonus +4 competence bonus on Hide checks.
Low-Light Vision Gain it; if already have it, can see three times as far.
Precise Shot Gain the feat.
Ricochet Standard; single ranged attack on two adjacent targets.
Weapon Proficiency Composite Longbow, Composite Shortbow, Longbow, Shortbow. +1 competence on any you're already proficient with.



Malphas

Level: 2nd
DC: 15

Influence:
Sign:

Use poison whenever possible; forgive & fall in love easily.
Teeth and tongue turn black.

Bird's Eye Viewing
Invisibility

Standard; summon dove or raven; can control it.
Full rd; standard at 5th; move at 10th; swift at 15th; 1 rd/BL.
After visible, must wait 5 rds.

Poison Use
Sudden Strike

No risk of poisoning self.
1d6 + 1d6 / 4 BL.



Marchosias

Level: 7th
DC: 30

Special Requirement: Must have committed an evil act that you haven't atoned for.
Influence: Use death attack against any unaware opponent. Sly.
Sign: Pupils glow red-orange; spot DC 12.

Death Attack Study 3 rds; then w/in 3 rds, sneak attack to kill or paralyze, Fort resists. Paralysis is for 1d6 rds + 1 rd/BL.

Fiery Retribution +3d6 fire damage on an opponent who can use sneak, sudden, or skirmish attacks.

Smoke Form *Gaseous Form* at will, as long as I want. 5 rds to use again.

Silent and Sure +16 competence bonus on Hide, Move Silently.



Naberius

Level: 1st
DC: 15

Special Requirement: 5 ranks in Bluff, Knowledge, or Profession.
Influence: Seize any chance for speech for 1 rd / BL. Love my voice.
Sign: Voice deepens and becomes gravelly, growling tone.

Diguse Self Standard action; at will.
Faster Ability Healing Heal 1 point per damaged ability per round; drained is per day.
Naberius's Skills Choose Con bonus # untrained skills; can use trained.
Persuasive Words 1/5 rds; *Command* in 30'. After 14th lvl, *Suggestion*.
Silver Tongue Can take 10 on Diplomacy, Bluff at any time. No penalty on rushed Diplomacy check.



Orthos

Level: 8th
DC: 35

Special Requirement:
Influence:
Sign:

Summon within an area of bright illumination
Speak only in whisper; carry light source, don't cover for > 1 rd.
Buffeted by breeze that no one else can feel.

Blindsight

Gain Blindsight out to 30'.

Displacement

Melee and ranged attacks have 50% miss. Can suppress.

Whirlwind Breath

Standard; 1/5 rds; 60' cone deals 1d6 / BL. Ref half. Fort or be knocked prone and 1d4x10 feet away.

Whispering Wind

Standard; *Whispering wind* at will.



Otiax

Level: 5th
DC: 25

Influence:
Sign:

Agitated by unopened doors; must unlock if you have the key.
Surrounded by thin wisps of light blue fog.

Air Blast
Combat Reflexes
Concealing Mist
Open Portal
Unlock

Touch attack up to 10'; 2d6 bludgeoning. Can make AoOs.
Gain the feat. Must show sign.
Mists cause 20% miss chance; suppress or activate as full rd.
Swift; as *open/close* w/in 10'/BL.
Full rd; 1/5 rds; touch to open lock with DC \leq 2xBL.



Paimon

Level: 3rd
DC: 20

Influence:
Sign:

Must dance (move at half speed) to music; lascivious and bold.
One side of mouth is wider than other; sometimes drools.

Dance of Death
Paimon's Blades
Paimon's Skills
Uncanny Dodge
Whirlwind Attack

1/5 rds; move at full speed, make attacks at those I move past.
Proficiency & Weapon Finesse with rapier and short sword.
+4 Tumble and Perform (Dance). Can use untrained.
Keep dex bonus to AC when flat-footed.
Gain the feat.



Primus

Level: 3rd
DC: 24

Special Requirement: Hates Tenebrous; if ever used, must draw seal in bright light.
Influence: Never break laws or disobey lawful authority. Calculating.
Sign: Dozens of small patches of gold, silver, bronze on skin.

Divine Structure

If repeat same actions as last round, +1 competence on atk, saves, checks.

Lawful Attacks

Melee & ranged attacks are lawful; +1d6 dmg to chaotic.

Primus's Order

1/5 rds. *Command* on creature w/in 100'. Also, on fail, can't see or hear you for 1d4 rds or until you attack it. Language-independent.



Ronove

Level: 1st
DC: 15

Special Requirement: Seal must be drawn in soil under the sky.
Influence: Consume neither food nor beverages. Feel need to prove worth.
Sign: Face is always frown if succeeded on bind check; smile otherwise.

Cold Iron & Magic Attacks Melee attacks count as magic. At BL 7th, also Cold Iron.
Far Hand Swift; 1/5 rds; lift and move object w/in 10'/BL at 5'/BL. Can also Bull Rush. See p. 45.
Feather Fall Always fall as spell. Can suppress or activate as standard.
Ronove's Fists Gain Improved Unarmed Strike & monk damage.
Sprint +10' enhancement bonus to base land speed.



Savnok

Level: 2nd
DC: 20

Special Requirement: Must have stolen something and not atoned for it.
Influence: Must never remove armor. Headstrong.
Sign: Piece of arrow appears under skin.

Call Armor Full rd; <5th mwk full plate; <9th +1, <13th +2 light fort, < 17th +2 mod fort, < 20th +4 mod fort, 20th +4 heavy fort

Heavy Armor Proficiency Gain the feat.

Move Ally Standard; 7th move; 13th swift; 1/5 rds. Swap w/ willing ally w/in 5'2 BL.

Savnok's Armor DR 1/piercing, +1/4 BL. At 13th, magic and piercing.



Shax

Level: 6th
DC: 26

Special Requirement: Draw seal within sight of pond, stream, or larger body of water.
Influence: Demand compensation for services or territory. Stingy.
Sign: Scar appears around neck.

Freedom of Movement
Immunity to Electricity
Storm Strike
Swim Speed

Swift; 1/5 rds; Give self *freedom of movement* for 1 rd.
Immune to electrical damage.
Swift; next melee attack does 1d6 elec + 1d6 sonic.
+8 racial bonus on swim, can always take a 10, gain swim speed equal to land speed.

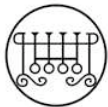


Tenebrous

Level: 4th
DC: 21

Special Requirement: Draw seal and night or in area of deep shadow.
Influence: Never be first to act in combat. Detached.
Sign: Always standing in shadow; doesn't extend more than a few feet.

Deeper Darkness Centered on self, unlimited duration, can shift range +/- 10'.
See in Darkness Can see perfectly through darkness of any kind.
Touch of the Void Swift; 1/5 rds; next attack does 1d8 + 1d8/4 BL after 7th cold.
At 11th, affects full attack.
Turn/Rebuke Undead 1/5 rds. Turn or rebuke as cleric of effective BL.
Vessel of Emptiness *Flicker* 1/day; 13th 2/day, 19th 3/day. See p. 146.



Vanus

Level: 6th
DC: 29

Special Requirement: Will not appear if doorway or window is in view.
Influence: Cheer for 1 rd after victory. Join in celebrations.
Sign: Boil appears on body with maggot in it.

Fear Aura Enemies w/in 10' get Will; those who fail are shaken or frightened for 1/2 BL rds.

Free Ally Ally in 5'/BL gains *freedom of movement* or *gaseous form*, plus immediate action to move.

Noble Disdain +1d6 dmg against foes with fewer hit dice than you.

Vanus's Ears +5 Listen; +10 if noisemaker is evil.



Zagan

Level: 6th
DC: 25

Special Requirement: Prostrate self before Zagan's seal.
Influence: Slay snakes or snakelikes; deface statues. Aggressive.
Sign: Gain lisp, speak in sibilant manner.

Aversion Standard; 1/5 rds; Compel creature w/in 30'. Will or must stay 20' away from me, snakes, yuan-ti. Dex -4.
Improved Grapple Gain the feat; also considered large. Do lethal damage.
Scent Gain the special quality. (MM 314)
Constrict On grapple check, 1d8 + 1.5xStr damage plus normal.
Snake Bane +2 atk, +2d6 dmg vs. snakelikes or those with nat. poison.