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ABANDONED ARTS® PRESENTS:

FEATS OF ABJURATION

NINE NEW FEATS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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ABJURANT FLUX

You can shape and sculpt the magical energies of proximate abjuration spells.

PREREQUISITES: Spell Focus (abjuration)

BENEFIT: You can manipulate the faintly-visible magical fields that manifest when two abjuration spells remain active within 10 feet of one another for 24 hours or more. When you knowingly cast an abjuration spell within 10 feet of another one, you may choose to mask the fluctuating energies entirely, or manifest them plainly. If you choose to mask the energies, the DC to find such spells with the Perception skill is not decreased by 4, as usual. If you choose to manifest the energies visibly, the spells effects gain an obvious, glimmering sheen as long as they remain within 10 feet of one another after 24 hours have passed with the spells in proximity. No Perception skill check is necessary to notice the effects.

NORMAL: If one abjuration spell is active within 10 feet of another for 24 hours or more, the magical fields interfere with each other and create barely visible energy fluctuations. The DC to find such spells with the Perception skill is decreased by 4.

ABJURER'S ABNEGATIONS

Your spells rebuke intruders and extraplanar trespassers with extraordinary force.

PREREQUISITES: Spell Focus (abjuration)

BENEFIT: Whenever an abjuration spell that you cast deals damage, it deals 2 additional points of damage.

ARCANE WARD

You can convert any spell into an abjurant ward.

PREREQUISITES: arcane spellcaster, caster level 10th, Spell Focus (abjuration)

BENEFIT: As a standard action, you can sacrifice a prepared spell or unused spell slot of the highest level available to you to call into being a shield of force similar to that created by a *shield* spell. The invisible arcane ward hovers in front of you, and grants a shield bonus to your Armor Class equal to half the level of the spell slot that you sacrificed (minimum +1). The arcane ward lasts for 1 minute. 0-level spells may not be sacrificed in this manner.

This is a supernatural ability.

CIRCLES OF RESISTANCE

Your aligned abjurations bestow a limited form of spell resistance.

PREREQUISITES: Spell Focus (abjuration)

BENEFIT: Whenever you cast an aligned *magic circle* or *protection* spell (like *magic circle against chaos*, or *protection from evil*), affected creatures gain spell resistance 15 against spells and spell-like abilities with the alignment-based descriptor relevant to the effects of that spell.

GUARDED SPELL [METAMAGIC]

You can cast a spell without distracting from your own defenses.

BENEFIT: You may alter a spell with a casting time of one standard action or less so that it may be cast without subtracting your attention from an active defense. As a full-round action, you may both cast the altered spell and take the total defense action at the same time.

A guarded spell takes up a spell slot one level higher than the spell's actual level.

OVERWHELMING DISPEL

Your dispelling magic carries the weight of overwhelming arcane forces.

PREREQUISITES: Spell Focus (abjuration)

BENEFIT: You can apply the bonuses granted by your Spell Focus (abjuration) feat to dispel checks that you make. If you also possess the Greater Spell Focus (abjuration) feat, you may apply the bonus from that feat as well.

In addition, whenever a dispel check that you make succeeds in ending an active spell from a target, you may choose to deal an amount of damage to the target equal to the level of the highest-level spell dispelled.

RESISTANT ABJURER

Your abjuration spells shield you from the elements.

PREREQUISITES: Greater Spell Focus (abjuration)

BENEFIT: You gain acid, cold, electricity, and fire resistance 1 as long as you are under the effects of an abjuration spell which allows a "harmless" saving throw.

WARDING BLAST

You can draw upon your abjurant ward to power your arcane blasts.

PREREQUISITES: arcane spellcaster, caster level 10th, Arcane Blast¹, Arcane Ward

BENEFIT: As long as the shield of force created by your Arcane Ward feat is active, you may disperse the ward in place of sacrificing a spell when activating your Arcane Blast feat. If you do, the damage dealt by your Arcane Blast is equal to 2d6 plus 1d6 per level of the spell or spell slot sacrificed to activate your Arcane Ward.

WARDING SHIELD

You can convert your ward into a surging arcane shield.

PREREQUISITES: arcane spellcaster, caster level 10th, Arcane Shield¹, Arcane Ward

BENEFIT: As long as the shield of force created by your Arcane Ward feat is active, you may disperse the ward in place of sacrificing a spell when activating your Arcane Shield feat. If you do, the deflection bonus granted by your Arcane Shield is equal to the level of the spell or spell slot sacrificed to activate your Arcane Ward.

¹: See the *Pathfinder® Roleplaying Game: Advanced Player's Guide™* for a description of this feat.

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