

**ULTIMATE  
SPELL DECKS  
METAMAGIC FEAT  
CARDS**

# BOUNCING SPELL (METAMAGIC)

You can direct a failed spell against a different target.

**Benefit:** Whenever a bouncing spell targeting a single creature has no effect on its intended target (whether due to spell resistance or a successful saving throw) you may, as a swift action, redirect it to target another eligible creature within range. The redirected spell behaves in all ways as if its new target were the original target for the spell. Spells that affect a target in any way (including a lesser effect from a successful saving throw) may not be redirected in this manner.

**Level Increase:** +1 (a bouncing spell uses up a spell slot one level higher than the spell's actual level.)

# BURNING SPELL (METAMAGIC)

You cause creatures to take extra damage when you affect them with a spell that has the acid or fire descriptor.

**Benefit:** The acid or fire effects of the affected spell adhere to the creature, causing more damage the next round. When a creature takes acid or fire damage from the affected spell, that creature takes damage equal to 2x the spell's actual level at the start of its next turn. The damage is acid or fire, as determined by the spell's descriptor. If a burning spell has both the fire and acid descriptor, the caster chooses what kind of damage is dealt by the burning spell effect.

**Level Increase:** +2 (a burning spell uses up a slot two levels higher than the spell's actual level.)

## COAXING SPELL (METAMAGIC)

Your charms and enchantments reach the minds of even the lowliest dungeon denizens.

**Prerequisites:** Spell Focus (enchantment), Knowledge (dungeoneering) 6 ranks.

**Benefit:** This feat only works with mind-affecting effects. A coaxing spell affects mindless oozes and vermin as if they weren't mindless, but has no effect on other creature types.

**Level Increase:** +2 (a coaxing spell uses a spell slot 2 levels higher than the spell's actual level.)

## CONSECRATE SPELL (METAMAGIC)

You infuse spells with heavenly power, drastically increasing their effectiveness against would-be heralds of evil.

**Prerequisites:** Aasimar, able to prepare or cast consecrate.

**Benefit:** A consecrated spell is treated as a maximized spell against evil creatures and creatures with the evil subtype. Against all other creatures, this feat does not modify the spell in any way (for example, a consecrated fireball acts as a normal fireball against neutral or good creatures). This feat does not stack with Maximize Spell.

**Level Increase:** +2 (a consecrated spell uses up a spell slot two levels higher than the spell's actual level.)

## DAZING SPELL (METAMAGIC)

You can daze creatures with the power of your spells.

**Benefit:** You can modify a spell to daze a creature damaged by the spell. When a creature takes damage from this spell, they become dazed for a number of rounds equal to the original level of the spell. If the spell allows a saving throw, a successful save negates the daze effect. If the spell does not allow a save, the target can make a Will save to negate the daze effect. If the spell effect also causes the creature to become dazed, the duration of this metamagic effect is added to the duration of the spell.

**Level Increase:** +3 (a dazing spell uses up a spell slot three levels higher than the spell's actual level).

Spells that do not inflict damage do not benefit from this feat.

# DISRUPTIVE SPELL (METAMAGIC)

Your magical energies cling to enemies, interfering with their spellcasting.

**Benefit:** Targets affected by a disruptive spell must make concentration checks when using spells or spell-like abilities (DC equals the save DC of the disruptive spell plus the level of the spell being cast) for 1 round. Targets that avoid the spell's effects avoid this feat's effect as well.

**Level Increase:** +1 (a disruptive spell uses up a spell slot one level higher than the spell's actual level.)

## ECHOING SPELL (METAMAGIC)

You have learned how to release most, but not all, of a spell's potential when you cast it.

**Benefit:** When you cast an echoing spell, it does not disappear entirely from memory, and you can cast it one additional time during that day. No effect that allows you to reprepare or recast a spell can affect the echoed spell.

If you prepare spells, this second casting does not require you to prepare it in another spell slot. If you spontaneously cast spells, this second casting does not expend another available spell slot.

**Level Increase:** +3 (an echoing spell uses up a spell slot three levels higher than the spell's actual level.)

# ECTOPLASMIC SPELL (METAMAGIC)

Your spells breach the gulf between dimensions, sending ghostly emanations into the ether.

**Benefit:** An ectoplasmic spell has full effect against incorporeal or ethereal creatures.

**Level Increase:** +1 (an ectoplasmic spell uses up a spell slot one level higher than the spell's actual level.)

## ELEMENTAL SPELL (METAMAGIC)

You can manipulate the elemental nature of your spells.

**Benefit:** Choose one energy type: acid, cold, electricity, or fire. You may replace a spell's normal damage with that energy type or split the spell's damage, so that half is of that energy type and half is of its normal type.

**Level Increase:** +1 (an elemental spell uses up a spell slot one level higher than the spell's actual level.)

**Special:** You can gain this feat multiple times. Each time you must choose a different energy type.

# EMPOWER SPELL (METAMAGIC)

You can increase the power of your spells, causing them to deal more damage.

**Benefit:** All variable, numeric effects of an empowered spell are increased by half including bonuses to those dice rolls.

Saving throws and opposed rolls are not affected, nor are spells without random variables.

**Level Increase:** +2 (an empowered spell uses up a spell slot two levels higher than the spell's actual level.)

## ENLARGE SPELL (METAMAGIC)

You can increase the range of your spells.

**Benefit:** You can alter a spell with a range of close, medium, or long to increase its range by 100%. An enlarged spell with a range of close now has a range of 50 ft. + 5 ft./level, while medium-range spells have a range of 200 ft. + 20 ft./level and long-range spells have a range of 800 ft. + 80 ft./level.

**Level Increase:** +1 (an enlarged spell uses up a spell slot one level higher than the spell's actual level.)

Spells whose ranges are not defined by distance, as well as spells whose ranges are not close, medium, or long, do not benefit from this feat.

## EXTEND SPELL (METAMAGIC)

You can make your spells last twice as long.

**Benefit:** An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat.

**Level Increase:** +1 (an extended spell uses up a spell slot one level higher than the spell's actual level.)

## FLARING SPELL (METAMAGIC)

You dazzle creatures when you affect them with a spell that has the fire, light, or electricity descriptor.

**Benefit:** The electricity, fire, or light effects of the affected spell create a flaring that dazzles creatures that take damage from the spell. A flare spell causes a creature that takes fire or electricity damage from the affected spell to become dazzled for a number of rounds equal to the actual level of the spell. A flaring spell only affects spells with a fire, light, or electricity descriptor.

**Level Increase:** +1 (a flaring spell uses up a spell slot one level higher than the spell's actual level.)

## FOCUSED SPELL (METAMAGIC)

When you cast a spell that affects more than one creature, one opponent finds it more difficult to resist.

**Benefit:** When casting a spell that affects or targets more than one creature, you can choose one target or creature within the spell effect. That creature's saving throw DC to resist the spell is increased by +2. You must choose which target to focus the spell on before casting the spell.

**Level Increase:** +1 (a focused spell uses up a spell slot one level higher than the spell's actual level.)

Spells that do not require a saving throw to resist or lessen the spell's effect do not benefit from this feat.

# HEIGHTEN SPELL (METAMAGIC)

You can cast spells as if they were a higher level.

**Benefit:** A heightened spell has a higher spell level than normal (up to a maximum of 9th level). Unlike other metamagic feats, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a lesser globe of invulnerability) are calculated according to the heightened level.

**Level Increase:** The heightened spell is as difficult to prepare and cast as a spell of its effective level.

## INTENSIFIED SPELL (METAMAGIC)

Your spells can go beyond several normal limitations.

**Benefit:** An intensified spell increases the maximum number of damage dice by 5 levels. You must actually have sufficient caster levels to surpass the maximum in order to benefit from this feat. No other variables of the spell are affected, and spells that inflict damage that is not modified by caster level are not affected by this feat.

**Level Increase:** +1 (an intensified spell uses up a spell slot one level higher than the spell's actual level.)

## JINXED SPELL (METAMAGIC)

You can make a creature that fails its spell save suffer your jinx as well.

**Prerequisites:** Any two metamagic feats, Halfling Jinx alternate racial trait.

**Benefit:** Any creature that fails its saving throw against a jinxed spell also suffers the effects of your jinx. This feat has no effect on spells that do not allow a saving throw. If the spell affects an area or multiple creatures, you must select one creature to take the jinx, unless you have the Area Jinx feat; if you have the Area Jinx feat, choose a jinx burst area within the spell's area or among its targets and apply the jinx to those in the burst that failed their save.

**Level Increase:** +1 (a jinxed spell uses up a spell slot one level higher than the spell's actual level.)

## LINGERING SPELL (METAMAGIC)

Your spell clings to existence, slowly fading from the world.

**Benefit:** You may cause an instantaneous spell that affects an area to persist until the beginning of your next turn. Those already in the area suffer no additional harm, but other creatures or objects entering the area are subject to its effects. A lingering spell with a visual manifestation obscures vision, providing concealment (20% miss chance) beyond 5 feet and total concealment (50% miss chance) beyond 20 feet.

**Level Increase:** +1 (a lingering spell uses up a spell slot one level higher than the spell's actual level.)

# MAXIMIZE SPELL (METAMAGIC)

Your spells have the maximum possible effect.

**Benefit:** All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables.

**Level Increase:** +3 (a maximized spell uses up a spell slot three levels higher than the spell's actual level.)

An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus half the normally rolled result.

## MERCIFUL SPELL (METAMAGIC)

Your damaging spells subdue rather than kill.

**Benefit:** You can alter spells that inflict damage to inflict nonlethal damage instead. Spells that inflict damage of a particular type (such as fire) inflict nonlethal damage of that same type.

**Level Increase:** None (a merciful spell does not use up a higher-level spell slot than the spell's actual level.)

## PERSISTENT SPELL (METAMAGIC)

You can modify a spell to become more tenacious when its targets resist its effect.

**Benefit:** Whenever a creature targeted by a persistent spell or within its area succeeds on its saving throw against the spell, it must make another saving throw against the effect. If a creature fails this second saving throw, it suffers the full effects of the spell, as if it had failed its first saving throw.

**Level Increase:** +2 (a persistent spell uses up a spell slot two levels higher than the spell's actual level.)

Spells that do not require a saving throw to resist or lessen the spell's effect do not benefit from this feat.

## PIERCING SPELL (METAMAGIC)

Your studies have helped you develop methods to overcome spell resistance.

**Benefit:** When you cast a piercing spell against a target with spell resistance, it treats the spell resistance of the target as 5 lower than its actual SR.

**Level Increase:** +1 (a piercing spell uses up a spell slot one level higher than the spell's actual level.)

# QUICKEN SPELL (METAMAGIC)

You can cast spells in a fraction of the normal time.

**Benefit:** Casting a quickened spell is a swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. A spell whose casting time is more than 1 round or 1 full-round action cannot be quickened.

**Level Increase:** +4 (a quickened spell uses up a spell slot four levels higher than the spell's actual level.)

Casting a quickened spell doesn't provoke an attack of opportunity.

**Special:** You can apply the effects of this feat to a spell cast spontaneously, so long as it has a casting time that is not more than 1 full-round action, without increasing the spell's casting time.

# REACH SPELL (METAMAGIC)

Your spells go farther than normal.

**Benefit:** You can alter a spell with a range of touch, close, or medium to increase its range to a higher range category, using the following order: touch, close, medium, and long.

**Level Increase:** Special. A reach spell uses up a spell slot one level higher than the spell's actual level for each increase in range category. For example, a spell with a range of touch increased to long range uses up a spell slot three levels higher.

Spells modified by this feat that require melee touch attacks instead require ranged touch attacks.

Spells that do not have a range of touch, close, or medium do not benefit from this feat.

## RIME SPELL (METAMAGIC)

Creatures damaged by your spells with the cold descriptor become entangled.

**Benefit:** The frost of your cold spell clings to the target, impeding it for a short time. A rime spell causes creatures that takes cold damage from the spell to become entangled for a number of rounds equal to the original level of the spell.

This feat only affects spells with the cold descriptor.

**Level Increase:** +1 (a rime spell uses up a spell slot one level higher than the spell's actual level.)

## SEEKING SPELL (METAMAGIC)

You can cast spells that bend around barriers to reach their intended destination.

**Benefit(s):** A seeking spell's range can bend around obstacles to reach the intended target. You can define the route yourself or unambiguously identify a target and allow the spell to determine its own path. However, the spell fails if it would have to travel farther than its maximum range to reach the identified target. A ranged attack roll made to deliver a seeking spell is not subject to cover or concealment. In order to benefit from this feat, the selected spell must have a range greater than touch and target one or more creatures, or it must require the caster to make a ranged touch attack.

**Level Increase:** +2 (a seeking spell uses up a spell slot two levels higher than the spell's actual level.)

## SELECTIVE SPELL (METAMAGIC)

Your allies need not fear friendly fire.

**Prerequisite:** Spellcraft 10 ranks.

**Benefit:** When casting a selective spell with an area effect and a duration of instantaneous, you can choose a number of targets in the area equal to the ability score modifier used to determine bonus spells of the same type (Charisma for bards, oracles, paladins, sorcerers, and summoners; Intelligence for witches and wizards; Wisdom for clerics, druids, inquisitors, and rangers). These targets are excluded from the effects of your spell.

**Level Increase:** +1 (a selective spell uses up a spell slot one level higher than the spell's actual level.)

Spells that do not have an area of effect or a duration of instantaneous do not benefit from this feat.

## SHADOW GRASP (METAMAGIC)

Your darkness spells have substance and bind your foes.

**Prerequisites:** Tenebrous Spell, Umbral Spell.

**Benefit:** When you cast a spell with the darkness descriptor that affects an area, creatures in the area are entangled. If the spell allows a saving throw, a successful save negates the entangle effect. If the spell does not normally allow a save, a creature can make a Reflex save (DC = the spell's DC if it had a saving throw) to negate the effect. If the spell allows spell resistance, failing to overcome a creature's spell resistance means it is not entangled. An entangled creature remains so as long as it is in the area of the spell and for 1 round after it leaves. A creature that leaves and reenters the area must make a new saving throw to avoid becoming entangled. Creatures that succeed at a save to resist being entangled do not have to make additional saves if they stay within the darkened area. You are never impeded by the effects of your spells modified by this feat.

**Level Increase:** +1 (a shadow grasp spell uses up a slot one level higher than the spell's actual level.)

## SICKENING SPELL (METAMAGIC)

You can sicken creatures with your spells.

**Benefit:** You can modify a spell to sicken a creature damaged by the spell. When a creature takes damage from this spell, they become sickened for a number of rounds equal to the original level of the spell. If the spell allows a saving throw, a successful save negates the sickening effect. If the spell does not allow a save, the target can make a Fortitude save to negate the sickening effect. If the spell effect also causes the creature to become sickened, the duration of this metamagic effect is added on to the duration of the spell.

**Level Increase:** +2 (a sickening spell uses up a spell slot two levels higher than the spell's actual level.)

Spells that do not inflict damage do not benefit from this feat.

## SILENT SPELL (METAMAGIC)

You can cast your spells without making any sound.

**Benefit:** A silent spell can be cast with no verbal components. Spells without verbal components are not affected.

**Level Increase:** +1 (a silent spell uses up a spell slot one level higher than the spell's actual level.)

**Special:** Bard spells cannot be enhanced by this feat.

# STILL SPELL (METAMAGIC)

You can cast spells without moving.

**Benefit:** A stilled spell can be cast with no somatic components. Spells without somatic components are not affected.

**Level Increase:** +1 (a stilled spell uses up a spell slot one level higher than the spell's actual level.)

## THANATOPIC SPELL (METAMAGIC)

Your spells can pierce wards against negative energy and even affect undead targets.

**Prerequisites:** Knowledge (religion) 6 ranks, Spell Focus (necromancy).

**Benefit:** A thanatopic spell pierces defenses and immunities that protect against death effects, negative levels, and energy drain, affecting the target as if the protective barrier did not exist.

For example, you could cast a thanatopic vampiric touch or enervation spell on a target under the effects of death ward, and the target would suffer the normal effect of the spell. Saving throws and SR (if any) still apply. Undead are susceptible to spells augmented by this feat, as it retunes the negative energy to be harmful to them. A thanatopic spell that would kill a living creature (such as by giving it negative levels equal to its Hit Dice) destroys an undead (though undead such as ghosts, lichs, and vampires may reform as normal). Undead affected by thanatopic spells that give negative levels automatically make their saving throws to remove negative levels after 24 hours.

**Level Increase:** +2 (a thanatopic spell uses up a spell slot two levels higher than the spell's actual level.)

**Normal:** Defenses such as death ward negate death effects, negative levels, and energy drain. Undead are immune to these attacks.

## TENEBOUS SPELL (METAMAGIC)

You blend shadow into your spells, increasing their efficacy at the price of susceptibility to light.

**Benefit:** When you cast a tenebrous spell in darkness or dim light, the spell's effective caster level and any associated save DCs are increased by 1. Any attempts at dispelling a tenebrous spell in darkness or dim light take a -2 penalty on the dispel check.

Casting a tenebrous spell in bright light is difficult, and requires a concentration check (DC 15 + twice the tenebrous spell's effective spell level). Attempts to dispel a tenebrous spell in bright light gain a +4 bonus on the dispel check.

You cannot use this feat on spells with the light descriptor. A tenebrous spell uses up a spell Slot one level higher than the spell's actual level, except in the case of spells with the darkness or shadow descriptor or of the illusion (shadow) subschool; this feat does not change the effective level of those spells (but still counts as using a metamagic feat for all other purposes).

# THREATENING ILLUSION (METAMAGIC)

You've mastered the art of making illusions that force foes to divide their attention in combat.

**Prerequisites:** Spell Focus (illusion), gnome.

**Benefit:** You can use this metamagic feat only on illusion (figment) spells.

A threatening illusion spell causes one target to believe your illusion is a threat. Choose one 5-foot square within the area of your illusion; that square threatens the target as long as it is adjacent. Thus, if you or an ally is on the opposite side of the target, it is considered flanking. Normally the area must contain an illusory creature of Small or Medium size. However, you can select one square of a larger illusory creature to threaten the target. For example, an illusory Large ogre takes up four 5-foot squares; you select one square to be the source of the threat, and its other three squares do not threaten anyone. If the target has reason to believe there is an invisible creature in the vicinity, even an auditory illusion with no visual elements (such as ghost sound) is sufficient to convince the target that the selected square contains an actual threat. As long as you maintain the illusion, you can change the location of the threatening square as a swift action. When you threaten a target with this spell, the foe may make a Will save to disbelieve ( $DC\ 10 + \text{threatening spell's level} + \text{your spellcasting ability score modifier}$ ). If the target makes this save, the threatening effect of this feat no longer applies to it.

**Level Increase:** +1 (a threatening illusion takes up a spell slot one level higher than normal.)

**Normal:** Illusion spells do not threaten squares.

## THRENODIC SPELL (METAMAGIC)

You can convert mind-affecting magic to necromantic power capable of controlling undead.

**Prerequisites:** Knowledge (religion) 6 ranks, Spell Focus (necromancy).

**Benefit:** This feat only works on mind-affecting spells. A threnodic spell affects undead creatures (even mindless undead) as if they weren't immune to mind-affecting effects, but has no effect on living creatures.

**Level Increase:** +2 (a threnodic spell uses up a spell slot two level higher than the spell's actual level.)

**Normal:** Undead are immune to mind-affecting effects.

## THUNDERING SPELL (METAMAGIC)

You can conjure your spells into existence with blaring thunder or fearful shrieks, deafening creatures damaged by their effects.

**Benefit:** You can modify a spell to deafen a creature damaged by the spell. When a creature takes damage from this spell, it becomes deafened for a number of rounds equal to the original level of the spell. If the spell allows a saving throw, a successful save negates the deafening effect. If the spell does not allow a save, the target can make a Fortitude save to negate the deafening effect. If the spell effect also causes the creature to become deafened, the duration of this metamagic effect is added to the duration of the spell.

**Level Increase:** +2 (a thundering spell uses up a spell slot two levels higher than the spell's actual level.)

Spells that do not inflict damage do not benefit from this feat.

## TOPPLING SPELL (METAMAGIC)

Your spells with the force descriptor knock the affected creatures prone.

**Benefit:** The impact of your force spell is strong enough to knock the target prone. If the target takes damage, fails its saving throw, or is moved by your force spell, make a trip check against the target, using your caster level plus your casting ability score bonus (Wisdom for clerics, Intelligence for wizards, and so on). This does not provoke an attack of opportunity. If the check fails, the target cannot attempt to trip you or the force effect in response.

A toppling spell only affects spells with the force descriptor.

**Level Increase:** +1 (a toppling spell uses up a spell slot one level higher than the spell's actual level.)

# UMBRAL SPELL (METAMAGIC)

Targets of your darkness spells radiate darkness.

**Prerequisite:** Tenebrous Spell.

**Benefit:** An umbral spell gains the darkness descriptor. As long as the spell is in effect, the creature or object affected radiates darkness in a 10-foot radius, reducing illumination similar to the effects of the darkness spell. Nonmagical sources of light, such as torches or lanterns, do not increase the light level in this area. Magical light sources only increase the light level in an area affected by an umbral spell if they are of a higher level than the umbral spell's unmodified spell level. This effect does not stack with itself or with any other effect that creates darkness.

**Level Increase:** +2 (an umbral spell uses up a spell slot two levels higher than the spell's actual level.)

You cannot use this feat on a spell with an instantaneous duration or a spell that does not target a creature or object.

## WIDEN SPELL (METAMAGIC)

You can cast your spells so that they occupy a larger space.

**Benefit:** You can alter a burst, emanation, or spread-shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%.

**Level Increase:** +3 (a widened spell uses up a spell slot three levels higher than the spell's actual level.)

Spells that do not have an area of one of these four sorts are not affected by this feat.

# CREDITS

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# ULTIMATE SPELL DECKS

## METAMAGIC FEAT CARDS

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