# undefeatable-

## **NEW FEATS**

#### **ARCANE BATTLE SUMMONER**

You can expend a spell to summon monstrous allies instead, and your summoning magic is more powerful.

**Prerequisites:** Augment Summoning, Spell Focus (*Conjuration*), eldritch knight level 1st

**Benefit:** You may expend an unused prepared spell in order to cast a summon monster spell of equal or lower level to the spell you expend. In addition, your caster level for summon monster spells increases by 1.

#### **BATTLE SPELL IMETAMAGICI**

You can cast a spell in such a way that you do not provoke attacks for doing so.

**Prerequisites:** Combat Casting, base attack bonus +4

**Benefit:** When you cast a battle spell, you do not provoke attacks of opportunity that you would normally provoke for casting a spell. A battle spell takes up a spell slot one level higher than the spell's actual level.

#### DRAINING STRIKE (COMBAT)

When you imbue your weapon with arcane energy, you can expend necromantic power to drain the life energy from your targets.

**Prerequisites:** Arcane Strike, Spell Focus (*Necromancy*), eldritch knight level 1st

**Benefit:** When you activate your Arcane Strike feat, you can expend an unused necromancy spell that you have prepared or a spell slot of a level in which you know at least one necromancy spell (*for spontaneous casters*). If you do, each time you successfully damage an opponent with an attack until your arcane strike ability ends on your next turn, you gain a number of temporary hit points

## Written By Michael R. Kimmel

equal to the level of the spell expended. This temporary hit points last for 1 minute per level of eldritch knight you possess.

#### **ELDRITCH'ALLY**

When you are in great danger, you can quickly summon a monster to aid you.

**Prerequisites:** Arcane Battle Summoner, Augment Summoning, Spell Focus (*Conjuration*), eldritch knight level 4th

**Benefit:** Whenever an effect causes your Hit Points to be reduced to one quarter or fewer of their normal maximum amount, you can expend an unused spell slot as an immediate action in order to cast a summon monster spell of equal or lower level to the spell you expend. You do not provoke attacks of opportunity and do not need to use any spell components, unless the spell has costly material components, in which case the components are expended and they must be at hand.

#### **ELDRITCH BATTLE LORE**

You have expert knowledge of dangerous arcane creatures and magic.

**Prerequisites:** 7+ ranks in Knowledge (*arcana*) and Spellcraft, eldritch knight level 1st

**Benefit:** You gain a +1 bonus per level of eldritch knight you possess to all Knowledge (*arcana*) checks made about dangerous creatures and magical things, including harmful spells and dangerous magical events. In addition, once per day per three levels of eldritch knight you possess, you can re-roll a Spellcraft check made to identify a spell as it is being cast. You must choose to re-roll before learning the outcome of the roll and you must take the newer roll even if it is worse.

#### **ELDRITCH PERFORMER**

Your eldritch knight training is closely tied with your musical training.



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**ELDRITCH KNIG** 



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**Prerequisites:** Bardic performance class feature, eldritch knight level 1st

**Benefit:** Your eldritch knight levels stack with your bard levels for purposes of determining the number of times per day that you can use your bardic performance abilities. In addition, every even level of eldritch knight that you attain (*2nd, 4th, etc.*) counts as a bard level for purposes of determining which performance abilities you can use and how powerful your performances are.

#### **ELDRITCH SLAYER ICOMBATI**

Your spellcasting ability briefly becomes more powerful after you slay an opponent with a weapon.

Prerequisite: Eldritch knight level 1st

**Benefit:** Whenever one of your attacks with a melee or ranged weapon (*not with a spell*) causes your target to drop below 0 hit points, your caster level increases by 1 for the next spell you cast before the end of your next turn. If you bring multiple targets below 0 hit points during a round, this effect stacks with itself, increasing your caster level by 1 for each target. If you do not cast a spell before the end of your next turn, this bonus ends with no effect.

#### **ELDRITCH STRIKE ICOMBATI**

You can cause your arcane strike to be more powerful by expending magical energy.

Prerequisites: Arcane Strike, eldritch knight level 1st

**Benefit:** When you use Arcane Strike, you may choose to expend an uncast spell or spell slot (*for spontaneous casters*) in order to deal more damage with your attacks. Your attacks deal an additional +1 damage per level of the spell you expended. You can use this ability once per day per level of eldritch knight you possess.

#### ENERGY STRIKE [COMBAT]

When you imbue your weapon with arcane energy, you can expend evocation power to deal energy damage instead of normal damage.

**Prerequisites:** Arcane Strike, Spell Focus (*Evocation*), eldritch knight level 1st

**Benefit:** When you activate your Arcane Strike feat, you can expend an unused evocation spell that you have prepared or a spell slot of a level in which you know at least one evocation spell (*for spontaneous casters*). If you do, choose an energy type. All of the normal damage dealt by your attack becomes damage of that energy type. In addition, your attack deals 1 additional damage of that type per level of the spell expended. These effects last until your arcane strike ability ends on your next turn.

#### FAILED SPELL RECOVERY

When your armor causes you to fail at casting a spell, you do not lose the spell or spell slot and can use it again later.

**Prerequisites:** Arcane Armor Training, Arcane Armor Mastery, Armor Proficiency, Medium, caster level 9th

**Benefit:** When you fail to cast a spell as the result of an arcane spell failure roll, you do not lose the spell or spell slot. You still fail to cast the spell and the action you used to cast it is wasted, but you can attempt to cast the spell again later.

**Normal:** Normally when you fail to cast a spell as a result of an arcane spell failure roll, you lose the spell.

#### **GREATER ELDRITCH SLAYER (COMBAT)**

You can recover a spell you just cast by slaying an opponent with a weapon.

Prerequisites: Eldritch Slayer, eldritch knight level 5th

**Benefit:** If one of your attacks with a melee or ranged weapon (*not with a spell*) causes your target to drop below 0 hit points, you may immediately recover one spell or spell slot that you used this round or in the previous round (*but not earlier*). You may use this ability once per day per 3 levels of eldritch knight you possess.

#### **GREATER SPELL PENETRATING STRIKE ICOMBATI**

**Prerequisites:** Arcane Strike, Penetrating Strike, Spell Penetration, base attack bonus +7

**Benefit:** As Penetrating Strike, except that the bonus to level checks continues to increase by 2 for each successful attack imbued with Arcane Strike made against the target. The bonus still goes away at the end of the turn following the round in which you used Arcane Strike if you have not yet cast a spell on the target.

#### **GREATER SPELL STORING BOND**

You are able to store multiple spells in your bonded weapon and choose which one to cast when you strike an opponent.

**Prerequisites:** Arcane bond (*bonded weapon*), Weapon Focus (*bonded weapon's type*), Spell Storing Bond, eldritch knight level 5th

**Benefit:** You are able to store 1 additional spell per 3 additional levels of eldritch knight you possess in your arcane bonded weapon, to a maximum of 4 spells at 10th level of eldritch knight (*or 5 if the weapon is enchanted as a spell storing weapon*). When you successfully strike and damage a creature with it, you choose which stored spell to cast. You can only cast two stored spells from the same weapon

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per day: the other spells remain stored but cannot be used until the next day. You still can only cast one spell from the weapon per attack.

#### ILLUSORY STRIKE ICOMBATI

When you imbue your weapon with arcane energy, you can expend illusory power to become blurry.

**Prerequisites:** Arcane Strike, Spell Focus (*Illusion*), eldritch knight level 1st

**Benefit:** When you activate your Arcane Strike feat, you can expend an unused illusion spell that you have prepared or a spell slot of a level in which you know at least one illusion spell (*for spontaneous casters*). If you do, you gain 10% concealment per level of the illusion spell expended until your arcane strike ability ends on your next turn.

#### KNIGHT'S BLOODLINE

Your eldritch knight training continues to advance some of the power of your bloodline and further blends your arcane and martial talents: you are descended from a line of great arcane warriors.

Prerequisites: Arcane bloodline, eldritch knight level 1st

**Benefit:** Your levels in eldritch knight stack with your levels of sorcerer for purposes of determining the power of your arcane bond and metamagic adept abilities (*but not any other bloodline abilities*). In addition, whenever you gain a bonus combat feat, you may instead choose to learn a metamagic feat in place of a combat feat.

#### KNIGHT'S FAMILIAR

Your familiar grows in power and abilities as you increase your eldritch knight level.

**Prerequisites:** Arcane bond (*familiar*) class feature, eldritch knight level 1st

**Benefit:** Your levels in the eldritch knight class stack with levels in classes which grant the arcane bond (*familiar*) class feature for purposes of determining the power of your familiar. In addition, when you take this feat, increase one of your familiar's physical ability scores by 2. Treat this increase as a normal ability score increase gained through level advancement.

**Normal:** Eldritch knight levels do not normally improve your familiar.

#### KNIGHT'S FOCUS

You are able to cast spells even while faced with the worst possible conditions.

Prerequisites: Iron Will, eldritch knight level 2nd

**Benefit:** You gain a +4 bonus to all concentration checks made to resist losing a spell due to taking damage, grappling, vigorous or violent motion, weather conditions, or entanglement. This bonus does not apply when you attempt to cast a spell defensively.

#### MIND-CONFOUNDING STRIKE (COMBAT)

When you imbue your weapon with arcane energy, you can expend enchanting power to confound the minds of your targets.

**Prerequisites:** Arcane Strike, Spell Focus (*Enchantment*), eldritch knight level 1st

**Benefit:** When you activate your Arcane Strike feat, you can expend an unused enchantment spell that you have prepared or a spell slot of a level in which you know at least one enchantment spell (*for spontaneous casters*). If you do, any foe struck by one of your arcane strike-imbued attacks has a 50% chance to lose any action that they attempt, +5% per level of the enchantment spell expended, until your arcane strike ability ends on your next turn.

#### MOUNTEDCASTER

You are able to easily cast spells while mounted.

Prerequisites: 4+ ranks in Ride

**Benefit:** You never need to make concentration checks to cast a spell due to vigorous motion caused by riding a moving mount.

**Normal:** Normally you must succeed at a concentration check ( $DC \ 10 + the \ level \ of \ the \ spell$ ) or lose the spell when you attempt to cast a spell while riding a moving mount.

#### **PROPHETIC STRIKE ICOMBATI**

When you imbue your weapon with arcane energy, you can expend divination power to detect your targets' weaknesses.

**Prerequisites:** Arcane Strike, Spell Focus (*Necromancy*), eldritch knight level 1st

**Benefit:** When you activate your Arcane Strike feat, you can expend an unused divination spell that you have prepared or a spell slot of a level in which you know at least one divination spell (*for spontaneous casters*). If you do, each time you successfully damage an opponent with an attack until your arcane strike ability ends on your next turn, you become aware of one weakness the creature possesses (*such as an energy vulnerability or the type of weapon that bypasses the creature's damage reduction*) per level of the illusion spell expended.

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#### SHIELDEDCASTERICOMBATI

You are skilled at casting spells and not losing the benefits of your buckler.

**Prerequisites:** Shield Proficiency, Shield Focus, ability to cast spells

**Benefit:** While wearing a buckler, when you cast a spell with somatic components using your shield arm, you do not lose the buckler's AC bonus.

**Normal:** Normally when you cast a spell with somatic components using your shield arm while wearing a buckler, you lose the buckler's AC bonus until your next turn.

#### SHIELDING STRIKE (COMBAT)

When you imbue your weapon with arcane energy, you can expend abjuring power to increase your defenses.

**Prerequisites:** Arcane Strike, Spell Focus (*Abjuration*), eldritch knight level 1st

**Benefit:** When you activate your Arcane Strike feat, you can expend an unused abjuration spell that you have prepared or a spell slot of a level in which you know at least one abjuration spell (*for spontaneous casters*). If you do, your Armor Class and Combat Maneuver Defense increase by 1 for each level of the abjuration spell expended until your arcane strike ability ends on your next turn.

#### SPELL PENETRATING STRIKE (COMBATI

Your arcane strikes increase your ability to penetrate your target's spell resistance if your attack damages it.

**Prerequisites:** Arcane Strike, Spell Penetration, base attack bonus +5

**Benefit:** Whenever you successfully damage an opponent using an arcane strike, you gain a +2 bonus to your level check to beat that target's spell resistance using the next spell you cast on them. If the spell does not allow spell resistance, this ability has no effect. Multiple successful arcane strikes do not increase this bonus, and the bonus goes away at the end of your next turn if you have not yet cast a spell on the target.

#### SPELL PIERCE ICOMBATI

When you disrupt an opponent's spell with an attack or counterspell, you cause that opponent to lose an additional spell slot.

**Prerequisites:** Disruptive, Improved Counterspell, 5+ ranks in Spellcraft, eldritch knight level 1st

**Benefit:** Whenever you cause an opponent to lose a spell by disrupting it with an attack or by countering it, the

opponent loses an additional unused spell or spell slot (*for spontaneous casters*) of equal level to the disrupted spell. If they have no unused spells of an equal level, they lose a spell slot 1 level lower than the disrupted spell, and so on if they have no remaining spells of that level. They cannot lose a spell slot of a higher level than the disrupted spell, even if they have no remaining spell slots of a lower level.

#### SPELL'STORING BOND

You are able to use your arcane bonded weapon to store a spell as with a spell storing weapon.

**Prerequisites:** Arcane bond (*bonded weapon*), Weapon Focus (*bonded weapon's type*), eldritch knight level 1st

**Benefit:** You are able to use your arcane bonded weapon as a spell storing weapon. If the weapon is normally a spell storing weapon or becomes enchanted as such, you can store two spells in it at a time and choose which spell to cast when you successfully strike and damage a creature with it. You can only cast one stored spell from the same weapon per day: the other spell remains stored but cannot be used until the next day.

#### STRENGTHENED WEAPON BOND

Your bond with your arcane bonded weapon is greater, allowing you to use it for spellcasting even while not wielding it and providing a small bonus while you are.

**Prerequisites:** Arcane bond (*bonded weapon*), eldritch knight level 1st

**Benefit:** As long as you are carrying your arcane bonded weapon on your person, you do not need to make a concentration check to cast a spell while you are not wielding it. This effect also allows you to cast a spell while holding a two-handed arcane bond weapon. In addition, while you are wielding your arcane bond weapon and you cast a spell, you gain a +1 bonus to level checks made to beat spell resistance.

**Normal:** Normally if you are not wielding your arcane bond weapon, you must make a concentration check when you attempt to cast a spell. It is normally not possible to wield a two-handed arcane bond weapon at the same time as casting a spell.

#### TRANSFORMING STRIKE (COMBAT)

When you imbue your weapon with arcane energy, you can expend transmutation power to enhance one of your ability scores.

**Prerequisites:** Arcane Strike, Spell Focus (*Transmutation*), eldritch knight level 1st

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**Benefit:** When you activate your Arcane Strike feat, you can expend an unused transmutation spell that you have prepared or a spell slot of a level in which you know at least one transmutation spell (*for spontaneous casters*). If you do, each time you strike and deal damage to an opponent before your arcane strike ability ends on your next turn, you may choose to temporarily increase one of your physical ability scores by 1 until the ability ends, to a maximum of 1 increase per level of the spell expended. You may choose to increase a different ability score with each successful attack, and you may choose to increase the same score more than once.

#### UNSTOPPABLE SPELL IMETAMAGICI

An unstoppable spell cannot be countered and is less hindered by spell resistance and effects which might cause you to lose your concentration.

**Benefit:** An unstoppable spell cannot be countered by another spellcaster even if they successfully identify the spell and cast an appropriate counterspell. A caster who attempts to counter this spell by casting another spell simply loses that spell. In addition, with an unstoppable spell you gain a +2 bonus to level checks made to beat your targets' spell resistance, as well as all concentration checks made to keep from losing the spell. An unstoppable spell uses up a spell slot 1 level higher than the spell's actual level. Louis Porter Jr. Design, NeoExodus: A House Divided & logos are a trademark owned by Louis Porter Jr. Inc. All rights reserved. All other content is copyright 2010 Louis Porter Jr. Design Inc. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. This book is compatible with 3rd Edition and Revised 3rd Edition rules. This edition of adventure planner is produced under version 1.0a and/or draft versions of the Open Game License and the System. Reference Document by permission of Wizards of the Coast. Subsequent versions of this product will incorporate later versions of the license and document.

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