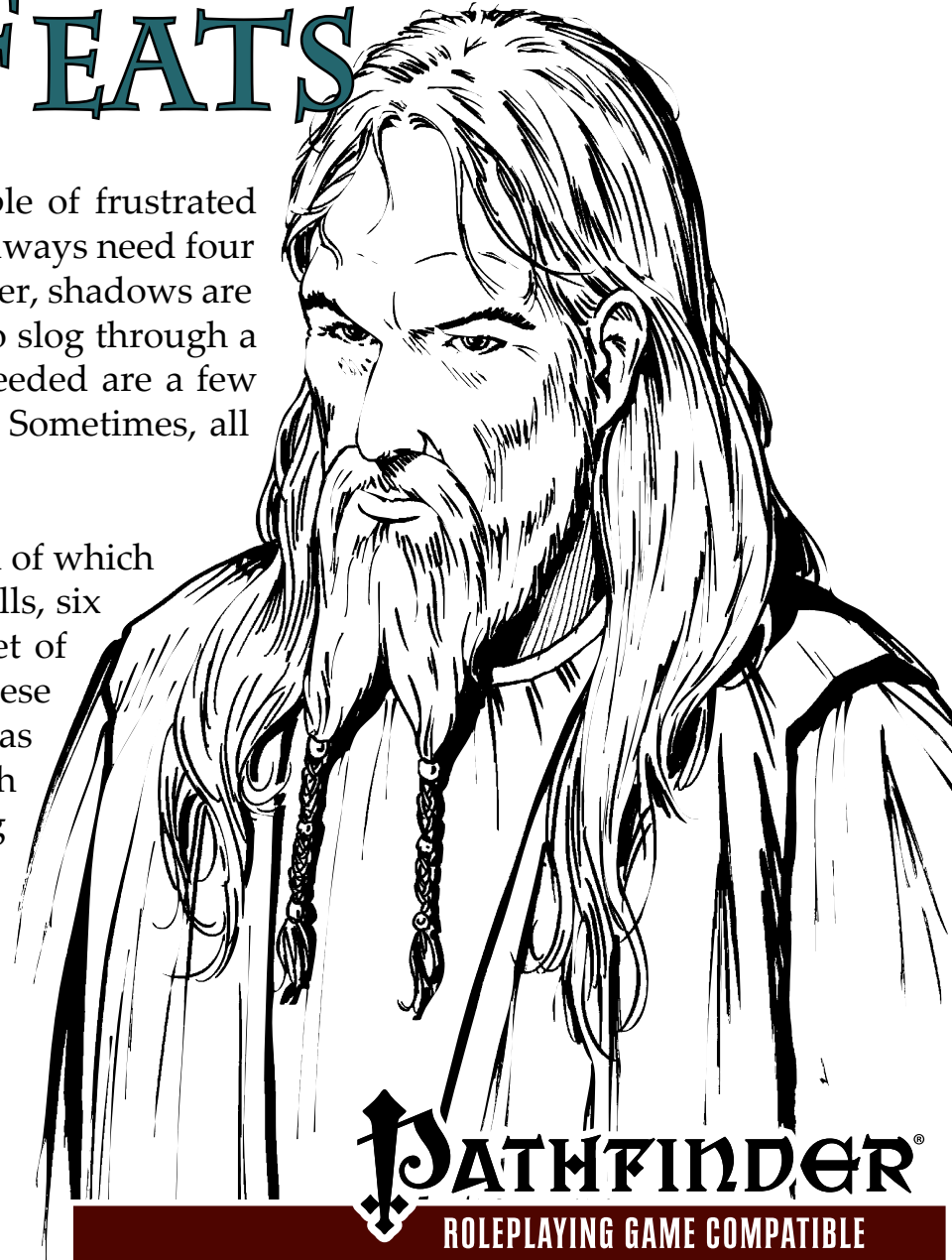


#1 WITH A BULLET POINT
ONE IDEA. ONE PAGE. ONE DOLLAR.

5 CONTROL WATER SPELL FEATS

Sometimes rules supplements read like the world-setting bible of frustrated novelists. While solid world-building is a useful skill, you don't always need four paragraphs of flavor text to tell you swords are cool, magic is power, shadows are scary, and orcs are savage. Sometimes a GM doesn't have time to slog through a page of history for every magic weapon. Sometimes all that's needed are a few cool ideas, with just enough information to use them in a game. Sometimes, all you need are bullet points.

#1 With A Bullet Point is a line of very short, cheap PDFs each of which gives the bare bones of a set of related options. It may be five spells, six feats, eight magic weapon special abilities, or any other short set of related rules we can cram into about a page. Short and simple, these PDFs are for GMs and players who know how to integrate new ideas into their campaigns without any hand-holding, and just need fresh ideas and the rules to support them. No in-character fiction setting the game world. No charts and tables. No sidebars of explanations and optional rules. Just one sentence of explanation for the High Concept of the PDF, then bullet points.



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THE HIGH CONCEPT: Five feats that greatly expand the options available to characters who wish to specialize in the classic and venerable *control water* spell.

ELDRITCH WELL

You can summon up water into the spaces you magically create.

Prerequisites: Knowledge (engineering) 1 rank, ability to cast *control water*.

Benefit: Whenever you use a spell, spell-like ability, magic item, or supernatural ability to create a space able to hold water (such as with *create pit*, an encircled *wall of stone*, or even a *portable hole*), as a swift action you may fill that space with water up to 1 foot deep. This effect acts as a *create water* spell cast at your character level (so any effect or magic that would prevent *create water*, also prevents this feat from functioning).

The water within this area can be affected by *control water* normally.

GREATER WATER CONTROL

Your ability to control water is greatly expanded.

Prerequisites: Knowledge (planes) 1 rank, ability to cast *control water*.

Benefit: When you cast *control water*, you have significantly more options than most casters. First, you can raise and lower the water multiple times as a move action each time (even switching between the two versions of the spell during one casting). Second, as a standard action you can attempt to make a combat maneuver against anything in the water, as long as it is smaller than the volume of the water you are controlling. Your CMB for these checks is equal to your

caster level plus your ability modifier for the ability that grants you bonus spells per day. Unless you have the appropriate improved maneuver feat, such maneuvers do provoke attacks of opportunity from creatures that threaten you.

WATER LORD

You have become a duke of the element of water.

Prerequisites: Greater Control Water, Water Knight, Knowledge (nobility) and Knowledge (planes) 7 ranks, ability to cast *control water*.

Benefit: When you have an area of water controlled through a *control water* spell, as a standard action you may also summon a water elemental as if you had cast a *summon monster* or *summon nature's ally* spell of no higher level than 1/2 your caster level. The water elemental cannot leave the area of the water you control, and you may only have one water elemental active at a time.

WATER KNIGHT

You have become a knight of the element of water.

Prerequisites: Knowledge (nobility) 1 rank, ability to cast *control water*.

Benefit: You can command water in the sense of giving creatures associated with it orders. You add half your caster level to Diplomacy and Intimidate checks made against creatures with the water subtype. You also gain a +1 bonus on attacks, damage, saving throws, and CMB checks against creatures of the water subtype, and a +1 bonus on your AC against attacks from such creatures.

WATER OF LIFE

Your water spells are also blood magic.

Prerequisites: Knowledge (nature) and Knowledge (religion) 1 rank, ability to cast *control water*.

Benefit: You can control and create blood with spells designed to control or create water. You can use *create water* or *create food and water* to create enough blood to feed one Medium bloodsucking creature per four caster levels. You can treat all creatures with blood as if they were water-based creatures when casting the lower water version of *create water*. When you cast the raise water version of *control water*, any creature in the area with blood and an injury gains a 2d6 bleed (Fort negates). If you happen to come across pools of blood at least 1 inch deep, you can raise and lower them using the *control water* spell.

Also any time you cast a spell that creates or summons water (such as *aqueous orb*), you may have it instead create or summon blood. This first time each day living creatures see you do this, they must make a Will save (DC as a spell of the level used to create blood) or be shaken for 1 round.

WE ERR ON THE SIDE OF AWESOME!

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