

#1 WITH A BULLET POINT
ONE IDEA. ONE FULL CLIP. STILL ONE DOLLAR.

6 ANTIMAGIC FIELD 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.



**SUPER
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**SUMMER
OF BULLETS**



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

THE HIGH CONCEPT: Feats that expand the function, utility, and tactical options available to casters who take the iconic *antimagic field* spell (and a selection of other spells with emanations centered on the caster and a duration greater than instantaneous or that work against magic effects).

ALARM FIELD

You can add additional minor effects to your *antimagic field*.

Prerequisites: Ability to cast *antimagic field**, Spell Focus (divination).

Benefit: When you cast *antimagic field*, you may alter it so it either gains the benefits of an *alarm* spell cast by you (using the *antimagic field*'s area as the *alarm*'s area) or so you gain information as if the spell's area was the area of a *detect magic* spell cast by you. Your own *antimagic field*'s antimagic power does not negate these options, but an *antimagic field* cast by someone else does. You may also use this feat to add these benefits to other spells, including *antilife shell*, *antiplant shell*, *arcane concordance*, *detect scrying*, *globe of invulnerability* (and the greater and lesser versions), *locate object*, *repel vermin*, *repulsion*, *seek thoughts*, *zone of silence*, and (at the GM's discretion) other spells with an area defined as an emanation centered on you and a duration greater than instantaneous.

*Or another spell that may be modified by this feat.

ANCHORED FIELD

Through the use of special rituals and crystals, you can tie an *antimagic field* (and some other emanations) to a location rather than center it on yourself.

Prerequisites: Ability to cast *antimagic field**, Spell Focus (transmutation).

Benefit: When you cast *antimagic field*, you may anchor it to a point in space (rather than have it centered on you) by using a crystal as a material component. The crystal must have a minimum cost equal to the level of the spell squared x10 gp. Like any material component, the crystal is consumed in the casting of the spell. You may also use this feat to anchor other spells, including *antilife shell*, *antiplant shell*, *arcane concordance*, *detect scrying*, *globe of invulnerability* (and the greater and lesser versions), *locate object*, *repel vermin*, *repulsion*, *seek thoughts*, *zone of silence*, and (at the GM's discretion) other spells with an area defined as an emanation centered on you and a duration greater than instantaneous. Those spells that give you information about things happening within them (such as *detect scrying* and *seek thoughts*) continue to send you that information as long as you are one the same plane as the spell effect.

*Or another spell that may be modified by this feat.

ANTISCHOOL SPECIALIZATION

You can block or dispel just a single form of magic.

Prerequisites: Ability to cast *antimagic field*, *dispel magic*, *greater dispel magic*, or *mage's disjunction*, Spell Focus (abjuration).

Benefit: When you cast an *antimagic field*, *dispel magic*, *greater dispel magic*, or *mage's disjunction* you can choose for it to be attuned to only affect a single school of magic. You may choose the universal school, in which case only magic effects without a specified school (such as most supernatural abilities) are affected. The attuned spell functions normally except that it ignores all magic effects and items that are not within its attuned school.

CONDITIONAL FIELD

You can set your *antimagic field* to be automatically suspended under specific conditions.

Prerequisites: Ability to cast *antimagic field**, Spell Focus (conjuration), Suspend Field.

Benefit: When you cast an *antimagic field*, you can set it so it is automatically suspended when one or more of a set of specific conditions is met. The possible conditions you may set are: when a specific creature enters the field, when a specific creature leaves the field, when you are unconscious, when you are dead, when you are helpless, or when you are paralyzed.

You must set the conditions when the spell is cast, and they cannot be changed. When a set condition is met, the *antimagic field* has no effect until the beginning of your next turn. If at the beginning of any of your turns the condition is still met (for example, if the field was suspended because you were unconscious, and at the beginning of your turn you are still unconscious) the field is suspended for a round.

You may also use this feat to set conditions for other spells, including *antilife shell*, *antiplant shell*, *arcane concordance*, *detect scrying*, *globe of invulnerability* (and the greater and lesser versions), *locate object*, *repel vermin*, *repulsion*, *seek thoughts*, *zone of silence*, and (at the GM's discretion) other spells with an area defined as an emanation centered on you and a duration greater than instantaneous.

*Or another spell that may be modified by this feat.

SUSPEND FIELD

You can temporarily suspend the effects of an *antimagic field* you have cast.

Prerequisites: Ability to cast *antimagic field**, Spell Focus (conjunction).

Benefit: As a swift action at the beginning of your turn, before you take any other actions, you may choose to suspend an antimagic field you have cast. The spell has no effect until the beginning of your next turn. You may also use this feat to suspend other spells, including *antilife shell*, *antiplant shell*, *arcane concordance*, *detect scrying*, *globe of invulnerability* (and the greater and lesser versions), *locate object*, *repel vermin*, *repulsion*, *seek thoughts*, *zone of silence*, and (at the GM's discretion) other spells with an area defined as an emanation centered on you and a duration greater than instantaneous.

*Or another spell that may be modified by this feat.

WALL EMANATION

You can turn your *antimagic field* into a wall.

Prerequisites: Ability to cast *antimagic field**, Anchored Field, Spell Focus (transmutation).

Benefit: When you cast an *antimagic field* and anchor it with the Anchor Field spell (see above), you may change its area to a line 10 ft. long per caster level. You may also use this feat to anchor other spells as lines, including *antilife shell*, *antiplant shell*, *arcane concordance*, *detect scrying*, *globe of invulnerability* (and the greater and lesser versions), *locate object*, *repel vermin*, *repulsion*, *seek thoughts*, *zone of silence*, and (at the GM's discretion) other spells with an area defined as an emanation centered on you and a duration greater than instantaneous.

*Or another spell that may be modified by this feat.



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