

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

7 TENDRIL TENTACLE 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.



THE HIGH CONCEPT: Seven feats to give spellcasters that focus on “tendrils spells” (spells that entangle or grapple foes such as animate plants, animate rope, black tentacle, entangle, shifting sand*, snare, and web)

*Indicated a spell found in the Advanced Player’s Guide.

AGILE TENDRILS

Prerequisites: Spell Focus (conjunction or transmutation), ability to cast a tendril spell (a spell that entangles or grapples foes).

Benefit: As a standard action, you may have any tendril spell you have cast perform basic manipulations of objects within or adjacent to its area. Such objects must be unattended or willingly given, and the manipulation is limited to what could be performed by an unskilled character using 1 hand. For example you could have a tendril spell pick up a rock, open an unlocked door, hold a torch, or pass a potion to an adjacent ally. The tendrils cannot make attacks or combat maneuvers not normally allowed by their spell descriptions.

CHOKING TENDRILS

Prerequisites: Agile Tendrils, Spell Focus (conjunction or transmutation), ability to cast a tendril spell (a spell that entangles or grapples foes).

Benefit: As a standard action you can direct a tendril spell you have cast to wrap itself around the throat of one target of your choice already entangled or grappled by the spell. The creature must make a Fortitude save (DC 10 +1/2 your caster level + the modifier of the ability score that determines your bonus

spells). On a failed save, the creature cannot speak until the beginning of your next turn or when the entangled or grappled condition ends (whichever comes first).

DEFENDING TENDRILS

You can prevent your tendril spells from attack you or your allies, and even have it defend

Prerequisites: Agile Tendrils, Spell Focus (conjunction or transmutation), ability to cast a tendril spell (a spell that entangles or grapples foes).

Benefit: You may designate creatures to be ignored by a tendril spell you have cast. You may designate a single creature as a swift action, or up to six creatures as a move action. The tendril spell does not attack or ensnare such characters, though it may still impede their process. For example, if you designate a character to be safe from , a black tentacle spell you have cast the spell never attempts to grapple that character, but the area still qualifies as difficult terrain. As a swift action you may revoke this immunity from one creature, or revoke all the immunities you have designated.

Additionally, the tendril spell defends one creature of your choice within or adjacent to its area, granting that creature a shield bonus equal to half the level of the tendril spell. Changing which creature the spell defends is a swift action.

DISARMING TENDRILS

Your tendril spells can grab items away from targets.

Prerequisites: Agile Tendrils, Spell Focus (conjunction or transmutation), ability to cast a tendril spell (a spell that entangles or grapples foes).

Benefit: As a standard action you can direct a tendril spell you have cast to attempt to remove an item from one target of your choice already entangled or grappled by the spell. This functions as a Disarm or Steal* combat maneuver (as appropriate to the item you attempt to take), but your CMB is equal to (caster level + tendril spell level). The concentration required to perform this maneuver does provoke an attack of opportunity from creatures that threaten you, unless you have the appropriate feat (Improved Disarm or Improved Steal). You gain the benefit of any feats that give you additional options when using these combat maneuvers (such as Greater Steal).

An item disarmed or stolen is held in place by the tendril spell. As a move action, you may have the tendril spell hand any items it has taken to creatures within or adjacent to the area of the spell.

*Indicated a combat maneuver found in the Advanced Player’s Guide.

DISTURBING TENDRILS

Your tendril spells can make threatening gestures, prod its targets uncomfortably, and general act in a disturbing and discomfoting manner.

Prerequisites: Agile Tendrils, Spell Focus (conjunction or transmutation), ability to cast a tendril spell (a spell that entangles or grapples foes).

Benefit: As a standard action you can direct a tendril spell you have cast to threaten and rudely prod one target of your choice already entangled or grappled by the spell. You may make an Intimidate or Spellcraft check to demoralize that target (as the demoralize option of the Intimidate skill). For each consecutive round you use this action on the same target you gain a +1 cumulative bonus to your Intimidate or Spellcraft check, to a maximum bonus equal to the level of the tendril spell used.

FORCEFUL TENDRILS

Your tendril spells can push creatures around.

Prerequisites: Agile Tendrils, Spell Focus (conjunction or transmutation), ability to cast a tendril spell (a spell that entangles or grapples foes).

Benefit: As a standard action you can direct a tendril spell you have cast to attempt to move one target of your choice either within the spell's area or adjacent to it. This functions as a Bull Rush (to push creatures away from the spell's area) or Reposition* (to move creatures within the spell's area) combat maneuver, but your CMB is equal to (caster level + tendril spell level). You can only affect targets small enough to fit within the area of the tendril spell (they need not actually be within the area, they just can't be so big that they couldn't fit within the spell).

The concentration required to perform this maneuver does provoke an attack of opportunity from creatures that threaten you, unless you have the appropriate feat (Improved Bull Rush or Improved Reposition). You gain the benefit of any feats that give you additional options when using these combat maneuvers (such as Greater Reposition).

*Indicated a combat maneuver found in the Advanced Player's Guide.

HARASSING TENDRILS

Your tendril spells can make trouble even for creatures not grabbed by them.

Prerequisites: Agile Tendrils, Spell Focus (conjunction or transmutation), ability to cast a tendril spell (a spell that entangles or grapples foes).

Benefit: As a standard action you can direct a tendril spell you have cast to attempt to harass one target of your choice either within the spell's area or adjacent to it. This functions as a Dirty Trick* or Trip combat maneuver, but your CMB is equal to (caster level + tendril spell level). The concentration required to perform this maneuver does provoke an attack of opportunity from creatures that threaten you, unless you have the appropriate feat (Improved Dirty Trick or Improved Trip). You gain the benefit of any feats that give you additional options when using these combat maneuvers (such as Greater Trip).

*Indicated a combat maneuver found in the Advanced Player's Guide.

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Designer:
Owen K.C. Stephens

Proofreader:
Jeremy Miller

Art:
Redpeggy, Kimagu, Shaman Stockart

Creative Director:
Stan!

Graphic Design and Typesetting:
R. Hyrum Savage and Lj Stephens

Produced By:
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www.supergeniusgames.com

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