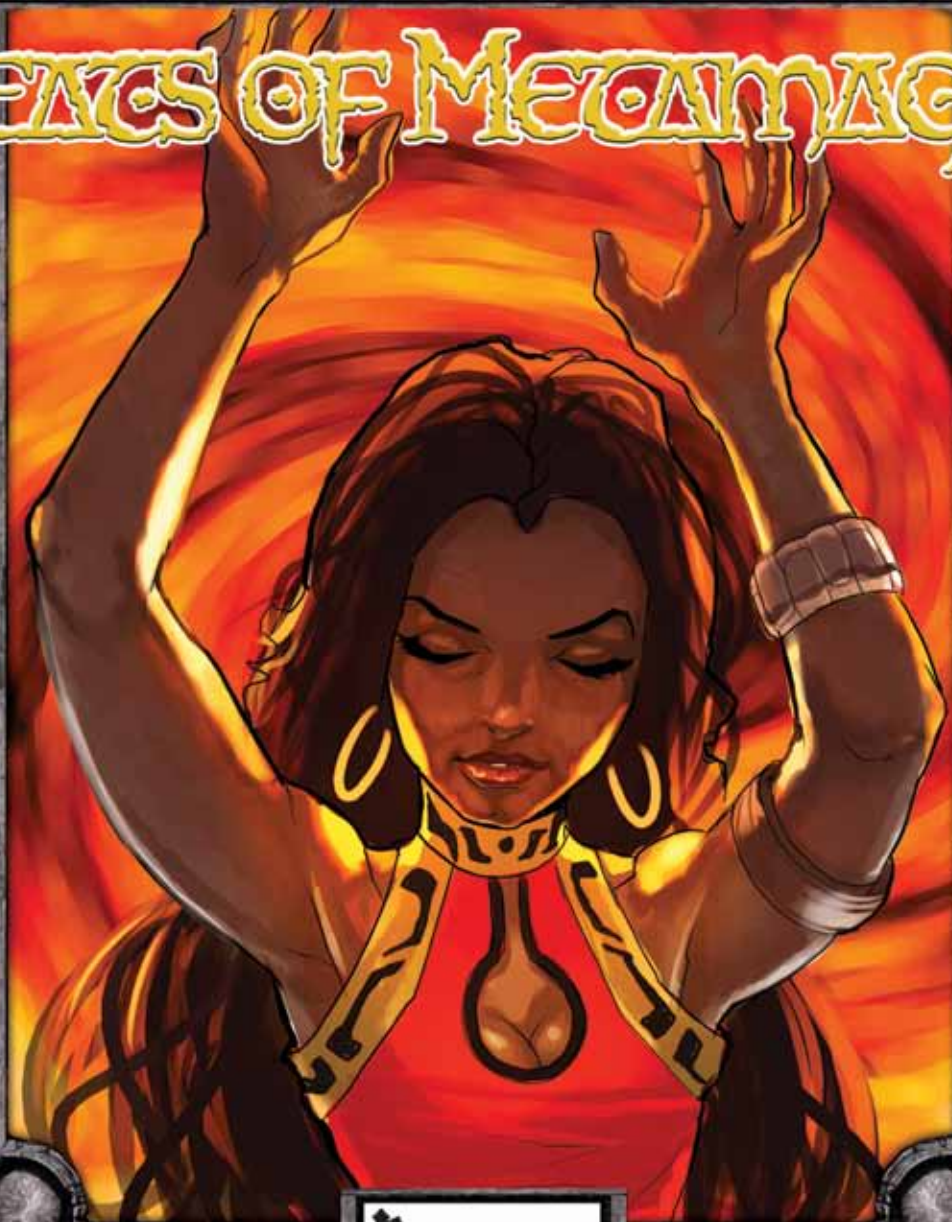


The Genius Guide to:

FEATS OF METAMAGIC



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Metamagic is a kind of give-and-take system for spells that allows spellcasters to gain benefits for spells in exchange for using higher-level spell slots to cast them. This gives a spellcaster considerably more flexibility, especially spontaneous spellcasters, who have a limited number of spells known but can add metamagic to spell slots on the fly. While most of the obvious spell enhancements (increasing some numeric value of spell game mechanics or removing some component to make casting easier) are covered in the *Pathfinder Roleplaying Game Core Rulebook*, those basic functions merely scratch the surface of what metamagic is capable of doing. *The Genius Guide to Feats of Metamagic* aims to expand the options into new areas, creating feats that changing how spells affect different targets, affect how a character uses all metamagic, and even weakening spells to lower their effective level.

New feats for spellcasters should mean more metamagic feats, to allow powers and classes (especially prestige classes) that depend on metamagic to gain new options and to increase the variety of builds for metamagic-using spellcasters. Just as monks, fighters, and rogues can use feats to adjust how they use their weapons, bards, clerics, druids, sorcerers, and wizards should have a wide range of options that let them modify how they use their spells. Spellcasters may wish to apply metamagic to focus their use of elemental spells (such as with *Exchanged Spell*), use metamagic to combine several commonly used combat spells into a single spellcasting action (with *Cascade Spell*), or explore a new kind of metamagic that allows them to cast a spell with a lesser spell slot by limiting some of its usual parameters (such as *Weaken Spell*). While there are a few feats that modify the use of all metamagic (such as a *Metamagic Focus*), the aim of this product is to help broaden the range of strategies spellcasters have for executing their spells so that is commensurate with the many ways nonspellcasters have to use combat maneuvers.

A wizard should be free to take any feat in this product as a wizard bonus feat.

NEW FEATS IN YOUR CAMPAIGN

Introducing new feats is generally fairly easy. Once a GM has decided to allow feats into his campaign, it's a simple matter to give players a list of the new feats that they may select from at future levels. If a large number of new feats are introduced, the GM may want to

allow characters an opportunity to re-write their characters to incorporate feats they would have wanted earlier, but did not know existed. However, sometimes limiting availability somewhat can actually make new feats significantly more interesting to players.

New feats can be used to distinguish various organizations within a campaign, making membership in those groups an

additional prerequisite or stating that the feats can only be learned from specific instructors. Perhaps only the reclusive merchant-mage Llarken the Blue can teach a character the Nonlethal Spell and Trap Spell metamagic feats, or taking the Deciphered Spell feat requires a special ritual of covering the character's body in runes drawn in ink made from dragon's blood before a character can qualify for it. If a GM enjoys building

campaign-specific prestige classes, new feats may not be generally available at all, instead becoming powers for specific prestige classes. Players aren't likely to complain if Chain Spell and Exchange Spell (lightning) are actually powers of the Stormfront Archmage prestige class, since the players had no expectation of being able to take those feats anyway.

Another great way to introduce new feats is to make them rewards for players befriending some powerful force or group. If a long plotline had the player character spellcasters defending the Shrine of Saint Morrigan and it's pacifist nun-sorceresses, when they gain their next level the GM can inform the PCs

Feat	Prerequisites	Benefit
Cascade Spell	Dex 13.	You can cast multiple low-level spells as a single higher-level spell.
Chain Spell	Widen Spell.	You can cast spells that arc to other targets in addition to the primary target.
Combat Spell	Base attack bonus +6.	You can make combat maneuvers with spells.
Continual Spell	Extend Spell, Stack Metamagic*.	You can make one of your spells last all day.
Countering Spell	Improved Counterspell.	You can prepare a spell in such a way that it is much more useful for counterspelling.
Deciphered Spell	Linguistics 1 rank.	Your spell can be understood by any thinking creature.
Defensive Spell	-	You can increase the protective effects of a spell you cast.
Despoiled Spell	-	You can fuel a spell with your own life energy.
Exchanged Spell	Knowledge (the planes) 1 rank.	You can modify a spell that uses one type of energy to use another type of energy.
Fleeting Spell	-	You can prepare lower-level versions of spells with shorter durations.
Flexible Spell	Spellcraft 5 ranks.	You can decide what metamagic feats to add a spell when you cast it.
Inherent Spell	Quicken Spell, Silent Spell, Still Spell, Spell Focus.	You have mastered a spell so thoroughly you can now cast it as a spell-like ability.
Languid Spell	-	You can prepare less effective versions of spells as lower-level versions.
Metamagic Focus	Heighten Spell.	Your metamagic spells function as higher-level spells.
Metamastery	Spellcraft 8 ranks.	You can add metamagic effects to spells without increasing their level.
Nonlethal Spell	Heal 1 rank.	You can modify a spell that uses energy to deal damage to instead deal subdual damage.
Profane Spell	Knowledge (religion) 1 rank, evil alignment	You can imbue a spell with evil-aligned energy.
Sanctified Spell	Knowledge (religion) 1 rank, good alignment.	You can imbue a spell with good-aligned energy.
Secret Spell	Bluff 1 rank.	Your spells are often hard to detect.
Siege Spell	Knowledge (engineering) 1 rank.	You can focus spells to break through doors and shatter walls.
Stack Metamagic	Knowledge (arcana) 1 rank, any two metamagic feats.	You can add the same metamagic feat to a spell more than once.
Swift Spell	Dex 13.	You can cast a spell very quickly at the cost of greatly reduced duration.
Terrain Spell	Knowledge (nature) 1 rank.	You can tap into the power of certain kinds of terrain to boost the power of your spells.
Trap Spell	Knowledge (dungeoneering) 1 rank	You can cast a spell into an object as a trap.
Weak Spell	-	You can prepare weaker versions of spells as lower-level versions.

*New feat mentioned in this volume

that each has picked up a new trick from constantly listening to the works of Saint Morigan the Restrained, and offer a choice of Despoiled Spell, Fleeting Spell, Languid Spell, or Weaken Spell. The GM may even opt to waive the feats' normal prerequisites, as they were learned through gradual exposure to the original source. This allows a GM to reward characters with abilities that can't be stolen by some thief in a crowded bazaar, but don't overpower characters to a point of game imbalance. It's also a nice way to get some treasure value to a party (a single bonus feat is worth between 2,500 and 10,000 gp—averaging 5,000 gp each—depending on its prerequisites and how useful it is to a specific character) without describing yet another pile of silver pieces, random potions, and a +1 *flaming shock gnome hooked hammer* no character wants.

CASCADE SPELL (METAMAGIC)

You can cast multiple low-level spells as a single higher-level spell.

Prerequisite: Dex 13.

Benefit: Only spells that target only you and have a duration of at least 1 round can be cast as cascade spells. You can prepare multiple spells as a single cascade spell, as long as all spells are 3rd level or lower, and the total spell levels do not exceed 4. The duration of all the cascade spells is equal to the shortest duration for all the spells. A cascade spell uses up a spell slot one level higher than the total level of all the spells in the cascade. It has a casting time equal to the longest casting time of all the spells in the cascade.

For example, Riona is a 9th level dwarf druid. She prepares a cascade spell that includes *jump*, *longstrider*, and *barkskin*—4 total levels of spells—as a single 5th level spell. The *cascade barkskin/jump/longstrider* uses a 5th level spell slot, takes a single action to cast, gives her the benefit of all three spells, and has a duration of one minute per level.

CHAIN SPELL (METAMAGIC)

You can cast spells that arc to other targets in addition to the primary target.

Prerequisites: Widen Spell.

Benefit: Only spells with an area or defined number of targets (including one creature), a range greater than touch, and a saving throw (for half damage, or to negate the full effect of the spell) may be cast as chain spells. A chain spell affects the primary target normally then arcs to a number of secondary targets equal to your caster level. You choose the secondary targets as you like but they must all be within 30 feet of the primary target and no individual can be targeted more than once. You can choose fewer secondary targets than the maximum.

Secondary targets of a chain spell suffer the full spell's effect, but make saving throws against a lower DC. If the chain spell deals damage, the secondary targets may each attempt a Reflex saving throws against the spell's normal save DC –2 with a successful save resulting in half damage. For spells that do not directly deal damage, the save DCs for secondary targets are reduced by 4.

For example, a 10th-level wizard with a 17 Intelligence casts a *chain blindness/deafness* on a nearby goblin and can specify up to

ten secondary targets. The goblin, as primary target, must make a Fortitude save against DC 15, while those affected by the secondary arcs save against DC 11.

A chain spell uses up a spell slot four levels higher than the spell's actual level.

COMBAT SPELL (METAMAGIC)

You can make combat maneuvers with spells.

Prerequisite: Base attack bonus +6.

Benefit: Only spells that require an attack roll may be cast as combat spells. A combat spell does not use its normal attack roll, instead making a special combat maneuver check against target's CMD. You use a bonus equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier (whichever is highest). If you hit the target's CMD, in addition to the spell's normal effect you can affect the target with a bull rush, disarm, sunder or trip. Even if you miss, the target cannot attempt to make a combat maneuver against you for your failed attempt.

A combat spell uses up a spell slot two levels higher than the spell's actual level.

CONTINUAL SPELL (METAMAGIC)

You can make one of your spells last all day.

Prerequisite: Extend Spell, Stack Metamagic*.

Benefit: A continual spell lasts 24 hours or until dispelled. Only spells that may be made permanent with a *permanency* spell may be cast as continual spells. A continual spell uses up a spell slot four levels higher than the spell's actual level.

*New feat introduced in this product.

COUNTERING SPELL (METAMAGIC)

You can prepare a spell in such a way that it is much more useful for counterspelling.

Prerequisites: Improved Counterspell.

Benefit: A countering spell can be used to counterspell any spell of the same level or lower. A countering spell uses up a spell slot one level higher than the spell's actual level.

DECIPHERED SPELL (METAMAGIC)

Your spell can be understood by any thinking creature.

Prerequisite: Linguistics 1 rank.

Benefit: Only language-dependent spells can be cast as deciphered spells. A deciphered spell allows the caster to proceed as if the caster knows at least one language that the target creature knows. It has no effect if the target knows no languages. A deciphered spell uses up a spell slot one level higher than the spell's actual level.



DEFENSIVE SPELL (METAMAGIC)

You can increase the protective effects of a spell you cast.

Benefit: Only spells that grant a bonus to armor class or saving throws can be prepared as a defensive spell. A defensive spell grants a bonus to armor class or saving throws 1 greater than a normal spell of the same type. Thus a *defensive shield* grants a +4 shield bonus to AC, and a *defensive prayer* gives its targets a +2 luck bonus to saving throws. A defensive spell uses up a spell slot one level higher than the spell's actual level.

DESPOILED SPELL (METAMAGIC)

You can fuel a spell with your own life energy.

Benefit: A despoiled spell deals 2 points of Constitution damage to the caster when it is cast. This ability score cannot be healed or recovered until the caster regains use of that spell slot for the day. A despoiled spell uses up a spell slot one level lower than the spell's actual level.

EXCHANGED SPELL (METAMAGIC)

You can modify a spell that uses one type of energy to use another type of energy.

Prerequisite: Knowledge (the planes) 1 rank.

Benefit: Choose one type of energy: acid, cold, electricity, fire, or sonic. You can modify a spell with an energy designator to use your chosen type of energy instead. An exchanged spell works normally in all respects except the type of damage dealt. For example, an *exchanged (cold) fireball* behaves exactly the same way a normal *fireball* would but deals cold damage instead of fire damage.

If you cast a spell that already has your selected descriptor as an exchanged spell, the spell gains an additional effect based on that descriptor, as detailed below.

Acid: Target must make a Fortitude save or be blinded for 1 round.

Cold: Target must make a Fortitude save or be *slowed* for 1 round.

Electricity: Target must make a Reflex save or be *confused* for 1 round.

Fire: Target must make a Reflex save of catch on fire. At the beginning of each turn the target must make a DC 15 reflex save or take 1d6 points of fire damage. See Chapter 13 of the *Pathfinder Roleplaying Game* for more information on catching on fire.

Sonic: Target must make a Fortitude save or be deafened for 1 round.

An exchanged spell uses up a spell slot one levels higher than the spell's actual level.

Special: You can gain this feat multiple times. Each time it applies to a different type of energy.

FLEETING SPELL (METAMAGIC)

You can prepare lower-level versions of spells with shorter durations.

Benefit: Only spells that have a duration of at least one minute (10 rounds) when you cast them can be cast as fleeting spells. A fleeting spell has a duration of one round per 5 caster levels or fraction thereof (minimum one round). Fleeting spells cannot also have metamagic feats added that increase their duration or save DC. A fleeting spell uses up a spell slot one level lower than the spell's actual level (minimum 1st level). Unlike

most metamagic feats, a spell prepared as a fleeting spell calculates its save DC using the new, lower spell level.

For example, Davor is a 9th level half-orc wizard with an 18 Intelligence. He prepares a *fleeting hold person* as a 1st level spell. When he casts the spell, it has a duration of 2 rounds, and a save DC of 15 (10 +1 modified spell level +4 Intelligence modifier). If Davor had prepared a *fleeting quickened hold person* as a 5th level spell, he would still calculate its save DC as a 1st level spell.

FLEXIBLE SPELL (METAMAGIC)

You can decide what metamagic feats to add a spell when you cast it.

Prerequisite: Spellcraft 5 ranks.

Benefit: When you cast a spell prepared as a flexible spell, you can decide what metamagic feats to add to it at the time of casting. When you prepare a flexible spell, you must decide how many levels of metamagic you can add to it when you cast it. You must know a metamagic feat in order to add it to a flexible spell. A flexible spell uses up a spell slot one level higher than the spell's normal level, plus the total number of levels you may use to add other metamagic feats when it's cast.

A spontaneous spellcaster (bards and sorcerers) using this feat may cast flexible spells without taking any additional time to add metamagic effects to them. For example, Micheal Trebliock is an 8th level bard with the Flexible Spell and Still Spell feats. He decides to cast a *flexible still charm person* as a 3rd level spell, and can do so without taking extra time to cast the spell.

Normal: Normally spellcasters who prepare their spells must decide what metamagic to add to a spell when it is prepared, and spontaneous spellcasters must take additional time when adding metamagic effects.

INHERENT SPELL (METAMAGIC)

You have mastered a spell so thoroughly you can now cast it as a spell-like ability.

Prerequisites: Quicken Spell, Silent Spell, Still Spell, Spell Focus.

Benefit: You choose a spell that belongs to a school you have taken Spell Focus with. When you cast an inherent spell, it becomes a spell-like ability for you for 24 hours. The casting time of the spell-like ability is 1 standard action or the spell's normal casting time (whichever is greater), and there is no limit to how often you can use the spell-like ability. If the innate spell has a focus, you must have the focus in your possession to use the spell-like ability (though you do not need to be holding it). If the inherent spell has a costly material component (see the spell description) you use an item worth 50 times that cost when you cast the inherent spell. An inherent spell uses up a spell slot eight levels higher than the spell's actual level.

LANGUID SPELL (METAMAGIC)

You can prepare less effective versions of spells as lower-level versions.

Benefit: Only spells that allow a saving throw for half effect or to negate the spell's effect can be cast as languid spells. A languid spell does not add its spell level into calculations to determine its save DC. A

languid spell uses up a spell slot two levels lower than the spell's actual level (minimum 1st level).

For example, Xasha is a 9th level bard with an 18 Charisma. She prepares a *languid mass charm monster* as a 4th level spell. When she casts the spell, she calculates its Will save without including the spell level, resulting in a save DC of 14 (10 +4 Charisma modifier).

METAMAGIC FOCUS

Your metamagic spells function as higher-level spells.

Prerequisites: Heighten Spell.

Benefit: When you add a metamagic feat to a spell, its effective spell level actually increases. For example, a sorcerer with this feat that casts a *silent still fireball* as a 5th level spell calculates its save DC as a 5th level spell, and can affect targets within a *lesser globe of invulnerability*.

Normal: Normally a spell with a metamagic feat (other than Heighten Spell) does not count as a higher-level spell for such things as save DC and the ability to penetrate a *lesser globe of invulnerability*.

METAMASTERY

You can add metamagic effects to spells without increasing their level.

Prerequisite: Spellcraft 8 ranks.

Benefit: Once per day, you can apply any one metamagic feat that you know to a spell you are about to cast. This does not alter the level of the spell or the casting time. You may take this feat multiple times to gain additional daily uses of this ability.

Any time you use this ability to apply a metamagic feat that increases the spell level by more than 1, you must use an additional daily usage for each level above 1 that the feat adds

to the spell. Even though this ability does not modify the spell's actual level, you cannot use this ability to cast a spell whose modified spell level would be above the highest-level spell that you are capable of casting.

Special: You may take this feat more than once. Each time you take it you gain one additional daily use of its ability.

NONLETHAL SPELL (METAMAGIC)

You can modify a spell that uses energy to deal damage to instead deal subdual damage.

Prerequisite: Heal 1 rank.

Benefit: Choose one type of energy: acid, cold, electricity, fire, or sonic. You can modify a spell with the chosen designator to inflict nonlethal damage. The nonlethal spell works normally in all respects except the damage dealt is nonlethal. For example, a nonlethal *fireball*

spell works in the usual way, including dealing fire damage, but the damage dealt functions as nonlethal damage.

A nonlethal spell uses up a spell slot zero levels higher than the spell's actual level (that is, exactly the same level as the original spell).

Special: You can gain this feat multiple times. Each time it applies to a different type of energy.

PROFANE SPELL (METAMAGIC)

You can imbue a spell with evil-aligned energy.

Prerequisites: Knowledge (religion) 1 rank, evil alignment

Benefits: Half the damage of a profane spell is unholy damage, which bypasses any form of energy resistance. Creatures of good alignment suffer a –1 penalty to saving throws against profane spells. A profane spell uses up a spell slot two levels higher than the spell's actual level.

SANCTIFIED SPELL (METAMAGIC)

You can imbue a spell with good-aligned energy.

Prerequisites: Knowledge (religion) 1 rank, good alignment.

Benefits: Half the damage of a sanctified spell is holy damage, which bypasses any form of energy resistance. Creatures of evil alignment suffer a –1 penalty to saving throws against sanctified spells. A sanctified spell uses up a spell slot two levels higher than the spell's actual level.

SECRET SPELL (METAMAGIC)

Your spells are often hard to detect.

Prerequisite: Bluff 1 rank.

Benefit: A secret spell has no obvious connection to its caster, and no noticeable effects that are not integral to its function. Thus a *secret fireball* still creates obvious fire (necessary to deal fire damage) but a *secret charm person* has no elements noticeable to the 5 ordinary senses. A character targeted by a spell with no noticeable effects is not even aware the spell has been cast, though it may be possible to figure out based on how the spell affects the target (the target of a *secret hideous laughter* won't know who cast a spell, but does know he wouldn't normally laugh endlessly for no reason).

Casters using spells that would reveal the magic of a secret spell (such as *detect magic*) must make a caster level check (DC 11 + caster level of secret spell's caster) or fail to pick up any sign of its magic. Characters suffer a penalty equal to the secret spell's level to any Spellcraft and Perception checks made to notice secret spell being cast or identify it as they are cast. Any Bluff check made to pass off the effect of a secret spell as something other than a spell gains a circumstance bonus equal to the level of the secret spell.

A secret spell uses up a spell slot two levels higher than the spell's actual level.



SIEGE SPELL (METAMAGIC)

You can focus spells to break through doors and shatter walls.

Prerequisite: Knowledge (engineering) 1 rank.

Benefit: A siege spell ignores half an object's hardness and deals double damage to inanimate objects. This has no impact on the spell's effect on living or animate creatures. A siege spell uses up a spell slot one level higher than the spell's actual level.

STACK METAMAGIC

You can add the same metamagic feat to a spell more than once.

Prerequisite: Knowledge (arcana) 1 rank, any two metamagic feats.

Benefit: You can add some metamagic feats to a spell more than once. Only spells that increase one of the numeric values of a spell by a set amount can be stacked. Thus you can stack multiple Defensive Spell*, Empower Spell, Enlarge Spell, Extend Spell, Profane Spell*, Sanctified Spell*, and Widen Spell feats onto the same spell. Each additional use of the metamagic feat adds the same total amount to the numeric value of the spell effected. Thus an "extended extended" spell has triple the duration of a normal spell (each Extend Spell adding a duration equal to the spell's original value), and a "profane profane" spell deals all unholy damage, and good creatures are at a -2 penalty to saves against it.

When stacking metamagic feats, the spell uses up a spell slot equal to its normal spell level + the total number of levels added by the metamagic feats +1. Thus an "extended

extended" spell uses up a spell slot three levels higher than the spell's actual level (+2 for the two uses of Extend Spell +1).

*New feat presented in this product.

SWIFT SPELL (METAMAGIC)

You can cast a spell very quickly at the cost of greatly reduced duration.

Prerequisite: Dex 13.

Benefit: A swift spell is cast as a swift action. You may only use Swift Spell on a spell with a range of touch or you, and only on spells that normally have a duration of at least one minute (ten rounds) when you cast them. The duration of a swift spell is reduced to one round. A swift spell uses up a spell slot zero levels higher than the spell's actual level (that is, exactly the same level as the original spell).

TERRAIN SPELL (METAMAGIC)

You can tap into the power of certain kinds of terrain to boost the power of your spells.

Prerequisite: Knowledge (nature) 1 rank.

Benefit: Select one of the following terrain types: cold (ice, glaciers, snow, and tundra), desert (sand and wastelands), forest (coniferous and deciduous), jungle, mountains (including hills), planes, planes (pick one other than Prime Material), swamp, underground (caves and dungeons), urban (buildings, streets, and sewers), or water (above and below the surface). Your terrain spells have +1 caster level and +1 to the save DC when cast in your chosen terrain. (If you have the favored terrain class feature, you gain this benefit in all of your favored

terrains.) You do not gain multiple bonuses for casting a terrain spell in an area that qualifies for more than one of your terrains (such as forest and mountains).

A terrain spell uses up a spell slot one level higher than the spell's actual level.



TRAP SPELL (METAMAGIC)

You can cast a spell into an object as a trap.

Prerequisite: Knowledge (dungeoneering) 1 rank.

Benefit: A trap spell may only be cast on an object that can be opened and closed and has one (and only one) closure. Rather than going off immediately, the trap spell is held in stasis until it is set off. When someone other than you opens the object, the trap spell goes off. If the trap spell targets an area, you select the center of that area when casting the spell (that point must be relative to the object—centered on the object, centered 10 feet in front of the object, etc.—rather than the location the spell is cast). If the trap spell targets

one or more creatures, the creature opening the object becomes the target of the trap spell. The item into which a trap spell is cast is not harmed when the trap spell goes off.

You can use the trap spell-infused object without discharging the trap spell. While casting a trap spell, you can also create a password that, if spoken aloud, will allow others to use the object without discharging the trap spell. A trap spell-trapped item cannot have a second closure or warding spell placed on it. A *knock* spell does not bypass a trap spell. An unsuccessful *dispel magic* spell does not detonate the spell.

Magic traps such as a trap spell are hard to detect and disable. A rogue (and only a rogue) can use the Perception skill to find a trap spell and use Disable Device to bypass it (though the trap spell will reactivate once the item is closed again). The DC in each case is 25 + the trap spell's original spell level.

A trap spell uses up a spell slot three levels higher than the spell's actual level.

WEAK SPELL (METAMAGIC)

You can prepare weaker versions of spells as lower-level versions.

Benefit: Only spells that deal hit point damage and have no other effect can be cast as weak spells. A weak spell deals half as much damage as normal. Weak spells cannot also have metamagic feats added that increase their damage or save DCs. A weak spell uses up a spell slot one level lower than the spell's actual level (minimum 1st level). Unlike most metamagic feats, a spell prepared as a weak spell calculates its save DCs using the new, lower spell level.

For example, Davor is a 9th level half-orc wizard with an 18 Intelligence. He prepares a *weak fireball* as a 2nd level spell. When he casts the spell, he rolls 9d6 for damage (rolling a total of 30) and it has a save DC of 16 (10 + 2 for modified spell level + 4 Intelligence modifier). Since the *fireball* was a weak spell he halves that damage to 15 (and targets that make successful Reflex saves take half that, or 7 points of damage). If Davor had prepared a *weak still fireball* as a 3rd level spell, he would still calculate its save DC as a 2nd level spell.



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