



THE GENIUS GUIDE TO

FEATS OF SPELLCASTING II



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Owen K.C. Stephens

*V*argul the Sorcerer congratulated himself on sneaking into the ancient tower. Illusions had made it seem a ruin, but he had seen its true moss-and-ivy-covered splendor. A few divinations and wards protecting it had slowed him, but now the secrets of the surely long-dead Hero of the Torrs was his to plunder! Now all he had to do was find a library or vault...



"You're early. We normally take deliveries midweek. You are here with eggs, yes?"

Vargul spun in amazement at the voice and beheld a tall cloaked figure. The fine green silken hood was drawn over the figure's head so his face was concealed, but the point of a well-groomed goatee jut forward into the light.

"You dare so insult me!?" Vargul let his left hand drift to his material component pouch. "I am Vargul the Sorcerer, master of nine secret magics! Who are you to challenge me?"

The cloaked figure stepped forward.

"I'm the owner. You're in my cheese room. And aren't all magics a secret one way or another?"

Vargul flushed. "You made a mistake letting me know you were home, old man. I have learned spells known by few. Allow me to demonstrate one... behold the power of the Brandon's Verdant Disk!"

Vargul flung both hands forward, green energy crackling along his arms. A circle of twisting emerald light formed at his fingertips, like a small wagon wheel made of green flames and lighting. The eldritch disk hurled itself at the cloaked figure. The air screamed as the spell disk cut through it, and bolts of energy flicked off it to singe the floor and melt a plate of cheese.

The cloaked man held up one arm, allowing the spell effect to slam into his palm. The disk of eldritch energies crackled for a moment, then faded. Vargul's jaw dropped, as he searched for any sign of the burns or explosions he had expected.

"You really have no idea who I am, do you?" asked the cloaked figure. He flipped his head back, causing the hood to fall free. His face was creased, but looked less old than just worn. Its most striking feature were his shining, green eyes.

"Allow me to make introductions then. I am Brandon the Green." With a causal flick, he formed three Brandon's verdant disks that orbited his left hand.

"I believe you are already familiar with some of my work."

MORE SPELLCASTING FEATS?

Aren't there enough feats already?

Certainly it's possible to make an extremely effective spellcaster without adding any of the feats in this book. However, rather than attempt to create must-have feats that patch rules in the game, or open entirely new ways to fill crucial party roles, this book is designed to just add some fun options. These are feats that give a spellcaster an interesting or defining quirk. These feats allow characters to pluck out their own eyes for magic sight, have power over spells they create (and name after themselves), and invoke magic items with words of power that frighten their enemies. They are designed to make spellcasters (and the games they appear in) interesting, unexpected, and memorable.

A GM can use these as class options rather than feats, if a campaign is suffering from feat-overload. They can take the place of arcane discoveries for wizards, masterworks for bards, or arcana for magi. A GM can also use them as rewards for earning the trust of a secret society, or as the basis for creating a new archetype or prestige class. We presented them as feats because that's an easy framework to balance their effectiveness, but none should unbalance a game if granted in a less rigid format.

THE FEATS

ARCANE BLOOD

Magic is in your blood... but there's room for more.

Prerequisites: 1st level bloodline power that deals damage and can be used a number of times per day equal to 3 + your Charisma modifier

Benefit: When you use your 1st-level bloodline power, you may expend a 1st-level or higher spell slot. This increases the bloodline power's damage by 2d6 per level of spell slot expended

ARCANE FEEDBACK

You see what your spells see.

Prerequisites: Magical Aptitude

Benefit: When you cast a spell with an area defined in feet, you can make Perception checks to notice anything within the area as if you were adjacent to it. To do this you must be within the original range of a spell, and the spell must have

duration remaining. You may make a Perception check to notice anything that happens within its area, even if you do not have line of sight to it. This has no effect on spells without defined areas and durations.

ASTROLOTHURGE

Your eldritch powers are driven by complex astrological conjunctions and prophecies, changing from day to day.

Prerequisites: Caster level 1

Benefit: At the beginning of each day, roll 1d10. On a 1-8, you gain a +1 bonus to the caster level and save DCs for spells you cast of one school of magic (1. Abjuration 2.



Conjuration 3. Divination 4. Enchantment 5. Evocation 6. Illusion 7. Necromancy 8. Transmutation). On a 9, you gain a +2 bonus to the caster level and save DCs of 1 school of magic (roll a d8 to determine which). On a 10, you gain the +2 bonus on a school of your choice.

BENEFACTANT SPELL [METAMAGIC]

Your magic draws on the powers of benevolence.

Prerequisites: Good alignment, caster level 1

Benefit: A benefactant spell does not harm good-aligned creatures if they are not specifically targeted by it. For example: A benefactant *magic missile* still damages a good-aligned character targeted by it, but a benefactant *burning hands* does not damage a good character caught in the area.

A benefactant spell takes a slot 1 level higher than its spell level.

BLADECASTER

You may use a two-handed weapon to complete somatic components.

Prerequisites: Str 13, spell combat and spellstrike class features, Weapon Focus

Benefit: When wielding a 2-handed weapon you have Weapon Focus with, you may still fulfill the somatic components of magus spells you cast despite using both hands for your weapon. If any other circumstance would prevent you from fulfilling somatic components, you suffer those conditions normally. Because you are unable to make the full gestures normally required by somatic components, any concentration checks you make to cast defensively suffer a -1 penalty while you use this feat.

CACKLE SPELL [METAMAGIC]

The power of your laughter can fuel your spells.

Prerequisites: Cha 13, cackle hex

Benefit: Only spells that can be cast on targets other than the caster and have a duration of at least 1 round/level can be cast as cackle spells. When you use your cackle hex, you extend the duration by one round of all cackle spells on targets within 30 feet. A cackle spell takes up a slot one level higher than the spell's real level.

CAUSTIC WIT

You can feel your eldritch acid dissolve your foes, allowing you to learn their weaknesses.

Prerequisites: Spell Focus (evocation)

Benefit: If you deal acid damage to a creature or object with a spell, spell-like ability, or supernatural ability, as a free action you may make a Spellcraft check to learn about the creature or object as if you had made the appropriate Knowledge check.

COLD SHOULDER

Your eldritch frost clings to you, granting you protection.

Prerequisites: Spell Focus (evocation)

Benefit: Whenever you use a spell or spell-like ability to deal cold damage, you gain DR equal to half the level of the spell and fire resistance equal to the level of the spell. This can mitigate a total number of hit points of damage (regardless if its weapon or fire damage) equal to the level of the spell. If you deal cold damage as a supernatural ability, treat it as a spell of a level equal to half the dice of cold damage it deals, for purposes of this feat. Multiple uses of cold damage do not stack, though you can replace older DR/fire resistance with that gained by a new use of cold damage. Any unused DR/resistance fades after 1 minute.

CRAFT FETISH

You can create a small doll or statuette that gives your spells power over a foe.

Prerequisite: Caster level 1

Benefit: You can use the hair, nails, or similar material of a creature to craft a fetish that gives you a +1 circumstance bonus to spell (and hex) DCs against the target. A fetish takes one hour to craft, and costs 10 gp per HD of the target. A fetish must be equipped in your hand to grant its bonus.

ELDRITCH AFFLICTION [METAMAGIC]

Your spells can become curses.

Prerequisite Extend Spell

Benefit: You may only apply this metamagic feat to spells with a duration of at least 1 round/caster level that do not deal damage of any kind (including hp, bleed, ability drains, and ability damage). The duration becomes permanent. The spell cannot be dispelled with *dispel magic*, but can be affected by spells that remove curses (such as *remove curse*). The spell gains the curse descriptor. An eldritch affliction uses up a spell slot five levels higher than the spell's actual level.

ELDRITCH BRIDGE

You leave a brief arcane trail with those you touch with magic.

Prerequisites: Spellcraft as class skill

Benefit: When you successfully hit a target with a touch-range spell, you create a mystic link between you and that target. For a number of rounds equal to the level of the touch-range spell, you can target the same creature with touch range spells out to a range of 25 ft. +5 ft./2 caster levels (treating them as ranged touch spells).

ELDRITCH CHANNELING

You can fuel your divine gifts with spell energy.

Prerequisites: Wis 15, Cha 15, Extra Channel, ability to cast 2nd level divine spells, channel energy class feature

Benefit: When you have no daily uses of channel energy left, you may sacrifice your highest level prepared spell (or spell slot for spontaneous casters) to use your channel energy ability. Your number of channel energy dice is limited to the level of spell sacrificed.

ELEMENTAL ALLOY [METAMAGIC]

You can make a form of energy unique to your spell.

Prerequisites: Elemental spell (APG)

Benefit: When you cast a spell that deals acid, cold, electricity, fire, or sonic damage, you can combine that damage type with a different energy type you have selected for the Elemental Spell feat. If a creature is immune to one of the damage types, but not both, it is not immune to this damage. If a creature is vulnerable to one or both damage type, it is vulnerable to this damage. A creature may only apply energy resistance to this damage if he has energy resistance against both types, and even then he may only use the lower of the two resistances.

FLESH FORGE [METAMAGIC]

You can summon things that do not exist.

Prerequisites: Augment Summoning, Spell Focus (conjuration & transmutation)

Benefit: You can apply templates to creatures you summon with *summon monster* and *summon nature's ally* spells. You may only apply templates the creatures in question qualify for. A flesh forge summoning spell has an effective level equal to the spell's normal level + the CR adjustment of the applied template.

FRIENDLY FIRE

Your eldritch flames lick at your flesh gently, dealing no harm.

Prerequisites: Spell Focus (evocation)

Benefit: You are immune to fire damage from your own spells (even if they are reflected onto you or cast by someone else from a scroll you created), spell-like abilities, supernatural abilities, and summoned creatures.

GREATER MONSTER MAGUS

Claw, claw, bite, cast.

Prerequisites: 3 or more racial natural attacks, racial spell-like or supernatural ability, Monster Magus

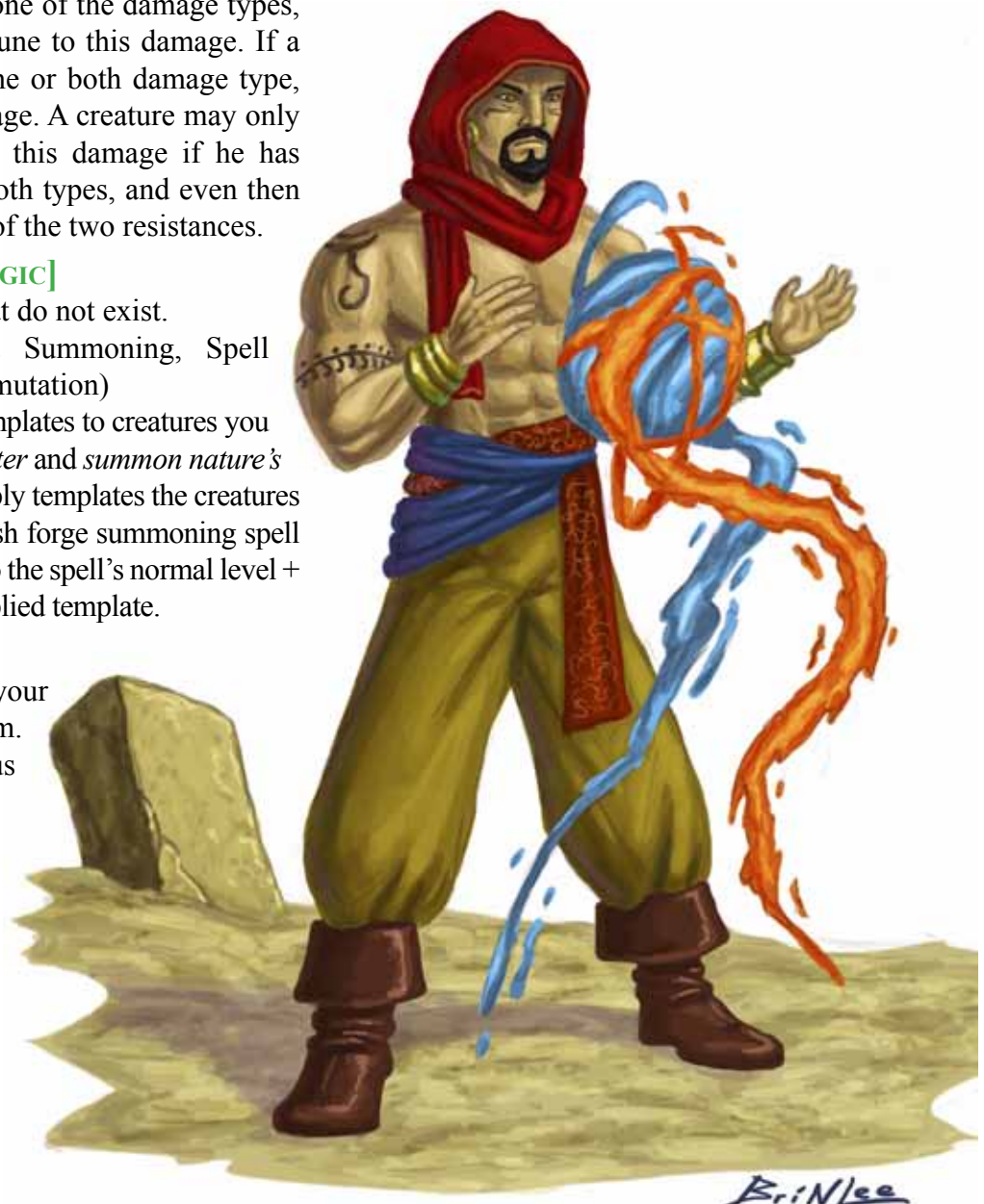
Benefit: As a full-round action, you may make all but one of your natural melee attacks and use one supernatural or spell-like ability. The melee attack takes a -2 attack penalty. A spell-like ability used in this way does not provoke an attack of opportunity.

INVOKE STAFF

You can fuel a staff with your own magic energies.

Prerequisite: Craft Staff, Caster Level 11th

Benefit: You can cast a spell contained within a staff you are holding without using a charge from the staff. You must expend a prepared spell or spell slot at least two levels higher than the level of the spell in the staff.



JUGAAD

You can modify magic items... for a bit.

Prerequisites: Any magic item creation feat, Skill Focus (any craft)

Benefit: You can modify alchemical devices or magic items you have all the prerequisites to create. You can use existing devices of this type to temporarily create different devices. This acts as the appropriate Craft magic item feat, but the time involved is always 1 hour, and the new magic item must have a cost no greater than half the value of the original device. You may only have one item put together with this feat at a time, and it requires 1 hour of maintenance from you every day or it breaks. This maintenance requires a Spellcraft check with a DC equal to the DC to craft the item, +1 for every day the item has functioned. If you fail a maintenance check, the item gains the broken condition and stops working. The original device takes 1 hit point of damage per day it is used to power the new device, and if it gains the broken condition the new device stops working.

You cannot use this ability on alchemical or magic items that become nonmagical after a set number of uses, including potions, scrolls, and wands.

MASTER OF COMMANDS

You can form the words needed to activate a magic item with such clarity, you need not speak them.

Prerequisites: Linguistics +3, Potent Invocations

Benefit: Three times per day you may activate a spell trigger or command word item without having to speak (such as when silenced).

Normal: Spell trigger items require a single spoken word to activate, and command words must be spoken.

MERCIFUL HEALING

Calm aids your efforts to heal.

Prerequisites: Wis 13, Cha 13

Benefit: When you are in calm circumstances (any that would allow you to use the standard rules to take 10 on a skill check), any magical healing you use on others gains a +1 per die morale bonus to the healing done.

MONSTER MAGUS

Claw, cast.

Prerequisites: 3 or more racial natural attacks, racial spell-like or supernatural ability

Benefit: As a full-round action, you may make a single natural melee attack and use one supernatural or spell-like ability that targets or affects only yourself. The melee attack takes a -2 attack penalty. A spell-like ability used in this way does not provoke an attack of opportunity.

NAMED SPELLS

Spells you create are part of you, regardless of who casts them.

Prerequisites: Successfully researched 4 or more new spells

Benefit: Select a number of spells you have successfully researched equal to your Int bonus. These spells now have your name as part of their spell names. When you cast one of these spells, treat your caster level as 2 higher when determining the spell's effects. If you make a Spellcraft or caster level check regarding someone else using one of these spells (such as when attempting to identify or dispel it), you gain a +4 bonus. You are considered to have the scent ability, but only to smell active versions of one of these spells. You gain SR equal to 15 + your caster level against these spells.

You may take this feat as a wizard bonus feat. You may take this feat more than once. Each time, it applies to a new set of spells you have researched.

OPPORTUNE STAFF STRIKE

You can easily cast spells from a magic staff on the unwary and off-guard.

Prerequisites: Weapon Focus (staff), caster level 6

Benefit: When a foe provokes an attack of opportunity from you, you may attempt to hit the foe with an attack from a magic staff you are wielding. You must declare this effort in advance, and if the attack misses the foe's normal AC you waste any charge required by the attack. The foe also receives any saving throw the attack normally allows. The attack does not affect any other target, even if it is normally an area or multiple targets. This counts as an attack of opportunity for purposes of your maximum attacks of opportunity per round.

Special: If you have the spellstrike class feature, you may add the effect of the staff to a successful attack of opportunity made with the staff. If you have the War Baton feat, you may qualify with Weapon Focus in clubs or light maces rather than staffs, and use Opportune Staff Strike with rods and wands instead of staffs.

ORDERED SPELL

Your magic draws on the powers of order.

Prerequisites: Lawful alignment, caster level 1

Benefit: When you deal damage with a spell, rather than roll the damage you may choose to deal average damage.

POTENT INVOCATIONS

Hearing you activate magic items can frighten the weak of heart.

Prerequisites: Linguistics +3

Benefit: When you use a command word to activate a magic item, or spend a charge from a magic item, as a swift action you may also make a Linguistics or UMD check to attempt to demoralize (as the Intimidate skill) one creature within 60 feet able to see and hear you.

RE-SUMMON

You can bolster your summoned creatures with raw summoning magic.

Prerequisites: Eidolon and monster summon class features

Benefit: You can expend a use of your monster summon spell-like ability to heal a creature you have summoned (including your eidolon). You may do this even if you already have your eidolon or a summoned monster active (when you would not normally be able to use your summon monster ability). Expending one use of your summon monster ability heals one summoned monster (with the range of the summon monster spell) for a number of d6 equal to half your summoner level (to a minimum of 1d6).

RETRIBUTIVE STRIKE

You do not go quietly into the night.

Prerequisite: Caster level 6, Toughness

Benefit: When you are knocked unconscious, you may choose as a free action to deal damage to all foes within 30 feet. Damage is equal to 1d4/level of the highest level spell slot you have remaining. The spell slot is expended. A Reflex save (DC = 10 + 1/2 caster level + Charisma bonus) is allowed for half damage. You may also use this feat when killed, increasing damage dice to d6s.

RING LORD

You can pour much of your power and spirit into a magic ring you created.

Prerequisites: Forge Ring

Benefit: Each day you select one ring you have forged and are wearing. If you are killed, your body fades away, and your spirit enters the ring. Time spent in the ring does not count against the time to restore you to life, and the ring counts as your whole and intact body for purposes of raising you. Any magic effort to discern if you are in the ring must overcome a caster level check (DC 15 + your caster level at time of death). A failed check causes



the divination to indicate you are truly dead and your spirit gone. If someone else puts on the ring your spirit is within, you are able to see and hear what occurs around them (even though you remain dead).

Once per day you may cast one necromancy or enchantment spell that affects one or more targets on the wearer of your ring, as if you were alive. For this purpose you are considered to have access to any material component or focus with no gold piece cost. If you successfully use an enchantment spell to cause the wearer of your ring to gather materials components or foci, you may use them as well.

RUNE SIGHT

You have sacrificed mortal vision for arcane sight.

Prerequisites: Base attack +1, caster level 1, remove one eye (causing you to suffer a 2 penalty to ranged attack rolls and Perception checks)

Benefit: Your empty eye socket now sees magic auras (even through a very thin cloth, such as a bandana or eyepatch). You may *detect magic* at will. Three times per day as a move action, you gain information about a single creature or object as if you had studied it with *detect magic* for 3 rounds.

SAGE

You have eldritch ways of gaining knowledge.

Prerequisites: Int 17, Skill Focus (any Knowledge skill), Knowledge skill (any) 10 ranks

Benefit: Select one Knowledge skill you have at least 10 ranks in, and for which you have taken Skill Focus. Once per day you may cast *commune* as a spell-like ability, using half your ranks in the selected Knowledge skill as your caster level. All the questions asked must be about issues that are relevant to the selected Knowledge skill.

Special: You can take this feat more than once. Its effects do not stack. Each time you select it, it applies to a different Knowledge skill.

SPELL REINS

Your dominion can be granted to others.

Prerequisites: Caster level 1, score of 13 in the ability that determines what level of spell you can cast.

Benefit: When you cast a spell that grants you control over another creature, object, or location (such as *dominate person*), you can, as a full-round action, transfer the spells control to an adjacent, willing creature. That creature now acts in all ways as if it had been the caster of the spell, although the spell still uses your caster level and save DCs.

SPELLMASTER

You can prepare an array of arcane energies that allow you to cast a range of spells you have mastered.

Prerequisites: Arcane bond class feature, Spell Mastery, 3rd level wizard

Benefit: When you prepare spells, you may prepare as many slots as you wish as “arcane arrays” rather than as specific spells. You may use an arcane array slot to cast any spell you have selected with the Spell Mastery feat that is at least one spell level lower than the arcane array slot. Once an arcane array slot is used is cast a spell the slot is unable to be used again until you prepare a new arcane array slot (even if it is a 1st level slot used to cast a 0-level mastered spell). For example, Brandon the Green is a 5th level wizard who has Spell Mastery for fireball, magic missile, scorching ray, and shield. He can prepare a 3rd level spell slot as an arcane array. He may then use that slot to cast magic missile, scorching ray, or shield because they all have a spell level at least one lower than the 3rd level slot of the array. He cannot use it for fireball, since it is the same level as the array. One he casts a spell use the array spell slot, he cannot cast another spell with it until he prepares his spells again and prepares another array.

TRAP SPELL [METAMAGIC]

You can turn a spell into an eldritch trap.

Benefit: To be prepared as a trap spell, a spell must either have a defined area, or have one or more defined targets. You cast a trap spell on an item, which it then wards until discharged. When someone other than you opens the object, the trap spell goes off. If it affects one or more targets it affects only the opener. If it affects an area, you select a point on the object as the spell’s center. The item protected by the trap is not harmed by the trap spell. The trap spell otherwise works as a fire trap. A trap spell takes up a spell slot 2 levels higher than normal, and has a material component with a cost of 10 gp, +5 gp per level of the spell.

VENGEFUL WOUNDS

When you remove an ally’s wounds, you can hurl them back at your foes.

Prerequisites: Healing and War Domains, or Battle and Life mysteries, or Death and Healing patrons

Benefit: When you deal magic healing to a creature, and your healing exceeds the creature’s maximum hit points, you can use the excess hp to damage a creature within 30 feet. The target receives a Will

save (10 + 1/2 your caster level + your spellcasting ability score modifier) to negate this damage. You can only damage a specific target with this ability once per day.

VILE SPELL

Your magic draws on the powers of darkness.

Prerequisites: Evil alignment, caster level 1

Benefit: If you convince a creature to lower its SR against a spell you cast, or to forgo its saving throw, your caster level is treated as being four levels higher when determining the spell's effect.

This cannot be used for spells that do not allow saving throws or SR, or those marked as harmless.

WANDSTRIKE

You are a two-fisted master of wandcraft.

Prerequisites: Str 13, ability to cast arcane spells, spell combat and spellstrike class features, Arcane Strike, Weapon Focus.

Benefit: If you have a wand or rod equipped in each hand, as a full-round action you may activate both magic items (as long as their activation normally requires a standard action or less). If either effect is a spell you could deliver using spellstrike, you may make an attack with the wand or rod using spellstrike, treating the rod or wand as a club or light mace.

WAR BATON

You infuse wands and rods with enough eldritch power for them to be effective weapons.

Prerequisites: Str 13, ability to cast arcane spells, Arcane Strike.

Benefit: When you have a rod or wand equipped, you may use it as a club or light mace. As long as you hold it, it also has the hardness and hit points of a club or light mace, if those values are greater than its normal hardness or hp.



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