

Divine & Metamagic Feats

(Useful to divine casters sorcerers and wizards)

- Aberration Banemagic (L. of M.)** When you cast a spell that deals damage to an aberration, you deal +2d6 damage. A single spell can never gain this extra damage more than once per casting. If the spell deals damage for several rounds then the extra damage is also dealt. You can't put this power into magic items or scrolls that you create. In addition if the spell allows a saving roll the DC is increased by 2.
- Accelerate Metamagic (R.of D.)** Pre: Dragonblooded, Spellcraft +4, any metamagic feat, able to spontaneously 1st level spells
B: Allows you to apply a metamagic feat that you know to any spontaneously cast spell without increasing the level.
- Acidic Splatter (C. Mage)** Pre: Able to cast 2nd level Spells
B: As long as you have a 2nd level spell you can throw an acid orb as a ranged touch attack with a range of 5'/level of highest acid spell, it deals 1d6/level of highest acid spell. You also gain a +1 competence bonus on your caster level when casting acid spells.
- Alacritous Cogitation (C. Mage)** Pre: Can prepare arcane spells
B: Use an open spell slot to spontaneously cast any spell of that level or lower. A full round action and you can only use this feat once per day regardless of the number of slots you leave open. This feat is superceded by the rule that a spell caster can use a higher spell slot to cast a lower level spell, at the rate of 1 for 1. This feat does allow a wizard to cast a spell spontaneously IF they leave a spell slot open for it. They could then cast any single spell of that level or lower.
- Animal Control (M. of W.)** Pre: Animal Defiance, ability to cast *speak with animals* and *animal friendship*
B: Can rebuke or command animals as an evil cleric rebukes undead, you must use *speak with animals*
- Animal Defiance (M. of W.)** Pre: Able to cast *detect animals or plants*
B: You can turn, but not destroy, animals as undead
- Antipsionic Magic (Psionic)** Pre: Spellcraft 5+
B: Get a +2 bonus on caster level checks made to overcome a psionic creature's power resistance. This bonus stacks with the bonus conferred by Spell Penetration and Greater Spell Penetration. Whenever a psionic creature attempts to dispel a spell you cast, it makes its manifester level check against ad DC of 13 + its manifester level. This feat only applies to power resistance, not to SR. You can't take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).
- Arcane Consumption (PHB2)** Pre: Arcane Toughness, Toughness, Arcane caster 6th level
B: 1/day as a swift action gain a +4 DC on your next spell that you cast and complete on that turn. In return you take a -4 penalty to Con for 12 hours and are fatigued.
- Arcane Preparation** Faster metamagic casting
- Arcane Defense (C. Arcane)** +3 to save vs. 1 school of magic, can take this feat once per school.
- Arcane Disciple (C. Arcane)** Cast spells of a chosen domain as arcane spells
- Arcane Mastery (C. Arcane)** Take 10 on caster level checks

- Arcane Preparation (C. Arcane) Pre: Able to spontaneously cast arcane spells
 B: You can use 1 or more of your spell slots to prepare spells with a metamagic feat, but without an increase in its casting time. Once prepared the spell slot can't be changed until you prepare spells again.
- Arcane Strike (C. Warrior) Pre: cast 3rd level spells, BAB 4+
 B: As a Free action you can channel arcane energy into a weapon, an unarmed strike, or a natural attack gaining a BAB bonus of spell level channeled into attack for 1 round +1d4x spell level damage, but the bonus can't be higher than your BAB.
- Arcane Thesis (PHB2) Pre: Knowledge (Arcana) +9, able to cast arcane spells.
 B: You gain a +2 caster level with one spell that you chose. When you apply a Metamagic feat other than Heighten Spell to that spell the enhanced spell uses up a slot 1 level lower than the normal 2 levels higher. You can gain this feat multiple times. Its effects don't stack, each time you take this feat, it applies to a new spell.
- Arcane Toughness (PHB2) Pre: Toughness, arcane caster level 3rd
 B: Expend a prepared spell or spell slot as an immediate action when you are reduced to 0 or fewer hit points. You heal a number of points of damage equal to the level of the spell used. You can't use this ability to negate effects that disable you without causing hit point damage, such as a Medusa's ability to turn you to stone. Even if this healing doesn't bring you above negative hit points it still stabilizes you. Using a 0 level spell grants you no benefit.
- Arcane Consumption (PHB2) +2 to save, but Con penalty for 12 hrs and fatigued
 Ascetic Mage (C. Adv.) Pre: Improved Unarmed Strike, able to spontaneously cast 2nd level arcane spells
 B: As a Swift action, that doesn't provoke attacks of opportunity, you can sacrifice 1 of your daily allotment of spells to add a bonus to your unarmed strike attack and damage rolls equal to the level of the spell sacrificed. The spell is lost as if you cast it. If you have levels in sorcerer and monk, those levels stack for the purpose of determining your AC bonus. In addition you can multiclass freely between sorcerer and monk.
- Aquatic Breath (C. Mage) Pre: Able to cast 3rd level spells
 B: As long as you have a water spell of 3rd level or higher you can breathe water or air. Also gain +1 competence bonus to your caster level when spell casting in water spells.
- Aquatic Spellcasting (L. of M.) B: Water doesn't impede your spells. Creatures partially or completely submerged do not gain cover or total cover when you cast a spell from outside the water. The surface doesn't block line of effect for any spell including those with the fire descriptor.
- Artic Priest (Frost) Pre: Access to Cold or Winter cleric domains
 B: Can spontaneously cast one of these spells: *control weather*, *create food and water*, *endure elements*, *hero's fist*, *hibernate*, *protection from energy* and *resist energy*
- At Home in the Deep (Drow) Pre: Darkness as a spell-like ability, darkvision
 B: You can see through the shadowy illumination, created by a *darkness* spell, as if it weren't there. But this ability doesn't apply to other darkness spells.

- Augment Healing (C. Divine) Pre: Heal 4+
B: +2/level to healing spells
- Augment Summoning Pre: Spell Focus (Conjuration)
B: Summoned Creatures gain +4 Str and +4 Con
- Bane Magic (H. Horror) Pre: None
B: Deal an extra 2d6 with damaging spells
- Battle Blessing Cast Paladin spells faster, if the spell requires a standard action, you can cast it as a Swift action, if it requires a round you can cast it as a standard action. Spells with longer casting times are not affected by this feat.
- Battle Caster (C. Arcane) Able to wear armor 1 category heavier than you can normally wear and still avoid the chance of arcane spell failure. Doesn't extend to shields.
- Battle Casting (R. of Wild) Pre: Dex 13, Concentration +5, Combat Casting
B: When casting a spell, you gain a +2 dodge bonus to your AC. The bonus lasts until the beginning of your next turn. You can't make attacks of opportunity while claiming the dodge bonus from this feat.
- Battle Magic Tactics (MM5) Pre: Spellcraft +6, arcane caster level 3rd
B: Each time you cast a spell that requires the target to make a saving throw, that target gain a Battle Magic Tactics token after the spell resolves. A creature gains a token whether the save succeeds or fails, but a creature that avoids a spell through SR doesn't gain a token. Each Battle Magic Tactics token imposes as cumulative -1 penalty on saving throws against the spells of spellcasters that have this feat. At the end of the each round, all Battle Magic Tactics tokens disappear.
- Battlecaster Defense (C. Mage) Pre: Combat Casting, BAB +1, caster level 1st
B: *Defense Targeting*; gain +2 to touch foe on next attack if you hit the foe with a touch attack spell and are *Defensive Casting Practiced Defense*; Cast defensively and on your next turn gain a +10 on Concentration attack again casting defensively.
Safe Retreat; If successfully cast spell defensively on your next turn you don't provoke attacks of opportunity with your spell casting, but your movement still might provoke attacks of opportunity.
- Battlecaster Offense (C. Mage) Pre: Combat Casting, or Warmage, Edge, BAB 1+, Spellcraft +4
B: *Spell and Sword*; If you deal damage to a foe with a spell gain +1 on your first melee attack vs. that foe
Sword and Spell; If you make a melee attack against a foe then the next spell you cast on that foe has a +1 DC
- Beckon of the Frozen (Frost) Pre: Augment Summoning, Spell Focus (Conjuration)
B: When you summon a creature you can add the cold subtype and its natural attacks deal and extra 1d6 cold damage

- Black Lore of Moil (C. Arcane) Pre: Spell Focus (Necromancy), caster level 7th.
 B: Add 1d6+1d6/2 levels of extra negative energy to necromancy spells. If the spell normally allows a saving roll for half damage then the target takes 1/2 the negative energy damage if they make their saving roll. This also requires the use of a Molian runebone (which takes 1 hour to create and cost 25 gp/die of negative energy damage to be generated). Uses a spell slot of the same level.
- Blade of Force (C. Mage) Pre: Able to cast 3rd level spells
 B: As long as you have a 3rd level force spell you can cover a weapon in energy as a Swift action that deals 1 extra point/level of the force spell. That weapon ignores the miss chance due to an incorporeal nature. If the next attack misses then the benefit is lost. You also gain +1 competency bonus to caster level when casting force spells.
- Blend into Shadows (Drow) Pre: *Darkness* as a spell-like ability
 B: As a Swift action you can use your darkness spell-like ability to make a Hide check even while being observed and without cover or concealment. You must be within 10' of the area of magical *darkness*. In addition you gain 1 additional use of your *darkness* spell-like ability.
- Blessing of the Godless (Ex. of E.) Gain warding rituals & 3 ceremonies
- Blistering Spell (PHB2) B: Can be applied to any fire spell causing it to deal +2/level of spell fire damage. Any creature that fails its save vs. the spell takes a -2 penalty on attack rolls and checks until the beginning of your next turn. Use a spell slot one level higher.
- Bonded Familiar (PHB2) You and familiar share the damage from a single deadly attack as long as you are within 30' of your familiar. 1/day if an attack would drop your familiar to 0 or fewer hit points, you can instead choose to accept that damage. In addition 1/day your familiar can choose to take the damage from a single attack or effect that would reduce you to 0 or fewer hit points. This ability applies only to attacks or effects that deal hit point damage. You or your familiar could not absorb the effect of a spell such as *flesh to stone*.
- Boost Spell-Like Ability (V. Dark) B: The DC of a boosted spell-like ability is increased by +2. Each of a creature's spell-like abilities can be boosted 3 times per day, though the feat doesn't allow the creature to exceed its normal usage limit for any ability. This feat can be taken multiple times. Each time it is taken the creature can apply it to each of its spell-like abilities 3 additional times per day.
- Boost Spell Resistance (V. Dark.) Pre: Evil alignment
 B: +2 to a creature's existing SR
- Borne Aloft (C. Mage) Pre: Able to cast 5th level spells
 B: As long as you have an air spell of 5th level or higher you can fly at 30' (Perfect) as a move action once/round. You must begin and end your flight fully supported or you fall. You can't use with heavy armor or heavy load. You also gain a +1 competence bonus to caster level when casting air spells.

Born of the 3 Thunders (C. Arcane) Pre: Knowledge (Nature) +4, Energy Substitution (Electricity)

B: When you cast electricity or sonic spells that deal hit point damage you can declare the spell to be of the 3 thunders, 1/2 of its damage dealt as electricity damage and 1/2 as sonic damage. The spell concludes with a mighty thunderclap that stuns all creatures that take damage for 1 round unless they make a Fort save, then knocks stunned creatures prone unless they make a Reflex save, both saves DC is the same as that for the base spell. Channeling the 3 thunders is costly and you are automatically dazed for 1 round. A 3 thunders spells uses a spell slot of the same level and its type changes to include both energy types.

Brew Potion

Pre: 3rd Level Caster

B: Able to brew potion of any 3rd level spell or lower. Brewing a potion takes 1 day, you must be of sufficient level to cast the spell. The base price is its level x the caster level x50 gp. To brew the potion you must spend 1/25th the price in EXP and use up raw ingredients equal to 1/2 the base price. Whoever drinks the potion becomes the target of the spell.

Celestial Familiar (B. of Ex. D.) Able to acquire a good outsider familiar

Familiar	Alignment	Arcane Spellcaster Level
Celestial animal*	Good	3rd
Coure Eladrin	CG	7th
Lantern Archon	LG	7th
Musteval Guardinal	NG	7th

NOTE: *Apply the celestial template to any animal from the standard familiar list. Unlike other celestial familiars, a celestial animal grants its master the standard benefits for having an animal familiar of that type.

Celestial Summoning Spec. (Planar)

Pre: Nonevil, Knowledge (The Planes) +2, Knowledge (Religion) +2, ability to cast any *summon monster* spell

B: Add 1 good-aligned creature to the list of creatures you can summon

Chain Spell (C. Arcane)

Pre: Any Metamagic feat

B; Can chain any spell that specifies a single target and has a range greater than touch so as to affect the primary target normally, then arc to a number of secondary targets equal to your caster level (max 20). Each arc affects 1 secondary target chosen by you, all of which must be within 30' of the primary target and none of which can be affected more than once. You can chose to affect fewer secondary targets than the maximum. If the chain spell deals damage, the secondary targets each take 1/2 as much damage (round down) and can attempt Reflex saves for half of that damage (whether the spell allows the original target a save or not). For spells that don't deal damage, the save DCs against arcing effects are reduced by 4. A chained spell uses a slot 3 levels higher.

Chaotic Spell Recall (H. of Abyss) Pre: 1 Abyssal heritor feat, able to cast and prepare spells

B: Recall a spell with the chaotic descriptor once per day as if you had not cast it, as a swift action. Gain additional use of this feat for every 2 abyssal heritor feats.

- Charnel Miasma (C. Champ.) Pre: Access to Death Domain
 B: As long as you have a 2nd level or higher Death Domain spell you can force 1 foe within 30' to attempt a Will save or be shaken for 1 minute, or until spending 1 round out of sight of you. Creatures that make their save are immune to this effect for 24 hours. You gain a +1 level competence bonus when casting death spells.
- Chosen of Iborighu (Frost) Pre: Patron deity Iborighu
 B: Left eye is magical and faintly evil, Cleric is now your favored class and 1/day you can use a gaze weapon with a range of 30' that causes the victim to become fatigued
- City Magic (City.) Pre: Caster level 3rd
 B: Can modify any damaging spell you cast to incorporate the urban environment. When casting an offensive spell with an energy subtype--acid, cold, electricity, fire or sonic--you can invest the spell with a portion of the city's spirit. In most cases, this investment is gritty and spectacular, drawing dirt, gravel, nails and other nearby detritus into the spell effect. In other cases the investiture is much more subtle, often merely changing the look of the spell. Only half the damage from a spell with the appropriate subtype is considered energy damage and is thus subject to resistances or immunities. This investiture only occurs for spells cast within urban environments, defined as any area above the size of a small town. A spell modified using the City Magic feat uses a spell slot of the spell's normal level.
- Clap of Thunder (C. Mage) Pre: able to cast 3rd level spells
 B: As long as you have a sonic spell of 3rd level or higher you can deal 1d6 points of sonic damage per level of that spell with a melee attack. The target must make a Fort save or be deafened 1 round. You also gain a +1 competence bonus to your caster level when casting sonic spells.
- Cloudy Conjunction (C. Mage) Pre: Spell Focus (Conjunction) or conjurer level 1st
 B: When casting a conjunction spell you can manifest a 5' radius cloud of sickening smoke adjacent to you or your target, that lasts for 1 round. The cloud acts like fog cloud. Creatures immune to poison are immune to this effect as is the summoned creature if you use a summoning spell.
- Clutch of Earth (C. Mage) Pre: Able to cast 2nd level spells
 B: As long as you have a earth spell of 2nd level or higher you can spend a standard action to slow the speed of a landbound creature within 30'. The creature's normal land speed, burrow speed and climb speed decreases by 5'/level of the spell that you have available to cast to a minimum of 5'. This effect lasts 1 round. A Fort save negates this effect and renders the creature immune to it for 24 hours. Creatures swimming or flying are immune to this effect. You also gain a +1 competence bonus to your caster level when casting earth spells.
- Coercive Spell (Drow) B: Can alter a spell so that any living creature dealt damage by that spell takes a -2 on Will saves for 3 rounds. Multiple coercive spells don't stack. The spell uses a slot 1 level higher.

- Cold Focus (Frost)** Add +1 to the DC to the saving rolls for all your cold spells
- Collegiate Wizard (C. Arcane)** Pre: Int 13, Wizard level 1st. This feat can't be taken later in life because it represents your early training.
B: Begin play with 6x 1st spells plus +1/point of Int modifier. Each time you gain a wizard level, you may add 4 spells to your spellbook without additional research. In addition, you gain a +2 bonus on all Knowledge (Arcana) checks.
- Combat Casting** +4 to Concentration checks while Defensive Casting or while grappled or pinned.
- Combat Familiar (PHB2)** Pre: Arcane caster level 1st, Familiar
B: If your familiar holds a charge for a touch spell it can enter a foe's square without provoking an attack.
- Communicator (C. Arcane)** Gain *Arcane Mark*, *Message*, *Comprehend Languages* as a spell-like abilities once per day.
- Companion Spellbound (PHB2)** Pre: Animal companion
B: You use your companion's share spells ability out to a range of 30', rather than the standard 5'. You can cast touch spells to affect companion at a greater range than normal if the spell targets only your companion; range 25' +5'/2 caster levels.
- Consecrate Spell (C. Divine)** Pre: Good alignment
B: Adds the "Good" descriptor to your spells and half of the damage (round down) is divine damage and not subject to resistance.
- Consecrate Spell-Like Ability (B. of ED.)** Pre: Good alignment
B: Adds the "Good" descriptor to your spells, half the damage (round down) dealt by the spell is divine damage and can't be resisted by resistance or immunity. Each of your spell-like abilities can be consecrated 3 times per day, though this feat doesn't allow you to exceed the normal number of times you can use that spell-like ability.
- Consecrate Spell Trigger (B. of ED.)** Pre: Craft Wand or Craft Staff, able to turn undead.
B: When you use a spell trigger item you can use 1 of your turn undead attempts to trigger an item. The charge(s) are still expended, the item is modified as if it had the Consecrate Spell applied to it.
- Cooperative Spell (C. Arcane)** Pre: Any Metamagic feat
B: While the 2 of you are adjacent, you and another spellcaster with the Cooperative Spell feat can simultaneously cast the same spell in the same round, +2 to the DC and +1 level to beat the target's SR. Use the higher base DC and level check of either caster. For each additional caster using this feat in the casting of the same spell, in the same round, the DC and spellcaster level increase by +1. Each must be adjacent to at least 2 other casters. Whoever has the highest caster level determines the base caster level check.
- Corrupt Arcana (H. Horror)** Pre: Spontaneous arcane or divine caster, mild depravity
B: If you have access to a corrupt spell in written form you can prepare it as a wizard or cleric would, it occupies 1 spell slot of that level and you must pay corruption costs for casting it.
- Corrupt Spell (C. Divine)** Pre: Evil
B: Add "Evil" to a spell and half of the damage (round down) is

- Corrupt Spell (V. Dark.) unholly damage and not subject to resistance.
 Pre: Evil alignment
 B: Adds evil descriptor to a spell, furthermore if the spell deals damage half of the damage is unholy damage, uses a spell slot 1 level higher.
- Corrupt Spell Focus (H. Horror) Pre: Any nongood alignment
 B: +1 DC for saving rolls for spells that have a corrupt component
- Corrupt Spell-Like Ability Pre: Evil
 B: Adds the evil descriptor to the spell-like ability and half of the damage is unholy damage, can be used 3x day. Can be taken multiple times to provide 3 more uses
- Craft Construct (MM1) Pre: Craft Magic Arms and Armor, Craft Wondrous Item
 B: Can create or repair any Construct, Takes 1 day/1,000 gp and 1/25th EXP to create, can repair up to 20 hit points at 50 gp/hit point
- Craft Contingent Spell (C. Arcane) Pre: 11th Level
 B: Crafting a contingent spell takes 1 day for each 1,000 gp in its base price (spell level x caster level x 100 gp). To craft a contingent spell you must spend 1/25th of the base price in EXP and use up raw materials costing 1/2 the base price. Some spells incur extra costs in material components or EXP as noted in their description., which must be paid when the contingent spell is created.
- Craft Magic Arms & Armor Pre: 5th level Caster
 B: You can create magical weapons or armor. Enhancing a weapon, suit or armor or shield takes one day for each 1,000 gp in price for its magical features. You must spend 1/25th of the total price in EXP and raw materials costing half the price. Only masterwork quality items can be enchanted and the price is not included in the base price. You may also mend a broken item; doing so costs 1/2 the EXP, half the raw materials and half the time it would take to create the item.
- Craft Rod Pre: 9th level Caster
 B: Can create magical rods for whose prerequisites you meet. Crafting a rod takes 1 day for each 1,000 gp in price and you must spend 1/25th of that cost in EXP and use raw materials costing 1/2 of the base value. Some rods cost extra material components or EXP, as noted in the item's description.
- Craft Rune Circle (R. of S.) Pre: Caster Level 5th
 B: Can create a Rune Circle whose prerequisites you meet. Creating a Rune Circle takes one day per 1,000 gp price and 1/25th of the items price must be spent in EXP (page 168)
- Craft Skull Talisman (Frost) Pre: Caster level 6th
 B: Able to create a skull that stores a spell which is cast when the skull is broken.

Craft Staff	<p>Pre: 12th level Caster</p> <p>B: Can create magical staves for whose prerequisites you meet. Crafting a staff takes 1 day per 1,000 gp base price and costs 1/25th of that price in EXP and uses up raw materials costing 1/2 the base price. A newly created staff has 50 charges. Some staff incur extra costs in material components of EXP as denoted in the item's description.</p>
Craft Wand	<p>Pre: 5th level caster</p> <p>B: Can create magic wands of any 4th level or lower spell that you know. Crafting a wand takes 1 day per 1,000 gp in base price, 1/25th of that price must be spent in EXP and 1/2 the of the base price must be paid in material components. A newly created wand has 50 charges. If the wand requires an expensive material component or EXP you must expend 50 copies of the material component or the EXP cost.</p>
Craft Wondrous Item	<p>Pre: 3rd level Caster</p> <p>B: Able to create Wondrous Items whose prerequisites you meet. Enchanting a wondrous item takes 1 day per 1,000 gp in price, costing 1/25th of that in EXP and uses up material components equal to half of this price. You can also mend a broken wondrous item for half the raw materials, half the EXP and half the time to create it. Some wondrous items incur extra costs in material components or EXP, as noted in the item's description. These costs are paid in addition to the those derived from the item's base price. You must pay to create an item or to mend a broken one.</p>
Create Infusion (M. of W.)	<p>Pre: Knowledge (Nature) 4+, 3rd level spellcaster</p> <p>B: Expend EXP and infuse a spell into a herb that activates when someone eats the herb</p>
Consecrate Spell (B. of ED.)	<p>Pre: Any good-alignment</p> <p>B: add the good descriptor to a spell-like ability</p>
Dampen Spell (PHB2)	<p>Pre: Improved Counterspell</p> <p>B: You can use an immediate action to attempt to dampen an enemy's spell. As with counterspelling you must identify the target spell as it is being cast. If you successfully identify it, you can expend any spell or spell slot to dampen your foe's incantation. Because of your hasty, immediate casting you do not fully counter the target spell. Instead you subtract the level of the spell or the spell slot you expend from the save DC of your foe's spell.</p>
Dark Speech (V. Dark.)	<p>Pre: Will save +5, Int 15, Cha 15</p> <p>B: Use Dark Speech to bring fear and loathing to others and to cast evil spells and create evil magic items or to weaken physical objects. Gain +4 on saving rolls when Dark Speech is used on them.</p>
Dazzling Fire (Drow)	<p>Pre: <i>Farie fire</i> as a spell-like ability</p> <p>B: When you use <i>farie fire</i> as a spell-like ability you can choose also to render the target dazzled for its duration. You also gain 1 extra daily use of your <i>farie fire</i> spell-like ability.</p>
Dazzling Illusion (C. Mage)	<p>Pre: Spell Focus (Illusion) or 1st level Illusionist</p> <p>B: With an illusion you can dazzle all in 30' for 1 round. Blind creatures are immune.</p>

- Deafening Spell (Drow) B: You can alter a spell that deals damage to foes so that any living creature dealt damage by the spell is also deafened for 1 round. Multiple uses don't stack and it uses a spell slot 1 level higher.
- Debilitating Spell (H. of Horror) Pre: Surge of Malevolence, moderate taint
B: Adds the evil descriptor to a spell you cast, furthermore if the spell deals damage the target takes 2 Con damage if your corruption is higher than your depravity or 4 points of Wisdom if your depravity is higher than your corruption. If you have equal levels you choose. You can only affect 1 target/spell. You can use this ability 2x day if you have moderate taint and 4x day if you have severe taint. Must declare if you are using this feat prior to casting the spell. If you use this feat on a creature immune to ability damage you have still used your power for the day.
- Deceptive Illumination (Drow) Pre: *Dancing Lights* as a spell-like ability.
B: Expend a daily use of your dancing lights spell-like ability to cast *silent image* instead. The illusion lasts for 3 rounds after you cease concentration, but otherwise functions as the spell. Your caster level equals your class level. You also gain 1 extra daily use of your *dancing lights* spell-like ability.
- Deceptive Spell (City.) B: A deceptive spell appears to come from any direction you chose. For instance, a *magic missile* might shoot from a nearby doorway, rather than from your own finger, or a *lightning bolt* might emerge from the floor rather than from you. You can't use this feat to gain a bonus to hit, to circumvent cover, to flank, or in any other way to gain a numeric or mechanical advantage on any attack rolls. Its purpose is to disguise the source of the spell, preventing anyone who did not actively observe you casting it from recognizing you as its caster. You can't apply Deceptive Spell to any spell with a range of touch or a target of you. A deceptive spell uses up a slot 1 level higher than the spell's actual level.
- Defending Spirit (C. Mage) Pre: Watchful spirit class feature of Wu Jen Class
B: If you use an initiative reroll you gain a +2 dodge AC bonus for the duration of the encounter. Also gain 1 extra initiative reroll.
- Delay Potion (C. Mage) Pre: Knowledge (Arcana) +1
B: Can delay a potion's onset by a number of hours equal to your Con modifier, you can activate the potion at any time during this period as a Swift action. If the duration expires before you activate the potion then it is wasted. You can only delay 1 potion at a time. You must activate a delayed potion before you can choose to delay another.
- Delay Spell (C. Arcane) Pre: Any metamagic feat
B: delay spell effects 1-5 rounds
- Debilitating Spell (H. Horror) Pre: Sure of Malevolence, Moderate Taint
B: Adds the evil descriptor to your spells and your damaging spells 2 Con is your corruption is higher or 4 Wis if your depravity is higher, can use 2x day if you have moderate taint and 4x day if you have severe taint, can't combine with Debilitating Strike

- Demonic Conduit (H. of Abyss)** Pre: Evil Brand
B: +1 DC for any spells cast against lawful or good creatures, +2 against lawful good creatures.
- Demon Mastery (H. of Abyss)** B: +2 on Cha checks made to resolve the effects of planar binding and similar spells. Whenever you summon a demon your caster level increases by 1
- Dimensional Jaunt (C. Mage)** Pre: Able to cast 4th level spells
B: As long as you have a teleport spell of 4th level or higher you can spend a standard action to teleport yourself and up to a heavy load 5'/level of spell. You can't bring along another creature (except your familiar). You also gain a +1 competence bonus to your caster level when casting teleportation spells.
- Dimensional Reach (C. Mage)** Pre: Able to cast 3rd level spells
B: As long as you have a conjuration spell of 3rd level or higher you can transport small items to your hand. You need line of sight and the item must be unattended within a range of 5'/level of the highest summoning spell you have. The item can weigh up to 2 lbs/level of the spell. You also gain a +1 competence bonus to your caster level when casting conjuration spells.
- Disrupting Spell (T 9 Hells)** B: You can alter a spell so it interferes with 1 or more target's supernatural and spell-like abilities as well as any spells they cast. The disrupted spell's DC is reduced by 2. The effect lasts for 1 round per level of the feat user, multiple disruptions don't stack. A magic item can't be disrupted and the disrupting spell uses a spell slot 2 levels higher.
- Divine Denial (Ex. of E.)** +2 to saves against divine spells
- Double Wand Wielder (C. Arcane)** Pre: Craft Wand, Two-Weapon Fighting
B: As a full round action you can wield a wand in each hand. The wand in your primary hand uses its normal charges, but the wand in your secondary hand expends 2 charges for 1 use.
- Domain Focus (C. Divine)** +1 to caster level in one Domain
- Domain Spontaneity (C. Div.)** Chose a domain that you have access to. You may now convert prepared divine spells into any spell from that Domain. You expend a spell of equal or higher level as well as expending one of your daily turn undead attempts. You can take this feat multiple times, once per Domain.
- Dragon Familiar (Draco.)** Pre: Cha 13, Speak Language (Draconic), arcane spellcaster 7th level, able to acquire a new familiar, compatible alignment
B: When acquiring a new familiar you can choose a wyrmling dragon (Draco. 141)
- Dragonfoe (Draco.)** Pre: Int 13
B: Gain +2 bonus on attack rolls against dragons and a +2 bonus on caster level checks made to overcome a dragon's SR. Also dragons take a -2 penalty on saving throws against your spells, spell-like abilities and supernatural abilities
- Drift Magic (Sand.)** Pre: Knowledge (Local) +4, able to cast spells
B: Gain +1 attack/round with an eagle's claw at your highest BAB, but each attack you make in that round takes a -2 penalty. You must make a full attack action to use this feat

- Drowning Glance (C. Mage)** Pre: Able to cast 4th level spells
 B: As long as you have a water spell of 4th level or higher you can use a standard action to transform air in your target's lungs into water forcing them to make a Fort save or be exhausted 1 round, if it saves it becomes fatigued for 1 round. The target must be within 30'. If the target fails to save or not it is immune to this effect for 24 hours. Creatures that can breath water are also immune. You also gain a +1 competence bonus to your caster level when casting a water spell.
- Earthbound Spell (PHB2)** B: Cast an earthbound spell into square adjacent to you; you must specify all effects, options and other relevant variables when you cast the spell. The next creature that enters the warded square triggers the spell. If the spell affects an area, that square is the center of the area of the point at which the area begins. For a cone, the are of the point at which the area begins is in the square and you must designate the direction at the time of casting. If the spell doesn't affect an area it targets the creature that triggered it. You can't apply this feat to a spell with the ranger of personal. It remains in place for 1 hour or until triggered. A Search check, DC 25+spell's level, reveals its presences, as does *detect magic* and similar abilities. A character with the trapfinding feature can make a Disable Device check, DC 25 +the spell's level, to remove an earthbound spell (as if it is a magic trap). A *dispel magic* effect can also remove an earthbound spell. An earthbound spell uses a slot 2 levels higher than the spell's actual level.
- Eldritch Corruption (H. Horror)** Pre: Any metamagic feat, moderate depravity
 B: Can enlarge, extend, heighten or widen a spell without increasing the level (up to 2 levels), but you or ally take 2 Con for each level saved, can use 3x day
- Elemental Adept (C. Mage)** Pre: Elemental Mastery class feature (Wu Jen)
 B: Can chose an element for your elemental mastery and spontaneously cast a spell of that element by sacrificing a prepared spell of equal or higher level. The chosen spell must be in your spellbook and you can change it when you gain a level.
- Elemental Spellcasting (Planar)** Pre: Knowledge (The Planes) +2
 B: Cast spells with earth at +1 caster level
- Elven Spell Lore (PHB2)** Pre: Int 17 or elf, Knowledge (Arcana) +12
 B: When you cast dispel magic or greater dispel magic you gain a +2 bonus on your caster level check. In addition your knowledge of magic grants you insight with a single spell. When preparing that spell you can alter the type of damage it deals to a single type of your choice. You must make this choice when preparing the spell (those who don't prepare spells can't benefit from this aspect of the feat). You can prepare the spell multiple times, selecting the same or different energy type for it with each preparation. You

- can gain this feat multiple times. The caster level doesn't stack, and each time you take the feat, a different spell must be chosen.
- Embody Energy (Ex. of E.) Pre: Energy Substitution, Spell Focus (Conjuration)
B: Wreathe your body with damaging energy for 1d6 damage
- Empower Spell Increase all variables of a spell by 50%, saving rolls and opposed rolls are not changed, nor are spells that don't have random variables; uses a slot 2 levels higher.
- Empower Spell-Like Ability (MM1) Pre: Spell-Like ability at 6th level or higher
B: Can use that ability as an empowered spell-like ability 3x day, when using this feat all damage is increased by 50%. Can only select a spell-like ability that deals damage or has a level less than or equal to half its caster level. Can be taken for each spell-like ability
- Empower Turning (C. Divine) X1.5 normal turn creatures
- Energize Spell (L. Mortis) Pre: Nonevil, able to turn undead
B: Your spells deal +50% damage to undead with your spells, but deal -50% damage to living
- Energy Abjuration (C. Mage) Pre: Spell Focus (Abjuration) or abjurer level 1st
B: When you cast an abjuration spell you gain Energy Resistance (1+ available spell level) x5 for the duration of the abjuration spell you cast or until you are struck by any type of energy. The Energy Resistance becomes that same type as that which hits you, then you lose that Energy Resistance.
- Energy Admixture (C. Arcane) Pre: Energy Substitution
B: Chose 1 type of energy (acid, cold, electricity, or fire) that matches an energy type you have selected for substitution. You can then modify any spell with an energy descriptor by adding an equal amount of the chosen type of energy to the spell's normal effects. The altered spell works normally in all respects except for the type and amount of damage dealt, with each type of energy counting separately toward the spell's damage cap. Thus an acid *fireball* cast at 6th level deals 6d6 points of fire damage and 6d6 points of fire damage (roll separately). Even opposed energy types can be combined using this feat. It uses of a spell slot 4 levels higher than the spell's actual level. The spell's descriptor changes to include both energy types. You can gain this feat multiple times, each time for a different type of energy, with which you have the Energy Substitution feat.
- Energy Gestalt (C. Mage) Pre: Spell Focus (Evocation), 3rd level caster
Acrid Fumes: If you cast an acid spell followed by a fire spell the flames of your second spell turn the lingering acid into a cloud of choking, sickening fumes, any living creature damaged by both spells is nauseated for 1 round. Those that make a Fort save (DC of the 2nd spell) are sickened for 1 round instead. Treat this as a poison effect.
Brittle Blast: Cast a cold spell followed by an electricity spell, the lingering cold conducts the electricity increasing the damage of

both spells to an object by 50%

Improved Conduction: Cast a cold spell followed by an electricity spell the lingering cold conducts the electricity fatiguing the target creatures for 1 round. If they don't make a Fort save (DC of the 2nd spell) they are slowed for 1 round.

- Energy Substitution (C. Arcane) Pre: Knowledge (Arcana) +5, any Metamagic feat
B: Chose 1 type of energy, you can then modify the spell with an energy descriptor to use the chosen type of energy instead. Uses a spell slot of the same level and the descriptor changes to the new type of energy. You can gain this feat multiple times for different energy types.
- Enervate Spell (L. Mortis) Pre: Nongood, unable to turn undead
B: Deal +50% damage to living creatures with your spells, but deal -50% undead, constructs and objects
- Enlarge Spell Increase a spell's range; a spell with close range now has a range of 50'+5'/level, while medium spells have a range of 200'+20'/level and long range spells have a range of 800'+80'/level. Spells that are not defined by distance as well as spells whose ranges are not defined by distance are not affected. An enlarged spell uses a spell slot 1 level higher than normal.
- Eschew Materials Can cast spells that have a material cost of 1 gp or less without having to actually provide those components.
- Evasive Maneuvers (Ex. of E.) When using evasion can cast invisibility as an immediate action.
- Exalted Spell Resistance (B. of ED.) Pre: Cha 15, SR
B: +4 SR against evil spells and spell-like abilities
- Exalted Companion (B. of ED.) Pre: Able to acquire a new animal companion, minimum level
- | Companion | Alignment | Druid Level (Ranger Level) |
|-------------------|------------------|-----------------------------------|
| Celestial animal* | Good | 1st (1st) |
| Blink dog | LG | 4th (-3) |
| Asperi (MM2) | NG | 7th (-6) |
| Giant Eagle | NG | 7th (-6) |
| Giant Owl | NG | 7th (-6) |
| Pegasus | CG | 7th (-6) |
| Unicorn | CG | 7th (-6) |
- NOTE: *Apply the celestial creature template to a potential animal companion as listed in the PHB under familiars.
- Exalted Spell Resistance (B. of ED.) Pre: Cha 15, spell resistance
B: Improve your SR by +4 against evil spells and spell-like abilities used by evil outsiders.
- Exalted Turning (B. of ED.) Pre: Able to turn undead
B: Add 3d6 damage to any undead you turn.
- Explosive Spell (C. Arcane) On failed reflex save any creature caught in the A.O.E. is sent to a location outside the nearest edge of that area, dealing additional damage and further knocking creatures prone; taking an additional 1d6/10' moved. If there is an obstacle in the way the creature takes an additional 1d6 points of damage from striking it. The movement doesn't provoke attacks of opportunity. Can only be applied to spells with a Reflex save. Uses up a spell slot 2 levels higher than the spell's actual level.
- Extend Spell The spell lasts twice as long. A spell with a duration of instantaneous or permanent is not affected by this feat. Extended

- spells use a slot 1 level higher.
- Extra Domain (Min.) Pre: Wis 15, access to 1 domain spell
B: Chose one domain spell you cast and you can cast it an additional time each day.
- Extra Edge (C. Arcane) Pre: Warmage 4th
B: +1 to warmage edge +1/4 warmage levels
- Extra Invocation (C. Arcane) Learn an extra invocation spell of one grade lower than the highest grade of invocation you know. You can gain this feat multiple times getting an extra invocation of any grade (least, lesser, or greater) up to one lower than the highest grade of invocation you can currently use.
- Extra Item Space (S. Species) Pre: Multiple limbs or heads
B: You can wear 1 additional magic item beyond the normal limit for the item type in question. The multiple limbs you have must correspond to the limb on which that item type is normally worn. You can take this feat multiple times, each time adding a new space for an item. You can't have more item spaces than you have limbs or body parts of the appropriate kind.
- Extra Slot (C. Arcane) Pre: 4th level caster
B: Gain extra spell slot up to 1 level lower than current highest level, once selected the slot never changes, you can gain this feat multiple times, each time for an extra spell slot up to 1 slot lower than the highest spell that you can cast.
- Extra Spell (C. Arcane) Learn an additional spell up to 1 level lower than current highest level. You can gain this feat multiple times, each time learning a new spell.
- Extra Spell Secret (C. Arcane) Pre: Spell secret class ability, able to cast 2nd level spells
B: Chose 1 spell that you know which becomes permanently modified as though affected by Enlarge Spell, Extend Spell, Still Spell, or Silent Spell. The spell's level doesn't change nor does the choice of spell and modification once chosen. As you go up in level you can choose the same spell to be modified in different ways with multiple spell secrets. You don't need the Metamagic Feat to use this feat. You can take this feat multiple times, each time for a different spell.
- Extra Turning Pre: Able to turn or rebuke creatures
B: Can turn or rebuke undead 4 more times per day (also if you have the ability to turn/rebuke elementals you gain 4 more uses per day). You can take this feat multiple times and it stacks.
- Extract Demonic Essence (H. of Abyss) Pre: Any 2 item creation feasts, Demon Mastery
B: Can draw on a demon's life force instead of EXP to create a magic item see the book for details

- Extraordinary Concentration (C. Adv.) Pre: Concentration 15+
 B: When concentrating to maintain a spell, you can make a Concentration check, DC 25+spell level, to maintain concentration with just a move action. If you beat the DC by 10 or more you can maintain concentration on the spell as Swift action. Using this ability is a Free action, but if you fail your Concentration check the spell ends. You can't use this feat to hold up more than 1 spell.
- Extraordinary Spell Aim (C. Adv.) Pre: Spellcraft 15+
 B: Shape an area spell to exclude an ally, you must make a Spellcraft check, DC 25+spell level. Casting a spell affected by this feat requires a full-round action unless the spell's normal casting time is longer, in which case the casting time is unchanged.
- Faith in the Frost (Frost) Pre: Ability to turn or rebuke undead, access to Cold or Winter domains
 B: When you successfully turn/rebuke a creature it takes cold damage equal to your Cha modifier
- Face-Changer (C. Mage) Pre: Able to cast 3rd level spells
 B: As long as you have a glamour spell of 3rd level or higher you can you can alter your appearance as per *disguise self* with a duration of 1 minute per level of the glamour spell. The illusionary transformation takes a full-round action. You also gain a +1 competence bonus to your caster level when casting glamour spells.
- Fade into Darkness (Drow) Pre: *Darkness* as a spell-like ability
 B: You can spend a daily use of your *darkness* spell-like ability as a standard action to gain a +5 competence bonus on Hide checks that lasts 10 minutes per caster level. This ability doesn't work in areas of bright illumination. You also gain 1 extra daily used of your *darkness* spell-like ability.
- Fascinating Illumination (Drow) Pre: *Dancing Lights* as a spell-like ability.
 B: You can spend a daily use of your *dancing lights* spell-like ability to cast hypnotic pattern instead. Your caster level equals your caster level. You also gain 1 extra daily used of your *dancing lights* spell-like ability.
- Fast Wild Shape (C. Divine) Pre: Dex 13, Wild Shape
 B: Able to Wild Shape as a move action.
- Favored Magic Foe (C. Mage) Pre: Knowledge 6+ in appropriate field or favored enemy
 B: Pick a creature for which you have the favored enemy bonus or one associated Knowledge (Skill) +6. You gain +1 bonus on caster level checks to overcome SR of the chosen creature and they take a -1 penalty to saves vs. your spells and spell-like abilities.

Creature Type	Knowledge	Creature Type	Knowledge
Aberration	Dungeoneering	Magical Beast	Arcana
Animal	Nature	Monster Humanoid	Nature
Construct	Arcana	Ooze	Dungeoneering
Dragon	Arcana	Outsider	the Planes
Elemental	the Planes	Plant	the Planes
Fey	Nature	Undead	Religion
Giant	Nature		
Vermin	Nature		

- Fearsome Necromancy (C. Mage) Pre: Spell Focus (Necromancy) or Necromancer 1st level
B: Foe must save vs. any necromancy spell you cast or are shaken for 1 round. This is a mind-affecting fear ability and doesn't stack with any other fear effect, it can't make a foe worse than shaken.
- Fell Animate (L. Mortis) Can turn causalities from your spells into zombies up to 2x your HD, uses a spell slot 3 slots higher
- Fell Drain (L. Mortis) Add a negative level to the damage your spells do, increases the spell slot by 2 slots
- Fell Frighten (L. Mortis) Your fears can also cause creatures to be shaken for 1 minute, uses a slot 1 slot higher
- Fell Weaken (L. of Morits) Your spells deal -4 Str for 1 minute, uses a slot 1 higher
- Fiendish Summoning Spec. (Planar) Pre: Nongood, Knowledge(The Planes) +2, Knowledge (Religion) +2, Able to cast any *summon monster* spell
B: Add 1 evil-aligned creature to the list of monsters you can summon
- Firey Burst (C. Mage) Pre: Able to cast 2nd level spells, have a fire spell of 2nd level or higher
B: Create a 5' radius burst of fire at 30' dealing 1d6 points of fire damage per level of the highest fire spell you still have, +1 to your caster level when casting fire spells
- Firey Spell (Sand.) B: A firey spell deals +1 damage/damage die. This feat can only be applied to spells with the fire descriptor and uses a spell slot 1 level higher than the spell's actual level
- Flash Frost Spell (PHB2) B: This feat can only be applied to cold spells, causing them to deal +2 cold damage/level of the spell to its targets. The A.O.E. is also covered with a slippery layer of ice for 1 round. Anyone attempting to move in the A.O.E. must make a DC 10 Balance check or fall prone, DC 20 for those that run through the A.O.E. A flash frost spell uses a slot 1 level higher than the spells' level.
- Flyby Attack (MM1) Pre: Fly Speed
B: When flying you can take a move action and another standard action at any point during the move. Can't take a second move action during a round.
- Forge Ring Pre 12th level Caster
B: Able to forge magic rings whose prerequisites you meet. Crafting a ring takes 1 day/1,000 gp in its base price and 1/25th of that price in EXP. Half the price is paid for material components. You can also mend a broken ring for 1/2 the time, 1/2 the price and 1/2 the EXP cost and 1/2 the material components. Some magic rings cost more or have higher requirements see the item's description.
- Fortify Spell (C. Arcane) Cast spells at higher level to overcome spell resistance. You prepare and cast the spell in a higher-level spell than normal, with each additional level giving a +2 bonus on the penetration checks for the altered spell. Spells not subject to SR are not affected. Uses a spell slot of at least 1 level higher than the spell's actual level.
- Fragile Construct (C. Champ.) Pre: Access to Destruction Domain
B: Reduce the hardness of a construct by the level of the highest destruction spell you currently have

- Frostfell Prodigy (Frost) Pre: Con 13, Snowcasting, Frozen Magic, Cold Focus
B: +2 to your prime spellcasting stat when in cold climates (40⁰F or less)
- Frozen Magic (Frost) Pre: Con 13, Snowcasting
B: +1 level in cold areas (below 40⁰F), in colder climates (below -20⁰F) you gain +2 level for spell casting purposes
- Gift of the Spider Queen (Drow) Pre: Drow
B: AS an immediate action you can activate any of the following spell-like abilities (using your class level as your caster level) You spend 1 daily use of each spell-like ability used in this combination
Curtain of Darkness: Expend 1 daily use of *dancing lights* and *darkness* to extinguish all nonmagical light sources within 100'. This is not a magical darkness effect; the fires or other sources simply go out. Does not function on a flame larger than that of a torch or lantern. This is the equivalent of a 2nd level spell.
Mirror Image: You can expend 1 daily use of *dancing lights* and *faerie fire* to use mirror image (as the spell except you only gain 1d4 images).
See Invisibility: You can expend 1 daily use of *darkness* and *faerie fire* to use see invisible (as the spell except the duration is only 1 round per caster level).
Blinding Vanish: You can expend 1 daily use of *dancing lights*, *darkness* and *faerie fire* to disappear in a blinding flash of light All creatures within 20' radius are blinded for 1 round; a successful Fort save DC 14+ your Cha modifier reduces the effect to a dazzled for 1 round. In addition you become *invisible* (as the *invisibility* spell, expect the duration is 1 round per caster level).
- Greater Cold Focus (Frost) Pre: Cold Focus
B: +1 to the DC for all saving rolls for your cold spells
- Greater Corrupt Spell Focus (H. Horror) Pre: Corrupt Spell Focus, Nongood alignment
B: Gain additional +1 DC for all corrupt spells this stacks with Corrupt Spell Focus
- Greater Spell Focus +1 DC to saving rolls for 1 school of magic, stacks with Spell Focus.
- Greater Spell Focus (Improved) (Epic) Pre: Spell Focus in the school selected
B: Add +4 to the DC for all saving rolls vs. spells from the school of magic in which you took Spell Focus, doesn't stack with Spell Focus
- Greater Spell Penetration Pre: Spell Penetration
B: +2 on caster level to beat SR, stacks with Spell Penetration.
- Greater Spell Penetration (Improved) (Epic) Pre: Spell Penetration
B: You get a +4 bonus on caster level checks to beat a creature's Spell Resistance, doesn't stack with Spell Penetration
- Hands of a Healer (B. of ED.) Pre: Cha 13, Lay on Hands class ability
B: +2 to your Cha bonus for purposes of Laying on Hands
- Harden Flesh (L of Mortis) Pre: Corpsecrifter
B: Give +2 AC to undead you create
- Hasty Spirit (C. Mage) Pre: Watchful Spirit class feature (Wu Jen)
B: Gain an extra move action if you do a initiative reroll and gain one extra initiative reroll per day.

- Healing Devotion (C. Champ.) 1/day, as an immediate action, you gain fast healing 1+1/5 levels (max 5) for 1 minute. If you fall below 0 hit points and still have one use of this feat you can activate it automatically. You can select this feat multiple times granting you extra daily uses of it. If you turn/rebuke undead you can use this feat by expending one turn attempt.
- Heighten Spell Cast a spell at a higher level with an increase to all level dependent features. The spell is treated as being of that higher level., however it uses the higher level slot.
- Heighten Spell-like Ability (C. Arcane) Pre: Spell-like ability at caster level 6th+
B: Use spell-like ability at higher level 3/day, the spell-level equivalent of the heightened spell-like ability is 2 levels higher than its normal level (to a max of 9th level) with all effects dependent on spell level (including saving throw DCs) calculated at the higher level. The spell-like ability you wish to heighten can be chosen only from those abilities that duplicate a spell of a level less than or equal to 1/2 your caster level -2 (round down). This feat can be taken multiple times, each time for a new spell-like ability.
- Heighten Turning (L of Mortis) Pre: Cha 13+, Extra Turning
B: add to your turning check by taking from your turning damage
- Holy Potency (C. Champ.) Pre: BAB 4+, able to spontaneously cast *cure* or *inflict* spells and able to turn or rebuke undead
B: *Balance of Life*; if you channel positive energy, cast a cure spell and then gain a bonus to hit or on a Str check equal to the level of the *cure* spell in the following round.
your next attack or Str Check
Conduit of Life; if you channel positive energy, make a turn undead attempt then use a *cure* spell as an attack on an undead creature gaining a bonus to damage equal to 1/2 the result of your initial turning check. If you roll a natural 20 and the creature fail their save you do double damage.
Conduit of Death; if you channel negative energy, rebuke undead then make an attack with an *inflict* spell vs. a living creature you gain a bonus on your damage roll equal to 1/2 the result of your initial turning check, and +your Cha bonus to the save DC and improve your critical threat range by 1.
Touch of Death; if you channel negative energy, cast an *inflict* spell then make a melee attack against a creature in the following round, if you hit you deal extra damage equal to 2x the level of the inflict spell you cast.
- Holy Warrior (C. Champ.) Pre: Able to cast 4t level spells and access to War Domain
B: gain a bonus to damage equal to the highest level War Domain spell you have ready to cast
- Hurricane Breath (C. Mage) Pre: Able to cast 2nd level spells, have air spell of 2nd level or higher
B: Can attempt to knock a single creature within 30' back with a blast of wind, gain +1 level bonus to air spells

Icy Calling (Frost)

Pre: Con 13, Snowcasting

B: When in cold climates (40⁰F and lower) your summoned creatures gain +4 Str and Dex, in cold areas (-20⁰F and lower) your summoned creatures have maximum hit points

Imbued Healing (C. Champ.) Pre: Able to cast conjuration (healing) spells or access to 1 or more domains

B: When you cast a 1st level or higher healing spell you grant a power based on the Domain you have access to. If you have multiple Domains you can chose the effect and effects last for 1 minute.

Air; Electricity resistance 5

Animal; Scent ability

Chaos; +2 bonus to a random ability score

Death; +4 on saves vs. death effects

Destruction; +2 bonus to melee damage rolls

Earth; Acid resistance 5

Evil; DR 3/Good

Fire; Fire resistance 5

Good; DR 3/Evil

Healing; 1 temporary hit point for up to 1 hour

Knowledge; +2 insight bonus on skill and ability checks

Law; +4 bonus on saves vs. mind affecting spell-like abilities

Luck; When rolling for damage treat a natural 1 as a 2

Magic; +2 bonus on saves vs. spells and spell-like abilities

Plant; Light fortification (25% chance to avoid damage from critical hits and sneak attacks)

Protection; +2 AC bonus when fighting defensively

Strength; +2 damage with any melee attack

Sun; Low-Light Vision and +2 on Spot checks

Travel; +5' base land move

Trickery; +6 bonus on Bluff checks

War; +1 on attack rolls with weapons (not natural weapons)

Water; +6 bonus on Swim Checks

If you use a heal spell to damage a creature you can't use this feat.

If you affect multiple creatures with you cure spell you can only grant one of them the bonus from this feat.

Imbued Summoning (PHB2) Pre: Augment Summoning, Spell Focus (Conjuration)

B: When you cast a summoning spell you can grant the creature the benefit of any 3rd level or lower spell that you can cast with a range of touch. You cast this spell at the same time as you cast the summoning spell. The creature gains the benefit of the spell when it appears. Uses a spell slot 1 level higher than the normal summoning spell.

Improved Counterspell

Counterspell with a spell from same school that spell must be 1 or more levels higher.

Improved Familiar (T. of B.) New list of familiars

Familiar	Alignment	Arcane Level
Shocker Lizard	N	5th
Stirge	N	5th
Formian Worker	LN	7th
Imp	LE	7th

Pseudodragon	NG	7th
Quasit	CE	7th

Improved Familiar, Alternate (T. of B.) New list of familiars

Familiar	Type/Subtype	Arcane Level
Celestial Hawk*	Good	3rd
Fiendish Viper**	Evil	3rd
Air, Elemental, small	Air	5th
Earth, Elemental, small	Earth	5th
Fire, Elemental, small	Fire	5th
Shocker Lizard	Electricity	5th
Water, Elemental, small	Water	5th
Homunculus***	Undead	7th
Ice Mephit	Cold	7th

NOTE: *Or other celestial animal from the standard familiar list

**Or other fiendish animal from the standard familiar list

***The master must first create the monunculus, substituting ichor or another part of the master's body for blood if necessary.

Improved Familiar (C. War.) New list of Improved Familiars, all familiars grant Alertness feat gain Improved Evasion and can share your spells, you can be 1 alignment step different from your familiar.

Familiar	Alignment	Arcane Level	Min. BAB
Krenshar	Neutral	3rd	+3
Wrog	Neutral Evil	3rd	+3
Blink Dog	Lawful Good	5th	+5
Hell Hound	Lawful Evil	5th	+5
Hippogriff	Neutral	7th	+7
Howler	Chaotic Evil	7th	+7
Winter Wolf	Neutral Evil	7th	+7

Improved Familiar (C. Sc.) New list of Improved Familiars

Familiar	Alignment	Caster Level
Monster Centipede, Small	N	2nd
Badger	N	3rd
Monster Scorpion, Small	N	3rd
Viper, medium	N	3rd
Monster Spider, Small	N	4th
Vargouille	NE	6th
Mephit, any	N	7th

NOTE: Vargouille summoned as familiars don't have the kiss supernatural ability.

Improved Oneiromancy (H. Horror) Pre: Dreadcasting, Oneiromancy, Spellcaster

B: gain additional spells, to be cast normally

- Improved Sigil (Kau) (R. of Destiny) Pre: Illumina, krau power sigil to augment the energy of your magical utterances.
B: Choose a number of spells with verbal components that you can cast equal to the number of power sigils you have. When you cast one of the chosen spells, the spell's effective level is increased by 1 (as if affected by the Heighten Spell, but with no change to the spell's casting time or spell slot.) All effects dependent on spell level are calculated according to the heightened level. Whenever you can reassign the spells you've chose to be enhanced by this feat. If you cast one of your chosen spells using the Silent Spell feat, this feat has no effect.
- Improved Turning Pre: Ability to turn or rebuke creatures
B: +1 level to the class that gives you the ability to purposes of turning/rebuking undead.
- Improved Turn Resistance (L. Mortis) Pre: Undead
B: +4 Turn Resistance
- Innate Spell (C. Arcane) Pre: Quicken Spell, Silent Spell, Still Spell
B: Use spell as spell-like ability 1/round using 1 spell slot 8 levels higher than the innate spell and any EXP cost for the innate spell is paid each time you use it. As well, you must have any focus required by the spell and if any costly material component is used you must use an item worth 50 times that cost as a focus. Since an innate spell is a spell-like ability and not an actual spell, a cleric can't lose it to spontaneously cast a *cure* or *inflict* spell. Spellcasters who become unable to cast spells of that level of the spell used to power the innate spell become unable to use the spell-like ability. You can chose this feat more than once, selecting another spell and paying the spell slot, focus and material component cost each time.
- Insightful (C. Arcane) Use *Detect Magic*, *Detect Secret Doors*, *Read Magic* as spell-like abilities 1/day
- Insightful Divination (C. Mage) Pre: Spell Focus (Divination) or diviner 1st level
B: +1 on initiative checks and on 1 save within the next 24 hours after casting a divination spell
- Instinctive Darkness (Drow) Pre: *Darkness* as a spell-like ability.
B: You can use your *darkness* spell-like ability as an immediate action that doesn't provoke attacks of opportunity. You also gain 1 extra daily use of your *darkness* spell-like ability.
- Intensify Darkness (Drow) Pre: *Darkness* as a spell-like ability.
B: If you spend a full-round action to use your *darkness* spell-like ability you create *deeper darkness* instead. You also gain 1 extra daily use of your *darkness* spell-like ability.
- Invisible Needle (C. Mage) Pre: Able to cast 3rd level spells, have a force spell of 3rd level or higher
B: Hurl tiny needle of force that deals 1d4 points of damage per level of the highest force spell you have, gain +1 level bonus to cast force spells

- Invisible Spell (City.) Pre: Any metamagic feat
B: Can modify any spell you cast so that it carries no visual manifestation. All other aspects of the spell, including range, area target and damage remain the same. This feat has no bearing on any components required to cast the enhanced spell, so the spell's source might still be apparent, depending on the situation, despite its effects being unseen. Those with detect magic, see invisible or true seeing spells or effects active at the time of the casting will see whatever visual manifestations typically accompany the spell. Spells with this feat use a spell slot of the same level.
- Light of Aurifar (Sand.) Pre: Able to turn or rebuke undead, access to Fire or Sun domains
B: Undead you turn or rebuke take 2d6 points of fire damage in addition to the normal turning or rebuking effect.
- Lingering Metamagic Cast a spell with a metamagic feat then you can cast a 2nd spell with that same feat without changing its level
- Lord of the Uttercold (C. Arcane) Pre: Knowledge (the Planes) +9, Energy Substitution (Cold), able to cast a spell with the cold descriptor.
B: Cold spells deal half of negative energy damage. The spell's saving throw remains unchanged, but creatures can apply cold resistance or immunity to cold only to the cold portion of the damage. An undead creature can be healed by the negative energy of an Uttercold Spell, though if it doesn't have resistance to cold, the effects of damage and healing cancel each other out. Uses a spell slot of the normal level.
- Lurking Familiar (PBH2) Pre: Combat Familiar, Arcane caster 6th level, familiar
B: If your familiar occupies your square it gains cover against all attacks. As a consequence, it can make a Hide check to avoid your foe's notice. If your familiar then leaves your space to attack an opponent, it gains the normal benefit for attacking from a hidden position.
- Mad Faith (H. Horror) Pre: Able to cast 1st-level divine spells, mild depravity
B: Gain a bonus spell 1st level spell if you have no depravity, moderate depravity gain a 2nd level, if severe gain a 3rd level spell
- Magic Devotion (C. Champ.) 1/day, as a standard action, you can launch an energy bolt as a ranged touch attack against a target within 30'+5'/2 levels. If the attack hits it deals 1d6/2 levels damage. You can select this feat multiple times gaining an extra use of it each day. If you turn/rebuke undead you can gain 1 use of this feat if you spend 2 turn attempts.
- Magic Disruption (C. Mage) Pre: Able to cast 3rd level spells, have an abjuration spell of 3rd level or higher
B: As an immediate action can interrupt another caster's spell if they are within 30', gain +1 level bonus to abjuration spells
- Magic of the Land (R. of Wild) Pre: Concentration +5, Knowledge (Nature) +5, Spellcraft +5, caster level 1st.
B: When in a natural setting, you can draw on the power of the land to imbue your spells with healing power. For the purpose of this feat, a natural setting is defined as any location not within a community and not a constructed area. To use this feat, you must succeed on a Knowledge (Nature) check DC 15 +spell level, made as a free action while casting a spell. You can't take 10 on this

check. If you succeed, each target of your spell is healed of 2 points of damage per spell level, in addition to the spell's normal effects. If the spell doesn't have a target entry, this feat has no effect. This healing power is positive energy so an undead creature instead takes 2 points of damage per spell level. An unwilling creature can attempt a Will save (at the spell's normal save DC) to negate this effect. If the skill check fails, the prepared spell or spell slot is lost. You can't use this feat on any spell with an alignment descriptor, nor with any necromancy spell.

- Magic Sensitive (C. Mage) Pre: Able to cast 3rd level spells, have a divination spell of 3rd level or higher
B: Can sense magic aura as per *detect magic*
- Magical Aptitude You gain a +2 on Spellcraft and Use Magical Device checks.
- Magical Fortune (C. Sc.) Pre: 3rd level, any luck feat
B: Expend 1 luck roll, as a swift action, to reroll damage done by a spell you cast. You gain 1 luck reroll per day.
- Malign Spell Focus (V. Dark.) Pre: Evil alignment
B: +2 to the DC for all saving rolls against Evil spells
- Master of Knowledge (H. Horror) B: Gain +1 bonus on all Knowledge Skill checks
- Master of Shadow★ (Drow) Pre: Drow
B: You gain 1 extra daily use of each of your Drow spell-like abilities (*dancing lights, darkness, and faerie fire*). In addition you gain a +2 bonus to your caster level with these spell-like abilities.
- Master of Undeath (C. Mage) Pre: Knowledge (Religion) 5+
B: Create undead that don't count against your total number of controlled undead, but you can only control them for 1 day/level.
- Master Spellthief (C. Sc.) Pre: Able to cast 2nd level arcane spells, and able to steal spells.
B: Your spellthief levels stack with other arcane caster levels for purposes of determining what level spell you can steal. Your levels also stack when determining your caster level for casting arcane spells. If wearing light armor you do not incur a chance of arcane spell failure, you incur the normal arcane spell failure if wearing medium or heavy armor. An empowered, maximized spell gains the separate benefits of each feat; the maximum result plus on-half the normally rolled result.
- Maximize Spell All variables in a spell are maximized, costs a spell slot 3 slots higher. Saving rolls and opposed rolls are not affected, nor are spells without random variables.
- Maximize Spell-like Ability (C. Arcane) Pre: Spell-like ability at caster level 6th or higher
B: One of your spell-like abilities (up to 3/day) has all its variables maximized. Saving throws are not affected. An empowered maximized spell-like ability gains the benefit of each feat separately (getting the maximum result plus 1/2 the normally rolled result). The spell-like ability you wish to maximize can be chosen only from those abilities that duplicate a spell of a level less than or equal to 1/2 your caster level -2 (round down). This feat can be taken multiple times, each for a different spell-like ability.
- Melodic Casting (C. Mage) Pre: Perform 4+, Spellcraft 4+, bardic music feature
B: Can replace a Concentration check with a Perform check, also can use spell completion devices with perform

- Metamagic School Focus (C. Mage) Pre: Spell Focus (1 school), specialist wizard in chosen school
 B: 3x/day you can reduce the level cost of a metamagic feat to a spell from your chosen school by 1 level, can be taken multiple times each time for a different school.
- Metamagic Spell Trigger (C. Mage) Pre: Any metamagic feat, Use Magic Device 15+ or Spellcraft 15+
 B: Apply a metamagic feat to a spell trigger device for the cost of 1 extra charge, can't push a spell beyond 9th level. If there are not enough charges or the item doesn't use charges this feat fails.
- Metamagic Vigor (C. Mage) Pre: 2 or more metamagic feats
 B: *Metamagic Intensity*; gain +1 bonus on level for the 2nd spell if you cast 2 spells using different metamagic feats.
Metamagic Versatility; gain +1 DC on 2nd spell if you cast 2 spells with the same metamagic feat. Can only use actual feats, not those from an item.
- Mitigate Suffering (C. Champ.) Pre: Able to cast 2nd level spells
 B: As long as you have a restoration spell or another conjuration (healing) spell that heals ability damage, you can temporarily increase and ability score of yourself or an ally. As a standard action, you can confer 2 +1 points/level of the highest ability healing spell you have ability points to any ability raising it up to a max of its starting level, for 10 minutes. You can use this as often as desired on a creature. You also gain a +1 competence bonus to caster level when casting conjuration (healing) spells.
- Minor Shapeshift (C. Mage) Pre: Able to cast 4th level spells, have a polymorph spell of 4th level or higher
Might: +2 bonus on melee damage
Mobility: +2 competence on Balance, Climb, Jump and Swim checks
Savagery: Gain primary claw attack dealing 1d6 (Medium size)
Speed: +5' to any move type you have.
Vigor: Temporary hit points equal to your HD.
 The chosen benefit lasts for 1 round/level of the highest polymorph spell you have. Activating a second feat causes the first to expire. In addition gain a +1 competence bonus to your caster level for polymorph spells.
- Mobile Spell Casting (C. Adv.) Pre: Concentration 8+
 B: Make a Concentration check DC 20+spell level when casting a spell. If the check is successful you can cast the spell and move your full speed as a Standard action (you can't use this feat with a spell that has a casting time longer than 1 standard action). If the check fails you lose the spell and fail to cast it, just as if you failed a normal Concentration check. You still provoke attacks of opportunity from any creatures that threaten you. You can cast defensively but you have to add +5 to the Concentration check DC.
- Mortalbane (V. Dark.) B: A damage dealing spell-like ability that deals +2d6 damage when used against living nonoutsiders, but only half damage against outsiders, undead and constructs. Can be applied to each of the creature's spell-like abilities up to 5x/day. Can be taken multiple times to add an extra 5 uses per day.

- Mystic Backlash (C. Mage) Pre: Able to cast 5th level spells, have an abjuration spell of 5th level
 B: As long as you have an abjuration spell of 5th level or higher you can make a touch attack, that doesn't provoke attacks of opportunity as a standard action, to infuse another creature with baneful magic. Each time the target completes the casting of a spell it takes damage equal to the level of abjuration spell you have available to cast. This effect lasts 1 round/level of the abjuration spell, the target can reduce this to 1 round with a successful Will save.
- Natural Spell Pre: Wis 13, Wild Shape Ability
 B: You can cast spells while in Wild Shape, this feat doesn't allow the use of magic items while you are in a form that could not ordinarily use them, nor do you gain the ability to speak.
- Natural Trickster (R. of S.) Pre: Gnome Cha 13
 B: You can use the following spells 1/day as a spell-like ability; *disguise self, silent image, or ventriloquism*. Caster level 1st, save DC 10+ your Cha modifier+spell level
- Necropolis Born (C. Arcane) Use *Cause Fear, Ghost Sound, Touch of Fatigue* as spell-like ability 1/day, Save DC 10 +spell level +your Cha modifier.
- Mother Cyst (L. Mortis) Pre: Caster level 1, Knowledge (Religion) 2+
 B: Grow a Cyst that gives you access to Necrotic Cyst Spells
- Night Haunt (C. Arcane) Use *Dancing Lights, Prestidigitation, Unseen Servant* as spell-like ability 1/day, save DC 10 +spell level +your Cha modifier.
- Nimble Bones (L. Mortis) Pre: Corpsecrifter
 B: Undead you create gain +4 initiative and +10' move
- Nonlethal Substitution (C. Arcane) Pre: Knowledge (Arcana) +5, any Metamagic feat
 B: Chose 1 type of energy (acid, cold, electricity, or fire). You can then modify any spell with the chosen descriptor to deal non-lethal damage. The spell works normally in all other aspects and uses a spell slot one level higher than the spell's normal level.
- Nonlethal Substitution (B. of ED.) Pre: Any other metamagic feat, Knowledge (Arcana) 5+
 B: Chose 1 type of energy and you can modify your spells that use that energy to deal nonlethal damage
- Nonverbal Spell (Planar) Cast spells with Verbal component without uttering the words, you still make noise but it can be a speech or song and doesn't sound like a spell (a Silence spell blocks you).
- Obtain Familiar (C. Arcane) Pre: Knowledge (Arcana) +4, arcane caster level 3rd
 B: Obtain Familiar as per arcane spell, takes 24 hours and uses up 100 gp of material. The familiar's abilities depend on your arcane caster level, your levels in all classes that allow you to cast arcane spells stack.
- Normal Familiar (PHB) Master Gains:**
- | | |
|--------------------|-----------------------------------|
| Bat | +3 on Listen Checks |
| Cat | +3 on Move Silently Checks |
| Hawk | +3 on Spot checks in bright light |
| Lizard | +3 on Climb Checks |
| Owl | +3 on Spot checks in shadows |
| Rat | +2 on Fort saves |
| Raven 1 | +3 on Appraise Checks |
| Snake (Tiny Viper) | +3 on Bluff Checks |

Toad	+3 hit points
Weasel	+2 on Reflex saves
Alternate Familiars from the Sea (Stormwreck)	
Albatross	+3 on Spot Checks
Eel (not recommended)	+3 on Escape Artist Checks
Fish Owl	+3 on Spot Checks in Shadows
Octopus (not recommended)	+3 on Grapple checks
Parrot 1	+3 on Appraise Checks
Sea Snake (not recommended)	+3 on Bluff Checks

Arctic Familiars from Frostburn

Arctic Fox	+3 Move Silently Checks
Gyrfalcon (Hawk)	+3 on Spot Checks
Lemming (Rat)	+2 on Listen and Spot Checks
Snowy Owl (Owl)	Gain low-light vision, +3 on Move Silently Checks
Penguin	+2 on Fort Saves
Puffin (Raven)	+2 on Swim and Survival Checks
Rat	+2 on Fort Saves
Raven	Speaks one language

Notes:

- 1 Can speak 1 language of their master's choice
- Ocular Spell (L. of M.) Pre: Knowledge (Dungeoneering) +4, 2 or more eyes.
 B: Can cast a spell with a casting time of 1 full round or less as an Ocular Spell, that can be held in your eye for up to 8 hours. You can only store 2 spells in this fashion, even if you have more than two eyes and you can only store ray spells and spells with a target other than personal. When you choose you can then cast both Ocular Spells as a full round action. The spells become brilliant blasts that shoot out from your eyes. You can choose different targets for the spells. When you release an ocular spell its effect changes to a 60' range ray, that can only affect one creature (even if it could originally effect more than 1 creature). You must make a ranged touch attack and the target is still allowed a saving roll. An Ocular Spell uses a spell slot two levels higher.
- Oneirmancy (H. of Horror) Pre: Deamtelling, able to cast spells
 B: When casting spells in a nightmare realm your spells work as normal without mishaps. While in the nightmare realm you are considered to have Spell Focus (enchantment) and Spell Focus (illusion). If you already have Spell Focus in 1 of these your DC bonus stacks as long as you are in the nightmare realm. You can target your spells at a target's dream self, rather than their physical form dealing mental damage (turning you spell's damage into nonlethal damage). Constructs, plants, undead and elves are immune to this effect and you can only target 1 creature. You take a -1 penalty on saves vs. enchantment and illusion spells when in the physical realm. If you are slain while mentally traveling the dreamscape your physical body dies, whether or not this is the case for most travelers.

Persistent Spell (C. Arcane) Pre: Extend Spell
 B: Spells with a fixed or personal range can have their duration increased to 24 hours. Spells of instantaneous duration can't be affected by this feat. You don't need to maintain concentration on persistent detect spells for you to be aware of the mere presence or absence of the subject detected, but gaining additional information requires concentration as normal. Uses a spell slot 6 levels higher than the spell's normal slot.

Personal Touchstone (Planar) Pre: Planar Touchstone, a portable object of at least 250 gp value native to the plane
 B: Item becomes your personal Touchstone gain 2x uses of higher-order abilities with each visit

Piercing Evocation (C. Mage) Pre: Spell Focus (Evocation) or 1st level evoker
 B: Can chose 10 points of damage to be untyped damage, to which resistance doesn't apply, when using an evocation spell. If the spell delivers two types of damage you chose which damage is reduced to become untyped damage.

Planar Familiar (Planar) Pre: Able to acquire a new familiar, compatible alignment, Knowledge (The Planes) +5

Familiar	Alignment	Level
Anarchic ¹ animal ²	Chaotic	5th
Axiomatic ¹ animal ²	Lawful	5th
Celestial animal ²	Good	3rd
Elemental, Small ³	Neutral	5th
Fiendish animal ²	Evil	3rd
Imp ⁴	LE	7th
Lantern archon	LG	7th
Mephit, any	Neutral	7th
Quasit	CE	7th

1 New template, Planar 107-110

2 Apply the proper template to the creature

3 Air, earth, fire or water elemental only

4 Standard or a filth imp from the Fiend Folio

This improved familiar is magically linked to its master as a normal familiar and uses the basic stats of its kind. HD; for effects that depend on HD use the higher of the master's level or the familiar's own HD. Hit Points; 1/2 the master hit points, or the familiar's own hit points, whichever is higher. Attack; use the higher of the master's BAB or the familiar's BAB. Saves; use the better of the master's saves or the familiar's. Familiar Special Abilities; use the 2nd table in the Familiars sidebar (PHB 53), determine additional abilities as normal. With the exception of anarchic, axiomatic, celestial and fiendish animals, don't grant their masters any of the benefits that appear in the first table in the sidebar.

Plant Control (M. of W.) Pre: Plant Defiance, able to cast *speak with plants*
 B: You can rebuke or command plants as an evil cleric does undead

Plant Defiance (M. of W.) Pre: able to cast *detect animals or plants*
 B: You turn, but not destroy, plants as a good cleric turns undead

- Poison Spell (Drow) B: You can add a contact or injury poison as a material component to a melee touch spell you are casting. Doing this entails the same risk of poisoning yourself as applying poison to a weapon. The target of the spell, in addition to being subject to the normal effects of the spell is also exposed to the poison, (a melee touch spell must deal damage to deliver the effect of an injury poison). The does of poison used as the component is expended when you cast the spell, whether or not the spell or poison successfully affects the target.
- Postpone Enervation Delay psychic enervation up to 3 rounds
- Practiced Spellcaster (C. Arcane & Divine) Pre: Spellcraft 4+
B: Increase caster level by +4 up to your maximum HD. This feat doesn't change the number of spells per day only your caster level vs. a creature's SR and to increase the duration and other effects of your spells.
- Practical Metamagic (R. of D.) Pre: Dragonblooded, Spellcraft +8, any metamagic feat, ability to spontaneously cast 3rd level spells
B: When using a metamagic feat with a spontaneously cast spell, the spell uses a spell slot 1 level lower than normal for the applied metamagic feat, to a minimum of +1 level. Multiple feasts don't stack.
- Precocious Apprentice (C. Arcane) Pre: Spellcasting ability, (Int or Cha) 15, arcane caster, level 1st. This feat may only be taken at character creation because it is a product of your early training.
B: Chose 1x 2nd level spell from a school of magic that you have access to. Gain an extra 2nd level spell slot that you must use to cast only that chosen spell. You may cast this spell, but until you are able to cast 2nd level spells you must pass a DC 8 caster level check to successfully cast the spell; if you fail, the spell is miscast to no effect. Your caster level with the chosen spell is your normal caster level, if it is insufficient to cast the spell under normal conditions. You lose this benefit when you are able to cast 2nd level spells because of your level, but you retain the extra 2nd level spell slot, which you can use to prepare or spontaneously cast a spell of 2nd level or lower as you normally would.
- Priest of the Waste (Sand.) Pre: Access to the Fire, Summer, Sun, Travel or Water domain
B: You can use a spell slot, that is not a domain spell to cast a spell of equal or lower level that appears on the following list; *cloak of shade, control weather, create food and water, create water, endure elements, heroes' feast, hydrate, protection from desiccation, protection from energy and resist energy*
- Protective Ward (C. Champ.) Pre: access to the Protection Domain
B: While you have an abjuration spell you can, as standard action, gain +1 AC/level of the abjuration spell that you have, you can apply this bonus to yourself or 1 ally within 30', it persists until the beginning of your next turn. You also gain a +1 competence bonus to your caster level when casting abjuration spells.
- Proteus (Ex. of E.) Exchange a prepared spell for an illusion spell
- Psychic Refusal (Drow) Pre: Spell Resistance, Iron Will
B: You gain +4 SR vs. mind-affecting spells and abilities
- Purify Spell (B. of ED.) Pre: Good alignment
B: Add good to your spells, neutral creatures take 1/2 damage and

good creatures take no damage, while against evil creatures your damage die change to the next higher die.

Purify Spell-Like Ability (B. of ED.) Pre: Good Alignment

B: Add good to your spell-like abilities, neutral creatures take 1/2 damage and good creatures take no damage, while against evil creatures your damage die change to the next higher die.

Purify Spell Trigger (B. of ED.) Pre: Craft Wand or Craft Staff, ability to turn undead

B: Add the Purify Feat to a spell trigger device

Quell the Profane (B. of ED.) Pre: Str 13+, Power Attack, Resounding Blow, BAB 8+

B: Deal 1d4+1 Str damage to an evil creature when you score a critical against it (a monk's unarmed strike is included in this feat)

Quicken Spell

Cast a spell as a free action, you can take another action in that round even casting another spell. A Quickened Spell uses a spell slot 4 levels higher, you can't quicken spells with casting time longer than 1 standard action. You may only cast 1 Quickened Spell per round and casting a Quickened Spell doesn't provoke attacks of opportunity.

Quicken Spell-Like Ability (MM1) Pre: Spell-Like Ability at 10th level or higher

B: Choose 1 of the creature's spell-like abilities and, subject to certain limits, that creature can cast that ability 3x day as a quickened spell (less if they are able to use the spell-like ability less often than 3x day). Using a quickened spell-like ability is a free action that doesn't provoke an attack of opportunity. The creature can perform another action even using another spell-like ability, but it can only use 1 quicken spell-like ability per round. The ability must be equal to or less than half its level.

Quicken Spell-Like Ability (S. Species) Pre: Spell-like ability, caster level 8th

B: Choose 1 of your spell-like abilities, subject to the restrictions described below. You can use that ability as a quickened spell-like ability 3 times per day (or less if your number of uses per day is less).

Spell Level	Caster Level to Quicken
0st	8th
1st	10th
2nd	12th
3rd	14th
4th	16th
5th	18th
6th	20th
7th-9th	---

Using a quickened spell-like ability is a free action that doesn't provoke attacks of opportunity. You can perform another action, including the use of another spell-like ability, in the same round that you use a quickened spell-like ability per round, but you may only use 1 quickened spell-like ability per round. You can only select a spell-like ability duplicating a spell with a level less than or equal to one-half your caster level (round down), -4. In addition a spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.

Quicken Turning (C. Divine) Can turn or rebuke undead as a free action at the rate of 1/rnd

- Radiant Flicker (Drow) Pre: Dazzling Fire, *faerie fire* as a spell-like ability
B: Spend a daily use of your *faerie fire* spell-like ability as standard action to grant the target concealment from all melee attacks instead. This effect lasts for 1 round per caster level.
- Ranged Recall (C. Mage) Pre: Spellcraft 4+, Point Blank Shot, Weapon Focus (Ranged Spell)
B: With a Swift action you can reroll a missed attack with a spell at a -5 penalty up to 3/day.
- Ranged Smite Evil (B. of ED.) Pre: Smite evil class ability
B: Channel your smite ability into a ranged attack
- Ranged Spell Specialization (C. Arcane) Pre: Weapon Focus (Ranged Spell), caster level 4th
B: +2 bonus on damage rolls w/ ranged spells. This only applies to the first successful attack of a spell that creates multiple rays or missiles or to the first round of damage for spells that deal damage over multiple rounds on a single successful attack. Only works out to 30' and only spells that deal hit point damage can be affected by this feat.
- Rapid Metamagic (C. Mage) Pre: Spellcraft 12+, able to spontaneously cast spells
B: When you apply a metamagic feat to a spontaneously cast spell, the spell takes only its normal casting time.
- Rapid Spell (C. Divine) Change cast time from 1 round to 1 standard action, a spell with a casting time in rounds can be cast in 1 round, a spell that can be cast in minutes can be cast in 1 minute, and spells with a casting time of hours can be cast in 1 hour. Requires a spell slot 1 level higher. A spell can be made rapid and quickened only if the original casting time was longer than 1 round.
- Razing Strike (C. Adv.) Pre: Sneak Attack, 5th level caster
B: Sacrifice a spell for a bonus to attack and damage for 1 round
- Reach Spell (C. Divine) Cast touch spell at range of 30' as a ray, uses up a slot 2 levels higher.
- Reactive Resistance (Drow) Pre: Spell Resistance
B: You can lower your spell resistance as an immediate action. It returns to normal at the start of your next turn.
- Reckless Wand Wielder (C. Arcane) Pre: Use Magic Device +1, Craft Wand
B: Spend an additional charge from a wand and increase its caster level by +2 (changing all the spell's level-dependent effects). You can expend only 1 extra charge at a time using this feat.
- Repeat Spell (C. Arcane) Pre: any Metamagic feat
B: A repeated spell is automatically cast again at the beginning of your turn in the following round. The second spell originates from the same location (even if you have moved) and affects the same the same target if it is within 30' of its original position; otherwise, the second spell fails. Touch range spells can't be affected by this feat. Uses a spell slot 3 levels higher than the spell's actual level.
- Residual Magic (C. Mage) Pre: Spellcraft 12+, any metamagic feat
B: *Enduring Potency*: If you cast a spell and then cast a the same spell from a scroll or wand in the next round you treat the second spell as having the same level, DC, any other effects of the first spell.
Lingering Metamagic: If you cast a spell modified by a metamagic feat then the same spell in the following round you can

apply 1 of the previous metamagic feats to the 2nd spell without having to actually use a that metamagic feat with the 2nd spell. Only spells that you cast with a metamagic feat can be used (items can't be used).

- Retributive Spell (C. Mage) Allows you to cast a spell and then for up to 24 hours it won't be resolved until you are hit in melee combat (or until you prepare spells) at which time it is cast as an immediate action. Once triggered it only affects 1 creature. Can only be used on a spell that can be targeted on a creature and the spell when it becomes retributive is cast only upon that attacker. Uses a spell slot 1 level higher.
- Sacred Spell (D. of F.) 1/2 the damage dealt by a spell is sacred, not energy typed, uses a spell 2 levels higher
- Sanctify Relic (C. Divine) Create relic devoted to a specific deity.
- Sanctify Weapon (B. of ED.) Pre: Able to cast *align weapon*
B: When you cast *align weapon* the weapon become sanctified and deals 1 extra point of damage vs. evil, 1d4 to evil undead and outsiders, those that use the corrupted template can't heal your damage through normal means, including fast heal
- Sanctum Spell (C. Arcane) Pre: Any metamagic feat
B: +1 level to spell if cast your special location, but if not then it is decreased by 1 level. All effects depend on spell level are calculated according to the adjusted level. Your sanctum is a site, building, or structure previously designated by you, and no larger than 20'/level in diameter. The site must be one where you have spent a cumulative period of at least 3 months. Once designated, it takes 7 day for a site to become a sanctum and if you designate a new area to be your sanctum the benefits of the old one are lost.
- Scribe Scroll Pre: Caster level 1st
B: You are able to write a spell on a scroll, the time is 1 day per 1,000 gp value of the scroll. The base price is spell level x25 gp. You must spend 1/25th of the base price in EXP and use up raw materials costing 1/2 of this base price. Any spell that requires a costly material component or EXP cost must be paid when the scroll is written.
- Sculpt Spell (City. & C. Arcane) Pre: Any metamagic feat
B: You can modify an area spell by changing the area's shape to either a cylinder (10' radius, 30' radius), a 40' cone, four 10' cubes, a ball (20' radius spread), or a 120' line. A sculpted spell works normally in all respects except for its shape. A sculpted spell uses a spell slot 1 level higher than the spell's actual level.
- Searing Spell (Sand.) A searing spell is so hot that it ignores the resistance to fire of creatures affected by the spell, and affected creatures with immunity to fire still take half damage. This feat can only be applied to spells with the fire descriptor.
- Servant of the Heavens (B. of ED.) 1/day, while performing an act of good, you gain a +1 luck bonus on any 1 roll or check
- Shadow Veil (C. Mage) Pre: able to cast 2nd level spells
B: While you have a darkness spell of 2nd level or higher ready to cast you can obscure the vision of a subject within 30' as a Standard action. If the subject fails a Will save it has to treat all

- other creatures as if they had concealment and take a -5 on Spot checks for 1 round. You also gain a +1 competence bonus on level when casting a darkness spell.
- Shielded Casting (R. of S.) Pre: Concentration +5, Combat Casting, Shield Proficiency
B: As long as you have a shield ready you do not provoke attacks of opportunity for casting spells in combat
- Ship's Mage (Storm.) Pre: Profession (Sailor) +2, Spellcraft +4
B: +1 to caster level of all spells cast while you are aboard a ship that is familiar to you. In addition, spells you cast while aboard that ship deal no damage to the ship. It takes 1 week of living and working aboard a ship to become familiar with it and you can only be familiar with 1 ship at a time.
- Sickening Grasp (C. Mage) Pre: Able to cast 3rd level spells
B: As long as you have a necromancy spell of 3rd level or higher any living creature you hit with a melee attack is sickened for a number of rounds equal to the level of the necromancy spell you have, they can reduce this to 1 round with a Fort save. You also gain a +1 level competence bonus to casting necromancy spells.
- Silent Spell You can cast a spell without verbal components, this requires 1 spell slot higher than normal, bards may not use this feat.
- Smiting Spell (PHB2) Pre: BAB +1, caster level 1st
B: Can alter a spell with a range of touch to be embedded into a weapon. The next time you strike a foe with that weapon the spell discharges. The target takes normal damage and the effects of a successful attack in addition to the spell's effect. Once you place a spell into a weapon you must discharge it within 1 minute or its energy dissipates harmlessly. You can also place a smiting spell into a piece of ammunition or a projectile. In such a case the spell dissipates if the attack misses. The spell can't be placed into a weapon that uses ammunition. A smiting spell uses a spell slot 1 level higher than the spell's actual level.
- Somatic Weaponry (C. Mage) Pre; Concentration 5+, Spellcraft 5+
B: Can still cast a spell while holding something else, just using your fingers, but you can't use somatic components while grappled.
- Soul of the North (C. Arcane) B: get the following innate spell-like abilities as a 1st level caster 1/day; *chill touch*, *ray of frost* and *resistance*. Save DC 10 +spell level +your Cha modifier.
- Spell Drain (L. Mortis) Pre: Cha 15, Energy Drain supernatural ability, Improved Energy Drain, 5th level caster
B: If you drain a level from a spell caster and they lose a spell then you can cast that spell as if you prepared it for up to 1 hour, has no effect on spellcasters that don't prepare their spells (sorcerers)
- Spell Focus You gain a +1 bonus on save DC with a specific school of magic. You can take this feat multiple times, each time for a new school of magic.
- Spell Focus by Alignment (C. Divine) +1 to the DC of any spells that have an alignment
- Spell Focus (Good) (B. of ED.) +2 to the DC of any spells that have a good alignment
- Spell Hand (C. Arcane) Use *Mage Hand*, *Open/Close*, *Tenser's Floating Disk* as spell-like ability 1/day. Save DC 10 +spell level +your Cha modifier.

Spell-Linked Familiar (PHB2) Pre: Arcane caster level 9th, familiar

B: Your familiar can cast spells that you grant to it. A familiar gains spells based on your arcane caster level, and any spells granted to your familiar are subtracted from your daily allotment.

Spell Level

Caster Level	0	1st	2nd
9th-11th	1	--	--
12th-14th	2	1	--
15th-17th	3	2	1
18th-20th	4	3	2

Your familiar uses 1/2 your caster level as its caster level. It can't cast spells that have a gp or EXP cost, or that require a focus. A familiar doesn't need somatic, material, or verbal components to cast a spell that was granted to it by this feat.

Spell Mastery

Pre: Wizard 1st level

Can prepare a number of spells equal to your Int modifier without having to use your spellbook.

Spell Penetration

You gain a +2 bonus on caster level to defeat spell resistance.

Spellrazor (R. of S.)

Pre: Concentration +5, Combat Casting, Exotic Weapon Proficiency (Gnome Quickrazor), Two Weapon Fighting

B: As a full round action you can cast a melee touch attack spell attack with that spell and make an off hand attack with the gnome quickrazor

Spell Specialization

B: +2 damage modifier with ray or energy missile spells

Spiderfriend Magic (Drow)

B: Your spells have an effect against vermin allies (but affects other vermin enemies normally). As a Swift action you can suppress the effect of this feat for 1 round.

Spiritual Counter (C. Champ.) Pre: Any other divine feat, able to turn undead

B: As a standard action you can use your turn undead ability to counterspell. You must spend 1 turning attempt per level of spell to be countered+2.

Split Ray (C. Arcane)

Pre: Any Metamagic feat

B: Can fire 1 additional ray beyond the number normally allowed. The additional ray requires a separate ranged touch attack and deals damage as normal. It can be fired at the same target as the first ray or at a different target, but all rays must be aimed at targets within 30' of each other and they are fired simultaneously. Uses a spell slot 2 levels higher than the spell's actual level.

Spontaneous Domains (C. Champ.) Pre: able to cast 3rd level spells, access to 2 or more cleric domains

B: Spontaneously cast Domain spells

Spontaneous Healer (C. Div.) Pre: Knowledge (Religion) +4, nonevil, able to cast *cure* spell

B: Able to spontaneously cast *cure* spells as a cleric can

Spontaneous Summoner (C. Div.) Pre: Wis 13+ Knowledge (Nature) 4+, any Neutral alignment, able to cast *summon nature's ally*

B: Can spontaneously cast a *summon nature's ally* like a druid

Spontaneous Wounder (C. Div.) Pre: Wis 13+ Knowledge (Religion) 4+, able to cast *inflict* spells

B: Able to spontaneously cast an *inflict* spell like an evil cleric

- Stalwart Planar Ally (Planar) Pre: Cha 13, Spellcraft +5, Planar Touchstone
 B: Summoned creatures from that plane to which you have forged a link (planar touchstone feat) they have +4 AC and on saves. Furthermore the duration of the summoning effects is doubled (effects with a duration of concentration, instant or permanent are not affected). If a creature's indicated environment doesn't specify a home plane, but rather a group of planes, you may choose to summon a creature of that kind that is native to your chosen plane and thus apply the feat's effect normally. However no component of the alignment of the creature to be summoned may be opposed to any alignment traits of your chosen plane for the feat to work.
- Steam Magic (Storm.) Pre: Spellcraft +4
 B: You don't need to make a Spellcraft check to successfully cast spells or use spell-like abilities with the fire descriptor targeted on water.
- Still Spell
 You can cast a spell without using somatic components this requires 1 spell slot higher than normal.
- Stitched Flesh Familiar (L. Mortis) Pre: Able to acquire a new familiar, able to cast 3 or more necromancy spells
 B: Able to acquire an Undead Familiar, allows the control of 4 HD more undead
- Storm Bolt (C. Mage) Pre: Able to cast 3rd level spells, have a 3rd level or higher electricity spell available
 B: Fire 20' line of electricity that deals 1d6 points of damage per spell level available
- Subdual Substitution
 Modify the energy of a spell to deal subdual damage
- Sudden Empower (C. Arcane) Pre: Any Metamagic feat
 B: Increase spell's variable numeric effects by 50% 1/day, without increasing the spell's level or having to prepare it ahead of time.
- Sudden Energy Affinity (Min.) Pre: Energy Affinity
 B: Once per day you can apply the Energy Affinity feat to any spell you cast without specially preparing it before hand.
- Sudden Enlarge (Min.)
 Once per day you can apply the Enlarge Spell feat to any spell you cast without increasing the level or special preparations before hand.
- Sudden Extend (C. Arcane) 2X spell's duration 1/day without special preparations
- Sudden Maximize (C. Arcane) Maximize spell's variable numeric effects 1/day without changing its level or having to prepare it ahead of time.
- Sudden Quicken (C. Arcane) Pre: Quicken Spell, Sudden Empower, Sudden Extend, Sudden Maximize, Sudden Silent, Sudden Still
 B: Can apply Quicken Spell to any spell you cast without increasing the level of the spell or having to prepare it ahead of time.
- Sudden Silent (C. Arcane)
 Cast spells without verbal components 1/day without special preparations or changing the level of the spell.
- Sudden Still (C. Arcane)
 Cast spells without somatic components 1/day without special preparations or changing the level of the spell.
- Sudden Widen (C. Arcane) Widen spell's variable distance 1/day without special preparations or changing the spell's level.

- Summon Elemental (C. Mage)** Pre: Able to cast 4th level spells
 B: As long as you have a summoning spell of 4th level or higher you can summon a Small elemental (air, earth, fire or water) within 30'. The elemental acts as if summoned by a monster summoning spell. The duration for the summoned elemental is 1 round per level of the highest summoning spell you have. You can only summon 1 elemental at a time and if you move more than 300' away it will disappear. If you have a summoning spell of 6th level or higher you can summon a Medium elemental. If you have a summoning spell of 8th level or higher you can summon a Large Elemental. You also gain a +1 competence bonus to your level with conjuration spells.
- Sunlight Eyes (C. Mage)** Pre: Ability to cast 2nd level spells
 B: As long as you have a 2nd level or higher light spell you can as a Swift action grant yourself the ability to see in any type of darkness (including magical) with a range of 10'/level of the light spell you have ready. You also gain a +1 competence bonus to your caster level when casting light spells.
- Surrogate Spellcasting (S. Species)** Pre: Wis 13, nonhumanoid or nonhuman-like form
 B: You complete the verbal and somatic components of spells by substituting vocalizations and gestures appropriate to your shape. You must still have suitable appendages and vocal organs. You can use any material component or focus that you can hold. This feat doesn't permit the use of magic items by a creature whose form could not ordinarily use them, and you don't gain the ability to speak if you can't already speak.
- Swift Wild Shape (C. Champ.)** Pre: Dex 13, Fast Wild Shape, Wild Shape class feature
 Can Wild Shape as a swift action
- Swim-By Attack (Storm.)** Pre: Swim Speed
 B: When swimming you can take a move action and another standard action at any point during the move. You cannot take a second move action during a round when you make a swim-by attack
- Touch of Distraction (C. Mage)** Pre: Able to cast 3rd level spells
 B: As long as you have an enchantment spell of 3rd level or higher ready to cast you can cloud the mind of a creature within 30', as a standard action. The target takes a -2 penalty on its next single attack roll or Reflex save. This lasts up to 1 round per level of the enchantment spell you have available or until used. Multiple uses of this feat don't stack. It is considered a mind-affecting effect. You also gain a +1 level competence bonus when casting enchantment spells.
- Touch of Healing (C. Champ.)** Pre: Able to cast 2nd level spells
 B: As long as you have a conjuration (healing) spell of 2nd level or higher you can spend a standard action to heal 3 points of damage per available healing spell level you have ready to cast. You can only use this ability on creatures that are at 1/2 or less of their normal hit points, it can't be used on creatures that aren't healed with cure spells. You also gain +1 competence level bonus to any conjuration (healing) spells you cast.

- Touch Spell Specialization (C. Arcane) Pre: Weapon Focus (Touch Spell), caster level 4th
 B: +2 on damage rolls with touch spell, only on the first successful attack with that spell. Only spells that deal hit point damage can be affected by this feat.
- Toughening Transmutation (C. Mage) Pre: Spell Focus (Transmutation) or 1st level Transformer
 B: When you cast a transmutation you can choose to give or any 1 creature DR 5/magic. This stacks with existing DR, but only lasts for 1 round.
- Transdimensional Spell (C. Arcane) Spells affect foes in coexistent planes and incorporeal, extra-dimensional creatures, those on the Plane of Shadow and on the Ethereal Plane. You must be able to see a creature to target it with a spell, but you don't have to do so to catch it in an area of effect spell. This uses up a spell slot 1 level higher than the spell's normal level.
- Twin Spell (C. Arcane) Pre: any Metamagic feat
 B: Simultaneously cast a single spell twice in the same area or on the same target. Any variable characteristics (including attack rolls) or decisions you would make about the spell (including target and area) are applied to both spells with affected creatures receiving all the effects of each spell individually (including getting 2 saving rolls if applicable). A spell whose effects wouldn't stack if it is cast twice under normal circumstances will create redundant effects if successfully twined. Two dispel magic attempts must be made to dispel the twined spell, but a single successful counter spell negates both spells. A twined spell uses up a spell slot 4 levels higher than the spell's actual level.
- Umbral Shroud (C. Champ.) Pre: Able to cast 3rd level spells
 B: While you have a darkness spell of 3rd level or high, as a standard action, you can obscure the vision of 1 creature within 30'. If the target fails its Will save it suffers a miss chance of 5% per level of the darkness spell you have available. The effects lasts until the beginning of your next turn. Creature that are blind are immune, and creatures with blind fighting can use that. In addition you gain darkvision 10', if you have darkvision then it improves to another +10'.
- Umbral Spell (Drow) B: You can alter a burst, emanation, or spread-shaped spell so that it gains the darkness descriptor. The altered spells automatically dispels any spells with the light descriptor of the spell's level or lower whose effects overlap or are within the altered spell's area.
- Uncanny Forethought (Ex. of E.) Reserve slots to cast Spell Mastery spells
- Unsettling Enchantment (C. Mage) Pre: Spell Focus (Enchantment) or 1st level enchanter
 B: Any foe who must save vs. an enchantment spell from you takes a -2 penalty on attack rolls and to AC for 1 round regardless of the results or their saving roll. This is a mind-affecting effect.
- Vatic Gaze (PHB2) Pre: Arcane caster level 9th
 B: You can use *detect magic* at will. Also as a swift action, you can attempt to determine an opponent's spellcasting ability. You make a Sense Motive check, DC 5 +target's caster level. If this check succeeds, you learn the highest-level spells the target is

- capable of casting. This benefit grants you no insight into spell-like or supernatural abilities.
- Vengeful Spirit (C. Mage) Pre: Watchful Spirit class (Wu Jen)
B: If you use an initiative reroll the 1st creature to deal you in the encounter takes 1/2 the damage it dealt to you. The damage is untyped so DR and Resistance or Immunities don't apply. You also gain 1 extra initiative reroll from your watchful spirit class.
- Versatile Spellcaster (R. of D.) Pre: Able to spontaneously cast spells
B: Can use 2 spell slots of the same level to cast a spell you know that is 1level higher.
- Violate Spell (V. Dark.) Pre: Evil alignment
B: Adds the evil descriptor to a spell and if the spell deals damage half of that is vile damage, uses a spell slot one level higher, can be taken multiple times for additional spells.
- Violate Spell-Like Ability (V. Dark.) B: Adds the evil descriptor to a spell-like ability, furthermore if that spell-like ability deals damage half of that damage is vile damage, uses a spell slot on level higher, can be taken multiple times for additional spells
- Vow of Nonviolence (B. of ED.) Pre: Sacred Vow
B: +4 DC vs. humanoids or monstrous humanoid, your spells deal nonlethal damage, doesn't stack with Spell Focus
- Wandstrike (C. Arcane) Make touch attack w/ wand to deal 1d6 damage and target spell
- Widen Power (Psionic) Increase area of effect by 100% for psionic power
- Widen Spell Increases the area of your spells by 100% uses a spell slot 3 levels higher than normal.
- Wind-Guided Arrows (C. Mage)
B: While you have a 3rd level or higher air spell you can, as an immediate action, alter the course of an arrow, spear, crossbow bolt or other ranged weapon in midair; granting it a +2 or -2 penalty on its attack roll. You and the target must be within 10'/level of air spell you have. This feat works only on thrown or projectile weapons, not spells, powers, or energy attacks. You also gain a +1 level competency bonus when casting air spells.
- Winter's Blast (C. Mage) Pre: Able to cast 2nd level spells
B: While you have a cold spell of 2nd level or higher you can create a 15' cone of cold that deals 1d4/level of the cold spell you have available, a Reflex save halves the damage. You also gain a +1 level competency bonus when casting cold spells.

Bardic Music Feats: Spend 1 or more uses of your bardic ability to gain a power

Arcane Accompaniment (PHB2) Pre: Perform +4, Arcane Flourish, arcane caster level 1st, bardic music

B: As a swift action you can expend a prepared spell or spell slot to extend the duration of your bardic music ability after you stop performing. You extend the duration 1 round/spell level sacrificed. This extension is in addition to the normal duration of the effect after you stop your performance. You can expend only 1 spell slot to extend the duration of your bardic music. You can select the spell or spell slot from any arcane casting class. This feat has no effect on bardic music or similar abilities with a duration of instantaneous or permanent.

- Arcane Flourish (PHB2) Pre: Perform +4, arcane caster 1st level
B: As a swift action you can expend a prepared spell to improve your perform check by +1/level of spell expended. This effect lasts for 1 minute.
- Battle Dancer★ (PHB2) Pre: BAB 2+, bardic music
B: In a round in which you grant any ally a bonus on attack rolls, damage rolls, or saves with your bardic music you gain a +2 morale bonus on your attack rolls if you move at least 1 square before attacking. You lose this benefit for the remaining duration of your current use of bardic music. If you don't move or if you don't attack on your turn. If you stand still and attack (or move without attacking) you do not gain this feat's benefit, but the ability's duration continues.
- Captivating Melody (C. Mage) Pre: Bardic music, able to cast arcane spells
B: As a Swift action before casting a spell you can make a Perform Check, DC 15+level of the spell you intend to cast. If you succeed, you can use 1 of your Bardic music attempts to add +2 to the DC of the next enchantment or illusion spell you cast. If the Perform check fails you still use the Bardic music attempt. You can only apply this feat to spells from the class that grants you Bardic music.
- Chant of Fortitude (C. Adv.) Pre: Concentration 9+, Perform 9+
B: Gain Diehard Feat for you and your allies for 1 round, you can keep performing to maintain the ability. You and your allies die if dropped to -10 hit points or less.
- Chant of the Long Road (C. Sc.) Pre: Bardic music, Perform +6
B: As a standard action, you can expend one daily use of your bardic music ability to grant yourself and all allies within 60' immunity to taking nonlethal damage for hustling, requiring 1 minute of performing and with a duration of 1 hour.
- Chord of Distraction (C. Sc.) Pre: Bardic music, Perform 9+
B: As an immediate action, you can expend 3 uses of bardic music to distract foe within 30'. Make a Perform check opposed by your opponent's Sense Motive check (modified as if using Bluff to feint in combat), if you succeed your opponent is rendered flat-footed vs. an ally of your choice. This lasts until the foe is attacked or until the start of your next turn whichever comes first.
- Disguise Spell (C. Adv.) Pre: Perform 9+, bardic music
B: Blend a spell into your song to disguise you are casting it. Onlookers must match or exceed your Perform check with their Spot check to detect that you are casting a spell. Your performance is obvious to everyone, but not the spell, unless it visibly emanates from you. A disguised spell can't be identified with a Spellcraft check, even if they know you are casting a spell. The act of casting still provokes attacks of opportunity as normal.
- Disguise Spell (S. & S.) Pre: Bardic Music and 12+ Perform
B: Mingle a spell into your song to be undetectable, the spell can't be determined with a Spellcraft check. The performance is oblivious, but the spell's source is not, unless it visibly emanates from you. Uses a spell slot of one spell level higher.

- Enchanting Song (R. of S.) Pre: Perform (any) +5, Spell Focus (Enchantment), bardic music
B: As you cast an enchantment spell you can spend 1 use of bardic music to increase the caster level and DC by 1, stacks with Spell Focus
- Epic of the Lost King (C. Sc.) Pre: Bardic music, Perform 6+
B: As a move action you can expend a bardic music use to remove fatigue from 3 allies within 30', if you spend 3 uses of your bardic music you can remove exhaustion from your allies.
- Extra Silence (R. of S.) Pre: Whisper Gnome
B: You can use your racial silence spell-like ability a number of times per day equal to 3+your Cha bonus
- Green Ear (C Adv.) Pre: Bardic music, 10+ Perform
B: Can use your music powers on only plants and plant creatures, however they gain a +5 bonus on the Will save.
- Haunting Melody (H. Horror) Pre: Bardic Music, Perform +9
B: Can inspire fear with your song 30' or become shaken for rounds equal to your Perform skill DC 10+1/2 bard level+ Cha modifier.
- Inspire Spellpower Pre: Perform (any) +8, bardic music ability
B: Able to use a new bardic music ability; Inspire Spellpower (Su)
As a standard action you can use music or poetry to inspire the spellcasting of allies making their spells more powerful. For as long as you sing +5 rounds the ally's level is increased by 1
- Ironskin Chant (C. Adv.) Pre: Concentrate 12, Perform 12+
B: As a Swift action, that doesn't provoke attacks of opportunity you can expend 1 use of your bardic music to grant DR 5/- to yourself or 1 ally in 30'
- Lingering Song (C. Adv.) Pre: Bardic Music
B: If you use bardic music to inspire courage, inspire greatness, or inspire heroics, the effects lasts for 1 minute after an inspired ally stops hearing the music.
- Lyric Spell (C. Adv.) Pre: Perform 9+, Able to spontaneously cast 2nd level arcane spells
B: Expend a daily use of your bardic music to cast any arcane spell that you know and can cast spontaneously. You must still use an action to cast and you must use 1 bardic ability per level of the spell. Spells that you cast with this feat use your instrument as a focus. Can't use the Silent Spell Metamagic feat.
- Metamagic Song (R. of S.) Pre: Any 2 Metamagic feats, bardic music
B: When you spontaneously cast an arcane spell that is enhanced by a metamagic feat you can spend a number of used of your uses of bardic music ability equal to the number of extra levels that the metamagic feat imposes on the spell rather than raising the spell's effective level. Applying metamagic spontaneously using this method increases the casting time of the spell normally
- Misleading Song (R. of S.) Pre: Perform (any) +5, Spell Focus (illusion), bardic music
B: Spend 1 daily used of your bardic music ability to increase the caster level and the saving throw DC of the spell by 1. These bonuses stack with those provided by other feats like Spell Focus
- Music of the Outer Sphere (L. of M.) Pre: Perform (Any) +11, 9th level bard

B: You can now use the following additional bardic music abilities. *Lull Aberration (Sp)*: You must target a single aberration within 30 feet with this ability. You can target an additional aberration for every three bard levels above 9th that you possess. A targeted aberration must make a Will save (DC 10 + 1/2 bard's level + bard's Cha modifier) or become lethargic and partially hypnotized by the discordant sounds of your performance. Affected aberrations are slowed, as per the spell.

Sicken Aberration (Sp): Any aberration within a 30-foot spread centered on you must make a Fortitude saving throw (DC 10 + 1/2 bard's level + bard's Cha modifier) or become sickened for as long as you continue to use this ability. If an aberration makes this saving throw, it does not have to make another saving throw to avoid becoming sickened unless you activate this ability again.

Vitalize Aberration (Sp): All aberrations within a 30-foot spread centered on you gain a +2 morale bonus to all special attack and spell-like ability save DCs and a +1 dodge bonus to Armor Class.

Requiem (L. Mortis)

Pre: Bardic Music class feature, Perform 8+

B: Can effect undead with your bardic music, but the duration is only 50% of normal

Sound of Silence (C. Sc.)

Pre: Bardic music, Perform 9+

B: Expend 2 uses of bardic music to deafen a foe for 3 rounds. A Will save using your performance check as the DC negates the effect. The target must be within 30'.

Subsonics (C. Adv.)

Pre: Perform +10, bardic music

B: Can perform so subtly that opponents don't notice it, yet your allies still gain the bonuses or you can affect opponents.

Sunken Song (Storm.)

Pre: Bardic music class feature, Perform +4

B: By tremendous effort of will and sheer musical ability you can use Perform (Sing) underwater even though you can't breathe water. This is more like a forceful humming than singing and words are not intelligible, but you are able to produce bardic music effects. The max distance of such effects is unchanged. This feat doesn't help with Perform checks involving oratory or wind instruments.

Versatile Performer (C. Adv.) Perform as if you had as many skill ranks in your lowest skill as you have in your highest.

Warning Shout (C. Sc.)

Pre: Bardic music, Perform 6+, Evasion

B: Expend 2 uses of bardic music, as an immediate action, to grant an ally within 30' a +5 morale bonus on their next Reflex save and evasion. The effect lasts until the target rolls a Reflex save or the start of your next turn, whichever comes first.

Windsinger (Storm.)

Pre: Bardic Music class feature, Perform (sing or wind instrument) +5

B: Expend a daily bardic music use, you can lull the winds around a single ship into well-tamed gusts. They continue to blow into the sails of the ship as normal for their speed, but their effects on the crew are 1 stage in intensity less (Storm. 23). A strong wind affected by this ability continues to propel the ship along as normal for a strong wind, but it only affects the crew as though it were a

moderate wind. You can also alter the direction of the wind by one compass point. These effects last as long as the bard continues to perform his bardic music +10 rounds after the music has ended.

Ceremony Feats (Uses a ceremony lasting 5-10 minutes and holy water, the effects last 24 hrs)

Ritual Blessing (PHB2)

Pre: Good, Knowledge (Religion) +4

Anoint Knowledge (Religion) +4: Anoint the recipient with holy water, when you cast a cure on them they heal and extra 2 hit points. A 5 minute ritual that lasts 24 hours.

Cleanse Knowledge (Religion) +8: Sprinkle holy water on the recipient in a 10 minute ritual that grants +2 to all saving rolls for 24 hours.

Ward Knowledge (Religion) +13: Perform a 10 minute ritual using holy water and powdered silver creating a ward that protects the recipient with +1 bonus on saves and special attacks from evil outsiders for 24 hours (requires 30 gp worth of silver dust).

Ritual Blood Bonds (PHB2)

Pre: Orc or Half-Orc, Knowledge (Religion) +4

Blood Brothers Knowledge (Religion) +4: Each of 6 allies are involved in a 10 minute blood ritual with a vial of holy (unholy) water that grants the recipients +4 morale on Will saves vs. fear as long as they can see each other.

Vengeful Bonds of Brotherhood Knowledge (Religion) +8: Creates a close bond between up to 6 allies in a 10 minute ritual that requires blood, 10 gp of silver dust and holy (unholy) water. When a member of the group falls in battle (0 or less hit points) the ritual members gain a +2 morale bonus on attacks vs. the creature that caused them to fall, for 1 minute. This bonus can be gained multiple times.

Divine Feats (Usable in replace of 1 use of rebuke/turn undead ability)

Blackwater Invocation (Storm.) Pre: Able to channel negative energy

B: Expend 1 turn undead you can infuse the water around you within 30' with negative energy causing the water to become cold for 10 minutes, those in the water who are not protected from cold take 1d6/hour nonlethal damage unless they make a DC 15 Fort save, those leaving the area and reentering must make a new save. Those wearing warm clothing or otherwise protected from the cold or those who channel negative energy take no damage.

Additionally those in the A.O.E. gain concealment

Consecrate Spell Trigger (B. of ED.) Pre: Craft Wand or Craft Staff, Ability to turn Undead

B: Use a spell trigger device and a turning attempt to add "Good" to the spell triggered.

Disciple of the Sun (C. D.)

Pre: Good alignment

Spend 2 turn attempts to destroy undead instead of turning them.

Divine Accuracy (L. Mortis)

Expend 1 turn undead to grant all your allies in 60' the ability to reroll their miss chance because of incorporeality

Divine Armor (PHB2)

Pre: Divine Caster 5th level

B: As a swift action you gain damage reduction 5/- for 1 turn

Divine Censure (T 9 Hells)

Pre: Able to turn undead and Good Alignment

B: Force all evil outsiders within 30' to make a Will save or

- become shaken for a number of rounds equal to your Cha modifier, the DC is 10 +1/2 HD + Cha modifier.
- Divine Cleansing (C. Warrior) Gain +2 bonus on Fortitude saves for all allies in 60' for 1 round per point of Cha modifier.
- Divine Damage Reduction (R. of S.) Pre: Con 13, Wis 13, Earth Sense, Earth's Warding ability to rebuke earth creatures
B: Spend a turn earth creates to give yourself DR 2/adamantine for 1 round per level, must be touching the ground
- Divine Defiance (T 9 Hells) Pre: 3rd level divine spell caster
B: As an immediate action you can counter a spell or spell-like ability. To do this you must have the same spell or spell-like ability and you must identify the spell with a Spellcraft check.
- Divine Fortune (PHB2) Pre: Divine Caster Level 5
B: As an immediate action gain a +4 on next saving roll, last for 1 turn.
- Divine Justice (PHB2) As a swift action record the amount of damage done to you by a foe, then when you hit that foe you can do your damage or the damage done to you, whichever is higher. Your weapon's qualities apply for damage reduction. You can target only 1 creature at a time and you can hold the damage up to 1 minute, after that time it is lost.
- Divine Justice (T 9 Hells) B: As a swift action you can deal +2d6 with a successful melee attack against evil outsiders. In addition they must make a Will save with a DC of 10+1/2 HD+ your Cha modifier or be shaken for 1 minute.
- Divine Metamagic (C. Divine) B: Chose a metamagic feat, as a free action you can take the energy from turning/rebuking undead and power a metamagic feat. You must use 1 turn attempt per extra spell slot that the metamagic feat would require. This feat can be taken multiple times, each time for another metamagic feat.
- Divine Might (C. Warrior) Pre: Str 13, Power Attack
B: Add Cha bonus to weapon damage for 1 round.
- Divine Resistance (C. Warrior) Pre: Divine Cleansing
B: As a standard action grant all allies in 60' with Resistance to Cold 5, Electricity 5 and Fire 5. Doesn't stack with similar resistances granted by spells or special abilities, lasts for 1 round per point of Cha bonus.
- Divine Shield (C. Warrior) Pre: Shield Proficiency
B: Add your Cha bonus as a bonus to shield's defense for 1 round per Cha bonus.
- Divine Spell Power (C. Divine) Pre: Able to cast 1st level Divine spells.
B: Spend a turn or rebuke undead check (with a +3 bonus, plus any other modifiers you'd normally apply to your turning check.) Treat the result of your turning check as a modifier to your caster level on the next divine spell you cast in that round. If you don't cast a divine spell before your next turn, you lose the effect of the check result. This feat has no effect on arcane spells.
- Divine Spellshield (R. of S.) Pre: Able to rebuke earth creatures, racial bonus on saves against spells

- B: As a standard action you can spend 1 rebuke earth creatures to grant all allies within 30' +2 sacred bonus on saving rolls vs. spells for 1 per character level, you must be touching the ground.
- Divine Vengeance (D. of F.) Pre: Extra Turning
B: Expend a turn undead to add 2d6 points of damage to all melee attacks against undead till your next turn
- Divine Vigor (C. Warrior) As a standard action + 10' base speed and gain +2 hp/level, for 1 minute per point of Cha bonus.
- Divine Ward (PHB2) Once per 24 hours you can spend a turn undead attempt and 10 minutes of study to build a close (25'+5'/level) ward that allows you to deliver a touch spell to them at range. You must expend a turn undead attempt per ward created beyond the first.
- Earth Spell (R. of S.) Pre: Con 13, Wis 13, Earth Sense, Heighten Spell
B: As long as you are standing on stone or unworked earth you can use the Heighten Spell feat so that if you cast a spell using 1 spell slot level higher it is treated as 2 levels higher and your effective caster level is increased by 1. If you use a spell slot 2 levels higher its is treated as 3 levels higher and your effective level is increased by 2 and so on. Can't use this to cast air, fire or water spells
- Earth's Warding (R. of S.) Pre: Con 13, Wis 13, Earth Sense, ability to rebuke earth creatures
B: As a standard action you can spend a rebuke earth creatures to add +2 to your natural armor for 1 minute per Con bonus
- Elemental Healing (C. Divine) Burst of healing (1D8/ 2 levels) energy 60' radius to heal an elemental. You may only use this feat if you can rebuke a specific elemental subtype.
- Elemental Smiting (C. Divine) Once per round you can spend a turn attempt as a free action when making a melee attack. If successful your strike a creature that you could turn with that turn attempt adding your bonus on your damage roll equal to your cleric level. If your attack misses the turn attempt is lost. You can only use this feat if you can turn an elemental.
- Empower Turning (C. Divine) Multiply your Cha modifier by 1.5 for your turning damage.
- Fragile Construct (C. Champ.) Pre: Access to the Destruction Domain.
B: While you have a 3rd level, or higher, Destruction Domain spell ready to cast you can enhance the flaw in objects. With a touch attack you can reduce the object's hardness by 1/level of Destruction spell you have (min hardness 0), for 1 round/level. You also gain a +1 insight bonus on all sunder attempts.
- Glorious Weapon (C. Divine) Add your alignment to all weapons in 60' radius burst until your next turn.
- Grizzly's Claws (C. Divine) Gain claws for 1 hours (small 1d4 damage medium 1d6)
- Hurricane Breath (C. Mage) Pre: Able to cast 2nd level spells
B: While you have an air spell of 2nd level or higher you can knock a single creature within 30' with a blast of force, this requires a standard action and acts like a Bull Rush. Roll 1d20 +level of the air spell opposed by your foe's Str check. If you succeed you push the creature back 5'. You also gain +1 competence bonus to your caster level with air spells.
- Insightful Divination (C. Mage) Pre: Spell Focus (Divination) or diviner level 1st
B: When casting a divination spell you gain an insight bonus equal

to the spell's level +1 on initiative checks and on the first save you make within the next 24 hours. You lose the benefit after taking the saving roll bonus. If you cast a 2nd divination spell when the first benefit is still active you chose whether to retain your existing bonus or take the newly granted one.

Invisible Needle (C. Mage)

Pre: Able to cast 3rd level spells

B: While you have a force spell of 3rd level or higher you can use a standard action to throw a tiny needle-shaped force projectile, with a successful ranged touch attack. The dart has a range of 5'/level of the force spell you have and deals 1d4 hit points/level of the force spell you have. The needle can strike incorporeal creatures. You also gain a +1 competence bonus to your caster level when casting force spells.

Magic Device Attunement (C. Mage) Pre: Use Magic Device +1

B: You can attune yourself to a magic device so that once you successfully make your Use Magic Device check you don't have to make another one for 24 hours. You can only attune yourself to 1 object, if you attune yourself to another item you lose the first.

Magic Disruption (C. Mage) Pre: Able to cast 3rd level spells.

B: While you have an abjuration spell of 3rd level or higher you can try to interrupt another creature's spellcasting with a tiny burst of magic, as an Immediate action. You force the creature, within 30', to make a Concentration check, DC 15 +level of the highest level abjuration spell you have, if the check fails the spell's DC and caster level is reduced by -2 (to a minimum of 1st level). You also gain a +1 competence bonus to your caster level when casting abjuration spells.

Magic Sensitive (C. Mage)

Pre: Able to cast 3rd level spells

B: While you have a divination spell of 3rd level or higher you can sense magical auras (as per *detect magic*), with a range of 5'/level of the highest divination spell you have. Activating or concentrating on the ability requires a standard action. You also gain a +1 competence bonus to your caster level with divination spells.

Persistent Refusal (T 9 Hells) B: As a Swift action spend 1 turn or rebuke undead allowing you to make another save against any effect that targets you and has a continuing duration.

Pierce the Darkness (R. of S.) Pre: Able to turn undead, darkvision

B: As a standard action spend 1 of your turn undead attempts to double the range of your darkvision for a number of minutes equal to your character level.

Pious Defiance (T 9 Hells) B: Spend a turn or rebuke undead attempt as an Immediate action to gain a bonus on Will saves equal to 1/2 Level for 1 round.

Profane Aura (PHB2)

Pre: Divine caster 9th level

B: As a standard action you can expend a turn undead attempt to fill a 60' radius area around you with mist. The mist grants concealment (5' or less 20% miss chance over 5' 50% miss chance). Mindless undead inside the mist gain +2 deflection bonus to AC.

Profane Boost (C. Divine)

B: Spend a rebuke attempt as a standard action to place an aura of negative energy upon each creature within 60'. Any *inflict* spells

cast on one these creatures before the end of your next turn is automatically maximized, with no adjustment to the spell's level or casting time.

- Profane Lifeleech (L. Mortis) Expend 2 undead turns to deal 1d6 damage to all living creatures in 30', heals undead a like amount, but can't reduce anyone to less than 0 hit points
- Profane Vigor (L. Mortis) Pre: Cha 11
B: Expend 1 turn undead to heal undead ally in 60' 2 hp/level
- Quicken Turning (C. Divine) Can turn or rebuke undead as a free action, but you can still only do it once per round.
- Retrieve Spell (C. Champ.) Pre: Any 2 divine feats, ability to turn undead
B: Recover spent spells by expending 1 turn ability per level of spell you want to recover
- Roots of the Mountain (R. of S.) Pre: Able to rebuke earth creatures stability racial trait
B: As a standard action spend 1 rebuke earth creatures to root yourself automatically winning an opposed Strength check when an foe attempts to bull rush or trip you. A creature with the improved grab ability must move into your space to grapple you. If you are grappling you automatically win an opposed grapple check when the foes tries to move you. If you become frightened or panicked you experience the full effects of the fear, but you can not run away, you can't take a 5' step while this ability is in effect; it lasts for 1 round per level, but you can end it at any time as a free action
- Sacred Boost (C. Divine) Spend a turn attempt to maximize any cure spell cast within 60' a radius.
- Sacred Healing (C. Divine) Spend a turn attempt to gain fast healing +3 to all in 60' radius for 1+Cha modifier rounds.
- Sacred Healing II (PHB2) For one turn you gain a +5 bonus on Heal checks and +2/die to conjuration (healing) spells.
- Sacred Purification (PHB2) Pre: Sacred Healing
B: As a swift action expend a turn undead to create a pulse healing all living creatures in 60' heal 1d8+Chr your modifier, undead take that as damage instead.
- Sacred Radiance (PHB2) Pre: Divine Caster 9th level
B: As a standard action you expend a turn undead attempt to provide bright light over 60' radius (centered on you) with shadowy light out to another 60' radius. The light moves with you and temporarily negates any magical darkness spells of 3rd level or lower. Any non-evil creature within the 60' radius receives a +2 morale bonus on saves against fear, poison, disease and death effects. Evil creatures take a -2 penalty on saves against fear effects. This effect lasts 10 minutes.
- Sacred Vengeance (C. War.) As a free action +2d6 damage on melee attacks vs. undead for 1 round.
- Sacred Vitality (L. Mortis) Expend 1 turn undead to gain immunity to ability damage, ability drain and energy drain for 1 minute
- Sanctify Water (Storm.) Pre: Cha 13, ability to channel positive energy
B: Expending a turn undead you can infuse the water around you

with positive energy which has the same effect as holy water. All creatures in 20' radius immediately take damage as though struck by a flask of holy water. Lasts for 1+Cha bonus rounds, dealing damage each round.

- Spell Focus (C. Divine) +1 to DC vs. spells with an alignment description that matches your alignment. Doesn't stack with any other bonus from Spell Focus. This feat can be taken twice, choosing a different alignment each time.
- Spiritual Counter (C. Champ.) Pre: Any other divine feat, ability to turn undead
B: Expend 1 turn to counter a spell as if you had cast the same spell yourself, spending a turn attempt per level you are counterspelling
- Spontaneous Healer (C. Divine) Pre: Knowledge (Religion) +4, nonevil, able to cast any cure spells.
B: Spontaneously cast *Cure* Spells once per point of Wis modifier.
- Spontaneous Summoner (C. Divine) Pre: Wis 13, Knowledge (Nature) +4, neutral alignment, able to cast any *summon nature's ally* spell.
B: Spontaneously cast *Summon Nature's Ally* once per point of Wis modifier.
- Spontaneous Wounder (C. Divine) Pre: Wis 13, Knowledge (Religion) +4, nongood, able to cast any *inflict wounds* spell.
B: Spontaneously cast *Inflict* Spells once per point of Wis modifier.
- Spurn Death's Touch (L. Mortis) Expend a turn undead to heal 1d4 points of ability damage, remove a paralysis effect or remove a negative level dealt by an undead
- Transdimensional Spell (C. Divine) Effect Ethereal Creatures with spell
- Variant: Faith Feats (C. Divine) [Not used in this campaign](#)
You start with a pool of faith points, and can spend one faith point per round. The DM awards faith points when the character does something to advance the agenda of their faith. As a rough guide a character should earn (5+1/2 their level) faith points per level. It is an additional mechanic and bookkeeping that I don't feel contributes to the game.
- Variant Turning Rules (C. Divine) [Not used in this campaign](#)

Initiate Feats: Shown some distinction with your deity giving you access to additional spells and abilities. Some of these feats allow access to additional spells and abilities. Some of these feats allow the addition of these spells to the spell lists of other classes. If you have more than one class their qualifies for this addition, you must choose only one spell list to which they will be added. No character can have more than one initiate feat, since such a feat presumes a deep level of commitment to a single deity.

- Arcane Insight (R. of Destiny) Pre: Cleric level 3rd, deity Boccob
B: Add Knowledge (Arcana) to your list of cleric class skills. Gain a +2 insight bonus on Spellcraft checks. In addition you gain the following spells:
1st **True Strike:** +20 on your next attack roll
2nd **Arcane Sight:** Magical auras become visible to you
5th **Rary's Telepathic Bond:** Link lets allies communicate
7th **Arcane Sight, Greater:** As arcane sight, but also reveals magical effects on creatures and objects.

8th Moment of Prescience: You gain insight bonus on a single attack roll, check or save.

Dread Tyranny (R. of Destiny) Pre: Cleric level 3rd, deity Hextor

B: Add Intimidate to your list of cleric class skills. You add Str bonus in addition to your Cha bonus on Intimidate checks. Furthermore, when you lessen the penalty on attack rolls by 2 (instead of -4). In addition you may add the following spells to your cleric spell list:

2nd **Scare:** Frightens creatures of less than 6 HD.

4th **Evard's Black Tentacles:** Tentacles grapple all within 15'

5th **Dominate Person:** Controls humanoid telepathically

6th **Eyebite:** Target becomes panicked, sickened and comatose

8th **Demand:** Delivers short message and *suggestion* anywhere instantly

9th **Dominate Monster:** As dominate person, but any creature

Eternal Strength (R. of Destiny) Pre: Cleric level 5th, Str 13, deity Kord

B: You gain +4 bonus on saving throws to resist effects that deal Str damage or cause Str drain. In addition, you may add the following spells to your cleric spell list:

3rd **Heroism:** +2 on attack rolls, saves and skill checks

5th **Waves of Fatigue:** Several targets become fatigued

6th **Heroism, Greater:** +4 bonus on attack rolls, saves, skill checks, immunity to fear; temporary hit points

7th **Waves of Exhaustion:** Several targets become exhausted

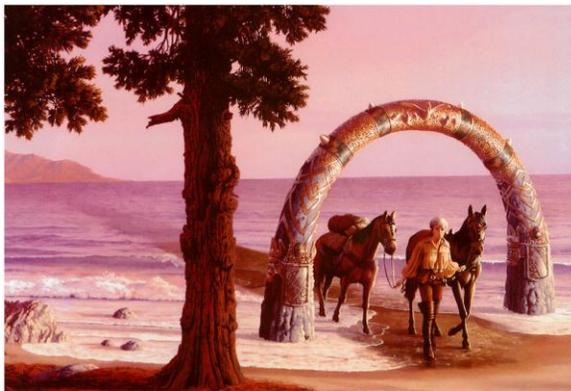
Far Horizons (R. of Destiny) Pre: Cleric level 1st, deity Fharlanghan

B: Add Climb, Jump and Swim to your list of cleric class skills. Furthermore, you always know the direction of north from your current position. You can't use this extraordinary ability in any environment where "north" doesn't exist.

1st **Expeditious Retreat:** Your speed increases by 30'

3rd **Leomund's Tiny Hut:** Creates shelter for 10 creatures

6th **Shadow Walk:** Step into shadow to travel rapidly



- Law Inviolable (R. of Destiny)** Pre: Cleric level 1st, must be lawful, deity St. Cuthbert
 B: Your natural weapons as well as any weapons you wield are as lawful-aligned for the purpose of overcoming DR. In addition you may add the following spells to your cleric spell list:
 1st **Color Spray:** Knocks unconscious, blinds and/or stuns 1d6 weak creatures.
 2nd **Daze Monster:** Living creature of 6 HD or less loses next action
 3rd **Suggestion:** Compels subject to follow stated course of action
 5th **Passwall:** Creates passage through wood or stone wall
 6th **Suggestion, Mass:** As suggestion, plus one subject/level
 8th **Power Word Stun:** Stuns creatures with 150 hp or less
- Radiant Fire (R. of Destiny)** Pre: Cleric level 3rd, deity Pelor
 B: You gain a +2 insight bonus on damage rolls against creatures with the evil subtype. In addition you may add the following spells to your cleric spell list:
 2nd **Scorching Ray:** Ranged touch attack deals 4d6 fire damage + 1 ray/4 levels (max 3)
 3rd **Summon Monster 3:** Calls fire a elemental creature to fight for you
 5th **Summon Monster 5:** Calls fire a elemental creature to fight for you
 6th **Summon Monster 6:** Calls fire a elemental creature to fight for you
 8th **Summon Monster 8:** Calls fire a elemental creature to fight for you
- Undying Fate (R. of Destiny)** Pre: Cleric 3rd, deity Wee Jas
 B: As a Swift action you can determine how close creatures are to death. This extraordinary ability can be used at will but otherwise functions like the *deathwatch* spell. In addition you may add the following spells to your cleric spell list.
 2nd **False Life:** Gain 1d10 temporary hp+1/level (max +10)
 3rd **Halt Undead:** Immobilizes undead for 1 round/level
 5th **Blight:** Withers one plant or deals 1d6/level damage to plants
 7th **Finger of Death:** Kills one subject or deals 3d6 damage +1/level (max +25)



Whispered Secrets (R. of Destiny) Pre: Cleric level 1st, deity Vecna

B: Add Listen and Spot to your list of cleric class skills.

Furthermore, you automatically become aware of any attempt to observe you by means of a divination (scrying) spell or effect.

This extraordinary ability doesn't enable you to discern the scrier, the type of scrying device or spell used, or the scrier's location. In addition you may add the following spells to your cleric spell list.

1st **Disguise Self:** Changes your appearance

2nd **Darkvision:** See 60' in total darkness

3rd **Glibness:** Gain +30 on Bluff checks and you lies can escape magical discernment

4th **Arcane Eye:** Invisible floating eye moves 30'/round

5th **Prying Eyes:** 1d4+1/level floating eyes scout for you

6th **Analyze Dweomer:** Reveals magical aspects of subject

8th **Mind Blank:** Subject is immune to mental/emotional magic and scrying.

Draconic Feats: Requires Draconic Heritage

Draconic Arcane Grace (R. of D.) Pre: Sorcerer level 1st

B: As an immediate action you can give up an arcane spell slot to gain a bonus on all saving rolls until the start of your next turn.

The bonus equals the level of the spell slot used. You can declare that you are using ability after you have rolled a save, but you must do so before the DM reveals whether the saving roll succeeded

Draconic Breath (R. of D.) Pre: Sorcerer level 1st

B: As a standard action you can convert an arcane spell slot into a breath weapon. The breath weapon is a 30' cone (cold or fire) or a 60' line (acid or electricity) that deals 2d6 points of damage per level of the spell slot used. Any creature in the A.O.E. must make a Reflex save DC 10+ level of the spell used + your Cha modifier for half damage. This is a supernatural ability

Draconic Claw (R. of D.) Pre: Sorcerer Level 1

B: Gain a claw attack, you can make a natural attack with 2 claws, dealing damage based on your size as if you were truly a dragon (Small 1d4, Medium 1d6, Large 1d8). In any round when you cast a spell with a casting time of 1 standard action, you can make a single claw attack at your full BAB as a swift action against a foe you threaten

Draconic Flight (R. of D.) Pre: Sorcerer level 1

B: Gain the dragonblooded subtype. Choose 1 kind of dragon from the list (table R. of D. 103). This is your draconic heritage, which can only be changed by undergoing the Rite of Draconic Affinity (R. of D. 59). Half-dragons must choose the same dragon kind as their dragon parent. When you declare your draconic heritage, you gain the skill on the table as a sorcerer class skill. In addition, you gain a bonus equal to the number of draconic feats you have on saving throws against magic sleep and paralysis effects, as well as on saves against spells and abilities with a descriptor that matches the corresponding entry in the table.

- Draconic Legacy (R. of D.)** Pre: Any 4 draconic feats
 B: Based on your draconic heritage, add the spells noted on the table (R. of D. 104) to your list of spells known. Each spell is added at the spell level where a spellcaster normally gains it unless otherwise indicated.
- Draconic Persuasion (R. of D.)** Pre: Sorcerer 1st level
 B: After you cast an arcane spell you gain a bonus equal to 1.5 times the spell's level on your next Bluff, Intimidate or Perform check. The check must be made before the end of the next round
- Draconic Power (R. of D.)** Pre: Sorcerer 1st level
 B: Your caster level increases by 1 and you add 1 to the save DC of all arcane spells with the descriptor or subschool associated with your draconic heritage. This feat works with the Energy Substitution feat as long as the substituted energy matches the energy type associated with your draconic heritage.
- Draconic Presence (R. of D.)** Pre: Sorcerer 1st level
 B: Whenever you cast an arcane spell, opponents within 10' of and with fewer HD than you become shaken for a number of rounds equal to the level of the spell cast. A Will save DC + level of the spell cast + your Cha modifier negates the effect a successful save indicates that the opponent is immune to your draconic presence for 24 hours. The ability doesn't affect creatures with an Int of 3 or lower or creatures that are already shaken, nor does it work on dragons.
- Draconic Resistance (R. of D.)** Pre: Sorcerer 1st level
 B: You gain resistance to the energy type associated with your draconic heritage equal to three times the feats you take after gaining this feat.
- Draconic Skin (R. of D.)** Pre: Sorcerer level 1st
 B: You gain 2 hit points for each draconic feat you have, including this one. Whenever you take a new draconic feat you gain 2 more hit points.
- Faith Feats (C. Divine):** Feats that allow you to tap into a pool of faith points that you can spend to attain various bonuses and benefits. Normally you can only spend 1 faith point per round, as an immediate action.
Not used in this Campaign
- Pious Defense** Pre: Knowledge (Religion) +2
 B: When reduced to 0 hit points or less by damage, you can spend 1 faith point to take only half damage.
- Pious Soul** Pre: Knowledge (Religion) +2
 B: Spend 1 faith point to add 1d6 on an attack, save, or check as long as the DM hasn't announced whether you succeed or fail. You can choose to spend more than 1 faith point this way.
- Pious Spellurge** Pre: Knowledge (Religion) +4
 B: Spend 2 faith points when you cast a spell to gain +1d6 bonus to the spell's save DC or to your caster level with that spell.

- Wild Feats:** Cost one daily use of your Wild Shape or Shapechange ability
- Aberration Wild Shape (L. of M.) Pre: Aberration Blood, wild shape ability
 B: Use your Wild Shape ability to assume the form of an aberration. This functions identically to your normal wild shape and you are limited by the size of animal you can normally assume.
- Bestial Charge (C. Champ.) Pre: BAB +4, Wild Shape class feature
 You can use 1 of 3 tactical maneuvers which requires you to Wild Shape and then charge your foe.
Pouncing Charge: Can make a full attack, if the animal you Wild Shaped into has the pounce ability you gain a +3 to the attack rolls.
Striking Charge: You must assume a serpentine animal form with you Wild Shape and use it to get an extra 5' of reach.
Twisting Charge: You must Wild Shape into a form with 4 legs; allowing you to change direction in a charge as long as you move 10' prior to and after the direction change.
- Blindsense (C. Adv.) Pre: Listen 4+, Wild Shape
 B: Gain Blindsense for 1 minute/HD for 30' if you have line of effect.
- Blindsight Pre: Able to *wild shape* to become a dire bat.
 B: Expend a Wild Shape to gain "sonar" 120'
- Boar's Ferocity (C. Div.) Pre: Wild Shape
 B: Can expend a Wild Shape to keep acting when below 0 hp, but above -10 hp
- Cheetah's Speed (C. Div.) Spend 1 Wild Shape to move at 50', 1/hr can move at 10x normal speed
- Climb Like an Ape (C. Adv.) Gain a climb speed equal to your base land speed for 10 min/HD also gain a +8 Climb bonus and allows you to take 10 on Climb checks even if rushed or threatened.
- Cougar's Vision (C. Adv.) Pre: Spot 2+
 B: Gain Low-Light Vision for 1 hour/HD, and +4 on Spot Checks
- Devotion (C. Champ.) B: 1/day fire energy for 30'+5'/2 levels dealing 1d6/2 levels
- Dragon Wild Shape (Draco.) Pre: Wis 19, Knowledge (Nature) +15, Wild Shape Ability.
 B: You can use your wild shape ability to change into a Small or Medium dragon, gaining all the extraordinary and supernatural abilities of the dragon whose form you take, but not any spell-like or spell casting powers.
- Eagle's Wings (C. Divine) Spend 1 Wild Shape to grow feathers and fly 60' (Average) for 1 hr
- Elemental Essence (C. Champ.) Pre: Any other wild feat, wild shape class feature.
 B: When you first select this feat choose one type of energy (acid, cold, electricity or fire) and you can't change it afterwards. Spend a Wild Shape and assume an aura of the type of energy selected, that causes your weapons to deal an extra 1d6 of that type of energy and you gain Resistance 5 vs. that type of energy. These effects last 1 minute. You can take this feat multiple times, its effects don't stack you instead select an additional energy type.
- Elephant's Hide (C. Divine) Pre: Able to shift into a large creature
 B: give yourself +7 AC for 10 minutes doesn't stack with natural AC
- Exalted Wild Shape (B. of ED.) Pre: Wild Shape class ability, Wild Shaping Class 8th level
 B: You can wild shape into a blink dog, giant eagle, giant owl,

- Pegasus or unicorn.
- Extra Wild Shape (C. Divine) Can wild shape twice more per day.
- Frozen Wild Shape (Frost) Pre: Base Fort +6, Wild Shape ability
B: Can Wild Shape into the form of a magical cold beast
- Great and Small (C. Champ.) Pre: Able to Wild Shape into a Large form
B: Expend 1 Wild Shape to change 1 step in size up or down as per *reduce person* or *enlarge person*. You can't use this feat multiple times to increase the size change, nor does it stack with other reduce/enlarge abilities. You can only use this feat while in your natural form, it acts as a supernatural ability.
- Grizzly's Claws Spend 1 Wild Shape to gain 2 claw attacks 1d6 for Medium for 1 hour
- Hawk's Vision (C. Adv.) Pre: Spot 4+
B: +8 on Spot checks for 1 hour/HD, 1/2 penalty for range increment and take a -1 penalty on Spot Checks per 20' (not per 10')
- Lion's Pounce (C. Divine) Spend a Wild Shape to make a full attack at the end of your charge.
- Oaken Resilience (C. Divine) Pre: Able to Wild Shape into a plant
B: Spend Wild Shape to gain immunity to Critical Hits, poison, sleep paralysis, polymorph and stunning, gain +8 to avoid Bull Rush or trip for 10 minutes
- Powerful Wild Shape (R. of S.) Pre: Wild Shape, powerful build racial trait
B: As a standard action you can spend 1 of your uses of wild shape to assume a powerfully built version of a creature you can normally can wild shape into. While in this form you retain the benefits of your powerful build racial ability and are considered 1 size category larger than normal for many effects. You deal damage with your natural attacks as if you were 1 size category larger
- Proportionate Wild Shape (M. of W.) Pre: able to Wild Shape, neither Small or Medium size
B: Can use Wild Shape to take the form of an animal of your size
- Savage Grapple (C. Adv.) Pre: Sneak attack, Wild Shape
B: Add your sneak attack to your grapple, creatures immune to sneak attack are immune to this feat.
- Scent (C. Adv.) Gain scent ability for 1 hour/HD for 30', if you have the Track feat you can track by scent
- Serpent's Venom (C. Divine) Spend a Wild Shape to gain a secondary attack at your BAB-5 and with only 1/2 your Str bonus that deals bludgeoning, piercing and slashing damage equal to an appropriate size dagger (1d4 Medium and 1d3 small). In addition the bite is poisonous (Fort save DC 10 +1/2 your HD +your Con modifier; 1d6 Con/1d6 Con). If you already have a bite attack you only gain the poison effect.
- Speaking Wild Shape (M. of W.) Pre: Int 13+
B: While in Wild Shape you operate as if you were under a continuous *speak with animals* with respect to animals of the same kind
- Stone Form (R. of S.) Pre: Con 13, Wild Shape
B: As a standard action you can spend 1 of your wild shape uses to assume a stony and rocklike form, while in this form you gain a +4 Fort bonus, replace any natural armor bonus with +4, you also

gain a slam attack equal to a morningstar for your size

Swim Like a Fish (C. Divine) Spend a Wild Shape to grow gills and webbing granting you a Swim speed of 40' and +8 bonus on Swim checks for 1 hour.

Swift Wild Shape (C. Champ.) Pre: Dex 13, Fast Wild Shape, wild shape class ability
B: You can wild shape as a Swift action.

Tattoo Focus (DMG) Pre: Specialized in school of magic
B: +1 DC vs. spells from your specialized school of magic.

Venom's Gift (C. Champ) Pre: Any 2 Wild Shape feats, able to Wild Shape, able to Wild Shape into a plant.
B: As a standard action you can expend 1 daily use of your Wild Shape ability to envenom your natural attacks for 1 round/level. Ordinary natural attacks don't count you must have true natural attack. The poison deals 1d2 Str/1d2 Str, Fort negates, DC 10 +1/2 your HD +your Con modifier.

Water Devotion (C. Champ.) 1/day summon a water elemental of increasing size for 1 minute

Wolverine's Rage (C. Divine) If you took damage last round as a free action on your turn you can enter a rage; +2 Str and Con, -2 AC, lasts 5 rounds, can't be ended voluntarily.

Notes:

(B of ED) = Book of Exalted Deeds
 (C. Adv.) = The Complete Adventurer
 (C. Arcane) = Complete Arcane
 (C. Divine) = Complete Divine
 (C. Psionic) = Complete Psionic
 (C. Sc.) = Complete Scoundrel
 (C. Warrior) = Complete Warrior
 (D. of F.) = Defenders of Faith
 (Draco.) = Draconomicon
 (Drow) = Drow of the Underdark
 (Ex. of E.) = Exemplars of Evil
 (Frost.) = Frostburn

(H. of Abyss) = Hordes of the Abyss
 (L. Mortis) = Libris Mortis
 (M. of W.) = Masters of Wild
 (PHB2) = Player's Handbook 2
 (R. of D.) = Races of the Dragon
 (R of S) = Races of Stone
 (R. of Wild) = Races of the Wild
 (Sand.) = Sandstorm
 (S. Species) = Savage Species
 (T. of B.) = Tome of Blood
 (T 9 Hells) = Tyrants of the 9 Hells
 (V. Dark.) = Book of Vile Darkness
 ★ = A fighter may take this as a bonus feat.

