

## ILLUSION

### **Subconscious Coherence (General, Magic)**

Prerequisite: Illusion specialist or the feats Spell Focus & Greater Spell Focus w illusion

Benefit: figments you create gain an additional sensory factor and shadow spells gain an additional 10% reality (only if they have a base reality listed).

### **Part is the Whole (General, Magic)**

Prerequisite: Illusion specialist or the feats Spell Focus & Greater Spell Focus w illusion

Benefit: the addition of a material component, a piece/sample of what the illusion you are creating is (a red dragon scale to create an illusion of that red dragon) increases the save DC by +1 (cumulative with Spell Focus feats) and doubles the duration. This only applies to shadow magic and figments.

### **Wheat from the Chaff (General, Magic) – Roman/Bob**

Prerequisite: Illusion specialist or the feats spell focus & greater spell focus w illusion

Benefit: Your work with illusions enables you to have a firmer grasp on what is real and what is illusory. Your figments gain +1 DC, you when attacked with a spell with a % of reality, you reduce it by 20%. If this is enough to drop it to 0 or below, you treat the spell as an Illusion (Figment), incapable of causing you harm.

## CONJURATION

### **Usurp Authority (General, Magic)**

Prerequisite: Conjunction specialist or the feat Spell Focus Conjunction and Improved Counterspell. Requires 4 ranks in Bluff or Diplomacy

Benefit: You may attempt a special counterspell against a summons spell, using any conjunction spell of equal or higher level. Instead of preventing the spell from being cast, you take over the spell and the summoned creature treats you as the summoner.

### **My Word is Your Deed (General, Magic)**

Prerequisite: Conjunction specialist or the feats Spell Focus & Greater Spell Focus w Conjunction, able to speak 2 of the following languages from the following list; any elemental tongue, infernal, celestial.

Benefit: While you may not understand the language spoken by creatures you summon, those able to understand any language always understand your spoken commands.

Also: see **Gate Keeper** (ABJ/CON)

## NECROMANCY

### **The Master's Voice (General, Magic)**

Prerequisite: Necromancy specialist or Spell Focus Necromancy, also Master Class Level of 5+ with a familiar.

Benefit: The language you share with your familiar is understood by undead you command and followed as if you yourself had issued the command.

### **Master of the Dead (General, Magic)**

Prerequisite: Necromancy specialist or the feats Spell Focus and Greater Spell Focus Necromancy

Benefit: As a full round action you may rebuke or command undead by sacrificing a necromancy spell, but instead of using your charisma modifier, you use ½ the level of the spell sacrificed. For example, sacrificing a 4<sup>th</sup> level spell gives a +2 modifier to the turn undead attempt. In place of a holy symbol, a skull from a creature of your race is used. The sacrificed spell must be of 1<sup>st</sup> level or higher. This does not count as channeling, nor can the usage be used with any feats that require channeling.

### **Fake Death (General, Magic) - Roman**

Prerequisite: Necromancy specialist or the feats Spell Focus & Greater Spell Focus w Necromancy

Benefit: You can convincingly fake your death as a free action out of turn, either in response to a wound received or as an apparent heart attack or stroke. Heal checks to verify if you live require a DC 10 + 2\*(your caster level) as a full round action, else pronounce you dead. In addition, Deathwatch and other spells that verify life/death allow you a Will save to avoid being detected as alive.

You still need food, air, and water – but at 1/5 your normal rate. While faking death, you lose the ability to sense the area around you, unless your body takes damage or begins asphyxiating or drowning – in which case you wake up immediately. When used, the necromancer chooses how long he will remain 'dead', and wakes up in 2d6-7 minutes from that time (2 = wake up 5 minutes early, 12= wake up 5 minutes late).

**Greater Fake Death (General, Magic) - Roman**

Prerequisite: False Death feat

Benefit: You no longer exhibit any metabolic functions while faking death and can therefore remain in that state for up to 1 month. Heal checks can no longer identify you as living and you receive +5 bonus to saves to resist detection as living by spell.

You may opt to be partially aware, allowing perception checks at -5 and gaining the ability to awaken as a full round action. While in this partially aware state, you resist detection as living as per the feat False Death.

You gain a +2 save against death effects and the ability to will yourself dead as a free action.

**DIVINATION****Past the Threshold (General, Magic)**

Prerequisite: Divination specialist or Spell Focus Divination

Benefit: Sense when you pass through a moderate magic area, sense a Strong magic field within 5' and an Overwhelming magic field within 30'. Use the spell Detect Magic for the parameters of a magic field's intensity. In addition, you gain a +2 to search and spot checks if the object/creature/effect has a strong magic field, +4 if it is overwhelming.

**Sixth Sense (General, Magic) – Nifft**

Prerequisite: Divination specialist or Spell Focus Divination, and 5+ ranks with Spot or Listen

Benefit: You know when you are being watched, even if the watcher has full cover, incorporeal within solid objects, invisible, silent, on another plane, or is using scrying. As long as they perceive you, you know you are being watched. You do not know the identity, location, or method used, though.

**ABJURATION****Countermand (General, Magic)**

Prerequisite: Abjuration specialist and Improved Counterspell

Benefit: You may add together separate spells so that the total of their levels exceed the spell you wish to counter. Only ½ of the levels or more must be of the appropriate school.

**Withstand Magics Tide (General, Magic)**

Prerequisite: Abjuration specialist or the feat Spell Focus Abjuration

Benefit: If you fail a save against a magic spell or effect that has duration, you may attempt a 2<sup>nd</sup> save on the following round, but doing so requires the sacrifice a spell of equal or higher level than the spell currently active against you. If made, treat the remaining duration of the effect as if you had made your initial save.

Also: see **Gate Keeper** (ABJ/CON)

**ENCHANTMENT****Diplomancer (General, Magic)**

Prerequisite: Enchantment specialist or Spell Focus Enchantment and either Skill Focus Diplomacy or Greater Spell Focus Enchantment.

Benefit: A rushed Diplomacy check can be made as a full-round action with a -5 penalty to the check, rather than -10.

**Lingering Enchantment (General, Magic) – Roman/Bob**

Prerequisite: Enchantment Specialist or Spell Focus: Enchantment

Benefit: Subjects of your mind affecting enchantment spells that failed their saves remain partially subject to you for 1 day per level of the enchantment spell cast – these subjects begin 1 step friendlier when dealing with you. For example, a guard who fails his save against a charm monster spell cast by you (a 4th level spell), will be 1 step friendlier when dealing with you for the next 4 days.

**Arcane Kinship (General, Magic)**

Prerequisite: Enchantment specialist or the feats Spell Focus and Greater Spell Focus Enchantment.

Benefit: Your enchantment spells that target Humanoids also can affect Monstrous Humanoids and Giants.

**EVOCATION****Concentrated Explosion (Meta-Magic)**

Prerequisite: Evocation specialist or Spell Focus Evocation, and either Greater Spell Focus Evocation or Sculpt Spell.

**Benefit:** You focus your area effect evocation spell so that the majority of the energy is centered on a single target in exchange for weakening the remaining area of effect. Make a ray attack to strike a target – if hit, the target takes 50% more damage, though normal saves and spell resistance still applies. Whether or not the ray attack strikes the target, the chosen area inflicts 50% less damage than normal to all targets in the area of effect – and no additional damage to a target struck by the ray attack. For example, a fireball is targeted at a goblin shaman among a group of orcs within the area of effect of the fireball. If the ray strikes the goblin, he takes 150% normal damage while the orcs take 50%. If the ray attack misses, all creatures in the area, including the goblin, take only 50% of the damage. Unlike normal ray attacks, a critical hit may not be achieved with this ray attack. This meta-magic increases the spell level by +1.

**Smoke Born (General, Magic)**

**Prerequisite:** Evocation specialist or the feats Spell Focus & Greater Spell Focus w Evocation, able to cast (and know) at least 3 fire spells of at least 6+ total levels (such as a 1st, 2nd, and 3rd level spell)

**Benefit:** Smoke does not impair your breathing nor cause nausea, and you can see 5' deeper through smoke (typically smoke limits vision to 5'). You do not ignite when exposed to fire (such as by alchemical fire) unless you choose to do so.

**Eye of the Storm (General, Magic)**

**Prerequisite:** Evocation specialist or the feats Spell Focus & Greater Spell Focus w Evocation.

**Benefit:** When you are caught in the area of effect of evocation spells you cast, you save for ¼ damage and take ½ upon a failed save. Even evocation spells that do not allow saves (such as Ice Storm, 4<sup>th</sup> level evocation) allow a Reflex save. This does not apply to evocation spells cast by others or from those cast by magic items or special abilities.

**TRANSMUTATION**

**Body Serves Mind (General, Magic)**

**Prerequisite:** Transmutation specialist or the feats Spell Focus & Greater Spell Focus w Transmutation. You must know either alter self or polymorph.

**Benefit:** You gain a +2 bonus to your saves against transmutation spells. When you successfully save against an offensive transmutation spell or affect of 4<sup>th</sup> level or higher that attempts to alter your form (such as baleful polymorph, prettification, etc), you are affected as if you had cast alter self or polymorph self (if the spell/affect was at least 7<sup>th</sup> level) on yourself. This takes no time on your part to initiate.

**Shaper's Gift (General, Magic) – Roman/Bob**

**Prerequisite:** Transmutation Specialist or Spell Focus: Transmutation, 4+ ranks in the craft or profession of sculpting.

**Benefit:** You optimize the forms you take, such as by alter self and polymorph, increasing the physical statistics of the new form by a total of 1 point per 3 caster levels (i.e. a 6<sup>th</sup> level caster can adjust the statistics of the form he takes by 2 points, increasing strength by 2, or +1 to dexterity and constitution).

**ABJURATION & CONJURATION**

**Gatekeeper (General, Magic)**

**Prerequisite:** Either an Abjuration or Conjunction specialist, Spell Focus in either Abjuration or Conjunction, and a caster level of 7 or higher.

**Benefit:** By expending a spell, you can make summoning in a stationary 30' radius difficult, requiring caster level checks to avoid spell failure. Summons requires a caster LV check against DC (10 + 2 \* LV of spell expended) or else the spell is lost. This effect lasts for 2 R per LV of the spell expended. For example, a 10<sup>th</sup> level wizard expends a 4<sup>th</sup> level spell using this feat - creating a 30' radius field that requires a DC 18 (10 + 2 \* 4) to cast a summons spell or else the spell fails and is lost. This field lasts for 8 R (2 R \* 4<sup>th</sup>).

Erecting the field is a standard action, it is non-mobile and centered on your position when erected, affects your spells as well, and you may not dismiss it. This field affects both the use of spell and supernatural abilities that duplicate summon spells.

**ANY TYPE OF MAGE**

**Reduce Spell Area (General, Magic)**

**Prerequisite:** Sculpt Spell meta-magic or any 2 other meta-magic feats.

**Benefit:** After declaring the target area, you may make a spell-craft check to reduce the area of effect as a free action as part of casting a spell. A DC 20+2/5' reduction in the spells area of effect. The area to be reduced to is decided prior to rolling, and a failed roll results in the spell being cast to full normal area of effect. You can not make holes with this ability; you reduce the spells scale, not its shape. Example – a wizard casts fireball and does not wish the it to reach its full 20' radius spread, so attempts a DC 20+4 to reduce it to a 10' radius spread. Before rolling for success, the spell target or center point is chosen prior to rolling for success.