# Decennium Descent – Magic Feats (40)

These feats enhance arcane and divine spellcasting, magical defenses, and utility spells across all caster classes.

1. 1. Elemental Affinity

Effect: +10% damage with chosen element

Requirement: Level 5

1. 2. Spell Reservoir

Effect: Gain 1 additional spell slot per day

Requirement: Intelligence 14+

1. 3. Twin Cast

Effect: 5% chance to auto-cast spell twice

Requirement: Level 8

1. 4. Arcane Flexibility

Effect: Swap one prepared spell per rest

Requirement: Intelligence 15+

1. 5. Runic Shield

Effect: Absorbs first 50 spell damage per combat

Requirement: Wisdom 14+

1. 6. Mystic Focus

Effect: +2 spell penetration

Requirement: Level 6

1. 7. Mana Burn

Effect: Offensive spells drain enemy mana

Requirement: Intelligence 13+

1. 8. Efficient Caster

Effect: -10% mana cost to all spells

Requirement: Wisdom 13+

1. 9. Arcane Pulse

Effect: AoE force blast knocks back enemies

Requirement: Level 7

1. 10. Ritual Channeler

Effect: Group rituals 25% faster

Requirement: Intelligence 14+

1. 11. Overchannel

Effect: Boost spell damage by 25%, take backlash

Requirement: Level 10

1. 12. Flash Cast

Effect: 1 instant-cast spell per day

Requirement: Dexterity 14+

1. 13. Spellweave

Effect: Stack minor buffs onto next spell

Requirement: Wisdom 14+

1. 14. Counterspell Adept

Effect: +4 to interrupt checks

Requirement: Level 6

1. 15. Echo Spell

Effect: Repeat spell effect next round at half power

Requirement: Intelligence 15+

1. 16. Temporal Flux

Effect: Slow all enemies hit by time spells

Requirement: Level 8

1. 17. Energy Sink

Effect: Restore mana when hit by spells

Requirement: Wisdom 15+

1. 18. Illusionist’s Trick

Effect: Illusions take 1 extra hit before vanishing

Requirement: Charisma 14+

1. 19. Arcane Armor

Effect: +5% resistance while casting

Requirement: Level 4

1. 20. Spell Deflection

Effect: 10% chance to redirect hostile spell

Requirement: Intelligence 16+

1. 21. Quick Ritualist

Effect: Ritual casting time halved

Requirement: Wisdom 14+

1. 22. Silent Casting

Effect: Cast without verbal component

Requirement: Level 7

1. 23. Still Casting

Effect: Cast without somatic gestures

Requirement: Level 7

1. 24. Foresight Surge

Effect: +10 initiative after casting divination

Requirement: Wisdom 13+

1. 25. Concentrated Will

Effect: +2 to concentration checks

Requirement: Level 5

1. 26. Empowered Summoning

Effect: Summoned allies +10% HP and damage

Requirement: Charisma 14+

1. 27. Planar Knowledge

Effect: Know enemy resistances mid-fight

Requirement: Intelligence 14+

1. 28. Arcane Transfusion

Effect: Convert HP to mana at 2:1

Requirement: Level 9

1. 29. Lingering Magic

Effect: Spell effects last 20% longer

Requirement: Wisdom 13+

1. 30. Protective Casting

Effect: +10% AC for 5s after casting

Requirement: Level 6

1. 31. Channeled Flow

Effect: Extend channel spells by 50%

Requirement: Level 10

1. 32. Dispel Precision

Effect: +20% chance to remove intended effect

Requirement: Intelligence 15+

1. 33. Mystic Recoil

Effect: If spell fails, gain +1 action next turn

Requirement: Level 7

1. 34. Mirror Cast

Effect: Cast spell from reflection (once per day)

Requirement: Intelligence 16+

1. 35. Magical Fortitude

Effect: +2 saves vs spells

Requirement: Constitution 13+

1. 36. Blood Magic

Effect: Boost spell using own HP

Requirement: Level 9

1. 37. Arcane Recall

Effect: Regain used spell once per day

Requirement: Level 10

1. 38. Mental Buffer

Effect: Negate confusion once per day

Requirement: Wisdom 15+

1. 39. Ether Anchor

Effect: Immune to banishment effects

Requirement: Level 12

1. 40. Spell Echo Chamber

Effect: Next spell affects area twice

Requirement: Level 10