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More than the power of spells themselves, the methodology of spellcasting is the most important part of a caster's arsenal of arcane power. By employing feats to improve some element of spellcasting, a savvy caster can produce results far greater than the actual power of the spells being employed.

INVOCATIONS AND SPELL-LIKE ABILITIES

Many feats useful for spellcasters are equally useful for characters or creatures that employ invocations or spell-like abilities instead of spells. Spell-like abilities represent an innate magical talent that is part of a creature's essential nature, an expression of will or a mental action that resembles a spell in almost all ways.

Learning to wield a spell-like ability requires the same level of training or effort required to learn a physical task such as swimming, and is easy enough that any character or creature with a spell-like ability is assumed to have completely mastered the skill as soon as the spell-like ability is acquired. Using a spell-like ability requires concentration (possibly provoking attacks of opportunity), and, in the case of spell-like abilities that can be used only a certain number of times per day, requires the user to tap into a reservoir of

magical power that must be replenished before it can be used again.

Invocations are also spell-like abilities. The only difference between invocations and other spell-like abilities is that invocations require somatic gestures and are therefore subject to arcane spell failure (see the warlock class in Chapter 1).

Warlocks and other creatures with spell-like abilities might find the following feats useful.

Combat Casting: This feat works equally well with spells, invocations, or spell-like abilities.

Spell Penetration: Spell Penetration and Greater Spell Penetration have the same effect on invocations and spell-like abilities that they do on normal spells.

Weaponlike Spell Feats: A character who uses invocations or spell-like abilities might be able to take advantage of feats such as Weapon Focus or Precise Shot, as described under Feats and Weaponlike Spells, below. (The warlock's *eldritch blast* is weaponlike.)

Sudden Metamagic Feats: These metamagic feats don't require modified spell slots, and so they work as well with spell-like abilities or invocations as they do with spells (though because spell-like abilities don't have verbal or somatic components,

Sudden Silent Spell doesn't apply and Sudden Still Spell applies only to invocations).

Creatures with spell-like abilities at a high enough level will find sudden metamagic feats less useful than the dedicated feats Empower Spell-Like Ability and Quickened Spell-Like Ability (see page 303 of the *Monster Manual*), as well as the Maximize Spell-Like Ability feat introduced in this chapter.

Other Metamagic Feats: Except as noted above, metamagic feats can't generally be used to modify spell-like abilities or invocations.

CASTER LEVEL

In the context of a feat or a prestige class requirement, a caster level prerequisite (such as "caster level 5th") measures the character's ability to channel a minimum amount of magical power. For feats or prestige classes requiring a minimum caster level, creatures that use spell-like abilities or invocations instead of spells use either their fixed caster level or their class level to determine qualification.

For example, Craft Wondrous Item has a requirement of caster level 3rd, so both a 3rd-level warlock and a nixie (caster level 4th for its *charm person* spell-like ability) meet the requirement.

SPELLCASTING LEVEL

Beyond the limits of magical power, a spellcasting level requirement measures the size and complexity of the spells that can be encompassed within a character's mind. As spells increase in level, they become exponentially more complicated, requiring a discipline of thought and an understanding of principles impossible for low-level characters to learn. Wizards master these advanced principles through careful study; sorcerers and other spontaneous arcane casters intuit what they need to know as their spellcasting experience grows.

Characters or creatures that use spell-like abilities or invocations never learn the arcane circumlocutions of logic and mental training necessary for advanced spellcasting. As such, requirements for feats and prestige classes based on specific levels of spells cast ("Able to cast 3rd-level arcane spells," for example) cannot be met by spell-like abilities or invocations—not even spell-like abilities or invocations that allow a character to use a specific arcane spell of the appropriate level or higher.

SPECIFIC SPELL REQUIREMENTS

A requirement based on a specific spell measures whether the character or creature in question is capable of producing the necessary effect, and as such, invocations and spell-like abilities that generate the relevant effect meet the requirements for specific spell knowledge. For example, a prestige class with a spellcasting requirement of "Must know (or be able to cast) *darkness*" is met by a warlock who chooses *darkness* as one of her invocations, or by any creature with *darkness* as a spell-like ability.

FEATS AND WEAPONLIKE SPELLS

Any spell that requires an attack roll and deals damage functions as a weapon in certain respects. As such, several feats that improve weapon performance can be used to enhance weaponlike spells.

WEAPONLIKE SPELLS

For the purpose of taking combat-enhancing feats, weaponlike spells fall into two categories—ranged spells and touch spells.



Morthos uses an eldritch ray to good effect

Ranged Spells: Ranged spells include those that require ranged touch attack rolls, such as rays or hurled missile effects (examples include *Melf's acid arrow* and *lesser orb of acid*, described on page 115). This category also includes spells that generate effects

that act as ranged weapons and require ranged attack rolls (but not ranged touch attack rolls), such as

decapitating scarf or *fire shuriken* (described on pages 102 and 107 respectively).

Touch Spells: Touch spells include any damage-dealing spells with a range of touch.

ELIGIBLE FEATS

The following feats can be chosen to enhance the performance of weaponlike spells in combat (for full details on each feat, see Chapter 5 of the *Player's Handbook*).

Improved Critical: Choose one category of weaponlike spells (ranged spells or touch spells). When you use a spell of the selected category, its threat range is doubled, so that a

spell that normally threatens a critical hit on a roll of 20 has a threat range of 19–20. You can gain this feat a second time, choosing a different category of weaponlike spells.

Improved Unarmed Strike: You can add the damage of your unarmed strike to the damage of a touch spell by delivering the spell as a regular melee attack instead of a melee touch attack. The defender gets the full benefit of armor and shield, but if the attack hits, the unarmed strike deals normal damage over and above any damage the spell does as it is discharged. If the unarmed strike misses, then the spell is not discharged.

If the unarmed strike scores a critical hit, damage from the spell is not multiplied.

Point Blank Shot: You get a +1 bonus on attack rolls and damage rolls with ranged spells that deal hit point damage at ranges of up to 30 feet. Spells that deal only ability damage, bestow penalties on ability scores, or deal energy drain gain a +1 bonus on their attack rolls but get no bonus on damage.

Precise Shot: You can fire a ranged spell at an opponent engaged in melee without taking the usual –4 penalty on your attack roll.

Stunning Fist: When you use your unarmed strike to deliver a touch spell with a successful melee attack (as described in Improved Unarmed Strike, above), you also stun any target that fails a Fortitude save (DC 10 + 1/2 your character level + your Wis modifier).

Weapon Finesse: You can treat touch spells as light weapons and use your Dexterity modifier (instead of your Strength modifier) on your touch attack rolls with such spells.

Weapon Focus: Choose one category of weaponlike spells (ranged spells or touch spells) and gain a +1 bonus on all attack rolls made with such spells. You can gain this feat a second time, choosing a different category of weaponlike spells.

FEAT DESCRIPTIONS

The feats described in the following section supplement the feats in the *Player's Handbook*. Table 3–1 summarizes the

prerequisites and benefits of all these feats and indicates which ones a fighter can take as bonus feats.

DRACONIC FEATS

Draconic feats can be taken by sorcerers, granting them abilities akin to those of their draconic ancestors. Some increase a character's physical capabilities, granting him claw attacks or making him more resistant to attacks, while others allow him to channel his abilities into a potent breath weapon or grant him affinity with his draconic progenitor's breath weapon energy type.

ARCANE DEFENSE

Choose a school of magic, such as illusion. You can resist spells from that school better than normal.

Prerequisite: Spell Focus in the chosen school.

Benefit: You get a +3 bonus on your saving throws against spells from the chosen school.

Special: You can gain this feat multiple times, but its effects do not stack. Each time you take the feat, it applies to a new school of magic.

ARCANE MASTERY

You are quick and certain in your efforts to defeat the arcane defenses and spells of others.

Prerequisite: Ability to cast arcane spells or use spell-like abilities (including invocations).

Benefits: You can take 10 on caster level checks (as if the caster level

check was a skill check).

ARCANE PREPARATION

You can prepare an arcane spell ahead of time, just as a wizard does.

Prerequisite: Ability to cast arcane spells without preparation.

Benefit: Each day, you can use one or more of your spell slots to prepare spells you know, usually for the purpose of applying a metamagic feat to the spell—but without an



TABLE 3-1: FEATS

General Feats	Prerequisites	Benefit
Arcane Defense ²	Spell Focus in specific school	+3 bonus on saves against specific school of magic
Arcane Mastery	Ability to cast arcane spells, use invocations, or use spell-like abilities	Take 10 on caster level checks
Arcane Preparation	Ability to cast arcane spells without preparation	Prepare arcane spells ahead of time for faster metamagic casting
Battle Caster	Ability to ignore arcane spell failure chance from armor	Ignore arcane spell failure chance from heavier armor
Communicator	—	Use <i>arcane mark</i> , <i>message</i> , <i>comprehend languages</i> as spell-like abilities 1/day
Double Wand Wielder	Craft Wand, Two-Weapon Fighting	Activate second wand by expending 2 additional charges
Extra Edge	Warmage level 4th	+1 bonus to warmage edge ability, plus 1/4 warmage levels
Extra Invocation ³	Ability to use lesser invocations	Learn an additional invocation of one grade less than current highest grade
Extra Slot ³	Caster level 4th	Gain an extra spell slot up to one level lower than current highest level
Extra Spell ³	Caster level 3rd	Learn an additional spell up to one level lower than current highest level
Extra Spell Secret ³	Spell secret class ability, ability to cast 2nd level spells	Permanently Enlarge, Extend, Still, or Silence one spell
Guardian Spirit	Watchful spirit class ability	Reroll initiative two times per day, reroll any save 1/day
Heighten Spell-Like Ability ²	Spell-like ability at caster level 6th or higher	Use spell-like ability at higher level up to 3/day
Innate Spell ²	Quicken Spell, Silent Spell, Still Spell	Use spell as a spell-like ability once per round
Insightful	—	Use <i>detect magic</i> , <i>detect secret doors</i> , <i>read magic</i> as spell-like abilities 1/day
Mage Slayer ¹	Spellcraft 2 ranks, base attack bonus +3	+1 bonus on Will saves; spellcasters you threaten can't cast defensively
Maximize Spell-Like Ability ²	Spell-like ability at caster level 6th or higher	Maximize spell-like ability's variable numeric effects up to 3/day
Necropolis Born	—	Use <i>cause fear</i> , <i>ghost sound</i> , <i>touch of fatigue</i> as spell-like abilities 1/day
Night Haunt	—	Use <i>dancing lights</i> , <i>prestidigitation</i> , <i>unseen servant</i> as spell-like abilities 1/day
Obtain Familiar	Knowledge (arcana) 4 ranks, arcane caster level 3rd	Obtain a familiar in the same manner as a sorcerer or wizard
Pierce Magical Concealment ¹	Con 13, Blind-Fight, Mage Slayer	Ignore spell-based concealment of creatures you attack
Pierce Magical Protection ¹	Con 13, Mage Slayer	Ignore spell-based bonuses to Armor Class
Practiced Spellcaster ²	Spellcraft 4 ranks	Increase caster level by +4
Ranged Spell Specialization ²	Weapon Focus (ranged spell), caster level 4th	+2 bonus on damage rolls with ranged spells
Reckless Wand Wielder	Craft Wand, Use Magic Device 1 rank	Increase wand's caster level by expending an additional charge
Soul of The North	—	Use <i>chill touch</i> , <i>ray of frost</i> , <i>resistance</i> as spell-like abilities 1/day
Spell Hand	—	Use <i>mage hand</i> , <i>open/close</i> , <i>Tenser's floating disk</i> as spell-like abilities 1/day
Touch Spell Specialization	Weapon Focus (touch spell), caster level 4th	+2 bonus on damage rolls with touch spells
Wandstrike	Use Magic Device 4 ranks	Make touch attack with wand to deal 1d6 damage and target creature with spell
Draconic Feats	Prerequisites	Benefit
Draconic Breath	Draconic Heritage	Convert spell energy into a breath weapon
Draconic Claw	Draconic Heritage	Gain claws and make a swift claw attack when you cast a spell
Draconic Flight	Draconic Heritage	After casting a spell, fly for the rest of the round
Draconic Heritage	Sorcerer level 1st	Gain draconic class skill and a bonus on saves against <i>sleep</i> and paralysis
Draconic Legacy	Any four draconic feats	Add spells to your spells known
Draconic Power	Draconic Heritage	+1 caster level and DC for spells of the energy type matching your Draconic Heritage
Draconic Presence	Draconic Heritage	Strike fear into lower-level opponents when you cast a spell
Draconic Resistance	Draconic Heritage	Gain resistance to energy of the type of your Draconic Heritage
Draconic Skin	Draconic Heritage	Natural armor increases by 1
Item Creation Feats	Prerequisites	Benefit
Craft Contingent Spell	Caster level 11th	Attach semipermanent spells to a creature and set activation conditions

Metamagic Feats	Prerequisites	Benefit
Black Lore of Moil	Spell Focus (necromancy), caster level 7th	Add extra negative energy damage to necromancy spells
Born of the Three Thunders	Energy Substitution (electricity), Knowledge (nature) 4 ranks	Sonic or electricity spells deal both types of damage
Chain Spell	Any metamagic feat	Redirect spells to affect secondary targets
Cooperative Spell	Any metamagic feat	Bonus to save DC and on caster level checks of spells cast in conjunction with other casters
Delay Spell	Any metamagic feat	Spell effects are delayed 1–5 rounds
Energy Admixture ²	Energy Substitution	Double energy spell damage by adding an additional energy type
Energy Substitution ²	Any other metamagic feat, Knowledge (arcana) 5 ranks	Energy spells can deal different energy damage
Explosive Spell	—	Creatures are blasted to edge of spell area
Fortify Spell	—	Cast spells at high caster level to overcome spell resistance
Lord of the Uttercold	Energy Substitution (cold), Knowledge (the planes) 9 ranks, ability to cast a spell with the cold descriptor	Cold spells deal half negative energy damage
Nonlethal Substitution	Any other metamagic feat, Knowledge (arcana) 5 ranks	Energy spells deal nonlethal damage
Persistent Spell	Extend Spell	Fixed or personal range spells last 24 hours
Repeat Spell	Any metamagic feat	Spell is automatically cast again next round
Sanctum Spell	Any metamagic feat	Spell's effective level is increased while in special location, decreased outside special location
Sculpt Spell	Any metamagic feat	Alter spell's area
Split Ray	Any metamagic feat	Ray spells affect one additional target
Sudden Empower	Any metamagic feat	Increase spell's variable numeric effects by 50% without special preparation 1/day
Sudden Extend	—	Double spell's duration without special preparation 1/day
Sudden Maximize	Any metamagic feat	Maximize spell's variable numeric effects without special preparation 1/day
Sudden Quicken	Quicken Spell, Sudden Empower, Sudden Extend, Sudden Maximize, Sudden Silent, Sudden Still	Cast spells as a swift action without special preparation 1/day
Sudden Silent	—	Cast spells without verbal components without special preparation 1/day
Sudden Still	—	Cast spells without somatic components without special preparation 1/day
Sudden Widen	—	Increase spell's numeric measurements by 50% without special preparation 1/day
Transdimensional Spell	—	Spells affect creatures in coexistent planes and extradimensional spaces
Twin Spell	Any metamagic feat	Simultaneously cast a single spell twice

1 A fighter may select this feat as one of his fighter bonus feats.

2 You can gain this feat multiple times but its effects do not stack. Each time you take the feat, you apply it to a new school of magic, spellcasting class, energy type, or selection of spells.

3 You can gain this feat multiple times. Its effects stack.

increase in its casting time. Preparing a spell uses a spell slot of the appropriate level, and once prepared, that slot can't be used for anything else until the prepared spell is cast.

Normal: Spellcasters who cast arcane spells without preparation (such as sorcerers and bards) who apply a metamagic feat to a spell must cast it as a full-round action instead of a standard action.

BATTLE CASTER

Building on your existing training allows you to avoid the chance of arcane spell failure when you wear armor heavier than normal.

Prerequisite: Ability to ignore arcane spell failure chance from armor.

Benefit: You are able to wear armor one category heavier than you can normally wear while still avoiding the chance of arcane spell failure. For example, if you have the ability to normally wear light armor without incurring a chance of spell failure, you can wear medium armor and continue to cast spells as normal. This ability does not extend to shields, nor does it apply to spells gained from spellcasting classes other than the class that provides the ability to cast arcane spells while in armor.

BLACK LORE OF MOIL [METAMAGIC]

Your study of the sinister knowledge and spellcasting techniques of the long-dead Nightlords of Moil makes your necromancy spells especially potent.

Prerequisites: Spell Focus (necromancy), caster level 7th.

Benefit: Any necromancy spell you cast can be cast instead as a Moilian spell, dealing an extra 1d6 points of negative energy damage +1d6 per two spell levels (+1d6 for 1st-level spells, +2d6 for 2nd- or 3rd-level spells, and so on). If the spell normally allows a saving throw, the target takes half the negative energy damage on a successful save, regardless of the outcome of the save on the spell's normal effect.

In addition to its normal spell components, a Moilian spell requires the creation and expenditure of a Moilian rune-bone—a small human bone (often a finger bone) scribed with carefully prepared arcane markings. Only a character trained in the Black Lore of Moil knows the secrets of creating a rune-bone, which takes 1 hour to craft and requires special inks and powders costing 25 gp per die of negative energy damage to be generated. For example, a rune-bone capable of adding 3d6 points of negative energy damage to a spell costs 75 gp to craft.

While the maximum negative energy damage dealt by a Moilian spell is based on the spell's level, the actual damage is limited by the rune-bone. For example, if a sorcerer casts *finger of death* (a 7th-level spell, so normally +4d6) with a 75-gp (3d6) rune-bone, the spell deals only 3d6 points of additional negative energy damage.

A Moilian spell uses a spell slot of the spell's normal level.



*A student of the
Black Lore of Moil*

save, then knocks stunned creatures prone unless they succeed on a Reflex save (both saves at the same DC as the base spell). Channeling the three thunders is costly, though, and you are automatically dazed for 1 round after doing so.

A three thunders spell uses a spell slot of the spell's normal level. In addition, its descriptor changes to include both energy types—for example, a *lightning bolt* of the three thunders is an evocation [electricity, sonic] spell.

CHAIN SPELL [METAMAGIC]

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

Prerequisite: Any metamagic feat.

Benefit: Any spell that specifies a single target and has a range greater than touch can be chained so as to affect that primary target normally, then arc to a number of secondary targets equal to your caster level (maximum 20). Each arc affects one secondary target chosen by you, all of which must be within 30 feet of the primary target, and none of which can be affected more than once. You can choose to affect fewer secondary targets than the maximum.

If the chained spell deals damage, the secondary targets each take half as much damage as the primary target (rounded down) and can attempt Reflex saving throws for half 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. For example, if a 10th-level wizard normally casts *cause fear* at DC 14, a chained *cause fear* could target a goblin chieftain at DC 14 and up to ten of his nearby guards at DC 10.

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

BORN OF THE THREE THUNDERS [METAMAGIC]

You have learned to marry the power of lightning and thunder in your electricity and sonic spells.

Prerequisites: Knowledge (nature) 4 ranks, Energy Substitution (electricity).

Benefit: When you cast a spell with either the electricity descriptor or the sonic descriptor that deals hit point damage, you can declare that spell to be a spell of the three thunders, with half its damage dealt as electricity damage and half dealt as sonic damage. In addition, the spell concludes with a mighty thunderclap that stuns all creatures that take damage from the spell for 1 round unless they succeed on a Fortitude

COMMUNICATOR

You possess a magical understanding of the essence of language.

Benefit: An innate talent for magic grants you the following spell-like abilities as a 1st-level caster: 1/day—*arcane mark*, *comprehend languages*, *message*.

COOPERATIVE SPELL [METAMAGIC]

You can cast spells to greater effect in conjunction with the same spell cast by another individual.

Prerequisites: Any metamagic feat.

Benefit: While the two of you are adjacent, you and another spellcaster with the Cooperative Spell feat can simultaneously

cast the same spell at the same time in the round. Add +2 to the save DC of cooperatively cast spells and +1 to caster level checks to beat the target's spell resistance (if any), using the higher base DC and level check of either caster.

A cooperative spell uses up a spell slot of the same level as the spell's actual level.

Special: For each additional caster with this feat casting the same cooperative spell simultaneously, the spell's save DC and the bonus on the caster level check both increase by 1. When more than two spellcasters cooperatively cast a spell, each must be adjacent to at least two other casters involved in the casting. For example, two wizards and two sorcerers standing in a circle all have Cooperative Spell. The first three in the initiative order ready an action to cast *fireball*, casting the spell when the fourth does. The base DC of the spell's save is equal to the highest save DC among the cooperative casters (as determined by relevant ability scores, other feats, special abilities, or items) +4 (+2 for the first cooperative caster and +1 for each of the other two). As well, whoever has the highest caster level determines the base caster level check, which gains a +3 bonus (+1 for each cooperative caster).

CRAFT CONTINGENT SPELL [ITEM CREATION]

You know how to attach semipermanent spells to a creature and set them to activate under certain conditions.

Prerequisite: Caster level 11th.

Benefit: You can make contingent any spell that you know. Crafting a contingent spell takes one day for each 1,000 gp in its base price (spell level \times caster level \times 100 gp). To craft a contingent spell, you must spend 1/25 of this base price in XP and use up raw materials costing one-half the base price. Some spells incur extra costs in material components or XP (as noted in their descriptions), which must be paid when the contingent spell is created.

See Contingent Spells, page 139, for more information.

DELAY SPELL [METAMAGIC]

You can cast spells that take effect after a short delay of your choosing.

Prerequisite: Any metamagic feat.

Benefit: When casting a spell, you set a delay of 1 to 5 rounds before it takes effect. The delay time cannot be changed once set; the spell activates just before your turn on the round you designate. Only area, personal, and touch spells can be affected by this feat.

Any decisions you would make about the spell (including attack rolls, designating targets, or determining or shaping an area) are decided when the spell is cast, with any of its effects (including damage and saving throws) decided when the spell triggers. If conditions change during the delay period in ways that would make the spell impossible to cast (the target you designate moves beyond the spell's range, for example), the spell fails. During the delay period, a delayed spell can be dispelled normally, and it can be detected in the area or on the target (as applicable).

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

DOUBLE WAND WIELDER

You can activate two wands at the same time.

Prerequisites: Craft Wand, Two-Weapon Fighting.

Benefit: As a full-round action, you can wield a wand in each hand (if you have both hands free), with one wand designated as your primary wand and the other your secondary wand. Each use of the secondary wand expends 2 charges from it instead of 1.

DRACONIC BREATH [DRACONIC]

You can convert your arcane spells into a breath weapon.

Prerequisite: Draconic Heritage.

Benefit: As a standard action, you can change arcane spell energy into a breath weapon of your draconic heritage energy type. The breath weapon is a 30-foot cone (fire or cold) or a 60-foot line (acid or electricity) that deals 2d6 points of damage per level of the spell that you expended to create the effect. Any creature in the area can make a Reflex save (DC 10 + level of the spell used + your Cha modifier) for half damage. This is a supernatural ability.

DRACONIC CLAW [DRACONIC]

You develop the natural weapons of your draconic ancestors.

Prerequisite: Draconic Heritage.

Benefit: You gain claws. You can make a natural attack with your claw, dealing damage based on your size (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 as a swift action (see page 86) against an opponent you threaten.

DRACONIC FLIGHT [DRACONIC]

The secret of draconic flight is revealed to you, granting you the ability to fly occasionally.

Prerequisite: Draconic Heritage.

Benefit: After you cast an arcane spell with a casting time of 1 standard action, you gain a fly speed equal to 10 feet per level of the spell you just cast for the remainder of your turn.

DRACONIC HERITAGE [DRACONIC]

You have greater connection with your distant draconic bloodline.

Prerequisite: Sorcerer level 1st.

Benefit: Choose one dragon from the Draconic Heritage list below and gain the indicated skill as a class skill. This is your draconic heritage, which cannot be changed once the feat has been taken. Half-dragons must choose the same dragon kind as their dragon parent.

In addition, you gain a bonus on saving throws against *sleep* and *paralysis*, as well as spells and abilities with the energy type of your Draconic Heritage. This bonus is equal to the number of draconic feats you have.

DRACONIC HERITAGE

Dragon Kind	Energy Type	Skill
Black	Acid	Hide
Blue	Electricity	Listen
Green	Acid	Move Silently
Red	Fire	Intimidate
White	Cold	Balance
Brass	Fire	Gather Information
Bronze	Electricity	Survival
Copper	Acid	Hide
Gold	Fire	Heal
Silver	Cold	Disguise

DRACONIC LEGACY [DRACONIC]

You have realized greater arcane power through your draconic heritage.

Prerequisite: Any four draconic feats.

Benefit: Based on your draconic heritage, add the following spells to your list of spells known.

Each spell is added at the level that a spellcaster would normally gain it unless otherwise indicated.

DRACONIC LEGACY

Dragon Kind	Spells Known
Black	<i>Charm animal</i> (snakes and lizards only), <i>deeper darkness</i> , <i>insect plague</i>
Blue	<i>Major image</i> , <i>mirage arcane</i> , <i>ventriloquism</i>
Green	<i>Charm person</i> , <i>dominate person</i> , <i>plant growth</i>
Red	<i>Detect secret doors</i> , <i>suggestion</i> , <i>true seeing</i>
White	<i>Obscuring mist</i> , <i>sleet storm</i> , <i>wall of ice</i> (5th level)
Brass	<i>Control winds</i> , <i>endure elements</i> , <i>tongues</i>
Bronze	<i>Control water</i> (5th level), <i>speaking with animals</i> , <i>water breathing</i>
Copper	<i>Silent image</i> , <i>stone shape</i> , <i>wall of stone</i>
Gold	<i>Bless</i> , <i>daylight</i> , <i>dispel evil</i>
Silver	<i>Air walk</i> (5th level), <i>feather fall</i> , <i>wind wall</i>

Special: if any of the spells you would gain from this feat are spells you already know, you can pick another spell that a sorcerer would ordinarily have available to him at that same level.

DRACONIC POWER [DRACONIC]

You have greater power manipulating the energies of your heritage.

Prerequisite: Draconic Heritage.

Benefit: Your caster level increases by 1, and you add 1 to the save DC of all arcane spells with the energy descriptor of the same energy type as determined by your draconic heritage.

Special: If the Energy Substitution feat is used to modify a spell, this feat will work if the new type of energy matches the energy type of your draconic heritage.

DRACONIC PRESENCE [DRACONIC]

When you use your magic, your mere presence can terrify those around you.

Prerequisite: Draconic Heritage.

Benefit: Whenever you cast an arcane spell, all opponents within 10 feet of you who have fewer Hit Dice than you become shaken for a number of rounds equal to the level of

the spell you cast. The effect is negated by a Will save (DC 10 + level of the spell cast + your Cha modifier).

A successful save indicates that the opponent is immune to your draconic presence for 24 hours. This ability does not affect creatures with an Intelligence of 3 or lower or creatures that are already shaken, nor does it have any effect on dragons.

DRACONIC RESISTANCE [DRACONIC]

Your bloodline hardens your body against the energy type of your progenitor.

Prerequisite: Draconic Heritage.

Benefit: You gain resistance to the energy type of your draconic heritage equal to three times the number of draconic feats you currently have (including draconic feats you take after gaining this feat).

DRACONIC SKIN [DRACONIC]

Your skin takes on the sheen, luster, and hardness of your draconic parentage.

Prerequisites: Draconic Heritage.

Benefit: Your natural armor increases by 1.

ENERGY ADMIXTURE [METAMAGIC]

You can modify a spell that uses one type of energy to add an equal amount of another energy type.

Prerequisite: Energy Substitution.

Benefit: Choose one type of energy (acid, cold, electricity, or fire) that matches an energy type you have selected for substitution via the Energy Substitution feat. 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 acid damage (rolled separately), while the same acid *fireball* cast at 10th level or higher deals 10d6 points of fire damage and 10d6 points of acid damage. Even opposed types of energy (such as fire and cold) can be combined using this feat.

An energy admixed spell uses up a spell slot four levels higher than the spell's actual level. As well, the spell's descriptor changes to include both energy types present in the spell—for example, the acid *fireball* described above is an evocation [acid, fire] spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time. The type of energy selected with this feat must match a type of energy you have also selected for substitution via the Energy Substitution feat (so you can select cold as your energy type with Energy Admixture if you have selected cold as your Energy Substitution energy type). You can use Energy Admixture to further alter a spell that has already been modified with Energy Substitution, and you can also admix your chosen energy type with a spell that already uses the same type, in effect doubling its normal damage dice.

ENERGY SUBSTITUTION [METAMAGIC]

You can modify an energy-based spell to use another type of energy instead.

Prerequisites: Knowledge (arcana) 5 ranks, any metamagic feat.

Benefit: Choose one type of energy (acid, cold, electricity, or fire). You can then modify any spell with an energy descriptor to use the chosen type of energy instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes to the new energy type—for example, a *fireball* composed of cold energy is an evocation [cold] spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time.

EXPLOSIVE SPELL [METAMAGIC]

You can cast spells that blast creatures off their feet.

Benefit: On a failed Reflex save, an explosive spell ejects any creature caught in its area, sending it to a location outside the nearest edge of that area, dealing additional damage and further knocking creatures prone.

For example, all creatures in the area of an explosive *fireball* that fail their saving throws not only take full damage but are pushed to the closest square outside the perimeter of the spell's 20-foot-radius spread. Likewise, an explosive *lightning bolt* moves targets that fail their saves to outside the area defined by the squares the bolt's line passes through. Any creature moved in this manner also takes an additional 1d6 points of damage per 10 feet moved (no additional damage if moved less than 10 feet by the effect) and is knocked prone. If some obstacle prevents a blasted creature from being moved to the edge of the effect, the creature is stopped and takes 1d6 points of damage from striking the barrier (in addition to any damage taken from the distance moved before then). In any event, this movement does not provoke attacks of opportunity.

Explosive Spell can be applied only to spells that allow Reflex saves and affect an area (a cone, cylinder, line, or burst). An explosive spell uses up a spell slot two levels higher than the spell's actual level.

An explosive spell

EXTRA EDGE

Your ability to deal spell damage is particularly striking.

Prerequisite: Warmage level 4th.

Benefit: You gain a +1 bonus on your warmage edge, plus an additional +1 bonus per four warmage levels. For instance, an 8th-level warmage with 18 Intelligence gets a +7 bonus on the damage dealt by any spell that deals hit point damage.

Normal: A character's warmage edge is equal to his Intelligence modifier.

EXTRA INVOCATION

You learn an additional invocation.

Prerequisite: Ability to use lesser invocations.

Benefit: You learn one additional invocation from the list available to you, choosing an invocation of one grade lower than the highest grade of invocation you know. For example, a 6th-level warlock could learn a least invocation, while a 16th-level warlock could learn any least, lesser, or greater invocation.

Special: You can gain this feat multiple times. Each time, you gain 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 SLOT

You can cast an additional spell.

Prerequisite: Caster level 4th.

Benefit: You gain one extra spell slot in your daily allotment, at any level up to one lower than the highest level of spell you can currently cast. For example, a 4th-level sorcerer (maximum spell level 2nd) gains either an extra 0-level or 1st-level slot, and is able to cast any spell he knows of the chosen level one more time each day. Likewise, a 4th-level wizard can prepare any extra 0-level or 1st-level spell he knows. Once selected, the extra spell slot never changes level.

Special: You can gain this feat multiple times. Each time, you gain an extra spell slot at any level up to one lower than the highest level of spell you can currently cast.

EXTRA SPELL

You learn an additional spell.

Prerequisite: Caster level 3rd.

Benefit: You learn one additional spell at any level up to one lower than the highest level of spell you can currently cast. Thus, a 4th-level sorcerer (maximum spell level 2nd) gains a new 0-level or 1st-level spell known with which to expand her repertoire. For classes such as wizard that have more options for learning spells, Extra Spell is generally used to learn a specific spell that the character lacks access to and would be unable to research.

Special: You can gain this feat multiple times. Each time, you learn a new spell at any level up to one lower than the highest level of spell you can cast.

EXTRA SPELL SECRET

You learn an additional spell secret.

Prerequisites: Spell secret class ability, able to cast 2nd-level spells.

Benefit: You choose one spell known to you that becomes permanently modified as though affected by Enlarge Spell, Extend Spell, Still Spell, or Silent Spell. The spell's level does not 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 (either from additional uses of this feat or through the spell secret class ability). You do not need to have the metamagic feat that you apply to the spell.

Special: You can take this feat multiple times. Each time, you can select another spell to be permanently modified as though affected by one of the metamagic feats mentioned above. You can choose the same spell to be modified with multiple applications of this feat.

FORTIFY SPELL [METAMAGIC]

You cast spells that more easily penetrate spell resistance.

Benefit: A fortified spell is treated as having a higher caster level for the purpose of defeating a target's spell resistance. You prepare and cast the spell in a higher-level spell slot than normal, with each additional level giving a +2 bonus on spell penetration checks for the altered spell. Spells that are not subject to spell resistance are not affected.

A fortified spell uses up a spell slot at least one level higher than the spell's actual level.

GUARDIAN SPIRIT

Your watchful spirit is more capable than normal.

Prerequisite: Watchful spirit class ability.

Benefit: Your watchful spirit allows you to reroll your initiative two times per day, as well as allowing you to reroll any saving throw once per day. These effects must be used immediately after the initial initiative check or saving throw is made.

HEIGHTEN SPELL-LIKE ABILITY

You can use a spell-like ability as if it were a higher spell-level equivalent than it actually is.

Prerequisite: Spell-like ability at caster level 6th or higher.

Benefit: Choose one of your spell-like abilities (subject to the restrictions below) to use at a heightened level up to three times per day (or the ability's normal use limit, whichever is less). The spell-level equivalent of the heightened spell-like ability is two higher than its normal level (to a maximum 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 (round down), minus 2. For a summary, see the Caster Level to Empower column in the table on page 304 of the *Monster Manual*.

Special: This feat can be taken multiple times. Each time, you apply it to a different one of your spell-like abilities.

INNATE SPELL

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

Prerequisites: Quicken Spell, Silent Spell, Still Spell.

Benefit: Choose any spell you can cast. You can now cast this spell at will as a spell-like ability once per round. One spell slot eight levels higher than the innate spell is permanently used to power it, and any XP cost for the innate spell is paid each time you use it. As well, you must have any focus required by the spell in order to use it as a spell-like ability, and if the innate spell has a costly material component, 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. As well, spellcasters who become unable to cast spells of the level of the spell slot used to power the innate spell become unable to use the spell-like ability.

Special: You can choose this feat more than once, selecting another spell and paying the spell slot, focus, and material components costs each time.

INSIGHTFUL

You possess a magical understanding of the workings of arcane detection.

Benefit: An innate talent for magic grants you the following spell-like abilities as a 1st-level caster: 1/day—*detect magic*, *detect secret doors*, *read magic*.

LORD OF THE UTTERCOLD [METAMAGIC]

Through careful study of the Elemental Planes and their interactions with the Negative Energy Plane, you have learned to wield the uttercold.

Prerequisites: Knowledge (the planes) 9 ranks, Energy Substitution (cold), ability to cast a spell with the cold descriptor.

Benefit: You can turn spells with the cold descriptor into uttercold spells. Half the damage dealt by an uttercold spell is cold damage, and the other half is 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 damage of an uttercold spell, though if it doesn't have resistance to cold, the effects of damage and healing cancel each other out.

An uttercold spell uses a spell slot of the spell's normal level.

MAGE SLAYER

You have studied the ways and weaknesses of spellcasters and can time your attacks and defenses against them expertly.

Prerequisites: Spellcraft 2 ranks, base attack bonus +3.

Benefit: You gain a +1 bonus on Will saving throws. Spellcasters you threaten may not cast defensively (they automatically fail their Concentration checks to do so), but they are aware that they cannot cast defensively while being threatened by a character with this feat.

Special: Taking this feat reduces your caster level for all your spells and spell-like abilities by 4.

MAXIMIZE SPELL-LIKE ABILITY

You can use a spell-like ability at its maximum effect.

Prerequisite: Spell-like ability at caster level 6th or higher.

Benefit: Choose one of your spell-like abilities (subject to the restrictions below) to use at maximum effectiveness up to three times per day (or the ability's normal use limit, whichever is less). All variable, numeric effects of the spell-like ability are maximized, dealing maximum damage, curing the maximum number of hit points, affecting the maximum number of targets, and so on. For example, a 10th-level warlock's maximized *eldritch blast* deals 36 points of damage three times per day. Saving throws and opposed checks (such as the one you make when you cast *dispel magic*) are not affected, nor are spell-like abilities without random variables.

An empowered maximized spell-like ability gains the benefit of each feat separately (getting the maximum result plus one-half the normally rolled result). For example, a fire mephit's empowered maximized *scorching ray* would deal 24 points of damage plus one-half of 4d6 points of damage.

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 (round down), minus 2. For a summary, see the Caster Level to Empower column in the table on page 304 of the *Monster Manual*.

Special: This feat can be taken multiple times. Each time, you apply it to a different one of your spell-like abilities.

NECROPOLIS BORN

You possess a magical understanding of the essence of mortal dread.

Benefit: An innate talent for magic grants you the following spell-like abilities as a 1st-level caster: 1/day—*cause fear*, *ghost sound*, *touch of fatigue*. Save DC 10 + spell level + your Cha modifier.

NIGHT HAUNT

You possess a magical understanding of the workings of the unseen.

Benefit: An innate talent for magic grants you the following spell-like abilities as a 1st-level caster: 1/day—*dancing lights*, *prestidigitation*, *unseen servant*. Save DC 10 + spell level + your Cha modifier.

NONLETHAL SUBSTITUTION [METAMAGIC]

You can modify an energy spell to deal nonlethal damage.

Prerequisites: Knowledge (arcana) 5 ranks, any metamagic feat.

Benefit: Choose one type of energy (acid, cold, electricity, or fire). You can then modify any spell with the chosen descriptor to deal nonlethal damage instead of normal energy damage. The nonlethal spell works normally in all respects except the type of damage dealt—for example, a nonlethal *fireball* has the same range and area, but since it deals nonlethal damage instead of energy damage, it will not damage objects or set fire to combustibles in the area.

A nonlethal spell uses a spell slot one level higher than the spell's normal level.

OBTAIN FAMILIAR

You gain a familiar.

Prerequisites: Knowledge (arcana) 4 ranks, arcane caster level 3rd.

Benefit: You can obtain a familiar in the same manner as a sorcerer or wizard (see the sorcerer class description and the accompanying sidebar, page 52 of the *Player's Handbook*). As with a sorcerer or wizard, obtaining a familiar takes 24 hours and uses up magic materials worth 100 gp.

For the purpose of determining familiar abilities that depend on your arcane caster class level, your levels in all classes that allow you to cast arcane spells stack.

PERSISTENT SPELL [METAMAGIC]

You can make a spell last all day.

Prerequisite: Extend Spell.

Benefit: Spells with a fixed or personal range can have their duration increased to 24 hours. Spells of instantaneous duration cannot be affected by this feat, nor can spells whose effects are discharged. You don't need to maintain concentration on persistent *detect* spells (such as *detect magic* or *detect thoughts*) for you to be aware of the mere presence or absence of the subject detected, but gaining additional information requires concentration as normal.

A persistent spell uses up a spell slot six levels higher than the spell's actual level.

PIERCE MAGICAL CONCEALMENT

You ignore the miss chance provided by certain magical effects.

Prerequisites: Con 13, Blind-Fight, Mage Slayer.

Benefit: Your fierce contempt for magic allows you to disregard the miss chance granted by spells or spell-like abilities such as *darkness*, *blur*, *invisibility*, *obscuring mist*, *ghostform* (see page 109), and spells when used to create concealment effects (such as a wizard using *permanent image* to fill a corridor with illusory fire and smoke). In addition, when facing a creature protected by *mirror image*, you can immediately pick out the real creature from its figments. Your ability to ignore the miss chance granted by magical concealment doesn't grant you any ability to ignore nonmagical concealment (so you would still have a 20% miss chance against an *invisible* creature hiding in fog, for example).

Special: Taking this feat reduces your caster level for all your spells and spell-like abilities by 4.

PIERCE MAGICAL PROTECTION

You can overcome the magical protections of your enemies.

Prerequisites: Con 13, Mage Slayer.

Benefit: Your contempt for magic is so fierce that as a standard action you can make a melee attack that ignores any bonuses to Armor Class granted by spells (including spell trigger or spell completion effects created by magic items such as wands or potions). If you deal damage to your opponent, you also instantly and automatically dispel all that opponent's spells and spell effects that grant a bonus to Armor Class.

Special: Taking this feat reduces your caster level for all your spells and spell-like abilities by 4.

PRACTICED SPELLCASTER

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus.

For example, a human 5th-level sorcerer/3rd-level fighter who selects this feat would increase his sorcerer caster level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level, he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 Hit Dice).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

RANGED SPELL SPECIALIZATION

You deal more damage with ranged touch attack spells.

Prerequisites: Weapon Focus (ranged spell), caster level 4th.

Benefit: Damage-dealing spells that require a ranged touch attack roll gain a +2 bonus on the damage they deal. This extra damage applies only to the first successful attack of spells that create multiple rays or missiles, or to the first round of damage for spells that deal damage over multiple rounds on a single successful attack (such as *Melf's acid arrow*). Because you must be able to strike precisely, the extra damage applies only to targets within 30 feet. Only spells that deal hit point damage can be affected by this feat.

RECKLESS WAND WIELDER

You can increase the effectiveness of spells cast from a wand.

Prerequisites: Use Magic Device 1 rank, Craft Wand.

Benefit: By expending an additional charge, you can use a wand as if its caster level was 2 higher than its normal level, changing all the spell's level-dependent effects. For example, by expending 2 charges at once, a *wand of magic missile* (created at caster level 3rd) can be used at caster level 5th, firing three missiles instead of two. You can expend only 1 extra charge at a time using this feat.

REPEAT SPELL [METAMAGIC]

You can cast a spell that repeats on the following round.

Prerequisite: Any metamagic feat.

Benefit: A repeated spell is automatically cast again at the beginning of your turn in the following round. No matter where you might have moved in the previous round, the second spell originates from the same location and affects the same area as the original spell. If the original spell designates a ranged target, the repeated spell affects the same target if it is within 30 feet of its original position; otherwise, the second spell fails. Touch range spells cannot be affected by this feat.

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

SANCTUM SPELL [METAMAGIC]

Your spells are especially potent on home ground.

Prerequisite: Any metamagic feat.

Benefit: A sanctum spell has an effective spell level 1 higher than its normal level if cast in your sanctum (see below), but if not cast in the sanctum, the spell has an effective spell level 1 lower than normal. All effects dependent on spell level (including save DCs) are calculated according to the adjusted level.

A sanctum spell uses a spell slot of the spell's normal level.

Special: Your sanctum is a particular site, building, or structure previously designated by you, and no larger than 20 feet/level in diameter. The designated area must be a site where you have spent a cumulative period of at least three months. Though a sanctum can be designated within a larger structure, its special advantages do not apply beyond the maximum area.

Once designated, it takes seven days for a site to become a sanctum, and if you designate a new area to be your sanctum, the benefits of the old one immediately fade.

SCULPT SPELL [METAMAGIC]

You can alter the area of your spells.

Prerequisite: Any metamagic feat.

Benefit: You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line. The sculpted spell works normally in all respects except for its shape. For example, a *lightning bolt* whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread.

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

SOUL OF THE NORTH

You possess a magical understanding of the nature of cold.

Benefit: An innate talent for magic grants you the following spell-like abilities as a 1st-level caster: 1/day—*chill touch*, *ray of frost*, *resistance*. Save DC 10 + spell level + your Cha modifier.

SPELL HAND

You possess a magical understanding of the manipulation of force.

Benefit: An innate talent for magic grants you the following spell-like abilities as a 1st-level caster: 1/day—*mage hand*, *open/close*, *Tenser's floating disk*. Save DC 10 + spell level + your Cha modifier.

SPLIT RAY [METAMAGIC]

Your ray spells can affect an additional target.

Prerequisite: Any metamagic feat.

Benefit: You can cause any ray spell to fire one additional ray beyond the number normally allowed. The additional ray requires a separate ranged touch attack roll to hit 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 feet of each other and fired simultaneously.

A split ray spell uses a spell slot two levels higher than the spell's actual level.

SUDDEN EMPOWER [METAMAGIC]

You can cast a spell to greater effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Empower Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Empower Spell normally if you have it.

SUDDEN EXTEND [METAMAGIC]

You can make a spell last longer than normal without special preparation.

Benefit: Once per day, you can apply the effect of the Extend Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Extend Spell normally if you have it.

SUDDEN MAXIMIZE [METAMAGIC]

You can cast a spell to maximum effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Maximize Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Maximize Spell normally if you have it.

SUDDEN QUICKEN [METAMAGIC]

You can cast a spell with a moment's thought without special preparation.

Prerequisites: Quicken Spell, Sudden Empower, Sudden Extend, Sudden Maximize, Sudden Silent, Sudden Still.

Benefit: Once per day, you can apply the effect of the Quicken Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Quicken Spell normally.

SUDDEN SILENT [METAMAGIC]

You can cast a spell silently without special preparation.

Benefit: Once per day, you can apply the effect of the Silent Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Silent Spell normally if you have it.

SUDDEN STILL [METAMAGIC]

You can cast a spell without gestures or special preparation.

Benefit: Once per day, you can apply the effect of the Still Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Still Spell normally if you have it.

SUDDEN WIDEN [METAMAGIC]

You can increase a spell's area without special preparation.

Benefit: Once per day, you can apply the effect of the Widen Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Widen Spell normally if you have it.

TOUCH SPELL SPECIALIZATION

You deal extra damage with touch spells.

Prerequisites: Weapon Focus (touch spell), caster level 4th.

Benefit: Damage-dealing spells that require a melee touch attack roll gain a +2 bonus on the damage they deal. This extra damage applies only to the first successful attack of spells that allow multiple touch attacks (such as *chill touch*).

Only spells that deal hit point damage can be affected by this feat.

TRANSDIMENSIONAL SPELL [METAMAGIC]

You can cast spells that affect targets lurking in coexistent planes and extradimensional spaces whose entrances fall within the spell's area.

Benefit: A transdimensional spell has its full normal effect on incorporeal creatures, creatures on the Ethereal Plane or the Plane of Shadow, and creatures within an extradimensional space in the spell's area. Such creatures include ethereal creatures, creatures that are *blinking* or *shadow walking*, manifested ghosts, and creatures within the extradimensional space of a *rope trick*, *portable hole*, or *familiar pocket* (see page 106).

You must be able to perceive a creature to target it with a transdimensional spell, but you do not need to perceive a creature to catch it in the area of a burst, cone, emanation, or spread.

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

Normal: Only force spells and effects can affect ethereal creatures, and no Material Plane attack affects creatures on the Plane of Shadow or in an enclosed extradimensional space. There is a 50% chance that any spell other than a force effect fails against an incorporeal creature.

TWIN SPELL [METAMAGIC]

You can simultaneously cast a single spell twice.

Prerequisite: Any metamagic feat.

Benefit: Casting a twinned spell causes the spell to take effect twice in the same area or on the same target simultaneously. 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 two saving throws if applicable).

A spell whose effects wouldn't stack if it was cast twice under normal circumstances will create redundant effects if successfully twinned (see *Combining Magical Effects*, page 171 of the *Player's Handbook*). For example, a twinned *charm person* doesn't create a more potent or long-lasting effect, but any ally of the target would have to succeed on two dispel attempts in order to free the target from the charm. As with other metamagic feats, twinning a spell does not affect its vulnerability to counterspelling, so a single successful counterspell negates both instances of a twinned spell.

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

WANDSTRIKE

You can channel the magical energy of a wand through your melee attacks.

Prerequisite: Use Magic Device 4 ranks.

Benefit: As a standard action, you can make a melee touch attack with a wand, expending one charge to deal 1d6 points of damage to the creature struck. You apply no extra damage to this attack regardless of its source (including sneak attack, favored enemy, and smite bonuses), but you can activate the wand as part of the attack. If the spell cast from the wand is a ray or a targeted spell, the creature struck is the spell's target (with ray spells hitting automatically). If the spell affects an area or creates a spread, you can designate the spell's point of origin at any grid intersection point of the creature's space (but doing so might put you in the affected area). Spells with an effect that does not cover an area (such as the various *summon monster spells*) cannot be used with a wandstrike attack.



Melee attacks with a transdimensional spell