

STALWART SORCERER

Most sorcerers hide behind walls of steel, slinging spells at enemies safely distant. You have no patience for such cowards and prefer to be near the front line. Your breadth of magical knowledge might not compare with those craven weaklings, but you are proud to dive into the fray alongside the fighter.

If you play a sorcerer with this alternative class feature, consider taking at least one level of fighter and selecting the armored mage alternative class feature (see page 32).

Class: Sorcerer.

Level: 1st.

Special Requirement: Knowledge (arcana) 1 rank.

Replaces: Reduce by one the number of sorcerer spells known for your highest spell level (to a minimum of one). As a 1st-level character, you have one 1st-level spell known rather than two.

When you would gain a second known spell from a higher level, apply this penalty to the new spell level but remove it from the lower level. For example, at 5th level, you reduce your 2nd-level spells known from two to one but you gain the previously unavailable 1st-level spell (increasing your 1st-level spells known from three to four).

Benefit: You gain extra hit points equal to two times your sorcerer class level. Every time you advance a level, you gain another 2 extra hit points. (So, at 1st level you have 2 extra hit points, at 2nd level you have 4 extra hit points, and so on.)

You also gain the Martial Weapon Proficiency feat for a melee weapon of your choice, as well as Weapon Focus with that weapon.

"Sorcery? Bah. Anyone can pick up a brush and paint, call themselves an artist even. But only through years of dedication and study can you create a true masterpiece. A sorcerer is like a child with paints, barely understanding what they are doing. I have mastered the art."

—Mialee the wizard

FEATS

While spells are certainly the defining characteristic of arcane casters, feats rank a close second. The methodology of spellcasting is an intricate, personal, and vital element of playing a spellcaster. Feats that represent and modify techniques of spellcasting define the differences between one caster and another and grant characters significant advantages in combat and other confrontations.

Most of the new feats presented below are designed to augment the prowess and abilities of spellcasters in general, but several are best suited for specific types of casters. Alacrity, for instance, is intended for use by wizards and others who prepare spells, while Rapid Metamagic is more likely to be used by spontaneous casters.

HERITAGE FEATS

A heritage feat represents a specific ancestry of the character. The player and the DM are encouraged to devise a background story explaining the character's heritage, though the exact source of the ancestral link isn't crucial to the feat's operation (and might remain a mystery to the character).

A character can select a heritage feat at any level. Choosing a heritage feat after 1st level indicates that the ancestral power of the character is only now manifesting itself.

Once a character selects a heritage feat, he can't select another heritage feat unless it has his first heritage feat as a prerequisite. For instance, a character who selects Fey Heritage can't also take Fiendish Heritage, but he could select additional heritage feats that have Fey Heritage as a prerequisite (such as Fey Legacy).

RESERVE FEATS

Complete Mage presents a new category of feat: reserve feats. These feats are usable only by spellcasters, and they employ an unusual form of prerequisite. Reserve feats draw upon the magic inherent in a caster's body and soul, utilizing (but not consuming) energy from available spells to augment the character's already prodigious magical talents.

USING RESERVE FEATS

Reserve feats are designed to allow spellcasters to stretch their resources over a greater number of encounters. As long as you retain the appropriate spell or spells, you have unlimited access to one or more special abilities, many of which are useful in combat.

Effectively trading a single spell or spell slot for an at-will ability represents an entirely new direction for feats. At a glance the benefit appears extremely potent, and it is. The important distinction is that these feats, in general, don't directly make you more powerful; instead, they allow you to extend your power over more encounters. This in turn allows the party to continue adventuring (rather than call it a day after your spell allotment is exhausted), which translates into the players having more fun.

A reserve feat shouldn't make you appreciably more powerful in a single encounter, and it doesn't make your most potent spells much better. In most cases, a reserve feat's benefit com-

pares to spells two or three levels below the spell kept in reserve. In essence, you get an unlimited low-level spell effect as long as you keep your "big gun" in reserve. This situation encourages tactical use of spell resources—for example, the decision whether to cast *fireball* now or save it for the next fight—without preventing you from doing something interesting every round.

At higher levels, even if the power level of the feat's benefit doesn't compare well to your other spells, don't forget the other advantages that it offers. As supernatural abilities, these benefits don't use components, so you can activate them even while bound or gagged. They can't be countered or dispelled. Arcane spell failure chance does not apply, making the feats attractive to multiclass spellcasters who normally wear armor. Most important, they are unaffected by spell resistance. All told, while a 9d6 burst of fire might not appear to measure up to the average 17th-level wizard's spell complement, it might prove quite useful in any number of situations.

Each reserve feat's primary benefit is a supernatural ability usable at will. Unless stated otherwise, it requires a standard action to activate and does not provoke attacks of opportunity. If a saving throw is allowed, the DC is equal to 10 + the level of the spell allowing the ability's use + the ability modifier you would apply to that spell's save DC. For example, if a wizard with a +3 Intelligence modifier and a reserved 3rd-level sonic spell succeeds on a touch attack using the Clap of Thunder reserve feat, she causes the target to make a successful DC 16 Fortitude save or be deafened.

In addition, each feat provides a caster level boost to a certain category of spells that applies at all times, regardless of whether the character has any spells left to cast.

The primary benefit can only be activated if the caster has a spell of an appropriate variety (of a particular school, subschool, or descriptor) available to cast. The definition of "available to cast" depends on whether the character prepares spells or casts spontaneously from a list of spells known.

A spellcaster who prepares spells each day (such as a wizard) must have an appropriate spell prepared and not yet cast that day. If the character has more than one appropriate spell prepared and uncast, she gains the benefit only from the highest-level spell; she can't gain multiple benefits, or stack benefits, by preparing more than one appropriate spell.

A spellcaster who does not need to prepare spells (such as a sorcerer) must know an appropriate spell and must have at least one unused spell slot of that spell's level or higher. If the character has more than one appropriate spell known, he gains the benefit only from the highest-level spell for which he has an unused spell slot of that level or higher.

If a spellcaster has spells from more than one class, only spell slots that could actually be used to cast the appropriate spell count toward granting this benefit. A bard/sorcerer who knows the appropriate spell only as a bard spell can't use his sorcerer spell slots to qualify for the reserve feat's primary benefit.

Once the spellcaster no longer has an appropriate spell available—either because of casting it, exhausting the appropriate spell slots, or a daily spell selection that does not include that spell—she can't use the feat's primary benefit until she once again has an appropriate spell available for casting. She retains the secondary benefit of the feat, however.

Only actual spells or spell slots allow the character to use the primary benefit of a reserve feat. Spell-like abilities, supernatural abilities, and extraordinary abilities—even if they mimic or duplicate an appropriate spell—do not qualify. Spells that do not have a descriptor until cast (such as the *summon monster* spells) can't be used to gain the primary benefit of a reserve feat.

A spellcaster can key two or more reserve feats off a single spell. For example, if a wizard had the Sickening Grasp and Winter's Blast feats, she could use both primary benefits of those feats if she had a single 3rd-level (or higher) necromancy cold spell prepared and not yet cast. The secondary boosts likewise stack; a spellcaster who has the Aquatic Breath and Drowning Glance feats gains a +2 competence bonus when casting water spells.

Example: Consider the feat Mystic Backlash. In order to use the feat's primary benefit, a wizard must have an abjuration spell of at least 5th level prepared and not yet cast. As soon as she casts her last abjuration spell of 5th level or higher, or if she prepares no abjuration spells of 5th level or higher on a given day, she loses the primary benefit of the feat until she once again prepares an appropriate spell.

A sorcerer, on the other hand, need merely have an abjuration spell of 5th level or higher on his spells known list and at least one spell slot of the same level or higher unused for the day. As soon as he casts his last sorcerer spell of 5th level or higher, he loses the primary benefit of the feat until he readies his spells for the next day (or otherwise regains a spell slot of 5th level or higher).

A wizard can take a reserve feat as her bonus feat at 5th, 10th, 15th, or 20th level, in place of a metamagic or item creation feat.

TACTICAL FEATS

Feats with the tactical descriptor allow characters to perform a number of powerful maneuvers.

If you're playing a character who wants to use a tactical feat, it's your responsibility to keep track of the actions you're performing as you set up the situation that the feat enables you to benefit from.

FEAT DESCRIPTIONS

The feats described in the following section supplement the feats in the *Player's Handbook* and in *Complete Arcane*. Table 2-1 summarizes the prerequisites and benefits of all these feats.

ACIDIC SPLATTER [RESERVE]

You can channel magical energy into orbs of acid.

Prerequisite: Ability to cast 2nd-level spells.

Benefit: As long as you have an acid spell of 2nd level or higher available to cast, you can throw an orb of acid as a ranged touch attack. The attack has a range of 5 feet per level of the highest-level acid spell you have available to cast and deals 1d6 points of damage per level of that acid spell.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting acid spells.

ALACRITOUS COGITATION

You can leave a prepared spell slot open to spontaneously cast a spell.

Prerequisite: Must prepare arcane spells.

Benefit: If you leave an arcane spell slot open when preparing spells, you can use that open slot to cast any arcane spell you know of the same level or lower. Casting the spell requires a full-round action.

You can use this feat only once per day, regardless of the number of slots you leave open.

Special: A wizard can select this feat as a wizard bonus feat.

TABLE 2-1: NEW FEATS

General Feats	Prerequisites	Benefit
Alacritous Cogitation	Must prepare arcane spells	Spontaneously fill open slot with known spell
Captivating Melody	Bardic music, ability to cast arcane spells	Expend bardic music to increase the save DC of an enchantment or illusion spell
Cloudy Conjunction	Spell Focus (conjunction) or conjurer level 1st	Conjunctions accompanied by a cloud of sickening smoke
Dazzling Illusion	Spell Focus (illusion) or illusionist level 1st	Enemies within 30 feet dazzled when casting illusion spells
Defending Spirit	Watchful spirit class feature	Gain an initiative reroll, +2 dodge bonus to AC after reroll
Delay Potion	Knowledge (arcana) 1 rank	Delay the benefit of a potion to activate it later as a swift action
Elemental Adept	Elemental mastery class feature	Cast a spell from your chosen element spontaneously
Energy Abjuration	Spell Focus (abjuration) or abjurer level 1st	Gain energy resistance when casting abjuration spell
Favored Magic Foe	Knowledge 6 ranks or favored enemy class feature	Magic is more effective against a particular creature type
Fearsome Necromancy	Spell Focus (necromancy) or necromancer level 1st	Necromancy spells leave foes shaken
Hasty Spirit	Watchful spirit class feature	Gain an initiative reroll, extra move action after using reroll
Insightful Divination	Spell Focus (divination) or diviner level 1st	Gain bonus on initiative, save when casting divination spell
Magic Device Attunement	Use Magic Device 1 rank	Attune to item to avoid making Use Magic Device checks
Master of Undeath	Knowledge (religion) 5 ranks	Control one additional undead that you create
Melodic Casting	Perform 4 ranks, Spellcraft 4 ranks, bardic music class feature	Use Perform in place of Concentration, cast spells while using bardic music
Metamagic School Focus	Spell Focus (chosen school) or specialist wizard	Reduce the cost of adding metamagic feats to spells of a chosen school of magic
Metamagic Spell Trigger	Any metamagic feat, Use Magic Device or Spellcraft 15 ranks	Use metamagic feats with spell trigger items
Piercing Evocation	Spell Focus (evocation) or evoker level 1st	10 points of energy damage from evocation spells becomes untyped damage
Ranged Recall	Spellcraft 4 ranks, Point Blank Shot, Weapon Focus (ranged spell)	Reroll missed spell or spell-like ranged attack at -5 penalty
Rapid Metamagic	Spellcraft 12 ranks, ability to spontaneously cast spells	Apply metamagic feats without increasing casting time
Somatic Weaponry	Concentration 5 ranks, Spellcraft 5 ranks	Cast spells with somatic components while hands are full
Toughening Transmutation	Spell Focus (transmutation) or transmuter level 1st	Grant temporary DR when casting a transmutation spell
Unsettling Enchantment	Spell Focus (enchantment) or enchanter level 1st	Enchantment spells hinder foe's attacks and defense
Vengeful Spirit	Watchful spirit class feature	Gain initiative reroll, foe takes half damage dealt you
Heritage Feats	Prerequisites	Benefit
Fey Heritage	Nonlawful alignment	+3 bonus on Will saves against enchantments
Fey Legacy	Nonlawful alignment, Fey Heritage, character level 9th	Gain spell-like abilities
Fey Power	Nonlawful alignment, Fey Heritage	+1 to CL and save DC on enchantment spells, invocations
Fey Presence	Nonlawful alignment, Fey Heritage, character level 6th	Gain spell-like abilities
Fey Skin	Nonlawful alignment, Fey Heritage	Gain DR/cold iron
Fiendish Heritage	Non-good alignment	Gain bonus to saves against poison, spells by good creatures
Fiendish Legacy	Non-good alignment, Fiendish Heritage, character level 9th	Gain spell-like abilities
Fiendish Power	Non-good alignment, Fiendish Heritage	+1 to CL and save DC on evil spells and invocations
Fiendish Presence	Non-good alignment, Fiendish Heritage, character level 6th	Gain spell-like abilities
Fiendish Resistance	Non-good alignment, Fiendish Heritage	Gain acid and fire resistance

TABLE 2-1: NEW FEATS (CONT.)

Metamagic Feat	Prerequisites	Benefit
Retributive Spell	—	Affect an attacker with a spell when struck by a melee attack
Reserve Feats		
Acidic Splatter	Ability to cast 2nd-level spells	Create orb of acid 1d6 damage/spell level, +1 CL on acid spells
Aquatic Breath	Ability to cast 3rd-level spells	Breathe normally in air or water, +1 CL on water spells
Blade of Force	Ability to cast 3rd-level spells	Surround a weapon in force, +1 CL on force spells
Borne Aloft	Ability to cast 5th-level spells	Fly 30 feet once per round, +1 CL on air spells
Clap of Thunder	Ability to cast 3rd-level spells	Touch attack does 1d6 damage/spell level and bestows deafness, +1 CL on sonic spells
Clutch of Earth	Ability to cast 2nd-level spells	Impede creature's movement, +1 CL on earth spells
Dimensional Jaunt	Ability to cast 4th-level spells	Teleport 5 feet/spell level, +1 CL on teleportation spells
Dimensional Reach	Ability to cast 3rd-level spells	Summon a small item, +1 CL on summoning spells
Drowning Glance	Ability to cast 4th-level spells	Exhaust an air-breathing foe, +1 CL on water spells
Face-Changer	Ability to cast 3rd-level spells	Alter your appearance, +1 CL on glamor spells
Fiery Burst	Ability to cast 2nd-level spells	Create fire burst 1d6 damage/spell level, +1 CL on fire spells
Hurricane Breath	Ability to cast 2nd-level spells	Bull rush foes from a distance, +1 CL on air spells
Invisible Needle	Ability to cast 3rd-level spells	Create force dart 1d4 damage/spell level, +1 CL on force spells
Magic Disruption	Ability to cast 3rd-level spells	Reduce effect of enemy spellcasting, +1 CL on abjuration spells
Magic Sensitive	Ability to cast 3rd-level spells	Detect magic instinctively, +1 CL on divination spells
Minor Shapeshift	Ability to cast 4th-level spells	Grant physical benefit, +1 CL on polymorph spells
Mystic Backlash	Ability to cast 5th-level spells	Target's spells damage self, +1 CL on abjuration spells
Shadow Veil	Ability to cast 2nd-level spells	Obscure a target's sight, +1 CL on darkness spells
Sickening Grasp	Ability to cast 3rd-level spells	Sicken a target with a touch, +1 CL on necromancy spells
Storm Bolt	Ability to cast 3rd-level spells	Create line of electricity 1d6 damage/spell level, +1 CL on electricity spells
Summon Elemental	Ability to cast 4th-level spells	Summon elemental, +1 CL on summoning spells
Sunlight Eyes	Ability to cast 2nd-level spells	See in darkness 10 feet/spell level, +1 CL on light spells
Touch of Distraction	Ability to cast 3rd-level spells	Impose –2 penalty on target's attack or Reflex save, +1 CL on enchantment spells
Wind-Guided Arrows	Ability to cast 3rd-level spells	Apply modifier to ranged weapon attack, +1 CL on air spells
Winter's Blast	Ability to cast 2nd-level spells	Create cold cone 1d4 damage/spell level, +1 CL on cold spells
Tactical Feats		
Battlecaster Defense	Combat Casting, base attack bonus +1, CL 1st	Gain benefits when casting spells defensively
Battlecaster Offense	Combat Casting or warmage edge, base attack bonus +1, Spellcraft 4 ranks	Gain benefits when mixing melee combat and spellcasting
Energy Gestalt	Spell Focus (evocation), CL 3rd	Gain benefits when casting energy-based spells in succession
Metamagic Vigor	Two or more metamagic feats	Gain benefits when casting metamagic-enhanced spells in succession
Residual Magic	Spellcraft 12 ranks, any metamagic feat	Apply magical effects in consecutive rounds

AQUATIC BREATH [RESERVE]

Your reservoir of magic allows you to breathe normally even underwater.

Prerequisite: Ability to cast 3rd-level spells.

Benefit: As long as you have a water spell of 3rd level or higher available to cast, you can breathe normally in both air and water. This supernatural quality requires no activation.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting water spells.

BATTLECASTER DEFENSE [TACTICAL]

You have mastered techniques for taking full advantage of spells in melee while remaining unharmed.

Prerequisites: Combat Casting, base attack bonus +1, caster level 1st.

Benefit: The Battlecaster Defense feat allows the use of three tactical maneuvers while spellcasting in melee.

Defensive Targeting: To use this maneuver, you must use the defensive casting option to cast a spell with a range of touch. If you successfully deliver the spell (that is, you succeed on the melee touch attack) on an enemy who threatens you while you cast it, you gain a +2 bonus on any touch attack you make against that enemy on your next turn.

Practiced Defense: When you successfully cast a spell defensively in 2 consecutive rounds, you gain a +10 bonus on any Concentration check made to cast a spell defensively in the next round.

Safe Retreat: When you successfully cast a spell defensively, your movement on your next turn doesn't provoke attacks of opportunity from any creatures that were threatening you when you cast defensively. (The movement still provokes attacks of opportunity from other creatures normally.)

Special: These benefits apply equally to characters manifesting psionic powers defensively or to those using spell-like abilities defensively.

BATTLECASTER OFFENSE [TACTICAL]

You cunningly mix melee combat and spellcasting to increase the potency of both.

Prerequisites: Combat Casting or warmage edge, base attack bonus +1, Spellcraft 4 ranks.

Benefit: The Battlecaster Offense feat allows the use of two tactical maneuvers.

Spell and Sword: If you deal damage to a foe with a spell, you gain a +1 bonus on your first melee attack roll made against that foe in the next round.

Sword and Spell: If you make a melee attack against a foe, you gain a +1 bonus to the save DC of the first spell you use against that foe in the next round. This bonus applies only against the foe or foes you attacked, not against any other creatures affected by the spell.

BLADE OF FORCE [RESERVE]

You can surround a weapon with a short-lived aura of force.

Prerequisite: Ability to cast 3rd-level spells.

Benefit: As long as you have a 3rd-level or higher force spell available to cast, you can surround a melee weapon or a single piece of ammunition with a thin field of force. Activating this ability is a swift action; you must touch the weapon to be affected as part of the action.

The next attack made with that weapon, if taken before the end of your next turn, deals an extra 1 point of damage per level of the highest-level force spell you have available to cast. Furthermore, that weapon ignores the miss chance normally granted to an incorporeal creature. If the next attack with that weapon misses, this benefit is lost.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting force spells.

BORNE ALOFT [RESERVE]

You can channel the magic of the winds to briefly grant you flight.

Prerequisite: Ability to cast 5th-level spells.

Benefit: As long as you have an air spell of 5th level or higher available to cast, you can fly up to 30 feet (perfect maneuverability) as a move action once per round. You must begin and end this flight solidly supported, or you fall. You can't use this ability if you wear heavy armor or carry a heavy load.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting air spells.

CAPTIVATING MELODY

You can expend some of your musical abilities to increase the potency of your enchantment or illusion spells.

Prerequisites: Bardic music, ability to cast arcane spells.

Benefit: As a swift action before casting a spell, you can attempt a Perform check (DC 15 + the level of the spell you intend to cast). If you succeed, you can sacrifice one of your daily uses of bardic music to increase the save DC of the next enchantment or illusion spell you cast in the same round by 2. If the Perform check fails, you still lose one daily use of bardic music but gain no benefit.

You can apply Captivating Melody only to spells cast by the same class that grants you your bardic music ability. For instance, if you are a multiclass bard/wizard, you can apply this feat to bard spells, but not to spells you cast as a wizard.

CLAP OF THUNDER [RESERVE]

You can deliver a thunderous roar with a touch.

Prerequisite: Ability to cast 3rd-level spells.

Benefit: As long as you have a sonic spell of 3rd level or higher available to cast, you can deliver a melee touch attack as a standard action. This attack deals 1d6 points of sonic damage per level of the highest-level sonic spell you have available to cast. Additionally, the subject must succeed on a Fortitude save or be deafened for 1 round.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting sonic spells.

CLOUDY CONJURATION

Your conjured creations and summoned beings appear in a puff of sickening black smoke, and you vanish in a cloud of the same when you teleport.

Prerequisite: Spell Focus (conjunction) or conjurer level 1st.

Benefit: When you cast a conjunction spell, you can choose to have a 5-foot-radius cloud of sickening smoke manifest. The cloud can appear in your space, adjacent to you, or in the space of or adjacent to your target (if any).

The cloud lasts for 1 round. Any living creature is sickened while inside it (but not after exiting). The cloud in all other ways acts like a small area of the *fog cloud* spell. Creatures immune to poison are immune to the sickening effect. The cloud appears in conjunction with the spell taking effect (not before or after). Any creature you call or summon with the spell is immune to the sickening effect of the cloud.

Special: A conjurer can select this feat as a wizard bonus feat.

CLUTCH OF EARTH [RESERVE]

You briefly increase the earth's pull on the target creature.

Prerequisite: Ability to cast 2nd-level spells.

Benefit: As long as you have an earth spell of 2nd level or higher available to cast, you can spend a standard action to reduce the speed of any landbound creature within 30 feet of you. The creature's normal land speed, as well as its burrow and climb speeds, decrease by 5 feet per level of the highest-level earth spell you have available to cast, to a minimum speed of 5 feet. This effect lasts for 1 round.

A successful Fortitude save negates this effect and renders the target immune to the feat's effect for 24 hours. Creatures currently swimming or flying are immune to this effect.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting earth spells.

DAZZLING ILLUSION

Casting illusions causes the air about you to be filled with flashing colors that dazzle your foes.

Prerequisite: Spell Focus (illusion) or illusionist level 1st.

Benefit: When you cast an illusion spell, you can choose to render all enemies within 30 feet dazzled for 1 round. Blind creatures are immune to this effect.

Special: An illusionist can select this feat as a wizard bonus feat.

DEFENDING SPIRIT

Your watchful spirit helps keep you safe in combat.

Prerequisite: Watchful spirit class feature (see the wu jen class in *Complete Arcane*).

Benefit: Your watchful spirit helps you defend yourself. If you use an initiative reroll from your watchful spirit class feature, you gain a +2 dodge bonus to your Armor Class for the duration of that encounter.

Also, you gain one extra initiative reroll from your watchful spirit class feature.

DELAY POTION

You can drink a potion and postpone its effects.

Prerequisite: Knowledge (arcana) 1 rank.

Benefit: You can drink a potion and delay its effects for a number of hours equal to your Constitution modifier (minimum 1 hour). At any time during this period, you can activate the potion's effect as a swift action. If the duration expires before you activate the potion, it is wasted.

You can delay only one potion at a time. You must activate a delayed potion before you can choose to delay another one.

DIMENSIONAL JAUNT [RESERVE]

With a single step, you can cross an entire room.

Prerequisite: Ability to cast 4th-level spells.

Benefit: As long as you have a teleportation spell of 4th level or higher available to cast, you can spend a standard

action to teleport yourself and carried objects up to your heavy load a distance of 5 feet per level of the highest-level teleportation spell you have available to cast. You can teleport only to a location that you can see (including one you are currently scrying). You can't bring along another creature (except for a familiar).

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting teleportation spells.

DIMENSIONAL REACH [RESERVE]

You can transport small objects to you with an act of will.

Prerequisite: Ability to cast 3rd-level spells.

Benefit: As long as you have a conjuration (summoning) spell of 3rd level higher available to cast, you can transport small items directly into your hand as a standard action. You must have line of sight to an item you wish to transport in this way, and it must be unattended.

This ability works at a range of up to 5 feet per level of the highest-level summoning spell you have available to cast, and the item can weigh up to 2 pounds per level of that spell.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting conjuration (summoning) spells.



The Cloudy Conjuration feat makes summoned creatures even more potent

DROWNING GLANCE [RESERVE]

With a look, you create a small but incapacitating amount of water in the subject's lungs.

Prerequisite: Ability to cast 4th-level spells.

Benefit: As long as you have a water spell of 4th level or higher available to cast, you can use a standard action to transform a small portion of the air in a living creature's lungs to water, making it difficult for the creature to breathe. The subject must be within 30 feet. The target becomes exhausted for 1 round; if it succeeds on a Fortitude save, it is instead fatigued for 1 round.

Whether or not a targeted creature successfully saves, it is immune to any further uses of your drowning glance for 24 hours. Creatures that can breathe water (or who don't breathe) are immune to this effect.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting water spells.

ELEMENTAL ADEPT

You can spontaneously cast a spell of the element you have mastered.

Prerequisite: Elemental mastery class feature (see the wu jen class in *Complete Arcane*).

Benefit: Choose one spell of the element you have chosen for your elemental mastery class feature. You can now spontaneously cast that spell by sacrificing a prepared spell of equal or higher level. The spell you choose must be in your spellbook. When you gain a level, you can change the spell you can spontaneously cast by picking a new spell of the element you chose for elemental mastery.

ENERGY ABJURATION

Casting an abjuration spell grants you protection from energy damage.

Prerequisite: Spell Focus (abjuration) or abjurer level 1st.

Benefit: When you cast an abjuration spell, you can choose to gain a special energy resistance equal to $(1 + \text{the spell's level}) \times 5$. This energy resistance lasts for the duration of the abjuration spell you cast or until you are struck by any type of energy damage (acid, cold, fire, electricity, or sonic). The resistance applies to the first energy damage to which you are exposed, and thereafter you lose the energy resistance until you cast another abjuration spell.

Special: An abjurer can select this feat as a wizard bonus feat.

ENERGY GESTALT [TACTICAL]

You have learned to combine multiple energy effects to great advantage.

Prerequisites: Spell Focus (evocation), caster level 3rd.

Benefit: The Energy Gestalt feat enables the use of three tactical maneuvers. In every case, you must deal damage to one or more subjects with a pair of energy-based spells you cast in 2 successive rounds.

Acrid Fumes: You cast an acid spell followed by a fire spell. The flames of your second spell turn some of the lingering acid into choking, sickening fumes. Any living creature damaged by both spells is nauseated for 1 round. Those who make a successful Fortitude save (DC based on the second spell) are sickened for 1 round instead. Treat this as a poison effect for the purpose of save bonuses and immunities.

Brittle Blast: You cast a cold spell followed by a sonic spell. Any object or construct damaged by both spells takes +50% damage from the sonic spell, because its physical structure has been made brittle by the cold.

Improved Conduction: You cast a cold spell followed by an electricity spell. The lingering cold more effectively conducts the electricity, temporarily fatiguing creatures. Living creatures damaged by both spells are slowed for 1 round (as the slow spell). Creatures that make successful Fortitude saves (DC based on the second spell) are fatigued for 1 round.

FACE-CHANGER [RESERVE]

Your mastery of illusions allows you to subtly alter your appearance at whim.

Prerequisite: Ability to cast 3rd-level spells.

Benefit: As long as you have a glamer spell of 3rd level or higher available to cast, you can alter your appearance as the spell *disguise self*, except that the duration lasts 1 minute per level of the glamer spell.

This illusory transformation requires a full-round action to activate.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting glamer spells.

FAVORED MAGIC FOE

Through study, you have learned how best to defend yourself against your favored enemies' spells and how to best affect them with your own.

Prerequisite: Knowledge 6 ranks (in appropriate skill; see below) or favored enemy class feature.

Benefit: Choose a creature type for which you have the favored enemy class feature, or one associated with a Knowledge skill in which you have at least 6 ranks (see below). If you choose humanoid or outsider, you must also choose a subtype from Table 3-14: Ranger Favored Enemies (PH 47).

You gain a +1 bonus on caster level checks to overcome the spell resistance of the chosen creature type, and such creatures take a -1 penalty on saves against your spells and spell-like abilities.

Creature Type	Associated Knowledge Skill
Aberration	Dungeoneering
Animal	Nature
Construct	Arcana
Dragon	Arcana
Elemental	The planes
Fey	Nature
Giant	Nature
Humanoid (any)	Local
Magical beast	Arcana
Monstrous humanoid	Nature
Ooze	Dungeoneering
Outsider (any)	The planes
Plant	Nature
Undead	Religion
Vermin	Nature

Special: You can take this feat multiple times. Each time you take this feat, you choose a new creature type (or subtype, in the case of humanoids or outsiders).

FEARSOME NECROMANCY

Creatures subjected to your necromantic spells feel the chill of fear.

Prerequisite: Spell Focus (necromancy) or necromancer level 1st.

Benefit: Any foe required to save against a necromancy spell you cast is shaken for 1 round, regardless of the result of the save. This mind-affecting fear ability does not stack

with any other fear effect (it can't make a foe worse than shaken).

Special: A necromancer can select this feat as a wizard bonus feat.

FEY HERITAGE [HERITAGE]

You are descended from creatures native to the fey realms. You are naturally resistant to the most common effects produced by your ancestors.

Prerequisite: Nonlawful alignment.

Benefit: You gain a +3 bonus on Will saving throws against enchantment effects.

FEY LEGACY [HERITAGE]

The magical powers of your ancestors manifest in you.

Prerequisites: Nonlawful alignment, Fey Heritage, character level 9th.

Benefit: You gain the following spell-like abilities, each usable once per day: *confusion*, *dimension door*, and *summon nature's ally* V. Your caster level equals your character level.

FEY POWER [HERITAGE]

Your fey heritage augments the power of certain types of magic.

Prerequisites: Nonlawful alignment, Fey Heritage.

Benefit: Your caster level and save DCs for enchantment spells and warlock invocations increase by 1.

FEY PRESENCE [HERITAGE]

You share your ancestors' knack for playing tricks on the minds of others.

Prerequisites: Nonlawful alignment, Fey Heritage, character level 6th.

Benefit: You gain the following spell-like abilities, each usable once per day: *charm monster*, *deep slumber*, and *disguise self*. Your caster level equals your character level.

FEY SKIN [HERITAGE]

Your fey heritage guards you against all weapons except those crafted from the dreaded cold iron.

Prerequisites: Nonlawful alignment, Fey Heritage.

Benefit: You gain damage reduction (overcome by cold iron) equal to 1 + the number of feats you have that list Fey Heritage as a prerequisite (including such feats that you take after gaining this one). For example, if you have Fey Skin and Fey Presence, you would have damage reduction 3/cold iron.

This value stacks with any similar damage reduction you might have from your type, subtype, race, or class, but not from other sources, such as spells or magic items.

FIENDISH HERITAGE [HERITAGE]

You are descended from creatures native to the Lower Planes. You share some of your ancestors' natural resistance to poison, and you are resistant to the magic of good foes.

Prerequisite: Non-good alignment.

Benefit: You gain a +4 bonus on Fortitude saving throws against poison.

You also gain a +1 bonus on saving throws against spells or other effects produced by good creatures.

FIENDISH LEGACY [HERITAGE]

The magical powers of your ancestors manifest in you.

Prerequisites: Non-good alignment, Fiendish Heritage, character level 9th.

Benefit: You gain the following spell-like abilities, each usable once per day: *teleport* (self plus 50 pounds of objects only), *summon monster* V (fiendish creatures only), and *unholy blight*. Your caster level equals your character level.

FIENDISH POWER [HERITAGE]

Your fiendish heritage augments the power of certain types of magic.

Prerequisites: Non-good alignment, Fiendish Heritage.

Benefit: Your caster level and save DCs for evil spells and warlock invocations increase by 1.

FIENDISH PRESENCE [HERITAGE]

You share your ancestors' ability to tamper with the minds of weak-minded fools.

Prerequisites: Non-good alignment, Fiendish Heritage, character level 6th.

Benefit: You gain the following spell-like abilities, each usable once per day: *cause fear*, *detect thoughts*, and *suggestion*. Your caster level equals your character level.

FIENDISH RESISTANCE [HERITAGE]

Your bloodline inures you against corrosion and fire.

Prerequisites: Non-good alignment, Fiendish Heritage.

Benefit: You gain resistance to acid and fire equal to three times the number of feats you have that list Fiendish Heritage as a prerequisite (including such feats that you take after gaining this one). These values stack with any resistance to acid or fire you might have from your type, subtype, race, or class, but not from other sources, such as spells or magic items.

FIERY BURST [RESERVE]

You channel your magical talent into a blast of fire.

Prerequisite: Ability to cast 2nd-level spells.

Benefit: As long as you have a fire spell of 2nd level or higher available to cast, you can spend a standard action to create a 5-foot-radius burst of fire at a range of 30 feet. This burst deals 1d6 points of fire damage per level of the highest-level fire spell you have available to cast. A successful Reflex save halves the damage.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting fire spells.

HASTY SPIRIT

Your watchful spirit lends you a burst of speed in times of great need.

Prerequisite: Watchful spirit class feature (see the wu jen class in *Complete Arcane*).

Benefit: If you use an initiative reroll from your watchful spirit class feature, you can take an extra move action on one of your turns during that encounter.

Also, you gain one extra initiative reroll from your watchful spirit class feature.

HURRICANE BREATH [RESERVE]

The power of elemental air you hold in your mind allows you to exhale the wind.

Prerequisite: Ability to cast 2nd-level spells.

Benefit: As long as you have an air spell of 2nd level or higher available to cast, you can attempt to knock a single creature within 30 feet back with a blast of wind. This requires a standard action and functions much like a bull rush; roll 1d20 + the level of the highest-level air spell you have available to cast opposed by your opponent's Strength check. If you succeed, you push the creature back 5 feet.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting air spells.

INSIGHTFUL DIVINATION

Casting a divination spell grants you an uncanny insight into danger.

Prerequisite: Spell Focus (divination) or diviner level 1st.

Benefit: When you cast a divination spell, you gain an insight bonus equal to the spell's level + 1 on initiative checks and an equal insight bonus on the first save you make within the next 24 hours. After you roll this saving throw, you lose the benefit of both bonuses until you cast another divination spell.

If you cast a second divination spell when the first benefit is still active, you choose whether to retain your existing bonus or take the new one granted by the second spell.

Special: A diviner can select this feat as a wizard bonus feat.

INVISIBLE NEEDLE [RESERVE]

You can create tiny darts of force.

Prerequisite: Ability to cast 3rd-level spells.

Benefit: As long as you have a force spell of 3rd level or higher available to cast, you can use a standard action to hurl a tiny needle-shaped projectile created from pure force. This attack requires a successful ranged attack roll (not a ranged touch attack), and the dart has a range of 5 feet per level of the force spell. The needle deals 1d4 points of damage per level of the highest-level force spell you have available. Because it is composed of force, the needle can strike incorporeal creatures.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting force spells.

MAGIC DEVICE ATTUNEMENT

You have a knack for activating familiar magic items.

Prerequisite: Use Magic Device 1 rank.

Benefit: If you successfully activate an item with the Use Magic Device skill, you can take a free action to attune yourself to the item. For the next 24 hours, you can activate that item without making further Use Magic Device checks.

You can attune yourself to only one item at a time. If you attune yourself to a second item, the previous attunement ends.

MAGIC DISRUPTION [RESERVE]

You can use your powers of abjuration to interfere with other casters' spells.

Prerequisite: Ability to cast 3rd-level spells.

Benefit: As long as you have an abjuration spell of 3rd level or higher available to cast, you can attempt to interrupt another character's spellcasting with a tiny burst of magic. As an immediate action, you can force any character within 30 feet currently casting a spell to make a Concentration check (DC 15 + the level of the highest-level abjuration spell you have available to cast); if the check fails, the spell's save DC and caster level are reduced by 2 (to a minimum caster level of 1st).

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting abjuration spells.

MAGIC SENSITIVE [RESERVE]

You literally see the emanations of magic around you.

Prerequisite: Ability to cast 3rd-level spells.

Benefit: As long as you have a divination spell of 3rd level or higher available to cast, you can sense magical auras (as if you had cast *detect magic*). The range of your detection is equal to 5 feet per level of the highest-level divination spell you have available to cast. Activating or concentrating on this ability requires a standard action.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting divination spells.

MASTER OF UNDEATH

You can control an undead that you create . . . for a time.

Prerequisite: Knowledge (religion) 5 ranks.

Benefit: When you create an undead creature, you can decide that it doesn't count against your normal limit of controlled undead creatures. In this case, you still control the creature, but only for a number of days equal to your caster level. When this duration ends, the undead immediately becomes hostile to you (though you can establish control over it by other means). You can have only one creature of this kind at a time.

MELODIC CASTING

You can weave your music and magic together into a single perfect voice.

Prerequisites: Perform 4 ranks, Spellcraft 4 ranks, bardic music class feature.

Benefit: Whenever a Concentration check would be required to cast a spell or use a spell-like ability (such as when you cast defensively or are distracted or injured while casting), you can make a Perform check instead.

In addition, you can cast spells and activate magic items by command word or spell completion while using a bardic music ability. Bardic music abilities that require concentration still take a standard action to perform.

Normal: A bard can't cast spells or activate magic items by command word or spell completion while using bardic music.

METAMAGIC SCHOOL FOCUS

You are unusually skilled at modifying the effects of a particular school of magic.

Prerequisite: Spell Focus (chosen school) or specialist wizard in chosen school.

Benefit: Choose a school of magic for which you have the Spell Focus feat, or the school in which you have specialized. Three times per day, you can reduce by one level the cost of a metamagic feat applied to a spell of the chosen school. If you prepare spells, you can have only up to three such reduced-cost spells prepared at any time.

Special: A wizard can select this feat as a wizard bonus feat. This feat can be taken more than once. Each time you take it, it applies to a different school of magic.

METAMAGIC SPELL TRIGGER

You can apply metamagic feats you know to spell effects from magic items you activate with a spell trigger.

Prerequisites: Any metamagic feat, Use Magic Device 15 ranks or Spellcraft 15 ranks.

Benefit: You can apply any one metamagic feat you know to a spell generated by a spell trigger item (such as a wand or staff) that you activate. You expend one extra charge for each change in spell level a metamagic feat normally requires.

If the metamagic feat's level adjustment would normally increase the slot of the chosen spell's level above 9th, you can't apply the metamagic effect to the spell. For example, you can't apply Quicken Spell to an *antimagic field* generated by a staff (since that would take a 10th-level spell slot to cast).

If sufficient charges aren't available in the item to power the application of metamagic feats (or if the item doesn't use charges), the item fails to activate and no charges are used, but the action used to activate the item is wasted.

METAMAGIC VIGOR [TACTICAL]

The energy you pour into increasing the power of your spells feeds back upon itself in an ever-increasing cycle.

Prerequisites: Two or more metamagic feats.

Benefit: The Metamagic Vigor feat allows the use of two tactical maneuvers.

Metamagic Intensity: If you cast spells affected by the same metamagic feat in 2 consecutive rounds, you gain a +1 bonus to the second spell's caster level.

Metamagic Versatility: If you cast spells affected by two different metamagic feats in 2 consecutive rounds, you gain a +1 bonus to the second spell's save DC.

Special: You can't benefit from both of these maneuvers (or either maneuver more than once) in a single round; if you are eligible to use both, choose the one you want.

Only actual metamagic feats allow this feat to function. A metamagic spell effect produced by a *metamagic rod* or other magic item or external device does not qualify you to use this feat.

MINOR SHAPESHIFT [RESERVE]

Your mastery of shapeshifting magic allows you to reshape your flesh in small but significant ways.

Prerequisite: Ability to cast 4th-level spells.

Benefit: As long as you have a polymorph spell of 4th level or higher available to cast, you can spend a swift action to grant yourself one of the following benefits:

Might: +2 bonus on melee damage rolls.

Mobility: +2 competence bonus on Balance, Climb, Jump, and Swim checks.

Savagery: Primary claw attack dealing 1d6 points of damage (assuming Medium size).

Speed: +5-foot enhancement bonus to any one movement mode you already possess.

Vigor: Temporary hit points equal to your HD.

The chosen benefit lasts for a number of rounds equal to the level of the highest-level polymorph spell you have available to cast. If you activate this feat a second time while a previous benefit is still in effect, the first benefit ends immediately.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting polymorph spells. See page 91 for details on the new polymorph subschool of spells.

MYSTIC BACKLASH [RESERVE]

With a touch, your magic corrupts the spells of your enemy.

Prerequisite: Ability to cast 5th-level spells.

Benefit: As long as you have an abjuration spell of 5th level or higher available to cast, you can make another creature's spellcasting harmful to itself. Use of this feat requires a melee touch attack that does not provoke attacks of opportunity. As a standard action, with a successful touch you can infuse another creature with baneful magic for a number of rounds equal to the level of the highest-level abjuration spell you have available. A successful Will save reduces this duration to 1 round.

For the duration of the effect, each time the target completes the casting of a spell, it takes damage equal to the level of the abjuration spell that determined the effect's duration. Since the spell's casting has already been completed, this doesn't count as damage dealt during casting.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting abjuration spells.

PIERCING EVOCATION

Your evocation spells ignore an amount of energy resistance.

Prerequisite: Spell Focus (evocation) or evoker level 1st.

Benefit: When you cast an evocation spell that deals energy damage (acid, cold, fire, electricity, or sonic), you can choose for 10 points of energy damage dealt by the spell to become untyped damage to which energy resistance and immunity do not apply. If the spell deals multiple types of energy damage, you choose how much of each type is converted by this feat after rolling damage.

Special: An evoker can select this feat as a wizard bonus feat.

RANGED RECALL

Your magical ranged attacks rarely miss.

Prerequisites: Spellcraft 4 ranks, Point Blank Shot, Weapon Focus (ranged spell).

Benefit: When you miss with a spell or spell-like ability ranged attack against a target within 30 feet, you can spend a swift action to reroll the attack with a -5 penalty. You can use this ability three times per day.

RAPID METAMAGIC

You possess an uncanny mastery of your magic, enabling you to modify spells on the fly much faster than others can.

Prerequisites: Spellcraft 12 ranks, ability to spontaneously cast spells.

Benefit: When you apply a metamagic feat to a spontaneously cast spell, the spell takes only its normal casting time.

Normal: Spontaneous casters applying metamagic must either take a full-round action (if the spell normally requires a standard action or less) or add a full-round action to the casting time (if the spell takes 1 full round or longer to cast).

RESIDUAL MAGIC [TACTICAL]

You can use the lingering energy from a spell you cast to boost the effect of a later spell.

Prerequisites: Spellcraft 12 ranks, any metamagic feat.

Benefit: The Residual Magic feat allows the use of two tactical maneuvers.

Enduring Potency: If you cast a spell from your daily allotment of spells, then cast the same spell from a scroll or wand in the next round, you can treat the second casting as if it had come from your daily allotment of spells for the purpose of caster level, save DC, and any other effect of the spell.

For example, if Hennes the 10th-level sorcerer casts *magic missile*, then activates a *wand of magic missile* (caster level 5th) in the next round, he can treat the wand's *magic missile* as if he had cast it (giving him a greater range, number of missiles, and so forth).

Lingering Metamagic: If you cast a spell affected by one or more metamagic feats, and then cast the same spell in the next round, you can apply any one of the metamagic effects from the first casting to the second casting, but without any change to the spell's level. The second spell doesn't count as being affected by a metamagic feat for the purpose of this benefit (that is, it doesn't entitle you to apply the metamagic feat to a spell you might cast in the following round). Only spells you cast using your own metamagic feats (as opposed to metamagic effects from magic items) allow this option to function.

For example, if Hennes uses a 5th-level slot to cast an *empowered lightning bolt*, in the next round he can use a 3rd-level slot to cast another *empowered lightning bolt*. If the first spell was a *silent empowered lightning bolt*, he could apply the effect of either *Silent Spell* or *Empower Spell* to the second casting of *lightning bolt*, but not both.

A ROGUE SURVIVES A PHANTASMAL STRANGLER SPELL

It was just about the creepiest thing that ever happened to me. We hit the wizard's inner sanctum to find her standing behind three tall, nasty trolls. Our spellslinger popped off a quick fire spell that should have scorched the trolls, but it didn't seem to have much effect. Our fighter rumbled forward in his pile of noisy armor and got busy chopping troll. I could see that wasn't going to be over quickly, so I pulled a trick of my own and rolled right between the lead troll's legs. Man, did it look surprised.

When I popped back up on my feet the wizard and I were face to face. I figured things were headed downhill for the wizard, but she pulled a swift move of her own. She sort of twiddled her fingers so they looked like she was weaving something while she did a little sidestep. She also spoke a few syllables of gibberish that I couldn't understand. I don't know much about magic, but I know when a spell is coming my way, especially when I'm up close. I'm usually pretty good at sticking a blade into a spellslinger's gizzard when they start casting within my reach, but I just couldn't find an opening this time.

All of the sudden there was this nasty fish smell and a cold, slimy critter with a whole lot of arms covered with claws and suckers dropped out of nowhere and right onto my neck. In some part of my mind, I knew the creature wasn't real, but I'm not fond of deep water and I like what lurks under the waves even less. The foul thing had me by the neck and the knees in a minute, and I felt myself falling to the floor. Somehow, I knew that if this nightmare toppled me to the floor I was a goner, so I went down on one knee to get stable and grabbed a tentacle. I knew it was strong enough to counter any wrestling move I could think up, so I decided to think slippery. I have a little trick I use for slipping bonds and I figured it would work here. You could say I just climbed out of the hold like I was slipping off a shroud. One move to pop up like a cork and another to kick my attacker aside and I was loose again. Lucky me. No sooner did I escape those deadly tentacles when the whole thing evaporated like smoke from a dying fire. Our spellslinger told me later it was just something shaped from my own thoughts, but it sure seemed real to me.

RETRIBUTIVE SPELL [METAMAGIC]

You can keep a spell in reserve to use when a foe causes you harm.

Benefit: When you cast a spell modified by this metamagic feat, the spell has no immediate effect. Any time you are dealt damage by a melee attack during the next 24 hours (or until you next prepare or ready your spells), you can choose to cast the spell on that attacker as an immediate action. Once activated, a retributive spell disappears (it can only affect one attacker).

You can apply this feat only to a spell that targets a creature. A retributive spell can target only the attacker that triggered it, even if the spell would normally allow you to target multiple creatures.

You can have only one retributive spell cast at a time. Casting a second retributive spell cancels the first (eliminating it with no effect). If you prepare or ready spells while you have a retributive spell cast, the spell dissipates with no effect.

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

SHADOW VEIL [RESERVE]

You draw wisps of darkness across your enemy's eyes, obscuring the world around him.

Prerequisite: Ability to cast 2nd-level spells.

Benefit: As long as you have a darkness spell of 2nd level or higher available to cast, you can obscure the vision of a subject within 30 feet as a standard action. If the subject fails a Will save, it treats all other creatures and objects as though they had concealment and takes a -5 penalty on Spot checks for 1 round.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting darkness spells.

SICKENING GRASP [RESERVE]

You wreak havoc with the inner organs of a target, causing it to grow ill.

Prerequisite: Ability to cast 3rd-level spells.

Benefit: As long as you have a necromancy spell of 3rd level or higher available to cast, any living creature you hit with a melee touch attack becomes sickened for a number of rounds equal to the level of the highest-level necromancy spell you have available to cast. The subject can reduce this duration to 1 round with a successful Fortitude save.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting necromancy spells.

SOMATIC WEAPONRY

You are adept at performing somatic spell components while your hands are occupied.

Prerequisites: Concentration 5 ranks, Spellcraft 5 ranks.

Benefit: When wielding a weapon (or holding an item of comparable size) in one or both hands, you can use that item to trace the somatic component of a spell, rather than using your fingers.

This allows you to cast spells with somatic components even while your hands are full or occupied, as long as at least one hand is holding an item of proper size.

This feat doesn't allow you to use somatic components while grappling, regardless of the size of your foe.

Normal: You must have a hand free to cast spells that have somatic components.



An enemy can't hit what the Shadow Veil feat obscures

STORM BOLT [RESERVE]

The electrical energy contained within your magic rages inside you, begging to be released.

Prerequisite: Ability to cast 3rd-level spells.

Benefit: As long as you have an electricity spell of 3rd level or higher available to cast, you can fire a 20-foot line of electricity as a standard action. This bolt deals 1d6 points of electricity damage per level of the highest-level electricity spell you have available to cast.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting electricity spells.

SUMMON ELEMENTAL [RESERVE]

You can channel the summoning power you hold to briefly bring forth an elemental servant.

Prerequisite: Ability to cast 4th-level spells.

Benefit: As long as you have a summoning spell of 4th level or higher available to cast, you can summon a Small elemental (air, earth, fire, or water; your choice) within a range of 30 feet. The elemental acts as if summoned by a *summon monster* spell (PH 285). The duration of the summoning is equal to 1 round per level of the highest-level conjuration (summoning) spell you have available to cast.

You can have only one summoned elemental from this feat at a time; if you use the ability a second time, the first elemental disappears. Also, you must remain close to the elemental you summon. If at the end of your turn you are more than 30 feet from the elemental, it disappears.

If you have a conjuration (summoning) spell of 6th level or higher available to cast, you can summon a Medium elemental instead. If you have a conjuration (summoning) spell of 8th level or higher available to cast, you can summon a Large elemental instead.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting conjuration (summoning) spells.

SUNLIGHT EYES [RESERVE]

The bright magic within you allows you to see through the darkest shadow.

Prerequisite: Ability to cast 2nd-level spells.

Benefit: As long as you have a light spell of 2nd level or higher available to cast, you can take a swift action to grant yourself the ability to see normally in any conditions of illumination (shadowy illumination, darkness, and magical shadow or darkness). The range of this vision is 10 feet per level of the highest-level light spell you have available to cast, and the effect lasts for 1 round.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting light spells.

TOUCH OF DISTRACTION [RESERVE]

Your touch briefly clouds the mind of a foe, impeding its efforts.

Prerequisite: Ability to cast 3rd-level spells.

Benefit: As long as you have an enchantment spell of 3rd level or higher available to cast, you can cloud the mind of a creature within 30 feet as a standard action. The target takes a –2 penalty on its next single attack roll or Reflex saving throw. If the target makes no attacks or Reflex saves within a number of rounds equal to the level of the highest-level enchantment spell you have available to cast, the effect ends. Multiple uses of this feat don't stack. This is an enchantment (compulsion), mind-affecting effect.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting enchantment spells.

TOUGHENING TRANSMUTATION

Casting a transmutation spell briefly transforms your skin or that of an ally into sterner stuff.

Prerequisite: Spell Focus (transmutation) or transmuter level 1st.

Benefit: Whenever you cast a transmutation spell, you can choose to grant yourself or any one creature targeted by the spell damage reduction 5/magic. If the creature already has damage reduction (of any type) from another source, you increase that damage reduction by 5 instead. This effect lasts for 1 round.

Special: A transmuter can select this feat as a wizard bonus feat.

UNSETTLING ENCHANTMENT

Your enchantment spells cloud the minds of even those who would otherwise resist their effects.

Prerequisite: Spell Focus (enchantment) or enchanter level 1st.

Benefit: Any foe required to save against an enchantment spell you cast takes a –2 penalty on attack rolls and to AC for 1 round, regardless of the result of the save. This is a mind-affecting effect.

Special: An enchanter can select this feat as a wizard bonus feat.

VENGEFUL SPIRIT

Your watchful spirit takes revenge on foes that have harmed you.

Prerequisite: Watchful spirit class feature (see the wu jen class in *Complete Arcane*).

Benefit: If you use an initiative reroll from your watchful spirit class feature, the first creature to deal damage to you in the encounter immediately takes half the damage it dealt to you. This damage is untyped, so damage reduction and resistance or immunity does not apply.

Also, you gain one extra initiative reroll from your watchful spirit class feature.

WIND-GUIDED ARROWS [RESERVE]

Your mastery of the wind allows you to alter the flight of a ranged weapon.

Prerequisite: Ability to cast 3rd-level spells.

Benefit: As long as you have an air spell of 3rd level or higher available to cast, you can spend an immediate action to alter slightly the course of an arrow, crossbow bolt, spear, or other ranged weapon already in flight. You can't change the weapon's target, but you can apply a +2 bonus or –2 penalty on its attack roll.

You and the target can be no farther apart than 10 feet per level of the highest-level air spell you have available, since the guidance occurs at the end of the weapon's flight.

This feat works only on thrown or projectile weapons; it can't affect spells, powers, energy attacks, or the like.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting air spells.

WINTER'S BLAST [RESERVE]

The frozen magic within you can burst forth in a hail of frost.

Prerequisite: Ability to cast 2nd-level spells.

Benefit: As long as you have a cold spell of 2nd level or higher available to cast, you can create a 15-foot cone-shaped burst of cold. This cone deals 1d4 points of cold damage per level of the highest-level cold spell you have available to cast. A successful Reflex save halves the damage.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting cold spells.