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ABANDONED ARTS® PRESENTS:

# FEATS OF CONJURATION

NINE NEW FEATS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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### ARCANE ARMORER

*You can more effectively shape planes of force into magical armor.*

**PREREQUISITES:** Spell Focus (conjunction)

**BENEFIT:** Whenever a conjunction (creation) spell that you cast would grant an armor bonus to one or more targets, that bonus is increased by 1 for the duration of the spell.

### BARRIER SPELL [METAMAGIC]

*You can more safely cast spells with prolonged casting times.*

**BENEFIT:** You may alter any spell with a casting time of 1 round or longer so that the coalescing energies of the spell form a protective barrier around the caster during the extended casting process. As long as you are in the process of casting a spell altered by this metamagic feat, you gain spell resistance and an armor bonus to your AC equal to three times the spell level of the modified spell. When the casting of the spell is complete (or disrupted or otherwise interrupted), these bonuses expire.

A barrier spell takes up a spell slot one level higher than the spell's actual level.

### BOLSTERED HEALTH

*A breadth of experience as a healer has bolstered your physical toughness.*

**BENEFIT:** You gain a number of additional hit points equal to three times the spell level highest-level conjunction (healing) spell that you can cast.

### CHANNEL HEALTH

*You can channel healing spells at the expense of your own health.*

**PREREQUISITES:** Con 11

**BENEFIT:** Whenever you cast a conjunction (healing) spell to restore a variable number of hit points to one or more targets, you may endow the spell with greater strength at the expense of your own physical and mental stamina. If you do, you may re-roll any single die rolled as a part of the spell's effects and take the greater of the two rolls. After casting a spell in this way, you gain the fatigued condition for a number of rounds equal to twice the level of the conjunction (healing) spell cast. If you were fatigued before casting the spell, you take 1d6 points of nonlethal damage per spell level and become exhausted instead.

### DIMENSIONAL STRIKER

*Your confounding dimensional agility affords you an offensive advantage in combat.*

**PREREQUISITES:** Dimensional Agility<sup>1</sup>, Dimensional Assault<sup>1</sup>, Dimensional Dervish<sup>1</sup>, Dimensional Savant<sup>1</sup>, abundant step class feature or the ability to cast *dimension door*, base attack bonus +12

**BENEFIT:** When you use your Dimensional Savant feat to effectively "flank with yourself" as described by that feat, your melee attacks deal an additional 1d6 points of damage each to flanked opponent.

### DRAMATIC TELEPORTATION

*Your teleportation magic seems to tear the world down around you.*

**PREREQUISITES:** caster level 12th

**BENEFIT:** You can cast conjunction (teleportation) spells in exceedingly dramatic fashion, accompanied by a flickering flash and an earth-shaking sound like the fabric of reality being torn asunder. Opponents that witness your dramatic entrance via teleportation spell take a -4 penalty on the first initiative check they make within the next minute.

### PERSISTENT SUMMONS

*Your summoning spells are all but impossible for lesser spellcasters to dispel.*

**PREREQUISITES:** Spell Focus (conjunction)

**BENEFIT:** Creatures that you summon with conjunction (summoning) spells cannot be dispelled by any spell with a caster level lower than your own.

### SEETHING SUMMONS

*You can share your seething rage with creatures that you conjure.*

**PREREQUISITES:** moment of clarity rage power, Augmented Summoning

**BENEFIT:** When you cast a conjunction (summoning) spell while raging, any living, non-mindless creature summoned by your spell is conjured in a rage (as though affected by a rage spell). This effect persists for as long as you continue to rage.

### WONDERWORKER

*You can create miraculous displays visible from across tremendous distances.*

**PREREQUISITES:** divine spellcaster level 5th, Spell Focus (conjunction)

**BENEFIT:** Whenever you cast a 6th level or higher divine spell you may choose to work a grandiose and miraculous marvel of faith into the effects of your spell as a free action. If you do, your spell is accompanied by a tremendous display of wonder appropriate to the divine portfolio of the deity that you worship (a gigantic swarm of butterflies, a cacophony of wailing spirits, a massive veil of swirling leaves and petals, and so on). This tremendous divine display is visible from up to a mile away and fills an area with a radius of 50 ft. per spell level, and is centered on the target or targets of the spell (or on you, if the spell does not target one or more creatures). The wondrous display is an instantaneous effect; it does not persist long enough to provide cover or concealment.

In addition to the visual display produced by your spell, creatures with Intelligence scores of 3 or higher within the area of the spell may become inspired or demoralized. Creatures that worship the same deity that grants your divine spells are inspired by the miracle, and may not be demoralized or shaken for 1 round. Creatures whose alignments are diametrically opposed to that of your deity are shaken for 1 round if their total Hit Dice are equal to or less than the level of the spell that you cast in this way.

<sup>1</sup>: See the *Pathfinder® Roleplaying Game: Ultimate Combat™* sourcebook for a description of this feat.

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