

ABANDONED ARTS PRESENTS:

FEATS OF TRANSMUTATION



TEN NEW FEATS FOR USE WITH THE **PATHFINDER**[®] ROLEPLAYING GAME

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The More Feats! Line from Abandoned Arts

Each entry in the *More Feats!* product line contains a group of thematically-related feats for perfect for PCs and NPCs relevant to that theme. Feats of Transmutation features feats for transmuters and fans of transmutational magic. Many of the feats contained herein list enchanting spellcasting ability or the Spell Focus (transmutation) feat as a prerequisite.

ARCANE ANIMUS

Your arcane spells can imbue objects with a semblance of life.

Prerequisites: arcane spellcaster, ability to cast 6th-level arcane spells

Benefit: Add *animate objects* to your arcane spellcasting list as a 6th-level spell.

ELEMENTAL TRANSMUTATION

You can shift between polymorphed elemental forms.

Prerequisites: ability to cast elemental body, Spell Focus (transmutation)

Benefit: When a transmutation (polymorph) spell that you cast allows you to take the shape of an elemental, you may change the type of elemental assumed by that spell as a standard action that does not provoke an attack of opportunity, as long as the form that you choose is one that the spell might normally allow you to take. For example, while under the effects of an *elemental body III* spell that you cast, you might shift your Large earth elemental shape into that of a Medium air elemental. Each time that you change elemental forms, the duration of the spell is reduced by 1 minute.

IMMUTABLE TRANSMUTABLES

Your personal transmutations can overwhelm and replace other spells affecting you.

Prerequisites: Spell Focus (transmutation)

Benefit: Whenever you target yourself and only yourself with a transmutation spell, or whenever you cast a transmutation spell with a range of "personal," you may make a dispel check (as *dispel magic*) to attempt a targeted dispel to remove the highest-level spell effect currently affecting you.

TRANSFIGURATIVE DISMISSAL

By dismissing one spell you can reconstitute its energies into another.

Prerequisites: Spell Focus (transmutation)

Benefit: Whenever you dismiss a transmutation spell as a standard action, you may cast a new transmutation spell of equal or lower level in its place as a swift action. The new spell must have a casting time of 1 standard action or less and affect the same area or target(s) as the dismissed spell, or areas or targets within 30 feet of one or more of the dismissed spell's affected areas or targets.

TRANSMOGRIFY POTION

You can use the energies of a spell to transmute a magic potion.

Prerequisites: ability to cast arcane transmutation spells, Brew Potion

Benefit: You can transmute a potion containing any spell into a new potion containing any arcane spell that you know or have prepared. The gold piece value of the new potion must be equal to or less than the value of the original. Transmuting a potion takes 10 minutes and expends the prepared or known spell as if you had cast it.

STILL FORM

You can command your own form by a force of mind over matter.

Prerequisites: still mind class feature or elven immunities racial trait

Benefit: Any bonus granted to you on saving throws against enchantment spells also applies against transmutation (polymorph) spells.

SWALLOW SPELL

You can take metaphysical sustenance from swallowing the energies of spells.

Prerequisites: bite and swallow whole special attacks or Spell Focus (transmutation)

Benefit: Whenever your bite attack or swallow whole special ability slays a spellcasting creature, or any creature under the effects of an ongoing spell or spell-like ability, you gain a number of temporary hit points equal to the highest-level spell affecting that creature, or the highest-level spell that creature could cast, whichever is higher. These temporary hit points last for 24 hours and temporary hit points gained in this way do not stack.

If you gain access to a bite or swallow whole special attack through a transmutation spell or effect, temporary hit points gained using those abilities last only until that spell or effect expires.

TRANSMUTATIVE DISPEL

Your dispelling magic can replace one spell with a transmutation of your own.

Prerequisites: ability to cast dispel magic, Spell Focus (transmutation)

Benefit: Whenever you use a *dispel magic* spell to successfully dispel a single ongoing spell effect affecting a single creature, object, or area, you may

cast a transmutation spell of equal or lower level as a swift action. The new transmutation spell must have a casting time of 1 standard action or less and affect the same creature, object, or area, and may not include any new or secondary targets.

WRACKING TRANSMUTATIONS

Creatures that succumb to your transmutations are overcome with pain.

Prerequisites: Greater Spell Focus (transmutation)

Benefit: Creatures that fail a Fortitude saving throw against a transmutation spell that you cast are wracked with pain, taking 1 point of nonlethal damage per spell level of the spell. Creatures immune to pain effects are immune to this effect.

VIOLENT DISMISSAL

You can twist your spells like knives, even as you dismiss them.

Prerequisites: Greater Spell Focus (transmutation), Wracking Transmutations

Benefit: When you dismiss a transmutation (polymorph) spell as a standard action, you may subject one target of that spell to the effects of your Wracking Transmutations feat.



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