

Complete Dragon Magazine 3.5 Feats, Flaws, & Styles – Introduction

INTRODUCTION

Collected here is a listing of nearly all Feats, Flaws, and Fighting Styles 3.5 described in Dragon Magazines 309-360. Omitted stats were done so only because they appeared in other books or because in order to use them important information from the article was required.

Entries found here have been entered using OCR and proofread. Some issues come from really bad scans in which case entries have been manually transcribed.

There has been no change or standardization to the way Feats, Flaws, or Fighting Styles have been listed in the 3.5 world and therefore, unlike other compilations, have not had to undergo changes. The entries are word for word from the magazine. The only changes made are to the table listings, which was done to shorten the entry and with the added intent of making them more standardized and readable.

DESCRIPTIONS

Summary: Before the start of each section is a summary of the feat type and how it is used. This information is taken from the magazine or reprinted from the appropriate books. The following table shows this relationship:

Feat Type	Summary Source
Abberant	Lords of Madness
Abyssal Heritor	Fiendish Codex I: Hordes of the Abyss
Ambush	Dragon Magazine #344
Ancestor	Dragon Magazine #315
Arcane	Dragon Magazine #351
Bardic Music	Player's Handbook
Birth	N/A
Bloodline	Dragon Magazine #311 and #325
Chaos	Dragon Magazine #326
Ceremonial	Dragon Magazine #311
Core Initiate	Dragon Magazine #342
Divine	Complete Divine
Exalted	Book of Exalted Deeds
General	Player's Handbook
Hex	Dragon Magazine #339
Item Creation	Player's Handbook
Ki	Dragon Magazine #342
Psionic	Expanded Psionics Handbook
Psi-Spell	Dragon Magazine #313
Purification	Dragon Magazine #337
Metamagic	Player's Handbook
Metapsionic	Expanded Psionics Handbook
Monstrous	N/A
Racial	Dragon Magazine #324
Regional	Dragon Magazine #315
Tactical	Complete Warrior
Vile	Book of Vile Darkness
Weapon Style	Complete Warrior
Wild	Complete Adventurer
Fighting Style	N/A
Flaws	Unearthed Arcana

Some feats did not have a category in brackets indicating what type of feat it was. These were placed in the [GENERAL] category unless it was obvious as to which category it belonged based on the article from which it came.

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, a minimum number of

ranks in one or more skills, or a class level that a character must have in order to acquire this feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

Benefit: What the feat enables the character ("you" in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description. In general, having a feat twice is the same as having it once.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional facts about the feat that may be helpful when you decide whether to acquire the feat.

Suggested Class/Race: Many feats, flaws, and fighting styles come from articles about a particular class or race. Often the listed feat, flaw, or fighting style can be used by any class or race if they meet the prerequisites. I wanted to keep the original target class or race intact so I created this section to reflect this. For instance, even though the feat Backstab is intended for Rogues, it can be taken by any character who has Combat Reflexes as a feat.

Dragon Magazine #: Which issue and article the information was taken from.

IMAGES

Although images aren't often associated with feats, there were times when artwork accompanied the description. I tried to place images near the corresponding feats. These images all come from Dragon Magazines and have only been altered to clean them up for use in this compilation.

WHO AM I?

Plain and simple: nobody. I'm not a graphic artist. I do not design layouts for magazines or newsletters of any sort. While I would love to say who I am, I'd rather not be hassled for creating this compilation for the gaming community. I often go by the name of EldritchHorror or some variation and sometimes can be found as Strider.

Look for my other compilations: Arms and Equipment, Magic Items, Monsters, and Spells.

ABERRANT FEATS

Unlike typical feats, aberrant feats manifest as physical changes to your character's features (or as additions to your character's appearance). These feats twist and reshape your form, and you become alien in appearance.

A character who has selected at least one aberrant feat gains an inhuman, unsettling presence. You take a –1 penalty on Diplomacy, Disguise, Gather Information, Handle Animal, and wild empathy checks for every aberrant feat you possess (–2 with two feats, –3 with three feats, and so on).

Some aberrant feats have an additional cumulative effect based on your total number of aberrant feats. This accumulation increases as you gain additional aberrant feats. For example, a character with Aberration Blood who selects Durable Form gains 4 hit points (two for each aberrant feat he possesses). If he later selects Bestial Hide, he gains another 2 hit points (in addition to the normal benefit of Bestial Hide).

MOURNING MUTATE [ABERRANT]

You survived the Mourning (see *Dragon Magazine* #359), but it left its mark upon your body. While one feature is especially noteworthy, you might have any number of purely cosmetic oddities. Unusual skin, hair, and eye colors are common as are strange rashes or web of scars. The form of a warped feature is up to you and the DM. It might be out of proportion, or it might be truly monstrous in nature.

Benefit: You gain a physical feature that grants you a racial bonus on one type of check or action. The bonus must be chosen from the following list.

Mourning Feature	Benefit
Disturbing sores	+3 on saving throws vs. poison disease (see below)
Hideous features	+3 on Intimidate checks
Spongy flesh	DR 3 / -- vs. nonlethal damage
Unnaturally flexible	+3 on Escape Artist
Warped ears	+3 on Listen checks
Warped eyes	+3 on Spot checks
Warped limb	Limb deals +2 damage with unarmed strikes

Special: This feat is treated as Aberration Blood (LORDS OF MADNESS) for purposes of meeting feat prerequisites.

If you have disturbing sores and successfully save against a disease by 3 or fewer points, you avoid its effects.

You may only take this feat at 1st level.

Dragon Magazine #: 359 (Eberron – Dragonmarks – Echoes of the Mourning)



ABYSSAL HERITOR FEATS

The hordes of the Abyss have mingled with mortal races ever since the two first came into contact. The inevitable results of this mixing can be seen in the faces of Kali-fiends and, to a lesser extent, tieflings. Over the course of several generations, the fiendish bloodline tends to become diluted until the taint goes completely dormant. In exceptionally rare cases, however, this latent demonic heritage raises its ugly head, causing two otherwise normal mortals to produce a tiefling or even a half-Fiend child. Yet such births are not the only way that a dormant Abyssal taint can make its presence known.

In some cases, this lingering influence manifests later in life, often spontaneously when the character undergoes a stressful period, or when he gains skill or power from other sources. At such moments, his latent demonic heritage can come to the fore in shocking ways, transforming him into an Abyssal heritor.

The manifestation of a dormant demonic heritage is modeled by the Abyssal heritor feats. Unlike vile feats, Abyssal heritor feats are not inherently evil. They are, however, inherently chaotic, since a lawful soul would have difficulty accepting the kind of strange and eldritch changes to the body and mind that such feats impose. This chaotic bent eventually affects the alignment of the character taking these feats. A character with only one Abyssal heritor feat can be of any alignment, but he immediately becomes chaotic (if he wasn't already) upon taking a second, unless he possesses the Ordered Chaos feat.

A character with multiple Abyssal heritor feats cannot voluntarily change the chaotic aspect of his alignment. If a magical effect changes his alignment away from chaotic, he loses access to the benefits of his Abyssal heritor feats until his chaotic alignment is restored (unless he has Ordered Chaos feat).

A character can select an Abyssal heritor feat at any time he can select a general feat. Though some of the more powerful Abyssal heritor feats require lesser feats as prerequisites, a character need not have established a demonic heritage before taking the basic ones. As soon as he actually selects an Abyssal heritor feat, however, he can no longer deny the existence of some sinister event in his family's past.

The benefits of many Abyssal heritor feats actually improve as the character takes more of them. Doing so, however, helps to cement the character's chaotic alignment and link with demonkind.

Abyssal heritor feats do not come without penalties. The deformity such a feat inflicts on the mind and body imposes a -2 penalty on checks made with a particular skill designated in the feat description.

Other heritor feats corresponding to planes other than the Abyss might certainly exist, although they are beyond the scope of this text.

SPAWN OF THE DARK PRINCE [ABYSSAL HERITOR]

Your distant kinship with the Dark Prince Graz'zt grants you demonic eloquence.

Prerequisites: Cha 15

Benefit: As a full-round action you can concentrate upon the gifts of Graz'zt coursing through your veins to gain a +10 bonus on Bluff checks made to convince another of the truth

of your words. The duration of this supernatural effect lasts a number of minutes equal to your Charisma bonus.

Special: Your self-absorbed nature makes you ill aware of your immediate surroundings. Consequently, you take a -2 penalty on Spot checks.

Dragon Magazine #: 359 (1d20 Villains – D&D's Most Wanted; Preferably Dead)



AMBUSH FEATS

Ambush feats allow you to use your sneak attack to deal some other, additional, disability upon an opponent at the cost of one or more of the extra damage dice you normally deal with a successful hit. You must declare your intent to use an ambush feat's ability before making your attack roll and you must deal at least one extra die of damage with the attack. You may apply multiple ambush feats to the same attack so long as you still deal at least one extra die of damage with the attack. Creatures immune to sneak attacks are immune to the secondary effects created by ambush feats.

BURNING LINK [AMBUSH]

You can harm creatures possessing a mystical connection to your opponent

Prerequisites: Knowledge (arcana) 1 rank, Knowledge (nature) 1 rank, sneak attack +3d6.

Benefit: By reducing your sneak attack damage by two damage dice, you can deal sneak attack damage to a creature linked with your target from a class ability—such as a druid or ranger's animal companion, a sorcerer or wizard's familiar, or a paladin's special mount. Only your sneak attack damage (that which remains after subtracting two dice to use this feat) applies, and that damage only affects the target's linked creature—not your target. The base damage of your weapon, your Strength bonus, poison, and similar types of damage do not transfer and apply to your target normally. A creature has a special connection to your target if it gains Hit Dice, hit points, or other abilities due to the target's level. Creatures of a type normally immune to sneak attack damage (such as constructs or undead) are immune to the effects of this feat.

Dragon Magazine #: 344 (Class Acts – Out of the Shadows)

DAZZLING STRIKE [AMBUSH]

Your attack reflects light into your opponent's face, leaving him with watering eyes and cringing from the light.

Prerequisite: Sneak attack +2d6.

Benefit: By reducing your sneak attack damage by one damage die, your attack leaves your opponent dazzled for 1 round. If you reduce your sneak attack damage by more than the one die, the duration of the dazzle effect increases by 1 round per damage die reduction. You and your foe must both be in an area of bright illumination for you to make use of this feat.

Dragon Magazine #: 344 (Class Acts – Out of the Shadows)

ELDRITCH EROSION [AMBUSH]

You can weaken your opponents' ability to withstand magical threats.

Prerequisite: Sneak attack +3d6.

Benefit: By reducing your sneak attack damage by two damage dice you can reduce the target's spell resistance by 5 (minimum 1) for 1 minute. Multiple attacks made with this feat do not stack. Each use of this feat begins the 1 minute duration anew.

Dragon Magazine #: 344 (Class Acts – Out of the Shadows)

FLURRY OF THROWS [AMBUSH]

When you catch opponents unawares you can unleash a storm of shuriken striking at their most vulnerable points.

Prerequisites: Dex 13, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (shuriken), Acrobatics, sudden strike +4d6.

Benefit: As part of a full-round attack using Rapid Shot, you can throw additional shuriken by reducing your sudden strike damage. You make every attack in the round with a -2 penalty. For each die by which you reduce your sudden strike damage you gain one additional attack and you deal your remaining damage dice to each target struck by the additional attacks gained from this ability. You can sacrifice up to three bonus damage dice to gain three extra attacks in a round. Each target of a shuriken attack must be vulnerable to your sudden strike (i.e., does not currently have a Dexterity bonus to AC), and each shuriken you throw in this way must target a different creature. Other attacks you make as part of your full attack action that are not extra attacks from Rapid Shot or Flurry of Throws do not have to be made with shuriken, and they do not gain bonus sudden strike damage.

For example, a 13th-level ninja uses Rapid Shot and Flurry of Throws to make six attacks (two normal attacks plus one Rapid Shot attack plus three Flurry of Throws attacks). The ninja's attacks have the following base attack bonuses (counting only his base attack bonus and penalties for attacking more than once in a round): +6/+1/+6/+6/+6/+6. His three Flurry of Throws attacks deal normal shuriken damage plus 4d6 points of sudden strike damage and must be made against three different foes who lack their Dexterity bonuses to AC and are thus susceptible to sudden strike damage.

Dragon Magazine #: 344 (Class Acts – Out of the Shadows)

HINDER [AMBUSH]

Your attack leaves your opponent limping in pain.

Prerequisites: Improved Initiative, skirmish +2d6.

Benefit: By reducing your skirmish damage by one damage die, you can reduce your target's base land speed by up to 10 feet for 1 minute. Multiple attacks made with this feat stack, but you cannot reduce a creature's base land speed below 5 feet. This feat does not affect any other type of movement, such as flying or climbing.

Special: A scout may take Hinder as one of her scout bonus feats (see page 13 of *Complete Adventurer*).

Dragon Magazine #: 344 (Class Acts – Out of the Shadows)

LACERATE [AMBUSH]

With a single viper-swift blow you strike and temporarily paralyze your opponent's hand.

Prerequisites: Str 13, Int 13, Combat Expertise, Improved Disarm, Painful Strike, Power Attack, sneak attack +4d6.

Benefit: By reducing your sneak attack damage by three damage dice, you can make a melee attack that causes your target to lose the use of one of his hands (your choice) for 1 minute. Your target can make a Fortitude save to resist (DC 10 + 1/2 your level + damage dealt). If he fails the save he drops whatever he is holding in that hand, cannot use two-handed weapons, and he may not engage in any action that requires the use of both hands (such as using the Climb or

Use Rope skills).

Special: This feat only affects living creatures able to feel pain.

Dragon Magazine #: 344 (Class Acts – Out of the Shadows)

PAINFUL STRIKE [AMBUSH]

Your attack causes your opponent intense agony.

Prerequisites: Str 13, Power Attack, sneak attack +3d6.

Benefit: By reducing your sneak attack damage by two damage dice, you can strike to cause your target intense, throbbing pain. This pain imposes a -2 penalty on attack rolls, skill checks, and ability checks for 1 minute.

Special: This feat only affects living creatures able to feel pain.

Dragon Magazine #: 344 (Class Acts – Out of the Shadows)

RING THE EAR [AMBUSH]

A mighty buffet leaves your opponent reeling and his ears buzzing.

Prerequisites: Improved Unarmed Strike, sneak attack +2d6.

Benefit: By reducing your sneak attack damage by one damage die you can make a special unarmed strike attack that forces your target to make a Fortitude save (DC 10 +1/2 your class level + your Str modifier). If your target fails this save he loses the ability to hear for 1 minute.

Dragon Magazine #: 344 (Class Acts – Out of the Shadows)

WEAKEN THE HEART [AMBUSH]

Your attack leaves your opponent gasping for air and watching spots dance before his eyes.

Prerequisites: Base attack bonus +4, sneak attack +3d6.

Benefit: By reducing your sneak attack damage by two damage dice you can make a special melee attack targeting your foe's vital organs that forces your target to make a Fortitude save (DC 10 +1/2 your class level + your Int modifier). If your target fails this save, at any time in the next 10 minutes that he attempts to make a Strength-, Dexterity-, or Constitution-based skill check or on ability checks using one of these scores he becomes fatigued. If already fatigued he becomes exhausted instead.

Dragon Magazine #: 344 (Class Acts – Out of the Shadows)



ANCESTOR FEATS

The ancestor feats in this section replace the ancestor feats in *Oriental Adventures* for characters from Kara-Tur. Most of them are simply better than most of the ancestor feats in *Oriental Adventures*. The reason for this reflects a slight shift in philosophy also emphasized in the FORGOTTEN REALMS *Player's Guide to Faerûn*: Players should be rewarded for making an effort to ground their characters in the world of Kara-Tur. Taking an ancestor feat is usually a better option than taking a similar non-ancestor feat.

Human characters in Kara-Tur are never required to spend their bonus feat slot on an ancestor feat. Choosing an ancestor feat is never a requirement. Any character can choose an ancestor feat, but only at 1st level. No character can have more than one ancestor feat.

For more information, see the article “Kara-Tur: Ancestor Feats and Martial Arts Styles” in *Dragon Magazine* #315.

ADVENTUROUS EXPLORER [ANCESTOR]

You are descended from an adventurous explorer. You are quick to take action and react quickly to changing conditions in combat.

Nation: Shou Lung (Ch'ing Tung), Jungle Lands.

Benefit: When you ready an action in combat, you can choose to take that action at any time, not just when the condition you specify occurs. (In effect, this allows you to take a move action and then delay your remaining action.)

Dragon Magazine #: 315 (Kara-Tur: Ancestor Feats and Martial Arts Styles)

ALLY OF THE KI-RIN [ANCESTOR]

Your family claims a special connection (not actual descent) to the ki-rin that saved the city of Hai Sheng (now known as Kirin, in the Hungtse province) from the Ivory Plague. You are exceptionally resistant to disease as a result.

Nation: Shou Lung (Hungtse).

Benefit: You gain a +4 bonus on Fortitude saving throws to resist the effects of all diseases except for supernatural and magical diseases (such as mummy rot and lycanthropy).

Dragon Magazine #: 315 (Kara-Tur: Ancestor Feats and Martial Arts Styles)

AUDACIOUS ATTEMPT [ANCESTOR]

From issue #315: You are descended from a notorious pirate, and you share that ancestor's incredible audacity.

From issue #318: You are descended From the famous Scorpion daimyo Bayushi Tansen, author of *Lies and Little Truths*. You share that ancestor's incredible audacity.

Clan (issue #318): Scorpion.

Nation (issue #315): Shou Lung (Hai Yuan), Island Kingdoms.

Benefit: Once per encounter, when you are attempting a nearly impossible task (any task at which you need to roll a 20 on 1d20 to succeed), you may roll two dice instead of one, taking the better result. You can use this ability when you choose, whether you are making an attack roll, saving throw, skill or ability check, level check, or any other 1d20 roll that you make, as long as you can succeed on that particular check only by rolling a 20 on the die.

Dragon Magazine #: 315 (Kara-Tur: Ancestor Feats and Martial Arts Styles) and 318 (Oriental Adventures – Eastern Flavor)

BACKSTABBING TRAITOR [ANCESTOR]

You are descended from an infamous traitor. You are adept at seizing the right moment to act.

Nation: Shou Lung (Tien Lun), T'u Lung.

Benefit: You get a +2 bonus on Initiative checks and a +2 bonus on Bluff and Intimidate checks.

Dragon Magazine #: 315 (Kara-Tur: Ancestor Feats and Martial Arts Styles)

BLOOD ARTISAN [ANCESTOR]

You are descended from Asahina Yajinden, a shugenja of the Crane clan who became the greatest lieutenant of the dread sorcerer luchiban. Yajinden abused his power, creating the Bloodswords and other evil magic items used by the armies of luchiban. You have mastered the method of creating a certain kind of magic item.

Clan: Crane.

Benefit: When you make magic arms and armor or wondrous items, you pay only 75% of the normal gold piece cost to create the item. However, the item is always cursed; with the curse randomly determined by the Dungeon Master, using the tables in Chapter 7 of the *Dungeon Master's Guide*.

Special: You cannot create normal items by forgoing this discount.

Dragon Magazine #: 318 (Oriental Adventures – Eastern Flavor)

CULTURED COURTIER [ANCESTOR]

From issue #315: You are descended from a long line of noble, cultured, and sophisticated courtiers. You are skilled in the arts of diplomacy as well as the fine arts.

From issue #318: You claim descent from Doji, the founder of the Crane household, known as a creator of culture and civilization. You are skilled in the arts of diplomacy as well as the fine arts.

Clan (issue #318): Crane.

Nation (issue #315): Shou Lung (Wang Kuo), Wa.

Benefit: You gain a +2 bonus on Diplomacy and Sense Motive checks, as well as a +2 bonus on a single Craft or Perform skill of your choice.

Dragon Magazine #: 315 (Kara-Tur: Ancestor Feats and Martial Arts Styles) and 318 (Oriental Adventures – Eastern Flavor)

DISCIPLINE [ANCESTOR]

Your people are admired for their single-minded determination. You are difficult to distract by spell or blow.

Nation: Any.

Benefit: You gain a +2 bonus on Will saves and a +2 bonus on Concentration checks.

Dragon Magazine #: 315 (Kara-Tur: Ancestor Feats and Martial Arts Styles)

FOREST AMBUSER [ANCESTOR]

You are descended from a skilled ambusher and are adept at guerilla tactics in forested lands.

Nation: Shou Lung (Chu' Yuan), Jungle Lands.

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Benefit: You gain a +3 bonus on Hide checks made in forests. When sniping, you take only a -15 penalty on your Hide check to conceal yourself after your shot.

Normal: The normal penalty on your Hide check when sniping is -20.

Dragon Magazine #: 315 (Kara-Tur: Ancestor Feats and Martial Arts Styles)

GIFTED GENERAL [ANCESTOR]

Your ancestor was a great daimyo. You have inherited a ready sense of when to act and a hardiness of health.

Nation: Kozakura.

Benefit: You gain a +2 bonus on Initiative checks and a +2 bonus on all Fortitude saves.

Dragon Magazine #: 315 (Kara-Tur: Ancestor Feats and Martial Arts Styles)

HARDY SOUL [ANCESTOR]

You descended from ancestors that lived in a rugged, mountainous land. You are particularly hard to kill.

Nation: Shou Lung (Yu'l), Koryo.

Benefit: When you take this feat you gain +3 hit points. Further, you are immune to death from massive damage. When you are dying, you have a 25% chance to stabilize each round.

Normal: The normal chance to stabilize each round is 10%.

Dragon Magazine #: 315 (Kara-Tur: Ancestor Feats and Martial Arts Styles)

HORSE NOMAD [ANCESTOR]

You have been raised in a culture that relies upon riding and shooting.

Nation: The Plain of Horses.

Benefit: You gain Martial Weapon Proficiency (light lance), Martial Weapon Proficiency (scimitar), and Martial Weapon Proficiency (composite shortbow), and a +3 bonus on all Ride checks.

Dragon Magazine #: 315 (Kara-Tur: Ancestor Feats and Martial Arts Styles)

INFAMOUS TRAITOR [ANCESTOR]

Bayushi Junzen, Scorpion Clan Champion, did not trust the Yogo family, so he gave three of the Black Scrolls of Fu Leng to his son, Bayushi Tesaguri—who is your ancestor. Tesaguri, however, betrayed this trust by selling the Scrolls to the Phoenix clan—and paid for his crime with his life. Like your ancestor, you cannot be trusted, but you are adept at seizing the right moment to act.

Clan: Scorpion.

Benefit: You gain a +2 bonus on Initiative checks, and a +2 bonus on Bluff and Intimidate checks.

Dragon Magazine #: 318 (Oriental Adventures – Eastern Flavor)

LEGENDARY TRACKER [ANCESTOR]

You descended from a legendary tracker in a cold and mountainous land. You are acclimated to cold weather and high altitudes, and can track well through the snow.

Nation: Shou Lung (Arakin), Tabot.

Benefit: You gain a +4 bonus on Fortitude saves made to avoid nonlethal damage from cold environments. In addition, you are acclimated to high altitudes and can move faster

through areas of snow and heavy snow. You are not slowed by normal snow. It costs you only 3 squares of movement to enter a square covered with heavy snow.

If you have the Track feat, you gain a +4 bonus on Survival checks to find or follow tracks that have been covered by fresh snow. (This helps to offset the +10 increase to the check DC in this situation.)

Normal: It costs 2 squares of movement to enter a snow-covered square, and 4 squares of movement to enter a square covered with heavy snow.

Dragon Magazine #: 315 (Kara-Tur: Ancestor Feats and Martial Arts Styles)

MERCANTILE BACKGROUND [ANCESTOR]

You come from a long line of money-changers and merchants. You can get a good deal on almost anything you buy or sell.

Nation: Shou Lung (Ti Erte), Island Kingdoms.

Benefit: When you sell items such as weapons or magic items,

you get 75% of the list price instead of 50%. Once per month, you can buy any single item at 75% of the offered price.

You also receive an extra 300 gp to spend as you see fit during character creation.

Dragon Magazine #: 315 (Kara-Tur: Ancestor Feats and Martial Arts Styles)

MIND OVER BODY [ANCESTOR]

The ascetics and mystics of your homeland have learned to overcome the frailties of the body with the unyielding power of the mind.

Nation: Any.

Benefit: At 1st level, you may use your Intelligence or Charisma modifier (your choice) to determine bonus hit



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points. (For all ensuing levels, you revert to your Constitution modifier.) You gain +1 hit point every time you learn a metamagic feat. If you can cast arcane spells, you get a +1 insight bonus to Armor Class.

Dragon Magazine #: 315 (Kara-Tur: Ancestor Feats and Martial Arts Styles)

MOUNTAIN HUNTER [ANCESTOR]

You are descended from a renowned hunter, and you are skilled at hunting large predators such as bears and tigers.

Nation: Shou Lung (Kao Shan), Tabot.

Benefit: You gain a +4 bonus on Escape Artist checks or grapple checks when you are trying to escape a grapple. You also gain a +1 bonus on attack rolls against creatures of the animal type.

Dragon Magazine #: 315 (Kara-Tur: Ancestor Feats and Martial Arts Styles)

RENOWNED COURTESAN [ANCESTOR]

You are descended from a courtesan of legendary beauty, the subject of many tales and ballads. You are a talented manipulator of other people's emotions.

Nation: Shou Lung (Sheng Ti), Wa.

Benefit: You can use the Diplomacy skill to produce the following effects:

- Change an NPC's attitude toward a person other than yourself. The DC is the same as if you were changing the character's attitude toward you.
- Inspire love and devotion. If you successfully improve a character's attitude toward you (only) to helpful, you can choose to cause that character to show romantic interest in you. The character thereafter seeks every opportunity to be near you and makes every effort to win your affection, within the bounds of relatively normal behavior.
- Inspire hope or despair. With a successful DC 25 Diplomacy check, you can cause a single target to be filled with hope or despair as if affected by the *bless* or *bane* spell. In the case of despair, the target can negate the effect with a successful Will saving throw (DC 10 + 1/2 your Diplomacy ranks + your Charisma modifier). Your caster level is equal to your Hit Dice. This is a mind-affecting extraordinary effect

Dragon Magazine #: 315 (Kara-Tur: Ancestor Feats and Martial Arts Styles)

SADDLEBACK [ANCESTOR]

You've spent endless hours learning how to handle a horse in a fight.

Nation: The Horse Plains.

Benefit: If you or your mount fail a Reflex save while mounted, you can attempt a Ride check to succeed on the saving throw. The save is successful if your Ride check result is equal to or greater than the effect's save DC (essentially, your Ride check result becomes your Reflex save if it's higher than the result you achieved with your Reflex save). You can attempt to do this once per round for either yourself or your mount. If both you and your mount fail a Reflex save against the same effect (for example, a fireball spell or a dragon's breath weapon that catches you and your mount in the area of effect), your Ride check result applies to both you and your mount's save.

Dragon Magazine #: 315 (Kara-Tur: Ancestor Feats and Martial Arts Styles)

SECRET SOCIETY [ANCESTOR]

You are descended from a prominent member of a secret society plotting against the emperor of T'u Lung. You are very good at deception and trickery.

Nation: T'u Lung.

Benefit: You gain a +2 bonus on Bluff, Disguise, and Forgery checks.

Dragon Magazine #: 315 (Kara-Tur: Ancestor Feats and Martial Arts Styles)

SMOOTH TALK [ANCESTOR]

Your ancestors were diplomats through many wars, mediating between warring factions with great skill and powers of persuasion. You can talk your way out of any situation.

Nation: Shou Lung (Wa K'an), Kozakura.

Benefit: You take a -5 penalty if you attempt a Diplomacy check as a full-round action.

Normal: Diplomacy checks usually require at least 1 minute. You can attempt a rushed Diplomacy check as a full-round action, but you take a -10 penalty.

Dragon Magazine #: 315 (Kara-Tur: Ancestor Feats and Martial Arts Styles)

SPELLWISE [ANCESTOR]

You claim a karmic link with *luchi*, one of the most resourceful *shugenjas* in early Rokugan. You have an innate familiarity with the workings of magic, and you have learned that things are sometimes not as they appear.

Clan: Unicorn.

Benefit: You receive a +2 bonus on all Knowledge (arcana) and Spellcraft checks. You get a +2 bonus on saving throws against illusion spells or effects.

Dragon Magazine #: 318 (Oriental Adventures – Eastern Flavor)

STALWART DEFENDER [ANCESTOR]

You are descended from a heroic defender of your country. You are trained to repel certain kinds of attacks.

Nation: Shou Lung (Ma' Yuan), Koryo.

Benefit: You gain a +4 bonus on Strength checks to resist being bull rushed or overrun. If you make an attack of opportunity against a creature trampling you, you do not take a -4 penalty. If you attempt a Reflex save to avoid a trample attack, you gain a +4 bonus on that saving throw. If you are mounted, your mount gains all of these bonuses as well.

Dragon Magazine #: 315 (Kara-Tur: Ancestor Feats and Martial Arts Styles)

STORMHEART [ANCESTOR]

The sea is in your blood. You are no stranger to sea chases and blood on the decks.

Clan: Crab.

Benefit: You gain a +2 bonus on Balance and Profession (sailor) checks. You ignore any hampered movement penalties for fighting on pitching on slippery decks, and gain a +1 dodge bonus during any fight that takes place on or in a boat or ship.

Normal: Characters moving on difficult or treacherous surfaces count each square of movement as two squares.

Dragon Magazine #: 318 (Oriental Adventures – Eastern Flavor)

SURVIVOR [ANCESTOR]

Your people thrive in places that others find almost uninhabitable, and they know many of the secrets of the wilderness. You might be descended from an inhabitant of Chu'ta Te (in Chukei province) who fled from the divine destruction of the Li dynasty by drought and flame, or simply a native of the harsh Northern Wastes.

Nation: Shou Lung (Chukei), Northern Wastes.

Benefit: You get a +2 bonus on Fortitude saves and a +2 bonus on Survival checks.

Dragon Magazine #: 315 (Kara-Tur: Ancestor Feats and Martial Arts Styles)

TIRELESS [ANCESTOR]

Your ancestor, Daidoji Masashigi, gave his life defending the Kaiu Wall alongside the Crab at the Battle of the Landbridge. You don't know the meaning of the word quit.

Clan: Crane.

Benefit: You reduce the effects of exhaustion and fatigue by one step. You cannot become exhausted; if you are exposed to an effect or condition that would make you exhausted (such as the spell *waves of exhaustion*), you become fatigued instead. If an effect or condition (such as the end of barbarian rage) would make you fatigued, you suffer no penalty at all.

Dragon Magazine #: 318 (Oriental Adventures – Eastern Flavor)

TWIN SWORD STYLE [ANCESTOR]

You claim descent from Mirumoto, one of the first two samurai to join Togashi in his meditative retreat. You have mastered the niten defensive style based on wielding a blade in each hand.

Clan: Dragon.

Benefit: When fighting with a katana and a wakizashi, you can designate a melee opponent during your action and receive a +2 shield bonus to your Armor Class against attacks from that opponent. This bonus stacks with the shield bonus from a buckler or *animated shield*, as well as from the bonus granted by the Mirumoto niten master prestige class. (It does not stack with the similar bonus from the Two-Weapon Defense feat, although both bonuses can be in effect at the same time against different opponents.) You can select a new melee opponent as a free action on your turn. You lose this bonus if you are caught flat-footed or lose your Dexterity bonus to AC for any reason.

Dragon Magazine #: 318 (Oriental Adventures – Eastern Flavor)



ARCANE FEATS

Casting an arcane spell demands tremendous concentration and mental focus. Whether an arcane spellcaster prepares spells ahead of time or casts spontaneously, she must keep her mind steady and clear of distraction. Indeed, as long as she retains even a single spell slot, her mind holds a reservoir of arcane energy. A spellcaster may use that energy without expending spell slots through a technique known as arcane focus.

Arcane focus works like psionic focus, as described on page 37 of the EXPANDED PSIONICS HANDBOOK. Once an arcane spellcaster selects the Arcane Focus feat (listed under general feats), she may gain arcane focus as a special use of the Concentration skill. The spellcaster may expend her arcane focus to activate any arcane feat she possesses.

ARCANE WATCHFULNESS [ARCANE]

You enter a state of hyper-awareness that brings the tiniest details to your attention.

Prerequisites: Wis 13, Arcane Focus.

Benefit: When you expend your arcane focus, you may select one of the following three benefits.

Danger Sense: You gain a +4 circumstance bonus on any Spot check you make in the next minute.

Empathic Potential: You gain a +4 circumstance bonus on any Sense Motive check you make in the next minute.

Spatial Awareness: You gain a +4 circumstance bonus on any Search check you make in the next minute.

Special: A wizard may select Watchful Alertness as a wizard bonus feat.

Dragon Magazine #: 351 (Class Acts – Arcane Focus)

BODY AWARENESS [ARCANE]

Your deep focus grants you a measure of control over your body.

Prerequisites: Wis 13, Arcane Focus.

Benefit: When you expend your arcane focus, you may select one of the following three benefits.

Overcome Distraction: You may ignore one of the following conditions for a number of rounds equal to your Wisdom bonus (minimum 1 round): fatigued, nauseated, shaken, or sickened. Alternatively, you may reduce exhausted to fatigued or frightened to shaken for an equal amount of time.

Slowed Breathing: Your breathing slows to imperceptible levels, allowing you to appear dead upon casual observation. Anyone examining you for signs of life must make a DC 20 Heal check or mistake your condition for death. In addition, you gain a +4 circumstance bonus on your Fortitude save to resist the effects of toxic fumes or inhaled poisons while your breathing is slowed. In addition, holding your breath for 1 minute only counts as 5 rounds of breath-holding.

Sudden Effort: You gain a +4 circumstance bonus to Strength, Dexterity, or Constitution (your choice) until your next turn. If you use this benefit more than once per day, you become fatigued. If you use this benefit while fatigued, you become exhausted.

Special: A wizard may select Body Awareness as a wizard bonus feat.

Dragon Magazine #: 351 (Class Acts – Arcane Focus)

DEFENSIVE MAGIC [ARCANE]

In times of grave danger, you scavenge your spells for immediate protection.

Prerequisite: Arcane Focus.

Benefit: When you expend your arcane focus, you may select one of the following three benefits.

Absorb Damage: As an immediate action as part of expending your arcane focus, you may "lose" a prepared arcane spell or an arcane spell slot in exchange for temporary damage reduction. Until just before your next turn, you gain damage reduction equal to the level of the spell lost in this way. Thus, if you lose a 3rd-level spell, you gain DR/3 - until just before the start of your next turn.

Iron Magic: Each spell granting you an armor or shield bonus grants you an additional +2 armor or shield bonus until your next turn.

Protective Aura: As an immediate action as part of expending your arcane focus, you may dismiss one spell that you cast that currently affects you, such as *mage armor* or *fire shield*. In exchange, you receive an enhancement bonus equal to the level of the spell dismissed on the next saving throw you attempt within the next minute. For example, if you dismiss a *mage armor* spell you cast on yourself; you gain a +1 bonus to your next saving throw; if you dismiss *fire shield*, you gain a +4 bonus.

Special: A wizard may select Defensive Magic as a wizard bonus feat.

Dragon Magazine #: 351 (Class Acts – Arcane Focus)

FOCUSED SPECIALIST [ARCANE]

Your intense concentration allows you to enhance a spell you cast from your school of specialization.

Prerequisites: Arcane Focus, specialist wizard level 1st.

Benefit: When you expend your arcane focus, you may select one of the following three benefits.

Spell Boost: The next spell you cast from the school you specialize in in the next round is cast at your spell-caster level +1.

Spell Endowment: The next spell you cast from the school you specialize in in the next round has its saving throw DC increased by +1. This bonus stacks with those from the Spell Focus and Improved Spell Focus feats.

Spell Intensity: The next spell you cast from the school you specialize in in the next round gains a +2 bonus on any level check made to overcome spell resistance.

Special: A wizard may select Focused Specialist as a wizard bonus feat.

Dragon Magazine #: 351 (Class Acts – Arcane Focus)

MAGICAL INSIGHT [ARCANE]

Your clarity of mind allows you to study and interpret magic surrounding you.

Prerequisites: Int 13, Arcane Focus.

Benefit: When you expend your arcane focus, you may select one of the following three benefits.

Detection. Enhancement: When you cast a divination spell that reveals information over the course of rounds of concentration (such as *detect magic*, *detect poison*, *detect thoughts*, and so on), you can expend your arcane focus to gain information on every target within range as if you had studied the target for one additional round.

Spell Interpretation: You gain a +4 insight bonus on all

Spellcraft checks you make within a minute of expending your arcane focus.

Spell Lore: You gain a +4 insight bonus on the next Knowledge (arcana) check you make within a minute of expending your arcane focus.

Special: A wizard may select Magical Insight as a wizard bonus feat.

Dragon Magazine #: 351 (Class Acts – Arcane Focus)

POTENT DWEOMERCRAFT [ARCANE]

You can spot the weaknesses of your opponents,

Prerequisites: Wis 13, Arcane Focus, ability to cast 2nd-level arcane spells.

Benefit: When you expend your arcane focus, you may select one of the following three benefits.

Damaging Spell: The next melee touch attack spell you cast within the same round you expend your arcane focus deals 25% more damage.

Spell Critical: You double the threat range (19-20) of the next melee touch attack spell you cast within the same round you expend your arcane focus.

Weaving Strike: You gain a +2 competency bonus on the next melee touch attack you make with a spell. You must cast the spell within the same round you expend your arcane focus,

Special: A wizard may select Potent Dweomercraft as a wizard bonus feat

Dragon Magazine #: 351 (Class Acts – Arcane Focus)



BARDIC MUSIC

Once per day per bard level, a bard can use his song or poetics to produce magical effects on those around him (usually including himself, if desired). While these abilities fall under the category of bardic music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies (fa-la-la, and so forth), whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Each ability requires both a minimum bard level and a minimum number of ranks in the Perform skill to qualify; if a bard does not have the required number of ranks in at least one Perform skill, he does not gain the bardic music ability until he acquires the needed ranks.

Starting a bardic music effect is a standard action. Some bardic music abilities require concentration, which means the bard must take a standard action each round to maintain the ability. Even while using bardic music that doesn't require concentration, a bard cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component (see Components, PLAYERS HANDBOOK, page 174), a deaf bard has a 20% chance to fail when attempting to use bardic music. If he fails, the attempt still counts against his daily limit.

BLASPHEMOUS UTTERANCE [BARDIC MUSIC]

Strange whispers and dreadful images sometimes inspire you. They grant your bardic music a terrifying power.

Prerequisites: Bardic music, Perform 9 ranks, Undertone of Heresy.

Benefit: Creatures within 60 feet that can hear you must make a Will save (DC 10 + half your bard level + your Charisma modifier) or be unnerved by the alien tones of your music. The effects of failing the save depend upon the victim's hit dice. Creatures with fewer Hit Dice than you are panicked, those with an equal number of Hit Dice become frightened, and creatures with up to 3 Hit Dice more than you are shaken. All three effects last for a number of rounds equal to 1d4 + your Charisma modifier. This is a mind-affecting effect that aberrations are immune to. If a creature has heard your Blasphemous Utterance in the past week it gains a +2 bonus on its save.

Special: Using this ability counts as one of your daily uses of bardic music. Levels in classes that advance bardic music progression count as bard levels for the purposes of this feat.

Suggested Class/Race: Bard

Dragon Magazine #: 336 (Class Acts – Blasphemous Utterances)

FOCUSED PERFORMANCE [BARDIC MUSIC]

You can modify your bardic music by channeling it back into itself

Prerequisite: Concentration 1 rank, Perform 6 ranks, Focused Performer, bardic music class ability.

Benefit: You can expend daily uses of your bardic music ability to modify your performance. You must succeed at a Perform check (DC below) to successfully modify your bardic

music ability. You may only apply one modification to a use of bardic music.

BARDIC MUSIC MODIFICATIONS

The most popular bardic music modifications follow.

Accompaniment: Spend three daily uses of bardic music to perform two abilities at the same time. You must succeed at a Perform check every round or else you prematurely lose the rhythm and end both abilities early. Each round you may choose to stop using one ability and maintain the other as per the standard rules for bardic music. You may use this modification with all bardic music abilities. DC 20 + highest Perform ranks required.

Dramatic Pause: While maintaining a bardic music ability you make a check to pause your performance and take another action (such as casting spell, making an attack, and so on). The following round you must resume the performance as though you never stopped, but you may attempt another dramatic pause in following rounds. Each dramatic pause expends two daily uses of bardic music. You may use this modification with fascinate, inspire courage, inspire greatness, and inspire heroics. DC 20 + Perform ranks required.

Harmony: You may spend an extra use of bardic music to allow an ability that normally affects only one creature to affect two creatures instead. You may use this modification with inspire competence, suggestion, and song of freedom. DC 25 + Perform ranks required.

Individual Performance: You may spend an extra use of bardic music to target a single individual (other than yourself) with an ability affecting multiple targets. If affected, the target receives double the bonus or penalty. You may use this modification with fascinate, inspire courage, inspire greatness, and inspire heroics. DC 15 + Perform ranks required.

Projection: Spend two daily uses of bardic music to double the area of effect of the ability you activate next. You may use this modification with countersong, fascinate, inspire competence, inspire greatness, inspire heroics, and song of freedom. DC 10 + Perform ranks required.

Rhythm: If you maintain an ability for 3 or more rounds and expend an extra daily use of bardic music you cause the ability you're using to last an additional 1 rounds after you stop performing. Make the Perform check when you've stopped maintaining the ability. You may use this modification with fascinate, inspire competence, inspire courage, inspire greatness, and inspire heroics, DC 10 Perform ranks required.

Riveting Performance: By spending an extra daily use of bardic music, all targets in range who hear you are affected regardless of line of sight. You may use this modification with fascinate and inspire competence. DC 15 + Perform ranks required.

Suggested Class/Race: Bard

Dragon Magazine #: 338 (Class Acts – Focused Performer)

SICKENING SONATA [BARDIC MUSIC]

Your Blasphemous Utterance becomes so terribly discordant and unnatural that it makes unprepared listeners physically ill.

Prerequisites: Bardic music, Perform 12 ranks, Blasphemous Utterance, Undertone of Heresy.

Benefit: Your Blaspheous Utterance affects creatures in a more powerful way. Creatures with fewer Hit Dice than you are paralyzed, those with an equal number of Hit Dice become nauseated, and creatures with up to 3 Hit Dice more than you are sickened. All three effects last for a number of rounds equal to $1d4 +$ your Charisma modifier. This replaces the effect of Blaspheous Utterance. It otherwise functions as that ability.

Suggested Class/Race: Bard

Dragon Magazine #: 336 (Class Acts – Blaspheous Utterances)

UNDERTONE OF HERSEY

The tones of your music hearken to the alien mindset of the creatures that inspire you.

Prerequisites: Bardic music, Perform 4 ranks.

Benefit: You may spend two bardic music daily uses instead of one. If you do the saving throw DC of your bardic music ability increases by +2. **Special:** If you have access to the *Book of Vile Darkness* (a mature audiences sourcebook) replace Undertone of Heresy with the feat Dark Speech (*Book of Vile Darkness*, page 48) and change the prerequisites of Blaspheous Utterance and Sickening Sonata to reflect this replacement.

Suggested Class/Race: Bard

Dragon Magazine #: 336 (Class Acts – Blaspheous Utterances)



BIRTH FEATS

Birth feats appear in Dragon Magazine #340. Their benefit is very slight and probably doesn't warrant being a feat. I would classify it as a background since to earn a birth feat you simply have to be born. Since it is listed as a feat, it is represented here as being such.



BORN UNDER A HIGH SUN [BIRTH]

You were born while the sun was high in the sky and display gifts associated with it – such as an undeniable presence and a strong fortitude.

Benefits: You receive a +1 bonus on all Intimidate skill checks and a +1 bonus on Fortitude saving throws. On saves to resist fire effect, you receive an additional +1 bonus for a total of +2.

Special: You may only take this feat at 1st level. If you take this feat, you cannot take any other birth feat.

Dragon Magazine #: 340 (The Eternal Light – The Sun and It's Role In D&D)

BORN UNDER A RISING SUN [BIRTH]

You were born at dawn and display gifts associated with it – such as a hopeful spirit and a strong will.

Benefits: You receive a +1 bonus on all Heal skill checks and a +a bonus on Will saving throws. On saves to resist a fear effect, you receive an additional +1 bonus, for a total of +2.

Special: You may only take this feat at 1st level. If you take this at, you cannot take any other birth feat.

Dragon Magazine #: 340 (The Eternal Light – The Sun and It's Role In D&D)

BORN UNDER A SETTING SUN [BIRTH]

You were born at dusk and display gifts associated with it – such as wisdom and a love of learning.

Benefits: You receive a +1 bonus on any two Knowledge skills of your choice. Concentration is always a class skill for you.

Special: You may only take this feat at 1st level. If you take this feat, you cannot take any other birth feat.

Dragon Magazine #: 340 (The Eternal Light – The Sun and It's Role In D&D)

BORN UNDER THE CRESCENT MOON [BIRTH]

You were born under the crescent moon. The seer moon allows you to more easily see and understand others and their emotional states.

Benefits: You gain a +1 bonus on Sense Motive and Spot checks and, once per day, you can use *detect thoughts* as a spell-like ability. Your caster level for this spell-like ability is your character level. A saving throw against this spell-like ability has a DC of 10 + 1/2 your character level + your Charisma modifier.

Special: You may only take this feat at 1st level. If you take this feat, you cannot take any other birth feat.

Dragon Magazine #: 340 (Eye of the Night – The Moon and It's Role In D&D)



BORN UNDER THE FULL MOON [BIRTH]

You were born under the full moon. The empowered moon allows you to more easily force your will upon other characters and magical devices.

Benefits: You gain a +1 bonus on Intimidate and Use Magical Device checks and, once per day, you can use *command* as a spell-like ability. Your caster level for this spell-like ability is your character level. A saving throw against this spell-like ability has a DC 10 + 1/2 your character level + your Charisma modifier.

Special: You may only take this feat at 1st level. If you take this feat, you cannot take any other birth feat.

Dragon Magazine #: 340 (Eye of the Night – The Moon and It's Role In D&D)

BORN UNDER THE GIBBOUS MOON [BIRTH]

You were born under the gibbous moon. The emotional moon allows you to more easily manipulate others with emotion and to calm animals.

Benefits: You gain a +1 bonus on Bluff and Gather Information checks and, once per day, you can use *calm animals* as a spell-like ability. Your caster level for this spell-like ability is your character level. A saving throw against this spell-like ability has a DC of 10 + 1/2 your character level + your Charisma modifier.

Special: You may only take this feat at 1st level. If you take this feat, you cannot take any other birth feat.

Dragon Magazine #: 340 (Eye of the Night – The Moon and It's Role In D&D)

BORN UNDER THE HALF MOON [BIRTH]

You were born under the half moon. The balanced moon allows you to more easily balance your body and mind and avoid conflict.

Benefits: You gain a +1 bonus on Balance and Concentration checks and, once per day, you can use *expeditious retreat* as a spell-like ability. Your caster level for this spell-like ability is your character level.

Special: You may only take this feat at 1st level. If you take this feat, you cannot take any other birth feat.

Dragon Magazine #: 340 (Eye of the Night – The Moon and It's Role In D&D)

BORN UNDER THE NEW MOON [BIRTH]

You were born under the new moon. The invisible moon allows you to more easily hide your actions and your true form from others.

Benefits: You gain a +1 bonus on Hide and Sleight of Hand checks and, once per day, you can use *disguise self* as a spell-like ability. Your caster level for this spell-like ability is your character level.

Special: You may only take this feat at 1st level. If you take this feat, you cannot take any other birth feat.

Dragon Magazine #: 340 (Eye of the Night – The Moon and It's Role In D&D)

BLOODLINES

The feats presented below belong to a new category called bloodline feats. These feats are designed with sorcerers in mind, although any character who meets the prerequisites can choose them. Each of the base feats in this category (the ones with the word "bloodline" in their names) grants a character the bloodline of a particular kind of magical creature, plus a specific set of extra arcane spells known.

When the first bloodline feat is chosen, the character must decide to which list of arcane spells known that the spells granted by the feat are added if more than one of her classes allows her to cast arcane spells without preparation. Choosing such a feat represents not only having a particular sort of ancestor, but also coming to terms with that heritage sufficiently to benefit from it. A character may choose only one base bloodline feat.

The description of each base bloodline feat offers guidelines on how that ancestry might affect the character's personality, appearance, and spell selection. The player is free to use or ignore any of these suggestions, as desired. While ancestry does influence who you are and what you do, it is not the only telling feature of your character—or even the primary one.

Each base bloodline feat is the foundation of a short feat tree—that is, another feat presented in this article requires it as a prerequisite. These additional feats represent a sorcerer's continuing mastery of her heritage. In addition, some bloodline feats are general enough that any character who has taken a base bloodline feat (regardless of which one) can acquire them.

The base bloodline feats are most advantageous when taken in conjunction with the character's first level of sorcerer (or another class that casts spells in the same manner), but they can also prove beneficial to characters of higher level, especially for the purpose of accessing the other bloodline-related feats. DMs should consider the spell selections provided and how those fit into their game worlds before deciding whether to use these feats. The DM is always free to adjust the spell list to reflect campaign-based spell restrictions or new spells not described in the *Player's Handbook*, if desired (see the Creating Your Own Bloodlines in Dragon Magazine #311 for instructions on selecting spells for a bloodline feat).

Additional subtypes within each bloodline are also possible—most notably in the draconic bloodline, since a sorcerer's persona and abilities might reflect the specific kind of dragon in her ancestry. In such a case, DMs and players can adapt the base bloodline feat accordingly, Wizards have schools, clerics have religions, and druids have circles, but the sorcerer is essentially alone. His power comes from within. Nature, not nurture, determines who he is and what he can do. Bloodline feats can help give sorcerers the unique place they deserve in your campaign world.

AIR BLOODLINE [BLOODLINE]

One of your ancestors was a creature of elemental air. Beings associated with this element come in almost endless variety, and your characteristics might vary with the type of elemental creature from which you are descended. Regardless of your exact ancestry, you are likely to have blue eyes and wild, unkempt hair. The descendants of cloud giants tend to be tall, loud, and often arrogant, but they have

BLOODLINES VS BLOODLINES

Dragon Magazine #311 and #325 presents bloodline feats: feats spellcasters can take that relate their spellcasting to their ancestries. *Unearthed Arcane* presents bloodlines in a different fashion. In that book, having a particular ancestor grants a character special abilities at particular levels, depending on the strength of the bloodline. In exchange the character must take one or more bloodline levels (such levels grant no benefit). *Unearthed Arcana* presents bloodlines for thirty-nine different creatures and provides guidance for creating your own.

You could use either idea for bloodlines in your game, but might get the best result from using both. Consider having your sorcerer character take a bloodline feat and use the appropriate bloodline from *Unearthed Arcane*. Alternatively, your character might be more unique if he can trace ancestry to two different creatures, taking the bloodline feat for one and the bloodline from *Unearthed Arcane* for the other.

a strong appreciation for beauty. Characters with storm giant ancestors, on the other hand, tend toward gentleness and tolerance, but they can display violent tempers when provoked. Descendants of elemental flying creatures display a predatory nature in their movements and behavior, always preferring to keep the advantage of height and distance when dealing with others. Dust mephits produce skinny, morbid descendants, air mephits pass along their lively nature, and ice mephits lend their aloof and distant manner to their posterity.

Restless and moody, sorcerers with the Air Bloodline feat often adventure just to move. They might seem apathetic at times, but they can surprise others with quick emotional displays. Such characters tend to be impatient when others want to be still, and they enjoy spending long periods of time in debate.

Prerequisites: Ability to cast arcane spells without preparation, ability to summon a familiar.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, according to the following list.

1st	<i>Obscuring mist</i>
2nd	<i>Gust of wind</i>
3rd	<i>Wind wall</i>
4th	<i>Shout</i>
5th	<i>Telekinesis</i>
6th	<i>Control winds</i>
7th	<i>Ethereal jaunt</i>
8th	<i>Summon monster VIII (elementals and outsiders with the air subtype only)</i>
9th	<i>Freedom</i>

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class that granted him access to this feat, he gains no additional spells known at those spell levels. This restriction does not apply if he learned any of these spells as a member of another spellcasting class. Characters with Air Bloodline cannot learn or cast spells with the earth descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

Suggested Class/Race: Sorcerer

Dragon Magazine #: 311 (Arcane Ancestry – Bloodline Feats for the Sorcerer)

ANARCHIC BLOODLINE [BLOODLINE]

You are descended from a chaotic outsider. The characteristics you display might depend in part on the kind of chaotic heritage you have. Regardless of your exact ancestry, you are likely, to have one or more unusual physical traits, such as mismatched eyes or untamable and strangely hued hair.

The descendants of demons tend to have misshapen features and a terrible temper with a decidedly cruel streak. Eladrin descendants tend to have strong emotional reactions (especially positive emotions) and often become fervent (if short-term) supporters of a cause. Characters with slaad ancestry generally have strongly variable mood swings, and they often take on the personality traits, speech patterns, and clothing styles of those around them in a haphazard and unpredictable manner. Those with titan blood often stand head-and-shoulders above other members of their race; they enjoy experiencing the world around them and become angry when others might merely be bored.

Characters with the Anarchic Bloodline feat are nearly always chaotic-aligned. They tend to be restless, desiring change above all else. They are prone to act irrationally, based on sudden whims and flights of fancy. The adventurous life, full of excitement, danger, and travel, appeals to them. Chaos-blooded characters often have a wide variety of spells in their repertoire from all schools and for all manner of uses. They rarely focus their spells around a theme or with a specific function in mind.

Prerequisites: Ability to cast arcane spells without preparation, ability to summon a familiar.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, from the following list.

1st	<i>Color spray</i>
2nd	<i>Tasha's hideous laughter</i>
3rd	<i>Rage</i>
4th	<i>Confusion</i>
5th	<i>Mind fog</i>
6th	<i>Mislead</i>
7th	<i>Prismatic spray</i>
8th	<i>Maze</i>
9th	<i>Weird</i>

Special: If a character takes this any time after 1st level and has already learned any of the spells on this list in the class to which she applies this feat, she gains no additional spells known at those spell levels. This restriction does not apply if she learned any of these spells as a member of another spellcasting class.

Characters with this feat cannot learn or cast spells with the lawful descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

Dragon Magazine #: 325 (Arcane Ancestry 2 – More Bloodline Feats for Sorcerers)

AQUATIC FEY BLOODLINE [BLOODLINE]

Your ancestry contains an aquatic fey creature. The characteristics you display might depend in part on the kind of aquatic fey heritage you have.

Characters with aquatic fey bloodlines vary in appearance, but are almost always strikingly beautiful. Those descended from water nymphs typically have pointed ears, and nonelves often confuse them with elves. Descendants of sirines tend to be wistful, and like their fey parent often have a slight yellow or green tinge to their skin and silvery or light-green hair. Fossoygrim-blooded characters are usually male, have light hair and striking blue eyes, and exude a rugged masculinity. Those descended from kelpies vary in appearance greatly but almost universally possess evil hearts filled with darkness. While not exactly fey, many believe selkies descended from fey creatures. Characters with selkie blood typically have light gray, blond, or deep red hair, and often have slightly webbed hands and feet.

For more information on the sirine, see the *Monster Manual* II. For more information on the fossoygrim, kelpie, and selkie, see the *Fiend Folio*.

Sorcerers with aquatic fey blood have a natural aptitude for casting enchantment spells (particularly those of the charm and mind-affecting descriptors), transmutation spells (as many aquatic fey are known for their ability to shapechange), and water spells.

Prerequisites: Ability to cast arcane spells without preparation, ability to summon a familiar.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, from the following list.

1st	<i>Charm person</i>
2nd	<i>Alter self</i>
3rd	<i>Water breathing</i>
4th	<i>Charm monster</i>
5th	<i>Mind fog</i>
6th	<i>Control water</i>
7th	<i>Control weather</i>
8th	<i>Horrid wilting</i>
9th	<i>Shapechange</i>

Special: If a character takes this feat any-time after 1st level and has already learned any of the spells on this list in the class to which she applies this feat, she gains no additional spells known at those spell levels. This restriction does not apply if she learned any of these spells as a member of another spell-casting class.

Characters with this feat cannot learn or cast spells from the conjuration (creation) or conjuration (healing) subschools, and all such spells are removed from the spell lists of all their spellcasting classes.

Suggested Class/Race: Sorcerer

Dragon Magazine #: 335 (Class Acts - Aquatic Fey Kin)

ARCANE KINSHIP [BLOODLINE]

Creatures with a similar ancestry sense your kinship, and they react to you more positively.

Prerequisites: Any bloodline feat, ability to cast 3rd-level arcane spells.

Benefit: You gain a +4 racial bonus on Diplomacy and Gather Information checks with intelligent creatures that share your heritage. For example, a character with the Air

Bloodline feat would gain the benefits of this feat when interacting with creatures of the air subtype, and she might also gain benefit from this feat when interacting with flying creatures.

Suggested Class/Race: Sorcerer

Dragon Magazine #: 311 (Arcane Ancestry – Bloodline Feats for the Sorcerer)

AXIOMATIC BLOODLINE [BLOODLINE]

You are descended from a native of a lawful plane. The most common members of this bloodline are the spawn of devils, who sow their seed in the Material Plane as part of far-reaching and complex plots against their rivals. Archons create mixed-blood offspring with mortals in order to counter the machinations of devils and other evil outsiders. Rarely, mortal travelers who spend a significant portion of their lives in a lawfully aligned plane begin to take on some of the traits of that plane that later manifest in their descendants. Members of this bloodline are almost exclusively lawful. They seem driven by an inner set of rules that generally work in accordance with the laws of the land. They tend to have a symmetrical appearance, dress conservatively, and stick to a regimented life. Even when adventuring, they follow their routine to the best of their ability. Creatures descended from devils tend to use rules for their benefit, manipulating the system and taking advantage of legal loopholes. Descendants of archons practice the gentler aspects of regimen, living lives in as organized a fashion as possible. Characters with the Axiomatic Bloodline fear tend to be organized and consistent; they generally look down on abnormality or spontaneity. As such, those with lawful blood excel at spells that locate items and creatures as well as spells that return things to their proper place or shape.

Prerequisites: Ability to cast arcane spells without preparation, ability to summon a familiar

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, from the following list:

1st	<i>Detect Chaos</i>
2nd	<i>Locate object</i>
3rd	<i>Magic circle against chaos</i>
4th	<i>Locate creature</i>
5th	<i>Dismissal</i>
6th	<i>True seeing</i>
7th	<i>Forcecage</i>
8th	<i>Discern location</i>
9th	<i>Dominate monster</i>

Special: If a character takes this any time after 1st level and has already learned any of the spells on this list in the class to which she applies this feat, she gains no additional spells known at those spell levels. This restriction does not apply if she learned any of these spells as a member of another spellcasting class. Characters with this feat cannot learn or cast spells with the chaotic descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

Suggested Class/Race: Sorcerer

Dragon Magazine #: 325 (Arcane Ancestry 2 – More Bloodline Feats for Sorcerers)

CELESTIAL BLOODLINE [BLOODLINE]

One of your distant ancestors was a good outsider. The characteristics you display might depend in part on the kind of celestial heritage you have.

Descendants of devas or archons tend to be very decisive—quick to judge and quick to act. Characters with couatl or lillend ancestors are often physically beautiful, and they tend to favor snakes and other reptiles as familiars. Titan-blooded descendants are usually taller than average for their races, and they usually have boisterous personalities. The most common sources of celestial blood, however, are minor good gods or the avatars of more powerful beings. A sorcerer descended from such a line can be very passionate about his faith, whether he follows his ancestor's religion or not.

Characters with the Celestial Bloodline feat are usually good-aligned, although not always. Their yearn for adventure stems either from a desire to aid others, an innate need to combat evil, or both. As such, celestial-blooded characters tend to focus their spell selections on good- or neutral-aligned spells that aid others.

Prerequisites: Ability to cast arcane spells without preparation, ability to summon a familiar.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, according to the following list.

1st	<i>Protection from evil</i>
2nd	<i>Daylight</i>
3rd	<i>Magic circle against evil</i>
4th	<i>Rainbow pattern</i>
5th	<i>Dismissal</i>
6th	<i>Guards and wards</i>
7th	<i>Sequester</i>
8th	<i>Sunburst</i>
9th	<i>Summon monster IX (good outsiders only)</i>

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class that granted her access to this feat, she gains no additional spells known at those spell levels. This restriction does not apply if she learned any of these spells as a member of another spellcasting class.

Characters with this feat cannot learn or cast spells with the evil descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

Suggested Class/Race: Sorcerer

Dragon Magazine #: 311 (Arcane Ancestry – Bloodline Feats for the Sorcerer)

CELESTIAL LIGHT [BLOODLINE]

You gain the ability to produce light.

Prerequisites: Celestial Bloodline, ability to cast 2nd-level arcane spells.

Benefit: You can cast light five times per day as a spell-like ability (caster level equals your level in the arcane spellcasting class that granted you access to this feat). This ability does not affect your number of spells known or spells per day.

Suggested Class/Race: Sorcerer

Dragon Magazine #: 311 (Arcane Ancestry – Bloodline Feats for the Sorcerer)

DRACONIC BLOODLINE [BLOODLINE]

You are descended from a dragon. The dragon bloodline is strong in both physical power and magic. Your characteristics might vary with the type of dragon from which you are descended, but you share some traits with others of draconic blood. Like your majestic reptilian ancestor, you are proud and of noble bearing, and you might even share its coloration in some way. Although characters with draconic blood can have any alignment, they are prone to mimic their dragon ancestor's personalities. Others often see them as somewhat arrogant and obsessive, but the dragon-blooded usually feel justifiably proud of their abilities. Spellcasters with draconic ancestors love knowledge and beautiful items, and they often adventure to acquire one or the other. Their spell selections tend toward either flamboyant, combat-oriented spells, or knowledge-gathering spells. Sorcerers of this bloodline favor the same environments as their dragon ancestors. Prerequisites: Ability to cast arcane spells without preparation, ability to summon a familiar. Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, according to the following list.

1st	<i>Comprehend Languages</i>
2nd	<i>Darkvision</i>
3rd	<i>Protection from elements</i>
4th	<i>Fear</i>
5th	<i>Mind fog</i>
6th	<i>True seeing</i>
7th	<i>Vision</i>
8th	<i>Mind blank</i>
9th	<i>Dominate monster</i>

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class that granted her access to this feat, she gains no additional spells known at those spell levels. This restriction does not apply if she learned any of these spells as a member of another spellcasting class. A character with the Draconic Bloodline feat retains many of the strengths and weaknesses of his ancestor. As such, he must choose a category of spells (often spells with a certain descriptor) that he cannot learn or cast. (For example, the descendant of a green dragon might not be able to cast spells with the earth descriptor, while the heir of a bronze dragon might be denied access to spells with the fire descriptor.) Such spells do not appear on the character's spell list for any class. The DM should be involved in the decision about which category of spells the character is denied.

Suggested Class/Race: Sorcerer

Dragon Magazine #: 311 (Arcane Ancestry – Bloodline Feats for the Sorcerer)

DRAGON SIGHT [BLOODLINE]

You have a dragon's affinity for magic and can see magical auras. When you use this ability, your eyes glow with inner light.

Prerequisites: Draconic Bloodline, ability to cast 2nd-level arcane spells

Benefit: You can use detect magic three times per day as a spell-like ability (caster level equals your level in the arcane spellcasting class that granted you access to this feat). This ability does not affect your number of spells known or spells per day.

Suggested Class/Race: Sorcerer

Dragon Magazine #: 311 (Arcane Ancestry – Bloodline Feats for the Sorcerer)

EARTH BLOODLINE [BLOODLINE]

You are descended from a creature of elemental earth. Your heritage probably stems from one of the humanoid-shaped beings from the Elemental Plane of Earth, although elemental earth creatures native to the Material Plane can contribute this bloodline as well. Regardless of the exact earth creature in your ancestry, you probably have a hardy, solid-looking body and dark coloration, and you might even exude an earthy smell.

Stone giants produce long, lean descendants who tend to be shy but playful. The progeny of earth mephits are generally stubborn, while those of salt mephits are often gifted with a sarcastic wit. Characters with gargoyle blood tend to be territorial and prone to violence, especially when it comes to protecting what is theirs.

Some would say that sorcerers with the Earth Bloodline feat are unchanging, but this assessment is not entirely true. Rather, they

are slow to change—not to mention tough, determined, and unwavering in their goals. They generally enjoy being underground, so they like to delve into dungeons and other subterranean locales.

Prerequisites: Ability to cast arcane spells without preparation, ability to summon a familiar.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, according to the following list.

1st	<i>Enlarge person</i>
2nd	<i>Shatter</i>
3rd	<i>Keen edge</i>
4th	<i>Stone shape</i>
5th	<i>Transmute mud to rock</i>
6th	<i>Move earth</i>



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7th	<i>Statue</i>
8th	<i>Iron body</i>
9th	<i>Summon monster IX</i> (elementals and outsiders with the earth subtype only)

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class that granted him access to this feat, he gains no additional spells known at those spell levels. This restriction does not apply if he learned any of these spells as a member of another spellcasting class.

Characters with this feat cannot learn or cast spells with the air descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

Suggested Class/Race: Sorcerer

Dragon Magazine #: 311 (Arcane Ancestry – Bloodline Feats for the Sorcerer)

FAMILIARITY [BLOODLINE]

Your innate magical blood gives you a greater tie to your familiar

Prerequisites: Any bloodline feat, ability to summon a familiar, ability to cast 3rd-level arcane spells.

Benefit: Your familiar gains abilities as if your class level in the arcane spellcasting class that granted you access to this feat were 2 levels higher.

Suggested Class/Race: Sorcerer

Dragon Magazine #: 325 (Arcane Ancestry 2 – More Bloodline Feats for Sorcerers)

FEY BLOODLINE [BLOODLINE]

One of your ancestors was a fey creature, or was raised as such. Fey sometimes take humanoid mates, or capture children and raise them as their own. Fey-blooded characters vary greatly in appearance, but most have some odd feature that marks them, such as a strange eye or hair color.

The heirs of dryads are often quite shy, but they possess quick minds and an earthy sort of beauty. Grig-blooded characters are mischievous and light-hearted, while those with pixie blood are prone to take their pranks too far. Characters with nixie blood are suspicious beings who tend to avoid strangers but remain fiercely loyal to places or persons they love.

Sorcerers with fey blood often have changing, fickle natures. They are quick to laugh and play tricks, but slow to forgive or forget slights. They adventure primarily out of a sense of alienation, seeking some place or group to which they can belong. They are fond of spells that deceive and manipulate emotions, such as charm person.

Prerequisites: Ability to cast arcane spells without preparation, ability to summon a familiar.

Benefit: Your ancestry grants you a bonus spell known at each spell level, starting at 1st, according to the following list.

1st	<i>Detect secret doors</i>
2nd	<i>Glitterdust</i>
3rd	<i>Tongues</i>
4th	<i>Hallucinatory terrain</i>
5th	<i>Seeming</i>
6th	<i>Mislead</i>
7th	<i>Sequester</i>
8th	<i>Otto's irresistible dance</i>

9th	<i>Wail of the banshee</i>
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Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class that granted him access to this feat, he gains no additional spells known at those spell levels. This restriction does not apply if he learned any of these spells as a member of another spellcasting class.

Although folklore often associates fey creatures with the spirits of the dead, this belief could not be further from the truth—in fact, all fey are inherently bound to life. Thus, characters with the Fey Bloodline feat cannot learn or cast spells that create or control undead, and all such spells are removed from the spell lists of all their spellcasting classes.

Suggested Class/Race: Sorcerer

Dragon Magazine #: 311 (Arcane Ancestry – Bloodline Feats for the Sorcerer)

FEY'S FATE [BLOODLINE]

You are touched by the luck of your ancestors.

Prerequisites: Fey Bloodline, ability to cast 2nd-level arcane spells.

Benefit: You get a +1 bonus on all saving throws.

Suggested Class/Race: Sorcerer

Dragon Magazine #: 311 (Arcane Ancestry – Bloodline Feats for the Sorcerer)

FEY PRESCENCE [BLOODLINE]

On stormy nights, your aquatic fey ancestry grants you the ability to see glimpses of the future.

Prerequisites: Aquatic Fey Bloodline, ability to cast 5th-level arcane spells.

Benefit: You can cast divination once per day as a spell-like ability (caster-level equals your level in the arcane spellcasting class that granted you access to this feat).

However, you can only cast this spell on stormy nights, as it is your ancestral tie and its link to water that grants you this ability: This ability does not affect your number of spells known or spells per day.

Suggested Class/Race: Sorcerer

Dragon Magazine #: 335 (Class Acts – Aquatic Fey Kin)

FICKLE FATE [BLOODLINE]

You may call upon your chaotic heritage to aid you.

Prerequisites: Anarchic Bloodline, ability to cast 2nd-level arcane spells

Benefit: Once per day, you may improve a single d20 roll by adding the result of a 1d6 roll to it. You must declare the use of the ability before you attempt the d20 roll. This is a supernatural ability.

Suggested Class/Race: Sorcerer

Dragon Magazine #: 325 (Arcane Ancestry 2 – More Bloodline Feats for Sorcerers)

FIENDISH BLOODLINE [BLOODLINE]

One of your distant ancestors was an evil outsider. The characteristics you display might depend in part on the kind of fiendish heritage you have. Many of your bloodline are dark in coloration, although great variation can exist depending on your specific ancestry.

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Evil outsiders such as demons and devils produce a surprisingly large number of offspring on the Material Plane. Their descendants are frequently (but not always) evil. Demon-blooded characters and others descended from beings native to the chaotic evil realms are usually chaotic themselves, and at their worst they can be prone to greedy or lustful behavior. Those with devil-blood, on the other hand, tend to be lawful. They have no compunctions about bending the rules as far as possible, but they rarely break them. Like their fiendish ancestors, devil-spawn are known for keeping their word.

Characters with fiendish blood often seem driven—even haunted—by the potential for evil within them, especially if they try to hold to a neutral or good path. They frequently adventure out of a restlessness caused by their own internal struggles, although sometimes they do so simply because they enjoy killing, and adventuring provides a perfect outlet for that tendency. Such characters usually prefer spells of darkness and deception, even if they are good-aligned.

Prerequisites: Ability to cast arcane spells without preparation, ability to summon a familiar.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, according to the following list.

1st	<i>Protection from good</i>
2nd	<i>Darkness</i>
3rd	<i>Sepia snake sigil</i>
4th	<i>Bestow curse</i>
5th	<i>Nightmare</i>
6th	<i>Mislead</i>
7th	<i>Insanity</i>
8th	<i>Maze</i>
9th	<i>Imprisonment</i>

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class that granted her access to this feat, she gains no additional spells known at those spell levels. This restriction does not apply if she learned any of these spells as a member of another spellcasting class.

Characters with this feat cannot learn or cast spells with the good descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

Suggested Class/Race: Sorcerer

Dragon Magazine #: 311 (Arcane Ancestry – Bloodline Feats for the Sorcerer)

FIRE BLOODLINE [BLOODLINE]

One of your ancestors was a creature of elemental fire. Your physical characteristics might vary with the type of elemental creature from which you are descended, but you're likely to have wild red or coal black hair, and either smoky gray or golden eyes. Your heritage probably stems from one of the humanoid-shaped beings from the Plane of Elemental Fire, although elemental fire creatures native to the Material Plane can contribute this bloodline as well.

The descendants of azers see fire as a tool, and they love crafts that control the power of flame. They tend to prefer a regimented life and usually keep their destructive natures in tight check, although they are no less dangerous because of that forbearance. The descendants of fire mephits have a mischievous nature and enjoy destructive pranks, while characters with steam mephits in their ancestry consider

themselves above such behavior and often look down on others with considerable arrogance. Fire giant spawn can be ruthless in achieving their goals, and even others with fire blood see them as brutal. None, however, can be as cruel as the descendants of salamanders.

Usually hot-tempered and unpredictable, characters with the Fire Bloodline feat can also be passionate, egotistical, and unusually prone to destructive behavior. They usually adventure for a chance at personal gain and glory. Fire holds a primal fascination and fear for most creatures, and scions of this bloodline use that to their advantage, often choosing mind-affecting spells to supplement their preferred destructive flame spells.

Prerequisites: Ability to cast arcane spells without preparation, ability to summon a familiar.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, according to the following list.

1st	<i>Hypnotism</i>
2nd	<i>Pyrotechnics</i>
3rd	<i>Tongues</i> (The subject's tongue resembles a tongue of flame)
4th	<i>Fire shield</i>
5th	<i>Cloudkill</i> (The fog produced has a smoky smell and quality)
6th	<i>Summon monster VI</i> (elementals and outsiders with the fire subtype only)
7th	<i>Delayed blast fireball</i>
8th	<i>Sunburst</i>
9th	<i>Meteor swarm</i>

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class that granted him access to this feat, he gains no additional spells known at those spell levels. This restriction does not apply if he learned any of these spells as a member of another spell-casting class. Characters with this feat cannot learn or cast spells with the water descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

Suggested Class/Race: Sorcerer

Dragon Magazine #: 311 (Arcane Ancestry – Bloodline Feats for the Sorcerer)

FIRE FEET [BLOODLINE]

Wildfire moves quickly, and so can you.

Prerequisites: Fire Bloodline, ability to cast 2nd-level arcane spells.

Benefit: Your base speed increases by 10 feet.

Suggested Class/Race: Sorcerer

Dragon Magazine #: 311 (Arcane Ancestry – Bloodline Feats for the Sorcerer)

FRIEND OF THE EARTH [BLOODLINE]

Your deep affinity for the earth enables you to move across it with greater ease than others.

Prerequisites: Earth Bloodline, ability to cast 2nd-level or higher arcane spells.

Benefit: You gain a +3 circumstance bonus on Climb and Tumble checks when in contact with stone or earthen surfaces.

Suggested Class/Race: Sorcerer

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Dragon Magazine #: 311 (Arcane Ancestry – Bloodline Feats for the Sorcerer)

GRAVE FRIEND [BLOODLINE]

Your connection with the grave lets you move among the undead somewhat more freely.

Prerequisites: Necromantic Bloodline, ability to cast 3rd-level arcane spells.

Benefits: You gain a +2 bonus on any saving throw to resist the extraordinary and supernatural abilities of creatures of the undead type.

Suggested Class/Race: Sorcerer

Dragon Magazine #: 325 (Arcane Ancestry 2 – More Bloodline Feats for Sorcerers)

GREEN HEART [BLOODLINE]

Your connection to plant life allows you to resist toxins deadly to most creatures.

Prerequisites: Plant Bloodline, ability to cast 2nd-level arcane spells.

Benefits: You gain a +2 bonus on all saving throws made to resist the effects of poisons and diseases.

Suggested Class/Race: Sorcerer

Dragon Magazine #: 325 (Arcane Ancestry 2 – More Bloodline Feats for Sorcerers)

ILLITHID BLOODLINE [BLOODLINE]

Illithids frequently perform experiments on their slaves, grafting and splicing bits from one species onto another. Often, illithids use body parts from their own race to augment their slaves. Eventually, some of these enhanced slaves escape back to their own people. You are the descendant of one such escaped slave.

Creatures with the Illithid Bloodline feat tend toward no particular alignment, personality trait, or overall outlook. They do, however, typically share certain physical traits, such as lacking hair but possessing black eyes and pale skin with a slightly purplish tint.

Sorcerers who have an escaped illithid slave in their ancestry tend to select spells that manipulate or ruin the mind. They favor enchantment spells above all others.

Prerequisites: Ability to cast arcane spells without preparation, ability to summon a familiar.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, from the following list:

1st	<i>Hypnotism</i>
2nd	<i>Detect thoughts</i>
3rd	<i>Suggestion</i>
4th	<i>Confusion</i>
5th	<i>Feeblemind</i>
6th	<i>Mass suggestion</i>
7th	<i>Insanity</i>
8th	<i>Mind blank</i>
9th	<i>Dominate monster</i>

Special: If a character takes this any time after 1st level and has already learned any of the spells on this list in the class to which she applies this feat, she gains no additional spells known at those spell levels. This restriction does not apply if she learned any of these spells as a member of another spellcasting class.

Characters with this feat cannot learn or cast spells that alter an object or creature's size or shape (such as enlarge person or the polymorph spells), and all such spells are removed from the spell lists of all their spellcasting classes.

Suggested Class/Race: Sorcerer

Dragon Magazine #: 325 (Arcane Ancestry 2 – More Bloodline Feats for Sorcerers)

KIN MASTERY [BLOODLINE]

You can channel the energies of your arcane bloodline to runt or rebuke creatures with which you share a common heritage.

Prerequisites: Any bloodline feat, ability to cast 3rd-level arcane spells.

Benefit: Once per day, you may turn or rebuke creatures of the same kind as your bloodline ancestor as a cleric of one-half your level in the arcane spellcasting class that granted you access to your base bloodline feat. You may choose to either turn or rebuke such creatures upon taking this feat, but you cannot later change that decision.

Special: You may take this feat more than once. Each time you take it after the first, you gain an extra use per day of your chosen turning ability.

Suggested Class/Race: Sorcerer

Dragon Magazine #: 311 (Arcane Ancestry – Bloodline Feats for the Sorcerer)

LAWFUL DISCIPLINE [BLOODLINE]

Your orderly mind allows you to overcome magical coercion more easily.

Prerequisites: Axiomatic Bloodline, ability to cast 2nd-level arcane spells.

Benefit: You gain a +2 bonus on Will saves made to resist mind-affecting effects.

Suggested Class/Race: Sorcerer

Dragon Magazine #: 325 (Arcane Ancestry 2 – More Bloodline Feats for Sorcerers)

MIND WEAPON [BLOODLINE]

The mental power to your ancestors has passed to you.

Prerequisites: Illithid Bloodline, ability to cast 2nd-level arcane spells.

Benefit: You can use daze three times per day as a spell-like ability (caster level equals your level in the arcane spellcasting class that granted you access to this feat). This ability does not affect your number of spells known or spells per day.

Suggested Class/Race: Sorcerer

Dragon Magazine #: 325 (Arcane Ancestry 2 – More Bloodline Feats for Sorcerers)

NECROMANTIC BLOODLINE [BLOODLINE]

One of your ancestors was an undead creature or possessed an unholy link with the undead brought on by frequent contact.

While undead do not reproduce by normal means, their infectious taint might affect necromancers and others who deal regularly with the dead or undead. In rare instances a vampire or other undead might feed off a pregnant humanoid and in allowing her to live endow the unborn child with its foul nature.

Complete Dragon Magazine 3.5 Feats, Flaws, & Styles – Bloodline Feats

Your physical characteristics might vary depending on the type of undead creature from which you are descended, but you're likely to have pale or ashen skin and dark eyes and hair. The touch of undeath in a family almost exclusively comes from intelligent, corporeal undead. It takes powerful magic or extremely bizarre situations for creature to gain this feat from unintelligent or incorporeal undead. The descendants of ghouls tend to be feral and constantly hungry. Those with ghost ancestors generally have a strong, unpleasant stench, and they often find it difficult to satiate their hunger. Lich-blooded characters value intelligence and generally have elitist personalities, often appearing gaunt and skeletal. Characters descended from mummies tend to have dull but focused personalities, and many have gaunt, dry skin. Descendants of vampires tend to have long canine teeth and commanding, seductive personalities. Wight-blooded characters tend to have clawlike fingernails and toenails, and lean, muscular bodies; they are generally hate-filled loners who hold grudges. Characters with the Necromantic Bloodline feat often favor wearing blacks, whites, and grays of mourning.

Sorcerers with a touch of the undead in their family trees tend to concentrate, appropriately enough, on spells from the school of necromancy. Spells that allow the caster to control a creature's mind are popular among those descended from vampires.

Prerequisites: Ability to cast arcane spells without preparation, ability to summon a familiar

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, from the following list:

1st	<i>Cause fear</i>
2nd	<i>Ghoul touch</i>
3rd	<i>Vampiric touch</i>
4th	<i>Contagion</i>
5th	<i>Dominate person</i>
6th	<i>Eyebite</i>
7th	<i>Control undead</i>
8th	<i>Trap the soul</i>
9th	<i>Wail of the banshee</i>

Special: If a character takes this any time after 1st level and has already learned any of the spells on this list in the class to which she applies this feat, she gains no additional spells known at those spell levels. This restriction does not apply if she learned any of these spells as a member of another spellcasting class.

Characters with this feat cannot learn or cast spells of the conjuration (healing) subschool, and all such spells are removed from the spell lists of all their spellcasting classes.

Suggested Class/Race: Sorcerer

Dragon Magazine #: 325 (Arcane Ancestry 2 – More Bloodline Feats for Sorcerers)

PENUMBRA BLOODLINE [BLOODLINE]

You are descended from a planar traveler who frequented the Ethereal Plane or Plane of Shadow. The energies of these planes altered and augmented your ancestor, infusing your bloodline with a trace of shadow or ether. You are touched by the planes, and they grant you arcane powers that continue to shape your life.

Penumbra-blooded creatures tend toward extremes in coloration, with either unusually dark or fair skin, black or stark white hair, and silver or black irises. Most are very thin, but not to the point of unhealthiness. They generally wear plain clothing in subdued hues of gray or white. Creatures with shadowy or ethereal ancestry tend toward neutrality and often have quiet, secretive personalities. Many penumbra-blooded creatures prefer dark places and avoid direct sunlight as much as possible.

Sorcerers who possess a penumbra ancestor favor spells that conceal places and people as well as spells that access the Plane of Shadow or Ethereal Plane.

Prerequisites: Ability to cast arcane spells without preparation, ability to summon a familiar

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, from the following list:

1st	<i>Obscuring mist</i>
2nd	<i>Darkness</i>
3rd	<i>Nondetection</i>
4th	<i>Evard's black tentacles</i>
5th	<i>Shadow evocation</i>
6th	<i>Shadow walk</i>
7th	<i>Plane shift</i>
8th	<i>Greater shadow evocation</i>
9th	<i>Etherealness</i>

Special: If a character takes this any time after 1st level and has already learned any of the spells on this list in the class to which she applies this feat, she gains no additional spells known at those spell levels. This restriction does not apply if she learned any of these spells as a member of another spellcasting class.

Characters with this feat cannot learn or cast spells of the light descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

Suggested Class/Race: Sorcerer

Dragon Magazine #: 325 (Arcane Ancestry 2 – More Bloodline Feats for Sorcerers)

PLANT BLOODLINE [BLOODLINE]

One of your ancestors had an unusually close tie to the natural world. Possibly the rarest of ancestries, only the most powerful spellcasters or deities can cause the melding of plants and animals.

Plant-blooded creatures tend to have brown skin and green eyes, and they generally act more patiently and quietly than their peers. Scions of flowering plants are often beautiful and vain, in love with bright colors and prone to extravagance. Those who descend from



vines have long thin bodies with tangled masses of hair and combative dispositions. Fungal descendants tend toward pale skin and hair tones, preferring sedentary lives and dark, cool places. Tree-blooded creatures stand taller than their peers and have quiet but friendly personalities, content with deep thoughts and slow actions.

Sorcerers with plants in their ancestry prefer spells that manipulate themselves or the environment around them to protect or grow life.

Prerequisites: Ability to cast arcane spells without preparation, ability to summon a familiar

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, from the following list:

1st	<i>Endure elements</i>
2nd	<i>False life</i>
3rd	<i>Water breathing</i>
4th	<i>Minor creation</i>
5th	<i>Transmute rock to mud</i>
6th	<i>Control water</i>
7th	<i>Control weather</i>
8th	<i>Control plants</i>
9th	<i>Imprisonment</i>

Special: If a character takes this any time after 1st level and has already learned any of the spells on this list in the class to which she applies this feat, she gains no additional spells known at those spell levels. This restriction does not apply if she learned any of these spells as a member of another spellcasting class.

In almost every culture, plants and growing things represent life and growth. Thus, characters who possess this life-centered bloodline cannot learn or cast spells with the death descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

Suggested Class/Race: Sorcerer

Dragon Magazine #: 325 (Arcane Ancestry 2 – More Bloodline Feats for Sorcerers)

POWER IN THE BLOOD [BLOODLINE]

You can call on your arcane heritage to cast one additional spell per day.

Prerequisites: Any bloodline feat, ability to cast 3rd-level arcane spells.

Benefit: You may cast one additional spell per day, over and above your allotment for the class that qualified you for your base bloodline feat. The additional spell must be one granted by that feat.

Suggested Class/Race: Sorcerer

Dragon Magazine #: 311 (Arcane Ancestry – Bloodline Feats for the Sorcerer)

SERPENT BLOODLINE [BLOODLINE]

One of your ancestors served as a slave of the yuan-ti. Over the course of years, the constant exposure to serpentine magic and blood warped your ancestor, putting just a trace of snake blood into your family line.

Your physical characteristics might vary with the type of snake from which you are descended, but you're likely to have yellow or black eyes and patches of scaly skin.

Viper-blooded characters tend to have sharp, angular features with narrow jaws; they generally speak quickly and

have a sharp wit. Descendants of cobras tend to have wide, thick necks and hair that grows out from the sides of their heads; they generally prefer solitude, but when in the company of others they possess a commanding presence.

Creatures with a constrictor ancestor often have strong, thick bodies and limbs; they tend to take their time, even in dangerous situations, but they become an unstoppable force once they finally decide to act. Rattler-blooded characters tend to have a tough, worldly look; they like to dress in bright colors, especially reds and yellows, and are usually quite vocal about their abilities and intent.

Sorcerers with serpentine blood prefer spells that intimidate a foe or end a fight quickly.

Prerequisites: Ability to cast arcane spells without preparation, ability to summon a familiar.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, from the following list:

1st	<i>Cause fear</i>
2nd	<i>Hypnotic pattern</i>
3rd	<i>Sepia snake sigil</i>
4th	<i>Phantasmal killer</i>
5th	<i>Dominate person</i>
6th	<i>Repulsion</i>
7th	<i>Power word blind</i>
8th	<i>Power word stun</i>
9th	<i>Power word kill</i>

Special: If a character takes this any time after 1st level and has already learned any of the spells on this list in the class to which she applies this feat, she gains no additional spells known at those spell levels. This restriction does not apply if she learned any of these spells as a member of another spellcasting class.

Because serpents must forever crawl on their bellies, even their offspring cannot hope to look to the skies. Characters with this feat cannot learn or cast spells intended to allow them to learn or cast spells intended to allow them to leave the ground (such as fly, levitate, or overland flight), and all such spells are removed from the spell lists of all their spellcasting classes.

Suggested Class/Race: Sorcerer

Dragon Magazine #: 325 (Arcane Ancestry 2 – More Bloodline Feats for Sorcerers)

VENOMLESS [BLOODLINE]

Your serpentine ancestry grants you the ability to remove the effects of venom.

Prerequisites: Serpent Bloodline, ability to cast 5th-level arcane spells.

Benefit: You can cast neutralize poison once per day as a spell-like ability (caster level equals your level in the arcane spellcasting class that granted you access to this feat). This ability does not affect your number of spells known or spells per day.

Suggested Class/Race: Sorcerer



Complete Dragon Magazine 3.5 Feats, Flaws, & Styles – Bloodline Feats

Dragon Magazine #: 325 (Arcane Ancestry 2 – More Bloodline Feats for Sorcerers)

VOICE OF THE GREEN [BLOODLINE]

The touch of plant life in your heritage allows you to relate with growing things.

Prerequisites: Plant Bloodline, ability to cast 5th-level arcane spells.

Benefit: You can cast speak with plants once per day as a spell-like ability (caster level equals your level in the arcane spellcasting class that granted you access to this feat). This ability does not affect your number of spells known or spells per day.

Suggested Class/Race: Sorcerer

Dragon Magazine #: 325 (Arcane Ancestry 2 – More Bloodline Feats for Sorcerers)

VOICE OF WINDS [BLOODLINE]

Your affinity for the air affects your speaking voice. When you wish it, your voice changes to reflect an amazing range of emotion. It can sound as kind and soothing as a gentle breeze, or as powerful and frightening as a howling storm.

Prerequisites: Air Bloodline, ability to cast 2nd-level arcane spells.

Benefit: You gain a +2 bonus on Diplomacy and Intimidate checks made when speaking to others. This bonus applies even if the listeners do not understand the language you are speaking.

Suggested Class/Race: Sorcerer

Dragon Magazine #: 311 (Arcane Ancestry – Bloodline Feats for the Sorcerer)

WATER BLOODLINE [BLOODLINE]

You have a creature of elemental water as an ancestor. Your physical characteristics might vary with the type of elemental creature from which you are descended, but you're likely to have blue, green, or white coloration. Water blood stems both from planar elemental beings and creatures native to the Material Plane that have a strong affinity for water.

Triton spawn often seem well meaning but distant. Characters who can trace their water heritage directly to a being from the Elemental Plane of Water, however, can seem downright cold to others.

Water-blooded characters adventure for a number of reasons, but they all seem driven to go forward, go deeper, and overcome any obstacles in their paths. Some deep-seated instinct teaches them to be aware of what's going on around them, since death can come from any direction underwater. Since fluids are so adaptable, characters with this bloodline are fond of spells that deal with change.

Prerequisites: Ability to cast arcane spells without preparation, ability to summon a familiar.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, according to the following list.

1st	<i>Expeditious retreat</i>
2nd	<i>Fog cloud</i>
3rd	<i>Water breathing</i>
4th	<i>Quench</i>
5th	<i>Transmute rock to mud</i>
6th	<i>Otiluke's freezing sphere</i>

7th	<i>Control weather</i>
8th	<i>Summon monster VII</i> (elementals and outsiders with the water subtype)
9th	<i>Elemental swarm</i> (water elementals only)

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class that granted him access to this feat, he gains no additional spells known at those spell levels. This restriction does not apply if he learned any of these spells as a member of another spellcasting class.

Characters with Water Bloodline cannot learn or cast spells with the fire descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

Suggested Class/Race: Sorcerer

Dragon Magazine #: 311 (Arcane Ancestry – Bloodline Feats for the Sorcerer)

WATERBORN [BLOODLINE]

You were born to move through the water.

Prerequisites: Water Bloodline, ability to cast 2nd-level arcane spells.

Benefit: You gain a +4 bonus on Swim checks.

Suggested Class/Race: Sorcerer

Dragon Magazine #: 311 (Arcane Ancestry – Bloodline Feats for the Sorcerer)



CEREMONIAL FEATS

Just as creature templates alter the basic statistics and abilities of monsters, spell templates modify existing spells, altering their parameters or requirements. A spellcaster who has access to a particular spell template can apply it to any of her spells that meet the requirements specified in the template's description.

Unless otherwise noted, use of a template to modify a spell does not increase its level.

Unlike other feats, ceremonial feats involve magic and grant supernatural abilities. Access to spell templates is just one of the many benefits that feats in this category provide. Acquiring a ceremonial feat requires not only an available feat slot, but also a daylong ritual or ceremony. The ritual takes one week to prepare and requires special supplies and ingredients costing 100 gp. (This cost does not apply to a ceremonial feat taken at 1st level because the ritual is assumed to have occurred before the character enters play.)

SAMPLE SPELL TEMPLATES

A character who has access to more than one spell template can add multiple templates to a given spell, as long as all of them are applicable to that spell and she can pay all the costs. Unless otherwise specified, a spell template that applies a special effect to a spell does so only once, regardless of how many separate effects the spell produces. For example, if a spellcaster uses the ghost touch template on a *scorching ray* spell (which fires up to three rays), the ghost touch effect applies only to the first ray.

The following format is used to present spell template information.

Name

The description of the spell template discusses its origin, effect, and the kind of spells to which it can be applied. For example, some templates work only with spells that deal hit point damage, some with spells of a certain school or subschool, some with single-target spells, and so forth. Any physical effects that use of the template may have on the spellcaster are also noted here.

Cost: This cost must be applied each time the spell template comes into play. Costs might be material components of a certain value, or they might be verbal or somatic components that cannot be modified (or negated) by any means, including metamagic feats. For example, the Silent Spell Feat cannot be applied to a spell with a verbal component that cannot be modified. Material components are consumed unless the component is specified as a material focus.

Prerequisite: This entry describes the ways in which the spell template can be acquired. In most cases, a spell template is acquired by taking the requisite ceremonial feat.

BLOODTHIRSTY [CEREMONIAL]

After a daylong ritual involving you and at least six others, one of whom must be a necromancer, you gain mastery of the blood.

Benefit: You may apply the bloodleech template to your spells. If you have cast a bloodleech spell in the past 24 hours, you heal naturally at an accelerated rate, recovering hit points equal to twice your character level with a night of rest, or three times your character level with an entire day and night of rest.

BLOODLEACH [SPELL TEMPLATE]

Using methods taught by the spirits of slain necromancers, you draw strength from those you wound with your spells. Your veins throb and pulse visibly when you cast a bloodleech spell.

This template can be added to any spell that deals hit point damage. The spell deals an additional 1d6 points of damage to one living target of the caster's choice, and the caster is instantly healed of damage equal to this bonus amount. If the chosen target is immune to the type of damage the spell deals or does not suffer the damage for some reason, the caster does not heal any hit points.

Using a bloodleech spell against another sentient creature is considered an evil act.

Cost: Verbal component (a specific, guttural, evil-sounding word or phrase) that cannot be modified and a material component (a ruby worth at least 25 gp).

Prerequisite: Bloodthirsty (ceremonial feat)

Dragon Magazine #: 311 (Arcane Alterations – Templates for Spells)

ELEMALEFIC SPELLCASTER [CEREMONIAL]

After a daylong ritual involving an invocation to angry elemental spirits, you can call upon their rage to enhance your spells.

Benefit: You may apply the elemalefic template to your spells. You also gain a +2 bonus on Survival checks made while you are on any of the four elemental planes.

ELEMALEFIC [SPELL TEMPLATE]

You have learned how to capture minor elemental spirits and trap them in your spells. A spell amplified by the elemalefic template seems to form frowning skulls, grasping claws, or screaming faces of the appropriate energy type within its area.

This template can be added to any spell that deals energy damage (acid, cold, electricity, fire, or sonic). After the spell's normal duration expires, or after its damage is dealt, elemental spirits plague all creatures damaged by the spell for a number of additional rounds equal to the spell's level. This residual energy deals 1d4 points of damage per round of the same energy type as the spell itself dealt. For instance, a creature damaged by an elemalefic ice storm takes 1d4 points of residual cold damage per round for 4 rounds after the spell's duration expires. The spell is still considered to be in effect for the purpose of *dispel magic*.

A spell with this template gains the appropriate energy descriptor (the acid descriptor for an elemalefic acid spell, the cold descriptor for an elemalefic cold spell, and so forth).

Cost: Material component (worth 50 gp) that is specific to the energy type, as follows: a few drops of black dragon drool (acid), diamond dust (cold), a star made of woven copper wire (electricity), ruby dust (fire), or a golden tuning fork (sonic).

Prerequisite: Elemalefic Spellcaster (ceremonial feat)

Dragon Magazine #: 311 (Arcane Alterations – Templates for Spells)

ETHEREAL TENDRIL [CEREMONIAL]

After a daylong ceremony in which you sacrifice and devour an ether scarab (described in Monster Manual III, you can imbue your spells with the power to strike incorporeal foes.

Benefit: You may apply the ghost touch template to your spells. You also gain the ability to move at normal speed (instead of half speed) when traveling on the Ethereal Plane.

GHOST TOUCH [SPELL TEMPLATE]

You establish a link with the Ethereal Plane. A barely visible, silvery aura briefly surrounds you while you're casting a ghost touch spell.

The ghost touch template can be added to any spell with one or more targets. Spells with this template gain the ghost touch property and are not subject to the 50% miss chance that normally applies against an incorporeal target.

Cost: Material component (silver orb worth at least 50 gp).

Prerequisite: Ethereal Tendril (ceremonial feat)

Dragon Magazine #: 311 (Arcane Alterations – Templates for Spells)

INVIGORATING SPELLCASTER [CEREMONIAL]

After completing a daylong ritual involving you and six clerics, you can cast healing spells that have additional invigorating powers.

Benefit: You may apply the invigorating template to your spells. You also gain a +2 bonus on all Heal checks.

INVIGORATING [SPELL TEMPLATE]

You unlock ancient methods of manipulating divine healing energy. Your eyes turn white while you are casting an invigorating spell.

This template can be added to any spell that heals hit point damage. In addition to healing damage normally, an invigorating spell can remove any or all of the following conditions affecting the target(s): dazed, exhausted, fatigued, sickened, and stunned. You specify which conditions are to be removed when you cast the spell.

Cost: Verbal component (recitation of an ancient healing incantation) that cannot be modified.

Prerequisite: Invigorating Spellcaster (ceremonial feat)

Dragon Magazine #: 311 (Arcane Alterations – Templates for Spells)

SPELLBINDER [CEREMONIAL]

Upon completing a daylong ceremony during which you and the other six participants are shackled together at the ankles, you master the ability to inhibit others' movements with your magic.

Benefit: You may apply the shackled template to your spells. You also gain a +2 bonus on Use Rope checks made to bind a creature.

SHACKLED [SPELL TEMPLATE]

You have learned how to harness the residual, wasted energy of a spell and use it to hinder the mobility of your targets. The spell energies unleashed by a shackled spell tend to linger even after the spell's effects have taken hold.

This template can be added to any spell with a duration other than instantaneous or permanent. In addition to its normal effects, a shackled spell causes each target to move at one-half its normal speed (rounded to the next 5-foot increment) for the entire duration of the spell. If applied to a spell that itself reduces speed (such as slow), the effects are

cumulative. Any reduction in speed also affects jumping distance, as normal.

Cost: Somatic component (a grasping hand gesture) that cannot be modified, a material focus (a set of silver shackles worth at least 100 gp), and material component (a golden key worth at least 25 gp). Spells of 9th level are not affected by this template.

Prerequisite: Spellbinder (ceremonial feat)

Dragon Magazine #: 311 (Arcane Alterations – Templates for Spells)

SPELLSTRIKE [CEREMONIAL]

After a daylong ceremony involving you and at least six monks, you gain the power to knock down foes with your spells.

Benefits: You may apply the concussive template to your spells. You also gain a +2 bonus on Concentration checks made to ignore vigorous, violent, or extraordinarily violent motion while casting spells (see Concentration in the Magic chapter of the *PLAYER'S HANDBOOK* for details).

CONCUSSIVE [SPELL TEMPLATE]

You have learned how to direct your destructive spells so that they strike with maximum force. Concussive spells are louder than normal and seem to strike with greater impact.

This template can be added to any spell that deals hit point damage. Any creature damaged by a concussive spell must succeed on a Balance check (DC 10 + caster level) or be knocked prone by the impact of the spell.

Cost: Somatic component (thrusting hand gestures) that cannot be modified and a material component (a pearl worth at least 25 gp).

Prerequisite: Spellstrike (ceremonial feat)

Dragon Magazine #: 311 (Arcane Alterations – Templates for Spells)

SUPERIOR SUMMONS [CEREMONIAL]

After completing a daylong ritual attended by six others, at least one of whom is a conjurer, you gain the ability to summon more powerful creatures than normal and establish a magical connection with them.

Benefits: You may apply the champion template to your spells. Furthermore, you cast conjuration (summoning) spells at +1 caster level.

CHAMPION [SPELL TEMPLATE]

You have learned ancient magical techniques for imbuing summoned monsters with greater power. Creatures summoned via champion spells appear slightly larger and more powerful than typical specimens of their kind.

This template can be added to any conjuration (summoning) spell that summons one or more creatures. All creatures summoned with a champion spell have maximum hit points. Furthermore, you may cast spells with a range of "touch" on any creatures you have summoned without actually needing to touch them, provided that they are within your line of sight. For example, you could cast a *blur* spell on a creature you have summoned even if it's standing 30 feet away from you. All other parameters (such as range, number of targets, and the like) of a touch spell used in this manner still apply normally.

Cost: Material component (a topaz worth at least 250 gp)

Prerequisite: Superior Summons.

Dragon Magazine #: 311 (Arcane Alterations – Templates for Spells)



CHAOS FEATS

Whether a scion of anarchy, a character driven mad by witnessed horrors, or simply someone who enjoys his freedom, chaos takes many forms among the living. Powerful beings who actively promote chaos – or those who embody it, heart and soul – sometimes grant mortals a beneficial taste of elemental chaos. This boon often comes in the form of an anarchic feat.

Anarchic feats are the chaotic equivalent of vile feats from the *Book of Vile Darkness* and exalted feats from the *Book of Exalted Deeds*.

Only intelligent characters of chaotic alignment who wholeheartedly embrace a chaotic lifestyle can gain anarchic feats, and only as a gift from powerful agents of chaos-deities, demons, eladrin, slaadi, or similar creatures. These feats are thus supernatural in nature rather than extraordinary abilities. In some cases, a ritual must be performed; often this simply requires the character to perform an act against his best interests simply for the sake of causing chaos, but your DM may require a more campaign-specific requirement.

A character must have the DM's permission to take an anarchic feat.

Aura of Chaos: A character with at least one anarchic feat radiates an aura of chaos with a power equal to his character level (see the detect chaos spell), as if he were a cleric of a chaotic deity.

CHAOS MUSIC [ANARCHIC]

The power of chaos improves your bardic music ability. Your performance becomes frenetic and completely discordant. Something about it speaks to some forgotten aspect of your primal consciousness.

Prerequisites: Perform 4 ranks, bardic music ability.

Benefit: Your effective bard level increases by +4 for the purposes of determining which bardic music abilities you can use. This feat can't increase your effective bard level beyond your Hit Dice. However, if you can't benefit from the full bonus immediately, but you later gain nonbard Hit Dice, you may apply the rest of the bonus.

For example, a human 5th-level bard/3rd-level fighter who selects this feat would increase his effective bard level from 5th to 8th (since he has 8 HD), allowing him to use the suggestion ability and increasing his inspire courage bonus to +2. If he later gained another nonbard level, he would gain the remainder of the bonus and his effective bard level for bardic music abilities would become 9th (since he now has 9 HD).

This does not affect your spells per day or spells known. It only increases your effective bard level in regards to using your bardic music ability.

Dragon Magazine #: 326 (Heroic Feats – Chaos Feats)

CHAOS RAGE [ANARCHIC]

The power of chaos improves your rage ability. While raging, your muscles shudder with uncontrolled energy as the spirit of chaos pushes you past your natural physical extremes.

Prerequisite: Intimidate 4 ranks, ability to enter a rage.

Benefit: Your effective barbarian level increases by +4 for the purposes of your rage ability. This feat can't increase your effective barbarian level beyond your Hit Dice. However, if you can't benefit from the full bonus immediately, but you

later gain nonbarbarian Hit Dice, you may apply the rest of the bonus.

For example, a human 8th-level barbarian/3rd-level fighter who selects this feat would increase his effective barbarian level from 8th to 11th (since he has 11 HD), allowing him access to greater rage. If he later gained another nonbard level, he would gain the remainder of the bonus and his effective barbarian level would become 12th (since he now has 12 HD), granting him the ability to rage four times per day.

This does not affect your trap sense, uncanny dodge, or any other barbarian class feature. It only increases your effective barbarian level in regards to using your rage ability.

Dragon Magazine #: 326 (Heroic Feats – Chaos Feats)

FLEXIBLE MIND [ANARCHIC]

You have a special knack for particular skills.

Benefit: Choose two skills you have ranks in. The chosen skills are always considered class skills for you. In addition, you receive a +1 bonus on all checks involving these skills.

Dragon Magazine #: 326 (Heroic Feats – Chaos Feats)

WILD TOUCH [ANARCHIC]

You gain limited control over magic items that grant random effects.

Prerequisite: Use Magic Device 8 ranks.

Benefit: When determining the effect produced by a magic item that requires a random roll, you may roll twice and choose the result you prefer. When determining the effect produced by a magic deck of cards that requires a random draw, you may draw two cards at a time and choose the card you prefer (the other card is shuffled back into the deck as if it were not drawn). If you cause a mishap when attempting to read a scroll, you can choose which of two possible mishaps actually occurs. In all three cases, the DM should explain the choices to the player.

You may only use the effects of this feat once per day.

Dragon Magazine #: 326 (Heroic Feats – Chaos Feats)

CORE INITIATE FEATS

Initiate feats are gateways to unique spells that deities grant their most faithful servants. While all of these feats require a character to be able to cast divine spells of a specific level and have a patron deity, the DM might add additional campaign-specific requirements. For example, to become an initiate of Boccob, one might have to create a magic item and sanctify it in Boccob's name, research a new spell, or perform a similarly pious act (see “Core Beliefs: Boccob” in DRAGON #338 for more possibilities).

Some of these initiate feats grant access to new spells found in DRAGON #342. New spells are marked with an asterisk.

Currently, initiate feats appear for many deities of the FORGOTTEN REALM's pantheon in PLAYER'S GUIDE TO FAERÛN and for EBERRON's druids in the EBERRON CAMPAIGN SETTING.

INITIATE OF BOCCOB [INITIATE]

Your strong faith in Boccob grants you special powers.

Prerequisites: Ability to cast 3rd level divine spells, patron deity Boccob.

Benefits: You can make all Knowledge checks untrained. You also cast all divination spells at +1 caster level (this stacks with the bonus provided by the Knowledge domain's granted power).

In addition, you may add the following spells to one of your divine spell lists

Level	Spells
1st	<i>Memory Jar</i> *: The target gains a bonus on Knowledge checks.
2nd	<i>Identify</i> : Determines properties of magic items.
4th	<i>Research Aid</i> *: Get assistance when performing research.

Special: *Identify* also appears on the Magic domain spell list. With this feat, you can cast it as a regular cleric spell, not just as a domain spell.

Dragon Magazine #: 342 (The Power of Faith – Initiate Feats of the Core Deities)



INITIATE OF EHLONNA [INITIATE]

Your strong faith in Ehlonna grants you special power.

Prerequisites: Ability to cast 3rd-level divine spells, patron deity Ehlonna.

Benefits: Once per day you may cast *pass without trace* upon yourself as a spell-like ability.

In addition, add Handle Animal and Survival to the skill list of one of your divine spellcasting classes.

In addition, you may add the following spells to one of your divine spell lists.

Level	Spells
1st	<i>Longstrider</i> : Your speed increases by 10 ft.
3rd	<i>Snare</i> : Creates a magic booby trap.
4th	<i>Commune with Nature</i> : Learn about terrain for 1 mile/level.
8th	<i>Animal Shapes</i> : One ally/level polymorphs into chosen animal.

Dragon Magazine #: 342 (The Power of Faith – Initiate Feats of the Core Deities)

INITIATE OF ERYTHNUL [INITIATE]

Your strong faith in Erythnul grants you special powers.

Prerequisites: Ability to cast 4th-level divine spells, patron deity Erythnul.

Benefits: Any time you kill a creature with a critical hit you gain the benefits of the spell *death knell*. This effect does not function if the critical hit is made as part of a coup de grace. In addition, the creature must be reduced to -10 hp with the critical hit, not merely rendered unconscious.

In addition, you may add the following spells to one of your divine spell lists

Level	Spells
2nd	<i>Cause Fear, Greater</i> *: As <i>cause fear</i> , but affects up to 15 HD.
5th	<i>Erythnul's Slaughter</i> *: Doubles critical threat ranges and prevents stabilization.
6th	<i>Rage, Mass</i> *: As <i>rage</i> , but affects one subject level.

Dragon Magazine #: 342 (The Power of Faith – Initiate Feats of the Core Deities)

INITIATE OF FHARLANGHN [INITIATE]

Your strong faith in Fharlanghn grants you special powers.

Prerequisites: Ability to cast 3rd-level divine spells, patron deity Fharlanghn.

Benefits: Your base land speed increases by +10 feet.

In addition, you may add the following spells to one of your divine spell lists.

Level	Spells
1st	<i>Alarm</i> : an area for 2 hours/level.
1st	<i>Expeditious Retreat</i> : Your speed increases by 30 ft.
4th	<i>Dimension Door</i> : Teleports you a short distance.
7th	<i>Phase Door</i> : Creates an invisible passage through wood or stone

Dragon Magazine #: 342 (The Power of Faith – Initiate Feats of the Core Deities)

INITIATE OF HEIRONEOUS [INITIATE]

Your strong faith in Heironeous grants you special powers.

Prerequisites: Ability to cast 3rd-level divine spells, patron deity Heironeous

Benefits: When fighting with a longsword, you deal an extra 1d4 points of damage against evil targets; if the target possesses an aura of evil or is an evil-aligned outsider you instead deal 1d6 extra points of damage.

In addition, you may add the following spells to one of your divine spell lists.

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Level	Spells
2nd	<i>Mark of Justice, Lesser</i> [*] : Designate action that will trigger curse on subject.
3rd	<i>Bless, Greater</i> [*] : Allies gain +1 per 4 levels on attack rolls and saves against fear.
4th	<i>Righteousness of Heironeous</i> [*] : You deal extra damage against evil targets.

Dragon Magazine #: 342 (The Power of Faith – Initiate Feats of the Core Deities)

INITIATE OF HEXTOR [INITIATE]

Your strong faith in Hextor grants you special powers.

Prerequisites: Ability to cast 3rd-level divine spells, patron deity Hextor.

Benefits: When fighting with a flail, you deal an extra 1d4 points of damage against good targets: if the target possesses an aura of good or is a good-aligned outsider you instead deal 1d6 extra points of damage.

In addition, you may add the following spells to one of your divine spell lists.

Level	Spells
2nd	<i>Scare</i> : Panics creatures of less than 6 HD.
4th	<i>Bane, Greater</i> [*] : Enemies gain -1 per 4 levels on attack rolls and saves against fear.
4th	<i>Wrath of Hextor</i> [*] : You deal extra damage against good targets.

Dragon Magazine #: 342 (The Power of Faith – Initiate Feats of the Core Deities)

INITIATE OF KORD [INITIATE]

Your strong faith in Kord grants you special powers.

Prerequisites: Ability to cast 2nd-level divine spells, patron deity Kord.

Benefits: You get a +4 size modifier on bull rush, disarm, grapple, overrun, sunder, and trip attempts.

In addition, you may add the following spells to one of your divine spell lists.

Level	Spells
1st	<i>Kord's Power Surge</i> [*] : Receive a bonus on Strength-based ability checks and skills.
2nd	<i>Kord's Greeting</i> [*] : Bonuses for charging double and penalties reduce to half.
4th	<i>Champion of Kord</i> [*] : Receive bonuses on acts of strength

Dragon Magazine #: 342 (The Power of Faith – Initiate Feats of the Core Deities)

INITIATE OF NERULL [INITIATE]

Your strong faith in Nerull grants you special powers.

Prerequisites: Ability to cast 4th-level divine spells, patron deity Nerull.

Benefits: When using your Death domain granted power, you may roll d8s instead of d6s to determine the damage.

In addition, you may add the following spells to one of your divine spell lists.

Level	Spells
2nd	<i>Cause Fear, Greater</i> [*] : As cause fear, but affects creatures up to 15 HD
3rd	<i>Nerull's Scythe</i> [*] : You bring a magical scythe into existence
9th	<i>Wail of the Banshee</i> : Kills one creature/level.

Special: *Wail of the banshee* also appears on the Death domain spell list. With this feat, you can cast it as a regular cleric spell, not just a domain spell.

Dragon Magazine #: 342 (The Power of Faith – Initiate Feats of the Core Deities)

INITIATE OF OBAD-HAI [INITIATE]

Your strong faith in Obad-Hai grants you special powers.

Prerequisites: Ability to cast 3rd-level divine spells, patron deity Obad-Hai.

Benefits: You can "lose" a prepared spell to spontaneously cast any *summon nature's ally* spell of the same level or lower, just as a druid, in addition to cure spells.

In addition, you may add the following spells to one of your divine spell lists.

Level	Spells
1st	<i>Summer Breezes</i> [*] : Cools you in uncomfortable environments
2nd	<i>Spontaneous Combustion</i> [*] : Target touched catches fire
3rd	<i>Quicksand</i> [*] : Creates an area of quicksand
5th	<i>Waves of Destruction</i> [*] : Seawater crashes down upon your targets.

Dragon Magazine #: 342 (The Power of Faith – Initiate Feats of the Core Deities)

INITIATE OF OLIDAMMARA [INITIATE]

Your strong faith in Olidammara grants you special powers.

Prerequisites: Ability to cast 2nd-level divine spells, patron deity Olidammara.

Benefits: Add Gather Information, Sleight of Hand, and Tumble to the skill list of one of your divine spellcasting classes.

In addition, you may add the following spells to one of your divine spell lists. These spells appear in "Core Beliefs: Olidammara" on page 82 of Dragon Magazine #342.

Level	Spells
1st	<i>Festival Feast</i> : Creates delicious food for 3 humans/level.
2nd	<i>Olidammara's Bard Spell</i> : You can prepare spells from the bard spell list
3rd	<i>Olidammara's Carapace</i> : Creates a protective shell around you.

Dragon Magazine #: 342 (The Power of Faith – Initiate Feats of the Core Deities)

INITIATE OF PELOR [INITIATE]

Your strong faith in Pelor grants you special powers.

Prerequisites: Ability to cast 3rd-level divine spells, patron deity Pelor.

Benefits: You receive a +2 sacred bonus on turning checks and turning damage rolls.

In addition, you may add the following spells to one of your divine spell lists.

Level	Spells
1st	<i>True Turning</i> [*] : You gain bonuses on your next turn undead attempt.
3rd	<i>Bless, Greater</i> [*] : Allies gain +1 per 4 levels on attack rolls and saves against fear.
4th	<i>Immolate the Wicked</i> [*] : Undead you have turned burst into flames.

Dragon Magazine #: 342 (The Power of Faith – Initiate Feats of the Core Deities)

INITIATE OF ST. CUTHBERT [INITIATE]

Your strong faith in St. Cuthbert grants you special powers.

Prerequisites: Ability to cast 3rd-level divine spells, patron deity St. Cuthbert.

Benefits: You can generate the protective ward granted by the Protection domain ability once per day per four cleric levels.

In addition, you may add the following spells to one of your divine spell lists.

Level	Spells
2nd	<i>Mark of Justice, Lesser</i> [*] : Designates action that will trigger a curse on the subject.
3rd	<i>Retributive Strike</i> [*] : You gain an attack of opportunity when attacked.
7th	<i>Spell Turning</i> : Reflects 1d4+6 spell levels back at caster.

Dragon Magazine #: 342 (The Power of Faith – Initiate Feats of the Core Deities)

INITIATE OF VECNA [INITIATE]

Your strong faith in Vecna grants you special powers.

Prerequisites: Ability to cast 3rd-level divine spells, patron deity Vecna.

Benefits: You can use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of your cleric level. For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.

In addition, you may add the following spells to one of your divine spell lists.

Level	Spells
3rd	<i>Vecna's Courier</i> [*] : Deliver secrets without fear of having them revealed.
4th	<i>Arcane Eye</i> : Invisible floating eye moves 30 ft./level
6th	<i>Eyebite</i> : Target becomes panicked, sickened, and comatose.

Dragon Magazine #: 342 (The Power of Faith – Initiate Feats of the Core Deities)

INITIATE OF WEE JAS [INITIATE]

Your strong faith in Wee Jas grants you special powers.

Prerequisites: Ability to cast 3rd-level divine spells, patron deity Wee Jas.

Benefits: You can, as a standard action, spend one of your turning attempts to release a wave of energy in a 20-foot radius. If you channel positive energy, this wave deals 1d6 points of damage per two cleric levels you possess to undead creatures. A successful Will save halves this damage (DC = 10 + 1/2 your cleric level + Cha modifier). If you channel negative energy, this wave cures 1d6 points of damage per cleric levels you possess to undead creatures. Hit points cured in excess a creature's normal hit point total are lost.

In addition, you may add the following spells to one of your divine spell lists.

Level	Spells
2nd	<i>Disguise Undead</i> : Changes the appearance of one corporeal undead.
5th	<i>Magic Jar</i> : Enables possession of another creature.
6th	<i>Circle of Death</i> : Kills 1d4/level HD of creatures.

Dragon Magazine #: 342 (The Power of Faith – Initiate Feats of the Core Deities)

DIVINE FEATS

In keeping with the idea of expanding the options of all classes, the feats in this category share characteristics that make them unavailable to single-class fighters. First, they all have as a prerequisite the ability to turn or rebuke undead. Thus, they are open to clerics, paladins of 3rd level or higher, and a member of any prestige class or any creature that has that ability.

Second, the force that powers a divine feat is the ability to channel positive or negative energy to turn or rebuke undead. Each use of a divine feat costs a character a minimum of one turn or rebuke attempt from her number of attempts each day. If you don't have any turn or rebuke attempts left, you can't use a divine feat. Turning or rebuking undead is a standard action (unless you have a special ability that says otherwise). These feats often take a standard action to activate, but may require other types of actions as specified. Regardless, you may activate only one divine feat (or use the ability to turn or rebuke undead once) per round, though overlapping durations may allow you the benefits of more than one divine feat at a time.

Third, turning or rebuking undead is a supernatural ability and a standard action that does not provoke an attack of opportunity and counts as an attack. Activating a divine feat is also a supernatural ability and does not provoke an attack of opportunity unless otherwise specified in the feat description. Activating a divine feat is not considered an attack unless the feat's activation could be the direct cause of damage to a target. Improved Smiting, for example, adds 1d6 points of damage to a smite attack, but does not directly deal damage to an opponent upon its activation. It is not itself an attack.

Paladins in particular should consider these feats. Because the paladin's turning ability remains behind the cleric's throughout the paladin's career, a paladin who chooses one or two divine feats has more options than just turning undead.

AURA OF LIFE ENERGY [DIVINE]

You can produce a blast of energy that wreaks havoc on undead.

Prerequisites: Knowledge (religion) 7 ranks, ability to turn undead.

Benefit: You can spend a turn attempt as a standard action to create a 20-foot-radius burst of positive energy centered on you. All undead caught within the burst take 1d8 points of damage +1 point of damage per two cleric levels. This is a positive energy effect although it does not heal living creatures.

Suggested Class/Race: Cleric

Dragon Magazine #: 334 (Class Acts – Variant Turning)

CORONA [DIVINE]

By channeling positive energy you can blast your foes with holy light.

Prerequisites: Knowledge (religion) 4 ranks, ability to turn undead.

Benefit: You can spend a turn attempt as a standard action to create a flash of light that blasts forth into a 20-foot-radius burst centered on you. Undead creatures in the area that are susceptible to sunlight (such as bodaks, vampires, and wraiths) become frightened for 1d4 rounds unless they succeed at a Will save (DC 10 + 1/2 your character level +

your Charisma modifier).

Suggested Class/Race: Cleric

Dragon Magazine #: 334 (Class Acts – Variant Turning)

HAUNTING WEAPONS [DIVINE]

You have learned the secrets of imbuing weapons with the ability to affect restless spirits.

Prerequisites: Knowledge (religion) 4 ranks, Knowledge (the planes) 4 ranks, ability to turn or rebuke undead.

Benefit: You can spend a turn or rebuke attempt as a standard action to grant the melee weapons (including natural weapons) of all allies (including yourself) within a 30-foot burst the ghost touch special ability. Such weapons count as either corporeal or incorporeal at any given time, whichever is more beneficial to the wielder. The effect lasts until the end of your next turn.

Suggested Class/Race: Cleric

Dragon Magazine #: 334 (Class Acts – Variant Turning)

HOLY CALLING [DIVINE]

You are able to channel divinely infused life energy that calls to the endless hunger of the undead like a siren's song.

Prerequisites: Cha 15, ability to turn undead.

Benefit: As a standard action you may use a turn or rebuke attempt to goad an undead opponent within 60 feet that has line of effect to you. The goaded undead must make a Will save (DC 10 + 1/2 your character level + your Charisma modifier). If the undead fails its save, you are the only creature it can attack for 1d4 rounds. If it kills you, knocks you unconscious, loses sight of you, or otherwise is unable to make attacks against you, it may make any remaining attacks against other foes, as normal. The undead attacks you in the most efficient way possible, whether through melee or ranged attacks, spells, or other abilities. It may cast spells that affect an area as long as you are within the spell's area. The undead may continue to use appropriate tactics, avoiding attacks of opportunity and the like, but it can only attack you regardless of the actions of your allies.

Suggested Class/Race: Cleric

Dragon Magazine #: 334 (Class Acts – Variant Turning)

IMBUE WEAPON [DIVINE]

Your channeled energy lets you strike a particular foe with greater power.

Prerequisites: Extra Turning, the ability to turn or rebuke undead.

Benefit: As a standard action, you may imbue your weapon with divine wrath and designate a target opponent. Whenever you attack the designated opponent with the imbued weapon, you gain a bonus on your attack and damage rolls equal to +1 per four cleric levels you possess (minimum +1). The weapon remains imbued for a number of rounds equal to the bonus you grant it.

Dragon Magazine #: 343 (Class Acts – Pious Extension)

EXALTED FEATS

Only intelligent characters of good alignment and the highest moral standards can acquire exalted feats, and only as a gift from powerful agents of good—deities, celestials, or similar creatures. These feats are thus supernatural in nature (rather than being extraordinary abilities, as most feats are).

A character must have the DM's permission to take an exalted feat. In many cases, a ritual must be performed; often this simply amounts to a character swearing a sacred vow, for example, in the presence of a celestial being. A character who willingly and willfully commits an evil act loses all benefits from all his exalted feats. She regains these benefits if she atones for her violations (see Sin and Atonement in Chapter 1 of the *BOOK OF EXALTED DEEDS*).

Aura of Good: A character with at least one exalted feat radiates an aura of good with a power equal to her character level (see the *detect good* spell), as if she were a paladin or a cleric of a good deity.

NEMESIS [EXALTED]

You are the holy bane of creatures of a particular type.

Prerequisite: Favored enemy class ability.

Benefit: Choose one of your favored enemies. You can sense the presence of creatures of this type within 60 feet, as well as pinpoint their exact location (distance and direction) relative to you. Normal barriers and obstructions do not block this supernatural ability, allowing you to sense the presence and location of creatures behind doors or walls, for example. This ability does not allow you to see an invisible or hidden creature (although you can still discern its location).

In addition to sensing the presence of your favored enemy, you deal +1d6 points of damage on weapon attack rolls made against evil representatives of the favored enemy creature type.

Note: Only intelligent creatures of good alignment and the highest moral standards can acquire exalted feats, and only as a gift from powerful agents of good. All exalted feats are supernatural. A character with at least one exalted feat radiates an aura of good with a power equal to his character level.

Special: You can choose this feat multiple times. Its effects do not stack. Each time you select this feat, it applies to a different favored enemy.

For neutral or evil sworn slayers (see *Dragon Magazine* #324), the granted bonus feat loses its exalted feat status and becomes a regular feat. Nongood sworn slayers do not radiate an aura of good.

Dragon Magazine #: 324 (Gaining Prestige – The Sworn Slayer)

PURIFY SUMMONING [EXALTED]

Your summoned creatures become sanctified and good.

Prerequisites: Spell Focus (conjuraton), Augment Summoning, good alignment.

Benefit: Each creature you conjure with any *summon* spell gains the good subtype, and creatures that are not already good in alignment become good.

Dragon Magazine #: 353 (Princes of Elemental Good – The Archomental, Part II)



GENERAL FEATS

A feat is a special feature that either gives your character a new capability or improves one he or she already has. For example, Lidda (a halfling rogue) chooses to start with the Improved Initiative feat at 1st level. That feat gives her a +4 bonus to her initiative check results. At 3rd level (see Table 3–2: Experience and Level-Dependent Benefits, *PLAYER'S HANDBOOK*, page 22), she gains a new feat and chooses Dodge. This feat allows her to avoid the attacks of an opponent she selects by improving her Armor Class against that opponent.

Unlike a skill, a feat has no ranks. A character either has a feat or does not.

ABILITY ENHANCER [GENERAL]

Your helpful transmutation spells aid you more than normal.

Prerequisites: Spell Focus (transmutation), transmuter level 1st.

Benefit: Any transmutation spell you cast that enhances ability scores increases the ability scores by +2 more than it normally does. For example, casting bull's strength with this feat grants the subject a +6 enhancement bonus to Strength, instead of the usual +4 enhancement bonus.

Dragon Magazine #: 325 (Heroic Feats – Getting Schooled)

ABJURATIVE POTENCY [GENERAL]

You cast more effective protective spells.

Prerequisites: Spell Focus (abjuration), abjurer level 1st.

Benefit: Any abjuration spell you cast that provide a bonus to Armor Class adds a bonus +1 higher than normal. For example, an abjurer with this feat who casts shield gains a +5 shield bonus instead of a +4 shield bonus.

Dragon Magazine #: 325 (Heroic Feats – Getting Schooled)

ACROBATIC SKIRMISHER [GENERAL]

You can skirmish while performing daring acts of acrobatics.

Prerequisite: Dex 13, Tumble 5 ranks, skirmish ability.

Benefit: When you successfully make a Tumble check to avoid attacks of opportunity while moving through a square occupied by an opponent, your skirmish damage against that opponent increases by +1d6 points of damage until the beginning of your next turn.

Special: A scout may select Acrobatic Skirmisher as one of his scout bonus feats (see page 12 of *Complete Adventurer*).

Suggested Class/Race: Scout

Dragon Magazine #: 346 (Class Acts – Scout Feat and Options)

ACROBATIC SKIRMISHER, IMPROVED

[GENERAL]

Your exceptional training and dedication has expanded your ability to skirmish while avoiding the enemy's blows, allowing you to deal potentially crippling damage while tumbling around your foes.

Prerequisite: Dex 13, Tumble 10 ranks, Acrobatic Skirmisher, skirmish ability.

Benefit: When you successfully make a Tumble check to avoid attacks of opportunity while moving through a square occupied by an opponent, your skirmish damage against that opponent increases by +2d6 points of damage until the beginning of your next turn. This overlaps (does not stack with) the damage increase from Acrobatic Skirmisher.

Special: A scout may select Improved Acrobatic Skirmisher as one of his scout bonus feats.

Suggested Class/Race: Scout

Dragon Magazine #: 346 (Class Acts – Scout Feat and Options)



AID GIVER [GENERAL]

You can aid all of your allies to a much greater effect.

Prerequisites: Combat Expertise, Dodge, Power Attack.

Benefit: As a full-round action, you can use the aid another action to aid every ally adjacent to you. Your allies all gain a +2 bonus on attack rolls or a +2 bonus to Armor Class, depending on the type of aid you give.

Normal: As a standard action you can aid one ally.

Special: A fighter may select Aid Giver as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

Dragon Magazine #: 343 (Class Acts – The Tide of Battle)

ANTI-PSIONIC MAGIC [GENERAL]

Your spells work better against psionics and psionic creatures than they normally would.

Prerequisite: Spellcraft 5 ranks.

Benefit: Whenever you cast a spell that would affect a creature with psionic power resistance, you get a +2 bonus on your level check to overcome that power resistance. This bonus stacks with that gained from the Spell Penetration or Greater Spell Penetration feat, but it applies only to checks made to overcome psionic power resistance, not spell resistance. Furthermore, when a psionic creature tries to dispel one of your spells with a psionic ability (such as *negate psionics*), the DC is 13 + your caster level.

Normal: Psionics and magic work the same in most campaigns, and both forms of resistance (psionic power resistance and spell resistance) protect against both kinds of effects. In the same manner, *dispel magic* can dispel psionics as well as magic, and *negate psionics* can remove spells as well as psionic effects. A character with this feat bends that general rule without breaking it, by reducing the effectiveness of psionics against spells.

Dragon Magazine #: 309 (Campaign Components: IncurSION – A World Under Siege)

ARCANE FOCUS [GENERAL]

Through concentration and preparation your mind can hold special magical energy.

Prerequisites: Ability to cast 1st-level arcane spells.

Benefit: As long as you have at least one arcane spell slot available (either a prepared arcane spell or the ability to cast an arcane spell spontaneously), you may make a DC 20 Concentration check to gain arcane focus. This use of Concentration requires a full-round action that provokes an attack of opportunity. Once you acquire arcane focus, you remain focused until you expend it, become unconscious, fall asleep, or cast all available arcane spells.

When you have arcane focus, you may expend your focus as a swift action on any single Concentration check you make thereafter. If you expend your focus for this purpose, treat your Concentration check as if you rolled a 15 (similar to taking 10). You may expend your arcane focus in this way even if you could not normally take 10 on a skill check, such as during combat.

You may instead expend your arcane focus to activate an arcane feat you possess and gain one of the benefits of that feat.

Special: A wizard may select Arcane Focus as a wizard bonus feat.

Dragon Magazine #: 351 (Class Acts – Arcane Focus)

ARCANE FOCUS ITEM [GENERAL]

You can craft a unique signature staff or other item that serves as a focus for your magic.

Prerequisites: Craft Wondrous Item, any metamagic feat, arcane caster level 3rd.

Benefit: You create a personal arcane device that you carry with you, typically a staff but optionally another item like a pocket watch or amulet. This device serves as a focus for magical energy, improving your ability to apply metamagic effects to spells. You must hold the item in your hand in order to gain its benefits.

If you spontaneously cast spells (as a sorcerer does), three times per day the focus allows you to apply a metamagic feat to a spell without increasing its casting time.

If you prepare spells (as a wizard does), three times per day you may spontaneously convert any spell into a metamagic-enhanced version of any lower-level spell you currently have prepared. Converting a spell in this way forces you to lose the higher level spell, which must be of the appropriate spell level for the spell you cast and the metamagic feat you use. You must have the metamagic feat you wish to use in this way. For example, you may spontaneously lose a prepared *fireball* spell in order to cast an empowered *magic missile*, but only if you have both a normal *fireball* and a normal *magic missile* spell prepared.

In addition, you may treat the item as an arcane focus in place of any spell components worth 1 gp or less, and a hand in which you hold the device is considered your free hand for the purpose of casting somatic components.

You may also use magic item creation feats such as Craft Magic Arms and Armor, Craft Staff, and Craft Wondrous Item to enhance the device as an item of its type. If you lose your arcane device or it is not on you, all your spells suffer a -1 penalty to caster level until you, recover it or create a new one. If you have your device on you but aren't wearing or wielding it actively, you suffer no ill effects but neither do you gain any benefits.

Creating an arcane device costs 200 gp and takes 24 hours.

A wizard may take Arcane Focus Item as a wizard bonus feat.

Dragon Magazine #: 358 (Class Acts – Arcane Feats)

ARCANE SHORTHAND [GENERAL]

You discovered a shorthand method for recording spells in spellbooks.

Benefit: You scribe spells in a spellbook using a shorthand that lets you transcribe faster and to occupy less space than normal. This shorthand cuts in half the time required to write a spell in a spellbook. Such spells also take up half as many pages and require half as much of the special materials normally used.

The Spellcraft DC to learn or prepare a spell from a borrowed spellbook written in shorthand equals 25 + spell level.

Special: A spellbook written with this method holds more spells and is thus worth more than a normal spellbook of the same number of pages.

A wizard may take Arcane Shorthand as a wizard bonus feat.

Normal: The Spellcraft DC to learn or prepare a spell from a borrowed spellbook equals 15 + spell level.

Dragon Magazine #: 358 (Class Acts – Arcane Feats)



ARMOR DANCE [GENERAL]

Maztican armor is highly decorated with bright paints, animal skins, and dyed feathers. You are trained to use your armor to its best advantage, and you distract and misdirect your opponents with its flurry of decorations and movement.

Prerequisites: Base attack bonus +1, Perform (dance) 1 rank.

Benefit: Whenever you are wearing a suit of Maztican light armor (or similarly decorated light armor) with which you are proficient, and you make a full attack, you gain a +2 dodge bonus to Armor Class that lasts until your next action.

Special: A fighter may select Armor Dance as one of his fighter bonus feats.

Suggested Class/Race: Eagle Knight, Jaguar Knight (see article for more information)

Dragon Magazine #: 315 (Maztica – The New (Fantasy) World)

ARMOR DANCE, IMPROVED [GENREAL]

You are expert at using armor to its best advantage.

Prerequisites: Base attack bonus +2, Armor Dance, Perform (dance) 2 ranks.

Benefit: You may gain the dodge bonus provided by the Armor Dance feat while wearing Maztican medium armor (or similarly decorated medium armor). If you are wearing hide armor, the dodge bonus provided by the Armor Dance feat increases to +4.

Special: A fighter may select Improved Armor Dance as one of his fighter bonus feats.

Suggested Class/Race: Eagle Knight, Jaguar Knight (see article for more information)

Dragon Magazine #: 315 (Maztica – The New (Fantasy) World)



ASSEMBLE THE HORDE [GENERAL]

You are beloved by the people, and the common folk seek out your leadership.

Prerequisites: Leadership, character level 6th, leadership score 4 higher than your level,

Benefit: You gain a permanent +1 bonus to your Leadership score. You gain a number of additional 1st-level followers equal to the number of higher-level followers you are allowed. These additional 1st-level followers do not replace your higher-level followers. For example, a paladin with a leadership score of 18 normally can attract thirty-five 1st-level followers, three 2nd-level followers, and one follower each of 3rd and 4th levels. With this feat, she can have up to forty 1st-level followers (thirty-five plus the number of 2nd, 3rd, and 4th-level followers), three 2nd-level followers, and one follower each of 3rd and 4th levels.

Normal: You typically may only recruit followers up to the limit allowed by your Leadership score.

Dragon Magazine #: 346 (Supporting Cast – Following the Leader)

ASTRAL TRACKING [GENERAL]

You can follow tracks across the featureless wastes of the Astral Plane. In addition, you can try to determine the destination of a creature that has used a *teleport* spell or effect.

Prerequisites: Knowledge (the planes) 11 ranks, Spellcraft 8 ranks, Survival 10 ranks, Track.

Benefit: You can attempt to track a creature normally, even through the featureless wastes of the Astral Plane (base Survival DC 25). In addition, when standing at the location (on any plane) from which a creature departed by means of a teleportation spell or effect, you can determine its destination with a successful Survival check (DC 30). If you have your own means of *teleportation*, you can then teleport to that location as though you had viewed it once.

Dragon Magazine #: 309 (Campaign Components: IncurSION – A World Under Siege)

AURA OF BRAVERY [GENERAL]

Your courage is so significant that even your allies benefit from it.

Benefit: All of your allies within 10 feet gain a +2 morale bonus on saves against fear effects so long as you do not suffer from a fear effect. You do not gain this bonus.

Note: A normal fighter may not take this feat as a fighter bonus feat.

Special: A thane may select Aura of Bravery as one of his fighter bonus feats. A fighter may not take this feat as a fighter bonus feat.

Suggested Class/Race: Thane (see article for more information)

Dragon Magazine #: 323 (Class Acts – The Thane)

BACKSTAB [GENERAL]

You can strike quickly when your opponent's back is turned.

Prerequisite: Combat Reflexes.

Benefit: Once per round, you may make an attack of opportunity against an opponent you flank who attacks a target other than you.

Special: A fighter may select Backstab as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

Suggested Class/Race: Rogue

Dragon Magazine #: 340 (Class Acts – Opportunists)

BATTLE HARDENED [GENERAL]

You can fight multiple opponents and cause them to get into each other's way.

Prerequisites: Base attack bonus +4.

Benefit: When adjacent to two or more opponents who threaten you, you gain a +1 circumstance bonus to your Armor Class.

Special: A fighter may select Battle Hardened as one of his fighter bonus feats.

Dragon Magazine #: 343 (Class Acts – The Tide of Battle)

BEAST STRIKE [GENERAL]

Your martial training makes full use of your natural weapons in unarmed combat.

Prerequisites: Base attack bonus +5, Improved Unarmed Strike, claw or slam attack.

Benefit: When you make an unarmed strike or grapple check to deal damage, you may add your claw or slam damage to your unarmed strike or grapple damage.

Special: A fighter may select Beast Strike as a fighter bonus feat.

Dragon Magazine #: 355 (Dragonmarks – Way of the Shackled Beast)



BETRAYAL OF THE SPIRIT LINKED [GENERAL]

A being of pure malice and darkness seduced you into the ultimate treachery: you murdered your

own familiar. Now a twisted, undead mockery walks in its place.

Prerequisites: Ability to prepare and cast *animate dead*, required sacrifice.

Sacrifice: You must kill your own familiar and animate it as either a zombie or skeleton (your choice). Due to the intervention of your patron you suffer none of the ill effects normally incurred by the death of a familiar. Even if you subsequently repent and try to summon a new familiar only another undead creature answers your call.

Benefit: Your familiar gains either the zombie or skeleton template. Its abilities and qualities alter to conform with the template (see pages 225 and 265 of the *Monster Manual*). You no longer gain the special ability it once granted you (such as the +3 on Listen checks granted by a bat) and as a mindless undead it never develops the speak with master or speak with animals of its own kind abilities. However, you gain the ability to draw upon its supernatural vitality when it is within arms reach. A skeleton familiar grants you DR 5/bludgeoning and a zombie familiar grants you DR 5/slashing.

Special: A wizard may select Betrayal of the Spirit Linked as a wizard bonus feat (see page 57 of the *Player's Handbook*).

Suggested Class/Race: Wizard

Dragon Magazine #: 336 (Class Acts – Dark Pacts)

BLADE COMMUNION OF SLASHING [GENERAL]

You partake of the same flesh-ripping power as the Lord of Blade's blade-covered body.

Prerequisites: Adamantine Body, Improved Bull Rush, Power Attack, warforged juggernaut, must worship Lord of Blades.

Benefit: Your adamantine armor spikes deal 1d8 points of slashing damage instead of 1d6 points of piercing damage.

Note: In order to gain the benefits of the feat, you must participate in a blade communion ritual (FAITHS OF EBERRON, 113).

Dragon Magazine #: 359 (1d20 Villains – D&D's Most Wanted; Preferably Dead)

BLOOD OF THE WITCH QUEEN [GENERAL]

You are distantly related to Iggwilv by blood. Demons can sense this link and treat you with grudging respect.

Prerequisite: Cha 13

Benefit: You gain a +2 circumstance bonus on all Charisma-based checks opposed by demons, including the Charisma check required when casting *planar binding* on a demon. In addition, you gain a +2 circumstance bonus on Will saving throws made against any effect directed at you by a demon.

Dragon Magazine #: 359 (1d20 Villains – D&D's Most Wanted; Preferably Dead)

BODY GUARD [GENERAL]

Your presence helps allies avoid danger.

Benefit: If you and an adjacent character with this feat must both make a saving throw against the same effect, you may switch saving throw bonuses.

You must be within 5 feet of the character you're trading saving throw bonuses with and both of you must be willing to swap. This switch functions only for one saving throw, with applicable exchanges on later saves determined separately.

Dragon Magazine #: 339 (Planescape – Dead Factions)

BONDED [GENERAL]

Acting as one mind in two bodies, you and your pet enjoy a nearly perfect symmetry in battle, making it very easy for you to keep your opponents off balance.

Prerequisite: Handle Animal 5 ranks, trained pet.

Benefit: Whenever you and your pet attack the same target in the same round you both gain a +1 bonus on attack and damage rolls. In addition, when you attack your foe with a ranged weapon you do not take the normal -4 penalty for firing into melee if your pet is the only ally currently in combat with it. Penalties due to cover still apply.

Special: A fighter may select Bonded as one of his fighter bonus feats (see page 38 of the *PLAYER'S HANDBOOK*).

Dragon Magazine #: 357 (Feathers & Fur – A Guide to Flying and Fanged Animal Companions)

BOOK SMART [GENERAL]

You've read books on a variety of subjects, and have a knack for cross-referencing the information quickly in your mind.

Prerequisites: Int 15, Knowledge (any three) 6 ranks, ability to cast at least three arcane divination spells.

Benefit: You may make untrained Knowledge checks for DCs higher than 10.

Normal: Untrained Knowledge checks are limited to those with a DC of 10 or less.

Dragon Magazine #: 358 (Class Acts – Arcane Feats)

BOW FEINT [GENERAL]

You can mislead an opponent in combat from a distance.

Prerequisites: Int 13, Point Blank Shot.

Benefit: You may feint an opponent with a ranged attack as a standard action. Your opponent must be able to see you and be within 30 feet. You must have a ranged weapon readied (and loaded, if applicable).

To feint, make a Bluff check opposed by your target's Sense Motive check. The target adds his base attack bonus to this Sense Motive check. If your Bluff check result exceeds your target's Sense Motive check result, the next ranged attack you make against that target does not allow him to use his Dexterity bonus to AC (if any). This attack must be made on or before your next turn. When feinting in this way against a nonhumanoid opponent you take a -4 penalty. Against a creature of animal Intelligence (1 or 2), you incur a -8 penalty. Feinting against a nonintelligent creature is impossible.

Normal: Feinting involves a melee attack against the target.

Special: A fighter may select Bow Feint as one of his fighter bonus feats.

Dragon Magazine #: 350 (Class Acts – The Archer's Art)



BRACED FOR CHARGE [GENERAL]

When receiving a charge, you know how to strike where it truly hurts.

Prerequisites: Base attack bonus +1.

Benefit: You can ready an action to set any pole arm against a charge. This attack deals double damage on a successful hit against a charging character. This feat grants no bonus to weapons that already grant double damage when set against a charge.

Normal: Only specific weapons do double damage when readied against a charge.

Special: A fighter may select Braced for Charge as one of his fighter bonus feats.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

BREATH CONTROL [GENERAL]

You enjoy an almost legendary ability to master the air in your lungs.

Prerequisite: Perform (wind instrument) 5 ranks.

Benefit: You get a +2 bonus on all Perform (wind instruments) checks and saves made against inhaled poisons and nauseating vapors. In addition, you may hold your breath for a number of rounds equal to the result of a Perform (wind instruments) check or twice your Constitution score (whichever is higher).

Special: A fighter may select Breath Control as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

Suggested Class/Race: Fighter

Dragon Magazine #: 333 (Class Acts – Cultured Combatants I)

BRONZE SOLARIS MEMBER [GENERAL]



You have divine ancestry, granting you membership in the Order of the Bronze Solaris.

Prerequisites: Sorcerer level 1st.

Benefit: You are a member of the Order of the Bronze Solaris, granting you the secret knowledge of the order. Knowledge (religion) is a sorcerer class skill for you.

Choose an ancestral deity. Because of extensive instruction on the rites of your ancestral deity's church you receive a +3 bonus on Knowledge (religion) checks related to that deity (only). You are proficient with the favored weapon of your ancestral deity.

Special: You may only gain this feat at 1st level.

Suggested Class/Race: Sorcerer

Dragon Magazine #: 334 (Class Acts – The Bronze Solaris)

BURNING FOCUS [GENERAL]

You channel your frustration into magical power.

Prerequisite: Cha 13, Greater Spell Penetration, Spell Penetration.

Benefit: You can choose one creature whose spell resistance you failed to overcome in the last round with your caster level check. The next time you try to overcome that creature's spell resistance, you gain a +1 morale bonus to the level check to overcome the creature's spell resistance. This bonus increases by +1 after each such failed check (to a maximum bonus of +10), so after three failed level checks, you would gain a +3 bonus to the next level check to bypass that target's spell resistance. You can apply the bonus from

this feat to only one creature at a time. The bonus stacks with that provided by both Spell Penetration and Greater Spell Penetration.

If more than 1 minute passes before you cast another spell at the creature that requires a level check to overcome spell resistance, you lose the bonus. You also lose this bonus as soon as you successfully bypass the chosen creature's spell resistance or cast a spell that doesn't affect the chosen creature (so if you cast a spell that targets another creature or in an area that doesn't affect the chosen creature).

Dragon Magazine #: 314 (Brotherhood of the Burning Heart – The Magic and Mettle of Fire)

CANNY OPPORTUNIST [GENERAL]

You have studied many special combat maneuvers to recognize them and react quickly to your opponent's tactics.

Prerequisite: Dex 13, Int 13, Combat Expertise.

Benefit: You may make an attack of opportunity whenever an opponent you threaten draws a weapon, readies or loses a shield, or attempts to feint in combat. You may make attacks of opportunity even when flat-footed.

Special: A fighter may select Canny Opportunist as one of his fighter bonus feats.

Suggested Class/Race: Rogue
Dragon Magazine #: 340 (Class Acts – Opportunists)



CHARMER [GENERAL]

You know how to strengthen the lure of your enchantments.

Prerequisites: Spell Focus (enchantment), enchanter level 1st.

Benefit: Add +1 to the Difficulty Class of all saving throws against your spells from the enchantment (charm) subschool. This bonus stacks with the bonus provided by Spell Focus feat.

Dragon Magazine #: 325 (Heroic Feats – Getting Schooled)

CHARMING [GENERAL]

You are particularly convincing when attempting to command targets of your mind-affecting spells.

Prerequisites: Cha 13, Negotiator

Benefit: When you make a Charisma check to exert control over the target of a mind-affecting spell you cast, you gain a +3 bonus on this roll. This applies to checks to convince the target of a spell from the *charm person* spell chain to take an action it normally wouldn't, as well as to opposed Charisma checks made by two casters whose spells affect the same target and who give it conflicting orders.

Suggested Class/Race: Enchanter

Dragon Magazine #: 312 (Thieves of Will – Evil Enchanters)

CHRONICLE [GENERAL]

You can accurately discern the date of an art object and sell it to a proper establishment for a higher than normal rate.

Prerequisite: Int 13, Appraise 4 ranks, ability to cast arcane spells.

Benefit: You gain a +1 bonus on Appraise checks. By succeeding at a DC 20 Appraise check, you can discern the approximate age of a nonmagical art object (any treasure that isn't coins, gems, or jewelry). If you succeed at this check, you may sell the item to a college, museum, school, or university for more than its actual value, depending on the age of the item. You may only attempt the special Appraise check once. You must sell the item to an academic institution, and not to an individual, merchant, or shop. The age of the item determines how much more you can get for it, as shown on the following chart. Your DM might adjust the listed years to better match the age of his campaign world.

Object's Age	Extra Value
<100 years	-
100-199 years	+1%
200-499 years	+5%
500-999 years	+10%
1,000-1,999 years	+15%
2,000+ years	+20%

Special: If you belong to an affiliation (Player's Handbook II page 163) that as an academic institution (a college, museum, school, or university), you may instead sell items at the normal amount to gain a +1 to your affiliation Score for every 2,000 gp you forgo (to a maximum of +10).

Dragon Magazine #: 347 (Class Acts – Archeologists)

CLASS CHAMPION [GENERAL]

Superior renown brings two elite members of your class to serve you.

Prerequisites: Leadership, character level 6th, leadership score 4 higher than your level.

Benefit: You gain a permanent +1 bonus to your Leadership score. You gain two additional followers of the highest level available for your leadership score. These extra followers must be of the same class as you. If you have more than one standard class, they must only share one class with you, but they must both be of the same class. If you lose these followers you can replace them through the normal means, gaining up to two new followers of the highest level of followers you're able to recruit.

Normal: You typically may only recruit followers up to the limit allowed by your Leadership score.

Dragon Magazine #: 346 (Supporting Cast – Following the Leader)

CLOSE COHORT [GENERAL]

Your cohort is almost your equal.

Prerequisites: Leadership, character level 6th, leadership score 2 higher than your level.

Benefit: Your cohort may be one level lower than you.



Normal: Regardless of your leadership score, you can only recruit a cohort who is two or more levels lower than you. Your cohort cannot gain levels to bring him within one level of you.

Dragon Magazine #: 346 (Supporting Cast – Following the Leader)

CLOSE-QUARTER DEFENSE [GENERAL]

You are unusually effective at defending your space.

Prerequisite: Combat Reflexes.

Benefit: You gain a +2 bonus on your attack roll for any attack of opportunity that an opponent has provoked by moving into your space. The benefit also applies for attacks of opportunity provoked by the opponent making an unarmed attack, attempting to start a grapple, bull rushing you, sundering your weapon or shield, or trying to sever your silver cord with a silver sword.

If the opponent has a feat that would normally prevent you from making an attack of opportunity in the given circumstance, you

can still attempt one by virtue of this feat. However, instead of gaining a +2 bonus on the attack roll, you take a -10 penalty.

Special: A fighter can take Close-Quarter Defense as one of her bonus feats.

Dragon Magazine #: 309 (Campaign Components: Incursion – A World Under Siege)

COMBAT CHARM [GENERAL]

Your charm spells are equally effective in combat and noncombat situations.

Prerequisites: Wis 13.

Benefit: When casting a charm spell (such as *charm animal*, *charm person* or *charm monster*) on a creature being threatened by you or your allies, it does not gain the usual +5 bonus to its save against the spell.

Suggested Class/Race: Enchanter

Dragon Magazine #: 312 (Thieves of Will – Evil Enchanters)

COMBAT ENGINEER [GENERAL]

You can pinpoint weaknesses in materials, helping you destroy them.

Prerequisites: Str 13, Int 13, Knowledge (architecture and engineering) 4 ranks, Improved Sunder, Power Attack.

Benefit: You gain a +2 bonus on attack and damage rolls when making a sunder attack. When attacking an unattended inanimate object, wall, or structure you can ignore up to 10 points of hardness.

Special: A fighter may select Combat Engineer as one of his fighter bonus feats.

Suggested Class/Race: Fighter

Dragon Magazine #: 334 (Class Acts – The Janissary)

COMBINED EMPATHY

You can combine your wild empathy ability from different classes.

Prerequisites: Druid level 1st, ranger level 1st.

Benefit: When using your wild empathy ability, add both your druid levels and your ranger levels to your roll.

Dragon Magazine #: 325 (A Surge of Theurgy – Feats that Combine Class Abilities)

COMMANDER [GENERAL]

You are a natural leader, capable of instill bravery and tenacity in others. On the battlefield, your followers stand and fight while lesser warriors flee in terror.

Prerequisites: Cha 13

Benefit: All allies within 30 feet of you gain a +1 moral bonus on all saves against fear effects.

Note: This feat doesn't benefit the character who takes it, it only helps allies.

Dragon Magazine #: 323 (On Command – Command and Control)

COMMANDING [GENERAL]

The targets of your compulsion spells find them difficult to resist.

Prerequisites: Cha 15, Persuasive.

Benefit: Add +1 to the Difficulty Class for all saving throws against your compulsion spells. This bonus stacks with the bonuses from Spell Focus (enchantment) and Greater Spell Focus (enchantment).

Suggested Class/Race: Enchanter

Dragon Magazine #: 312 (Thieves of Will – Evil Enchanters)

CONCEALED AMBUSH [GENERAL]

You can spring out of hiding to deliver deadly blows to unwitting foes.

Prerequisite: Hide 10 ranks, Move Silently 10 ranks, Point Blank Shot, Precise Shot.

Benefit: You take a -10 penalty on your Hide check to conceal yourself after sniping (see page 76 of the Player's Handbook).

Normal: You take a -20 penalty on your Hide check to conceal yourself after sniping.

Suggested Class/Race: Ranger

Dragon Magazine #: 339 (Class Acts – A Different Path)

COUNTENANCE OF THE MAGE [GENERAL]

You use ancient magical secrets to control your appearance.

Prerequisites: Int 13, Cha 11, arcane caster level 9th.

Benefit: You can alter your appearance in subtle ways. First and foremost you can rid yourself of dust, dirt, sweat, and grime using a full round or concentration whenever you wish. Likewise, you can dry yourself, style (and color) your hair, shave or trim (or color) your facial or body hair. These are all also full-round actions.

If desired, you can adopt a single cosmetic affection, such as curiously shaped or colored eyes, hair that waves in an otherwise unfelt breeze, a strangely-shaped shadow, and so forth. This affection is permanent once chosen, cannot be changed, and has no game effect.

Lastly, you can designate a single non-magical container no larger than 3 feet by 3 feet by 3 feet, into which you must place nothing but nonmagical apparel or jewelry. By

concentrating for a round, you can conjure any article in the container and have it appear on your body, instantly wearing it. If you so desire, the clothing you wear in that same position can be transferred back to the container at the same time. Thus you can change your clothing and your jewelry when you wish. You can conjure a warm cloak for a chill evening, or simply dress appropriately for dinner at a moment's notice. In no way does this enable you to conjure weapons or gear.

Dragon Magazine #: 359 (Class Acts – Arcane Lore Abilities)

CRAFT EXPERTISE [GENERAL]

Your talent for creation yields far greater results than normal.

Benefit: When making a Craft skill check you double the monetary value of the progress you make in a given period. For example, after a week of work, if the result of your Craft check x the DC of what you're trying to create would normally equal 225 sp, you in fact make 450 sp worth of progress. This feat applies to both a day's and a week's worth of work. You must still pay 50% of the cost in raw materials, as normal.

Normal: The result of a Craft check x the DC of what a character is trying to create determines the amount produced in copper pieces (if working for a day) or silver pieces (if working for a week).

Dragon Magazine #: 339 (Planescape – Dead Factions)

CRUSHING HUG [GENERAL]

You can crush the mightiest of opponents in a grapple.

Prerequisites: Str 13, improved grab, base attack bonus +3.

Benefit: Whenever you successfully make a grapple check to deal damage with a primary attack, apply double your Strength bonus to the damage you deal.

Suggested Class/Race: Lycanthrope

Dragon Magazine #: 313 (Animal Ancestry – Characters that Answer the Call of the Wild)

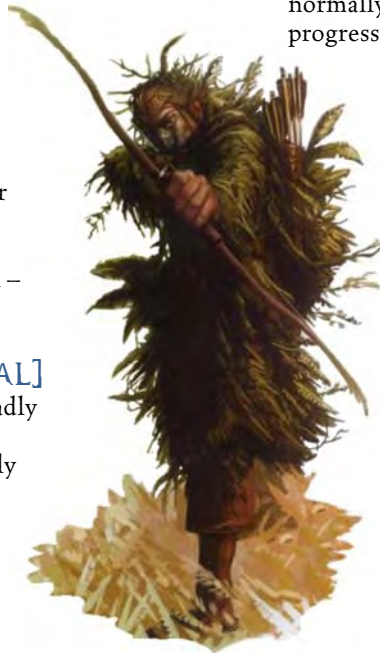
CUSTOMIZE DOMAIN [GENERAL]

You open up one of your domains to new sources of magical power.

Prerequisites: At least one domain, ability to cast 3rd-level divine spells.

Benefit: Choose one of your cleric domains. You permanently exchange spells on your domain spell list for similar spells on any spell list you have access to. You customize your domain when you choose this feat; you cannot later change your domain spells or return to your original domain spell list. You can only choose to substitute spells that are of equal or lower level and that adhere to the following restrictions by domain. Note that certain spells gain descriptors depending on how they're cast; you can choose such a spell as a spell with the descriptor you require so long as you only cast the spell in such a manner as to give it that descriptor.

Air: Spells with the air or electricity descriptors.



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Animal: Spells that specifically affect animals, spells that summon animals, spells that have animals in their name (such as bull's strength and owl's wisdom).

Chaos: Spells with the chaotic descriptor.

Death: Spells that create death effects or that deal with the undead.

Destruction: Evocation spells that deal damage.

Earth: Spells with the earth descriptor.

Evil: Spells with the evil descriptor.

Fire: Spells with the fire descriptor.

Good: Spells with the good descriptor.

Healing: Spells of the healing subschool.

Knowledge: Divination spells.

Law: Spells with the lawful descriptor.

Luck: Abjuration spells or spells that allow a bonus on a d20 roll.

Magic: Any kind of spell, but you must select a spell one level lower than normal.

Plant: Spells that specifically affect plants, spells that summon plant creatures, spells that have plants in their names (such as treestride)

Protection: Abjuration spells.

Strength: Spells that grant a bonus to Strength or cause a penalty to strength.

Sun: Spells with the light descriptor.

Travel: Spells that alter speed or provide movement.

Trickery: Illusion or transmutation spells that alter appearance.

War: Spells that begin with "mass."

Water: Spells with the water descriptor and spells that create or modify water.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a new domain.

Dragon Magazine #: 325 (A Surge of Theurgy – Feats that Combine Class Abilities)

CUTPURSE [GENERAL]

You are able to pick the pockets of your melee opponents.

Prerequisites: Improved Unarmed Strike, Sleight of Hand 5 ranks.

Benefit: While engaged in combat, you may attempt to use the Sleight of Hand skill to pickpocket an enemy without provoking an attack of opportunity. This feat allows you to disguise your Sleight of Hand attempts as combat maneuvers.

Normal: Using Sleight of Hand in melee provokes an attack of opportunity.

Suggested Class/Race: Dark ones, Rogues

Dragon Magazine #: 322 (Ecology of the Dark Ones – Enigmas Wrapped in Shadows)

DARKNESS ADAPTATION [GENERAL]

Living in a land that experiences prolonged periods of darkness, you possess superior sight.

Prerequisite: Raised in an arctic environment.

Benefit: You see twice as far as normal in areas of poor illumination. If you possess low-light vision, you see three times the normal distance. This feat does not affect darkvision.

Suggested Class/Race: Barbarian

Dragon Magazine #: 333 (Class Acts – Change of Environs)

DARKNESS FAMILIAR [GENERAL]

So long as you are able to acquire a new familiar, you may choose a shadow creature from the following nonstandard list as your new familiar.

Prerequisites: Ability to acquire a new familiar, compatible alignment

Benefit: When choosing a familiar, the following creatures are also available to you. You may choose a familiar with an alignment up to one step away on each of the alignment axes (lawful through chaotic, good through evil). The darkness familiar is magically linked to its master just like a normal familiar. The familiar uses the basic statistics for a creature of its kind as given in the noted book, with these exceptions:

Hit Points: One-half the master's total or the familiar's normal total, whichever is higher.

Attacks: Use the master's base attack bonus or the familiar's base attack bonus, whichever is better. Damage equals that of a normal creature of its kind.

Special Attacks: The familiar has all the special attacks of its kind.

Special Qualities: The familiar has all the special qualities of its kind.

Kind of Familiar	Arcane Spellcaster Level Required
Cloaker	14th
Dark Creeper**	10th
Darkenbeast*	12th
Darkness pseudo-elemental, small	7th
Night hunter bat*	5th
Sinister bat*	8th
Shadow	9th
Shadow Asp**	6th
Shadow Mastiff	14th
Wraith	14th

* From Monsters of Faerûn
** From the Fiend Folio

Dragon Magazine #: 322 (Lord of Darkness – Erebus, the Void Between the Stars)

DDERWYDD CHYMDEITHAS INITATE [GENERAL]

You have been trained in the ancient druidic tradition of the Dderwydd Chymdeithas, and are a member of the general body of the Society (see DRAGON MAGAZINE #332).

Prerequisites: Ability to spontaneously cast *summon nature's ally*.

Benefit: Choose one of the following skills: Knowledge (geography), Knowledge (history), Knowledge (local), Knowledge (religion), or Knowledge (the planes). Add the chosen skill to your list of druid class skills.

In addition, you can cast the following spells as if they were on the druid spell list at the indicated level.

Level	Spell
1st	Disguise self
2nd	Undetectable alignment
3rd	Helping hand
4th	Sending
5th	Teleport
6th	Shadow walk

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7th	<i>Sequester</i>
8th	<i>Discern location</i>
9th	<i>Etherealness</i>

Suggested Class/Race: Druid

Dragon Magazine #: 332 (Class Acts: The Society)

DEADLY CONCUSSION [GENERAL]

Your shattering rhythms pass through armor to rattle your opponent's bones.

Prerequisites: Str 13, Perform (percussion) 6 ranks, Improved Sunder, Power Attack.

Benefit: Whenever you use a bludgeoning weapon to make a sunder special attack against an opponent's armor or shield and you destroy the item with a single hit, you deal an amount of damage to your opponent equal to the amount of damage you dealt to destroy his armor or shield.

Special: A fighter may select Deadly Concussion as one of his fighter bonus feats.

Suggested Class/Race: Fighter

Dragon Magazine #: 333 (Class Acts – Cultured Combatants I)

DECEITFUL APPEARANCES [GENERAL]

You can fool others into thinking you are defenseless.

Prerequisites: Sleight of Hand 5 ranks, base attack bonus +3.

Benefit: When bearing only light weapons that you have made Sleight of Hand checks to hide on your body, you automatically adopt mannerisms and postures that make you appear defenseless. This deception grants you a +2 circumstance bonus on initiative checks and attack rolls made with a hidden weapon during the first round of combat. These bonuses do not apply if your enemies spot your weapons prior to combat.

Suggested Class/Race: Rogue

Dragon Magazine #: 333 (Class Acts – Unseen Sisters)

DEDICATED NUISANCE [GENERAL]

Through a combination of taunts, weapon displays, and feints you can distract your opponents in combat.

Prerequisite: Int 13, Combat Expertise, base attack bonus +4.

Benefit: You must succeed with a melee touch attack to use this feat. Until just before your next turn, all creatures adjacent to the target other than yourself are considered to be flanking the target. This is an extraordinary mind-affecting effect.

Special: You may not target a creature immune to mind-affecting effects or who cannot be flanked.

A fighter may select Dedicated Nuisance as one of his fighter bonus feats.

Dragon Magazine #: 343 (Class Acts – The Tide of Battle)

DEEP BREATHER [GENERAL]

You can hold your breath much longer than normal.

Prerequisites: Con 16.

Benefit: You can hold your breath for double the normal number of rounds before you risk drowning (see page 304 of the *Dungeon Master's Guide*). For example, a human with this

feat can hold his breath for a number of rounds equal to four times his Constitution score before he risks drowning.

Normal: A human can normally only hold his breath for a number of rounds equal to two times his Constitution score before he risks drowning.

Suggested Class/Race: Lizardfolk

Dragon Magazine #: 335 (Ecology – The Ecology of the Lizardfolk)

DEEP POISONING [GENERAL]

Your sneak attacks with poisoned weapons are more potent.

Prerequisites: Poison use, sneak attack

Benefit: When making a sneak attack with a poisoned weapon, you may elect to exchange +1d6 sneak attack damage dice for +1 increase to the DC of the victim's Fortitude saving throws (maximum 5d6 exchanged for DC +5). You sacrifice out-right damage for accurately delivering poison to critical parts of the victim's anatomy.

Suggested Class/Race: Dark ones, Rogues

Dragon Magazine #: 322 (Ecology of the Dark Ones – Enigmas Wrapped in Shadows)

DEFENSE OF THE RIGHTEOUS [GENERAL]

The gods look upon your efforts with great interest. Wherever you go, they are certain to defend you. Rather than hoard suck power, your selflessness provides your friends and allies with this divine blessing.

Prerequisites: Cha 17, good alignment, Commander

Benefit: All allies within 30 feet of you gain a +1 morale bonus to Fortitude saves.

Note: This feat doesn't benefit the character who takes it, it only helps allies.

Dragon Magazine #: 323 (On Command – Command and Control)

DEFENSIVE CLIMBER [GENERAL]

You can climb without dropping your guard.

Prerequisites: Dex 15, Athletic.

Benefit: You can move freely enough to avoid some blows while climbing. By accepting a -10 penalty on your Climb check, you can retain your Dexterity bonus to AC while climbing.

In addition, you do not need to make a Climb check when you take damage while climbing.

Normal: When climbing you lose your Dexterity bonus to AC unless you take a -20 penalty on the check (see page 97 of *Complete Adventurer*), and you must make a Climb check every time you take damage.

Dragon Magazine #: 343 (Take Cover! – Surviving D&D's Masters of Movement)

DEFENSIVE METERED FOOT [GENERAL]

You can recite an exacting poem in your head, allowing you to execute a precise series of rhythmic bobs and weaves that makes you frustrating to hit.

Prerequisite: Concentration 6 ranks, Improved Unarmed Strike.

Benefit: As a free action, choose an opponent. You gain +1 cumulative dodge bonus to your Armor Class against the chosen opponent every time that opponent consecutively misses you in combat, to a maximum bonus of +5. As soon as the chosen target scores a successful hit against you all

bonuses from this feat are lost. Your bonus resets to +1 the next time the chosen opponent misses you. The bonus to AC is determined by the previous attack, regardless of whether it occurred within the round, or in the preceding round, of combat. You may only use this feat against one opponent at a time.

Suggested Class/Race: Monk

Dragon Magazine #: 337 (Class Acts – The Metered Style)

DEFENSIVE OPPORTUNIST [GENERAL]

You patiently parry and avoid your opponent's blows while waiting for just the right opening.

Prerequisite: Int 13, Tumble 5, Combat Expertise.

Benefit: The penalty on attack rolls imposed by fighting defensively does not apply to any attacks of opportunity you make.

Special: A fighter may select Defensive Opportunist as one of his fighter bonus feats.

Suggested Class/Race: Rogue

Dragon Magazine #: 340 (Class Acts – Opportunists)

DEFILER [GENERAL]

You can power your spells using energy stolen from plants around you

Prerequisite: Ability to cast 1st-level arcane spells.

Benefit: You may draw the life force of plants around you in an act known as defiling. Casting a spell with defiling magic increases the caster level of the spell by +1. A spell cast with defiling magic takes longer to cast. If the spell's casting time is a standard action or less, its casting time increases to 1 round. If the spell's casting time is measured in rounds, its casting time increases by 1 round. If the spell's casting time is measured in minutes, its casting time increases by a minute. If the spell's casting time is measured in hours, its casting time increases by 1 hour.

You may only use defiling magic to enhance arcane spells cast with an arcane spellcasting class. You cannot, for example, use defiling magic to cast a cleric's domain spell that also appears on an arcane spellcasting class's spell list.

When you defile, you instantly destroy all plant life (but not plant creatures) in a radius of 5 feet per level of the spell. A 0-level spell defiles a single 5-foot square. The defiled area becomes completely sterile and can never again support plant life. Only a carefully worded *miracle* can reverse this permanent sterility.

In an area without plant life (such as an area in which you already used defiler magic once before), any spell you cast with defiling magic fails and you lose the spell.

Special: You cannot cast arcane spells on Athas unless you possess this feat, even if you intend on never defiling. Wizards native to Athas gain this feat as a bonus feat when they gain their first level of wizard.

Dragon Magazine #: 351 (Dark Sun – Athas and the World Serpent Inn)

DEFLECT ENERGY [GENERAL]

You can deflect energy attacks back at their originators.

Prerequisite: Energy resistance class ability.

Benefit: When targeted by a spell, spell-like ability, or supernatural ability of an energy type to which you are resistant, as an immediate action you can voluntarily forfeit your save against it to deflect some of the energy back at the attacking creature. You can deflect a maximum number of hit points worth of energy damage equal to your energy resistance + your divine caster level + your Charisma modifier. If the damage dealt to you exceeds what you can reflect, you take the remainder of the damage. Area effect spells are not affected by this ability.

Normal: A favored soul has energy resistance to of a chosen energy type.

Dragon Magazine #: 343 (Class Acts – Pious Extension)

DEFT FIST [GENERAL]

It's rumored the greatest masters can strike down enemies who cower behind stone walls.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, Weapon Finesse, Weapon Focus (unarmed strike).

Benefit: When making an unarmed melee attack against a foe with cover (except total cover), your target does not gain the normal cover bonus to Armor Class.

Suggested Class/Race: Martial Artist

Dragon Magazine #: 319 (Warriors of the Animal Fist – Crouching Panther, Slashing Dragon)

DESERTBORN [GENERAL]

You were raised in the deep desert and understand its ways.

Benefit: You are comfortable in the blistering heat of the day and the bitter chill of the night. You treat heat conditions as if they were 20 degrees cooler (see the DUNGEON MASTER'S Guide, page 303). You also gain a +2 bonus on all Survival checks made while in the desert.

Dragon Magazine #: 323 (Heroic Feats – Mastery of the Sand and Seas)

DISABLING STRIKE [GENERAL]

Your blows have the possibility of stunning your opponent.

Prerequisites: Favored enemy (any humanoid).

Benefit: Whenever you successfully score a critical hit against a humanoid creature humanoid (of a subtype you have selected as a favored enemy), the humanoid is stunned for 1 round unless he succeeds at a Fortitude save (DC 15 + your favored enemy bonus against that creature).

Suggested Class/Race: Ranger

Dragon Magazine #: 339 (Class Acts – A Different Path)

DISTANT TOUCH [GENERAL]

You can strike from a distance with a stunning attack.

Prerequisites: Wis 19, 4 or more ranks of Concentration, Pain Touch**, Stunning Fist, base attack bonus +8.



Deflect Energy

Benefit: By intensely focusing your *ki*, you can gain the benefits of either the Pain Touch or the Stunning Fist feat with a ranged attack (range increment 10 feet). To use this ability, make a normal ranged attack using your unarmed attack bonuses. If successful, the Stunning Fist or Pain Touch attack affects the target even though you did not touch your foe.

Suggested Class/Race: Unarmed fighters

Dragon Magazine #: 309 (New Martial Arts Styles)

DIVERSIFIED CASTING [GENERAL]

You can cast spells from one of your prohibited schools.

Prerequisites: A prohibited school.

Benefit: Choose a prohibited school. You may add up to three spells from that school to your spell list. Note that this also allows you to use spell-completion and spell-trigger items using the spells you add to your spell list.

Special: You can gain this feat a number of times equal to the number of prohibited schools you possess. Each time you take this feat, it applies to a different prohibited school.

Dragon Magazine #: 325 (A Surge of Theurgy – Feats that Combine Class Abilities)

DIVINE INSPIRATION [GENERAL]

Your piety grants you the ability to aid your friends to a level beyond your natural skills.

Prerequisites: Bardic music ability, ability to turn undead.

Benefit: Your bard and cleric levels stack for the purpose of determining your bardic music ability. For example, a human 5th-level bard/1st-level cleric with 9 ranks in a Perform skill could use the suggestion bardic music ability.

In addition, Perform is always a class skill for you

Suggested Class/Race: Bard

Dragon Magazine #: 333 (Class Acts – Temple Serving Bards)

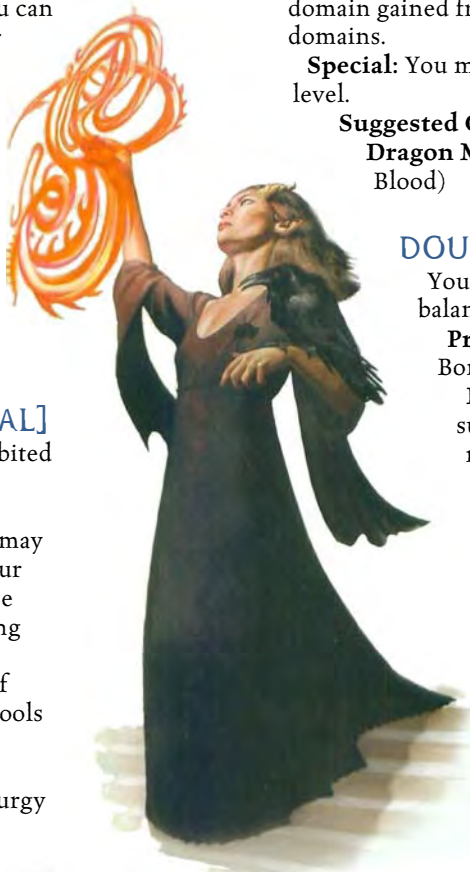
DIVINE SORCERY [GENERAL]

A deity, probably the patron or your race, grants you power usually reserved for his divine followers.

Prerequisites: Sorcerer level 1st, alignment within one step of patron deity.

Benefit: You gain access to a cleric domain, giving you the domain's granted power. Each day, you can add one spell from the domain's spell list to your sorcerer spell list. You cast the spells made accessible by this feat as arcane spells.

You do not have to choose a domain you already possess from levels of cleric (if any). If you don't have levels in cleric but later gain them, you do not need to choose the



Divine Sorcerer

domain gained from this feat as one of your two cleric domains.

Special: You may only gain this feat at your first sorcerer level.

Suggested Class/Race: Sorcerer

Dragon Magazine #: 343 (Class Acts – Magic In The Blood)

DOUBLE TEAM [GENERAL]

Your pet knows how to knock enemies off balance to give you yet another edge in battle.

Prerequisite: Handle Animal 8 ranks, Bonded, trained creature.

Benefit: Once per round, after your pet successfully strikes an opponent, you can make an attack of opportunity against the same opponent. This feat does not allow you to make more attacks of opportunity than you normally could in a single round.

Special: A fighter may select Double Team as one of his fighter bonus feats.

Dragon Magazine #: 358 (Feathers & Fur – A Guide to Flying and Fanged Animal Companions)

DOUBLE WEAPON DISARM [GENERAL]

You are practiced at disarming opponents that wield double weapons.

Prerequisites: Int 13, Combat Expertise, Improved Disarm.

Benefit: You gain a +4 bonus on opposed attack rolls made to disarm an opponent that is wielding a double weapon. This bonus stacks with the one granted by the Improved Disarm feat.

Special: A fighter can take Double Weapon Disarm as one of his bonus feats.

Dragon Magazine #: 309 (Campaign Components: Incursion – A World Under Siege)

DRAGONMARKED SORCERER [GENERAL]

You possess greater magical versatility than most of those who share your dragonmark.

Prerequisites: Member of appropriate dragonmarked race and house, does not possess an existing dragonmark, sorcerer level 1st.

Benefit: Add all sorcerer spells from your dragonmarked house's least, lesser, and greater dragonmarks to your list of known spells, even if you are too low of level to cast them yet (you cannot cast these spells until you are of the appropriate level to do so). You also gain a physical dragonmark, although this does not provide you with spell-like abilities. Initially, this resembles the least dragonmark of your house. When you gain the ability to cast a spell replicating the power of a lesser or greater



Dragonmarked Sorcerer

dragonmark, your mark changes to the appropriate shape and size.

Special: Once you take this feat, you may not take Aberrant Dragonmark, Greater Dragonmark, Least Dragonmark, Lesser Dragonmark, nor may you take this feat if you already have one of these.

Dragon Magazine #: 351 (Eberron – Dragonmarks: Sorcerers in Eberron)

DRUIDIC THEURGY [GENERAL]

You can apply knowledge gained in another spellcasting class to druid spells.

Prerequisites: Ability to cast 3rd-level druid spells, ability to cast spells from a different spell list.

Benefit: Choose a spellcasting class other than druid in which you have at least one level. For the purpose of casting spells from the druid spell list that also appear on the chosen class's spell list, your caster level equals the sum of your levels in the druid class and the chosen class. For example, a 5th-level druid/2nd level cleric can cast spells that appear on both spell lists as a 7th-level caster.

This does not affect your spells per day or spells known. It only increases your caster level when casting the appropriate spells.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new non-druid spellcasting class in which you have at least one level.

Dragon Magazine #: 325 (A Surge of Theurgy – Feats that Combine Class Abilities)

EARS OF THE MAGE [GENERAL]

You use arcane lore to enhance your hearing to a supernatural degree.

Prerequisites: Int 13, arcane caster level 14th.

Benefit: You designate one specific, proper name. Thereafter, if anyone within a radius of 10 miles per your arcane spellcaster level speaks that name, you hear it and instantaneously know the direction of, distance to, and name of the speaker. No concentration or action is required to gain this knowledge. Incoming information does not distract or hinder you, although the DM is free to adjudicate that if a great many people speak the name at once, the incoming information is lost, so wise mages choose uncommon names. Most choose their own name.

You may choose a new name as a standard action once per year, but only one name can be designated at a time.

Dragon Magazine #: 359 (Class Acts – Arcane Lore Abilities)

EARTH FOCUS [GENERAL]

You are particularly adept at casting earth-related spells.

Benefit: The save DC for any spell with the earth descriptor that you cast increases by +1. For spells of this category that allow no save, the effective caster level increases by +1 instead. This increase stacks with all similar benefits, such as that of Spell Focus.

Dragon Magazine #: 314 (Dust to Dust – Magic of the Earthborn)

EARTHCRAFT [GENERAL]

You have an innate understanding of stone, both natural and worked.

Benefit: You gain a +2 bonus on all Knowledge (architecture and engineering) and Knowledge (dungeoning) checks.

Dragon Magazine #: 314 (Dust to Dust – Magic of the Earthborn)

EFFICIENT HUNTER [GENERAL]

You are skilled at finding food where others fail.

Prerequisites: Survival 1 rank, raised in a plains environment.

Benefit: You receive a +2 bonus on Survival checks. When making checks to get along in the wild, successful checks provide enough food for yourself and a number of additional people equal to your Wisdom modifier (minimum of +1) without raising the DC of the check.

Normal: When making checks to get along in the wild, you can support one other person for every 2 points by which your check result exceeds 10.

Suggested Class/Race: Barbarian

Dragon Magazine #: 333 (Class Acts – Change of Environs)

EFFICIENT PULL [GENERAL]

You can draw a composite bow with a heavier pull than you should be able to.

Prerequisites: Point Blank Shot.

Benefit: When using a composite bow with a Strength rating, treat your Strength as if it were 2 points higher. For example, you have a 15 Strength but a composite longbow with a +3 Strength rating. With this feat, you may use that bow without taking the usual -2 penalty on attack rolls and you gain the bow's full +3 bonus on damage rolls.

Special: A fighter may select Efficient Pull as one of his fighter bonus feats.

Dragon Magazine #: 350 (Class Acts – The Archer's Art)

ELDRITCH CLAWS [GENERAL]

You can deliver your eldritch blast as a melee attack.

Prerequisite: Eldritch blast 2d6.

Benefit: As a free action, you can form the energy of your eldritch blast into a set of claws extending almost an entire foot from your hands. While your eldritch claws exist you may make up to two claw attacks as natural weapons. You are automatically proficient with your eldritch claws. On a successful attack with an eldritch claw, you deal your normal amount of unarmed strike damage plus your eldritch blast damage.

Once you form your eldritch claws they remain until just before the beginning of your next turn. You cannot use your normal eldritch blast ability while your eldritch claws exist.

A monk may not use eldritch claws as part of her flurry of blows.

Dragon Magazine #: 358 (Class Acts – Arcane Feats)

ELEMENTAL STALKER [GENERAL]

You have developed a potent technique that utilizes your control over the elements and your inner *ki*.

Prerequisites: *Ki* power, sense elements.

Benefit: Your shugenja and ninja levels stack for the purpose of determining the maximum radius and number of uses per day of your sense elements ability. For example, a

1st-level shugenja/4th-level ninja could use sense elements four times per day and up to a maximum of 25 feet.

Your shugenja and ninja levels also stack for the purpose of determining your AC bonus as well as the size of your *ki* pool. For example, a 4th-level shugenja/6th-level ninja gains a +2 bonus to her AC when unarmored and can use her *ki* powers a number of times per day equal to 5 (half the sum of her ninja and shugenja levels) + her Wisdom bonus (if any).

Special: If you use one of the elemental ninja variant class features (from DRAGON #354) the element chosen for your ninja class must match your shugenja element focus.

Dragon Magazine #: 357 (Class Acts – Dirty Priests, Holy Thieves)

ELEMENTAL STRIKE [GENERAL]

Sensing a nearby element grants you insight into how to strike it.

Prerequisite: Sense elements spell-like ability.

Benefit: Choose a creature you have sensed with your *sense elements* ability. You may, as a standard action, spend an additional use of *sense elements* to gain a +20 insight bonus on your next attack against the chosen creature. The attack must be made within a number of rounds equal to your Wisdom modifier (minimum 1 round).

Normal: A shugenja can *sense elements* in a manner similar to the *detect magic* spell.

Dragon Magazine #: 343 (Class Acts – Pious Extension)

ELEMENTAL THEURGY [GENERAL]

You can combine alternate sources of power when using spells that contain the same elemental descriptor (air, earth, fire, or water).

Prerequisites: At least one elemental domain (Air, Earth, Fire, or Water), ability to cast arcane spells with the same elemental descriptor as your domain.

Benefit: Choose one of your elemental domains: Air, Earth, Fire, or Water. You can cast spells with the related spell descriptor as if your caster level was the sum of all spellcasting classes that grant spells of that elemental spell descriptor. The effect applies only to a single elemental descriptor chosen when the feat is taken. For example, a 5th-level cleric/3rd-level wizard with the Fire domain and this feat can cast any spell with the fire descriptor as an 8th-level caster.

This does not affect your spells per day or spells known. It only increases your caster level when casting spells of the appropriate descriptor.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new elemental domain and spell descriptor.

Dragon Magazine #: 325 (A Surge of Theurgy – Feats that Combine Class Abilities)

ELUSIVE DANCE [GENERAL]

Your training in dance allows you to mirror and anticipate an opponent's moves.

Prerequisites: Perform (dance) 5 ranks.

Benefit: During your action, you designate an opponent. That opponent cannot make attacks of opportunity against you. You can select a new opponent or any action. If you have the Dodge feat you must designate the same opponent as the target for both feats.

Special: A fighter may select Elusive Dance as one of his fighter bonus feats.

Suggested Class/Race: Fighter

Dragon Magazine #: 333 (Class Acts – Cultured Combatants I)

ENERGY STRIKE [GENERAL]

You can channel your energy resistance into your weapon, imbuing it with the ability to make ranged energy attacks.

Prerequisite: Energy resistance class ability.

Benefit: Each day you gain a pool of stored energy of one of the types of energy you have resistance against. The pool of stored energy equals 1d6 per two divine caster levels. As a standard action, you may unleash this energy in a 30-foot ray as a ranged touch attack that deals any number of dice of damage from 1d6 up to the number of dice remaining in your stored energy pool. You can use this ability at will as long as you have stored energy in your pool, but each ray must deal at least 1d6 points of damage.

Normal: A favored soul has energy resistance 10 of a chosen energy type.

Dragon Magazine #: 343 (Class Acts – Pious Extension)

ENHANCED SHADOW REALITY [GENERAL]

Your shadow-based spells are more real.

Prerequisites: Spell Focus (illusion), illusionist level 1st.

Benefit: Your illusion (shadow) spells deal one-fifth (20%) more real damage if disbelieved. For example, a creature summoned with a shadow conjuration spell deals two-fifths (40%) of the damage a real creature of the same kind would deal if the target of the spell disbelieves it, instead of only one-fifth (20%).

Dragon Magazine #: 325 (Heroic Feats – Getting Schooled)

EVOCATION RESISTANCE [GENERAL]

You suffer less damage from evocation spells

Prerequisites: Spell Focus (evocation), evoker level 1st.

Benefit: You take 1 less point of damage per die rolled from evocation spells. For example, if struck by a *fireball* cast by a 5th-level caster, you take 5d6-5 points of damage.

Dragon Magazine #: 325 (Heroic Feats – Getting Schooled)

EXCISED FROM THE WEB OF LIFE [GENERAL]

A being spun out of madness has granted you the power to make the children of nature quail, but now you must endure their loathing.

Prerequisites: Ability to prepare and cast *blight*, required sacrifice.

Sacrifice: You suffer a penalty equal to your level on all Charisma-based skills and checks when dealing with creatures of the animal, fey, and plant types as well as anyone with the wild empathy class ability.

Benefit: Whenever you successfully cast a spell upon any creature of the animal, fey, or plant type you may choose to deal damage equal to your caster level to the target, even if the spell does not normally deal damage. If the spell cast allows a saving throw and the target succeeds it takes no damage from this ability. If the spell cast does not allow a

saving throw the target can make a Fort save to negate this damage.

Special: A wizard may select Excised From the Web of Life as a wizard bonus feat.

Suggested Class/Race: Wizard

Dragon Magazine #: 336 (Class Acts – Dark Pacts)

EXPERT TUMBLER [GENERAL]

You can tumble with exceptional deftness.

Prerequisites: Tumble 5 ranks.

Benefit: You may use the Tumble skill at normal speed with only a -5 penalty.

Normal: Using the Tumble skill at full speed incurs a -10 check penalty.

Suggested Class/Race: Dark ones, Rogues

Dragon Magazine #: 322 (Ecology of the Dark Ones – Enigmas Wrapped in Shadows)

EXPLOIT ADJUSTMENT [GENERAL]

Your skill at finding and exploiting opportunities is such that you can find openings in even the smallest movements.

Prerequisite: Int 13, Canny Opportunist, Combat Expertise.

Benefit: You may make an attack of opportunity against any opponent who moves from one square adjacent to you to another square adjacent to you.

Normal: Taking a 5-foot step does not provoke attacks of opportunity.

Special: A fighter may select Exploit Adjustment as one of his fighter bonus feats.

Suggested Class/Race: Rogue

Dragon Magazine #: 340 (Class Acts – Opportunists)

EXTEND DEFENSE [GENERAL]

You can protect an ally from attacks by placing yourself in harms way.

Prerequisites: Combat Expertise.

Benefit: As a standard action, you can grant an adjacent character a +2 cover bonus to his Armor Class. Any time your ally is struck, however, there is a 50% chance that the blow hits you instead. The bonus and chance of striking you lasts until the beginning of your next turn or the protected character moves more than 5 feet away from you.

Suggested Class/Race: Ranger

Dragon Magazine #: 339 (Class Acts – A Different Path)

EXTENDED SPIRIT FORM [GENERAL]

You can channel your chastise spirit ability to increase the duration of your spirit form.

Prerequisites: Chastise spirits class ability, spirit form class ability.

Benefit: You can spend a use of your chastise spirit ability to remain in spirit form for a number of additional minutes equal to 1 + your Charisma modifier (minimum 1 additional minute).

Normal: A spirit shaman's spirit form allows her to become incorporeal for 1 minute.

Dragon Magazine #: 343 (Class Acts – Pious Extension)

EXTRA DIVINE POWER [GENERAL]

You can use one of your divine granted abilities more often.

Prerequisite: A divinely granted class ability with a set number of uses per day.

Benefit: Choose a class ability you have from a class that grants divine spells and has a set number of uses per day, such as a shugenja's *sense elements* or a spirit shaman's spirit form. You may not select an ability granted by a domain. You may use the chosen ability two more times per day.

Special: You may gain this feat more than once. Its effects do not stack. Each time you take the feat, it applies to a different class ability.

Dragon Magazine #: 343 (Class Acts – Pious Extension)

EYE FOR TALENT [GENERAL]

You can accurately judge the personalities of others, allowing you to recruit followers quickly.

Prerequisites: Sense Motive 9 ranks, Leadership, character level 6th, leadership score 2 higher than your level.

Benefit: You gain a permanent +1 bonus to your Leadership score. It only takes you 1d4 weeks to replace or attain new followers.

Normal: Recruitment normally requires 1d4 months to replace or attain, new followers.

Dragon Magazine #: 346 (Supporting Cast – Following the Leader)

EYES OF THE MAGE [GENERAL]

You master rare mysteries to enhance your vision.

Prerequisites: Int 13, arcane caster level 12th

Benefit: Your eyes glow with a supernatural sheen, granting you darkvision and low-light vision. If you already have darkvision due to your race, the range of the darkvision is increased by 60 feet.

Furthermore, your eyesight becomes absolutely perfect. You gain a +1 bonus on Search checks and a +1 insight bonus on all ranged attacks due to a particular keenness of vision.

FANATICAL DEVOTION [GENERAL]

Your followers willingly die for you.

Prerequisites: Leadership, character level 6th, leadership score 3 higher than your level.

Benefit: You gain a permanent +1 bonus to your Leadership score. You ignore the penalty for causing a follower's death when determining your Leadership score.

Normal: You suffer a -1 penalty to your Leadership score when a follower perishes due to your actions.

Dragon Magazine #: 346 (Supporting Cast – Following the Leader)

FAVORED DODGE [GENERAL]

Study of your favored enemy's movements allows you to dance away from its most vicious attacks.

Prerequisites: Dodge, favored enemy.

Benefits: Select a favored enemy. When fighting a creature of that type you may add your favored enemy bonus to your Armor Class as a dodge bonus. This bonus applies to your Armor Class against creatures of the appropriate type (only). If you lose your Dexterity bonus to Armor Class for any reason, you also lose this dodge bonus.

Special: You can gain this feat multiple times. Its effects do not stack. Instead, each time you take the feat you must choose a different favored enemy type.

Suggested Class/Race: Ranger

Dragon Magazine #: 335 (Class Acts – Favored Enemy Feats)

FEAR NO BINDS [GENERAL]

Shackles, ropes, and binds offer no impediment to your impressive fighting skills.

Prerequisites: Escape Artist 6 ranks, Improved Unarmed Strike.

Benefit: You suffer no penalties on attack rolls made while grappling and may make unarmed strike attacks when bound with any nonmagical bindings, be they ropes, chains, or shackles. You suffer no penalties on attack rolls or to Dexterity when entangled. If you are targeted by a net attack and defeat your opponent's opposed Strength check to restrain your movement you may instead forcibly pull your opponent, moving him anywhere within the limit of the trailing rope he holds. Your opponent may drop his net as a free action to avoid being pulled about by you.

This feat does not prevent any movement-slowing effects suffered while bound or entangled.

Special: A fighter may select Fear No Binds as a fighter bonus feat.

Dragon Magazine #: 355 (Dragonmarks – Way of the Shackled Beast)

FIND FLAW [GENERAL]

Years of experience in bashing your way through problems has given you an insight into the most efficient way to batter things to pieces. You know just where to hit things in order to destroy them as rapidly as possible.

Prerequisites: Str 13, Power Attack, base attack bonus +6

Benefit: Whenever you use the Power Attack feat while attacking an object, you may ignore 1 point of the object's hardness for each point that you subtract from your attack roll. This reduction in hardness stacks with any special ability of the weapon you are using to ignore or reduce hardness (such as from an adamantite weapon).

Special: A fighter may select Find Flaw as one of his fighter bonus feats.

Dragon Magazine #: 359 (Class Acts – The Universal Key)

FIND RELIC [GENERAL]

You possess all uncanny ability to find lost treasures.

Prerequisite: Ability to cast *locate object*.

Benefit: Whenever you pass within 10 feet of an item or object worth more than 3,000 gp you are entitled to a Search check to notice it as if you were actively looking for it.

Dragon Magazine #: 347 (Class Acts – Archeologists)

FLASH CASTING [GENERAL]

Your passion for magic manifests visibly when you cast a spell.

Prerequisite: Cha 13, ability to cast a spell with the fire or light descriptor.

Benefit: A fiery nimbus surrounds you whenever you cast a spell with the fire or light descriptor. This makes it almost impossible to hide while spellcasting, but it makes you difficult to look at as well. For 1 round after casting a fire or light spell, creatures that attempt to attack you suffer a -2 penalty on attack rolls. Creatures must be able to see you to be affected by Flash Casting, and creatures with blindsight or creatures that cannot see are immune.

Dragon Magazine #: 314 (Brotherhood of the Burning Heart – The Magic and Mettle of Fire)

FLOTATION [GENERAL]

You can float on water with ease.

Prerequisite: Skill Focus (Swim), Swim 4 ranks.

Benefit: You can float on the surface of calm water as a free action. You are considered prone and cannot move for the duration of that round, but may otherwise attack, cast spells, or take other actions as if you were lying on solid ground. You can actually sleep while floating on water by using this feat.

Suggested Class/Race: Darkwater Guardians (see article for more information)

Dragon Magazine #: 314 (Guardians of the Deepest Seas – Water Spells and Feats from the Underdark)

FLOW WITH THE CURRENT [GENERAL]

You use the current around you to enhance your reactions.

Prerequisite: Flotation, Skill Focus (Swim), Swim 4 ranks.

Benefit: By coordinating your actions and movements with the waves, currents, and eddies in the water around you, your ability to react quickly is enhanced. As long as you are swimming, you gain a +2 bonus to Initiative checks and a +2 bonus to Reflex saving throws.

Suggested Class/Race: Darkwater Guardians (see article for more information)

Dragon Magazine #: 314 (Guardians of the Deepest Seas – Water Spells and Feats from the Underdark)

FOCUSED PERFORMER [GENERAL]

Your mastery allows you to finish your performance even when surrounded by distractions.

Prerequisite: Concentration 1 rank, Perform 4 ranks, bardic music class ability.

Benefit: When required to make a Concentration check to maintain an arcane spell with a verbal component you may use your Perform skill instead. You cannot use this ability on a silent spell.

Normal: A character uses Concentration to cast spells under duress.

Suggested Class/Race: Bard

Dragon Magazine #: 338 (Class Acts – Focused Performer)

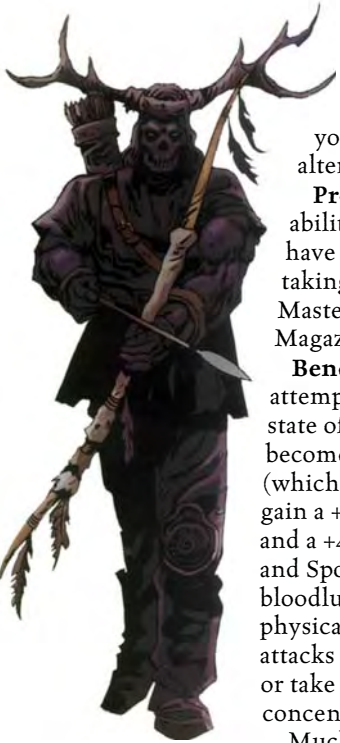
FOOTSTEPS OF THE MAGE [GENERAL]

Using obscure arcane lore, you gain the ability to glide mysteriously along the ground.

Prerequisites: Int 13, arcane caster level 12th.

Benefit: You can move without actually taking steps. Instead, your feet glide along the ground. You move at your normal speed. Not only does this provide a surprising visual effect, this allows you to move as long as your feet touch the ground, even if they are bound. Further, you gain a +2 bonus on Balance checks and a +4 bonus on Reflex saves made to avoid falling (such as into a pit) or traps triggered by stepping onto the floor.

Dragon Magazine #: 359 (Class Acts – Arcane Lore Abilities)



FRENZIED HUNT [GENERAL]

You can channel the divine to send yourself into a powerful but dangerous alternative state of being.

Prerequisite: Base attack bonus +G, ability to turn or rebuke undead, must have either witnessed the Wild Hunt taking place or have been hunted by the Master of the Hunt's followers (see Dragon Magazine #342).

Benefit: You can spend a turn or rebuke attempt as a free action to enter into a wild state of frenzy. Your base attack bonus becomes equal to your character level (which might grant you extra attacks), you gain a +4 enhancement bonus to Dexterity, and a +4 enhancement bonus on all Listen and Spot checks. Due to the focused bloodlust of the frenzy you can only use physical attacks, favoring ranged (or thrown) attacks when possible. You cannot cast spells or take any other action that requires concentration as long as the frenzy lasts.

Much like the Master of the Hunt, when in this alternative state of mind you seek only to kill prey. You consider any non-allied creatures within your line of sight as prey. Once a creature you designate as prey falls you stop attacking and move on to another creature. Despite the bloodlust you can always differentiate between friend and foe.

To determine the number of rounds the frenzy lasts, roll a turning check (1d20 + Cha modifier) and consult Table 8–9: Turning Undead on page 159 of the *Player's Handbook*. The duration of the frenzy equals the maximum Hit Dice of undead you could affect with that turning check. If you down all available prey before the frenzy ends you immediately begin a hunt, searching for more prey. During this time you go to any length to find another suitable creature to hunt, even if it means risking life and limb. You may attempt to end the frenzy early by succeeding at a Will save (DC 15 + rounds remaining of the frenzy). You can attempt this Will save once per round. At the end of the frenzy you lose all of its benefits and become fatigued for a number of minutes equal to the number of rounds you spent in the frenzied state.

Dragon Magazine #: 342 (Class Acts – The Wild Hunt)

FRIEND OF EARTH [GENERAL]

You get along well with creatures of earth and stone.

Prerequisite: Devotee of elemental earth, member of the Earthborn or a similar earth-focused sect or organization.

Benefit: You gain a +4 bonus on any Charisma-based checks made to influence an earth creature. This benefit applies with respect to all creatures of elemental earth, all creatures with the earth subtype, and even stone constructs that possess Intelligence scores. You also gain a +2 bonus on Charisma-based checks made to influence any creature that is associated with earth and stone but lacks the appropriate subtype (such as dwarves).

Dragon Magazine #: 314 (Dust to Dust – Magic of the Earthborn)

FRIEND TO THE TRIBE [GENERAL]

You have earned the respect and comradeship of the native Olman of the Isle of Dread and are henceforth treated as one of their tribe.

Prerequisites: Any non-Olman, you must have performed a great service for one of the seven tribes of the Olman and earned their trust and friendship.

Benefit: For all effects related to origin, you are considered an Olman. For example, you qualify for feats requiring you to be Olman and you may join the Olman affiliation. You gain a +2 bonus on Diplomacy and Gather Information checks made related to the Olman. With a successful DC 25 Diplomacy check, you may requisition a spell cast by an Olman spellcaster. You may request this spell once per week and it is always cast by a spellcaster of the lowest level able to cast the spell. This free spell can have an expensive material component up to 100 gp x your character level or a focus worth up to double that. The spell's level can be no higher than 1/4 your character level. Thus, a 12th-level character can request of the Olman a 3rd-level spell.

Dragon Magazine #: 352 (Savage Tidings – Braving the Isle of Dread)

FURY OF STONE [GENERAL]

While underground, you are able to draw on the strength of the surrounding stone and extend the length of your rage.

Prerequisites: Ability to rage or frenzy, raised in an underground environment.

Benefit: While underground, your rage lasts for twice as long as it normally would. However, when above ground the duration of your rage is halved.

Normal: A barbarian's rage normally lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier.

Suggested Class/Race: Barbarian

Dragon Magazine #: 333 (Class Acts – Change of Environs)

GANG TACTICS [GENERAL]

Your allies seize every advantage, using dirty tricks to impress you and win your favor. However, they fight hard only when they have an opponent at a disadvantage.

Prerequisites: Cha 15, evil alignment, Commander.

Benefit: All allies within 30 feet of you deal +1 point of additional damage when flanking.

Special: Your followers do not gain this benefit against opponents who cannot be flanked.

Note: This feat doesn't benefit the character who takes it, it only helps allies.

Dragon Magazine #: 323 (On Command – Command and Control)

GIRDED SOUL [GENERAL]

Your exposure to necromantic energies has strengthened you against their assaults.

Prerequisites: Spell Focus (necromancy), necromancer level 1st.

Benefit: You receive a +4 bonus on saves made to resist the effects of any energy drain or death effect.

Dragon Magazine #: 325 (Heroic Feats – Getting Schooled)

GORE TOSS [GENERAL]

You gain a free trip attack with a successful gore attack.

Prerequisites: Gore attack, base attack bonus +4.

Benefit: After a successful gore attack, you may attempt a trip attack as a free action that does not provoke an attack of opportunity. If the attempt fails, the opponent cannot react to trip you.

Suggested Class/Race: Lycanthropes

Dragon Magazine #: 313 (Animal Ancestry – Characters that Answer the Call of the Wild)

GRAPPLING BLAST [GENERAL]

While grappling a foe, you can discharge your eldritch blast.

Prerequisites: Improved Grapple, eldritch blast 3d6.

Benefit: Whenever you make a successful grapple check to deal damage, you may also discharge your eldritch blast against the foe you're grappling. You also gain a circumstance bonus on your next grapple check made within the next round equal to half the damage you deal with your eldritch blast. You may not add any blast shape invocations to your eldritch blast when using it in this manner.

Dragon Magazine #: 358 (Class Acts – Arcane Feats)

GREATER COMBAT REFLEXES [GENERAL]

You react to any drop in your opponents' guard with blinding speed.

Prerequisite: Dex 15, Combat Reflexes, Improved Combat Reflexes, base attack bonus +11.

Benefit: For any given opportunity in melee combat, you can make three attacks of opportunity. The second attack is at a -5 penalty, just like your second normal attack in any given round. The third attack is at a -10 penalty, just like your third normal attack in any given round. You still cannot exceed your normal maximum number of attacks of opportunity in a round.

Suggested Class/Race: Rogue

Dragon Magazine #: 340 (Class Acts – Opportunists)

GUERRILLA TRAPSMITH [GENERAL]

You are adept at rigging small, improvised traps.

Benefit: You gain a +2 bonus on Craft (trapmaking) checks. The DCs to find and remove your traps are increased by +2.

In addition, you can create a booby trap (CR 1/2) in 5 rounds.

Normal: The time to create a booby trap is a full minute. See page 41 of the *DUNGEON MASTER'S Guide* if for details on booby traps.

Suggested Class/Race: Ninja

Dragon Magazine #: 342 (Class Acts – The Art of Kuji-In)

HAFT STRIKE [GENERAL]

You have learned to fight with both ends of a pole arm.

Prerequisite: Two-Weapon Fighting.

Benefit: When wielding a pole arm two-handed you may choose to attack with the haft of the weapon. You may only perform this attack as part of full-attack action. This additional attack is at your highest attack bonus and deals damage like a club of the same size as the pole arm. Although the haft does not possess any of the bonuses associated with the weapon (such as flaming), it does count as magic for the purposes of overcoming damage reduction, if the weapon is

enchanted. When using this feat, each attack you make in that round (the extra one and the normal ones) suffers a -2 penalty. You only receive half your Strength bonus on damage rolls with this attack. This feat cannot be used with a double weapon.

Normal: The haft of a non-double weapon is considered an improvised weapon and cannot be used as part of a full-attack action.

Special: A fighter may select Haft Strike as one of his fighter bonus feats.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

HALFLING'S CUNNING [GENERAL]

You share your experience in fighting larger opponents with your allies, making them more effective against tall foes.

Prerequisites: Cha 13, Commander, size Small or smaller

Benefit: All allies within 30 feet of you gain a +1 morale bonus on attack rolls against creatures of a size category greater than theirs.

Note: This feat doesn't benefit the character who takes it, it only helps allies.

Dragon Magazine #: 323 (On Command – Command and Control)

HAMSTRING ATTACK [GENERAL]

When you strike a vulnerable foe, you instinctively attack in ways that can significantly slow your enemies.

Prerequisites: Str 13, Dex 15, base attack bonus +4.

Benefit: When you use a natural weapon to make a successful attack while flanking, attack of opportunity, or attack against an opponent who is stunned or prone, you may choose to deal Dexterity damage instead of normal damage. Roll the damage for the attack normally; the result is the DC for the target's Fortitude save against the effect. A creature that fails the Fortitude save takes 1d4 points of Dexterity damage. Success negates the damage. You must indicate your intention to use this feat before you roll damage.

Suggested Class/Race: Lycanthropes

Dragon Magazine #: 313 (Animal Ancestry – Characters that Answer the Call of the Wild)

HANDS OF THE MAGE [GENERAL]

You develop a supernatural affinity between your hands and a specific object using the nearly forgotten teachings of a far-off time or place.

Prerequisites: Int 13, arcane caster level 14th.

Benefit: You can designate one object that you own and can lift on your own without magical aid. The object must have been in your possession for at least a week and a day. Once designated, you can have the item fly to your hand(s) via telekinesis as long as you can see it and have line of effect to it. The item travels to you in 1 round, avoiding obstacles, regardless of distance. This is a free action.

Further, the item can be conjured to appear instantaneously in your hand from any distance once per week. This requires a full round of concentration.

You may designate a new object only if the previous item is destroyed. Otherwise, your choice is permanent and cannot be changed. The new object must meet all the same requirements of this feat as the previous item.

Special: You may take this feat multiple times. Each time you do, you must choose a different item.

Dragon Magazine #: 359 (Class Acts – Arcane Lore Abilities)

HARD TO FOOL [GENERAL]

You have an innate knack for seeing through deceptions and lies.

Benefit: You gain a +2 bonus on Will saves against illusions and a +2 bonus on Sense Motive checks.

Suggested Class/Race: Holy Strategist (see article for more information)

Dragon Magazine #: 317 (Holy Strategists of the Red Knight)

HEADS UP [GENERAL]

You are capable of using the gaze attacks of a slain creature. Why should monsters have all the fun?

Prerequisites: Spell-like abilities or ability to cast arcane or divine spells.

Benefit: If you grasp the severed head of a creature with a gaze supernatural ability (such as the petrifying gaze of a medusa) within 1 hour of the creature being slain, you may use that creature's head to employ the slain creature's gaze supernatural ability as a standard action up to three times during the next 24 hours. After that time the head is rendered useless. Retrieving the head from a slain creature is a full-round action that provokes an attack of opportunity.

Dragon Magazine #: 328 (Silicon Sorcery – God of War)

HEAVY TELEPORT [GENERAL]

Your teleport spells move more.

Prerequisites: Spell Focus (conjunction), conjurer level 1st.

Benefit: Your conjuration (teleportation) spells can teleport one additional Medium or smaller creature. For example, a 9th-level conjurer with this feat can take himself and four other Medium creatures when he casts dimension door. Spells that teleport objects instead of people are not affected by this feat.

Dragon Magazine #: 325 (Heroic Feats – Getting Schooled)

HIBERNATE [GENERAL]

When you sleep, you heal at an increased rate.

Prerequisite: Con 13, Endurance.

Benefit: So long as you get at least 8 hours of uninterrupted sleep, you regain hit points equal to twice your character level and heal 2 points of ability damage to each affected score. If you sleep uninterrupted for a full day and night, you regain hit points equal to four times your character level and heal 4 points of ability damage to each affected score. "Uninterrupted sleep" does not need to take place in a bed.

Normal: When you rest a full 8 hours, you regain hit points equal to your character level and heal 1 point of ability damage to each affected score. If you have complete bed rest for a full day and night, you regain hit points equal to twice your character level and heal 2 points of ability damage to each affected score.

Suggested Class/Race: Lycanthropes

Dragon Magazine #: 313 (Animal Ancestry – Characters that Answer the Call of the Wild)

HIDDEN THOUGHTS [GENERAL]

You can more effectively resist intrusions into your mind.

Prerequisites: Spell Focus (divination), diviner level 1st.

Benefit: You gain a +4 bonus on Will saves made to resist divination spells. In addition, you gain a +4 bonus on Intelligence checks made to notice a scrying sensor.

Dragon Magazine #: 325 (Heroic Feats – Getting Schooled)

HIGH SOCIETY [GENERAL]

You know good manners and were trained to handle social interactions in noble circles.

Prerequisites: Diplomacy 4 ranks.

Benefit: You get a +3 bonus on Bluff, Diplomacy, or Disguise checks made when interacting with members of the highest levels of society, such as monarchs, nobles, courtiers, lords and ladies, and high-ranking clerics.

Suggested Class/Race: Monk

Dragon Magazine #: 333 (Class Acts – Monks In The City)

HOLY MOUNT [GENERAL]

Your special mount is a divine gift.

Prerequisites: Ability to gain a paladin special mount, any other divine spellcasting class level 1st.

Benefit: When determining the abilities of your paladin special mount, you can combine the levels of your paladin class with those of your other divine spell casting classes. For example, a 5th-level paladin/3rd-level cleric with this feat grants his paladin special mount abilities as an 8th-level paladin.

Dragon Magazine #: 325 (A Surge of Theurgy – Feats that Combine Class Abilities)

HYMNIST [GENERAL]

You strengthen the power of your bardic music by infusing it with your faith.

Prerequisite: Bardic music ability, ability to cast divine spells.

Benefit: Perform is always a class skill for you. You gain a bonus on all Perform checks equal to your Wisdom bonus.

Dragon Magazine #: 325 (A Surge of Theurgy – Feats that Combine Class Abilities)

HYPNOTIC FOCUS [GENERAL]

You can train your mind to gain mastery over your body and unlock your mind's deepest capabilities.

Benefit: Autohypnosis is always a class skill for you (*Expanded Psionics Handbook*, 36). As long as you do not have psionic focus (either because you expended it or because you lack the ability to gain it) you gain a +2 bonus on Autohypnosis checks.

Dragon Magazine #: 349 (Class Acts – Psiotheurgy)

IMPROVE DISGUISE [GENERAL]

You can more effectively disguise yourself in a specific way, such as changing your gender, race, age, or social class.

Prerequisites: Cha 13, Disguise 7 ranks, Sense Motive 5 ranks.

Benefit: You do not suffer the -2 penalty for attempting to disguise yourself as another gender, race, or age category. You can also don a disguise in half the normal amount of time.

Suggested Class/Race: Rogue

Dragon Magazine #: 335 (Class Acts – A Second Skin)

IMPROVED AID ANOTHER [GENERAL]

You excel at aiding the actions of your allies.

Benefit: When you use the aid another action to improve an ally's skill check result, attack bonus, or Armor Class your help provides a bonus +1 higher than normal. Usually, this means the person you aid gets a +3 bonus on skill checks, attack rolls, or Armor Class.

Normal: Aid another provides a +2 bonus on an ally's skill checks, attack rolls, or Armor Class.

Special: A thane may select Stalwart as one of his fighter bonus feats. A fighter may not take this feat as a fighter bonus feat.

Suggested Class/Race: Thane (see article in #323 for more information)

Dragon Magazine #: 323 (Class Acts – The Thane) and 339 (Planescape – Dead Factions)

IMPROVED COMBAT REFLEXES [GENERAL]

You react to any drop in your opponents' guard with lightning speed.

Prerequisite: Dex 13, Combat Reflexes, base attack bonus +6.

Benefit: For any given opportunity in melee combat, you can make two attacks of opportunity. The second attack is at a -5 penalty, just like your second normal attack in any given round. You still cannot exceed your normal maximum number of attacks of opportunity in a round.

Suggested Class/Race: Rogue

Dragon Magazine #: 340 (Class Acts – Opportunists)

IMPROVED WHIRLWIND ATTACK [GENERAL]

You can strike at nearby opponents in a blindingly fast spinning assault and follow it up with extra attacks.

Prerequisites: Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack, Whirlwind Attack, base attack bonus +4.

Benefit: As part of a whirlwind attack full-attack action, you can make all of your additional attacks based on your base attack bonus in addition to your normal attacks granted by the feat. For example, a 12th-level fighter with Improved Whirlwind Attack can make all his normal Whirlwind Attacks (each at +12 plus Strength and other modifiers) and then make the two additional attacks he gains from having a high base attack bonus (at +7 and +2 plus Strength and other modifiers). He does not get to make these additional attacks against every opponent; he only gets the two attacks at the end of his whirlwind.

Special: A fighter may select Improved Whirlwind Attack as one of his fighter bonus feats.

Dragon Magazine #: 343 (Class Acts – The Tide of Battle)

INSPIRE BEAST [GENERAL]

You can use spoken and nonverbal cues to direct your animal companion, increasing its combat prowess for short periods of time.

Prerequisite: Handle Animal 6 ranks, ability to acquire an animal companion.

Benefit: As a standard action you may make a DC 20 Handle Animal check to inspire your animal companion. Your animal companion must be within 30 feet of you, have line of effect, and be able to hear or see you. Success gives your companion a +3 morale bonus on attack and damage rolls for 1 round.

Suggested Class/Race: Ranger

Dragon Magazine #: 339 (Class Acts – A Different Path)

INSPIRE BLOODLETING [GENERAL]

Your followers attack their enemies with a savage fury. Their wild, punishing blows are more likely to crush a joint, slice an artery, or batter through armor.

Prerequisites: Cha 13, Commander

Benefit: All allies within 30 feet of you gain a +1 morale bonus on attack rolls to confirm critical hits.

Note: This feat doesn't benefit the character who takes it, it only helps allies.

Dragon Magazine #: 323 (On Command – Command and Control)

INSPIRE BLOODTHIRST [GENERAL]

The dread you strike into your follower's hearts compels them to fight with a crazed fury, for fear that you might punish or kill them if they falter.

Prerequisites: Cha 15, evil alignment, Intimidate 5 ranks, Commander, Weapon Focus (any melee weapon).

Benefit: All allies within 30 feet of you gain a +1 morale bonus on all melee attacks.

Note: This feat doesn't benefit the character who takes it, it only helps allies.

Dragon Magazine #: 323 (On Command – Command and Control)

INSPIRED MASTER [GENERAL]

Your search for perfection reveals greater power in the magic items you use.

Benefit: Any magic item you use is treated as if its caster level were +1 higher than normal. This is not a permanent change to the item and the magic item functions at its normal caster level when used by anyone else. For example, a normal staff of fire with a caster level of 8th functions as if it had a caster level of 9th in your hands.

Dragon Magazine #: 339 (Planescape – Dead Factions)

INTIMIDATE THE ENEMY [GENERAL]

You've learned techniques to quickly and effectively taunt and demoralize your favored enemy.

Prerequisites: Intimidate 3 ranks, favored enemy.

Benefits: Select a favored enemy. You may add your favored enemy bonus on any Intimidate checks made to demoralize a creature of the chosen type in combat. In addition, you can demoralize a creature of the chosen type as a move action. See page 76 of the *Player's Handbook* for more information on demoralizing an opponent.

Normal: Demoralizing an opponent in battle is a standard action.

Special: You can gain this feat multiple times. Its effects do not stack. Instead, each time you take the feat you must choose a different favored enemy type.

Suggested Class/Race: Ranger

Dragon Magazine #: 335 (Class Acts – Favored Enemy Feats)

INTUITIVE TRAPSMITH [GENERAL]

You rely on intuition instead of intellect when searching rooms or when disabling a trap.

Prerequisite: Ki power.

Benefit: Add your Wisdom bonus (rather than your Intelligence bonus) on all Search and Disable Device checks. Using this feat does not expend a daily use of your ki power. Its effects are always active.

Suggested Class/Race: Ninja

Dragon Magazine #: 351 (Class Acts – Historical Ninjas)

KUNG FU GENIUS [GENERAL]

Some styles of martial arts require the student to memorize advanced medical text and anatomical charts. These styles favor the intellectual over the introspective.

Prerequisites: Int 13 must be gained at or before the first level of the monk class is taken.

Benefit: You use your Intelligence modifier rather than Wisdom for all monk special abilities that normally rely on Wisdom.

Suggested Class/Race: Martial Artist, Monk

Dragon Magazine #: 319 (Warriors of the Animal Fist – Crouching Panther, Slashing Dragon)

LADY'S GAMBIT [GENERAL]

You can sacrifice your health to gain an advantage in combat.

Prerequisites: Base attack bonus +6, Iron Will, Power Attack.

Benefit: You may sacrifice a number of hit points (maximum sacrifice equals your character level), taking them from your current hit point total as if you had lost them to damage. For every two hit points so sacrificed, you gain a +1 bonus on attack and damage rolls for 1 round. Hit points sacrificed in this manner may be regained in the same way that hit points lost to damage can.

Special: Using this feat is a free action, but you may use it only once per round on your turn.

Suggested Class/Race: Holy Strategist (see article for more information)

Dragon Magazine #: 317 (Holy Strategists of the Red Knight)

LEADERSHIP, IMPROVED [GENERAL]

You are renowned for your charisma and ability to command.

Prerequisites: Cha 15, Leadership.

Benefit: You gain a +2 bonus to your Leadership score.

Suggested Class/Race: Holy Strategist (see article for more information)

Dragon Magazine #: 317 (Holy Strategists of the Red Knight)

LEAGUE MILITIAMAN [GENERAL]

You are a militiaman of the League of the Free People. You swore an oath to protect all members of the league.

Prerequisites: Halfling, Dodge, belong to a tribe associated with the League of the Free People (see Dragon Magazine #337).

Benefit: You are specially trained to fight opponents larger than yourself and can adopt a defensive combat style against them. During your action you can designate a Medium or larger fey, giant, humanoid, or monstrous humanoid with whom you are engaged in melee combat. Choose one effect to gain against the designated opponent: a +1 dodge bonus to your Armor Class or a +1 shield bonus to the Armor Class of any Small or smaller creature adjacent to you whom your designated opponent also threatens. You may designate a different opponent or choose a different effect or target of an effect on your turn as a free action.

Suggested Class/Race: Barbarian

Dragon Magazine #: 337 (Class Acts – The Free People)

LIFE RESTORER [GENERAL]

You have studied the methods of bringing a person back to life and can draw spirits back from the afterlife.

Prerequisites: The ability to cast divine spells.

Benefit: You may prepare and cast conjuration (healing) spells that return life to the dead. This does not grant the ability to cast these spells before you normally could (for example, it does not grant you access to spells of a higher level than you can cast).

Normal: You cannot prepare or cast spells that make use of life-restoring magic while using a raise dead variant, (see DRAGON MAGAZINE #342 for more information)

Dragon Magazine #: 342 (Beyond The Grave – Six Ways To Raise The Dead)

LONG STRIKE [GENERAL]

You have practiced grasping a pole arm farther down the haft than normal, granting you extended reach.

Prerequisite: Base attack bonus +2.

Benefit: As a full-attack action, you can make one attack with a pole arm as if it had reach, allowing you to strike an opponent 10 feet away. If the pole arm already grants reach, treat its reach as if it extended 5 feet further.

Normal: Only reach weapons allow you to attack foes more than 5 feet away.

Special: A fighter may select Long Strike as one of his fighter bonus feats.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

MARK OF LEMORIAX [GENERAL]

When a demon becomes inexorably bonded to the servitude of Demogorgon through painful rituals deep in Lemoriax, it emerges changed and transformed.

Prerequisites: Chaotic evil outsider, Thrall to Demon, base For save +8.

Benefit: A creature that bears a mark of Lemoriax gains a +4 bonus on Bluff and Diplomacy checks made against denizens of Gaping Maw, but suffers a -4 penalty on the same checks made against denizens of all other Abyssal Layers. He also gains a +4 bonus on all Intimidate checks. The mark of Lemoriax grants the demon the ability to breathe water and

air with equal ease. The demon is scali-er or furr-ier than most of its kind, and his natural armor bonus increases by 1.

Dragon Magazine #: 359 (1d20 Villains – D&D's Most Wanted; Preferably Dead)

MASTER BOWYER [GENERAL]

You craft masterwork bows and arrows with remarkable skill and speed.

Prerequisites: Craft (bowyer) 6 ranks.

Benefit: Your exceptional skill as a bowyer and Fletcher allows you to fashion masterwork bows and arrows at half the normal cost and in half the normal time.

Dragon Magazine #: 350 (Class Acts – The Archer's Art)

MASTER OF MOCKERY [GENERAL]

A genius of repartee and quick-witted insults, you can provoke your opponents to leave them too furious to worry about their own safety.

Prerequisite: Perform (comedy) 8 ranks.

Benefit: You may, as a standard action that does not provoke an attack of opportunity, attempt to enrage a single melee opponent by making a Perform (comedy) check. The result of this check represents the DC of the Will save your opponent must make to avoid becoming enraged. Enraged opponents attack you whenever able, ignoring all other targets. They gain a +2 morale bonus on attack rolls against you but take a -2 penalty to Armor Class. This is a mind-affecting, language-dependent effect.

Special: A fighter may select Master of Mockery as one of his lighter bonus feats.

Suggested Class/Race: Fighter

Dragon Magazine #: 333 (Class Acts – Cultured Combatants I)

MASTER SWIMMER [GENERAL]

You can swim while heavily laden is with a reduced risk of drowning.

Prerequisites: Str 15, Athletic.

Benefit: When using the Swim skill while wearing armor, you only take the normal armor check penalty and encumbrance penalty on your Swim check (see pages 123 and 162 of the *Player's Handbook*).

Normal: Swim checks are subject to double the normal armor check penalty and encumbrance penalty.

Dragon Magazine #: 343 (Take Cover! – Surviving D&D's Masters of Movement)

MERCURIAL STRIKE [GENERAL]

With a single motion, you draw your weapon and slash at an opponent.

Prerequisite: Quick Draw, base attack bonus +5.

Benefit: Any time an opponent provokes an attack of opportunity from you, but you are unarmed, you may draw a melee weapon and make your attack of opportunity with it. The target of your attack of opportunity is caught flat footed for that attack.

Suggested Class/Race: Rogues

Dragon Magazine #: 310 (Stealth and Dagger – Options, Combinations, and Prestige Classes for the Revised Rogue)

MIGHTY ARE FALLEN [GENERAL]

You can sidestep the powerful swings of an opponent that is using Power Attack.

Prerequisites: Dex 13, Int 13, Combat Expertise, Dodge, Mobility.

Benefit: You gain a +4 bonus to your AC against any blow enhanced by the Power Attack feat.

Special: A fighter can take Mighty Are Fallen as one of his bonus feats.

Dragon Magazine #: 309 (Campaign Components: Incursion – A World Under Siege)

MONSTROUS ANIMAL COMPANION [GENERAL]

You gain a monstrous creature as an animal companion.

Prerequisite: Ability to gain an animal companion, Savage Empathy.

Benefit: Add celestial owl, darkmantle, fiendish raven, giant fire beetle, and stirge to the list of creatures from which you may select your animal companion.

As with normal animal companions, you may gain more powerful companions as you progress in level.

However, you cannot simply summon these more powerful creatures as druids and rangers normally do. Rather, to gain such a monstrous companion you must first encounter such a creature and change its attitude to friendly or helpful. Changing the creature's attitude is most likely an effect of using either the Savage Empathy feat or the spell charm monster.

If your monstrous companion's attitude ever changes to indifferent or worse, such as when a charm monster spell ends, the monster ceases to be your companion and may either leave or attack, as its nature dictates. The following lists serve the same purpose as those presented in the Alternative Animal Companions section of The Druid's Animal Companion sidebar on page 36 of the *Player's Handbook*.

4th level or Higher (level 3)

Grick, Krenshar, Psedodragon, Shocker lizard, Worg

7th level or Higher (level 6)

Displacer beast, Griffon, Owlbear, Pegasus, Sea cat

10th level or Higher (level 9)

Arrowhawk, juvenile, Hell hound, Manticore, Shadow mastiff, Tojanida (adult)

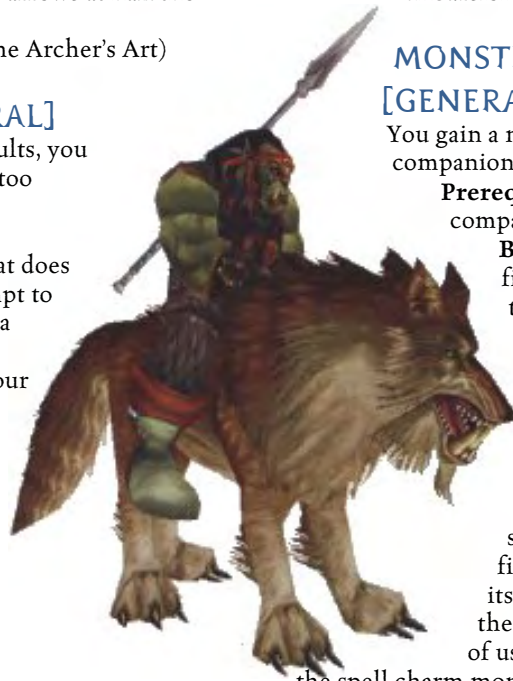
13th level or Higher (level 12)

Digester, Dragonne, Girallon, Wyvern, Xorn (average)

16th level or Higher (level 15)

Arrowhawk (elder), Behir, Gray render, Hydra (eight-headed), Roc

Dragon Magazine #: 326 (Silicon Sorcery – World of WarCraft)



MOONWARRIOR [GENERAL]

The power of the moon guides you on the hunt. Its tidal forces surge through your body, providing you with extra power to strike down your prey.

Prerequisite: Str 15, low-light vision.

Benefit: In conditions of low light such as starlight, torchlight, or a *light* spell, you gain a +1 morale bonus to attacks. In moonlight, you additionally gain a +1 morale bonus to damage.

Suggested Class/Race: Lycanthropes

Dragon Magazine #: 313 (Animal Ancestry – Characters that Answer the Call of the Wild)

MOUNTED FIGHTING [GENERAL]

You are especially effective when fighting atop a mount.

Prerequisites: Ride 11 ranks, Mounted Combat, Base Attack Bonus +8.

Benefit: You gain a +1 bonus on all attack and damage rolls you make while mounted.

Special: A fighter may select Mounted Fighting as one of his fighter bonus feats.

A scout may select Mounted Fighting as one of his scout bonus feats.

Suggested Class/Race: Scout

Dragon Magazine #: 346 (Class Acts – Scout Feat and Options)

MYSTIC COMPANION [GENERAL]

You have a mystic link with your animal companion that enhances your spellcasting abilities.

Prerequisites: Knowledge (nature) 9 ranks, ability to cast 1st-level divine spells, ability to acquire an animal companion.

Benefit: Your caster level for ranger spells increases by 4 as long you have an animal companion and it is within line of sight. This benefit cannot increase your caster level to higher than your ranger level. However, even if you can't benefit from the full bonus immediately, if you later gain more ranger levels, you might apply the rest of the bonus.

If your animal companion dies or you dismiss it, you lose the benefits of this feat until you acquire a replacement companion.

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.

Dragon Magazine #: 339 (Class Acts – A Different Path)

NAME OF THE MAGE [GENERAL]

By plumbing the depths of eldritch knowledge, you have discovered dire secrets no mortal was ever meant to know.

Prerequisites: Arcane caster level 20th.

Benefit: Anyone other than you who speaks your name become greatly unnerved, as are all who hear it (other than you). If the creature who speaks your name has as many or more Hit Dice as you, he is shaken for 3 rounds (no save); if you has fewer Hit Dice than you, he is frightened for 1d4+1 rounds (no save). Creatures who hear your name must make a Will save (DC 10 + your arcane spellcasting level + your Cha bonus) or become frightened for 3 rounds. Even those who succeed on the saving throw are shaken for 1 round. Neither your presence nor knowledge of you has any effect on this

ability. Your name itself has gained an inherent power all its own.

This is a mind-affecting fear effect.

Dragon Magazine #: 359 (Class Acts – Arcane Lore Abilities)

NATURAL DOWSER [GENERAL]

You can locate water even in the most parched regions.

Prerequisite: Survival 4 ranks.

Benefit: You gain a +4 bonus on Survival checks to get along in the wild.

Dragon Magazine #: 323 (Heroic Feats – Mastery of the Sand and Seas)

NATURAL LEADER [GENERAL]

You have a way with people that lets you excel as a leader.

Prerequisites: Leadership, character level 6th.

Benefit: You gain a permanent +2 bonus to your Leadership score.

Dragon Magazine #: 346 (Supporting Cast – Following the Leader)

NIMBLE DEFLECTIONS [GENERAL]

Practice with moving your hands deftly on keyboards has taught you how to swiftly change their location. This allows you to position them quickly to deflect blows.

Prerequisite: Dex 13, Perform (keyboard) 7 ranks, Dodge.

Benefit: When wielding a two-handed weapon and using the Dodge feat, you may use your weapon to fend off blows as well as make attacks. You gain a +2 shield bonus to your Armor Class against the opponent you have designated as the target of your Dodge feat. You lose this bonus whenever a condition makes you lose your Dexterity bonus to Armor Class.

Special: A fighter may select Nimble Deflections as one of his fighter bonus feats.

Suggested Class/Race: Fighter

Dragon Magazine #: 335 (Class Acts – Cultured Combatants II)

NIMBLE FLIER [GENERAL]

You fly with such speed and agility that your enemies have trouble lining up precise attacks against you.

Prerequisite: Dex 13, Dodge, ability to fly with good or better maneuverability.

Benefit: During any round in which you use a move action to fly, you gain a +1 dodge bonus against all non-flying foes.

Suggested Class/Race: Beholder

Dragon Magazine #: 313 (Eye Wares – Potent Powers of the Beholders)

NO THREAT TO ME [GENERAL]

You've learned to safely make a ranged attack when in close combat with your favored enemies.

Prerequisites: Base attack bonus +7, Point Blank Shot, favored enemy.

Benefits: Select one of your favored enemies. You may make a ranged attack without provoking an attack of opportunity from a creature of the chosen type. Creatures of other types that threaten you can make attacks of opportunity as normal whenever you use a ranged weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Instead, each time you take the feat you must choose a different favored enemy type.

Suggested Class/Race: Ranger

Dragon Magazine #: 335 (Class Acts – Favored Enemy Feats)

NOBLE BORN [GENERAL]

You are a scion of a noble house. You were raised to rule and learned the art of diplomacy as soon as you could talk.

Benefit: Diplomacy and Knowledge (nobility and royalty) are always considered class skills for you. In addition, if you gain the Leadership feat you receive a +2 to your Leadership score.

Special: This feat can only be taken at 1st level. It indicates a tie to a noble family, which might or might not still exist.

Dragon Magazine #: 333 (Noble Born – The Right to Rule)

NOBLE WARRIOR [GENERAL]

You are a skilled military commander from the ranks of the nobility, with an intimate knowledge of war and those who make it.

Benefit: You gain a +2 competence bonus on Knowledge (history) and Knowledge (nobility and royalty) checks.

Suggested Class/Race: Holy Strategist (see article for more information)

Dragon Magazine #: 317 (Holy Strategists of the Red Knight)

OCCULT OPPORTUNIST [GENERAL]

Your knowledge of the supernatural allows you to exploit most attempts to manipulate magical energies.

Prerequisite: Knowledge (arcana) 5 ranks, Spellcraft 5 ranks.

Benefit: You may make an attack of opportunity against an opponent you threaten who dismisses a spell, directs or redirects an active spell, casts a quickened or swift spell, or attempts to turn or rebuke undead.

If your attack is successful, your opponent must make a Concentration check (DC 10 + damage dealt) or lose the action that provoked the attack of opportunity.

Suggested Class/Race: Rogue

Dragon Magazine #: 340 (Class Acts – Opportunists)

OFFENSIVE METERED FOOT [GENERAL]

You can recite an exacting poem in your head, allowing you to execute a precise series of pauses and strikes that partially reduces the element of chance from your attacks.

Prerequisite: Concentration 6 ranks, Improved Unarmed Strike.

Benefit: As a free action, choose an opponent. When making unarmed strikes against the chosen opponent you gain a +1 cumulative insight bonus on attack rolls for each successful consecutive hit beyond the first, to a maximum bonus of +5. As soon as any of your attacks misses the chosen opponent all bonuses from this feat are lost. Your bonus resets to +1 the next time you successfully strike the chosen opponent. The bonus to hit is determined by the previous attack, regardless of whether it occurred within the round, or in the preceding round, of combat. You may only use this feat against one opponent at a time.

Suggested Class/Race: Monk

Dragon Magazine #: 337 (Class Acts – The Metered Style)

ONE WITH EARTH AND WATER [GENERAL]

You rely on intuition instead of strength when climbing or swimming.

Prerequisite: Ki power.

Benefit: Add your Wisdom bonus (rather than your Strength bonus) on all Climb and Swim checks. Using this feat does not expend a daily use of your ki power. Its effects are always active.

Suggested Class/Race: Ninja

Dragon Magazine #: 351 (Class Acts – Historical Ninjas)

OPPORTUNISTIC TACTICIAN [GENERAL]

You are able to use your opponent's missteps to reposition yourself to your advantage.

Prerequisite: Combat Reflexes, Dodge, Mobility.

Benefit: You may make a free 5-foot step after making an attack of opportunity (as long as you can actually make a 5-foot step).

Special: A fighter may select Opportunistic Tactician as one of his fighter bonus feats.

Suggested Class/Race: Rogue

Dragon Magazine #: 340 (Class Acts – Opportunists)

ORCUS'S BLOODTHIRST RITUAL

You have participated in an evil ritual involving drinking the blood of a slain innocent, cementing your loyalty to Orcus and teaching you to cause excruciating pain in your opponents.

Prerequisite: Evil alignment, patron deity: Orcus

Benefit: You can hit opponents so they suffer severe pain. Once per day you can declare a critical hit or sneak attack to be in an exceptionally painful area. You may make this declaration after the attack hits and after it is found to be a critical hit (if appropriate) but before the damage is rolled. The defender must make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wisdom modifier) or be stunned for 1 round due to the pain of the attack. Creatures unable to feel pain or not subject to critical hits or sneak attacks are not affected by this attack.

Intelligent undead recognize you as a potential ally and have an initial attitude of (at worst) indifferent unless circumstances warrant a more negative attitude (for example, if you are currently attacking the undead or one of its allies, although having this feat might be enough to call a short truce in order to negotiate).

Detect evil and similar spells detect your evil as if you were an evil cleric (level equal to your total Hit Dice). This means that for most living humanoids, you detect as more evil than a typical person of your race, class, and level.

Dragon Magazine #: 315 (Ghostwalk – The Bloody Swords)

PACK FEINT [GENERAL]

You know how to confuse an opponent with the aid of your comrades.

Prerequisites: Dex 13, Wis 13, Bluff 3 ranks, base attack bonus +3.

Benefit: Whenever you successfully use Bluff to feint in combat, the target loses its Dexterity bonus to AC for your next attack and the next attack of any allies adjacent to the

foe when you made your Bluff check. To benefit from this feat, each ally's next attack and your next attack must be made on or before your next turn.

Normal: After a successful feint in combat, your victim loses its Dexterity bonus to AC for your next attack, so long as you make your attack on or before your next turn.

Suggested Class/Race: Lycanthropes

Dragon Magazine #: 313 (Animal Ancestry – Characters that Answer the Call of the Wild)

PACK TACTICS [GENERAL]

Fighting in cooperation with one or more partners is second nature to you. You are a master of harrying opponents and finding their undefended flanks.

Prerequisites: Wis 13.

Benefit: Whenever you flank an opponent, an ally not flanking that foe gains a +1 bonus to melee attacks made against your flanked opponent. Flanking allies retain the normal +2 bonus to melee attacks.

Suggested Class/Race: Lycanthropes

Dragon Magazine #: 313 (Animal Ancestry – Characters that Answer the Call of the Wild)

PASSIVE RECONNOITER [GENERAL]

You have learned to perceive your surroundings with an acute eye and ear.

Prerequisite: Survival 4 ranks.

Benefit: You gain a +3 circumstance bonus on Listen and Spot checks whenever you spend a full-round action doing nothing other than concentrating on locating opponents.

Special: A scout may select Passive Reconnoiter as one of his scout bonus feats.

Suggested Class/Race: Scout

Dragon Magazine #: 346 (Class Acts – Scout Feat and Options)

PATHFINDER [GENERAL]

You possess exceptional direction sense.

Prerequisites: Knowledge (geography) 1 rank, Survival 1 rank, Track.

Benefit: You never became lost because of poor visibility or difficult terrain (see page 86 of the *Dungeon Master's Guide*). In addition, you may make a Survival check to reduce travel time through difficult terrain for you and one additional creature per rank in Survival you possess. A successful DC 20 check decreases how much terrain affects movement by 1/4 of your speed (to a maximum movement of 3/4 speed). For example, this level of success allows the character to move at 3/4 speed instead of the normal 1/2 speed in trackless mountains, but even at this level he cannot move more than 3/4 speed on a mountain highway. A DC 30 check decreases how much terrain affects movement by 1/4 of your speed (to a maximum movement of full speed). For example, this level of success allows the character to move at 3/4 speed instead of the normal 1/2 speed in trackless mountains and at full speed on a mountain highway.

Suggested Class/Race: Ranger

Dragon Magazine #: 339 (Class Acts – A Different Path)

PIKE HEDGE [GENERAL]

You are particularly skilled at setting a weapon to receive a charge.

Prerequisites: Base attack bonus +2, Combat Reflexes, Hold the Line

Benefit: When readying an action to receive a charge, you deal double damage with any melee weapon, or triple damage with a spear, halberd, or any other polearm that normally deals double damage when set to receive a charge.

Special: A fighter may select Pike Hedge as one of his fighter bonus feats.

Suggested Class/Race: Holy Strategist (see article for more information)

Dragon Magazine #: 317 (Holy Strategists of the Red Knight)

PIRATE LUCK [GENERAL]

You are notorious for escaping from nasty predicaments.

Prerequisite: Cha 13.

Benefit: Once per day, you may reroll one saving throw that you have just made before the DM declares whether the roll results in success or failure.

You must take the result of the second roll, even if it is worse.

Dragon Magazine #: 323 (Heroic Feats – Mastery of the Sand and Seas)

POLE BALANCE [GENERAL]

You can use your pole arm to brace yourself against impact and prevent you from falling.

Benefit: When wielding a pole arm two-handed you gain a +4 circumstance bonus to resist being bull rushed or tripped, and on any Balance checks to avoid losing your footing. You may not use this feat if you are flat-footed or if you are in a precarious position (such as on a tightrope or while climbing) that does not provide you a solid surface against which to prop the weapon.

Special: A fighter may select Long Strike as one of his fighter bonus feats.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

POLE FIGHTER [GENERAL]

Your monastic training included extensive work with pole arms and other similar weapons.

Prerequisite: Proficiency with the selected weapon, Weapon Focus with the selected weapon, flurry of blows class feature.

Benefit: Chose a pole arm from the Complete Pole Arm Chart. You can treat that weapon as a special monk weapon, allowing you to perform a flurry of blows with it.

Special: A fighter may select Long Strike as one of his fighter bonus feats.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

POLYGLOT [GENERAL]

Traveling abroad has given you a knack for picking up languages.

Benefit: You learn a language of your choice as a bonus language. In addition, Speak Language is always considered a class skill for you.

Dragon Magazine #: 323 (Heroic Feats – Mastery of the Sand and Seas)

POTENT ENCHANTMENT [GENERAL]

Your enchantment spells can affect more creatures.

Prerequisites: Spell Focus (enchantment), enchanter level 1st.

Benefit: Enchantment spells you cast that affect a certain number of Hit Dice, such as *sleep* or *hypnotism*, affect an additional 3 Hit Dice of creatures. For example, a *sleep* spell cast by an enchanter with this feat would affect 7 Hit Dice worth of creatures instead of only 4.

Dragon Magazine #: 325 (Heroic Feats – Getting Schooled)

POWER SOAR [GENERAL]

You can make sudden, unexpected moves that catch your enemies off guard, ruining their efforts to strike while you are vulnerable.

Prerequisite: Dex 13, Dodge. Nimble Flier, ability to fly with good or better maneuverability.

Benefit: If you use a move action to fly straight up or straight down, the movement does not provoke attacks of opportunity.

Suggested Class/Race: Beholder

Dragon Magazine #: 313 (Eye Wares – Potent Powers of the Beholders)

POWER SURGE [GENERAL]

You focus an additional burst of energy on one supernatural special attack you possess, improving its potency at the cost of decreased capacity.

Prerequisite: A supernatural special attack that you can use at least three times per day.

Benefit: Choose one supernatural special attack that you can use three or more times per day. You may apply any one of the following improvements to that ability.

- Increase the save DC to resist the effect by +1.
- Increase the damage dealt by the effect by +1 per die.
- Increase the duration of the effect by 50% (not applicable to any effect with an instantaneous duration).

After using this feat, you must wait to use the supernatural special attack for 1 round. If you must normally wait to use the supernatural special attack, you must wait 1 round in addition to the normal period you would wait to use the ability again.

Special: You may take this feat multiple times. Each time you take this feat, it applies to a different supernatural special attack.

Suggested Class/Race: Beholder

Dragon Magazine #: 313 (Eye Wares – Potent Powers of the Beholders)

PRECISE STRIKE [GENERAL]

You are skilled in finding your opponent's weakness and striking where it hurts most.

Prerequisites: Dex 13, ability to sneak attack.

Benefit: When making an attack that would qualify as a sneak attack, you may take away any number of dice from your sneak attack damage and add a +2 circumstance bonus to your attack roll for each die reduction you make. You may

convert as many of your dice from your sneak attack damage as you wish in this manner. However, if you make more than one sneak attack during a round and are using this feat, you must convert the same number of dice for each one.

Suggested Class/Race: Rogues

Dragon Magazine #: 310 (Stealth and Dagger – Options, Combinations, and Prestige Classes for the Revised Rogue)

PRESENCE OF THE MAGE [GENERAL]

Your delving into secrets unknown to mortals has forever changed you on an intangible level.

Prerequisites: Int 11, Cha 17, arcane caster level 18th.

Benefit: Allies within 25 feet of you are heartened and gain a +1 morale bonus on saving throws and attack rolls.

Non-allied creatures within 25 feet of you are slightly unnerved and suffer a -1 penalty on saving throws and attack rolls.

Further, natural animals shy away from you, becoming uneasy within 25 feet. Any attempt by you or allies to influence an animal using a Charisma-based skill or ability (such as Handle Animal or wild empathy) within this area suffers a -1 penalty. Ride checks made within the area suffer a -2 penalty.

The latter two effects are mind-affecting fear effects.

Dragon Magazine #: 359 (Class Acts – Arcane Lore Abilities)

PRESSURE POINT STRIKE [GENERAL]

You know how to strike opponents in supernaturally vulnerable locations.

Prerequisites: Dex 13, Wis 13, Knowledge (arcana) 5 ranks, Improved Unarmed Strike, Stunning Fist, base attack bonus +8, ki strike (magic).

Benefit: You must declare that you are using this feat, as well as which pressure point you wish to strike, before you make your attack roll (thus, a failed attack roll ruins the attempt). You can use Pressure Point Strike as an attack against an enemy or to remove a detrimental condition from an ally. As an attack, Pressure Point Strike forces a foe damaged by your unarmed strike to make a Fortitude save (DC 10 + 1/2 your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw suffers the effect of the targeted pressure point. This ability only works on giants, humanoids, and monstrous humanoids. Other creature types either lack pressure points or have very different ones.

You can aid an ally by bolstering him in some way or by attempting to remove a detrimental condition. Make a level check against the DC of the effect that caused your ally's condition to remove the condition.

The different uses of this feat count against the number of times per day you can use the Stunning Fist feat in specific amounts.

PRESSURE POINT ATTACKS

The more important a pressure point is, the greater the monk's investment of *ki* to affect it.

White Tiger Array (1 use): A collection of points targeted by the standard use of Stunning Fist, when used on an ally they remove the stunned, sickened, or fatigued conditions.

Red Monkey Point (2 uses): A creature's motor functions depend on this point. Striking here paralyzes your opponent for 1d4 rounds. Used on an ally, it removes paralysis.

Water Turtle Point (2 uses): This point controls a creature's perceptions. Striking here blinds or deafens your foe (your choice) for 1d4 rounds. Utilizing this point removes blindness or deafness from an ally.

Dragon Soul Point (3 uses): A creature's innate resistance to magic channels through this pressure point. Striking here lowers an opponent's spell resistance by $ad\ 1d6 + \text{your Wisdom modifier for } 1 \text{ round (but not less than } 0)$. When used on an ally, you can increase his spell resistance (whether natural or granted by a spell or item) by the same amount for 1 round.

Emerald Snake Point (3 uses): This point helps protect a creature from toxins and poisons. By striking this pressure point you can flood your foe's body with internal toxins, poisoning him (injury, Fortitude DC $10 + 1/2$ your character level + your Constitution modifier, initial damage 1d4 Con primary, no secondary damage). For an ally, you can delay the effects of poison for 1d4 hours.

Royal Viper Point (4 uses): This point controls a creature's ability to fight toxins and poisons. Striking here imposes a penalty on the target's saves against poison by $1 + \text{your Wisdom modifier for } 1d4 \text{ rounds}$. Touching this point allows you to neutralize poison in an ally.

Celestial Dragon Point (5 uses): This point regulates the flow of spell power. Striking here prevents an enemy from casting spells or using spell-like abilities for 1d4 rounds. When used on an ally, you may attempt to remove a condition caused by a spell or spell-like ability as if using greater dispel magic.

Dragon Magazine #: 336 (Class Acts – Pressure Point Attacks)

PRESSURE RESISTANCE [GENERAL]

Your body adjusts quickly to changes in water pressure.

Prerequisite: Deep Diver, Endurance, Skill Focus (Swim), Swim 4 ranks.

Benefit: Once you successfully make Fortitude saving throw to resist damage caused by water pressure, you no longer need to make Fortitude saving throws to avoid damage caused by pressure at that depth. If your depth changes by 100 feet, you must begin making new Fortitude saving throws as normal until you succeed again.

Normal: You must make a Fortitude saving throw (DC $15 + 1$ for each additional saving throw) once every minute to avoid suffering damage from water pressure. (See page 304 of *the Dungeon Master's Guide*.)

Suggested Class/Race: Darkwater Guardians (see article for more information)

Dragon Magazine #: 314 (Guardians of the Deepest Seas – Water Spells and Feats from the Underdark)

PROTECTIVE TALONS [GENERAL]

Vigilantly circling overhead, your raptor may swoop down and snare ranged weapons just before they strike you.

Prerequisites: Handle Animal 8 ranks, Bonded, trained creature.

Effect: As a free action during your turn, if your raptor is within 5 feet you can order the creature to protect you from ranged attacks. If any opponent makes a successful ranged attack against you while your raptor is within 5 feet of you

and under this command, your raptor can attempt to knock the missile off course. The raptor must make a melee attack against the missile, using the attack roll your opponent made against you as the missile's Armor Class. If the raptor succeeds, the missile misses you and is destroyed. If the raptor fails, you take damage as normal. Your raptor can only protect you from one missile per round.

Special: A fighter may select Protective Talons as one of his fighter bonus feats.

Dragon Magazine #: 358 (Feathers & Fur – A Guide to Flying and Fanged Animal Companions)

PUPPET MASTER [GENERAL]

It is more difficult to notice manipulation of the targets of your enchantment spells.

Prerequisites: Wis 13.

Benefit: Add +5 to the DC of a Sense Motive check to notice that the target of one of your mind-affecting spells is being magically influenced (DC 30 for most spells, 20 for dominate person or dominate monster).

Suggested Class/Race: Enchanter

Dragon Magazine #: 312 (Thieves of Will – Evil Enchanters)

QUICK CHANGE [GENERAL]

You can shift to an alternate form faster and more easily than normal.

Prerequisites: Dex 13, alternate form special quality.

Benefit: You may change form as a move action.

Normal: A lycanthrope can change form as a standard action.

Suggested Class/Race: Lycanthropes

Dragon Magazine #: 313 (Animal Ancestry – Characters that Answer the Call of the Wild)

QUICK CLEAVE [GENERAL]

You can bring down foes so efficiently that those you turn your attention to next cannot react effectively.

Prerequisites: Str 15, Dex 13, Cleave, Power Attack.

Benefit: You gain a +2 circumstance bonus on the attack roll of the additional attacks you make because of Cleave and Great Cleave.

Special: A fighter may select Quick Cleave as one of his fighter bonus feats.

Dragon Magazine #: 343 (Class Acts – The Tide of Battle)

QUIET FEET [GENERAL]

You can move in such a way as to avoid making vibrations.

Prerequisites: Dex 15, Stealthy.

Benefit: You can avoid detection by creatures with tremorsense.

As long as you move at no more than one-half of your normal movement speed, you cannot be detected by tremorsense. You move so deliberately that for the purposes of that ability you are not considered to be in contact with the ground. This feat does not benefit you when attempting to avoid tremorsense underwater.

If you make an attack while using this feat you can be detected as normal.

A creature with other means of perceiving you can still use them to detect you as normal.

Normal: Creatures with tremorsense can detect any creature in contact with the ground.

Dragon Magazine #: 343 (Take Cover! – Surviving D&D's Masters of Movement)

RAGE CASTING [GENERAL]

Your rage does not prevent you from casting certain spells.

Prerequisites: Ability to cast 1st-level spells, Combat Casting, Quicken Spell, Concentration 5 ranks, ability to rage or frenzy.

Benefit: When raging, you can cast spells that you can cast as a free action. This includes spells that have been quickened with the Quicken Spell feat. You can also activate magic items by spell trigger, spell completion, or command word.

Normal: The barbarian's rage ability prohibits spellcasting. When raging, a barbarian cannot cast spells or use a magic item activated by a spell trigger, spell completion, or command word.

Suggested Class/Race: Barbarians

Dragon Magazine #: 310 (The Roles of Rage – Multiclassing the Revised Barbarian)

RAGING BULL RUSH [GENERAL]

Your rage can hurl opponents back.

Prerequisites: Str 13, Power Attack, Improved Bull Rush, ability to rage or frenzy.

Benefit: When you're raging and make a bull rush attack, you gain a +4 bonus on the opposed Strength check you make to push back the defender. This bonus stacks with the +4 bonus from Improved Bull Rush.

Suggested Class/Race: Barbarians

Dragon Magazine #: 310 (The Roles of Rage – Multiclassing the Revised Barbarian)

RAGING OVERRUN [GENERAL]

Your rage enhances your ability to run down opponents.

Prerequisites: Str 13, Power Attack, Improved Overrun, ability to rage or frenzy.

Benefit: When you're raging and attempt to overrun an opponent, you gain a +4 bonus on your Strength check to knock down your opponent. This bonus stacks with the +4 bonus from Improved Overrun.

Suggested Class/Race: Barbarians

Dragon Magazine #: 310 (The Roles of Rage – Multiclassing the Revised Barbarian)

RAGING SPELL PENETRATION [GENERAL]

Your rage brings power to your spells, breaking through spell resistance more readily than normal.

Prerequisites: Ability to cast 1st-level spells, Rage Casting, Spell Penetration, ability to rage or frenzy.

Benefit: You can sacrifice a daily use of rage to gain a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance. This bonus stacks with the +2 bonus from Spell Penetration and lasts a number of rounds equal to 3 + your Constitution modifier, after which you lose the bonus provided by this feat and become fatigued (-2 penalty to Strength, -2 penalty to Dexterity, cannot charge or run) for the duration of the current encounter.

Suggested Class/Race: Barbarians

Dragon Magazine #: 310 (The Roles of Rage – Multiclassing the Revised Barbarian)

RAGING SUNDER [GENERAL]

Your rage improves your attacks against your opponents' weapons and shields.

Prerequisites: Str 13, Power Attack, Improved Sunder, ability to rage or frenzy.

Benefit: When you're raging you gain a +4 bonus on any attack roll made to attack an object held or carried by another character. This bonus stacks with the +4 bonus from Improved Sunder.

Suggested Class/Race: Barbarians

Dragon Magazine #: 310 (The Roles of Rage – Multiclassing the Revised Barbarian)

RANGED SKIRMISHER [GENERAL]

You have extensive training in making ranged attacks while skirmishing.

Prerequisites: Dex 15, Wis 13, Far Shot, Point Blank Shot, skirmish ability.

Benefit: You may apply the extra damage from the skirmish ability to ranged attacks made against targets within 60 feet.

Normal: You may apply the extra damage from the skirmish ability to ranged attacks made against targets within 30 feet.

Special: A scout may select Ranged Skirmisher as one of his scout bonus feats.

Suggested Class/Race: Scout

Dragon Magazine #: 346 (Class Acts – Scout Feat and Options)

RANGED THREAT [GENERAL]

You can take advantage of a foe who drops his guard near you.

Prerequisites: Combat Reflexes, Point Blank Shot, Precise Shot, base attack bonus +6.

Benefit: When armed with a ranged weapon, you threaten every square within 15 feet. If a target in this threatened area takes an action that provokes an attack of opportunity, you may make one ranged attack at your highest attack bonus against that target. You may only use this feat once per round, and this counts as all of your attacks of opportunity for that round, even if you are normally allowed more than one.

Special: A fighter may select Ranged Threat as one of his fighter bonus feats.

Dragon Magazine #: 350 (Class Acts – The Archer's Art)

RECOGNIZED ELDER [GENERAL]

Your people highly respect your opinion and seek out your wisdom.

Prerequisites: Leadership, membership in a tribe, old age.

Benefit: Diplomacy and Knowledge (history) are class skills for you, and you receive a +1 bonus on Diplomacy and Knowledge (history) checks. In addition, you may gain a



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cohort with levels in barbarian as if your Leadership score were 1 higher.

Suggested Class/Race: Barbarian

Dragon Magazine #: 334 (Class Acts – Council of Elders)

RESIST TELEKINESIS [GENERAL]

You are adept at avoiding the combat maneuvers practiced by spellcasters using telekinesis.

Prerequisites: Int 13, Spellcraft 2 ranks, Combat Expertise.

Benefit: When an opponent uses *telekinesis* to perform a combat maneuver (such as bull rush, disarm, grapple, or trip) against you, you gain a +8 bonus on your opposed roll to resist the effect, You also gain a +4 bonus on your Will save to avoid being hurled by a telekinetic violent thrust.

Dragon Magazine #: 309 (Campaign Components: Incursion – A World Under Siege)

RETRIBUTION [GENERAL]

Taking damage drives you to greater heights of combat prowess.

Prerequisite: Power Attack.

Benefit: For every 5 points of damage you take from a single creature in one round, you gain a cumulative +1 bonus on damage rolls against that target on your next attack. For example, a monster deals 13 points of damage to a fighter with this feat in one round; in the next round the fighter successfully hits the monster and deals +2 additional points of damage against that monster. If the fighter gets multiple attacks in a round, the bonus damage only counts for the first attack and only if that attack hits).

Bonus damage provided by this feat does not stack from round to round and only applies to your next attack. If you gain bonus damage from Retribution but you miss your target, you also lose the bonus damage provided by this feat. This feat's bonus damage only applies against the creature that dealt you damage, whether from melee or ranged attacks, spells, special attacks, or any other form. The bonus damage cannot be used to deal extra damage to creatures other than your attacker. In the case of attacks where you cannot conclusively discern from whom or what the attack came, you gain no bonus damage.

Dragon Magazine #: 326 (Silicon Sorcery – World of WarCraft)

RICOCHET [GENERAL]

You can bounce your weapon off one opponent to strike at another with the same throw.

Prerequisites: Dex 19, Blind-Fight, Improved Precise Shot, Point Blank Shot, Precise Shot, base attack bonus +15.

Benefit: Once per round, when you successfully hit an opponent with a thrown weapon that deals bludgeoning damage, you may make an automatic second attack roll against a creature adjacent to that opponent. The second attack takes a -5 penalty. The first creature hit takes damage normally (including Strength modifier, sneak attack damage, and so on), while the second opponent takes 1/2 damage from the weapon + 1/2 your Strength modifier. Only one

additional creature can be struck as a result of using this feat. You cannot sneak attack the second creature struck.

Special: A fighter may select Ricochet as one of his fighter bonus feats.

Dragon Magazine #: 343 (Class Acts – The Tide of Battle)

RING THE GOLDEN BELL [GENERAL]

With the rush of air from a single precise strike, skilled martial artists can extinguish a candle flame from several feet away. Legendary masters developed this ability to the point that they could ring a thousand-pound bell using only a finger strike from 20 feet away.

Prerequisites: Wis 13, Improved Unarmed Strike, Stunning Fist, Weapon Focus (unarmed strike), base attack bonus +5.

Benefit: A number of times per day equal to 1 plus your Wisdom bonus, you may inflict unarmed strike damage with a successful ranged attack. This attack has a range increment equal to 5 feet plus 5 feet per point of Wisdom bonus. Normal cover modifiers apply. This attack can deliver any effect your unarmed strike can normally deliver, such as a stunning attack due to the Stunning Fist feat.

Suggested Class/Race: Martial Artist

Dragon Magazine #: 319 (Warriors of the Animal Fist – Crouching Panther, Slashing Dragon)

ROUSE COURAGE [GENERAL]

When terror fills the hearts of your allies, your presence helps calm them. Rather than flee, they stay and fight.

Prerequisites: Cha 13, Commander

Benefit: All allies within 30 feet of you may reroll any failed saves made against fear effects. They may roll again only once. An ally affected by a fear effect who moves within 30 feet of you can make one additional save to resist the effect.

Note: This feat doesn't benefit the character who takes it, it only helps allies.

Dragon Magazine #: 323 (On Command – Command and Control)

SACRED OUTLAW [GENERAL]

Your devotion to your deity continues to grow, even when you choose to familiarize yourself with more worldly pursuits.

Prerequisites: Sneak attack +2d6, ability to turn or rebuke undead.

Benefit: Your cleric and rogue levels stack for the purpose of determining your turning check and turning damage. For example, a 3rd-level cleric/4th-level rogue turns or rebukes dead as a 7th-level cleric.

Your cleric and rogue levels also stack for the purpose of determining your sneak attack bonus damage. For example, a 3rd-level cleric/4th-level rogue deals +4d6 points of damage on a successful sneak attack.

Dragon Magazine #: 357 (Class Acts – Dirty Priests, Holy Thieves)



Sacred Outlaw

SACRED PERFORMER [GENERAL]

You invest a little bit of your piety into your every performance.

Prerequisites: Bardic music ability, ability to turn or rebuke undead.

Benefit: Your bard and cleric levels stack for the purpose of determining your turning check and turning damage. For example, a 4th-level bard/1st level cleric turns or rebukes undead as a 5th-level cleric.

Your bard and cleric levels also stack for the purpose of determining the number of times per day you can use your bardic music (although this does not affect which bardic music abilities you can use). For example, a 5th-level bard/4th level cleric receives a bonus equal to 9 (the sum of his bard and cleric levels) + Intelligence bonus (if any) on his bardic knowledge checks, and he can use bardic music 9 times per day.

Dragon Magazine #: 357 (Class Acts – Dirty Priests, Holy Thieves)

SAILOR WILL [GENERAL]

Your unshakable beliefs sustain you against all outside influences.

Prerequisite: Base Will save +2.

Benefit: You receive a +4 bonus on all modified level checks made to oppose Intimidate checks meant to demoralize you (see the Player's Handbook, page 76) and a +1 bonus on all Will saves.

Dragon Magazine #: 323 (Heroic Feats – Mastery of the Sand and Seas)

SANDSTEP [GENERAL]

Your footing is as sure on shifting sand as it is on solid ground.

Benefit: The DCs of your Balance, Move Silently, and Tumble checks are not increased by the light or dense rubble or light undergrowth of the desert terrain. Light and dense rubble and undergrowth in other regions still hinders you, and heavy undergrowth hinders you normally.

In addition, when you enter a square of light undergrowth in desert terrain, you need only use 1 square of movement.

Normal: Light rubble and light undergrowth raises the DC of Balance and Tumble checks by +2. Dense rubble raises the DC of Balance and Tumble checks by +5 and Move Silently checks by +2.

You must use 2 squares of movement to enter a square with light undergrowth.

Dragon Magazine #: 323 (Heroic Feats – Mastery of the Sand and Seas)

SAVAGE EMPATHY [GENERAL]

You are able to tame monstrous creatures like you would normal animals.

Prerequisite: Wild empathy ability.

Benefit: Choose a creature type other than animal, construct, humanoid, or undead. You can use your wild empathy ability to influence creatures of that type with an Intelligence of 3 or less. In addition, you no longer suffer a -4 penalty on your wild empathy checks to influence magical beasts.

Most monsters have a starting attitude of hostile.

Normal: A character with wild empathy can usually only influence animals, or magical beasts at a -4 penalty.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a new creature type.

Dragon Magazine #: 326 (Silicon Sorcery – World of WarCraft)

SAVAGE MOBILITY [GENERAL]

Your wild shape form moves faster than normal.

Prerequisite: Dex 13, wild shape ability.

Benefit: While using wild shape your speed increases by 10 feet. This feat applies to your base land speed as well as your burrow, climb, fly, and swim speeds.

Dragon Magazine #: 326 (Silicon Sorcery – World of WarCraft)

SAVVY SWIMMER [GENERAL]

You have been trained to swim even in the heaviest of armor.

Prerequisite: Swim 4 ranks.

Benefit: When proficient with the armor you wear, you suffer only half that armor's armor check penalty to Swim checks. Thus, if you are proficient with heavy armor and attempt to swim wearing banded mail, you suffer only a -3 penalty on Swim checks rather than the usual -12.

Normal: Double the normal armor check penalty is applied to Swim checks.

Dragon Magazine #: 323 (Heroic Feats – Mastery of the Sand and Seas)

SCOUT THE PATH [GENERAL]

You have received training in leading small groups through enemy territory, helping them stay undetected and guiding them effectively through difficult terrain.

Prerequisite: Survival 4 ranks.

Benefit: While trailblazing (see page 103 of *Complete Adventurer*), you gain a +3 bonus on Survival checks. In addition, as a full-round action you can grant a +1 bonus on all Hide and Move Silently checks made by allies within 20 feet.

Special: A scout may select Scout the Path as one of his scout bonus feats.

Suggested Class/Race: Scout

Dragon Magazine #: 346 (Class Acts – Scout Feat and Options)

SCREEN [GENERAL]

You order your pet to launch a ferocious attack against a foe, shielding you from that opponent's attacks.

Prerequisites: Handle Animal 8 ranks, Bonded, Dodge, trained pet.

Effect: Each round, as a free action, you can direct your pet to launch an especially determined but somewhat haphazard assault upon any one opponent. This causes your pet to take a -2 penalty on all attacks and Armor Class, but it grants you concealment against that foe.

Special: A fighter may select Screen as one of his fighter bonus feats.

Dragon Magazine #: 358 (Feathers & Fur – A Guide to Flying and Fanged Animal Companions)

SEA LEGS [GENERAL]

You are at home on the rolling decks of a ship at sea.

Benefit: As long as you are on a ship floating in the water, you gain a +2 bonus to Balance, Climb, Jump, and Tumble checks.

Suggested Class/Race: Darkwater Guardians (see article for more information)

Dragon Magazine #: 314 (Guardians of the Deepest Seas – Water Spells and Feats from the Underdark)

SEAFARER [GENERAL]

You are a skilled sailor.

Benefit: Add Profession (sailor) and Survival to your class skills. You receive a +2 bonus on all Profession (sailor) checks and a +2 bonus on Survival checks made on a ship or boat.

Suggested Class/Race: Fighter

Dragon Magazine #: 337 (Class Acts – Viking Raider)

SECRETS OF DUSK [GENERAL]

Your focused learning has given you savant-like recall from time to time, as well as unflappable calm.

Prerequisites: Born Under a Setting Sun, Skill Focus (any one Knowledge skill), character level 6th.

Benefits: You are able to take 10 on Concentration skill checks at any time. Once per day, you may take 20 on a Knowledge skill check.

You must possess Skill Focus for the Knowledge check that you are using with this ability.

Dragon Magazine #: 340 (The Eternal Light – The Sun and Its Role In D&D)

SHIELD AND PIKE STYLE [GENERAL]

You can use a light shield in conjunction with a piercing pole arm with reach, such as a long-spear or awl pike.

Prerequisite: Proficiency with selected piercing pole arm, proficiency with light shield.

Benefit: You may wield a light shield with its full Armor Class bonus when using a two-handed piercing pole arm weapon with reach.

Normal: You may hold items in the hand that wields a light shield, but you cannot wield a weapon in the same hand.

Special: A fighter may select Shield and Pike Style as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

Suggested Class/Race: Fighter

Dragon Magazine #: 338 (Class Acts – The Pikeman)

SHIELD SNARE [GENERAL]

You can disarm an opponent with your shield.

Prerequisites: Improved Shield Bash, Shield Proficiency.

Benefit: You can use your shield to disarm an opponent. To do so, you must first ready an action, specifying a melee attack by a particular opponent as the trigger for it. When that opponent attacks, make a disarm attempt using your shield as your weapon. For the purpose of this attack, a buckler is considered a light weapon, a light shield is considered a one-handed weapon, and a heavy or tower shield is considered a two-handed weapon. If you beat your opponent's attack roll, you snare the weapon and jerk it from the opponent's grasp. Your disarm attempt does not provoke an attack of opportunity, and the opponent cannot attempt to

disarm you if you fail. Whenever you attempt to snare an opponent's weapon, you lose your shield bonus to AC until the beginning of your next turn.

Special: A fighter can take Shield Snare as one of her bonus feats.

Dragon Magazine #: 309 (Campaign Components: IncurSION – A World Under Siege)

SHIELD SNARE, IMPROVED [GENERAL]

You can follow up on a shield snare with deadly attacks upon your opponent.

Prerequisites: Combat Reflexes, Improved Shield Bash, Shield Proficiency, Shield Snare.

Benefit: When you disarm a foe with the Shield Snare feat, you can make an attack of opportunity against that opponent on the same round. Thereafter, you gain a +2 bonus on each attack roll you subsequently make against that opponent, as long as the opponent remains disarmed.

Special: A fighter can take Improved Shield Snare as one of her bonus feats.

Dragon Magazine #: 309 (Campaign Components: IncurSION – A World Under Siege)

SHIPBORN [GENERAL]

A ship beneath your feet feels as natural to you as the sand beneath a camel's hooves.

Benefit: You gain a +2 circumstance bonus on any skill check necessary to operate or maintain a ship, including Balance checks on a pitching deck, Climb checks made in rigging, Craft (shipbuilding) checks, and Profession (sailor) checks. You only gain the bonuses if aboard a ship or, in the case of Craft (shipbuilding) checks, when the ship is docked.

Dragon Magazine #: 323 (Heroic Feats – Mastery of the Sand and Seas)

SHORTEN GRIP [GENERAL]

You know how to alter your grip on a reach weapon to use it against nearby opponents.

Benefit: When wielding a pole arm with reach that you are proficient with, you may treat the weapon as if it did not have reach. The weapon is unwieldy when used in this fashion and you suffer a -2 penalty on attack rolls when attacking an opponent you normally could not. You cannot use this feat with the awl pike.

Normal: Reach weapons cannot be used against adjacent foes.

Special: A fighter may select Long Strike as one of his fighter bonus feats.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

SKINCASTER [GENERAL]

You copy all spells directly to your skin instead of a spellbook.

Prerequisite: Prepares spells from a spellbook.



Benefit: You use your own body as a spellbook and need only be able to read your skin in order to prepare spells. Transferring a spell to your skin costs 100 gp per spell level of the spell.

Dragon Magazine #: 359 (Class Acts – Body Modifications)

SNEAK ATTACK OF OPPORTUNITY

[GENERAL]

When your opponent leaves you an opening, you can strike with deadly accuracy.

Prerequisite: Combat Reflexes, sneak attack +3d6.

Benefit: When you make a successful attack of opportunity against an opponent, you also deal sneak attack damage to that opponent.

This extra damage only applies to the first attack of opportunity you make in a round.

Suggested Class/Race: Rogue

Dragon Magazine #: 340 (Class Acts – Opportunists)

SPEAK TO THE MASSES [GENERAL]

You can affect a larger number of creatures more effectively with your fascinate and suggestion bardic music abilities.

Prerequisites: Bardic music, Perform 9 ranks.

Benefit: When using your bardic music to fascinate, you double the number of creatures you can affect. In addition, the DC to resist your fascinate and suggestion bardic music abilities is +2 higher.

Dragon Magazine #: 339 (Planescape – Dead Factions)

SPELL GRAFT [GENERAL]

Your special insight into arcane theory allows you to imbue a body part with the inherent power of one of your spells.

Prerequisite: Knowledge (arcana) 8 ranks, Craft Wondrous Item, ability to cast arcane spells without preparation.

Effect: You may, by sacrificing one of the spells you currently know, endow a body part with a magical ability similar to that of the spell you sacrificed. You may not regain the sacrificed spell even if you subsequently gain the ability to learn a new spell of that level. In a sense you still retain the chosen spell, but you simply use it in a different way. Treat the DC of any saving throw for this ability as equal to that of the spell you sacrificed. Using a spell graft requires a standard action; you may use the ability granted by a spell graft once per day per 4 character levels.

Special: You may take this feat multiple times. Each time you must sacrifice a different spell and endow a different body part with a power.

GRAFTS

The following spell grafts present only a sampling of those available.

After Images (Su): During moments of exertion the sweat glands embedded in your skin release a potent illusion, generating frozen images of yourself to shimmer in your wake. Any round in which you move more than 5 feet you gain a +2 dodge bonus to AC due to the brief yet confusing illusory duplicates of yourself you create along your path. You must permanently sacrifice *mirror image* to gain this effect. Once activated, this ability lasts for 1 round/class level.

Cinder Fists (Su): Rough as charcoal, your hands thrive on heat and are capable of exploding into flames. Your hands (only) gain immunity to fire, permitting you to do such things as reach into lava pits, grab flaming weapons, or punch fire creatures without harm. Since the rest of your body enjoys no such immunity you remain vulnerable to any fire spells and effects affecting more than just your hands.

Furthermore, you may, as a standard action, ignite or extinguish your hands. When alight, your unarmed strikes deal an additional 1d4 points of fire damage. You must permanently sacrifice *burning hands* to gain this effect. Once activated, this ability lasts for 1 round/class level.

Cobra's Hood (Su): At one with the shadows and the terrors of the night, you may cause the folds of your neck and upper back to rear up in a startling display of palpable menace. You can cause the skin around your neck and shoulders to flare up and form a shape similar to that of a cobra's hood, granting you a +4 bonus on Intimidate checks against any foe able to see you, in addition, if you succeed in intimidating a foe while you enjoy partial concealment against him he must make a Will save or become frightened for 1 round class level. You must permanently sacrifice *scare* to gain this effect. Once activated, this ability lasts for 1 round.

Red Eye (Su): A piercing beam of crimson light erupts from one of your eyes, allowing you to focus your undivided attention on one specific foe. This allows you to add your Intelligence modifier as well as your Dexterity modifier on any ranged attack rolls made against your foe so long as you refrain from attacking anyone else and he remains within line of sight. You must permanently sacrifice *true strike* to gain this effect. Once activated, this ability lasts for 1 round/class level.

Suggested Class/Race: Sorcerer

Dragon Magazine #: 337 (Class Acts – Spell Grafts)

SPINNING DEFENSE [GENERAL]

You can spin a pole arm around you, deflecting attacks.

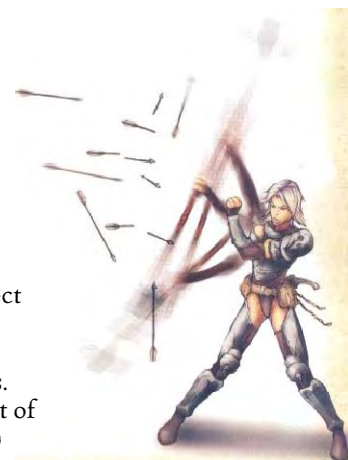
Prerequisite: Combat Expertise, Deflect Arrows.

Benefit: While wielding a pole arm during a total defense action, you receive a +1 dodge bonus to your AC (that stacks with the bonuses from total defense) and you can use the Deflect Arrows feat any number of times until your next turn (you do not need an open hand to deflect ranged weapons while using this feat). While using this feat, you cannot catch any of the weapons through the Snatch Arrows feat.

Normal: You can only use the Deflect Arrows feat once per round.

Special: A fighter may select Long Strike as one of his fighter bonus feats.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)



SPIRIT OF DAWN [GENERAL]

Your hopeful spirit has an effect upon your allies.

Prerequisites: Diplomacy 2 ranks, Born Under a Rising Sun, character level 6th.

Benefits: Your bonus to save against fear effects increases to +4. Once per day, you may shout out words of

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encouragement to others. This is considered a swift action, and you must be able to speak to use this ability. All allies who hear and understand your words (including you) receive a +2 morale bonus on Will saves for a number of rounds equal to your Charisma modifier (minimum 1).

Dragon Magazine #: 340 (The Eternal Light – The Sun and It's Role In D&D)

SPIRIT OF THE BEAST [GENERAL]

You can manifest your natural weapons even in humanoid form.

Prerequisites: Dex 13, Con 13, Quick Change, alternate form special quality.

Benefit: You may manifest your hybrid form's natural attacks as a move action while you are in humanoid form. The natural attacks deal damage as appropriate for your size; see page 176 in the *Monster Manual*. Once manifested, you may use the natural attacks for as long as you wish. Ending the manifestation of your natural attacks is a move action. Using this feat is a supernatural effect.

Normal: Lycanthropes normally do not have access to their natural weapons in humanoid form.

Suggested Class/Race: Lycanthropes

Dragon Magazine #: 313 (Animal Ancestry – Characters that Answer the Call of the Wild)

SPIRIT SPELL [GENERAL]

You can channel your ability to chastise spirits to increase the power of the next spell you cast.

Prerequisite: Chastise spirits class ability.

Benefit: As a standard action, you can spend four uses of your chastise spirits ability to place an aura on yourself that automatically maximizes every spell you cast in the following round, with no adjustment to spell level.

Normal: A spirit shaman can chastise spirits a number of times per day equal to 3 + her Charisma modifier.

Dragon Magazine #: 343 (Class Acts – Pious Extension)

SPIT VENOM [GENERAL]

The venomous creature can spit its venom at creatures from a distance.

Prerequisites: Bite attack that delivers poison.

Benefit: A creature with this feat can shoot poisonous spittle at a single target as a standard action. The range of the attack depends on the creature's size, as given on the table below. The spittle has no range increment.

Spitting Viper Size	Range
Fine	5 ft.
Diminutive	10 ft.
Tiny	15 ft.
Small	20 ft.
Medium	25 ft.
Large	30 ft.
Huge	35 ft.
Gargantuan	40 ft.
Colossal	45 ft.

The target must make a successful Reflex saving Throw (DC equals that of the creature's poison) or be blinded for 2d6 hours. The normal effects of the creature's poison (such as ability damage) do not apply when it is used in this manner.

A helmet (included in medium and heavy armors) or other face protection, such as a mask, grants the target a +2 circumstance bonus on its Reflex save.

Suggested Class/Race: Follower of Set (see article for template)

Dragon Magazine #: 313 (Elder Serpents of Set – Servants of the Lord of Evil)

SPRINTER [GENERAL]

You use explosive bursts of speed to bring down prey or escape from your enemies.

Prerequisites: Dex 15, Can 15, Run.

Benefit: Three times per day, you may increase your speed by 10 feet for a number of rounds equal to your Constitution bonus.

Suggested Class/Race: Lycanthropes

Dragon Magazine #: 313 (Animal Ancestry – Characters that Answer the Call of the Wild)

STALWART [GENERAL]

You are particularly sure-footed and resistant to attacks that would move you.

Benefit: You gain a +4 bonus on the opposed Strength check made to resist bull rush, overrun, and trip attacks.

Note: A normal fighter may not take this feat as a fighter bonus feat.

Special: A thane may select Stalwart as one of his fighter bonus feats. A fighter may not take this feat as a fighter bonus feat.

Suggested Class/Race: Thane (see article for more information)

Dragon Magazine #: 323 (Class Acts – The Thane)

STONE MONKEY [GENERAL]

Your unarmed attack can partially paralyze an opponent's limbs.

Prerequisites: Wis 15, Improved Unarmed Strike, Stunning Fist.

Benefit: With a successful grapple check, you can try to partially disable one of your opponent's arms or legs by gripping and twisting it. An opponent subjected to this attack must make a successful Fortitude save (DC to + 1/2 your character level + your Wisdom modifier) or take a -2 penalty on all rolls and checks made for actions involving that limb for 1d6+1 rounds. Furthermore, all forms of movement involving that limb are reduced by 5 feet (minimum 0 feet). No limb can be affected more than once. This attack counts as one of the possible options you can use while grappling (see Grapple in Chapter 8 of the *Player's Handbook*) and affects the creature if you succeed at a grapple check.

Suggested Class/Race: Unarmed fighters

Dragon Magazine #: 309 (New Martial Arts Styles)

STRONG COILS [GENERAL]

The venomous creature can constrict for more damage.

Prerequisites: Constrict attack.

Benefit: When a creature takes this feat the damage for its constrict attack increases by one step, as if the creature's size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 2d8, 4d6, 4d8, 8d6, 8d8.

Suggested Class/Race: Follower of Set (see article for template)

Dragon Magazine #: 313 (Elder Serpents of Set – Servants of the Lord of Evil)

STRONG STOMACH [GENERAL]

You don't mind the smell of even the worst stench.

Benefits: You gain a +4 bonus on all saving throws made against any extraordinary, supernatural, or spell-like nauseating or scent-based attack, such as the ghost's stench ability or stinking cloud.

Dragon Magazine #: 326 (Down the Drain – Sewers In A Fantasy Campaign)

SUPERIOR FLANKING [GENERAL]

You are skilled at taking advantage of a surrounded opponent.

Prerequisite: Improved flanking class ability (see page 12 of *Complete Warrior*).

Benefit: You gain a +6 bonus on attack rolls against opponents you flank. All allies who flank with you gain a +3 bonus on attack rolls against the opponents they flank.

Normal: A character with improved flanking gains a +4 bonus on attack rolls against opponents he flanks.

Special: The attack roll bonuses provided by this feat do not stack with the attack roll bonuses provided by flanking and improved flanking.

Dragon Magazine #: 343 (Class Acts – The Tide of Battle)

SUPPRESS PRESENCE [GENERAL]

You can lessen the outward signs of your existence.

Prerequisites: Dex 15, Stealthy.

Benefit: You can avoid detection by creatures with blindsense.

By using the Hide skill, you can avoid the notice of creatures with blindsense. Creatures with this ability must make a Spot or Listen check (as proves appropriate to the creature) to detect you while you are hiding within range of their blindsense, just as they would if they were sighted or didn't have this ability. You still require cover to disguise your presence and hide from such creatures.

A creature with other means of perceiving you can still use them to detect you as normal.

Normal: Creatures with blindsense do not need to make Spot or Listen checks to detect creatures.

Dragon Magazine #: 343 (Take Cover! – Surviving D&D's Masters of Movement)

SUPREMEY CONFIDENT [GENERAL]

With a sneer, a scornful laugh, and a raised eyebrow you send the message that you are merely toying with your opponents.

Prerequisite: Perform (act) 7 ranks.

Benefit: You may, as a standard action, make a Perform (act) check in place of an Intimidate check made to demoralize an opponent in combat (see page 76 of the *Player's Handbook*). In addition, whenever you make a successful critical hit you can immediately attempt to demoralize your target as a free action.

Special: A fighter may select Supremely Confident as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

Suggested Class/Race: Fighter

Dragon Magazine #: 335 (Class Acts – Cultured Combatants II)

SWEEPING TRIP [GENERAL]

You can trip opponents in such way that they fall into adjacent creatures.

Prerequisite: Improved Trip.

Benefit: If you successfully trip an opponent, you may forgo the immediate attack granted by Improved Trip and instead immediately make a free trip attempt against a creature adjacent to both you and the tripped opponent. This free trip attempt doesn't provoke an attack of opportunity, and if it fails, the targeted creature can react to trip you in turn. You can only attempt to trip one additional creature per round with this feat.

Special: A fighter may select Sweeping Trip as one of his fighter bonus feats.

Dragon Magazine #: 343 (Class Acts – The Tide of Battle)

SWIFT AVENGER [GENERAL]

Your speed and knowledge of nature make you a potent and vicious predator.

Prerequisites: Nature sense, skirmish +1d6.

Benefit: Your druid and scout levels stack for the purpose of determining the extra damage and bonus to Armor Class when skirmishing. For example, a 4th-level druid/4th level scout deals +2d6 points of damage and gains a +2 bonus to AC when skirmishing.

Your druid and scout levels also stack for the purpose of determining the number of times per day you can wild shape (but not for the size or type of creature available). For example, a 4th-level druid/4th-level scout can change form into a Small or Medium animal three times per day, but she does not gain the ability to take the shape of a Large animal.

Special: A scout can select Swift Avenger as one of her scout bonus feats (COMPLETE ADVENTURER, 13)

Dragon Magazine #: 357 (Class Acts – Dirty Priests, Holy Thieves)

TACTICAL ADVANTAGE [GENERAL]

Your studies into your favored enemies' tactics has taught you how to better control the battlefield around them.

Prerequisites: Base attack bonus +5, favored enemy.

Benefits: Select a favored enemy. When fighting a creature of that type you may add your favored enemy bonus on attack rolls and opposed checks made to perform trip, disarm, and bull rush attacks. This bonus applies to opposed checks made against a creature of the chosen type both when you initiate such an attack and when you defend against it.

Special: You can gain this feat multiple times. Its effects do not stack. Instead, each time you take the feat you must choose a different favored enemy type.

Suggested Class/Race: Ranger

Dragon Magazine #: 335 (Class Acts – Favored Enemy Feats)

TERRIFYING WARRIOR [GENERAL]

Your follow-up attacks can strike fear into the hearts of opponents.

Prerequisites: Str 13, Cleave, Power Attack, base attack bonus +3.

Benefit: If you make an additional attack thanks to Cleave and drop your target with that attack, all other opponents within your reach must make a Will save (DC to + 1/2 your level + your Charisma modifier) or become panicked for 1d4 rounds. Foes with HD equal to or greater than yours are immune to this effect. This is an extraordinary mind-affecting fear effect.

Special: A fighter may select Terrifying Warrior as one of his fighter bonus feats.

Dragon Magazine #: 343 (Class Acts – The Tide of Battle)

THEURGIC BOND [GENERAL]

You uncover secrets to connecting more fully with your animal companion or familiar from studying another type of magic.

Prerequisites: Ability to gain a familiar, ability to gain an animal companion.

Benefit: Choose a familiar or animal companion you already have. When determining the abilities of your chosen familiar or animal companion, you can combine the levels of your spellcasting classes that grant either an animal companion or a familiar. For example, a 4th-level druid/3rd-level sorcerer can grant his familiar all of the abilities that a familiar of a 7th-level sorcerer would normally have.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different familiar or animal companion.

Dragon Magazine #: 325 (A Surge of Theurgy – Feats that Combine Class Abilities)

THEURGIC CREATIONIST [GENERAL]

You can create items using the knowledge gained from all of your spellcasting classes.

Prerequisites: Any item creation feat, able to cast spells from two different spell lists.

Benefit: When acquiring item creation feats or when creating magic items, you can add together the caster levels of all your spellcasting classes to determine your caster level. For example, a 1st-level bard/1st-level cleric/ 3rd-level wizard could gain Craft Wand and create magic items as a 5th-level caster.

Dragon Magazine #: 325 (A Surge of Theurgy – Feats that Combine Class Abilities)

THEURGIC EMPATHY [GENERAL]

Your performance knowledge aids you when dealing with animals.

Prerequisites: Bardic music ability, druid level 1st or ranger level 1st.

Benefit: When using your wild empathy ability, you can add your bard levels to your roll.

Dragon Magazine #: 325 (A Surge of Theurgy – Feats that Combine Class Abilities)

THEURGIC MOUNT [GENERAL]

Your special mount benefits from your arcane knowledge.

Prerequisites: Ability to gain a paladin special mount, ability to cast arcane spells.

Benefit: When determining the abilities of your paladin special mount, you can combine the levels of your paladin class with the levels of your arcane spellcasting classes. For

example, a 5th-level sorcerer can grant his paladin special mount abilities as a 9th-level paladin.

Dragon Magazine #: 325 (A Surge of Theurgy – Feats that Combine Class Abilities)

THEURGIC SPECIALIST [GENERAL]

Spells from your specialist school benefit from your knowledge of other spellcasting classes.

Prerequisites: Specialist wizard level 3rd, any other spellcasting class level 1st.

Benefit: When casting a spell from your specialist school (off the spell list of any spellcasting class you have), you can add together the caster levels of all your spellcasting classes to determine your caster level. For example, a 3rd-level druid/1st-level sorcerer/3rd-level diviner could cast any spell from the divination school as a 7th-level caster (even when casting a druid or sorcerer spell).

This does not affect your spells per day or spells known. It only increases your caster level when casting spells of the appropriate school.

Dragon Magazine #: 325 (A Surge of Theurgy – Feats that Combine Class Abilities)

TOUCHED BY ETHER [GENERAL]

You are connected to the intangible threads of existence that lie beyond the Material Plane.

Prerequisite: Cha 13.

Benefit: Something about you makes it difficult for incorporeal creatures to see you clearly. When on the Material Plane, you have concealment from incorporeal creatures (20% miss chance).

See *invisibility* does not counteract this effect, but *true seeing* does.

An incorporeal creature that cannot see the subject ignores this effect (although fighting an unseen opponent carries penalties of its own; see page 151 of the *Player's Handbook*).

This feat has no effect on corporeal or ethereal creatures.

Dragon Magazine #: 343 (Take Cover! – Surviving D&D's Masters of Movement)

TRAP MASTERY [GENERAL]

You are adept at locating, disabling, and evading traps.

Prerequisite: Knowledge (architecture and engineering) 9 ranks, Investigator or Nimble Fingers.

Benefit: You gain a +1 bonus on Disable Device and Search checks made to locate and disable traps. In addition, you gain a +1 bonus on all saving throws made to avoid the ill effects of traps.

Dragon Magazine #: 347 (Class Acts – Archeologists)

TROPHY HUNTER [GENERAL]

You have turned the destruction of your favored enemy into a ritual act, gaining additional powers against those you hunt through the display or consumption of body parts.

Prerequisite: Favored enemy ability.

Benefit: Choose one of your favored enemies and one of the following trophies. You can use the chosen body part of a chosen favored enemy that you personally kill to temporarily increase your favored enemy abilities against other members of the chosen favored enemy's type. The benefits you gain depend on the part of the body you utilize. The body part to be used may be preserved with a gentle repose spell

(extending its viability for as long as that spell's duration), but nonmagical attempts to preserve it ruin it for the purpose of using this feat. All benefits are supernatural mind-affecting effects.

Head: Carrying and openly displaying a severed head of one of your favored enemies allows you to add Intimidate to the list of skills that benefit from your favored enemy ability with an additional +1 morale bonus on the check for each head beyond the first. You can gain this bonus from a maximum of five heads (+4 bonus total). A head lasts for seven days before it begins to rot beyond effectiveness.

Heart: You can consume the strength of a fallen favored enemy by eating its heart. This requires 1 minute and a Fortitude save (DC 10 + 1/2 HD + Con modifier). In most cases, failure simply means that no benefit comes from eating the heart, although in the case of alien or unnatural creatures it produces additional side effects as noted below. Creatures without discernable anatomies (such as constructs, oozes, and plants) and undead do not possess viable hearts.

A single heart grants you a temporary +2 morale bonus on attack rolls made against your favored enemy for 10 minutes per Hit Die of the creature. Eating additional hearts prolongs the duration of the effect by 5 minutes per Hit Die (up to a maximum of 4 hours), although it does not increase the morale bonus. Hearts must be consumed within 10 minutes of the creature's death.

Favored Enemy Type	Side Effect
Aberration, magical beast, monstrous humanoid	Nauseated 1 round/3 HD of creature
Dragon	Sickened 1 round / 2 HD of creature
Outsider	Damage of 1 hp/HD of creature

Token: You fashion crude jewelry from the bones, eyes, or teeth of your favored enemy. Doing so requires 1 hour and a DC 15 Survival check. Wearing such tokens strengthens your resolve, granting you a +2 morale bonus on Fortitude saves made against spell-like and supernatural attacks of your favored enemy. The token takes up the necklace slot. The token remains effective for a number of days equal to one-half the amount your Survival check exceeded the DC (minimum 1 day).

Pelt (*scalp or hide*): The pelt of a favored enemy grants you a +2 morale bonus on all attacks made against creatures of the same type. This bonus lasts for 24 hours or until the end of your next encounter with at least one creature of the same type. Taking a scalp or cutting off enough recognizable hide requires 5 minutes +

5 minutes per size category above Medium.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, you may choose a new trophy and a new favored enemy to apply all your trophy types to.

Suggested Class/Race: Ranger

Dragon Magazine #: 332 (Trophy Hunting)

TUNNEL RAT [GENERAL]

You can squeeze through tight spaces more easily than normal.

Prerequisite: Escape Artist 4 ranks

Benefit: When Squeezing (see Player's Handbook, page 148) each square counts as 1 square of movement and you only suffer a -2 penalty on attack rolls.

Normal: Squeezing causes spaces to count as 2 squares and the squeezing character suffers a -4 penalty on attack rolls.

Dragon Magazine #: 326 (Down the Drain – Sewers In A Fantasy Campaign)

TURN ELEMENTAL [GENERAL]

You can use your *sense elements* ability, to turn elementals.

Prerequisite: Elemental focus class ability.

Benefit: You can turn or rebuke elementals. By expending two uses of your *sense elements* ability, you can turn or destroy a creature of the elemental type opposite your focus element, or you can rebuke, command, or bolster a creature of your focus element. Fire and water are opposites, as are earth and air. You turn or rebuke elementals as a cleric of your shugenja level turns or rebukes undead.

Normal: A shugenja gains focus with spells of one element through his elemental focus ability.

Dragon Magazine #: 343 (Class Acts – Pious Extension)

TUTOR [GENERAL]

You have a talent for instructing others in the areas of your Combat Expertise, allowing them to temporarily improve their performance.

Prerequisite: Int 13.

Benefit: You can grant an ally a +2 competence bonus to any skill that you have trained in, including cross-class skills. Instructing an ally requires four days of work, and the ally loses this bonus if you do not spend one hour each day refreshing her training. You may tutor a total number of allies equal to your Intelligence bonus, and each ally may only receive the bonus to one skill.

Suggested Class/Race: Rogue

Dragon Magazine #: 310 (Stealth and Dagger – Options, Combinations, and Prestige Classes for the Revised Rogue)

TWO-WEAPON ATTACK OF OPPORTUNITY [GENERAL]

You can exploit an opponent's opening in combat with two weapons.

Prerequisite: Dex 17, Combat Reflexes, Two-Weapon Fighting.

Benefit: If you are wielding two weapons and you make an attack of opportunity you may make a single melee attack with both weapons. You still suffer the normal penalties for two-weapon fighting. You still cannot exceed your normal maximum number of attacks of opportunity in a round. Using this feat requires two such attacks.

Normal: You may only attack with a single weapon as an attack of opportunity.

Special: A fighter may select Two-Weapon Attack of Opportunity as one of his fighter bonus feats.

Suggested Class/Race: Rogue

Dragon Magazine #: 340 (Class Acts – Opportunists)

VAULT [GENERAL]

While wielding a pole arm you can jump great distances.

Prerequisite: Str 13+, Jump 4 ranks.

Benefit: When wielding a pole arm two-handed, the DC for a long jump is reduced by 5. In addition, the DC for a high jump is equal to three times the distance to be cleared. If you jump up to grab something, you must drop the pole arm to grab the target.

Normal: The DC for a high jump is equal to four times the distance to be cleared.

Special: A fighter may select Long Strike as one of his fighter bonus feats.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

VENERABLE ELDER [GENERAL]

Your tribe considers you among the wisest and most knowledgeable people alive.

Prerequisites: Leadership, Recognized Elder, Wise Elder, membership in a tribe, venerable age.

Benefit: Once per day, you may gain a +10 insight bonus on any Diplomacy or Intimidate check. You must declare your intent to use this ability before rolling the check. You may also gain a cohort with levels in barbarian as if your Leadership score were 4 higher (this replaces and does not stack with the bonus from Recognized Elder or Wise Elder).

VENGEANCE OF NOON [GENERAL]

You can bring your anger to the surface and manifest it in the terrible fury of the sun's power.

Prerequisite: Born Under a High Sun, Power Attack, character level 6th.

Benefits: Your bonus to save against fire effects increases to +4. Once per day as a swift action, you may call forth the anger of the sun to immolate one of your weapons. Your weapon gains the properties of a flaming weapon for a number of rounds equal to your Charisma modifier (minimum 1). Projectile weapons bestow this property on their ammunition.

Dragon Magazine #: 340 (The Eternal Light – The Sun and It's Role In D&D)

VERMINOUS GRAFT [GENERAL]

The darkness spoke to you, and to your eternal regret you listened, plunging your hand into a nest of stinging, crawling insects.

Prerequisites: Ability to prepare and cast *contagion*, required sacrifice.

Sacrifice: You must give up the normal usage of one of your hands, making it home to a colony of insects like ants or termites. You may no longer use two-handed weapons or equipment. Further, the sight of your hand inspires fear and loathing in all who see it, imposing a -4 penalty on all Charisma-based skills or checks, except Intimidate, for which you instead gain a +2 bonus. This penalty also applies to any skill that requires both hands to use (such as Climb, Open Lock, or Use Rope).

Effect: You may, as a standard action, make a melee touch attack with your vermin-covered hand. This attack deals 1d6 points of damage + your Intelligence modifier. In addition, you are always considered armed for the purpose of making or avoiding attacks of opportunity.

Special: A wizard may select Verminous Grail as a wizard bonus feat.

Suggested Class/Race: Wizard

Dragon Magazine #: 336 (Class Acts – Dark Pacts)

VOICE OF THE MAGE [GENERAL]

Prerequisites: Int 13, arcane caster level 16th.

Benefit: You can alter and modulate your voice to give you a host of different vocal effects, making you sound terrifying or alien. You gain a +1 bonus on Disguise, Intimidate, and Perform checks made when using your voice.

In addition, you can speak in a normal tone, or even a whisper, to creatures within 1 mile. You may choose to cause specific listeners (rather than all within shouting distance) to hear your voice, but you must be aware of their presence and general location. No line of sight or line of effect is needed, however.

Dragon Magazine #: 359 (Class Acts – Arcane Lore Abilities)

WAR CHANT [GENERAL]

Your rhythmic singing can impress on others the need for haste.

Prerequisite: Perform (sing) 7 ranks.

Benefit: As long as you chant for 3 rounds prior to the start of combat you gain a +2 bonus on your initiative check. In addition, every ally within 30 feet of you who listened to your chanting for the entire time gains a +1 morale bonus on their initiative checks. The +1 bonuses granted by this feat stack with one another (to a maximum of +4), but provide no further benefit to the users of this feat. Thus, a group containing four characters with War Chant grants each member not chanting a +4 morale bonus on initiative checks. Chanting to use this feat requires only a free action to begin and maintain, but the character cannot take any other verbal action while chanting.

Special: A fighter may select War Chant as one of his fighter bonus feats.

Suggested Class/Race: Fighter

Dragon Magazine #: 335 (Class Acts – Cultured Combatants II)

WATER FOCUS [GENERAL]

You are especially gifted at casting spells with the water descriptor.

Benefit: Any spells you cast that have the water descriptor gain a +1 bonus to their save DC. This bonus stacks with the bonus granted by Spell Focus. You also gain a +1 bonus to all saving throws made against spells with the water descriptor.

Suggested Class/Race: Darkwater Guardian (see article for more information)

Dragon Magazine #: 314 (Guardians of the Deepest Seas – Water Spells and Feats from the Underdark)

WE FEW, WE HAPPY FEW [GENERAL]

Using your natural flair for public speaking your eloquence may bolster the hearts of allies.

Prerequisite: Perform (oratory) 7 ranks.

Benefit: Following a 1-minute speech, you may make a Perform (oratory) check. Any ally who listened to and understood your speech (for the full minute) may use the result of this check as his next Will save if made within the next 10 minutes. The character must decide whether to use the result of the Perform check before attempting his own Will save.

Special: A fighter may select We Few, We Happy Few as one of his fighter bonus feats.

Suggested Class/Race: Fighter

Dragon Magazine #: 335 (Class Acts – Cultured Combatants II)

WEDDED TO THE LIGHT [GENERAL]

Your connection to the Positive Energy Plane and the forces of life itself allow you to turn your familiar into a living vessel of light and energy.

Prerequisite: Good alignment, ability to summon a familiar.

Benefit: As you advance in levels you gain a number of additional abilities when interacting with your familiar. These abilities are in addition to those normally granted to or by your familiar.

At 1st level, you can, at will, order your familiar to glow as a free action, producing light equal to a torch.

Beginning at 5th level, you can, once per day, touch your familiar and channel a surge of positive energy that heals it for 1d6 points of damage + 1 per class level. This requires a move action.

At 9th level, you can, once per day, convert your familiar into pure positive energy for 1 minute. During that time, your familiar emits positive energy in a 20-foot-radius emanation. Undead within the emanation take 1 point of damage per round, while living creatures other than you or your familiar gain fast healing 1 while within this aura. After producing this emanation for 1 minute, your familiar disappears into the Positive Energy Plane for 24 hours, during which time you gain no benefits of having a familiar. Activating this ability is a standard action.

Beginning at 13th level, your familiar's loyalty and devotion, when coupled with its connection to the Positive Energy Plane, allows it to sacrifice itself to save your life. If able to reach your body within 1 round of your death, your familiar can unleash a conflagration of positive energy that consumes it utterly but returns you to life, stable but at -1 hit points. You suffer none of the ill effects that normally come from returning to life (including level loss), but you automatically lose the full 200 XP per class level for the death of your familiar. Due to the special nature of its sacrifice you can summon a new familiar after waiting only one month.

At 17th level, you and your familiar gain fast healing 1 as long as you both have at least 1 hit point and are within 5 feet of one another.

Special: Whenever you cast a spell with the darkness, death, or evil descriptor you lose access to all benefits of this feat for the next 24 hours.

A wizard may take Wedded To The Light as a wizard bonus feat.

Dragon Magazine #: 358 (Class Acts – Arcane Feats)

WISE ELDER [GENERAL]

Your tribe recognizes the assets of your great wisdom and knowledge.

Prerequisites: Leadership, Recognized Elder, membership in a tribe, old age.

Benefit: Once per day, you may reroll a Diplomacy or Intimidate check made to influence a member of your tribe. You must take the result of the second roll even if worse than the original. You may also gain a cohort with levels in barbarian as if your Leadership score were 4 higher (this

replaces and does not stack with the bonus from Recognized Elder).

Suggested Class/Race: Barbarian

Dragon Magazine #: 334 (Class Acts – Council of Elders)

ZEN FORTITUDE [GENERAL]

Your intuitive control of your body allows you to withstand physical hardships.

Prerequisite: Ki power.

Benefit: Add your Wisdom modifier (instead of your Constitution modifier) on Fortitude saves. Using this feat does not expend a daily use of your ki power. Its effects are always active.

Suggested Class/Race: Ninja

Dragon Magazine #: 351 (Class Acts – Historical Ninjas)

HEX FEATS

The hexblade's most visible and unique ability is the curse. With his curse the hexblade reduces the potency of his enemies, causing them to suffer penalties in combat. Hexblade experimenters have developed and codified a number of new abilities based on their ability to curse. Some of these abilities modify a hexblade's curse and are known as hex feats.

Unless otherwise noted, the new curse ability provided by a hex feat has a duration of 1 hour, as with the normal hexblade's curse. Taking a hex feat gives the hexblade greater flexibility, as he can choose to use his normal curse or the new curse granted by the hex feat. The alternative curse granted by a hex feat affects its target differently depending on the curse's level (hexblade's curse, greater hexblade's curse, and dire hexblade's curse).

CURSE OF DISTRACTION [HEX]

Your hexblade's curse can distract your opponent, making spellcasting difficult for him.

Prerequisites: Any other hex feat, curse ability.

Benefit: When using your hexblade's curse ability, your victim must make a Concentration check in order to cast a spell. As a hexblade's curse the DC equals 15 + spell level. As a greater hexblade's curse the DC equals 20 + spell level. As a dire hexblade's curse the DC equals 25 + spell level.

Dragon Magazine #: 339 (Class Acts – Hexblade Curses)

CURSE OF FAILURE [HEX]

Choose a saving throw. Your hexblade's curse reduces your victim's ability to succeed with those saves.

Prerequisite: Curse ability.

Benefit: When using your hexblade's curse ability, you may choose to impose a –4 penalty on the saves of the chosen saving throw attempted by your victim. As a greater hexblade's curse the penalty increases to –6. As a dire hexblade's curse the penalty becomes –8.

Dragon Magazine #: 339 (Class Acts – Hexblade Curses)

CURSE OF IGNORANCE [HEX]

Choose two skills. Your hexblade's curse can reduce your victim's ability to use those skills.

Prerequisite: Curse ability.

Benefit: When using your hexblade's curse ability, you may choose to impose a –5 penalty on all skill checks of the chosen skills made by your victim. As a greater hexblade's curse the penalties increase to –10. As a dire hexblade's curse the penalties become –15.

Dragon Magazine #: 339 (Class Acts – Hexblade Curses)

CURSE OF PARANOIA [HEX]

Your hexblade's curse causes your victim to become paranoid, forcing him to watch his back for enemies that don't exist.

Prerequisites: Any other hex feat, curse ability.

Benefit: When using your hexblade's curse ability, the bonus your allies receive due to flanking increases to +3 against your victim. As a greater hexblade's curse the bonus increases to +4. As a dire hexblade's curse the bonus increases to +6.

Dragon Magazine #: 339 (Class Acts – Hexblade Curses)

CURSE OF SLOTH [HEX]

Your hexblade's curse can slow your victim.

Prerequisites: Any other hex feat, curse ability.

Benefit: When using your hexblade's curse ability, you can choose to cut your victim's movement by one-quarter (round down). This affects all his forms of movement. As a greater hexblade's curse you cut his movement in half. As a dire hexblade's curse you cut his movement by 3/4 speed (minimum 5 feet).

Dragon Magazine #: 339 (Class Acts – Hexblade Curses)

CURSE OF THE SOFTENED BLADE [HEX]

Your hexblade's curse hampers your enemy's weapons.

Prerequisites: Any other two hex feats, curse ability.

Benefit: When using your hexblade's curse ability, you can reduce the potency of one of your victim's weapons. As a hexblade's curse the cursed weapon deals –2 points of damage (minimum 1 point of damage). As a greater hexblade's curse the weapon deals –4 points of damage (minimum 1 point of damage). As a dire hexblade's curse the weapon deals –6 points of damage (minimum 1 point of damage).

Dragon Magazine #: 339 (Class Acts – Hexblade Curses)

CURSE OF THE STRICKEN [HEX]

Your hexblade's curse hampers your enemy's armor.

Prerequisites: Any other two hex feats, curse ability.

Benefit: When using your hexblade's curse ability, you can reduce the protective quality of your victim's armor. As a hexblade's curse the victim's armor bonus decreases by –2 (minimum +0 armor bonus). As a greater hexblade's curse the victim's armor bonus decreases by –4 (minimum +0 armor bonus). As a dire hexblade's curse the victim's armor bonus decreases by –6 (minimum +0 armor bonus).

Dragon Magazine #: 339 (Class Acts – Hexblade Curses)

EMPOWER CURSE [HEX]

Your curses are more potent.

Prerequisites: Curse ability.

Benefit: Your hexblade's curse bestows penalties 1 point greater than normal. Thus, your hexblade's curse imposes –3 penalties instead of –2 penalties, your greater hexblade's curse imposes –5 penalties instead of –4 penalties, and your dire hexblade's curse imposes –7 penalties instead of –6 penalties.

Dragon Magazine #: 339 (Class Acts – Hexblade Curses)

EXTEND CURSE [HEX]

Your hexblade's curse lasts significantly longer.

Prerequisites: Curse ability.

Benefit: Your hexblade's curse lasts for one day.

Normal: Your hexblade's curse lasts for 1 hour.

Dragon Magazine #: 339 (Class Acts – Hexblade Curses)

EXTRA CURSE [GENERAL]

You can use your hexblade's curse more often.

Prerequisites: Curse ability.

Benefit: You may use your hexblade's curse ability one extra time per day.

Special: You may take this feat multiple times. Its effect stacks.

Dragon Magazine #: 339 (Class Acts – Hexblade Curses)

FOE OF THE UNLUCKY [HEX]

You may use your manipulation of bad luck to hamper your foes.

Prerequisites: Curse ability.

Benefit: You may spend a daily use of your hexblade's curse ability to force an enemy who just confirmed a critical hit to reroll his confirmation roll. He must take the result of the second roll. You may not use this ability more than once per round.

Dragon Magazine #: 339 (Class Acts – Hexblade Curses)



ITEM CREATION FEATS

Spellcasters can use their personal power to create lasting magic items. Doing so, however, is draining. A spellcaster must put a little of himself or herself into every magic item he or she creates.

An item creation feat lets a spellcaster create a magic item of a certain type. Regardless of the type of items they involve, the various item creation feats all have certain features in common.

XP Cost: Power and energy that the spellcaster would normally have expended when making a magic item. The XP cost equals $1/25$ the cost of the item in gold pieces (see the DUNGEON MASTER'S GUIDE for item costs). A character cannot spend so much XP on an item that he or she loses a level. However, upon gaining enough XP to attain a new level, he or she can immediately expend XP on creating an item rather than keeping the XP to advance a level.

Raw Materials Cost: Creating a magic item requires costly components, most of which are consumed in the process. The cost of these materials equals half the cost of the item.

For example, at 12th level, Mialee the wizard gains the feat Forge Ring, and she creates a ring of deflection +3. The cost of the ring is 18,000 gp, so it costs her 720 XP plus 9,000 gp to make.

Using an item creation feat also requires access to a laboratory or magical workshop, special tools, and so on. A character generally has access to what he or she needs unless unusual circumstances apply (if the character is traveling far from home, for instance).

Time: The time to create a magic item depends on the feat and the cost of the item. The minimum time is one day.

Item Cost: Brew Potion, Craft Wand, and Scribe Scroll create items that directly reproduce spell effects, and the power of these items depends on their caster level—that is, a spell from such an item has the power it would have if cast by a spellcaster of that level. A *wand of fireball* at caster level 8th, for example, would create fireballs that deal 8d6 points of damage and have a range of 720 feet. The price of these items (and thus the XP cost and the cost of the raw materials) also depends on the caster level. The caster level must be high enough that the spellcaster creating the item can cast the spell at that level. To find the final price in each case, multiply the caster level by the spell level, then multiply the result by a constant, as shown below:

Scrolls: Base price = spell level \times caster level \times 25 gp.

Potions: Base price = spell level \times caster level \times 50 gp.

Wands: Base price = spell level \times caster level \times 750 gp.

A 0-level spell is considered to have a spell level of $1/2$ for the purpose of this calculation.

Extra Costs: Any potion, scroll, or wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. For potions and scrolls, the creator must expend the material component or pay the XP cost when creating the item. For a wand, the creator must expend fifty copies of the material component or pay fifty times the XP cost.

Some magic items similarly incur extra costs in material components or XP, as noted in their descriptions. For example, a ring of three wishes costs 15,000 XP in addition to its normal price (as many XP as it costs to cast wish three times).

CHAMELEON CRAFTING [ITEM CREATION]

You can craft magic items that can duplicate psionic powers, or psionic items that duplicate magic powers.

Prerequisites: Any one item creation feat, ability to cast 1st-level spells, ability to manifest 1st-level powers.

Benefit: You can place any spell or a power that you know into any items you create. The item crafted determines if the effect is magical or psionic. For example, a psion/sorcerer with the Imprint Stone feat could create a psionic *shocking grasp* stone. Likewise, if the same character had the Brew Potion feat, she could create a magic potion of *my light*. The XP cost for an item created with this feat equals 1.5 times the item's standard XP cost.

Dragon Magazine #: 349 (Class Acts – Psiotheurgy)

CRAFT CONSTRUCT [ITEM CREATION]

The creature can create golems and other magic automatons that obey its orders.

Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item

Benefit: A creature with this feat can create any construct whose prerequisites it meets. Enchanting a construct takes one day for each 1,000 gp in its market price. To enchant a construct, a spellcaster must spend $1/25$ the item's price in XP and use up raw materials costing half of this price (see Golem, Homunculus, and Shield Guardian monster entries for details).

A creature with this feat can repair constructs that have taken damage. In one day of work, the creature can repair up to 20 points of damage by expending 50 gp per point of damage repaired. A newly created construct has average hit points for its Hit Dice.

Dragon Magazine #: 309 (Beasts of the Battlefield – War Constructs and Creatures)

ETCH RUNE [ITEM CREATION]

You can create runes.

Prerequisite: Scribe Scroll.

Benefit: You can create a rune of any spell you know. Scribing a rune takes one day for each 1,000 gp in its base price. The base price of a rune equals its spell level \times caster level \times 75 gp. To etch a rune, you must spend $1/25$ of this base price in XP and use up raw materials costing one-half of this base price.

Any rune that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when scribing the rune.

Note: Any creature that touches a rune gains full knowledge of what magic the symbol holds, how it works, what the limitations are, and how to activate it, conveyed as a command word and instinctual details spoken directly to the rune holder's mind. Activating a rune requires a standard action as the bearer holds the rune and speaks its command word. Upon doing so, the rune's spell is cast as if by a spellcaster of the rune's caster level. Once invoked, the rune disappears from whatever surface bore it, and it cannot be used again.

Dragon Magazine #: 324 (Silicon Sorcery – Gothic III)

KI FEATS

All *ki* feats require *ki* power, and unless otherwise noted, cost one of the ninja's daily *ki* power uses. Using a *ki* feat is a swift action that does not provoke an attack of opportunity. Additionally, in order to use a jutsu the ninja must have both hands free and empty. In some cases, a ninja may expend a daily use of his *ki* power as a free action to maintain a jutsu's ability he is already using without reforming the jutsu's gestures. The DC to save against a ninja's jutsu equals $10 + 1/2$ his ninja levels + his Wisdom modifier, and his caster level equals his ninja level. Unless otherwise noted, a jutsu's effect is an extraordinary ability, even if it is based on a spell.

HIDDEN KINGDOM JUTSU [KI]

Your *ki* can roil from you like a shadowy mist, perplexing your pursuers and immersing them in a dreamlike landscape.

Prerequisite: Ghost strike ability.

Benefit: You can spend one daily use of your *ki* power to create an effect similar to the spell hallucinatory terrain, with the following modifications. The effect's range is a 40-foot radius emanating from you, and the duration is 1 round. You can expend additional uses of your *ki* power to maintain the effect for 2 additional rounds per use spent.

Suggested Class/Race: Ninja

Dragon Magazine #: 342 (Class Acts – The Art of Kuji-In)

JUTSU FOCUS [GENERAL]

Your jutsu are especially formidable.

Prerequisite: At least two *ki* feats.

Benefit: The DC of any save made to resist any of your jutsu increases by +2. In addition, if a jutsu allows you to expend additional uses of your *ki* power to increase its effectiveness you may automatically treat that jutsu as if you had spent one additional daily use of your *ki* power for free. You may spend actual daily uses of your *ki* power on top of this virtual daily use.

Suggested Class/Race: Ninja

Dragon Magazine #: 342 (Class Acts – The Art of Kuji-In)

KARMIC HEALING [KI]

You may channel your *ki* power into healing and banishing weariness from your body.

Prerequisite: *Ki* power.

Benefit: You can spend one daily use of *ki* power to heal yourself a number of hit points equal to half your ninja level (minimum 1) multiplied by your Wisdom bonus. Alternatively, you may instead spend one daily use to remove the fatigue condition or reduce the exhausted condition to fatigued.

Suggested Class/Race: Ninja

Dragon Magazine #: 351 (Class Acts – Historical Ninjas)

KI SMITE [KI]

You may channel your *ki* power into melee attacks.

Prerequisite: *Ki* power, sudden strike ability +2d6.

Benefit: You can spend one daily use of *ki* power to grant yourself a bonus on your next melee attack roll equal to your Wisdom bonus. You also deal extra damage equal to your ninja level plus your current pool of *ki* power uses (not counting the *ki* use spent to activate this feat).

Suggested Class/Race: Ninja

Dragon Magazine #: 351 (Class Acts – Historical Ninjas)

RABBIT PRINCE JUTSU [KI]

You can suppress your *ki* to focus on your smallness in comparison to the vastness of the cosmos. Your steps become light and time loosens its hold on you.

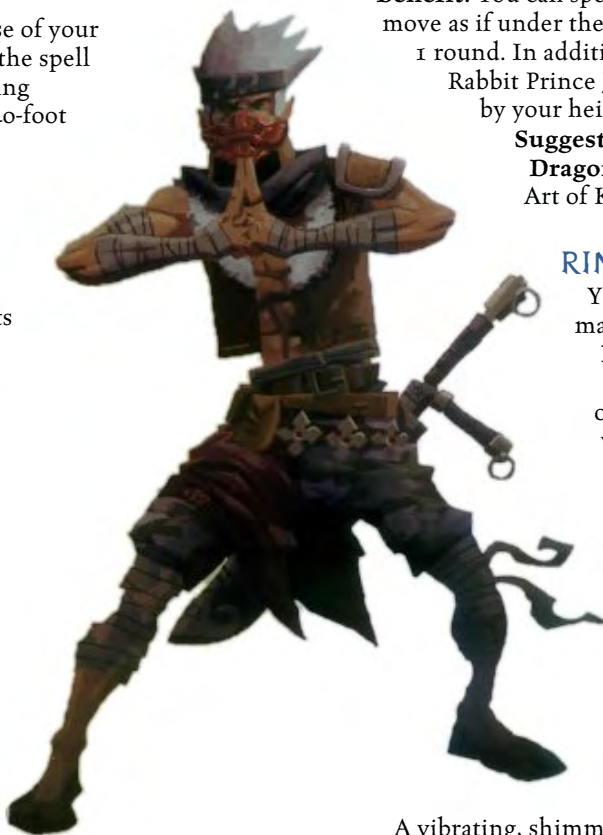
Prerequisite: Ghost step (invisible) ability.

Benefit: You can spend one daily use of your *ki* power to move as if under the effects of an *expeditious retreat* spell for 1 round. In addition, when under the effect of the

Rabbit Prince Jutsu your jump distance is not limited by your height.

Suggested Class/Race: Ninja

Dragon Magazine #: 342 (Class Acts – The Art of Kuji-In)



RINGING FIST JUTSU [KI]

You can vibrate your hands to disrupt material harmonics.

Prerequisite: *Ki* dodge ability.

Benefit: You can spend one daily use of your *ki* power to cause your hands to vibrate intensely for the remainder of your turn. Any successful unarmed attack you make that round against an object also causes that object to be affected as though by a *knock* spell or a targeted *shatter* spell. You choose which effect to create at the time of your attack.

Suggested Class/Race: Ninja

Dragon Magazine #: 342 (Class Acts – The Art of Kuji-In)

RIVER EEL JUTSU [KI]

A vibrating, shimmering field of *ki* surrounds you and allows you to move with little friction.

Prerequisite: *Ki* dodge ability.

Benefit: You can spend one daily use of your *ki* power to move as if under the effects of a *freedom of movement* spell for 1 round.

Suggested Class/Race: Ninja

Dragon Magazine #: 342 (Class Acts – The Art of Kuji-In)

SHADOW PUPPET JUTSU [KI]

The symbols and gestures of this jutsu seem so complex and speedy that they bewilder the viewer. In fact, you are subtly infiltrating his mind with your *ki*.

Prerequisite: *Ki* dodge ability.

Benefit: You can spend one daily use of your *ki* power to distract a single creature within 30 feet that can see you and

that fails a Will save. A distracted creature is flat-footed until the beginning of its next turn. This is a mind-affecting effect.

Suggested Class/Race: Ninja

Dragon Magazine #: 342 (Class Acts – The Art of Kuji-In)

SKILL ATTUNEMENT [KI]

You may use your *ki* power to assist your performance of most skills.

Prerequisite: Wis 13, *ki* power (ghost strike).

Benefit: You can spend one daily use of *ki* power to grant yourself a bonus on all skill checks equal to your Wisdom bonus (minimum +1) for a number of rounds equal to one-fifth your ninja level (minimum 1 round). For example, a 3rd-level ninja with Wisdom 13 gains a +7 bonus on all skill checks for 1 round, while a 17th-level ninja with Wisdom 20 gains a +5 bonus on all skill checks for 3 rounds.

Suggested Class/Race: Ninja

Dragon Magazine #: 351 (Class Acts – Historical Ninjas)

THOUSAND FACES JUTSU [KI]

You recall and mimic the subtle *ki* frequencies of others, obscuring your true spirit and clouding the minds of those who view you.

Prerequisite: Ghost step (invisible) ability.

Benefit: You can spend one daily use of your *ki* power to change your form for 1 minute, as the spell *alter self*, except the new form must be of your same size and type. You gain none of the movement or combat benefits of the new form. Any wings, fins, or other body parts that grant an actual creature of the chosen kind an alternative form of movement are merely decorative and nonfunctional on you.

You can spend two daily uses of your *ki* power to assume the form of a specific creature of your type for 1 minute. Anyone who knows the specific creature you are emulating gains a bonus on her Spot check to see through your disguise as described on page 73 of the *Player's Handbook*.

Suggested Class/Race: Ninja

Dragon Magazine #: 342 (Class Acts – The Art of Kuji-In)

WIND OXEN JUTSU [KI]

You can drive back an opponent with the force of your *ki*.

Prerequisite: Ghost strike ability.

Benefit: You can spend one daily use of your *ki* power to perform a bull rush attack on an adjacent target (see *Player's Handbook*, page 154). You do not, however, need to actually touch the target, nor do you provoke an attack of opportunity. You make a special bull rush check with a bonus equal to your Wisdom modifier + one-half your ninja class level. You may expend additional daily uses of your *ki* power to gain a cumulative +4 bonus on your check per daily use spent. You cannot move along with the target if you win the opposed check, but the target is still driven back an additional 5 feet for each 5 points by which your check exceeds your target's.

Suggested Class/Race: Ninja

Dragon Magazine #: 342 (Class Acts – The Art of Kuji-In)

WOLF'S BITE [KI]

You temporarily master special attacks.

Prerequisite: *Ki* power.

Benefit: You can spend one daily use of *ki* power to gain access to Improved Disarm, Improved Feint, and Improved Trip for 1 round.

Suggested Class/Race: Ninja

Dragon Magazine #: 351 (Class Acts – Historical Ninjas)



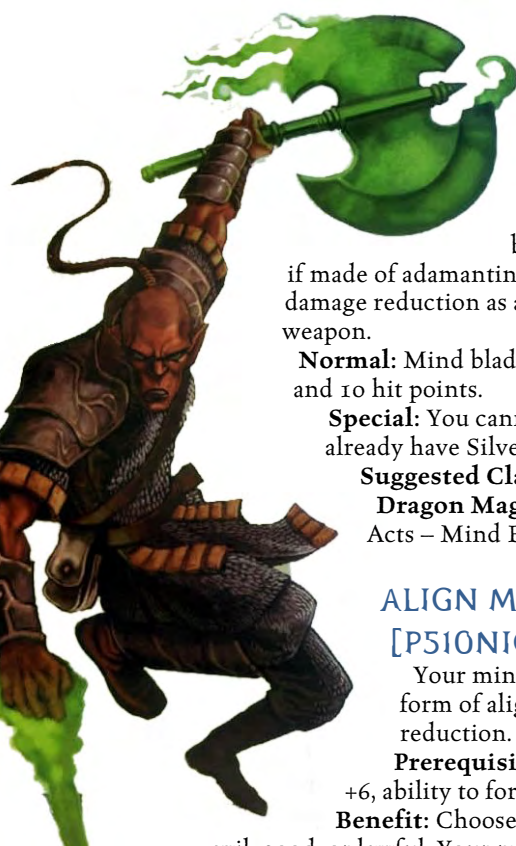
PSIONIC FEATS

Psionic feats are available only to characters and creatures with the ability to manifest powers. (In other words, they either have a power point reserve or have psi-like abilities.)

Because psionic feats are supernatural abilities—a departure from the general rule that feats do not grant supernatural abilities—they cannot be disrupted in combat (as powers can be) and generally do not provoke attacks of opportunity (except as noted in their descriptions). Supernatural abilities are not subject to power resistance and cannot be dispelled; however, they do not function in areas where psionics is suppressed, such as a *null psionics field*. Leaving such an area immediately allows psionic feats to be used.

Many psionic feats can be used only when you are psionically focused; others require you to expend your psionic focus to gain their benefit. Expending your psionic focus does not require an action; it is part of another action (such as using a feat). When you expend your psionic focus, it applies only to the action for which you expended it. For example, if you use the Deep Impact feat (which requires you to expend your psionic focus), you cannot use the Psionic Weapon feat for the same attack, because you expended your focus to use Deep Impact. See the Concentration skill description on page 37 of the EXPANDED PSIONICS HANDBOOK for information on gaining your psionic focus.

ADAMANTINE MIND BLADE [PSIONIC]



Your mind blade is as strong and sharp as adamantine.

Prerequisite: Base attack bonus +1, ability to form a mind blade.

Benefit: Your mind blade acts in all ways as

if made of adamantine. It overcomes damage reduction as an adamantine weapon.

Normal: Mind blades have hardness 10 and 10 hit points.

Special: You cannot take this feat if you already have Silver Mind Blade.

Suggested Class/Race: Soulknife
Dragon Magazine #: 341 (Class Acts – Mind Blade Feats)

ALIGN MIND BLADE [PSIONIC]

Your mind blade overcomes one form of alignment-based damage reduction.

Prerequisites: Base attack bonus +6, ability to form a mind blade.

Benefit: Choose an alignment: chaotic, evil, good, or lawful. Your mind blade gains this alignment, allowing it to overcome the appropriate form of damage reduction. The chosen alignment cannot be the opposite of your alignment. For example, a neutral good character could not choose evil, while a chaotic evil character

could not choose good or lawful. A neutral character may choose any alignment.

Special: You may take this feat twice. You must choose a different alignment each time you take it. You cannot choose an alignment opposite one you have already chosen.

Suggested Class/Race: Soulknife

Dragon Magazine #: 341 (Class Acts – Mind Blade Feats)

CANNIBALIZE SPELL [PSIONIC]

You are able to convert spell energy from one of your spellcasting classes into psionic energy.

Prerequisites: Ability to cast 1st-level spells, ability to manifest 1st-level powers.

Benefit: You can sacrifice spell slots or prepared spells to gain additional power points. You gain a number of power points equal to 1.5 x spell level. You cannot sacrifice 0-level spells in this way. You can only sacrifice spells when you regain your daily allotment of power points. You cannot sacrifice a spell slot or prepared spell of a higher level than the highest level power you can manifest. For example, you cannot sacrifice a 3rd-level spell slot if you can only manifest 2nd-level powers.

Dragon Magazine #: 349 (Class Acts – Psiotheurgy)

GHOST ATTACK [PSIONIC]

Your deadly strikes against incorporeal foes always find their marks.

Prerequisite: Base attack bonus +3.

Benefit: When you make a successful critical hit with a melee or ranged attack, the attack is treated as if it had been made with a ghost touch weapon for the purpose of affecting incorporeal creatures. (That is, you are not subject to the normal miss chance for an incorporeal target.) Your weapon or natural weapon actually appears to become briefly incorporeal at the moment the attack is made.

You must maintain psionic focus to use this feat.

Dragon Magazine #: 316 (Expanded Psionics Preview #2)

GHOST ATTACK, GREATER [PSIONIC]

Your deadly strikes against incorporeal foes always find their marks.

Prerequisites: Base attack bonus +3, Ghost Attack.

Benefit: When you make a successful melee or ranged attack, the attack is treated as if it had been made with a ghost touch weapon for the purpose of affecting incorporeal creatures. (That is, you are not subject to the normal miss chance for an incorporeal target.) Your weapon or natural weapon actually appears to become briefly incorporeal at the moment the attack is made.

You must expend your psionic focus to use this feat.

Dragon Magazine #: 316 (Expanded Psionics Preview #2)

INSTINCTIVE CONSUMMATOR [PSIONIC]

You always make good on your threats.

Prerequisites: Base attack bonus +3, Instinctive Dispatcher.

Benefit: Whenever you threaten a living foe with a critical hit in a melee attack, you can choose to confirm the critical automatically.

You must expend your psionic focus to use this feat.

Normal: Any hit that threatens a critical must be confirmed with an additional successful attack roll.

Dragon Magazine #: 316 (Expanded Psionics Preview #2)

INSTINCTIVE DISPATCHER [PSIONIC]

You are more likely than normal to slay your foes in combat.

Prerequisite: Base attack bonus +3,

Benefit: Once per round, when you reduce a living foe to negative hit points through any means, you can perform a coup de grace against that foe as a free action that does not provoke an attack of opportunity.

You must expend your psionic focus to use this feat, and you must have a free action available at the time. (Normally, you can take only one free action per round.)

Normal: The coup de grace action normally requires a full-round action and provokes an attack of opportunity.

Dragon Magazine #: 316 (Expanded Psionics Preview #2)

MIND DAGGERS [PSIONIC]

You may form several small mind blades each round.

Prerequisites: Base attack bonus +4, ability to form a mind blade, throw mind blade ability, free draw ability

Benefit: You may form a mind blade more than once a round, but each mind blade formed after the first has its enhancement bonus cumulatively decreased by 1 (minimum +0). Thus, if you can create a +4 *mind blade*, your second mind blade created with this ability is a +3 *mind blade*, your third is a +2, and soon (your mind blade always acts as a magic weapon for the purpose of overcoming damage reduction). You can only create one dagger with a +0 enhancement bonus. Every blade formed with this ability is a dagger appropriate to your size (1d4 points of damage for Medium creatures or 1d3 for Small). You may throw these daggers using the standard mind blade range increment (30 feet).

Suggested Class/Race: Soulknife

Dragon Magazine #: 341 (Class Acts – Mind Blade Feats)

MIND SHIELD [PSIONIC]

You may use the power of your mind to form a shield as well as a blade.

Prerequisites: Ability to form a +1 *mind blade*, shape mind blade ability.

Benefit: You can split your mind blade into a mind blade and a mind shield. The blade is your standard mind blade with an enhancement bonus 1 lower than you would otherwise create, as usual for splitting your mind blade. The mind shield has all the statistics of a light shield (including armor check penalty), with an enhancement bonus 1 lower than you would create as a single mind blade. If you shield bash with your mind shield it counts as a magic weapon, but it does not gain the benefits from your mind blade enhancement bonus or special abilities.

A mind shield has hardness and hit points equal to your mind blade.

Suggested Class/Race: Soulknife

Dragon Magazine #: 341 (Class Acts – Mind Blade Feats)

MIND SHIELD, GREATER [PSIONIC]

You form a mind shield with great versatility.

Prerequisites: Mind Shield, ability to form a +2 *mind blade*, shape mind blade ability.

Benefit: When you form a mind shield, you may create either a light or a heavy shield. You may change between these two shields types as a full-round action.

Additionally, you may grant your mind shield special abilities. You may choose a number of abilities from the following list whose total enhancement bonus value does not exceed your mind blade special ability enhancement value. You may reassign the abilities to your shield at the same time you reassign abilities for your mind blade.

Armor Special Ability	Enhancement Bonus Value
Bashing	+1
Fortification, Light	+1
Arrow Deflection	+2
Power Resistance (13) [^]	+2
Ghost Touch	+3
Fortification, Moderate	+3
Power Resistance (15) [^]	+3

[^] In Expand Psionics Handbook

Suggested Class/Race: Soulknife

Dragon Magazine #: 341 (Class Acts – Mind Blade Feats)

MYSTIC FOCUS [PSIONIC]

You can tap your innate magical powers to create a reserve of mystic energy.

Prerequisite: Ability to cast 1st-level spells.

Benefit: As a swift action, you may sacrifice a 1st-level spell slot or prepared spell to gain a virtual power point. This virtual power point allows you to gain psionic focus as a psionic character (*Expanded Psionics Handbook*, 37). You gain psionic focus automatically in this way and do not need to make a Concentration check. If you expend your psionic focus gained because of this feat, you also lose the virtual power point from your sacrificed spell and must sacrifice another 1st-level spell or spell slot to regain it.

If you already have psionic focus from another source, sacrificing a spell slot or prepared spell to this feat grants you nothing.

Dragon Magazine #: 349 (Class Acts – Psiotheurgy)

MYSTIC STABILITY [PSIONIC]

Your spells can safeguard you from the backlash of a wild surge.

Prerequisites: Ability to cast 1st-level spells, psychic enervation class ability.

Benefit: Whenever you invoke a wild surge, you may immediately sacrifice a prepared spell or an available spell slot to reduce the chance of suffering psychic enervation by 5% per spell level. A cleric may not sacrifice a domain spell in this way.

Dragon Magazine #: 349 (Class Acts – Psiotheurgy)

OVERCHANNEL [PSIONIC]

You burn your life force to strengthen your powers.

Benefit: While manifesting a power, you can increase your effective manifester level by one, but in so doing you take 1d8 points of damage. At 8th level, you can choose to increase your effective manifester level by two, but you take 3d8 points of damage. At 15th level, you can increase your effective manifester level by three, but you take 5d8 points of damage.

The effective increase in manifester level increases the number of power points you can expend on a single power manifestation, as well as increasing all manifester level-dependent effects, such as range, duration, and overcoming power resistance.

Normal: Your manifester level is equal to your total levels in classes that manifest powers.

Dragon Magazine #: 317 (Expanding Psionics Preview #3 – Psionic Power)

PRACTICED MIND BLADE [PSIONIC]

Your mind blade is more powerful.

Prerequisites: Concentration 4 ranks, ability to form a mind blade.

Benefit: You are treated as having 4 more levels of soulknife for the purpose of manifesting your mind blade (increasing its enhancement bonus and its special abilities). This benefit cannot grant you an effective soulknife level greater than your Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice from levels that do not improve your mind blade, you might be able to apply the rest of the bonus.

For example, a human 6th-level soulknife/3rd-level ranger would have an effective soulknife level of 9th (because he has 9 Hit Dice), thus allowing him to manifest a +2 *mind blade* with a +1 special ability equivalent. If he later increased his ranger level to 4th (increasing his total Hit Dice to 10) he could take full advantage of this feat, manifesting his mind blade as a 10th-level soul knife and increasing his mind blade's special abilities to a +2 special ability equivalent.

This feat affects only the mind blade's enhancement bonus and special abilities. It does not grant any other soulknife abilities such as improved psychic strike, throw mind blade, or the like.

Suggested Class/Race: Soulknife

Dragon Magazine #: 341 (Class Acts – Mind Blade Feats)

PSIOMANCER [PSIONIC]

You can convert psionic energy into arcane or divine energy.

Prerequisite: Ability to prepare spells, ability to cast 1st-level spells, ability to manifest 1st-level powers.

Benefit: You can spend power points to prepare an additional spell. You must expend a number of power points equal to [2 x spell level] +1. You can only sacrifice power points when you prepare spells. You may only gain one additional spell per day using this feat. You cannot use power points to prepare a spell of a higher level than you could normally cast. For example, you cannot sacrifice 9 power points (for a 4th-level spell) if you can only manifest 3rd-level powers.

Dragon Magazine #: 349 (Class Acts – Psiotheurgy)

PSIONIC FEEDBACK [PSIONIC]

You gain insight from failed psionic assaults against other psionic characters or creatures.

Prerequisites: Knowledge (psionics) 8 ranks, Psymbiot.

Benefit: Whenever at least one psionic creature within 30 feet of you successfully saves against a psionic power (whether manifested by you or not), you automatically transform the wasted energy of that power into a +q insight bonus to your Intelligence, Wisdom, or Charisma score (your

choice). This benefit lasts for full round. You gain no Feedback benefit from personally succeeding at a saving throw against a psionic power, whether manifested by you or someone else.

You must maintain your psionic focus to use this feat.

Dragon Magazine #: 316 (Expanded Psionics Preview #2)

PSIOTHEURGIST [PSIONIC]

You possess a link connecting a school of magic with a psionic discipline.

Prerequisites: Spell Focus in the appropriate school (see below), ability to cast 1st-level spells, ability to manifest 1st-level powers.

Benefit: Choose a school of magic (or subschool) from the list below. Whenever you cast a spell from the chosen school, your total caster level equals your caster level plus your manifester level. Whenever you manifest a power from the corresponding discipline, your total manifester level equals your caster level plus your manifester level.

School (subschool)	Discipline
Conjuration (healing)	Psychometabolism
Conjuration (teleportation)	Psychoportation
Conjuration (all others)	Metacreativity
Divination	Clairsentience
Enchantment	Telepathy
Evocation	Psychokinesis
Illusion (shadow)	Metacreativity
Illusion (all others)	Telepathy
Transmutation (targeting creatures only)	Psychometabolism

This feat does not increase your spells per day or power points per day, nor does it grant you the ability to cast spells or manifest powers of a higher level than you can normally cast or manifest; it only increases your caster level and manifester level when casting a spell of the chosen school or manifesting a power of the chosen discipline.

Special: You may take Psiotheurgist multiple times. Each time you take the feat, it applies to a new school of magic.

Dragon Magazine #: 349 (Class Acts – Psiotheurgy)

PSYMBIOT [PSIONIC]

You gain benefits when you are near other psionic characters or creatures.

Prerequisite: Knowledge (psionics) 8 ranks.

Benefit: Whenever at least one psionic creature stands within 30 feet of you so that you have an unobstructed line of sight to it, you are empowered by its unconscious psionic aura. This benefit grants you a +2 enhancement bonus on all your ability checks, skill checks, and saving throws.

You must maintain your psionic focus to use this feat.

Dragon Magazine #: 316 (Expanded Psionics Preview #2)

RESHAPE MIND BLADE [PSIONIC]

Your mind blade can take an additional form.

Prerequisites: Base attack bonus +4, ability to form a mind blade, shape mind blade.

Benefit: Choose any simple, martial, or exotic melee weapon with which you are proficient. Your mind blade can take on a form identical to the chosen weapon, with all that weapon's statistics: damage, threat range, critical modifier,

and any extra features the weapon might have (such as the flail's ability to trip and bonus to disarm attempts). Reshaping a mind blade is a full-round action. You can also manifest your mind blade in this shape.

Special: You may gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon with which you are proficient.

Suggested Class/Race: Soulknife

Dragon Magazine #: 341 (Class Acts – Mind Blade Feats)

SILVER MIND BLADE [PSIONIC]

Your mind blade harms creatures vulnerable to silver weapons.

Prerequisites: Base attack bonus +1, ability to form a mind blade.

Benefit: Your mind blade acts as if made of alchemical silver, but only for the purpose of overcoming damage reduction. Your mind blade does not gain any of the other properties of an alchemical silver weapon.

Special: You cannot take this feat if you already have Adamantine Mind Blade.

Suggested Class/Race: Soulknife

Dragon Magazine #: 341 (Class Acts – Mind Blade Feats)

STRATEGIC REASSIGNMENT [PSIONIC]

You can reassign your mind blade's special abilities much more quickly.

Prerequisites: Concentration 7 ranks, ability to form a +1 mind blade.

Benefit: You may reassign the special abilities of your mind after spending only 10 minutes in concentration.

Normal: Reassigning special abilities requires 8 hours of concentration.

Suggested Class/Race: Soulknife

Dragon Magazine #: 341 (Class Acts – Mind Blade Feats)

TACTICAL REASSIGNMENT [PSIONIC]

You can attempt to reassign your mind blade's special abilities in the midst of combat.

Prerequisites: Concentration 11 ranks, Strategic Reassignment, ability to form a +2 mind blade.

Benefit: You may attempt to reassign the special abilities in your mind blade as a full-round action. Doing so provokes an attack of opportunity and requires a DC 25 Concentration check. If an attack of opportunity deals any damage, your reassignment attempt fails.

Normal: Reassigning special abilities requires 8 hours of concentration.

Suggested Class/Race: Soulknife

Dragon Magazine #: 341 (Class Acts – Mind Blade Feats)



PSI-SPELL FEATS

The practice of psi-spellcasting boasts few powers of its own, although slender codices of psi-spells do exist. The bulk of the training that a psi-spellcaster receives does not involve generating new spells and powers; plenty of those exist already. Rather, she learns to recognize where existing psionic powers and magical spells come close to converging, thus determining which are the most promising candidates for the unique kind of merger that psi-spellcasting makes possible.

To reflect this special awareness, psi-spellcasting is represented by a new category of feats called psi-spell feats. Although similar to metamagic and metapsionic feats, psi-spell feats require both arcane spell slots and psionic power points to use, and some also require the ability to cast specific spells or manifest certain powers. The cost of using the feat can be either spell levels (if the feat is used to enhance a psionic power) or psionic power points (if it is used to enhance a spell). To "spend" a spell level in this way, the caster must voluntarily give up prepared spells equaling or exceeding the requisite spell levels if she prepares spells) or equivalent spell slots for that day (if she does not prepare spells). Spells spent by a spellcaster who prepares spells are given up when the psi-spell is prepared.

Spells spent by a caster that doesn't prepare spells (like a sorcerer) are given up when the psi-spell is cast. Casting a psi-spell for these latter casters does not increase spellcasting time like spontaneously casting a spell affected by a metamagic feat. Power points spent to apply psi-spell abilities are likewise spent when the spell or psionic power is cast. Spent spells are not cast; their energy instead goes to fuel the psi-spell. A psi-spellcaster cannot elect to use extra power points to apply a psi-spell feat to a psionic power or vice versa; both energies must be present for the feat to work. Normal metamagic and metapsionic feats can still be applied normally to powers and spells affected by a psi-spell feat, and regular limits on power points spent per round still apply as normal.

AGITATED CAUSTICITY [PSI-SPELL]

Your ability to agitate acidic substances results in especially caustic versions of spells and powers that have the acid descriptor.

Prerequisites: Any two spells with the acid descriptor, *matter agitation*.

Benefit: This feat can be used to enhance any spell or power with the acid descriptor. In addition to dealing its normal damage, an effect enhanced by Agitated Causticity literally softens up its target. This effect does not represent damage to armor, shields, or body parts that provide a natural armor bonus; it is a function of the acid's effect on the target creature itself.

For each 5 points of acid damage the target takes from such a spell or power, it must make a successful Fortitude save or take a -1 cumulative penalty to its Armor Class. The DC for this save equals the save DC for the spell or power (or the save DC it would otherwise have if no save is allowed). All other modifiers to AC apply normally.

The penalty from this effect decreases naturally at the rate of 1 point per day. Any effect that heals ability damage may also be used to reduce or eliminate the penalty by the same amount.

To apply Agitated Causticity to a spell, the caster must expend 3 power points per spell level. To apply it to a psionic power, the manifester must spend 1 spell level per power level.

Suggested Class/Race: Illithiad

Dragon Magazine #: 313 (Brain Power – Secrets of the Illithids)

ASTRAL FIRE [PSI-SPELL]

You have learned to take volatile astral ectoplasm and ignite it with elemental fire to create intense, lingering fire effects.

Prerequisites: Any two powers with the fire descriptor, any two spells with the fire descriptor.

Benefit: This feat can be applied to any spell or power with the fire descriptor. Flaming ectoplasm is sticky and it keeps burning when normal fire would sear and dissipate.

Anyone damaged by an effect enhanced by Astral Fire continues to take fire damage for a number of rounds equal to the ability modifier that applies to the spell or power used (minimum 1 round). This lingering damage equals 1 point per 5 points of fire damage that the original attack dealt (minimum 1 point unless the subject evades all fire damage from the effect or otherwise takes no damage from the initial effect).

Ectoplasmic fire is more difficult to douse than normal fire. It cannot be smothered, and water does not put it out—in fact, even submerging a burning creature in water has no effect on the fire. However, effects such as *control flames* function normally with respect to ectoplasmic fire. Also, since ectoplasm is stable and inert on the Astral Plane, shifting a burning target there immediately suppresses the effect. Any time that the victim spends on the Astral Plane counts against the duration of the effect, but the fire reignites immediately should the victim leave before it expires.

To apply Astral Fire to a spell, the caster must expend 3 power points per spell level. To apply it to a psionic power, the manifester must spend 1 spell level per power level.

Suggested Class/Race: Illithiad

Dragon Magazine #: 313 (Brain Power – Secrets of the Illithids)

BIOELECTRICAL SURGE [PSI-SPELL]

You can channel electrical energy directly into your opponent's nervous system. This effect not only causes physical damage but also disrupts the target's coordination.

Prerequisites: Any two spells with the electricity descriptor, *control body*.

Benefit: This feat can be applied to any spell or power with the electricity descriptor. Anyone damaged by an effect enhanced by Bioelectrical Surge twitches uncontrollably or can make only grossly exaggerated and jerky motions.

For each 10 points of electricity damage the target takes from such a spell or power, it must make a successful Fortitude save or take 2 points of Dexterity damage. The DC for this save equals the save DC for the spell or power (or the save DC it would otherwise have if no save is allowed). A creature with no discernable anatomy (such as an ooze, construct, or undead) or a creature that is immune to electricity damage is immune to the effects of this feat.

To apply Bioelectrical Surge to a spell, the caster must expend 3 power points per spell level. To apply it to a psionic power, the manifester must spend 1 spell level per power level.

Suggested Class/Race: Illithiad

Dragon Magazine #: 313 (Brain Power – Secrets of the Illithids)

BULL BLAST [PSI-SPELL]

The concussive power of your Harden Energy effects is so strong that it drives opponents back.

Prerequisite: Harden Energy.

Benefit: You may add telekinetic force to any spell or power already enhanced by the Harden Energy feat.

An effect enhanced by Bull Blast can perform a bull rush against any opponent in its area. The spell's area or effect determines the direction of the bull rush: A line or cone pushes targets back along its length, but a spread or burst pushes them out to the edge of its radius. The enhanced spell or power has an effective Strength equal to its save DC + 1 per die of force damage it deals. Even a target that makes the appropriate saving throw to avoid some or all of the spell's damage is still subject to the bull rush.

To apply Bull Blast to a spell, the caster must expend 3 power points per spell level. To apply it to a psionic power, the manifester must spend 1 spell level per power level. Both of these costs are in addition to the cost of the Harden Energy feat. This feat may also be used in conjunction with Concussive Blast.

Suggested Class/Race: Illithiad

Dragon Magazine #: 313 (Brain Power – Secrets of the Illithids)

CONCUSSIVE BLAST [PSI-SPELL]

Your skill with manipulating hard, or force, energy allows you to add physical force to spells and powers instead of converting existing energy to force.

Prerequisite: Harden Energy.

Benefit: For every 3 power points or 1 spell level expended, you may add 1 die of bonus force damage to any spell or psionic power that has an energy descriptor (maximum one-half the effect's normal base damage dice).

If the target is entitled to a saving throw, it applies to this bonus damage as well. You cannot expend more power points than your current total, nor can you spend more spell levels than those you have remaining. You can use Concussive Blast on a spell altered by Harden Energy, but you do not need to do so.

The hard energy portion of the damage can affect incorporeal creatures, ignoring the standard miss chance. The remaining energy damage of the spell or power remains subject to the standard 50% miss chance with respect to an incorporeal target.

Special: Unlike other metamagic and metapsionic feats, Concussive Blast may be applied to a spell or power more than once. Each application on a spell requires 3 power points (or multiples of power points if multiple dice of damage are added). Each application on a psionic power requires 1 spell level (or multiples of 1 spell level if multiple dice of damage are added).

Suggested Class/Race: Illithiad

Dragon Magazine #: 313 (Brain Power – Secrets of the Illithids)

DUAL-PLANE SUMMONS [PSI-SPELL]

Whenever you summon a creature, you also access the raw

ectoplasmic energy of the Astral Plane. You can mold and shape ectoplasm to your summoned creature, making it even more fearsome.

Prerequisites: Ability to cast any *summon monster* spell, ability to manifest any *astral construct* power.

Benefit: Whenever you cast any summon monster spell, you can simultaneously manifest an astral construct power and apply its benefits to the summoned creature. You pay one-half the normal cost in power points for the astral construct power (minimum 1 point). You can then apply any of the menu abilities that you could normally give the resulting astral construct to your summoned creature instead.

Suggested Class/Race: Illithiad

Dragon Magazine #: 313 (Brain Power – Secrets of the Illithids)

ENERGY FLARE [PSI-SPELL]

By tapping into an alternate energy source, you can supercharge the raw energy of energy-based spells and powers.

Prerequisite: Any one of the following feats: Agitated Causticity, Astral Fire, Bioelectrical Surge, or Solid Freeze

Benefit: When you take this feat, you choose an energy type that matches the energy type represented by the psi-spell feat that allowed you access to Energy Flare (acid for Agitated Causticity, fire for Astral Fire, and so on). This feat can be applied to any spell or power that has an energy descriptor matching this energy type.

You increase the damage die type of a spell or power with the appropriate energy descriptor by one step (d4 becomes d6, d6 becomes d8, and so on). The number of damage dice remains unchanged.

To apply Energy Flare to a spell, the caster must expend 4 power points per spell level. To apply it to a psionic power, the manifester must spend 2 spell levels per power level. The feat need not be used in combination with its prerequisite feat, although it can be.

Special: This feat can be taken more than once. Each time it is taken, it applies to a different energy descriptor and requires the corresponding prerequisite.

Suggested Class/Race: Illithiad

Dragon Magazine #: 313 (Brain Power – Secrets of the Illithids)

HARDEN ENERGY [PSI-SPELL]

You can manipulate the energy of your spells and powers, transforming a portion of their elemental power into telekinetic force.

Prerequisites: Ability to manifest any one force power and cast any one spell with an energy descriptor.

Benefit: Choose any number of damage dice up to one-half the total dealt by the effect to which you are applying this feat. This amount becomes force damage (like that of a *magic missile*) instead of its former energy type. This portion of the damage bypasses all energy resistance but is still subject to spell resistance.

The hard energy half of the damage can affect incorporeal creatures, ignoring the standard miss chance. The remaining energy damage of the spell or power remains subject to the standard 50% miss chance with respect to an incorporeal target.

To apply Harden Energy to a spell, the caster must expend 3 power points per spell level. To apply it to a psionic power,

the manifester must spend 1 spell level per power level.

Suggested Class/Race: Illithiad

Dragon Magazine #: 313 (Brain Power – Secrets of the Illithids)

SOLID FREEZE [PSI-SPELL]

When using your cold spells and powers, you can manipulate the molecular structure of the target, driving its temperature downward and even freezing creatures in their tracks.

Prerequisites: Any two spells with the cold descriptor, *control flames*.

Benefit: This feat can be applied to any spell or power with the cold descriptor. Its effects reduce the targets' mobility and make objects more susceptible to damage.

Any creature that takes cold damage from a power or spell enhanced by this feat and is in contact with a surface must attempt a Fortitude saving throw. The DC for this save equals the save DC for the spell or power (or the save DC it would otherwise have if no save is allowed). Failure means the creature is frozen to the surface and cannot move until it breaks free with a successful Strength check, which requires a full-round action. The DC of the Strength check is equal to the DC of the spell or power. Success means the creature is not immobilized but can move at only half normal speed for 1d4 rounds. Creatures that are immune to cold or that are not in contact with a surface are immune to the immobilizing effect of this feat but are still subject to the spell's or power's damage.

All objects caught in the area of a Solid Freeze effect become exceedingly brittle for a number of rounds equal to the ability modifier that applies to the spell or power used (minimum 1 round). During this time, each such object's hardness is reduced by 5 (minimum 1).

To apply Solid Freeze to a spell, the caster must expend 4 power points per spell level. To apply it to a psionic power, the manifester must spend 2 spell levels per power level.

Suggested Class/Race: Illithiad

Dragon Magazine #: 313 (Brain Power – Secrets of the Illithids)



PURIFICATION FEATS

Purification Feats function much like the divine feats from *Complete Divine*. Instead of requiring the ability to turn or rebuke undead, these feats require the ability to cast *remove disease* as a spell-like ability. Each use of a purification feat costs a minimum of one daily use of *remove disease*. Purification feats require a standard action to activate.

BANE OF DECAY [PURIFICATION]

You channel your purifying abilities into your weapon.

Prerequisite: Ability to cast *remove disease* as a spell-like ability.

Benefit: You can spend a weekly use of *remove disease* to make a melee weapon you hold either +1 *undead bane* or +1 *vermin bane*. If the weapon already bears an enhancement bonus, the bonuses do not stack. This ability lasts for 1 minute.

Suggested Class/Race: Paladin

Dragon Magazine #: 337 (Class Acts – Purification Feats)

DETOXIFYING TOUCH [PURIFICATION]

You clear poisons from a person's body with a single touch.

Prerequisite: Ability to cast *remove disease* as a spell-like ability.

Benefit: You can spend two weekly uses of *remove disease* to produce a *neutralize poison*.

Suggested Class/Race: Paladin

Dragon Magazine #: 337 (Class Acts – Purification Feats)

EXTRA REMOVE DISEASE [PURIFICATION]

You can remove disease more frequently than normal.

Prerequisite: Ability to cast *remove disease* as a spell-like ability.

Benefit: Each time you take this feat, you can use your *remove disease* spell-like ability two more times per week than normal.

Special: You can take this feat multiple times. Its effects stack.

Suggested Class/Race: Paladin

Dragon Magazine #: 337 (Class Acts – Purification Feats)

SMITE CARRIER [PURIFICATION]

You channel your purifying ability to strike down toxic creatures.

Prerequisite: Ability to cast *remove disease* as a spell-like ability, smite evil ability.

Benefit: You can spend a weekly use of *remove disease* to use your smite evil ability on any nongood creature that possesses a poisonous or infectious natural attack. If you accidentally smite a good, nonpoisonous, noninfectious creature, the smite has no effect but the ability is still used up.

Suggested Class/Race: Paladin

Dragon Magazine #: 337 (Class Acts – Purification Feats)

STRENGTHENED RESILIENCE [PURIFICATION]

You and your allies become hardier and more resistant to disease.

Prerequisite: Ability to cast *remove disease* as a spell-like

ability,

Benefit: You can spend a weekly use of *remove disease* to grant yourself and two allies you touch a +4 sacred bonus on Fortitude saves made to resist diseases or poison. This applies to saves made to avoid becoming infected with a disease (natural or magical), to resist the effects of a disease, to fight of a disease, and to resist a poison's initial and secondary damage. This bonus lasts for 1 hour.

Suggested Class/Race: Paladin

Dragon Magazine #: 337 (Class Acts – Purification Feats)

WHOLESOME FARE [PURIFICATION]

Your powers purify tainted food and drink.

Prerequisite: Ability to cast *remove disease* as a spell-like ability.

Benefit: You can spend a weekly use of *remove disease* to gain the ability to cast *purify food and drink* as a spell-like ability up to five times in the next 24 hours. Any unused castings of *purify food and drink* expire after 24 hours.

Suggested Class/Race: Paladin

Dragon Magazine #: 337 (Class Acts – Purification Feats)

METAMAGIC FEATS

As a spellcaster's knowledge of magic grows, she can learn to cast spells in ways slightly different from the ways in which the spells were originally designed or learned. For example, a spellcaster can learn to cast a spell without having to say its verbal component, to cast a spell for greater effect, or even to cast it with nothing but a moment's thought. Preparing and casting a spell in such a way is harder than normal but, thanks to metamagic feats, at least it is possible.

For instance, at 3rd level, Mialee chooses to gain Silent Spell, the feat that allows her to cast a spell without its verbal component. The cost of doing so, however, is that in preparing the spell, she must use up a spell slot one spell level higher than the spell actually is. Thus, if she prepares *charm person* as a silent spell, it takes up one of her 2nd-level slots. It is still only a 1st-level spell, so the DC for the Will save against it does not go up. Mialee cannot prepare a 2nd-level spell as a silent spell because she would have to prepare it as a 3rd-level spell, and she can't use 3rd-level spell slots until she reaches 5th level.

Wizards and Divine Spellcasters: Wizards and divine spellcasters (clerics, druids, paladins, and rangers) must prepare their spells in advance. During preparation, the character chooses which spells to prepare with metamagic feats (and thus which ones take up higher-level spell slots than normal).

Sorcerers and Bards: Sorcerers and bards choose to choose to when they cast their spells whether they apply their metamagic feats to improve them. As with other spellcasters, the improved spell uses up a higher-level spell slot. But because the sorcerer or bard has not prepared the spell in a metamagic form in advance, he must apply the metamagic feat on the spot.

Therefore, such a character must also take more time to cast a metamagic spell (one enhanced by a metamagic feat) than he does to cast a regular spell. If the spell's normal casting time is 1 action, casting a metamagic version is a full-round action for a sorcerer or bard. (This isn't the same as a 1-round casting time, as described under Cast a Spell, page 143 of the *PLAYER'S HANDBOOK*.) For a spell with a longer casting time, it takes an extra full-round action to cast the spell.

Spontaneous Casting and Metamagic Feats: A cleric spontaneously casting a cure or inflict spell can cast a metamagic version of it instead. For instance, an 11th-level cleric can swap out a prepared 6th-level spell to cast an empowered cure critical wounds spell. Extra time is also required in this case. Casting a 1-action metamagic spell spontaneously is a full-round action, and a spell with a longer casting time takes an extra full-round action to cast.

Effects of Metamagic Feats on a Spell: In all ways, a metamagic spell operates at its original spell level, even though it is prepared and cast as a higher-level spell. Saving throw modifications are not changed unless stated otherwise in the feat description. The modifications made by these feats only apply to spells cast directly by the feat user. A spellcaster can't use a metamagic feat to alter a spell being cast from a wand, scroll, or other device.

Metamagic feats that eliminate components of a spell (such as Silent Spell and Still Spell) don't eliminate the attack of opportunity provoked by casting a spell while threatened. However, casting a spell modified by Quicken Spell does not provoke an attack of opportunity.

Metamagic feats cannot be used with all spells. See the specific feat descriptions for the spells that a particular feat can't modify.

Multiple Metamagic Feats on a Spell: A spellcaster can apply multiple metamagic feats to a single spell. Changes to its level are cumulative. A silent, stilled version of *charm person*, for example, would be prepared and cast as a 3rd-level spell (a 1st-level spell, increased by one spell level for each of the metamagic feats). You can't apply the same metamagic feat more than once to a single spell (for instance, you can't cast a twice-empowered *magic missile* to get +100% damage).

Magic Items and Metamagic Spells: With the right item creation feat, you can store a metamagic version of a spell in a scroll, potion, or wand. Level limits for potions and wands apply to the spell's higher spell level (after the application of the metamagic feat). A character doesn't need the metamagic feat to activate an item storing a metamagic version of a spell.

Counterspelling Metamagic Spells: Whether or not a spell has been enhanced by a metamagic feat does not affect its vulnerability to counterspelling or its ability to counterspell another spell (see Counterspells, page 170 of the *PLAYER'S HANDBOOK*).

ALTERNATIVE SOURCE SPELL [METAMAGIC]

You can prepare any of your spells as either divine or arcane.

Prerequisite: Ability to cast both divine and arcane spells.

Benefit: You can choose to prepare any of your divine spells as arcane spells or any of your arcane spells as divine spells. An alternative-sourced spell uses up a spell slot from the class that normally grants the spell. Such a spell is prepared normally. An alternative-sourced spell is cast as if your caster level were 1 level lower. For example, a 1st-level cleric/6th-level wizard casts a divine fireball as a 5th-level wizard.

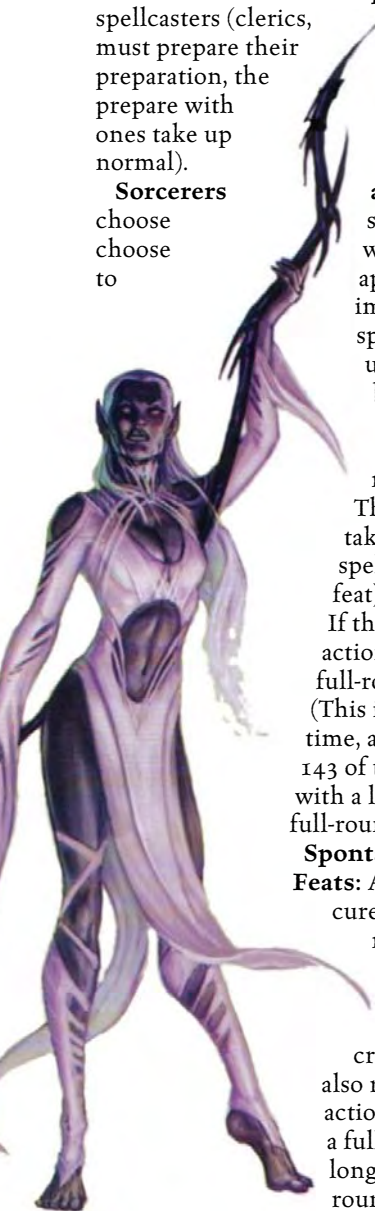
Dragon Magazine #: 325 (A Surge of Theurgy – Feats that Combine Class Abilities)

EASY METAMAGIC [METAMAGIC]

One of your metamagic feats is easier to use.

Prerequisite: Any other metamagic feat.

Benefit: Choose a metamagic feat you already have. When preparing or casting a spell modified by that feat, lower the spell-slot cost by one. You can never reduce the spell-slot cost below one level higher than the spell's actual level. For example, taking this feat for the Quicken Spell feat reduces the spell slot cost of a quickened spell from four levels higher



than the spell's actual level to three levels higher than the spell's actual level.

Special: You can gain this feat multiple times. Each time you take this feat, you must choose a new metamagic feat.

Dragon Magazine #: 325 (A Surge of Theurgy – Feats that Combine Class Abilities)

FORCEFUL SPELL [METAMAGIC]

Your spells slam their targets with irresistible force.

Benefit: Only spells that target one or more creatures can be made forceful. An opponent struck by a forceful spell must make a Fortitude save at the same DC as the spell or be knocked prone and stunned for 1 round. If the spell affects more than one target, the forceful effect affects only one target (of your choice).

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

Dragon Magazine #: 358 (Class Acts – Arcane Feats)

RADIANT SPELL [METAMAGIC]

Your fire spells have the potential to blind your opponents.

Prerequisite: Cha 15, ability to cast a spell with the fire descriptor.

Benefit: This feat can only modify spells with the fire descriptor that cause damage. A spell modified by this feat requires a creature to succeed at a Will save at the spell's save DC (or what would be the spell's save DC if the spell doesn't normally have one) each time it is damaged by the spell. Failure indicates the damaged creature is blinded for 1 round per spell level (prior to adjustment by this metamagic feat). Success indicates the creature is not blinded, but it is dazzled for 1 round. A radiant spell uses up a spell slot two levels higher than the spell's actual level.

Dragon Magazine #: 314 (Brotherhood of the Burning Heart – The Magic and Mettle of Fire)

RELICGUARD SPELL [METAMAGIC]

Your spells do not damage objects.

Benefit: A relicguarded spell has no effect on objects. It cannot target an object and any object caught within its area is immune to its effects, even if a creature holding the item is affected. Creatures immune to spells that do not affect objects (such as constructs and undead) are also immune to a relicguarded spell.

Dragon Magazine #: 347 (Class Acts – Archeologists)

SLIMY SPELL [METAMAGIC]

Your spells douse opponents with a nauseating slime.

Benefit: Only spells that target one or more creatures can be made slimy. An opponent struck by a slimy spell must make a Reflex save at the same DC as the spell or be covered in a temporary layer of slime that renders the target nauseated for 1 round. If the spell affects more than one target, the slimy effect affects only one target (of your choice).

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

Dragon Magazine #: 358 (Class Acts – Arcane Feats)



METAPSIONIC FEATS

As a manifester's knowledge of psionics grows, he can learn to manifest powers in ways slightly different from how the powers were originally designed or learned. For example, a manifester can learn how to manifest a power so that it lasts longer than normal, deals more damage than normal, or is improved in some other way. Of course, manifesting a power while using a metapsionic feat is more expensive than manifesting the power normally.

Manifesting Time: Powers manifested using meta psionic feats take the same time as manifesting the powers normally unless the feat description specifically says otherwise, such as with *Quicken Power*.

Manifestation Cost: To use a metapsionic feat, a psionic character must both expend his psionic focus (see the *CONCENTRATION SKILL DESCRIPTION* on page 37 of the *EXPANDED PSIONICS HANDBOOK*) and pay an increased power point cost as given in the feat description. For example, applying the *Chain Power* feat to a power increases the power's cost by 6 power points.

Limits on Use: As with all powers, you cannot spend more power points on a power than your manifester level. Metapsionic feats merely let you manifest powers in different ways; they do not let you violate this rule.

Effects of Metapsionic Feats on a Power: In all ways, a metapsionic power operates at its original power level, even though it costs additional power points. The modifications to a power made by a metapsionic feat have only their noted effect on the power. A manifester can't use a metapsionic feat

to alter a power being cast from a power stone, dorje, or other device.

Manifesting a power modified by the *Quicken Power* feat does not provoke attacks of opportunity.

Some metapsionic feats apply only to certain powers, as described in each specific feat entry.

Psionic Items and Metapsionic Powers: With the right psionic item creation feat, you can store a metapsionic power in a power stone, psionic tattoo, or dorje. Level limits for psionic tattoos apply to the power's higher metapsionic level. Thus, a 3rd-level power modified with the *Empower Power* feat could not be stored in a psionic tattoo, because the power would be

equivalent to a 5th-level power for the purpose of limiting manifestation, and a psionic tattoo can hold a power of only up to 3rd level.

A character doesn't need the appropriate metapsionic feat to activate an item in which a metapsionic power is stored, but does need the metapsionic feat to create such an item.

CEREBREMETAMAGIC [METAPSIONIC]

You can metamagically enhance your spells with your mind.

Prerequisite: Any metamagic feat.

Benefit: Choose a metamagic feat you know. You can expend power points to create a prerequisite spell slot needed to prepare a spell modified by that metamagic feat. The power point cost equals double the needed spell slot's level (the level of the spell needed to prepare or spontaneously cast the desired spell with the desired metamagic feat applied). You also must devote a spell slot of the spell's normal level to this spell. You cannot enhance a spell in this way beyond the level of the highest-level spell you can cast. For example, a psion 5/wizard 5 can - instead of using his only 3rd-level spell slot preparing a maximized magic missile - spend 6 power points to maximize the spell as a 1st-level spell (using up one of his 1st-level spell slots to do so). A sorcerer must spend a full-round action casting a cerebremetamagic spell.

Dragon Magazine #: 349 (Class Acts – Psiotheurgy)

PHRENIC BLAST [METAPSIONIC]

Foes damaged by your power are also mentally blasted.

Benefit: When you deal damage with a phrenic blasting power to any creature that is subject to mind-affecting effects, the target is also stunned for 1 round. Using this feat increases the power point cost of the power by 2 (maximum cost equals your manifester level).

You must expend your psionic focus to use this feat.

Dragon Magazine #: 316 (Expanded Psionics Preview #2)

PHRENIC LEECH [METAPSIONIC]

Psionic foes damaged by your power are also mentally drained, which bolsters you.

Benefit: When you deal damage with a phrenic leeching power to any creature that possesses power points and is subject to mind-affecting effects, the target also loses 1d6 power points. You gain 1 power point from this drain. If you are already at your full power points, those drained from the target are lost. Using this feat increases the power point cost of the power by 4 (maximum cost equals your manifester level).

You must expend your psionic focus to use this feat.

Dragon Magazine #: 316 (Expanded Psionics Preview #2)



WIGHTBLADE [MONSTROUS]

You can use your energy drain attack while using a melee weapon.

Prerequisites: Energy drain ability.

Benefit: On a successful melee hit against a living opponent, you may use your energy drain ability in addition to dealing normal damage for your weapon.

Normal: You may only use your energy drain when you strike with your natural weapons.

Suggested Class/Race: Wight

Dragon Magazine #: 348 (Ecology – the Ecology of the Wight)



RACIAL FEATS

Beings of the same race have a bewildering variety of body types, appearances, and abilities. Most of these variations fit within the D&D definition of that being's race, but some are well outside the standard. How can you, as a player, account for the vast differences among members of your character's race?

Racial feats.

Racial feats alter a character's racial characteristics. They create a creature different from others of her kind. They alter racial bonuses and penalties, or create them where they do not exist. In many cases, they make deeper changes to your character as well.

A character may only have one racial feat, and it must be selected at 1st level. Fighters cannot use their fighter bonus feat at 1st level to gain a racial feat.

Although categorized under racial feats, Beholder, Dragon, Drow, Gensai, and Yuan-ti feats are not [racial] and do not need to be taken at 1st level.

HUMAN BLOOD [RACIAL]

Your humanity dominates your ancestry.

Prerequisites: Partial human ancestry (such as half-elf or half-orc), must be taken at 1st level.

Benefit: You gain +1 skill point at 1st level and every level thereafter. For all effects relating to race, you are considered a human.

Dragon Magazine #: 324 (Heroic Feats – Racial Feats)

INNATE MAGIC [RACIAL]

You can cast a minor spell.

Prerequisites: Int 3, Cha 11, must be taken at 1st level.

Benefit: Select a 0-level spell. You gain the spell like ability to cast this spell once per day. Caster level 1st; save DC 10 + Cha modifier.

Dragon Magazine #: 324 (Heroic Feats – Racial Feats)

SLENDER [RACIAL]

You are slim for your race.

Prerequisite: Must be taken at 1st level.

Benefit: You gain a +1 racial bonus on Disable Device, Escape Artist, Move Silently, and Tumble checks. Decrease your weight by 10%.

Dragon Magazine #: 324 (Heroic Feats – Racial Feats)

SLOW MATURATION [RACIAL]

Your body ages slower and you retain your youthful outlook on life longer than others of your race.

Prerequisites: Must be taken at 1st level, must be younger than middle age.

Benefit: It takes you 50% longer than normal for your race to reach the next age category.

Dragon Magazine #: 324 (Heroic Feats – Racial Feats)

STOCKY [RACIAL]

You have a thicker, stouter body than normal for your race.

Prerequisite: Must be taken at 1st level.

Benefit: You gain a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the

ground. This bonus stacks with dwarven stability. Increase your weight by 10%.

Dragon Magazine #: 324 (Heroic Feats – Racial Feats)

SUPERIOR HEARING [RACIAL]

You can discern even the finest differences in sounds, giving you an exacting ear.

Prerequisite: Must be taken at 1st level.

Benefit: You gain a +1 bonus on Listen checks and on Perform (keyboard instruments), Perform (percussion instruments), Perform (string instruments), Perform (wind instruments), and Perform (sing) checks.

Dragon Magazine #: 324 (Heroic Feats – Racial Feats)

SUPERIOR SENSE OF SMELL [RACIAL]

Your sensitive nose can detect even the most minute odors.

Prerequisite: Must be taken at 1st level.

Benefit: You gain a +1 bonus on Craft (alchemy) and Heal checks, and a +2 bonus on Survival checks.

Dragon Magazine #: 324 (Heroic Feats – Racial Feats)

SUPERIOR TASTE [RACIAL]

You have a heightened sense of taste.

Prerequisite: Must be taken at 1st level.

Benefit: You gain a +3 bonus on Spellcraft checks made to identify a potion and a +3 bonus on Fortitude saves to resist the effects of an ingested poison.

Dragon Magazine #: 324 (Heroic Feats – Racial Feats)

SUPERIOR TOUCH [RACIAL]

You feel every imperfection in even the smoothest texture, and your skin senses the slightest vibration.

Prerequisite: Must be taken at 1st level.

Benefit: You gain a +1 bonus on Disable Device, Open Lock, and Sleight of Hand checks. In addition, you gain a +2 bonus on Spot checks made to pinpoint the location of an invisible creature.

Dragon Magazine #: 324 (Heroic Feats – Racial Feats)

SUPERIOR VISION [RACIAL]

Your eyesight is truly extraordinary.

Prerequisite: Must be taken at 1st level.

Benefit: You gain low-light vision. If you already have low-light vision, you can now see three times as far as a human in conditions of poor illumination.

Normal: A character with low-light vision can see twice as far as a human in conditions of poor illumination

Dragon Magazine #: 324 (Heroic Feats – Racial Feats)

BEHOLDER FEATS

Keen intellect and boundless ambition have spurred the beholders to develop a wide range of special tricks and abilities that give them an edge against other creatures. Nimble Flier, Power Soar, and Power Surge are appropriate for and available to other types of creatures and have been listed under "General Feats" with the suggested class/race of beholder.

AGILE TYRANT [GENERAL]

You develop longer, more flexible eyestalks than your kin. This extra flexibility allows you to bring additional eye rays to bear against your foes.

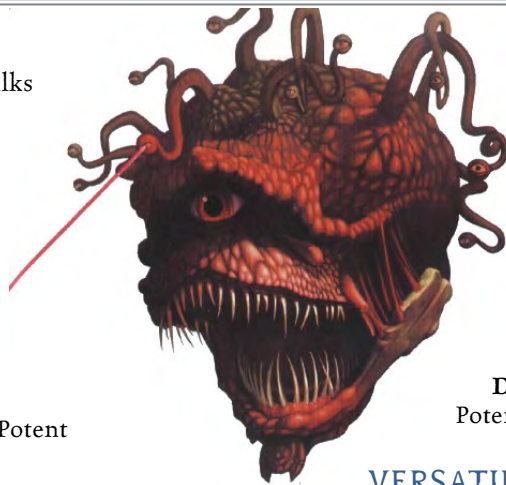
Prerequisite: Beholder.

Benefit: You may direct an extra eye ray into a single 90-degree arc.

Normal: You may only direct up to two eye rays (as a gauth) or three eye rays (as a beholder) in a single 90-degree arc.

Suggested Class/Race: Beholder

Dragon Magazine #: 313 (Eye Wares – Potent Powers of the Beholders)



wield a light or one-handed weapon, or manipulate a magic item usable in one hand. You are not considered proficient with a wielded weapon unless you have gained proficiency in some other way (such as by taking a feat that grants proficiency or levels in a class that grants proficiency). You cannot use this eyestalk to fire an eye ray during any round in which you are holding an object with it.

Suggested Class/Race: Beholder

Dragon Magazine #: 313 (Eye Wares – Potent Powers of the Beholders)

MAW OF POWER [GENERAL]

You absorb an eyestalk into your body and sprout it anew within your mouth.

Prerequisite: Beholder.

Benefit: Choose one eye ray to move permanently to your mouth. You may use this ray in two different ways each round. If you hit an opponent with your bite attack, the ray from the eyestalk in your mouth automatically strikes that foe as well. You may also open your mouth to fire this ray, but its use is limited to your forward arc. Whichever way you choose to utilize this eye ray, it counts against the number of eye rays that you can fire into your forward arc. You can only use this ray once per round.

Suggested Class/Race: Beholder

Dragon Magazine #: 313 (Eye Wares – Potent Powers of the Beholders)

SKILLED TELEKINETIC [GENERAL]

You have become so skilled with your telekinesis ability that you can manipulate and use magic items via telekinesis.

Prerequisite: Beholder.

Benefit: As a standard action, you can use your telekinetic eye ray to trigger a command word, spell completion, or spell trigger magic item so long as it is unattended and you would normally utilize the item when holding it. The item must be within reach of your telekinesis eye ray to trigger its effect, and you must have line of sight with your target and line of effect between the item and the target. The item must otherwise fulfill all the requirements for manipulating an object via *telekinesis* (such as weight).

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new eyestalk. If you use this feat to strengthen multiple eyestalks so that you can fight with multiple weapons, all the usual rules for doing so apply.

Suggested Class/Race: Beholder

Dragon Magazine #: 313 (Eye Wares – Potent Powers of the Beholders)

TENTACULAR STALK [GENERAL]

You cause one of your eyestalks to grow long and strong enough to function as a limb. You can use this eyestalk to grasp and hold weapons or objects.

Prerequisite: Beholder.

Benefit: You permanently transform one eyestalk of your choice into a prehensile limb. You may use that eyestalk to

VERSATILE TYRANT [GENERAL]

Through intense meditation and practice, you have learned how to swap eye rays between two eyestalks. Thus, you can use any given ray twice in the same round by activating it once in one eyestalk and a second time in another.

Prerequisite: Beholder

Benefit: Choose any eye ray to duplicate. You can activate the duplicated ray from both its regular eyestalk and that of another eyestalk you choose in the same round when you activate this feat. The concentration required to transfer an eye ray in this manner puts a strain on your magical energies, so you can use one less eye ray per arc in the round when you use this ability. However, you can employ both used of the duplicated ray in the same arc, if desired.

The suppressed ray does not function during any round when its stalk is used to deliver another ray, but it returns to normal on the following round. You may duplicate one eye ray once per round. An eye ray duplicated in one round cannot be used again the round following, although the eye ray suppressed for the round can be used normally in the round following the duplicated ray's use.

DROW FEATS

Some of the Drow feats presented here had the prerequisite of any other racial feat but clearly it was meant to mean any other racial-drow feat in order to create the racial tree. Therefore, the prerequisites for these feats have been changed to read “any other racial-drow feat”

DAMAGE MASTERY [RACIAL-DROW]

You are efficient at dealing damage with a particular type of weapon.

Benefit: Select one damage type from the following: bludgeoning, piercing, or slashing. You gain a competence bonus on weapon damage rolls made with weapons that deal this type of damage. The bonus gained to damage equals 1 plus 1 for every three other racial feats you possess. Thus, a character with Damage Mastery (bludgeoning) and three other racial feats would gain a +2 competence on all damage dealt with a bludgeoning weapon.

Special: You may gain this feat multiple times. Its effects do not stack. Each time you take this feat it applies to a new type of weapon.

Suggested Class/Race: Drow

Dragon Magazine #: 327 (Silicon Sorcery – Champions of Norrath)

DISEASE BOLT [RACIAL–DROW]

You can channel tiny motes of negative energy and hurl them at enemies.

Prerequisite: Cha 13, any two racial-drow feats.

Benefit: As a standard action, you can hurl a bolt of negative energy as a ranged touch attack. On a successful hit, you deal 1d6 points of damage per racial feat you possess. You can hurl a disease bolt a number of times per day equal to the total number of racial feats you possess. Damage dealt by a disease bolt heals undead creatures rather than damaging them.

Special: This is a supernatural effect.

Suggested Class/Race: Drow

Dragon Magazine #: 327 (Silicon Sorcery – Champions of Norrath)

DISEASE SHIELD [RACIAL–DROW]

You can radiate an aura of sickening necromantic energy.

Prerequisite: Cha 17, any three racial-drow feats.

Benefit: As a standard action, you can activate an aura of foul magic that surrounds you in a five-foot-radius. All creatures that come into contact with this aura must make a Fortitude save (DC 10 + your Charisma bonus + your total number of racial feats) or become sickened for a number of rounds equal to your total number of racial feats. You can have a disease shield active for a number of rounds per day equal to your total number of racial feats, but these rounds need not be consecutive.

You may lower your aura as a free action at any point after the disease shield has been active for 1 round.

Special: This is a supernatural effect.

Suggested Class/Race: Drow

Dragon Magazine #: 327 (Silicon Sorcery – Champions of Norrath)

INCREASED CARRYING CAPACITY

[RACIAL–DROW]

You can carry far more than someone of your strength should be able to.

Benefit: For the purposes of determining your carrying capacity (see page 162 of the *Players Handbook*) your effective Strength increases by a number equal to your total number of racial feats. The virtual Strength bestowed by this feat offers no benefit to combat rolls, skill checks, or other activities such as lifting a gate, grappling, or moving a grappled creature; the bonus should not be interpreted as a bonus to any other situation except when determining carrying capacity.

Suggested Class/Race: Drow

Dragon Magazine #: 327 (Silicon Sorcery – Champions of Norrath)

LIFE TAP [RACIAL–DROW]

You can absorb life energy from living creatures you slay, healing damage with each kill.

Prerequisite: Wis 13, any one racial-drow feat.

Benefit: When you kill a living creature with a melee weapon you may immediately heal a number of hit points equal to 1 hp for

every 2 HD possessed by the fallen creature (minimum 1). You may use this ability a number of times per day equal to the number of racial feats you possess. You may decide to use this ability upon dealing the death blow as a free action.

Special: This is a supernatural effect.

Suggested Class/Race: Drow

Dragon Magazine #: 327 (Silicon Sorcery – Champions of Norrath)

STING STRIKE

[RACIAL]

You strike with the deadly precision and speed of a scorpion.

Prerequisites: Drow, Drow Skirmisher*, base attack bonus +6, region of origin Xen'drik.

Benefit: When using the full attack action to make multiple attacks with a drow long knife, drow scorpion chain, or Xen'drik boomerang, you gain a +1 bonus on your second attack, a +2 bonus on your third attack, and so on. You need not direct all your attacks against the same target, but you must use the full-attack action, and thus cannot move more than a 5-foot step in the round.

Special: You cannot combine Sting Strike with feats that modify the number of attacks you get, such as Rapid Shot or Whirlwind Attack.

* This feat appears in *Secrets of Xen'drik*. If you do not possess that book, substitute Exotic Weapon Proficiency (kukri, spiked chain, or Xen'drik boomerang).

Dragon Magazine #: 345 (The Giants of Xen'drik – Dark Elves and Giants Clash)

TAINED STRIKE [RACIAL–DROW]

You do additional negative energy damage on a critical hit.

Prerequisite: Any two racial-drow feats.

Benefit: Whenever you score a successful critical hit with a melee weapon, you may choose to channel additional negative energy through your attack. Such an attack deals an additional amount of damage due to negative energy equal to your total number of racial feats. Additional damage dealt by a tainted strike heals undead creatures an amount equal to your total number of racial feats rather than damaging them.

Special: This is a supernatural effect.

Suggested Class/Race: Drow

Dragon Magazine #: 327 (Silicon Sorcery – Champions of Norrath)

UNDEAD COMMAND [RACIAL–DROW]

You can command undead creatures to follow your verbal orders.



Prerequisite: Cha 19, any two racial-drow feats.

Benefit: As a standard action, you can vocally order a single undead creature within 30 feet to undertake a specific action, as per the spell command. The undead creature can attempt to resist your order with a successful Will save (DC 10 + your Charisma modifier + your total number of racial feats), but otherwise it must follow your command to the best of its ability. You can issue a total number of commands per day equal to your total number of racial feats.

Special: This is a supernatural and language-dependant effect.

Suggested Class/Race: Drow

Dragon Magazine #: 327 (Silicon Sorcery – Champions of Norrath)



HARBINGER FEATS

Upon advancing to 28 Hit Dice, a mooncalf (see *Monster Manual II*) becomes a moonlord and gains the potential to actually bring about evil omens. These are acquired in the form of harbinger feats, motes of otherworldly power moonlords use to tap into their moongod heritage. All harbinger feats are super-natural abilities, and require an hour to use, creating an aura centered on the moonlord that lasts for 24 hours. A moonlord can only use one harbinger feat per week. Characters within an affected area may make a DC 25 Knowledge (arcana) check to realize the omens they are seeing point toward a single, magical source for the ill fortune befalling the area.

MIXED OMENS [HARBINGER]

Multiple bad signs appear throughout the land.

Prerequisite: Any three harbinger feats, mooncalf, 28 HD.

Benefit: A mooncalf with Mixed Omens can use two different harbinger feats in one week. The feats may be used concurrently.

Normal: A mooncalf can only use one harbinger feat a week.

Dragon Magazine #: 340 (Ecology – Ecology of the Mooncalf)

OMEN OF BONES [HARBINGER]

A faint breath of rot pervades the land.

Prerequisite: Mooncalf, 28 HD.

Benefit: A mooncalf with this feat taints the region in an aura of death. All undead within a 50-mile radius gain turn resistance +2. This stacks with any turn resistance the creature might already possess.

Ghostly glimpses, distorted reflections, and eerie mirages haunt an area under an Omen of Bones.

Dragon Magazine #: 340 (Ecology – Ecology of the Mooncalf)

OMEN OF CROWS [HARBINGER]

The land seems dark, as though it were but one vast graveyard.

Prerequisite: Mooncalf, 28 HD.

Benefit: A mooncalf with Omen of Crows can create an aura that dampens healing magic. Within a 50-mile radius, all cure spells heal one less hit point of damage per casting.

An area under an Omen of Crows is often infested with crows or similar scavenging birds.

Dragon Magazine #: 340 (Ecology – Ecology of the Mooncalf)

OMEN OF FLIES [HARBINGER]

Pestilence spreads through the land.

Prerequisite: Mooncalf, 28 HD.

Benefit: A mooncalf with Omen of Flies can create an aura that strengthens diseases of all kinds. Within a 50-mile radius, all saving throws against disease take a -2 penalty.

An area under an Omen of Flies is often infested with flies, maggots, and other insectile vermin.

Dragon Magazine #: 340 (Ecology – Ecology of the Mooncalf)

OMEN OF LOSS [HARBINGER]

Memories become lost and history fades away.

Prerequisite: Mooncalf, 28 HD.

Benefit: A mooncalf with Omen of Loss can create an aura of forgetfulness. All creatures within a 50-mile radius take a -2 penalty on all bardic knowledge rolls and Knowledge skill checks.

A thick mist and haunting lights settle over a land afflicted by an Omen of Loss.

Dragon Magazine #: 340 (Ecology – Ecology of the Mooncalf)

OMEN OF SNAKES [HARBINGER]

Poison becomes more virulent.

Prerequisite: Mooncalf, 28 HD.

Benefit: A mooncalf with Omen of Snakes can create an aura that strengthens poisons and venoms of all kinds. Within a 50-mile radius, all saving throws against poison take a -2 penalty.

An area under an Omen of Snakes is often infested with snakes.

Dragon Magazine #: 340 (Ecology – Ecology of the Mooncalf)

OMEN OF STORMS [HARBINGER]

A feeling of dread settles over the land.

Prerequisite: Mooncalf, 28 HD.

Benefit: A mooncalf with Omen of Storms can create an aura that spreads fear and unease. Within a 50-mile radius all creatures with an Intelligence score of 3 or lower must make a DC 15 Will save or be shaken for the whole day.

An area under an Omen of Storms has cloudy, stormy weather.

Dragon Magazine #: 340 (Ecology – Ecology of the Mooncalf)

LIZARDFOLK FEATS

These feats are frequently used by lizardfolk but might be suited to any creature that meets the prerequisites.

CHAMELEON BLOOD [RACIAL]

Lizardfolk with this feat can slightly shift the color of their scales, aiding them in blending in with dense vegetation.

Prerequisites: Lizardfolk, Cha 14.

Benefit: Lizardfolk with this feat gain a +6 racial bonus on Hide checks made in forested or swampy environments.

Dragon Magazine #: 335 (Ecology – The Ecology of the Lizardfolk)

REPTILIAN HEALING [RACIAL]

Lizardfolk with this feat heal at an increased rate, much like many lesser reptilian creatures.

Prerequisites: Lizardfolk, Con 16, Great Fortitude.

Benefit: Lizardfolk with this feat regain hit points from normal healing at double the normal rate. For example, a full night's rest allows a lizardfolk with this feat to regain 2 hit points per character level or Hit Die, while complete bed rest restores 4 hit points per character level or Hit Die. This ability does not allow a lizardfolk to regenerate or reattach lost limbs.

Normal: A full night's rest normally only restores 1 hit point per character level or 1 Hit Die, while complete bed rest usually only restores 2 hit points per character level or Hit Die.

Dragon Magazine #: 335 (Ecology – The Ecology of the Lizardfolk)

SALAMANDER FEATS

These feats are recommended for constructing unique salamanders. At the DM's option, the prerequisites may be adjusted to make these feats available to other races as well.



BURNING RAGE [GENERAL]

Your rage stokes the flames of your body's heat.

Prerequisites: Con 13, heat special attack, rage

Benefit: While raging, the fire damage of your heat special attack increases by +1d6.

Dragon Magazine #: 314 (Searing Flames – The Ecology of the Salamander)

GOUT OF FLAME [GENERAL]

You gain a breath weapon usable once per day.

Prerequisites: Con 13, heat special attack.

Benefit: Once per day, you can regurgitate a mouthful of flaming bile and spit it at an opponent. Your breath weapon is a 15-foot line of fire that deals 2d6 points of fire damage (Reflex half). The saving throw DC is 10 + 1/2 your HD + Constitution modifier.

Dragon Magazine #: 314 (Searing Flames – The Ecology of the Salamander)

TAIL SNAP [GENERAL]

You can use your tail to hurl a globule of fire as a missile weapon.

Prerequisites: Con 13, heat special attack, snakelike tail.

Benefit: As an attack action, you can snap your tail like a whip, hurling a flaming globe at a target up to 100 feet away. This ranged touch attack has no range increment, and the globe deals fire damage equal to that of your heat special attack. Physically tiring to perform, this attack can be used a number of times per day equal to 3 + your Constitution modifier.

Dragon Magazine #: 314 (Searing Flames – The Ecology of the Salamander)

SHIFTER FEATS

Shifter feats enhance a shifter's unique racial ability.

DISRUPTING STRIKE [SHIFTER]

The control you exercise over your beast within allows you control over others with the ability to change their shape.



Prerequisite: Shifter, Improved Unarmed Strike, Stunning Fist.

Benefit: You may expend a daily use of your stunning fist to disrupt a shapechanger and cause it to instantaneously revert to its natural form. This attack works identically to Stunning Fist, except if the opponent fails its save it reverts to its natural form (thus ending a shifter's shifting) instead of being stunned.

Special: A fighter may select Disrupting Strike as a fighter bonus feat.

Dragon Magazine #: 355 (Dragonmarks – Way of the Shackled Beast)

FIERCE MIND [SHIFTER]

The beast within you knows no fear. You may call upon its ferocity to see you through your darkest hours.

Prerequisite: Shifter.

Benefit: You may expend a daily use of your shifting ability to ignore any fear effect targeting you. If an effect allows a saving throw, you may attempt your save first and use this ability to negate the effect if you fail.

Special: A fighter may select Fierce Mind as a fighter bonus feat.

Dragon Magazine #: 355 (Dragonmarks – Way of the Shackled Beast)

SHIFTSILVER MASTERY [SHIFTER]

You are well-trained in wielding shiftsilver weapons, maximizing their shiftsilver quality to deadly effect.

Prerequisite: Shifter, base attack bonus +8, two other shifter feats, must have crafted your own shiftsilver weapon.

Benefit: Whenever you score a critical hit with a shiftsilver weapon you crafted against a creature with DR/silver, your shiftsilver weapon temporarily turns into liquid silver, rending flesh from the inside out and dealing 2d4 points of Constitution damage.

Special: A fighter may select Shiftsilver Mastery as a fighter bonus feat.

Dragon Magazine #: 355 (Dragonmarks – Way of the Shackled Beast)

SPELL WEAVER FEATS

BATTLE WEAVER [RACIAL]

Some spell weavers train themselves to make use of an extra pair of hands in combat.

Prerequisites: Spell weaver, Str 15

Benefit: Spell weavers with this feat gain two additional slam attacks. These additional attacks are primary attacks and have the same attack bonus as the spell weaver's other slam attacks.

Normal: Spell weavers can normally only make two slam attacks.

Special: A spell weaver can take this feat twice, allowing it to make use of all six arms in combat. This feat makes spell weavers eligible for the Multiweapon Fighting feat (see page 304 of the *Monster Manual*).

Dragon Magazine #: 338 (Ecology – Ecology of the Spell Weaver)



REGIONAL FEATS

Regional feats (whether geographic or racial) supplement the feats available in the *PLAYER'S HANDBOOK*, and count against a character's regular feat allotment. At 1st level, characters can select regional feats appropriate to the geographic areas in which they were raised. Characters also may select regional feats associated with their races, but characters can select racial feats associated with one race only. A human with Suel and Olman blood must choose which racial strain is dominant, and cannot thereafter select feats from the non-dominant racial strain.

You may learn feats from a new geographic region altogether. After 1st level, each 2 ranks in Knowledge (local) allow you to select a regional feat from another geographic region. Racial feats cannot be gained in this manner.

The feats *Blooded* and *Mercantile Background* first appeared in the *Forgotten Realms Campaign Setting*, and are represented here for ease of reference. DMs should consider using cultural feats like *Rhennlore* and *Gnomelore* as prerequisites for cultural prestige classes of their own design.

Some of the feats below can be taken as a fighter bonus feat.

However, the character must still qualify for that region in order to take the feat.

Some Regional feats are listed as [GENERAL] and others as [REGIONAL] although all are classified as Regional feats.

ATLAN'S MARK [GENERAL]

Every inch of your skin is covered in an elaborate tattoo, a ritualistic marker of your status as chosen of the Underworld.

Region: Olman.

Benefit: You gain a +1 bonus on saving throws against energy draining and death effects. When dying, you have a 50% chance per round of becoming stable. Your tribal tattoos immediately identify you to most Olmans as a follower of Chitza-Atlan, evil undead Olman god of the Gateway to the Underworld.

Normal: You have a 10% chance per round of becoming stable when dying.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

BADGE OF BONDAGE [GENERAL]

Your experiences as a slave have made you more resistant to torture and mental manipulation.

Prerequisite: Your body must bear some obvious sign of your former bondage-whip scars on your back, an owner's brand on the neck, or the like.

Regions: Ahlissa, Bandit Kingdoms, Flan, half-orc, Ket, Lordship of the Isles, North Kingdom, Olman, Onnwal, Pomarj, Scarlet Brotherhood, Sea Barons, Sea Princes, Tiger Nomads, Wild Coast, Yeomanry, Leif.

Benefit: You receive a +1 insight bonus on all Fortitude and Will saves. You also receive a +2 competence bonus on Bluff checks.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

BAREBACK SOUL [GENERAL]

You're skilled at riding bareback.

Prerequisite: Ride 1 rank.

Regions: Paynims, Rovers of the Barrens, Tiger Nomads, Ull, Wolf Nomads.

Benefit: You suffer no penalty on Ride checks when riding bareback. You automatically succeed at checks to guide your mount with your knees, meaning you always have both hands free while riding. Additionally, you gain a +1 competence bonus on attack rolls when using a ranged weapon while riding bareback.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

BLACKMOORIAN RHYMES [GENERAL]

You've decoded the eldritch secrets of the ancient Rhymers of Blackmoor.

Region: Blackmoor.

Benefit: You receive a +2 bonus on all Knowledge (arcana) checks. Also, when making a bardic knowledge check, roll 2d20 and ignore the lower result. Add a bonus equal to your bard level plus your Intelligence modifier as normal.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

BLESSED OF OSPREM [REGIONAL]

You possess amazing swimming skills.

Prerequisites: Endurance, 5 ranks in Swim, sailor of the Vauhoun Sea.

Benefit: You can always choose to take 10 on a Swim check, even if distracted or endangered. Additionally, you gain a +2 competence bonus on Swim checks made to resist nonlethal damage and to hold your breath. These bonuses stack with those granted by the Endurance feat.

Dragon Magazine #: 350 (Savage Tidings – Journey to the Isle of Dread)

BLOOD OF KORD [GENERAL]

You're distantly related to the Suel god Kord, who often takes a mortal woman as his lover. While Kord's immediate offspring develop a host of powers and abilities, the effects upon your blood are much more subtle.

Prerequisite: Ability to rage.

Region: Suel.

Benefit: When you rage, you gain a pool of 2 bonus damage points per character level, to be added to the damage of any successful melee attack made during your rage. Bonus damage to a single attack may not exceed half your character level (to a minimum of 1, even at 1st level), but the damage may otherwise be doled out from the pool in any increment of full damage points you desire. This bonus damage is not multiplied on a critical hit. Undesignated bonus damage is lost when your rage ends. You must declare the addition of the bonus damage after you hit but before damage is rolled.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

BLOODED [GENERAL]

You know what it means to fight for your life, and the value of quick wits and quicker reactions when blades are bared and deadly spells chanted. Enemies find it difficult to catch you off guard.

Regions: Bandit Kingdoms, Bissel, Bone March, Bright Lands, Furyondy, Geoff, Gran March, Iuz, Ket, Nyronde, Oeridian, Onnwal, Paynims, Pomarj, Rovers of the Barrens,

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Scarlet Brotherhood, Sea Princes, Shield Lands, Sterich, Stonehold, Tenh, Wild Coast, Wolf Nomads, Yeomanry.

Benefit: You get a +2 bonus on Initiative and a +2 bonus on all Spot checks.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

BORDER WATCH [GENERAL]

Your experience watching the horizon for enemy troop movements has made you a better soldier.

Regions: Bissel, Furyondy, Geoff, Gran March, Highfolk, Irongate, Ket, Nyrond, Ratik, Shield Lands, Sterich, Sunndi.

Benefit: You get a +2 bonus on all Spot checks and a +5 bonus on all Profession (soldier) checks.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

BORN FOLLOWER [GENERAL]

You excel when directed by a natural leader.

Regions: Gran March, Oeridian, Pale.

Benefit: You gain a +2 morale bonus on attack rolls and on saving throws against Fear effects when within 30 feet of an ally with the Leadership Feat.

Special: You may only take this feat as a 1st-level character.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

CELESTIAL SCION [GENERAL]

You are a member of one of the major noble houses of the former Great Kingdom.

Regions: Ahlissa, North Kingdom, Solnor Compact.

Benefit: The benefits of this feat depend upon the Celestial House to which you belong. Unless your DM allows otherwise, your rank is very minor and grants no game benefits other than those listed below.

Membership in your family may have intense roleplaying repercussions and benefits, at the discretion of the DM.

Cranden: You receive maximum starting gold at 1st level. Due to the diplomatic expertise and sterling reputation of your noble house, you receive a +3 bonus on all Diplomacy checks. Unless otherwise noted, NPCs in the former Great Kingdom have an initial attitude of friendly toward you.

Darmen: The weapons of choice for your mercantile house are the poisoned words that have killed far more enemies than poisoned blades. When caught in a lie due to an unsuccessful Bluff check, you get an immediate follow-up opposed Bluff check to cover up the "misstatement" with double-speak. If this Bluff check is successful, ignore the original failed result—the Bluff attempt goes off successfully, leaving the victim none the wiser. Unless otherwise noted, NPCs in the former Great Kingdom have an initial attitude of friendly toward you if they are members of the middle or upper class. Lower-class serfs understand all too well the contempt most members of House Darmen feel for their "breed," and are initially unfriendly toward you.

Garasteth: The arcane legacy of Aerdy's House Garasteth is known throughout the Flanaess. Wizard is a favored class for you. A multiclass Garasteth's wizard class does not count when determining whether she takes an experience point penalty for multiclassing. You also get a +2 bonus on Spellcraft checks. Because most folk fear the magical might

of your house, NPCs in the Former Great Kingdom have an initial attitude of friendly toward you.

Naelax: You share the bloodline of Ivid the Undying, the mad undead Overking who brought the once-mighty Great Kingdom to its knees. You receive a +2 bonus on all Intimidate checks. Thanks to an unholy pact between Overking Ivid I and a fiend, you enjoy a special relationship with evil outsiders. You have a continuous *true seeing* ability, as the spell (caster level 16th), but the ability works only against the cloaking spells of demons and devils. This is a supernatural ability. Due to your family's ghastly reputation, NPCs in the former Great Kingdom have an initial attitude of unfriendly toward you.

Rax-Nyrond: The true heirs of the House of Rax died out long ago, but several illegitimate and minor branches of the family survive. The Rax legacy is not particularly proud, being filled with a succession of incompetents and half-wits. Regardless, the house managed to hoard a great deal of political influence during its time at the head of the Great Kingdom. As an heir of that tradition, you receive a +3 bonus on Gather Information checks, and all checks take 1d2 hours. Unless otherwise noted, NPCs in the former Great Kingdom have an initial attitude of friendly toward you.

Torquaan: The financial might of House Torquaan extends far beyond the borders of the former Great Kingdom. Your family's reputation for squeezing the most out of a gold coin by employing deceit, trickery, cruelty, and good old-fashioned business skills allows you a 10% discount on all purchases made anywhere the influence of House Torquaan is known. The DM is free to disallow this discount outside the former Great Kingdom or in locales openly hostile to House Torquaan. Since many folk see your kinsmen as greedy plutocrats, NPCs in the former Great Kingdom have an initial attitude of unfriendly toward you.

Special: You must select this feat as a 1st-level character.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

COMPANION GUARD STYLE [GENERAL]

You've been trained in the combat style of the gray elven Companion Guard of Celene.

Prerequisites: Proficient with longsword, long spear, and bows; base attack bonus +4.

Region: Celene, gray elf.



Benefit: When Fighting with a longsword or longspear, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you use a shield, its armor check penalty applies to your attack rolls. Additionally, you gain a +2 bonus on attack rolls made to confirm a critical hit with any bow.

Special: You may take this feat as a fighter bonus feat.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

DEEPSEER [GENERAL]

You see exceptionally well underground.

Regions: Deep gnome, stout halfling, mountain dwarf.

Benefit: You gain darkvision with a range of 30 feet. If you already have darkvision, add 10 feet to your darkvision range.

Dragon Magazine #: 319 (Greyhawk Feats – More Regional Feats of Oerth)

DEFENSIVE EXPERT [GENERAL]

You excel at fighting while entrenched.

Regions: Irongate, Shield Lands, Sunndi, valley elf, Valley of the Mage, Yeomanry.

Benefit: You gain a +6 bonus to AC when benefiting from cover instead of the normal +4 bonus to AC. (If you use the rules for varying level of cover, you gain a bonus to AC +2 higher than normal.) You gain a +3 dodge bonus to AC when fighting defensively instead of the normal +2 dodge bonus. If you have 5 ranks of Tumble, you gain a +4 dodge bonus to AC when Fighting defensively instead of the usual +3 dodge bonus.

Normal: You gain a +4 bonus to AC from cover and a +2 bonus to AC when fighting defensively. If you have 5 ranks of Tumble, you gain a +3 dodge bonus to AC when fighting defensively instead of the usual +2 dodge bonus.

Special: You may take this feat as a fighter bonus feat.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

DESERT FIGHTER [GENERAL]

You know how to make the most of terrain-inspired advantages when fighting in a desert.

Region: Bright Lands.

Benefit: When fighting in desert terrain, you gain a +2 dodge bonus to AC.

Special: You may take this feat as a fighter bonus feat.

Dragon Magazine #: 319 (Greyhawk Feats – More Regional Feats of Oerth)

DRIFTWALKER [GENERAL]

You aren't slowed by snowy terrain, and know how to disguise your movements in the snow.

Regions: Frost Barbarians, Ice Barbarians, Perrenland, Snow Barbarians, Stonehold, wild elf, wood elf.

Benefit: It costs you no squares of movement to move into a snow-covered or heavy snow-covered square. You leave no tracks in snowy terrain and cannot be tracked. You may choose to leave a trail if so inclined.

Normal: Moving into a snow-covered square costs 2 squares of movement. Moving into a square covered by heavy snow costs 4 squares of movement.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

DWARFLORE [GENERAL]

You've memorized a litany of family histories, baffle records, and foundry lore sacred to the dwarven people.

Regions: Hill dwarf, Irongate, mountain dwarf, Ulek States.

Benefit: You get a +1 bonus on all Knowledge skill checks and on checks using one Craft skill of your choice.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

EHLONNA'S WAY [GENERAL]

You share an intimate bond with the transcendental spirit of Oerth's woodlands.

Regions: Celene, high elf, Highfolk, wild elf, wood elf.

Benefit: You get a +3 bonus on Hide and Survival checks made in woodland areas. You get a +4 bonus on attacks against enemies who have cover from trees or plants (essentially invalidating the target's cover bonus). You still cannot hit creatures with total cover.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

ELEMENTAL FOCUS [GENERAL]

The Baklunish folk have always enjoyed a close relationship with the elements, and your skill with elemental spells continues a tradition that dates back hundreds of years before the Invoked Devastation.

Region: Baklunish.

Benefit: Add +1 to the Difficulty Class of all saving throws against spells you cast with the air, earth, fire, or water descriptors. This bonus stacks with the similar bonuses granted by the Spell Focus and Greater Spell Focus feats.

Dragon Magazine #: 319 (Greyhawk Feats – More Regional Feats of Oerth)

ELFLORE [GENERAL]

You've memorized the epic poems, histories, and songs of the elven people, gaining insight into Oerth's history and magic.

Regions: Celene, gray elf, half-elf, high elf, Highfolk, Lendore Isles, Sunndi, tallfellow halfling, Ulek States, valley elf, Verbobonc.

Benefit: You get a +1 bonus on all Knowledge and Spellcraft checks.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

EXERCISES OF ARND [GENERAL]

You follow the teachings of the legendary ancient Oeridian general-priest Arnd of Tdon, practicing a rigidly defined set of physical exercises every day to maintain peak fighting effectiveness.

Prerequisite: Toughness.

Regions: Furyondy, Nyronnd, Oeridian, Ratik.

Benefit: You practice a daily regimen of exercises that grant you special bonuses in combat. You choose which bonus you'd prefer before conducting your exercise, modifying your regimen slightly to achieve the desired effect. Granted effects last until the next time you perform the exercises of Arnd.

Conducting exercises of Arnd require 8 hours of rest to clear the mind. You do not have to slumber for every minute of this time, but you must refrain from movement, combat, spellcasting, skill use, conversation, or any other fairly demanding physical or mental task during the rest period. If your rest is interrupted, each interruption adds 1 hour to the total amount of time you must rest in order to clear your mind, and you must have at least 1 hour of uninterrupted rest immediately prior to conducting the exercises of Arnd. If you do not need to sleep for some reason, you still must have 8 hours of restful calm before conducting the exercises.

Rite of Bartle: You get a +1 morale bonus on melee attack rolls with a specific weapon you incorporate into your exercise.

Rite of Calm: You get a +1 resistance bonus on all saving throws.

Rite of Fitness: You gain +6 temporary hit points.

Special: You may take this feat as a fighter bonus feat.

Dragon Magazine #: 319

(Greyhawk Feats – More Regional Feats of Oerth)

EXPERT DUNGEONEER [GENERAL]

Your experience and study of dungeons have given you insight on common trapsetting techniques.

Regions: Blackmoor, deep gnome, Greyhawk, hill dwarf, mountain dwarf.

Benefit: You receive a +4 competence bonus on saving throws made against the effects of mechanical traps.

Dragon Magazine #: 315

(Greyhawk – Regional Feats of Oerth)

FAERIE MYSTERIES INITIATE [GENERAL]

You know the timeless secrets and rituals of the Faerie Mysteries, self-improving rites of grace and passion that have been handed down since the earliest days that form a fundamental pillar of elven culture.

Regions: Celene, gray elf, high elf, Lendore Isles, tallfellow halfling, Verbobonc, wild elf, wood elf.

Benefits: You and a partner with the Faerie Mysteries Initiate feat practice a 15-minute regimen of cultural rituals that grant you special bonuses on skill checks or combat rolls. You choose which bonus you'd prefer before conducting the exercise, modifying your regimen slightly to achieve the desired effect. Both practitioners must agree upon the rite to be performed and receive the same bonus. Granted effects last until the next time you perform the Faerie Mysteries.

The Faerie Mysteries require 4 hours of "trance" to clear the mind. If your rest is interrupted, each interruption adds 1 hour to the total amount of time you must trance in order to clear your mind, and you must have at least 1 hour of uninterrupted rest immediately prior to conducting the Faerie Mysteries. If you do not need to trance for some

reason, you still must have 4 hours of restful calm before conducting the Mysteries.

Carols: You and your partner sing in beautiful harmony of the triumph of Corellon Larethian over Gruumsh One-Eye, extolling the virtues of elves and enumerating the evils of orcs and goblins. When fighting orcs or goblins, you gain a +1 competence bonus on damage rolls with melee attacks and with ranged attacks at ranges of up to 30 feet, and you act as if you had the Improved Critical feat for the weapon you are using. This benefit does not stack with the Improved Critical feat or other effects that increase critical threat range.

Erolics: You and your partner engage in a carefree, joyful gambol featuring hand claps and energetic kicks. At the end of the ceremony, both partners receive a +4 insight bonus on Perform (dance) and Tumble checks.

Gyres: You join your partner in a delicate, deliberate dance involving clasped hands and a rigidly timed orbit around a living flower. You gain a +1 resistance bonus on all saving throws.

Passions: You and your partner engage in an exuberant sensual act. The ritual leaves both partners invigorated, allowing you to use your Intelligence modifier instead of your Constitution modifier to determine bonus hit points.

Dragon Magazine #: 319

(Greyhawk Feats – More Regional Feats of Oerth)



FIENDSIGN [GENERAL]

Your body bears a readily identifiable birthmark, such as a third nipple or sore, that serves as a symbol of your trafficking with fiends. Your bond to the denizens of the Lower Planes grants you some measure of control over your fiendish associates.

Regions: Greyhawk, luz, North Kingdom, Perrenland, Solnor Compact, Sterich, Ull.

Benefit: Outsiders with the evil sub-type take a -2 penalty to their saves against all your spells. In addition, you gain a +2 bonus to your

caster level check to overcome the spell resistance of an outsider with the evil subtype.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

GIANTKIILER [GENERAL]

Your experience fighting giants has given you a tactical advantage against them.

Regions: Geoff, Keoland, Stench.

Benefit: You gain a +4 bonus on attack rolls to confirm critical hits against giants, and you gain a +2 dodge bonus to your AC against a giant's attacks.

Special: You may take this feat as a fighter bonus feat.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

GNOMELORE [GENERAL]

You've memorized a staggering array of trivia, jokes, bawdy stories, and legends collected throughout the ages by gnomes and passed orally to each new generation.

Regions: Rock gnome, Ulek States, valley elf.

Benefit: You get a +1 bonus on all Perform checks and Knowledge checks.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

GREAT FERVOR [GENERAL]

Your overwhelming religious zeal has caught the attention of your deity. Sometimes, you seem to get a second chance in the face of catastrophe.

Regions: Ekbir, Pale, Scarlet Brotherhood, Tusmit, Veluna, Verbobonc.

Benefit: Once per day, you may reroll a failed saving throw. Add your Wisdom modifier to the needed save. You must accept the result of the second save, even if it is lower than the original failed saving throw.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

GREYHAWK METHOD [GENERAL]

You studied magic at Greyhawk's School of Wizardry, the preeminent institution of arcane study in the entire Flanaess.

Prerequisite: Ability to prepare and cast arcane spells.

Region: Greyhawk.

Benefit: You gain four new spells of your choice to add to your spellbook each time you gain a level in a class that allows you to prepare and cast arcane spells (such as wizard). These spells represent the results of your research, and must be of spell levels you can cast. If you have chosen to specialize in a school of magic, two of the four free spells must be from your specialty school. Add the following to the list of feats you may select as a bonus wizard feat: Combat Casting, Greater Spell Focus, Greater Spell Penetration, Magical Aptitude, Spell Focus, Spell Penetration.

Normal: If you are a wizard, you normally gain a new spells to add to your spellbook each time you gain a level in the wizard class.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

HALFLING LORE [GENERAL]

You've memorized countless recipes, wives tales, folktales, and legends honored by the halfling people.

Regions: Lightfoot halfling, stout halfling, tallfellow halfling, Ulek States.

Benefit: You get a +2 bonus on all Knowledge (local) and Knowledge (history) checks, and a +4 bonus on all Profession (cook) checks.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

HEIR OF LENDORE [GENERAL]

You are a descendant of the legendary migrations-era Suel archmage Lendore, predictor of the Invoked Devastation, patron of the Lendore Isles, and creator of the City of Glass. Your eyes are milky white and bear no pupils, although you see normally.

Region: Suel

Benefit: Add +2 to the Difficulty Class to all saving throws against divination spells you cast. This bonus stacks with those granted by the Spell Focus and Greater Spell Focus feats.

Dragon Magazine #: 319 (Greyhawk Feats – More Regional Feats of Oerth)

HORSE NOMAD [REGIONAL]

You have been raised in a culture that relies upon riding and shooting.

Prerequisites: Human

Regions: the Hordelands, Nimbral, the Ride, or the Shaar

Benefit: You gain proficiency with the composite shortbow, light lance, and scimitar. You also get a +3 bonus on all Ride checks.

Special: You may select this feat only as a 1st-level character. You may only have one regional feat.

Dragon Magazine #: 349 (The Horde – Barbarians of the Endless Waste)

HORSELORE [GENERAL]

You're good with horses.

Regions: Baklunish, Flan, Paynims, Rovers of the Barrens, Tiger Nomads, Wolf Nomads.

Benefit: You get a +3 bonus on Ride checks when riding a horse and on Handle Animal checks when dealing with

horses. All horses have an initial attitude of friendly toward you.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

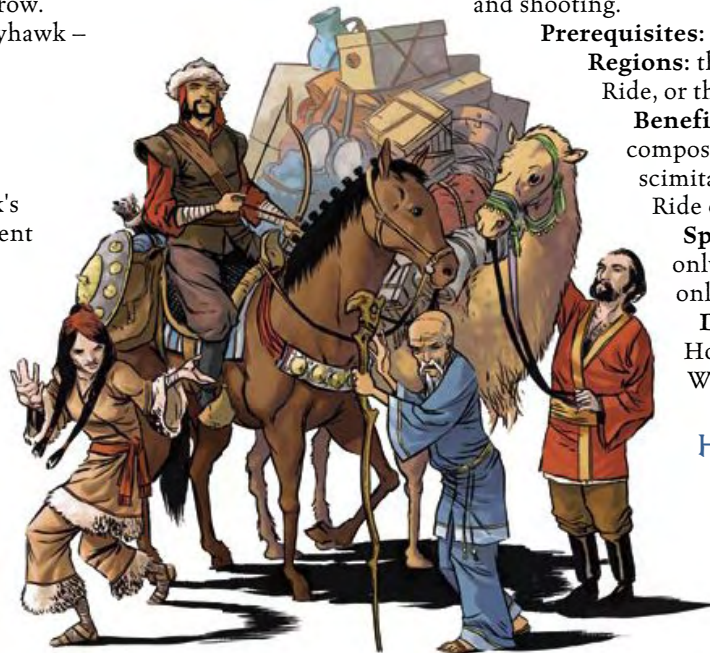
JINNBOND [GENERAL]

You are descended from the genies summoned to Oerth by the ancient Baklunish in the dying days of the Suel-Baklunish wars. You might bear some physical or psychological mark of your ancestry, such as a fiery disposition thanks to an efreeti ancestor or uniformly blue eyes from the blood of a marid.

Region: Baklunish,

Benefit: Select one type of genie: dao (earth), djinni (air), efreeti (fire), or marid (water). The benefits of this feat vary by the type of your genie ancestor.

Dao: You receive a +4 bonus on saving throws against earth effects and Fortitude saves made to resist petrification. You also add +2 to the DC of saving throws for any spell with the



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earth descriptor that you cast as a sorcerer. This benefit stacks with the Spell Focus and Greater Spell Focus feats if the spell you cast is from your chosen school.

Djinni: You receive a +4 bonus on saving throws against air effects and the following spells: *acid fog*, *call lightning*, *cloudkill*, *stinking cloud*, and *storm of vengeance*. You also add +2 to the DC of saving throws for any spells with the air descriptor that you cast as a sorcerer. This benefit stacks with the Spell Focus and Greater Spell Focus feats if the spell you cast is from your chosen school.

Efreeti: You receive a +4 bonus on saving throws against fire effects. You also add +2 to the DC of saving throws for any spells with the fire descriptor that you cast as a sorcerer. This benefit stacks with the Spell Focus and Greater Spell Focus feats if the spell you cast is from your chosen school.

Marid: You receive a +4 bonus on saving throws against water effects and the following spells: *acid fog*, *cone of cold*, *horrid wilting*, *ice storm*, and *sleet storm*. You receive a +2 bonus on Constitution checks made to resist drowning. You also add +2 to the DC of saving throws for any spells with the water descriptor that you cast as a sorcerer. This benefit stacks with the Spell Focus and Greater Spell Focus feats if the spell you cast is from your chosen school.

Special: You may only take this feat as a 1st-level character.

Dragon Magazine #: 319 (Greyhawk Feats – More Regional Feats of Oerth)

JUNGLE FIGHTER [GENERAL]

You know how to make the most of terrain-inspired advantages when fighting in a jungle.

Regions: Bandit Kingdoms, Lordship of the Isles, Olman, Scarlet Brotherhood, Sea Princes.

Benefit: When fighting in jungle terrain, you gain a +2 dodge bonus to AC.

Special: You may take this feat as a fighter bonus feat.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

KAHIKO [REGIONAL]

You have mastered the Olman martial art called Kahiko.

Prerequisites: Olman, Improved Grapple, Improved Unarmed Strike, flurry of blows class feature, proficient with an Olman exotic weapon.

Benefit: You gain a +1 on all disarm, grapple, and trip attempts when wielding an Olman exotic weapon. In addition, you can treat any Olman exotic weapon in which you are proficient as a special monk weapon, allowing you to perform a flurry of blows with it.

Dragon Magazine #: 352 (Savage Tidings – Braving the Isle of Dread)

KAHIKO MASTER [REGIONAL]

You excel at Olman fighting arts.

Prerequisites: Olman, Improved Grapple, Improved Unarmed Strike, Kahiko, flurry of blows class feature, proficient with an Olman exotic weapon.

Benefit: You gain a +2 on all disarm, grapple, and trip attempts when wielding an Olman exotic weapon. This bonus overlaps (does not stack with) the bonus gained from the Kahiko feat. In addition, you may attempt to stun a foe with the Stunning Fist feat (if you have it) when wielding an Olman exotic weapon as if you were making an unarmed

strike. Finally, you may throw a shimalo'koa with a 10-foot range increment.

Dragon Magazine #: 352 (Savage Tidings – Braving the Isle of Dread)

LANDLESS NOBILITY [GENERAL]

You belong to a noble line that has utterly lost its homeland due to war, incompetence, politics, or fate. Your status as a noble nonetheless grants you some measure of financial comfort, despite your lack of land.

Regions: Bone March, Geoff, Sea Princes, Shield Lands, Sterich, Tenh, Ulek States (Principality only).

Benefit: You receive maximum starting gold for your class (*Player's Handbook*, page 111). You also receive a +4 bonus on Charisma-based skill checks made against residents of your homeland (including expatriates).

Special: You can take this feat only at 1st level.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

LAST SURVIVOR [REGIONAL]

Faced with death in the wilds of the Amedio Jungle with no one to depend on but yourself, you have honed your survival instincts to a razor's edge.

Prerequisites: 5 ranks in Survival, sole survivor of a deadly encounter in the Amedio Jungle.

Benefit: While in jungle or forest environments you gain a +2 circumstance bonus on Hide, Listen, and Spot checks made against predators and natural hazards.

Dragon Magazine #: 350 (Savage Tidings – Journey to the Isle of Dread)

LAYS OF THE NORTHERN ADEPTS [GENERAL]

You know the poems of ancient Ur-Flan sorcerers. These poems contain lost secrets that strengthen your protective magic.

Regions: Blackmoor, Flan.

Benefit: When someone attempts to dispel your abjuration spells, the dispel check DC is 13 + the spell's caster level.

Normal: The dispel check DC to dispel any spell is 11 + the spell's caster level.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

LORE OF THE UR-FLAN [GENERAL]

You're schooled in the ancient art of Ur-Flan necromancers.

Region: Bright Lands, Flan.

Benefit: Add +2 to the Difficulty Class for all saving throws against necromancy spells with the evil descriptor you cast. This bonus stacks with those granted by the Spell Focus and Greater Spell Focus feats.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

MERCANTILE BACKGROUND [GENERAL]

You come from a family that excels at a particular trade and knows well the value of any kind of trade good or commodity.

Regions: Bissel, deep gnome, Dyvers, Ekbir, Gran March, Greyhawk, Highfolk, hill dwarf, Irongate, Ket, lightfoot

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halfling, Lordship of the Isles, mountain dwarf, Onnwal, rock gnome, Sea Barons, Solnor Compact, stout halfling, Tusmit, Ulek States, Urnst States, Verbobonc.

Benefit: You gain a +2 bonus on all Appraise checks and a +2 bonus on skill checks in the Craft or Profession skill of your choice.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

MERCENARY BACKGROUND [GENERAL]

You've traveled across the Flanaess as a hired mercenary, learning a smattering of local flavor on every mission in a foreign land. Because you've known so many fellow mercenaries from distant lands, you have little difficulty picking up foreign languages.

Regions: Bissel, half-orc, hill dwarf, Paynims, Perrenland, Stonehold, Tenh, Tusmit, Ull.

Benefit: Speak Language is a class skill for you. You receive a +2 bonus on all Knowledge (local) checks.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

MOUNTAIN FIGHTER [GENERAL]

You know how to make the most of terrain-inspired advantages when fighting in mountainous terrain.

Regions: Frost Barbarians, Geoff, hill dwarf, Ice Barbarians, Irongate, mountain dwarf, Perrenland, Pomarj, Batik, Snow Barbarians, Sterich, Stonehold, Tusmit, Ulek States, Ull, Urnst States (Duchy only), valley elf, Valley of the Mage, Yeomanry.

Benefit: When fighting in mountainous terrain, you gain a +2 dodge bonus to AC.

Special: You may take this feat as a fighter bonus feat.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

NEXUS METHOD [GENERAL]

You learned magic at the Sorcerers' Nexus of Rel Astra, a shadowy academy led by the greatest summoners and binders of Oerth.

Prerequisite: Ability to prepare and cast arcane spells.

Region: Solnor Compact.

Benefit: You can channel stored spell energy into *summon monster* spells that you did not prepare ahead of time. You can "lose" any prepared spell that's not a conjuration spell in order to cast a *summon monster* spell of the same level or lower. For example, a wizard who has prepared *fireball* (a 3rd-level spell) may lose *fireball* in order to cast *summon monster III* (also a 3rd-level spell). Add the following to the list of feats you may select as a bonus wizard feat: Augment Summoning, Fiendsign, Greater Spell Focus, Greater Spell Penetration, Spell Focus, Spell Penetration.

Dragon Magazine #: 319 (Greyhawk Feats – More Regional Feats of Oerth)

NOBLE SOUL [GENERAL]

Your strength of spirit and forthrightness bolsters your resolve and draws others toward you.

Regions: Deep gnome, Furyondy, half-elf, lightfoot halfling, Oeridian, Pale, Shield Lands, Ulek States, Veluna, Yeomanry.

Benefit: You gain a +1 bonus on Will saves and a +2 bonus on Diplomacy checks.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

ORC BLOODED [GENERAL]

Somewhere in the shadowy boughs of your extended family tree is an orc. The creature's influence on your heritage isn't enough to make you a half-orc, but it is enough give you slightly porcine features, chronic bad breath, and a nasty temperament.

Regions: Bandit Kingdoms, Bone March, Luz, North Kingdom, Pomarj, Stonehold, Ull, Zeif.

Benefit: You gain darkvision up to 30 feet. Barbarian is considered a favored class for you. You are not considered an orc for effects related to race.

Special: You may select this feat only at 1st level.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

PUREBLOODED SUEL [GENERAL]

Undiluted Suloise blood flows through your veins, hearkening back to ancient empires and making you an attractive potential associate to pro-Suel Scarlet Brotherhood racists.

Region: Suel.

Benefit: Your notoriously short temper grants you a +1 bonus on Intimidate checks, while the resolve and magical aptitude of your ancestors grants you a +1 bonus on all savings throws against spells and spell-like effects. You also receive a +2 bonus on Charisma based skill checks made against members of the Scarlet Brotherhood.

Special: You may select this feat only at 1st level.

Dragon Magazine #: 319 (Greyhawk Feats – More Regional Feats of Oerth)

PUREHEART [GENERAL]

Your land has battled creatures from the Lower Planes for generations. Your people have been blessed by the gods an you are better able to resist the overtures and attacks of fiends.

Prerequisites: Human

Region: Damara, Impiltur, Vaasa

Benefit: You receive a +4 bonus on all saving throws to resist attacks, spells, and special abilities of evil outsiders.

Special: You may select this feat only as a 1st-level character. You may only have on regional feat.

Dragon Magazine #: 346 (Impiltur – The Forgotten Kingdom)

RAIDER'S SPIRIT [GENERAL]

You're a fearless raider.

Regions: Bone March, Frost Barbarians, half-orc, Ice Barbarians, Iuz, Olman, Paynims, Pomarj, Rovers of the Barrens, Snow Barbarians, Stonehold, Tiger Nomads, Ull, Wolf Nomads.

Benefit: You get a +4 bonus on saves against fear effects and a +2 bonus on all Intimidate checks.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

RAPSCALLION [GENERAL]

Your stunning wit improves the credulity of your frequent lies.

Prerequisite: Int 13+.

Regions: Bandit Kingdoms, Dyvers, half-elf, half-orc, Rhennee, rock gnome, Sea Barons, Urnst States (County only), Wild Coast.

Benefit: In addition to your Charisma modifier, add your Intelligence modifier on all Bluff checks.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

RAUMATHAR HERITOR [REGIONAL]

You are descended from the fiend-hating battlemages of the Raumathar Empire.

Prerequisites: Human

Regions: the Hordelands, Lake of Mists, Rashemen, Thay

Benefit: You gain a +2 bonus on Knowledge (the planes) checks and wizard becomes a favored class for you.

In addition, three times per day, you can detect evil outsiders. This effect functions as per the spell *detect undead*, but detects evil outsiders rather than undead.

Special: You may select this feat only as a 1st-level character. You may only have one regional feat.

Dragon Magazine #: 349 (The Horde – Barbarians of the Endless Waste)

RHENNLERE [GENERAL]

You've memorized oral histories of the Rhennee tribes, learning of the places they've visited and the secrets they've uncovered. You've also trained in the gymnastic cultural dance of the bargefolk.

Regions: Dyvers, Greyhawk, Rhennee.

Benefit: You get a +1 bonus on all Tumble checks and on all Knowledge checks.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

RUSTIC CHARM [GENERAL]

Others tend to underestimate you due to your rural upbringing.

Regions: Ahlissa, Furyondy, Keoland, Nyronnd, rock gnome, Sunndi, Urnst States, Veluna.

Benefit: You suffer no penalties on Diplomacy checks related to social class. Upper class NPCs tend to view you as a charming rube-no threat to them whatsoever. Others suffer a -2 penalty on Sense Motive checks made against you.

Dragon Magazine #: 319 (Greyhawk Feats – More Regional Feats of Oerth)

SAGACIOUS METHOD [GENERAL]

You learned magic from the Sagacious Society of Nyronnd, a loosely organized assembly of scholars, sages, and mages who trade arcane information in an effort to improve the defensive strength of the Kingdom of Nyronnd.

Prerequisite: Ability to prepare and cast arcane spells.

Region: Nyronnd.

Benefit: You receive a +4 bonus on Spellcraft checks to decipher the writing on scrolls. You also receive a +4 bonus on caster level checks to successfully cast a scroll spell with a caster level higher than your level. Add the following to the

list of feats you may select as a bonus wizard feat: Eschew Materials, Greater Spell Focus, Greater Spell Penetration, Magical Aptitude, Spell Focus, Spell Penetration.

Dragon Magazine #: 319 (Greyhawk Feats – More Regional Feats of Oerth)

SECOND SIGHT [GENERAL]

You have the ancient gift of foresight, making you an honored member of your bargefolk family.

Region: Rhennee.

Benefit: Once per day, you can cast *augury* as a 3rd-level cleric. This is a spell-like ability.

Dragon Magazine #: 319 (Greyhawk Feats – More Regional Feats of Oerth)

SHADOWBOUND [GENERAL]

The Black One of the Valley of the Mage cast a powerful spell upon you, fusing your soul with a Fragment of the Plane of Shadow.

Region: Valley of the Mage.

Benefit: You can cloak yourself in an umbra of shadowstuff, granting you a +2 bonus on Hide checks. Once per day you may cast a spell with the shadow descriptor as though it was prepared with the Empower Spell feat without requiring a higher level spell slot.

Dragon Magazine #: 319 (Greyhawk Feats – More Regional Feats of Oerth)

SILENT METHOD [GENERAL]

You learned magic at the Lonely Tower of the Silent Ones of Keoland, a secretive order that seeks to protect the last vestiges of ancient Suel magic and ensure that such magic does not fall into the hands of those who would abuse it.

Region: Keoland.

Benefit: You get a +2 bonus on all dispel checks and on caster level checks (1d20 + caster level) made for the *break enchantment* spell. Add the following to the list of feats you may select as a bonus wizard feat: Combat Casting, Greater Spell Focus, Greater Spell Penetration, Magical Aptitude, Spell Focus, Spell Penetration.

Dragon Magazine #: 319 (Greyhawk Feats – More Regional Feats of Oerth)

SPIRIT OF THE SEA [GENERAL]

You're most alive on the deck of a ship at sea and know all too well the dangers of open waters.

Regions: Ekbir, Lendore Isles, Lordship of the Isles, Scarlet Brotherhood, Sea Barons, Sea Princes, Wild Coast, Zeif.

Benefit: You get a +8 bonus on all Survival checks made while aboard a boat or ship.

Dragon Magazine #: 319 (Greyhawk Feats – More Regional Feats of Oerth)

STOWAWAY [REGIONAL]

You are an expert at stealth while aboard sailing ships.

Prerequisites: 5 ranks in Hide, 5 ranks in Move Silently, 1 rank in Profession (sailor), native to the Jeklea Bay or Azure Sea regions.

Benefit: You gain a +2 circumstance bonus on Disguise, Hide, and Move Silently checks on large sailing vessels.

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Dragon Magazine #: 350 (Savage Tidings – Journey to the Isle of Dread)

TESTED [GENERAL]

You've passed through the Moonarch of Sehanine, been tested by the gods, and have emerged with great insight. The process has granted you intense inner calm, but it has instilled in you an aloofness many find off-putting. You and other People of the Testing share a desire to protect old forest lands, faerie folk, and areas secret and precious to elves. You strive to keep hidden evil banes, magic, and secrets. You see the world as it is means to be seen, you know the things that were meant to be known, and your destiny is forevermore intertwined with that of the elven race.

Prerequisites: Faerie Mysteries Initiate, character level 10th.

Regions: Gray elf, high elf, wild elf, wood elf.

Benefits: You receive a +2 bonus on Charisma based skill checks made against elves. This bonus increases to +4 on checks made against other elves with the Tested feat. Additionally, your ordeal in the Moonarch of Sehanine has granted you one of the following powers (choose when you select this feat).

Gift of Prophecy: The elven deities encountered during your Moonarch trial took an especial liking to you and have granted you the ability to communicate with their agents during your nightly trance. Once per day, while in trance you can cast the *commune* spell as a 10th-level cleric. This is a supernatural ability.

Gift of Sight: Your experience has granted you the ability to pierce magical obfuscation, seeing the world in terms of absolute truth. Once per day, you can cast *true seeing* as a 10th-level cleric. This is a spell-like ability.

Ye'Cind's Ear: Within the mysterious Moonarch, you encountered the elven demigod Ye'Cind, who increased your understanding of traditional elven music. Once per day, you may add a +6 bonus to your effective bard level for purposes of bardic music effects. For example, a 12th-level bard with Ye'Cind's ear and an 18 Charisma could use her bardic music to make a *suggestion*. The DC for the associated save would be 23 (DC 10 = 1/2 bard's level + bard's Cha modifier). The same bard attempting a *song of freedom* would be considered an 18th-level bard for purposes of determining the efficacy of the resulting *break enchantment*. This is a supernatural ability.

Dragon Magazine #: 319 (Greyhawk Feats – More Regional Feats of Oerth)

TONGUE OF MOUGOL [GENERAL]

You know your way around business negotiations.

Regions: Baklunish, Bissel, Ket,

Benefit: You receive a +3 bonus on Bluff checks and Diplomacy checks related to business dealings.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

TRIBAL TRAIT [REGIONAL]

Choose an Olman tribe. You are the pride of the tribe and a living testament to its cultural distinctiveness.

Prerequisite: Olman.

Benefit: The benefit you gain depends on which of the seven tribes to which you belong.

Burowao: You gain a +2 bonus on Swim checks and take only half the normal penalties for fighting underwater. You can also ignore concealment granted to underwater enemies when you are on the surface or out of the water.

Dawa: You gain a +1 bonus on Hide and Move Silently checks. If an opponent is flat-footed to you during a surprise round of combat and you successfully use sneak attack against him, your sneak attack deals an extra +1d6 points of damage. You must possess the sneak attack class ability in order to gain the bonus for it.

Kirikuka: You gain a +2 bonus on Climb checks. The range increment of any thrown weapon you use increases by 10 feet.

Mora: You gain a +1 bonus on Tumble checks. In addition, you gain the following spell-like ability as a 1st-level caster: *3/day-hide from undead*.

Panitube: You gain +2 bonus on Will saves made to resist illusion spells and effects. In addition, you also gain a +2 bonus on Appraise checks and knowledge (arcana) checks made to identify or price any natural treasures of the Isle of Dread, such as rare corals, dinosaur teeth, or exotic gemstones.

Tanaroans: You gain a +1 bonus on Survival checks and, if female, a +2 bonus on Diplomacy and Intimidate checks made against male Olman.

In addition, when wielding a kaua'koi you can have it deal two kinds of damage.

Usi: You gain a +2 bonus on knowledge (religion) checks and initiative rolls.

Dragon Magazine #: 352 (Savage Tidings – Braving the Isle of Dread)

TROLL BLOODED [GENERAL]

Your family tree contains the blood of the trolls of the Thillonrian Peninsula.

Prerequisite: Toughness.

Regions: Frost Barbarians, Ice Barbarians, Pale, Snow Barbarians.

Benefit: You gain regeneration 1 as an extraordinary ability. Fire and acid deal normal damage to you. If you lose a limb or a body part, the lost portion regrows in 3d6 days. You can reattach the severed member as a full-round action by holding it to the stump. You are fatigued while exposed to sunlight.

Special: You can take this feat at 1st level only.

Dragon Magazine #: 319 (Greyhawk Feats – More Regional Feats of Oerth)

VATHRIN STIGMATA [GENERAL]

More than 1,000 years ago, the Flan deity Vathris, patron of the kingdom of Itar, fell in battle against the Kingdom of Sulm, a wickedly barbed, black longspear piercing his chest. You have the ability to manifest a stigmatic wound in your own chest in memory of the deathblow of Vathris, but unlike your patron's poisonous wound, yours has the ability to heal the sick.

Prerequisite: Patron Deity: Vathris.

Region: Bright Lands.

Benefit: Once per day, you can cause your chest to seep a black, tarry substance from a psychosomatic spear wound. If consumed within an hour of collection, this substance has the magical ability to detoxify any poison (as *neutralize poison*) and cure any disease (as *remove disease*). Your wound seeps

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enough substance for only one application per day. The substance is considered to have a caster level of 5 for purposes of dispel checks. Manifesting the stigmata causes you to become exhausted. This is a supernatural ability.

Dragon Magazine #: 319 (Greyhawk Feats – More Regional Feats of Oerth)

VATUN'S TOUCH [GENERAL]

You have little difficulty with cold environments.

Regions: Frost Barbarians, Ice Barbarians, Ratik, Snow Barbarians, Stonehold.

Benefit: You don't need protection when operating in cold weather and automatically succeed at saves to stave off nonlethal damage. You do not add a cumulative +1 to the DC of checks to resist cold weather effects.

Dragon Magazine #: 319 (Greyhawk Feats – More Regional Feats of Oerth)

VOHOUN EYE [REGIONAL]

Your exposure to the dark side of magic and the occult has made you sensitive to the telltale signs of spellcasting and wary of their results.

Prerequisites: 5 ranks in Sense Motive, lived among the debased civilizations of the Pirate Isles.

Benefit: When you see someone casting a spell (not a spell-like ability) you may make a Sense Motive check (DC 20+ level of spell) as a free action. If successful, you know what school of magic is being used and gain a +2 circumstance bonus on your saving throw against it if it is directed at you or you are in its area of effect.

Dragon Magazine #: 350 (Savage Tidings – Journey to the Isle of Dread)

WASTRI'S BLESSING [GENERAL]

You are a "servant" of Wastri, the hopping prophet.

Regions: Blackmoor, Keoland, Sea Princes, Sunndi.

Benefit: You can hold your breath for a number of rounds equal to three times your Constitution score. You leave no trail in swampy terrain and cannot be tracked therein. You may choose to leave a trail if so desired.

Normal: You can hold your breath for a number of rounds equal to twice your Constitution score.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

WELL READ [GENERAL]

Your readings have granted you extensive general knowledge about a wide range of affairs.

Regions: Ahlissa, Celene, Dyvers, Ekbir, Furyondy, gray elf, Greyhawk, high elf, Irongate, Keoland, Lendore Isles, Lordship of the Isles, Nyron, Solnor Compact, Suet, Urnst States, Valley of the Mage, Veluna, Verbobonc, Zeif,

Benefit: All Knowledge skills are considered class skills for you.

Dragon Magazine #: 315 (Greyhawk – Regional Feats of Oerth)

WELL TRAVELED [GENERAL]

Your travels across the Flanaess have given you a strong depth of local knowledge and a broad repertoire of far-flung tales.

Regions: Half-elf, lightfoot halfling, Rhennee, stout halfling, tallfellow halfling.

Benefit: You gain 2 ranks in the Knowledge (local) skill and can draw upon your experiences to influence those willing to converse with you. When dealing with a non-hostile creature that you can communicate with you can use your Knowledge (local) skill in place of your Diplomacy skill.

Dragon Magazine #: 319 (Greyhawk Feats – More Regional Feats of Oerth)

WORLD WEARY [GENERAL]

Your crushed spirit makes you difficult to scare or intimidate.

Regions: Ahlissa, Bandit Kingdoms, Bone March, Geoff, Iuz, North Kingdom, Pommel, Rovers of the Barrens, Scarlet Brotherhood, Sea Princes, Shield Lands, Sterich, Tenh.

Benefit: You receive a +4 competence bonus on saves against fear. Treat fear conditions as one rank lower, so, an effect that would make you panicked instead makes you frightened, while an effect that makes you frightened merely leaves you shaken. Effects that make you shaken affect you as normal.

Dragon Magazine #: 319 (Greyhawk Feats – More Regional Feats of Oerth)

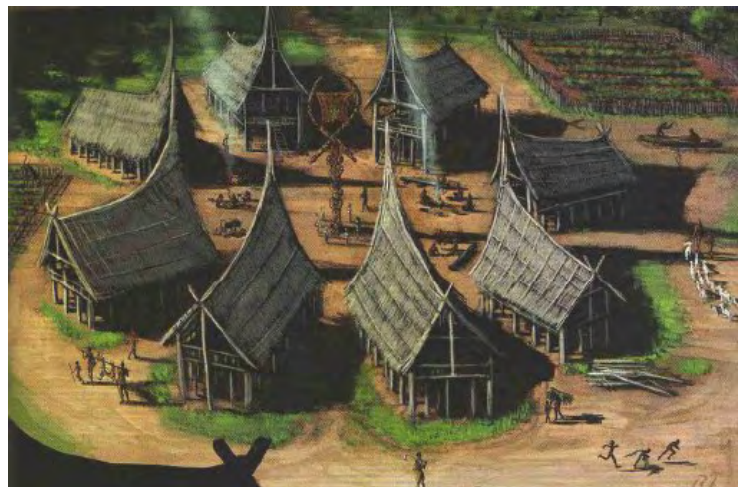
ZAGYG'S FAVOR [GENERAL]

It's not that you're insane, it's just that "normal" people don't understand the world the way you do. Either way, you're difficult to dominate effectively.

Regions: Greyhawk.

Benefit: You receive a +4 bonus on Will saves against compulsion effects (*confusion, dominate person, insanity, and so on*).

Dragon Magazine #: 319 (Greyhawk Feats – More Regional Feats of Oerth)



TACTICAL FEATS

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

If you're playing a character who has a tactical feat, it's your responsibility to keep track of the actions you're performing as you set up the maneuver that the feat enables you to perform. It's also a good idea to briefly mention to the DM that you're working toward performing a tactical maneuver; a remark along the lines of "I attack the troll, using Combat Expertise to the maximum, and that's the first step in a tactical maneuver" is appropriate.

Some of the tactical feats refer to the first round, second round, and so on. These terms refer to the timing of the maneuver, not the battle as a whole. You don't have to use Combat Expertise in the first round of combat to begin a tactical maneuver, for example; the round in which you use Combat Expertise is considered the first round of the maneuver.

BLINDING STRIKE [TACTICAL]

You know special attacks for temporarily blinding a foe or degrading a gaze attack.

Prerequisites: Dex 13, Power Attack, base attack bonus +5.

Benefit: The Blinding Strike feat enables the use of three tactical maneuvers.

Blind the Foe: To use this maneuver, you must use a full-round action to make an attack with a melee weapon using your Power Attack feat. The penalty you take on your attack must be -5 or more. If the attack succeeds, instead of taking damage, your opponent must make a Fortitude save or become blind for 1d4 rounds. The DC for the Fortitude save equals 10 plus the value of the penalty you took on the attack (minimum DC 15).

Weaken Gaze: To use this maneuver, you must use a full-round action to make an attack with a melee weapon using your Power Attack feat against a creature with a gaze attack. The penalty you take on your attack must be -5 or more. If the attack succeeds, you deal normal damage and also degrade one of the target's gaze attacks. For the next 10 rounds, the creature's gaze attack save DC decreases by 2. Each successful Weaken Gaze attack further reduces the save DC by 2. Against a monster with more than one gaze attack, such as a beholder, this maneuver only affects one gaze attack at a time. In such an instance, you choose which gaze attack you affect.

Eye Gouge: To use this maneuver, you must use a full-round action to make an attack with a melee weapon using your Power Attack feat against a creature with a gaze attack. This maneuver provokes attacks of opportunity. If you take damage from an attack of opportunity the maneuver is disrupted and your turn ends. Otherwise, you may make an attack using your Power Attack feat. The penalty you take on your attack must be -5 or more. If the attack succeeds, your opponent takes normal damage and must also make a Fortitude save or lose the use of its gaze attack for 1d4 rounds. The DC for the Fortitude save equals 10 plus the value of the penalty you took on the attack (minimum DC 15). Against a monster with more than one gaze attack, such as a beholder, this maneuver only affects one gaze attack at a time. In such an instance, you choose which gaze attack you affect.

Special: Constructs, oozes, and creatures without visual organs (including most undead) are immune to the effects of these maneuvers.

A fighter may select Blinding Strike as one of his fighter bonus feats.

Dragon Magazine #: 345 (Class Acts – Combat Strikes)

DEAFENING BLOW [TACTICAL]

You know just where to strike an enemy to deafen him for a short time.

Prerequisites: Str 13, Power Attack, base attack bonus +4.

Benefit: The Deafening Blow feat enables the use of three tactical maneuvers.

Battle Clangor: To use this maneuver, you must make an attack with a bludgeoning melee weapon using your Power Attack feat. The penalty you take on your attack must be -4 or more. If the attack succeeds, instead of dealing damage, you knock your opponent's head with such precision that he becomes overly sensitive to sound. For 1 minute, he takes a -4 penalty on saving throws against sonic attacks and language-dependent effects.

Disorienting Blow: To use this maneuver, you must make an attack with a bludgeoning melee weapon weighing at least 4 pounds using your Power Attack feat. The penalty you take on your attack must be -4 or more. If the attack succeeds, instead of taking damage, your opponent must make a Fortitude save or become shaken for 1d4 rounds. The DC for the Fortitude save equals 10 plus the value of the penalty you took on the attack (minimum DC 14).

Deafen Foe: To use this maneuver, you must use a full-round action to make an attack with a bludgeoning melee weapon using your Power Attack feat. The penalty you take on your attack must be -4 or more. If the attack succeeds, in addition to taking normal damage, your opponent must make a Fortitude save or be deafened for 1d4 rounds. The DC for the Fortitude save equals 10 plus the value of the penalty you took on the attack (minimum DC 14).

Special: Constructs, oozes, undead, and creatures without the ability to hear are immune to the effects of these maneuvers.

A fighter may select Deafening Blow as one of his fighter bonus feats.

Dragon Magazine #: 345 (Class Acts – Combat Strikes)

EXHAUSTING DEFENSE [TACTICAL]

Your fighting style invites attackers to wear themselves out against your stalwart defense.

Prerequisites: Combat Expertise, Dodge, base attack bonus +5.

Benefit: The Exhausting Defense feat enables the use of three tactical maneuvers.

Fatigue the Foe: To use this maneuver, you must fight using the Combat Expertise feat for at least three consecutive rounds against the same opponent, whom you have also designated as the target of your Dodge feat. The penalty you take on your attacks must be -4 or more. After the first three rounds, each round your opponent continues to attack you he must make a DC 15 Fortitude save or become fatigued. If you stop attacking that opponent, or he ceases attacking you, you must restart the three rounds fighting with Combat Expertise before using this maneuver against that opponent again. An opponent affected by this maneuver remains fatigued until the end of the encounter.

Exhaust the Foe: To use this maneuver, you must first face a fatigued opponent. In addition, you must fight using the Combat Expertise feat for at least three consecutive rounds against the same opponent, whom you have also designated as the target of your Dodge feat. Rounds that count toward your Fatigue the Foe maneuver do not count for this maneuver. The penalty you take on your attacks must be -4 or more. Beginning on the third round your target attacks you, it must make a DC 15 Fortitude save or become exhausted. If you break off combat with your target, you must restart the two rounds fighting with Combat Expertise before using this maneuver against that creature again. If you stop attacking that opponent, or he ceases attacking you, you must restart the two rounds fighting with Combat Expertise before using this maneuver against that opponent again. An opponent affected by this maneuver remains exhausted until the end of the encounter, at which time he becomes fatigued until he rests.

The Best Offense: To use this maneuver, you must face a fatigued or exhausted opponent. You must then spend a round using the total defense action. The round after that, you must then attack your foe without using Combat Expertise at all. For that round, your foe is flat-footed against your attacks and you gain a +2 bonus on all attacks against that foe until your next turn.

Special: Constructs, oozes, undead, and creatures immune to fatigue are immune to these maneuvers.

A fighter may select Exhausting Defense as one of his fighter bonus feats.

Dragon Magazine #: 345 (Class Acts – Combat Strikes)



VILE FEATS

Only intelligent characters of an evil alignment can use vile feats. Vile feats are granted to characters at the behest of a powerful evil agency—a god, a demon, or something similar. As such, vile feats are supernatural abilities rather than extraordinary abilities. Some DMs may also want to require a character who seeks a vile feat to perform a special ritual or make an actual bargain with a powerful creature of evil. The patron creature may even (at the DM’s discretion) have the ability to revoke the feat should the character displease it.

CORRUPT SUMMONING [VILE]

Your summoned creatures become twisted and evil.

Prerequisite: Spell Focus (conjunction), Augment Summoning, evil alignment.

Benefit: Each creature you conjure with any summon spell gains the evil subtype, and creatures that are not already evil in alignment become evil.

Dragon Magazine #: 347 (Princes of Elemental Evil – The Archoments)

SACRIFICIAL DIVINATION [VILE]

By offering living sacrifices to dark powers you gain insight into the future.

Prerequisite: Sacrificial Mastery

Benefit: You can see glimpses of the future by divining with the entrails of sacrificial victims. Upon doing so, you must make a Knowledge (nature) or Knowledge (religion) check. The result of the check determines which divination spell you emulate. You may apply modifiers from Table 2-1: Typical Sacrifice Elements on page 27 of the Book of Vile Darkness to this roll, if an apply. You may always opt to use one of the spells of a DC lower than your check. Using Sacrificial Divination only grants you access to one such spell per day, no matter how many sacrifices you make. All spell effects created by this feat have a caster level equal to your Hit Dice.

Knowledge DC	Effect
10	Augury
15	Srying
20	Divination
25	Commune

In addition, you may add the +4 profane bonus granted by Sacrificial Mastery on Knowledge (nature) checks rather than on Knowledge (religion) checks when performing a divination sacrifice.

Suggested Class/Race: Druid

Dragon Magazine #: 336 (Class Acts – Dark Side Druids)

WEAPON STYLE FEATS

The most famous martial characters are renowned for their distinctive styles, combinations of favored weapons and exotic maneuvers that are as unique as a signature. Many fighters discover how to use their strength to best effect by learning Power Attack, Cleave, and Improved Sunder, or study the pure art of swordsmanship by learning Combat Expertise and Improved Disarm—but in all the kingdom, there may be only a single master of the Crescent Moon technique.

A weapon style feat is one that provides a benefit that draws upon a number of specific feats, and that often requires the use of specific weapons.

BITE OF STEEL [STYLE]

You have mastered fighting with a sai in your offhand to counter other two-weapon fighters.

Prerequisites: Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Focus (sai), base attack bonus +5.

Benefit: As part of a full-attack action with a sai in your offhand, you may make an opposed attack roll using your off-hand weapon against an opponent who is also using two weapons. If successful, you pin your opponent's off-hand weapon and he may not use it on his next action. Due to the design of the sai, you receive a +4 bonus on the attack roll made to pin your opponent's off-hand weapon. If you have more than one attack with your off-hand weapon, you may attempt to pin your opponent's off-hand weapon more than once. If successful, you lose any additional attacks you might receive with your offhand until your next turn. If your opponent moves outside your reach, this restriction is removed. Your opponent can choose to drop the weapon instead of suffering this restriction.

Dragon Magazine #: 332 (Class Acts – Flexible Fighters)

DEVASTATING THUNDER [STYLE]

You have mastered fighting from the back of a horse, making such devastating charges that you strike fear into the hearts of your enemies.

Prerequisites: Mounted Combat, Spirited Charge, Trample.

Benefit: When successfully making a Spirited Charge you can frighten your enemies. All enemies within 30 feet of the target of your successful charge must succeed on a Will save (DC 5 + half the damage dealt) or be shaken for 1 round. This is a fear effect. Whether or not the save is successful a creature cannot be affected again by the same character's Devastating Thunder ability for 1 hour.

Dragon Magazine #: 332 (Class Acts – Flexible Fighters)

FRONTLINE ARCHER [STYLE]

You have mastered the art of fighting in melee while wielding a longbow.

Prerequisites: Dex 15, proficiency with longbow or composite longbow, Combat Reflexes, Improved Trip, Weapon Focus (composite longbow) or Weapon Focus (longbow).

Benefit: You may use your longbow or composite longbow to make trip attacks. If you trip an opponent while using Frontline Archer, you may immediately make a bonus melee attack against that opponent, using your longbow or

composite longbow as a club of equal size as the longbow. This takes the place of any attack you may get for your Improved Trip feat. You may choose to forgo your bonus attack if you desire. A longbow or composite longbow used in this way is treated as magic for the purposes of overcoming DR if it is enchanted, but it otherwise grants no other weapon special abilities (such as flaming).

Dragon Magazine #: 332 (Class Acts – Flexible Fighters)

STORM OF FLYING STRIKES [STYLE]

You have mastered fighting with two weapons to force your enemy off balance.

Prerequisites: Str 15, Improved Bull Rush, Power Attack, Two-Weapon Fighting, base attack bonus +6.

Benefit: You can use Power Attack and a number of successive blows to knock down your foes. To use the Storm of Flying Strikes, you must sacrifice at least five points of base attack using the Power Attack feat and hit your opponent more than once in the same round. If you succeed, your opponent must make a Fortitude saving throw (DC 10 + your Strength modifier + the number of times you hit your opponent in the round) or be knocked prone at the end of your attacks. Bonuses for stability apply to this saving throw. Storm of Flying Strikes has no effect on an opponent who is already prone.

Dragon Magazine #: 332 (Class Acts – Flexible Fighters)

WILD FEATS

All wild feats have as a prerequisite the wild shape class feature. Thus, they are open to druids of 5th level or higher, as well as any character who has gained wild shape or a similar class feature from a prestige class.

Each use of a wild feat generally costs you one daily use of your wild shape ability. If you don't have any uses of wild shape left, you can't use a wild feat. Changing form with wild shape is a standard action (unless you have a special ability that says otherwise); these wild feats likewise take a standard action to activate unless otherwise noted. You can activate only one wild feat (or use the wild shape ability to change form once) per round, though overlapping durations may allow you the benefits of more than one wild feat at a time.

Activating a wild feat is a supernatural ability and does not provoke attacks of opportunity unless otherwise specified in the feat description. Activating a wild feat is not considered an attack unless the feat's activation could be the direct cause of damage to a target.

NATURE'S FISTS [WILD]

You can encase your hands in elemental power.

Prerequisite: Wild shape (elemental) class ability.

Benefit: Choose an element (air, earth, fire, or water). You can spend one use of your wild shape to encase your limbs in the chosen element. This effect lasts for 1 minute. You may only encase your limbs in one element at a time. While your limbs are encased, you gain a slam attack that deals 1d4 points of damage (1d3 for Small) plus additional effects based on the chosen element. Your limbs count as magic weapons for the purpose of overcoming damage reduction and for eliminating the 50% miss chance of incorporeal creatures. While encased in this way, you cannot use your hands for anything else, including holding objects, casting spells, or climbing. These bonuses also add to your unarmed attacks as well as all your natural attacks.

Air: +1d4 points of sonic damage and target must make Fortitude save (DC 10 + 1/2 druid level + Charisma modifier) or be deafened for 1d4 rounds.

Earth: +1d4 points of acid damage and attack ignores hardness.

Fire: +1d4 points of fire damage and flammable objects struck have a chance of catching fire (see page 303 of the *Dungeon Master's Guide*).

Water: +1d4 points of cold damage and target must make Fortitude save (DC 10 + 1/2 druid level + Charisma modifier) or be fatigued for 1d4 minutes.

Dragon Magazine #: 343 (Class Acts – Pious Extension)

PHOTOSYNTHESIZE [WILD]

Like a plant, you can create your own food from sunlight.

Prerequisite: Wild shape (plant) class ability.

Benefit: You can spend one use of your wild shape to make your flesh photosynthesize sunlight for 24 hours. For every 4 hours you spend in natural sunlight, your body photosynthesizes enough food to sustain itself for one meal. In addition, while photosynthesizing, you gain a +10 inherent bonus on Fortitude saves made to avoid the dangers of thirst. While using this ability, you are immune to suffocation.

Dragon Magazine #: 343 (Class Acts – Pious Extension)

FIGHTING STYLES

Only fighting styles based on the *ORIENTAL ADVENTURES* book are included here. That is, fighting styles that are monk paths are not feats and are more like class alternatives. Therefore, they are not included here.

BLACK PANDA STYLE

"let the dead bury the dead." -Black Panda proverb

The Black Panda style is taught only in a few remote locales, although stories of its practitioners are told far and wide. Legend holds that Kurokuma, the first Black Panda master, learned the art when he slew a mighty forest spirit in panda form. For his cruel deed, Kurokuma was transformed into a cursed immortal.

Black Panda is a circular style that emphasizes blocks and defensive forms. Its true strength, however, lies in a series of strange and fearful maneuvers called *atemi*, or "vital strike" attacks. Students of the Black Panda style typically fight unarmed, although most carry darts or shuriken for ranged attacks, and a few occasionally employ the *kama*.

Black Panda masters are typically lawful evil, although they accept students of any alignment. Each student must undergo a harsh, two-year regimen of mental and physical study before training can begin.

Feats: Combat Expertise, Death Blow Dodge, Extra Stunning Attacks, Falling Star Strike, Freezing the Lifeblood, Distant Touch, Improved Unarmed

Strike, Mobility, Pain Touch, Stone Monkey, Stunning Fist, Superior Expertise.

Black Panda Mastery I

You have mastered the initial secrets of the Black Panda martial arts style—a soft form emphasizing movement and stunning attacks. At this level of mastery, you learn the secret of aiming your blows against vital areas.

Prerequisites: Dex 13, Wis 15, Combat Expertise, Dodge, Improved Unarmed Strike, Pain Touch, Stunning Fist.

Benefit: The save DC against an unarmed attack you make with the Stunning Fist feat is increased by 2.

Normal: Without this feat, the save DC against an attack you make with the Stunning Fist feat is to + 1/2 your character level + your Wisdom modifier.

Dragon Magazine #: 309 (New Martial Arts Styles)

Black Panda Mastery II

You have mastered the deeper secrets of the Black Panda martial arts style. You have now perfected the art of the debilitating strike.

Prerequisites: Dex 15, Wis 19, 4 or more ranks of Balance, Extra Stunning Attacks, Freezing the Lifeblood, Distant Touch, Black Panda Mastery I.

Benefit: In addition to its normal damage, your unarmed attack deals 1 point of Constitution damage when used in conjunction with the Distant Touch, Freezing the Lifeblood, Pain Touch, or Stunning Fist feat. The target may attempt a Fortitude save (DC 10 + 1/2 your character level + your Wisdom modifier) to negate the Constitution damage. Constitution points lost via this attack can be restored in any of the normal ways.

Dragon Magazine #: 309 (New Martial Arts Styles)

BLUE MOUNTAIN STYLE

In descending from the heights we watch our footing The ground changes, and our feet move. The mountain would break us in our weakness, but we have already moved."

-Blue Mountain poem

Burukouzan, also called the Blue Mountain style, is a fierce and secretive fighting art practiced only in a few remote monasteries. Its secrets are closely guarded, and only rarely do the Burukouzan masters teach them to outsiders. Generations of warriors have sought out Burukouzan masters for training, but the monks turn away all except the very stoutest of heart.

The Blue Mountain fighting style stresses speed and dazzling kick attacks. Fighters who practice it disdain the use of weapons.

Blue Mountain masters are typically lawful good and dedicated to the triumph of virtue over wrongdoing. The Burukouzan monks believe that noble deeds in this life are rewarded tenfold in the next.

Feats: Circle Kick, Fists of Iron, Flying Dragon Kick, Flying Kick, Great Ki Shout, Improved Bull Rush, Improved Initiative, Improved Sunder, Improved Unarmed Strike, Ki Shout, Mantis Leap, Power Attack, Power Lunge, Roundabout Kick.

Blue Mountain Mastery I

You have mastered the initial secrets of the Blue Mountain martial arts style—a hard form emphasizing leaps, kicks, and blows with the hands. This level of mastery grants you the ability to leap into battle.

Prerequisites: Str 13, Dex 14, 4 or more ranks of Jump, Flying Kick Improved Initiative, Improved Unarmed Strike, Ki Shout, Power Attack, Roundabout Kick.

Benefit: Anytime you make a successful Jump check, you can choose to travel 5 Feet of extra distance (vertical or horizontal) when you beat the given DC. Thus, a successful Jump check (DC 10) for a long jump allows you to jump up to 15 feet instead of 10. This extra distance counts normally against your speed for the purpose of determining how far you can move during a round.

Dragon Magazine #: 309 (New Martial Arts Styles)

Blue Mountain Mastery II

You have mastered the deeper secrets of the Blue Mountain martial arts style. You can now move with blinding speed.

Prerequisites: Str 14, Dex 16, 4 or more ranks of Balance, 8 or more ranks of Jump, Circle Kick, Flying Dragon Kick, Great Ki Shout, Blue Mountain Mastery I.

Benefit: You receive a +2 bonus on your initiative rolls.

Dragon Magazine #: 309 (New Martial Arts Styles)

BROKEN FIST

"If they strike with a sword, break the sword If they strike with an arrow, cut the arrow."

-Bedobaris Two-Foot, halfling warmaster

Broken Fist (a name given half in jest) is an upstart style perfected by halfling monks. Some say it has its roots in the graceful, unarmed movements of *Temerad*; others claim it is based on the fighting style of wild dogs. Broken Fist masters rarely agree on either the history or the traditions of the form, and they practice no orderly doctrine or philosophy

aside from basic survival.

Like Temerad, Broken Fist is essentially a movement-based style. But instead of defense and artistry, Broken Fist masters teach their students to use their speed and agility to strike first and strike hard. Any weapons that can be adapted for easy use with the style are encouraged.

Broken Fist masters are typically neutral in alignment. Most accept only halfling monks and warriors as students, although some gnome and dwarf practitioners of the style have appeared in recent years.

Feats: Circle Kick, Combat Expertise, Combat Reflexes, Death Blow, Dirty Fighting, Dodge, Extra Stunning Attacks, Fists of Iron, Lightning Fists, Improved Initiative, Improved Trip, Improved Unarmed Strike, Knock-Down, Mobility, Prone Attack, Spring Attack, Stunning Fist, Whirlwind Attack.

BROKEN FIST MASTERY I

You have mastered the initial secrets of the Broken Fist martial arts style—a hard/soft form emphasizing movement, knockdowns, and fast strikes. At this level of mastery, you become adept at knocking opponents off their feet.

Prerequisites: Str 13, Dirty Fighting, Improved Initiative, Improved Trip, Improved Unarmed Strike.

Benefit: You are treated as one size category larger than you actually are for the purpose of trip attempts.

Dragon Magazine #: 309 (New Martial Arts Styles)

BROKEN FIST MASTERY II

You have mastered the deeper secrets of the Broken Fist martial arts style. You know how to knock opponents to the ground.

Prerequisites: Knock-Down, Lightning Fists, Whirlwind Attack, Broken Fist Mastery I.

Benefit: You gain a bonus equal to one-half your character level on Strength checks made to trip an opponent or to avoid being tripped.

Dragon Magazine #: 309 (New Martial Arts Styles)

FIVE STARS SCHOOL

FIVE STARS MASTERY I

You have mastered the initial secrets of the "Five Stars" style, a hard/soft style emphasizing speed and leaping.

Prerequisites: Improved Unarmed Strike, Deflect Arrows, Dodge, Lightning Reflexes, Balance 9 ranks, Jump 9 ranks, Tumble 9 ranks.

Benefit: You gain a +10 bonus on Balance, Jump, and Tumble checks.

FIVE STARS MASTERY II

You have mastered the deeper mysteries of the "Five Stars" style and have honed your speed to superhuman levels.

Prerequisites: Five Stars Mastery I, Mobility, Spring Attack, Combat Expertise, Whirlwind Attack, Improved Feint.

Benefit: For a total number of rounds per day equal to your character level, you can act as if under the effect of a *haste* spell. The rounds need not be consecutive, and you can choose each round (as a free action) whether to use this ability or not.

Dragon Magazine #: 315 (Kara-Tur: Ancestor Feats and Martial Arts Styles)

IRON HAND SCHOOL

IRON HAND MASTERY I

You have mastered the style of the "Iron Hand," a hard form emphasizing a mystical hardening of the body.

Prerequisites: Improved Unarmed Strike, Power Attack, Fists of Iron, Improved Sunder, Eagle Claw Attack, Toughness, Endurance, Roundabout Kick.

Benefit: You gain damage reduction 2/--

Dragon Magazine #: 315 (Kara-Tur: Ancestor Feats and Martial Arts Styles)

KOUMAJUTSU (DEMON WRESTLING)

"Fumu broke the wall asunder with his fists and dragged the demon through by its hair. Although the creature fought fiercely, biting Emu's hands and clawing at his eyes, Fumu gripped it tighter and leaped into the chasm. The demon swore and cursed as they fell, but Fumu made no cry. And ever after they brought flowers to the ravine and blessed his name under the earth."

-The Legend of Karbatsu Furnusama

This powerful, violent style is practiced primarily among the korobokuru barbarian tribes. Many korobokuru legends describe the battles of their ancient war chieftains against demons from across the sea. The greatest of these warriors would grapple with the monsters hand-to-hand, often until both were destroyed.

The Koumajutsu style emphasizes strength training and makes effective use of locks and holds. Although most students of the style are korobokuru, human warriors occasionally seek out Koumajutsu masters as well. Demon wrestlers rarely carry weapons into battle, although they sometimes wear armor decorated with heavy spikes.

Koumajutsu masters teach the virtues of the clan warrior: courage, tenacity, and relentlessness in the pursuit of foes. Practitioners of Koumajutsu are typically neutral or chaotic in alignment.

Feats: Choke Hold, Close-Quarters Fighting, Dirty Fighting, Defensive Strike, Earth's Embrace, Fists of Iron, Grappling Block, Improved Grapple, Improved Trip, Improved Unarmed Strike, Ki Shout, Knock-Down, Power Attack, Power Lunge, Prone Attack, Stunning Fist.

KOUMAJUTSU MASTERY I

You have mastered the initial secrets of the Koumajutsu martial arts style—a hard/soft form emphasizing locks, holds, and grappling attacks. At this level of mastery, you learn to grapple more effectively.

Prerequisites: Str 15, Choke Hold, Improved Grapple, Improved Unarmed Strike, Stunning Fist.

Benefit: You gain a +2 bonus on all grapple checks.

Dragon Magazine #: 309 (New Martial Arts Styles)

KOUMAJUTSU MASTERY II

You have mastered the deeper secrets of the Koumajutsu martial arts style. You have now perfected your grappling technique.

Prerequisites: Str 17, Earth's Embrace, Fists of Iron, Knock-Down, Power Attack, Ten Ox Stomp, Koumajutsu Mastery I.

Benefit: You gain a +2 bonus on all grapple checks. This bonus stacks with the bonus granted by Koumajutsu Mastery I.

Dragon Magazine #: 309 (New Martial Arts Styles)

NORTHERN FIST SCHOOL

NORTHERN FIST MASTERY

You have mastered the "Northern Fist" style—a soft style emphasizing attacks on opponents' vital areas.

Prerequisites: Improved Unarmed Strike, Stunning Fist, Falling Star Strike, Freezing the Lifeblood, Unbalancing Strike, Pain Touch, Combat Expertise.

Benefit: As a full-round action, you can make a ranged attack at a single target with a range of 5 feet per five character levels you have (no range increment). If you hit, you deal normal unarmed damage. You can use one of the following feats in conjunction with this attack, exactly as if you were making a normal unarmed strike: Stunning Fist, Falling Star Strike, Freezing the Lifeblood, Unbalancing Strike, or Pain Touch. If you choose not to apply one of these feats to your attack, you deal double normal damage instead. Use of this ability is a supernatural effect.

Dragon Magazine #: 315 (Kara-Tur: Ancestor Feats and Martial Arts Styles)

SOUTHERN STAR SCHOOL

SOUTHERN STAR MASTERY

You have mastered the secrets of the "Southern Star" style, a soft style emphasizing the manipulation of *ki* as if it were a physical force.

Prerequisites: Improved Unarmed Strike, Stunning Fist, Unbalancing Strike, Combat Expertise, Improved Trip, Dodge, Defensive Strike, Concentration 9 ranks.

Benefit: You must declare that you are using this ability before you make your attack roll (thus, a failed attack roll ruins the attempt). If you damage your opponent with your unarmed attack, the foe must make a successful Will save (DC 10 + 1/2 your character level + your Wis modifier) or be hurled back 10 feet as if thrown by the violent thrust version of a *telekinesis* spell. If the creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Using this ability counts as a use of the Stunning Fist feat for the day.

Dragon Magazine #: 315 (Kara-Tur: Ancestor Feats and Martial Arts Styles)

TEMERAD

"No direction is correct, so any direction must be subject to instant change. The eye must see in every direction, and the ear must hear in every direction." -Methelas the Old, from the Eight Rules

Possibly the oldest form of unarmed combat, the ancient art of Temerad was first practiced by elf pilgrims and seekers of wisdom. Although elves are the primary users of this style, Temerad masters do occasionally accept students of other races, provided that their hearts are pure and they truly seek enlightenment among the trees.

As suggested by its name (which means "from wind and water" in Elven), Temerad is based on the movements of natural forces. A practitioner of this style confounds her opponent by moving constantly, seemingly reacting to blows even before they are struck. Temerad fighters rarely use weapons, although some warriors combine this style with the sword-fighting techniques practiced by most elves.

Temerad emphasizes humility and harmony with nature. Its masters accept only students who are good in alignment.

Feats: Blind-Fight, Blindsight 5-Foot Radius, Circle Kick,

Combat Expertise, Combat Reflexes, Deflect Arrows, Dodge, Extra Stunning Attacks, Improved Disarm, Improved Unarmed Strike, Lightning Fists, Mobility, Snatch Arrows, Spring Attack, Stunning Fist.

Note: Temerad practitioners never strike first in battle. Striking at any opponent that has not already attacked you results in the loss of all Temerad mastery abilities for 24 hours.

TEMERAD MASTERY I

You have mastered the initial secrets of the Temerad martial arts style—a soft form emphasizing movement and defense. At this level of mastery, you learn to move like the wind.

Prerequisites: Dex 15, Dodge, Improved Unarmed Strike, Mobility, Spring Attack.

Benefit: The dodge bonus you gain from the Dodge feat rises to +2. You can choose to apply the entire bonus against a single attacker or split it between two designated attackers, gaining a +1 dodge bonus against each.

Dragon Magazine #: 309 (New Martial Arts Styles)

TEMERAD MASTERY II

You have mastered the deeper secrets of the Temerad martial arts style. You can now move as fluidly as the water.

Prerequisites: Dex 19, 8 or more ranks of Balance, Deflect Arrows, Extra Stunning Attacks, Lightning Fists, Stunning Fist, Temerad Mastery I.

Benefit: You gain a +1 insight bonus to Armor Class.

Dragon Magazine #: 309 (New Martial Arts Styles)

FLAWS

Flaws are like the flip side of feats. Whereas a feat enables a character to be better than normal at performing a task (or even to do something that normal characters can't), a flaw restricts a character's capabilities or imposes a penalty of some sort.

A player may select up to two flaws when creating a character. After 1st level, a character cannot take on additional flaws unless the DM specifically allows it (for examples of times when doing this might be appropriate, see Character Traits, *UNEARTHED ARCANA*, page 86). Each flaw a player selects entitles his character to a bonus feat. In other words, when you create a character, if you select two flaws, you can also take two bonus feats beyond those your character would be normally entitled to. Unlike traits (see above), flaws are entirely negative in their impact on a character's capabilities.

Each of the flaws described here has a specific game effect. Some flaws can only be taken by a character who meets a special requirement.

ALIGNED DEVOTION [FLAW]

Your healing powers are only effective for those whose alignment closely matches yours.

Prerequisite: Ability to spontaneously cast *cure* spells.

Effect: Your spells of the healing subschool have reduced effect on those who do not share your alignment. Those that have exactly the same alignment as you gain full benefit from your healing. Those with an alignment within one step of yours are cured half the normal amount of hit points from your healing spells. Characters with alignments more than one step from yours gain no benefit from your healing at all. Your *cure* spells still deal full damage to undead.

Suggested Class/Race: Cleric

Dragon Magazine #: 326 (Class Acts - Flaws For Clerics)

ARCANE CONUNDRUM [FLAW]

You are unable to use your inborn magical abilities.

Prerequisite: Gnome, Cha 10+

Effect: You may never use any spell-like abilities under any circumstances. In addition, you suffer a -2 penalty on saving throws versus spells of the illusion school.

Dragon Magazine #: 328 (Nobody's Perfect – New Flaws for Nonhumans)

ARCANE FATIGUE [FLAW]

Conjuring magical energies is especially draining for you.

Prerequisite: Ability to cast arcane spells.

Effect: Whenever you successfully cast an arcane spell you must immediately make a Fortitude save (DC 10 + spell level). If you fail you become fatigued. If you are fatigued as a result of this flaw, it has no further effect until that condition is removed.

Suggested Class/Race: Wizard

Dragon Magazine #: 333 (Class Acts – Flaws For Wizards)

ARCANE PARASITES [FLAW]

Thousands of unseen parasites within your flesh draw upon the arcane power held within every spell you cast.

Prerequisite: Ability to cast arcane spells.

Effect: Every arcane spell you cast has the DC to resist it lowered by 1. These parasites cannot be removed by any mortal means, even by a miracle or wish.

Suggested Class/Race: Wizard

Dragon Magazine #: 333 (Class Acts – Flaws For Wizards)

ARCANE PERFORMER [FLAW]

You depend upon your performance ability to aid in the casting of spells.

Prerequisite: Ability to cast arcane spells without preparation, Perform 1 rank.

Effect: In order to cast any spell, you must succeed at a Perform check (DC 10 + spell level). If you fail, you lose the spell.

Suggested Class/Race: Bard

Dragon Magazine #: 324 (Class Acts - Flaws For Bards)

BEADY EYES [FLAW]

You have narrow beady eyes that do not catch the light as well as they should.

Prerequisite: Darkvision.

Effect: You do not have darkvision; instead you possess low-light vision. In addition, you suffer a -2 penalty on all Search and Spot checks.

Suggested Class/Race: Half-Orc

Dragon Magazine #: 328 (Nobody's Perfect – New Flaws for Nonhumans)

BEASTLY [FLAW]

You have more in common with beasts than you do with your own race.

Prerequisite: Wild empathy.

Effect: You are vulnerable to the following list of spells that affect animals, as well as those which affect your own creature type: animal trance, calm animals, charm animal, dominate animal, hide from animals, hold animal. Additionally, you suffer a -2 penalty on all Charisma-based skill checks except Disguise, Handle Animal, and Use Magic Device. Anyone observing your mannerisms who possesses the wild empathy class ability can recognize this flaw immediately.

Suggested Class/Race: Ranger

Dragon Magazine #: 329 (Class Acts - Flaws For Rangers)

BESTIAL INSTINCT [FLAW]

You prefer to meet your foes so close that you can smell their blood.

Effect: You suffer a -2 penalty to hit while using anything other than unarmed strikes or natural weapons.

Suggested Class/Race: Druids

Dragon Magazine #: 324 (Class Acts - Flaws For Druids)

BLIND RAGE [FLAW]

Your ability to distinguish between friend and foe is limited once you enter a rage.

Prerequisite: Rage ability.

Effect: You may not end your rage voluntarily. Once you enter a rage, you continue to rage for the entire duration. While in a rage, you must attack a creature every round if able. You can charge or move in order to make the attack, and you may move to attack a foe rather than stay still to attack a

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friend. If there are no creatures within sight, you attack the nearest breakable object. You may attempt a DC 15 Will save once per round on your turn in order to stop attacking an ally. If foes become visible, you may immediately switch targets and engage them.

Suggested Class/Race: Barbarians

Dragon Magazine #: 325 (Class Acts - Flaws For Barbarians)

BRASH [FLAW]

You move about without careful consideration of foes.

Effect: You suffer a -6 penalty to your Armor Class against attacks of opportunity.

Suggested Class/Race: Bards

Dragon Magazine #: 324 (Class Acts - Flaws For Bards)

BRAVADO [FLAW]

You are rash in combat, refusing to show weakness by falling back from your enemies' blows.

Effect: You may not gain the benefit of any kind of dodge bonuses to your Armor Class. Spells, items, and effects that provide a dodge bonus provide no benefit for you. You cannot use the withdraw action during combat.

Suggested Class/Race: Half-Orc

Dragon Magazine #: 328 (Nobody's Perfect – New Flaws for Nonhumans)

CAUTIOUS [FLAW]

You are uneasy engaging in behavior that carries a chance of failure.

Effect: You must spend twice as long performing any skill that requires an action. For example, deciphering a page of text would take 2 minutes for you instead of 1, while the Concentration skill is not affected by this flaw as it does not require an action. You also suffer a -2 penalty on initiative checks.

Suggested Class/Race: Halfling

Dragon Magazine #: 328 (Nobody's Perfect – New Flaws for Nonhumans)

CHIVALROUS COURTESY [FLAW]

You despise raising your hand against creatures of the opposite gender.

Prerequisite: Good or lawful alignment.

Effect: You suffer a -4 penalty on attack rolls to hit a creature you can tell is of the opposite gender.

Suggested Class/Race: Paladins

Dragon Magazine #: 324 (Class Acts - Flaws For Paladins)

CITY SLICKER [FLAW]

Although interested in the natural world, you suffer from a lack of experience in the wilds.

Prerequisite: Survival as a class skill.

Effect: You suffer a -4 penalty on all Handle Animal, Knowledge (nature), and Survival checks.

Suggested Class/Race: Druids

Dragon Magazine #: 324 (Class Acts - Flaws For Druids)

CLAUSTROPHOBIA [FLAW]

You are uncomfortable in enclosed spaces.

Effect: You become shaken while in any space where you are within 10 feet of a wall or other solid surface on 2 or more sides, or if the ceiling is less than 10 feet above your head. (Such as while walking down a 20-foot-wide corridor or while you are in any room with a 10-foot-high ceiling.) Spells and effects that remove fear do not remove this condition.

Suggested Class/Race: Druids

Dragon Magazine #: 324 (Class Acts - Flaws For Druids)

CODE OF ARMS [FLAW]

Trained to only kill other armed warriors, you hesitate when attacking unarmed opponents.

Prerequisite: Good or lawful alignment.

Effect: You suffer a -4 penalty on attack rolls made against an enemy not armed with a melee weapon. If the enemy uses a natural attack against you, you may then attack it without penalty.

Suggested Class/Race: Paladins

Dragon Magazine #: 324 (Class Acts - Flaws For Paladins)

COLD-BLOODED [FLAW]

You were raised in the arctic and cannot tolerate heat.

Effect: You automatically fail all Fortitude saves made to overcome the effects of high temperatures. Fire-based effects deal an additional 2 points of fire damage to you.

Suggested Class/Race: Druids

Dragon Magazine #: 324 (Class Acts - Flaws For Druids)

COWARD [FLAW]

In dangerous circumstances, you are likely to run away.

Effect: You automatically fail all saves against fear effects. An ability that makes you immune to fear (such as becoming a 3rd-level paladin) instead grants you a saving throw, but at a -4 penalty on the save.

Suggested Class/Race: Bards

Dragon Magazine #: 324 (Class Acts - Flaws For Bards)

CURIOUS [FLAW]

You are easily distracted by the sights and sounds around you.

Effect: You suffer a -2 penalty on Listen and Spot checks. You also suffer a -2 penalty on initiative rolls.

Suggested Class/Race: Gnome

Dragon Magazine #: 328 (Nobody's Perfect – New Flaws for Nonhumans)

DIVINE GESTURES [FLAW]

Your religious rites require elaborate gestures that cause you difficulty when casting divine spells while wearing armor or using a shield.

Prerequisite: Ability to cast divine spells.

Effect: You suffer a spell failure chance (due to armor, shields, or anything else which causes arcane spell failure) when casting divine spells, just as if they were arcane spells.

Suggested Class/Race: Cleric

Dragon Magazine #: 326 (Class Acts - Flaws For Clerics)

DOMAIN DEVOTION [FLAW]

You are limited to accessing only one of your deity's domains.

Prerequisite: Access to domains.

Effect: You choose and have access to only one of your deity's domains. You may gain prestige domains from a prestige class as usual.

Suggested Class/Race: Cleric

Dragon Magazine #: 326 (Class Acts - Flaws For Clerics)

ELVEN PRIDE OF ARMS [FLAW]

You only consider those weapons designed specifically for use by the noblest of elves to be fit to wield. Using any other object as a weapon is beneath your dignity.

Prerequisite: Elven blood.

Effect: You suffer a -4 penalty on attack rolls when using a weapon other than a longsword, rapier, or bow (long, short, or composite). Attacks made while fighting unarmed, touch attacks (including ranged touch attacks), or attacks made with natural weaponry also incur this penalty.

Suggested Class/Race: Elf

Dragon Magazine #: 328 (Nobody's Perfect – New Flaws for Nonhumans)

EXHAUSTING RAGE [FLAW]

You rage so powerfully that you become exhausted once you calm down.

Prerequisite: Rage ability.

Effect: When you end your rage, you become exhausted (instead of fatigued) for the duration of the encounter. If you gain the ability to rage tirelessly, as a 17th-level barbarian, you are instead fatigued after a rage.

Suggested Class/Race: Barbarians

Dragon Magazine #: 325 (Class Acts - Flaws For Barbarians)

FOE SPECIALIST [FLAW]

Your training is so specialized that you have difficulty tracking, predicting, or otherwise interacting with those foes you have not studied in great detail.

Prerequisite: Favored enemy.

Effect: You suffer a -1 penalty on attack rolls, Bluff, Sense Motive, Spot, and Survival checks made against creatures of any kind that isn't one of your favored enemies.

Suggested Class/Race: Ranger

Dragon Magazine #: 329 (Class Acts - Flaws For Rangers)

FOOL [FLAW]

Your excessively lighthearted nature grates on your companions.

Prerequisite: Bardic music.

Effect: You lose the inspire courage, inspire competence, inspire greatness, and inspire heroics bardic music abilities.

Suggested Class/Race: Bards

Dragon Magazine #: 324 (Class Acts - Flaws For Bards)

FORLORN [FLAW]

You lack the ability to summon a creature to do your bidding.

Prerequisite: Ability to call a familiar.

Effect: You lose the ability to call a familiar.

Suggested Class/Race: Wizard

Dragon Magazine #: 333 (Class Acts – Flaws For Wizards)

FORLORN OF MEN [FLAW]

You are uncomfortable in the presence of humanoids.

Effect: You become shaken if there is more than one humanoid within 30 feet of you, including members of your adventuring party or other friends. Spells and effects that remove fear do not remove this condition.

Suggested Class/Race: Druids

Dragon Magazine #: 324 (Class Acts - Flaws For Druids)

FRAIL [FLAW]

You become fatigued when your body is assaulted by poison or magic.

Prerequisite: Constitution 11 or lower.

Effect: Whenever you fail a Fortitude save, you become fatigued, in addition to any other effects you might suffer. This condition lasts until you get 8 hours of complete rest. This flaw applies only once to any given source that requires a Fortitude save. Failing a Fortitude save while fatigued causes you to become exhausted.

Suggested Class/Race: Elf

Dragon Magazine #: 328 (Nobody's Perfect – New Flaws for Nonhumans)

FREE-SPIRITED [FLAW]

You seek to live your life freely, unburdened by excessive material possessions.

Prerequisite: Chaotic alignment.

Effect: The weight of any gear you carry is considered double for the purposes of determining your load. For example, a half-elf with a Strength of 10 and 30 pounds of gear is treated as carrying 60 pounds, which is a medium load. In addition, any armor check penalties you have are also doubled (or tripled, in the case of making a Swim check).

Suggested Class/Race: Half-Elf

Dragon Magazine #: 328 (Nobody's Perfect – New Flaws for Nonhumans)

FRIVOULOUS PERFORMER [FLAW]

Having focused your time on practicing and performing, you have gathered little useful information in your travels.

Prerequisite: Bardic knowledge.

Effect: You suffer a -10 penalty on all bardic knowledge checks. This penalty does not apply if the relevant knowledge involves the Perform skill in which you have the most ranks. For example, if you have the most ranks in Perform (wind instrument), you may use bardic knowledge without penalty to identify famous wind instruments, to remember facts about famous wind instrument players, or to identify places that make quality wind instruments.

Suggested Class/Race: Bards

Dragon Magazine #: 324 (Class Acts - Flaws For Bards)

FUSSY [FLAW]

You are uncomfortable ingesting any-thing but a small range of preferred foods and drinks.

Effect: You become sickened (no saving throw allowed) upon ingestion of any sort of potion for the duration of its effect. Potions with an instantaneous duration cause you to be sickened for a period of time equal to the potion's caster level in minutes. You also suffer a -4 penalty on saving throws made against ingested poisons.

Suggested Class/Race: Elf

Dragon Magazine #: 328 (Nobody's Perfect – New Flaws for Nonhumans)

GLORY-HOUND [FLAW]

You have an insatiable desire for glorious combat, fighting recklessly to prove yourself.

Prerequisite: Base attack bonus +1

Effect: You suffer a -2 penalty to AC during combat until you drop an opponent. This penalty does not apply if the combat is against a single opponent.

Suggested Class/Race: Dwarf

Dragon Magazine #: 328 (Nobody's Perfect – New Flaws for Nonhumans)

GRUDGE KEEPER [FLAW]

You have an overpowering need for vengeance and have difficulty letting go of grudges.

Effect: if you are damaged in combat, you suffer a -2 penalty on attacks rolls, skill checks, saving throws, and ability checks until you damage the foe who caused you harm. This penalty does not apply if you cannot discern the source of the damage. This penalty disappears when the combat ends.

Suggested Class/Race: Dwarf

Dragon Magazine #: 328 (Nobody's Perfect – New Flaws for Nonhumans)

GULLIBLE [FLAW]

You believe what you see, and you trust others more than you should.

Effect: You suffer a -2 penalty on saving throws made to resist enchantment and illusion spells and effects. You also suffer a -4 penalty on Sense Motive checks.

Suggested Class/Race: Barbarians

Dragon Magazine #: 325 (Class Acts - Flaws For Barbarians)

HALF-BLOOD OUTCAST [FLAW]

You despise your nonhuman side.

Prerequisite: Half-elf or half-orc.

Effect: You suffer a -2 penalty on all attack rolls, saving throws, and skill checks when within line of sight of an elf (if you are a half elf) or an orc (if you are a half-orc).\

Dragon Magazine #: 328 (Nobody's Perfect – New Flaws for Nonhumans)

HATRED [FLAW]

You are engulfed by a deep hatred of your chosen foes and you become insensibly enraged in their presence.

Prerequisite: Favored enemy.

Effect: You suffer a -4 penalty to your Armor Class and on attack rolls and skill checks whenever you are not engaged in melee combat with a favored enemy and a favored enemy is close enough that you could engage it.

Suggested Class/Race: Ranger

Dragon Magazine #: 329 (Class Acts - Flaws For Rangers)

HAUNTED [FLAW]

You are unable to prevent the occurrence of strange noises in your immediate vicinity.

Prerequisite: Ability to cast spells.

Effect: Spontaneous noises sometimes arise in your immediate vicinity. These noises are completely out of your control and cannot be used to communicate or distract other creatures. These sounds cease when you are unconscious, petrified, asleep, or dead. You suffer a -4 penalty on all Listen and Move Silently skill checks.

Suggested Class/Race: Sorcerers

Dragon Magazine #: 327 (Class Acts - Flaws For Sorcerers)

HONOR OF THE DUEL [FLAW]

You strongly believe in one-on-one combat to decide a fight.

Prerequisite: Good or lawful alignment.

Effect: You must make a Will save (DC 10 + your level) to attack a creature in a square threatened by one of its other foes. A successful save allows you to attack such a creature, albeit with a -2 penalty on your attack rolls. A failed save prohibits you from attacking that creature.

Suggested Class/Race: Paladins

Dragon Magazine #: 324 (Class Acts - Flaws For Paladins)

HONORABLE CHALLENGE [FLAW]

You only cross arms with foes who willingly engage you.

Prerequisite: Lawful alignment.

Effect: You suffer a -4 penalty on attack rolls against creatures that have not explicitly challenged you or made an attack against you. For the purposes of this feat, an attack against you includes any action that would end an invisibility spell (see page 245 of the Player's Handbook).

Suggested Class/Race: Paladins

Dragon Magazine #: 324 (Class Acts - Flaws For Paladins)

HOT-BLOODED [FLAW]

You were raised in the desert and cannot tolerate cold.

Effect: You automatically fail all Fortitude saves made to overcome the effects of low temperatures. Cold-based effects deal an additional 2 points of cold damage to you.

Suggested Class/Race: Druids

Dragon Magazine #: 324 (Class Acts - Flaws For Druids)

IMPLACABLE [FLAW]

You refuse to retreat from even the most deadly of confrontations.

Prerequisite: Base attack bonus +1.

Effect: If you move out of melee combat for any reason, you suffer a -2 penalty on all attack rolls, skill checks, and saving throws for 1 hour.

Suggested Class/Race: Dwarf

Dragon Magazine #: 328 (Nobody's Perfect – New Flaws for Nonhumans)

INDIVIDUALIST [FLAW]

You are committed to a path that requires complete independence from others.

Effect: You suffer a -2 penalty on all attack rolls made using weapons that you have not personally crafted. In addition, the armor check penalty of any suit of armor you wear that you did not craft increases by +1.

Suggested Class/Race: Ranger

Dragon Magazine #: 329 (Class Acts - Flaws For Rangers)

INSOMNIAC [FLAW]

You have great difficulty achieving a full and restful sleep.

Effect: In order to get a full night of rest you must succeed at a DC 15 Fortitude save. If you are sleeping and a disturbance wakes you during the night, you must make an additional save (at the same DC) to return to sleep. If you fail the Fortitude save you are fatigued when you rise in the morning. If you are fatigued when you try to sleep, you gain a +2 bonus on your save. If you are exhausted, you gain a +6 bonus. Comfortable conditions, such as those found in most inns, grant you a +4 bonus on this save. Poor conditions, such as sleeping on the ground or in armor, give you a -4 penalty on this save. Even if you sleep poorly, you may prepare arcane spells as normal after 8 hours of fitful rest.

Suggested Class/Race: Half-Elf

Dragon Magazine #: 328 (Nobody's Perfect – New Flaws for Nonhumans)

LIGHT SENSITIVITY [FLAW]

Accustomed only to the darker places in the world, your eyes open much wider than normal, making it difficult for you to see in bright light,

Prerequisite: Darkvision.

Effect: You become dazzled in bright sunlight or within the radius of a daylight spell. A dazzled creature takes a -1 penalty on attack rolls, Search checks, and Spot checks.

Suggested Class/Race: Half-Orc

Dragon Magazine #: 328 (Nobody's Perfect – New Flaws for Nonhumans)

LIGHTWEIGHT [FLAW]

You are light for your size.

Prerequisite: Constitution 13 or lower, you may not be Obese.

Effect: You have half the base weight of a normal character of your race. Height and weight modifiers are added normally. You suffer a -4 penalty when making or resisting bull rushes, grapples, overruns, or trip attacks. You gain no attack bonus when you charge, but you do suffer the -2 Armor Class penalty and take double damage from weapons set against charges you make.

Normal: Characters receive a +2 bonus on attack rolls when charging.

Suggested Class/Race: Halfling

Dragon Magazine #: 328 (Nobody's Perfect – New Flaws for Nonhumans)

LIVING FAITH [FLAW]

Your religious practices give you no special powers over the dead.

Prerequisite: Ability to turn or rebuke undead.

Effect: You lose the ability to turn or rebuke undead. This does not extend to any other creatures a domain might grant you the ability to turn or rebuke, such as earth elementals for a cleric with the Air domain.

Suggested Class/Race: Cleric

Dragon Magazine #: 326 (Class Acts - Flaws For Clerics)

LONER [FLAW]

You do not have the ability to summon a familiar or gain an animal companion.

Prerequisite: Ability to summon a familiar or animal companion.

Effect: You lose the ability to summon a familiar or gain an animal companion. You never gain the ability to gain a special companion, whether through animal companion, summon familiar, or some other class ability or feat. Possessing multiple classes that would grant you an animal companion or familiar does not negate the effects of this flaw.

Suggested Class/Race: Sorcerers

Dragon Magazine #: 327 (Class Acts - Flaws For Sorcerers)

LOUDMOUTH [FLAW]

You are a loud, obnoxious, boisterous, and compulsive talker.

Effect: You suffer a -4 penalty on all Diplomacy and Move Silently checks.

Suggested Class/Race: Bards

Dragon Magazine #: 324 (Class Acts - Flaws For Bards)

LOVE OF NATURE [FLAW]

You do not wish harm upon any natural creature.

Effect: You must succeed at a DC 12 Will save before you can attack any creature with the animal, plant, or vermin type, or you lose your action. Note that animals, plants, and vermin may attack you without penalty.

Suggested Class/Race: Druids

Dragon Magazine #: 324 (Class Acts - Flaws For Druids)

MAGICAL FASCINATION [FLAW]

You have a tendency to become fascinated by spells and elaborate magical effects.

Effect: You suffer a -2 penalty on attack rolls and skill checks when in sight of a visible magical effect with a duration greater than instantaneous (such as a dancing lights, spiritual weapon, or wall of fire spell).

Suggested Class/Race: Gnome

Dragon Magazine #: 328 (Nobody's Perfect – New Flaws for Nonhumans)

MAGICAL OVERLORD [FLAW]

You have difficulty controlling your most powerful magic, being more comfortable with more familiar, lower-level spells.

Prerequisite: Ability to cast spells.

Effect: You must use one spell slot of your highest spell level to cast or prepare a spell of a lower level. This spell slot may be used to cast or prepare any spell of any level lower than your highest level, effectively causing you to lose one of your highest-level spell slots to gain one of a lower level. For example, a 6th-level sorcerer would lose the ability to cast one 3rd-level spell per day, but would gain the ability to cast one additional 0, 1st-, or 2nd-level spell instead. This flaw always affects your highest spell level and changes the spell level it affects as you gain levels.

Suggested Class/Race: Sorcerers

Dragon Magazine #: 327 (Class Acts - Flaws For Sorcerers)

MATERIAL DEVOTION [FLAW]

You are restricted to using magical objects created with your deity's domains in mind.

Prerequisite: Access to domains.

Effect: You may only use spell-trigger items (wands and staves) that cast spells on your domain spell lists. Other spell-trigger items fail in your hands.

Suggested Class/Race: Cleric

Dragon Magazine #: 326 (Class Acts - Flaws For Clerics)

METAL INTOLERANCE [FLAW]

You are allergic to metals.

Effect: You suffer an additional point of damage when struck by metal weapons. The natural attacks of inevitables, iron golems, and other creatures composed of metal also deal this additional damage.

Suggested Class/Race: Druids

Dragon Magazine #: 324 (Flaws For Druids)

METHODICAL MAGICAL METHODS [FLAW]

Your spellcasting methods require a rigid posture that makes you vulnerable to your foes while casting.

Prerequisite: Ability to cast spells.

Effect: You are considered flat-footed with an effective Dexterity of 0 (-5 to AC) on any round in which you cast a spell. You may not cast spells defensively.

Suggested Class/Race: Wizard

Dragon Magazine #: 333 (Class Acts – Flaws For Wizards)

METICULOUS PERFORMER [FLAW]

You get lost in your performances.

Prerequisite: Bardic music.

Effect: Initiating or maintaining any bardic music ability is a full-round action.

Suggested Class/Race: Bards

Dragon Magazine #: 324 (Class Acts - Flaws For Bards)

MOUNTED WARRIOR [FLAW]

You only feel comfortable fighting from the saddle.

Prerequisite: Ride 1 rank.

Effect: You suffer a -2 penalty on attack rolls made while not riding a mount.

Suggested Class/Race: Paladins

Dragon Magazine #: 324 (Class Acts - Flaws For Paladins)

NO TIME FOR BOOK LEARNING [FLAW]

You put no faith in the written word.

Effect: You are illiterate. You can never learn to read any language, and you suffer a -2 penalty on all Knowledge checks except Knowledge (nature).

Suggested Class/Race: Druids

Dragon Magazine #: 324 (Class Acts - Flaws For Druids)

OBESE [FLAW]

Your great bulk can sometimes impede your actions.

Prerequisite: Small size, Dexterity 13 or lower, you may not be Lightweight.

Effect: You have double the base weight of a character of your race. Height and weight modifiers are added normally. You lose your +1 bonus to Armor Class and on attack rolls, as well as your +4 bonus on Hide checks. You must pay double the cost for armor but not for any magical enhancements the armor might have. Such armor does not weigh half the normal amount.

Normal: Small characters receive a +1 bonus to Artnor Class and on attack rolls, as well as a +4 bonus on Hide checks. Armor for small characters weighs half the normal amount.

Suggested Class/Race: Halfling

Dragon Magazine #: 328 (Nobody's Perfect – New Flaws for Nonhumans)

PHANTOM SPARKS [FLAW]

Your body occasionally emits bursts of bright colored light.

Prerequisite: Ability to cast spells.

Effect: You spontaneously emit bursts of colored light. These lights are completely out of your control and cannot be used as a light source. They only cease when you are unconscious, petrified, asleep, or dead. You suffer a -4 penalty on all Hide and Spot skill checks.

Suggested Class/Race: Sorcerers

Dragon Magazine #: 327 (Class Acts - Flaws For Sorcerers)

PONDEROUS SPELLCASTER [FLAW]

Your spells take additional time to cast.

Prerequisite: Ability to cast spells.

Effect: The casting time of all your spells are doubled. Spells that normally require a single action to cast require a full-round action to cast instead. Spells that normally require a free action to cast now require a standard action to cast instead.

Suggested Class/Race: Cleric

Dragon Magazine #: 326 (Class Acts - Flaws For Clerics)

PRIDE OF ARMS [FLAW]

You take great pride in knowing how to use weapons specifically designed for war. You consider all other weapons beneath your station and have allowed your training in them to atrophy.

Prerequisite: Proficiency in all martial weapons.

Effect: You suffer a -4 penalty on all attack rolls made with exotic weapons, simple weapons, unarmed attacks, and touch attacks.

Suggested Class/Race: Paladins

Dragon Magazine #: 324 (Class Acts - Flaws For Paladins)

QUARTER ELF [FLAW]

Elven blood is not particularly strong in your veins and its features are barely noticeable.



Prerequisite: Half-elf.

Effect: You are not immune to sleep spells and do not gain a racial bonus on saving throws against enchantment spells or effects. You are not considered to have elven blood.

Dragon Magazine #: 328 (Nobody's Perfect – New Flaws for Nonhumans)

QUICK BURNING RAGE [FLAW]

Your rages don't last very long.

Prerequisite: Rage ability.

Effect: Your rage only lasts for a number of rounds equal to your newly improved Constitution modifier.

Suggested Class/Race: Barbarians

Dragon Magazine #: 325 (Class Acts - Flaws For Barbarians)

RESTRICTED SORCERY [FLAW]

Your magical powers manifest within a limited realm of effects.

Prerequisite: Ability to cast spells without preparation.

Effect: Choose two schools of magic to be your restricted schools. When you select spells to learn, you may not choose spells from these two restricted schools. In addition, you may not use wands or scrolls that cast spells from these restricted schools. You may not choose divination as one of your restricted schools.

Suggested Class/Race: Sorcerers

Dragon Magazine #: 327 (Class Acts - Flaws For Sorcerers)

SHORT ATTENTION SPAN [FLAW]

You have little patience, causing you to have difficulty concentrating on repetitive tasks.

Effect: You suffer a -2 penalty on all skill checks made to retry an action that you previously failed. This penalty is cumulative, increasing by -2 for every failed attempt. In addition, you may not take 20 on any skill check.

Suggested Class/Race: Gnome

Dragon Magazine #: 328 (Nobody's Perfect – New Flaws for Nonhumans)

SHORT OF BREATH [FLAW]

You have limited stamina and you easily become exhausted by physical tasks.

Prerequisite: Con 13 or lower.

Effect: Whenever you make a Strength check, a Constitution check to continue running, or use the skills Climb, Jump, or Swim, you must make a Fortitude save at the same DC as the skill or ability check. If you fail this save, you become fatigued.

Normal: Doing something else that would normally cause fatigue exhausts an already fatigued character. An exhausted character suffers no further penalty by doing something else that would normally cause fatigue.

Suggested Class/Race: Wizard

Dragon Magazine #: 333 (Class Acts – Flaws For Wizards)

SHORT TEMPER [FLAW]

You become angry and flustered under stressful circumstances.

Effect: If you suffer any damage during combat, you must make a DC 15 Will save or become enraged. While enraged

you suffer a -2 penalty to your Armor Class and you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration. You cannot cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. You can use any feat you possess except Combat Expertise, item creation feats, and metamagic feats. This enraged state lasts for a number of rounds equal to 3 + your Constitution modifier and cannot be ended prematurely. This penalty stacks with those from the use of the barbarian rage ability, resulting in a -4 AC penalty.

Suggested Class/Race: Half-Orc

Dragon Magazine #: 328 (Nobody's Perfect – New Flaws for Nonhumans)

SKULKER [FLAW]

You are not prepared to stand face to face with your foes.

Effect: You must make a DC 15 Will save or become shaken whenever a foe engages you in melee. This penalty takes effect as soon as an enemy attacks you while you are within its threatened area. You recover from your fear as soon as you are not within an area threatened by foes.

Suggested Class/Race: Halfling

Dragon Magazine #: 328 (Nobody's Perfect – New Flaws for Nonhumans)

SLOW HEALING [FLAW]

You do not heal quickly.

Prerequisite: Constitution 13 or lower

Effect: You do not normally recover hit points or temporary ability damage through natural healing. If you undergo complete bed rest for a full day, you may recover either 1 hit point or 1 point of temporary ability damage. In addition, any conjuration (healing) spell cast upon you works at only half its caster level. For example, a cure moderate wounds cast upon you by an 8th-level cleric would only heal 2d8+4 points of damage, instead of 2d8+8 points of damage.

Suggested Class/Race: Elf

Dragon Magazine #: 328 (Nobody's Perfect – New Flaws for Nonhumans)

SLOW TO ANGER [FLAW]

It takes you longer to get worked up.

Prerequisite: Rage ability.

Effect: Entering a rage requires a full-round action.

Suggested Class/Race: Barbarians

Dragon Magazine #: 325 (Class Acts - Flaws For Barbarians)

SOLITARY PARAGON [FLAW]

You prefer to fight alone.

Effect: You gain no benefit from flanking a foe and instead suffer a -4 penalty on attack rolls made against a foe you flank.

Suggested Class/Race: Paladins

Dragon Magazine #: 324 (Class Acts - Flaws For Paladins)

STUBBY FINGERS [FLAW]

You have short stubby fingers, which are not well-suited for grasping.

Prerequisite: Dwarf, gnome, or halfling.

Effect: You suffer a -4 penalty on all attack rolls made when you use a light or one-handed weapon (natural weapons and unarmed attacks do not incur this penalty). In addition, you suffer a -4 penalty on all Disable Device, Open Lock, Sleight of Hand, and Use Rope checks.

Dragon Magazine #: 328
(Nobody's Perfect – New Flaws for Nonhumans)

SUPERSTITIOUS [FLAW]

You fear magic, and avoid it when possible.

Prerequisite: Inability to cast spells.

Effect: Whenever you see an item, effect, or location obviously created by magic (whether by spell or some other means), you become frightened. The frightened condition lasts until you can no longer see the obviously magical item, effect, or location.

Suggested Class/Race: Barbarians
Dragon Magazine #: 325 (Flaws For Barbarians)

TERRAIN SPECIALIST [FLAW]

You were trained to use your abilities in only one type of environment and are uncomfortable and less competent in all others.

Prerequisites: Track, wild empathy.

Effect: Choose one terrain type (aquatic, desert, forest, hills, marsh, mountain, or plains). That is your home terrain, in which you are most comfortable. In all other terrains you suffer a -2 penalty on all wild empathy checks, as well as on Search or Survival checks made to track. You may only use your camouflage and hide in plain sight abilities in your chosen terrain.

Suggested Class/Race: Ranger
Dragon Magazine #: 329 (Class Acts - Flaws For Rangers)

TEST SUBJECT [FLAW]

You had an unscrupulous master who used you to hone his magical talents.

Effect: Choose three of the following schools: conjuration, enchantment, evocation, illusion, necromancy, and transmutation. Your saving throws made against spells and spell-like abilities from these schools suffer a -2 penalty.

Suggested Class/Race: Wizard
Dragon Magazine #: 333 (Class Acts – Flaws For Wizards)

TRIVIAL PERFORMER [FLAW]

Your performance is lighthearted and has limited effect on others.

Prerequisite: Bardic music.

Effect: The save DC against your fascinate, suggestion, and mass suggestion abilities is half normal (rounded down). If you use the inspire courage, inspire greatness, or inspire

heroics bardic music abilities, their benefits end as soon as you stop performing (rather than lasting for an additional 5 rounds).

Suggested Class/Race: Bards
Dragon Magazine #: 324 (Class Acts - Flaws For Bards)



UNCONTROLLABLE RAGE [FLAW]

You have no ability to control your rage.

Prerequisite: Rage ability.

Effect: You cannot enter a rage voluntarily. If during the previous round something dealt you damage, grappled or immobilized you, or you failed a saving throw against a spell, you may enter a rage; if you do not wish to enter a rage after such an event, you must succeed at a DC 15 Will save or enter the rage involuntarily. You cannot enter a rage more times per day than you

are normally entitled to.

Suggested Class/Race: Barbarians
Dragon Magazine #: 325 (Class Acts - Flaws For Barbarians)

WARRIOR OF THE PHALANX [FLAW]

Trained to fight in a group, you have difficulties when fighting alone.

Effect: You suffer a -4 penalty on attack rolls you make when not adjacent to an ally.

Suggested Class/Race: Paladins
Dragon Magazine #: 324 (Class Acts - Flaws For Paladins)

WEAPON BOUND [FLAW]

You are attuned to your deity's weapon and no other.

Prerequisite: Devotion to a specific deity.

Effect: You lose proficiency with all weapons except the favored weapon of your deity. This flaw does not grant you proficiency with that weapon.

Suggested Class/Race: Cleric
Dragon Magazine #: 326 (Flaws For Clerics)

WILD [FLAW]

Accustomed only to a free life in the wild, you panic when captured or restrained.

Prerequisite: Survival 1 rank.

Effect: Whenever you are entangled, pinned, or bound, you immediately become panicked. Your fear is alleviated 1 round after you are free of all bonds. Spells and effects that remove fear do not prevent this effect.

Suggested Class/Race: Ranger
Dragon Magazine #: 329 (Class Acts - Flaws For Rangers)

APPENDIX 1: FEATS, FLAWS, AND STYLES TABLES

Feats, Flaws, and Fighting styles are listed alphabetically under the appropriate group. Feats that have a prerequisite of only one other feat are listed underneath the prerequisite feat. This emulates the layout of feats in the *PLAYER'S HANDBOOK*. The only exception to this rule is if a feat required another feat that was not a general feat, then it was listed under the specialized feat. For example, the feat Vengeance of Noon lists Power Attack as one of its prerequisites, but since it required a specialized feat, it was listed under the birth feat: Born Under A High Sun.

As we all know by now, skills use ranks, and there is no point in listing "rank" after each skill. Therefore I formatted skills as: Skill #. For example Spellcraft 5 would simply mean you need 5 ranks of Spellcraft as a prerequisite. Concentration 4 would mean you need four or more ranks of Concentration. A - after a prerequisite refers to that number or less. For example Con 11- would mean you need to have an 11 or less in Constitution as a prerequisite. These are usually only found on flaws.

Some prerequisites require special abilities or spell levels. To save space I removed the "ability to" portion. For example "ability to rage or frenzy" is listed as "rage or frenzy". In the case of spells where it requires a level, they are listed as "spells #", "divine spells #", or "arcane spells #".

The full text of the feat does not have any of these modifications; refer to them if there is any confusion.

Entries in purple appear in the *Player's Handbook* and are listed here due to new feats building upon them.

ABERRANT FEATS

Feat Name	Prerequisites	Summary
Mourning Mutate	--	Gain a physical feature that grants you a racial bonus

ABYSSAL HERITOR FEATS

Feat Name	Prerequisites	Summary
Spawn of the Dark Prince	Cha 15	+10 Bluff for 1 min/Cha bonus, -2 Spot

AMBUSH FEATS

Feat Name	Prerequisites	Summary
Burning Link	Knowledge (arcana) 1, Knowledge (nature) 1, sneak attack +3d6	Reduce sneak attack damage to deal damage to target's familiar, animal companion, or special mount
Dazzling Strike	Sneak attack +2d6	Reduce sneak attack damage to dazzle target
Eldritch Erosion	Sneak attack +3d6	Reduce sneak attack damage to reduce target's spell resistance
Flurry of Throws	Dex 13, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (shuriken), Acrobatics, sudden strike +4d6	Reduce sneak attack damage to throw additional shuriken
Hinder	Improved Initiative, skirmish +2d6	Reduce skirmish damage to reduce targets base land speed
Lacerate	Str 13, Int 13, Combat Expertise, Improved Disarm, Painful Strike, Power Attack, sneak attack +4d6	Reduce sneak attack damage to cause target loss of hand
Painful Strike	Str 13, Power Attack, sneak attack +3d6	Reduce sneak attack damage to cause -2 attack, skill, and ability checks
Ring the Ear	Improved Unarmed Strike, sneak attack +2d6	Reduce sneak attack damage to deafen target
Weaken the Heart	Base attack bonus +4, sneak attack +3d6	Reduce sneak attack damage to fatigue opponent

ANCESTOR FEATS

Feat Name	Prerequisites	Summary
Adventurous Explorer	Nation	Take readied action at any time
Ally of the Ki-Rin	Nation	+4 Fortitude to resist natural diseases
Audacious Attempt	Nation or Clan	Roll two d20's when attempting an impossible task
Backstabbing Traitor	Nation	+2 Initiative, Bluff, and Intimidate
Blood Artisan	Clan	Pay only 75% gp to create items but they are always cursed
Cultured Courtier	Nation or Clan	+2 Diplomacy, Sense Motive, and Craft or Perform
Discipline	Nation	+2 Will and Concentration
Forest Ambusher	Nation	+3 Hide when in forests, -15 Hide after sniping
Gifted General	Nation	+2 Initiative and Fortitude
Hardy Soul	Nation	+3 Hit Points, immune to death from massive damage, 25% to stabilize
Horse Nomad	Nation	Gain Martial Weapon Proficiency (light lance, scimitar, and composite bow), +3 Ride
Infamous Traitor	Clan	+2 Initiative, Bluff, and Intimidate
Legendary Tracker	Nation	Survive, track, and move through cold environments
Mercantile Background	Nation	Sell items for more money, buy items for less money, start with +300 gp
Mind Over Body	Nation	Int or Cha as bonus HP. +1 HP per metamagic feat. +1 AC if arcane spellcaster
Mountain Hunter	Nation	+4 to escape a grapple. +1 attack vs animals
Renowned Courtesan	Nation	Change attitudes, inspire love, hope, or despair
Saddleback	Nation	Use Ride to make a Reflex save
Secret Society	Nation	+2 Bluff, Disguise, and Forgery
Smooth Talk	Nation	-5 Diplomacy check as a full-round action
Spellwise	Clan	+2 Knowledge (arcane), Spellcraft, and to saves vs illusions
Stalwart Defender	Nation	Resist bull rush, overrun, and trample attempts

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Feat Name	Prerequisites	Summary
Stormheart	Clan	+2 Balance and Profession (sailor), more easily fight on a boat or ship
Survivor	Nation	+2 Fortitude and Survival
Tireless	Clan	Exhaustion effects are reduced by one step
Twin Sword Style	Clan	+2 AC when fighting with a katana and a wakizashi

ARCANE FEATS

Feat Name	Prerequisites	Summary
Arcane Watchfulness	Wis 13, Arcane Focus	+4 Spot, +4 Sense Motive, or +4 Search for 1 minute
Body Awareness	Wis 13, Arcane Focus	Ignore conditions, appear dead, or +4 ability
Defensive Magic	Arcane Focus	DR, armor/shield bonus, or enhance saving throw
Focused Specialist	Arcane Focus, specialist wizard 1	+1 caster level, +1 DC of spell, or +2 to overcome spell resistance
Magical Insight	Int 13, Arcane Focus	Heightened divination, +4 Spellcraft, or +1 Knowledge (arcana)
Potent Dweomercraft	Wis 13, Arcane Focus, arcane spells 2	Increase touch attack damage, increase critical, or +2 melee touch attack

BARDIC MUSIC FEATS

Feat Name	Prerequisites	Summary
Focused Performance	Concentration 1, Perform 6, Focused Performer, bardic music	Expend daily uses of bardic music to modify your performance
Undertone of Heresy	Bardic music, Perform 4	Two daily bardic music uses gains +2 DC against bardic music saves
Blasphemous Utterance	Bardic Music, Perform 9 ranks, Undertone of Heresy	Creatures within 60 feet become unnerved
Sickening Sonata	Bardic Music, Perform 12 ranks, Blasphemous Utterance, Undertone of Heresy	Your Blasphemous Utterance affects creatures in more powerful ways

BEHOLDER FEATS

Feat Name	Prerequisites	Summary
Agile Tyrant	Beholder	Direct an extra eye ray into a single 90-degree arc
Maw of Power	Beholder	Eye ray is moved to mouth affecting creatures bitten
Skilled Telekinetic	Beholder	Use telekinetic eye ray to use a magic device
Tentacular Stalk	Beholder	Transform eyestalk into a prehensile limb
Versatile Tyrant	Beholder	Duplicate an eye ray

BIRTH FEATS

Feat Name	Prerequisites	Summary
Born Under A High Sun	--	+1 Intimidate and Fort saves, an additional +1 on saves vs fire
Vengeance of Noon	Born Under A High Sun, Power Attack, level 6	+4 saves vs fire, weapon gains flaming ability 1/day
Born Under A Rising Sun	--	+1 Heal and Will saves, an additional +1 on saves vs fear
Spirit of Dawn	Diplomacy 2, Born Under A Rising Sun, level 6	+4 saves vs fear, +2 Will saves to allies
Born Under A Setting Sun	--	+1 on any two Knowledge skills, class skill: Concentration
Secrets of Dusk	Born Under A Setting Sun, Skill Focus (any one Knowledge skill), level 6	Take 10 on Concentration checks at any time. Take 20 on Knowledge skill check 1/day
Born Under The Crescent Moon	--	+1 Sense Motive and Spot, <i>detect thoughts</i> 1/day
Born Under the Full Moon	--	+1 Intimidate and Use Magical Device, <i>command</i> 1/day
Born Under The Gibbous Moon	--	+1 Bluff and Gather Information, <i>calm animals</i> 1/day
Born Under The Half Moon	--	+1 Balance and Concentration, <i>expeditious retreat</i> 1/day
Born Under The New Moon	--	+1 Hide and Sleight of Hand, <i>disguise self</i> 1/day

BLOODLINE FEATS

Feat Name	Prerequisites	Summary
Air Bloodline	Arcane spells without preparation, summon familiar	Gain a bonus air-based spell per level
Voice of Winds	Air Bloodline, arcane spells 2	+2 Diplomacy and Intimidate
Anarchic Bloodline	Arcane spells without preparation, summon familiar	Gain a bonus anarchic-based spell per level
Fickle Fate	Anarchic Bloodline, arcane spells 2	Improve a d20 by 1d6
Aquatic Fey Bloodline	Arcane spells without preparation, summon familiar	Gain a bonus aquatic-based spell per level
Fey Presence	Aquatic Fey Bloodline, arcane spells 5	<i>Divination</i> 1/day
Arcane Kinship	Any bloodline feat, arcane spells 3	+4 Diplomacy and Gather Information
Axiomatic Bloodline	Arcane spells without preparation, summon familiar	Gain a bonus axiomatic-based spell per level
Lawful Discipline	Axiomatic Bloodline, arcane spells 2	+2 Will save against mind-affecting effects
Celestial Bloodline	Arcane spells without preparation, summon familiar	Gain a bonus celestial-based spell per level
Celestial Light	Celestial Bloodline, arcane spells 3	<i>Light</i> 5/day
Draconic Bloodline	Arcane spells without preparation, summon familiar	Gain a bonus draconic-based spell per level
Dragon Sight	Draconic Bloodline, arcane spells 3	<i>Detect magic</i> 3/day
Earth Bloodline	Arcane spells without preparation, summon familiar	Gain a bonus earth-based spell per level
Friend of the Earth	Earth Bloodline, arcane spells 2	+3 Climb and Tumble when in contact with the earth

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Feat Name	Prerequisites	Summary
Familiarity	Any bloodline feat, summon familiar, arcane spells 3	Familiar abilities as if your spell level were 2 levels higher
Fey Bloodline	Arcane spells without preparation, summon familiar	Gain a bonus fey-based spell per level
Fey's Fate	Fey Bloodline, arcane spells 2	+1 to all saving throws
Fiendish Bloodline	Arcane spells without preparation, summon familiar	Gain a bonus fiendish-based spell per level
Fire Bloodline	Arcane spells without preparation, summon familiar	Gain a bonus fire-based spell per level
Fire Feet	Fire Bloodline, arcane spells 2	+10 speed
Illithid Bloodline	Arcane spells without preparation, summon familiar	Gain a bonus illithid-based spell per level
Mind Weapon	Illithid Bloodline, arcane spells 2	<i>Daze</i> 3/day
Kin Mastery	Any bloodline feat, arcane spells 3	Turn or rebuke creatures of your bloodline as cleric of one-half your level
Necromantic Bloodline	Arcane spells without preparation, summon familiar	Gain a bonus necromantic-based spell per level
Grave Friend	Necromantic Bloodline, arcane spells 3	+2 against abilities of undead creatures
Penumbra Bloodline	Arcane spells without preparation, summon familiar	Gain a bonus penumbra-based spell per level
Plant Bloodline	Arcane spells without preparation, summon familiar	Gain a bonus plant-based spell per level
Green Heart	Plant Bloodline, arcane spells 2	+2 to save against poisons and diseases
Voice of the Green	Plant Bloodline, arcane spells 5	<i>Speak With Plants</i> 1/day
Power in the Blood	Any bloodline feat, arcane spells 3	Cast an additional spell per day
Serpent Bloodline	Arcane spells without preparation, summon familiar	Gain a bonus serpent-based spell per level
Venomless	Serpent Bloodline, arcane spells 5	<i>Neutralize Poison</i> 1/day
Water Bloodline	Arcane spells without preparation, summon familiar	Gain a bonus water-based spell per level
Waterborn	Water Bloodline, arcane spells 2	+4 Swim

CEREMONIAL FEATS

Feat Name	Prerequisites	Summary
Bloodthirsty	Ritual (see text)	Gain bloodleach spell template. Natural healing accelerated
Elemalefic Spellcaster	Ritual (see text)	Gain elemalefic spell template. +2 Survival when on an elemental plane
Ethereal Tendril	Ceremony (see text)	Gain ghost touch spell template. Move normal speed on Ethereal plane
Invigorating Spellcaster	Ritual (see text)	Gain invigorating spell template. +2 Heal checks
Spellbinder	Ceremony (see text)	Gain shackled spell template. +2 Use Rope checks to bind a creature
Spellstrike	Ceremony (see text)	Gain concussive spell template. +2 Concentration while casting spells
Superior Summons	Ritual (see text)	Gain champion spell template. Summoning spells at +1 caster level

CHAOS FEATS

Feat Name	Prerequisites	Summary
Chaos Music	Perform 4, bardic music ability	Effective bard level increases by +4
Chaos Rage	Intimidate 4, rage	Effective barbarian level increases by +4
Flexible Mind	--	Chosen two skills are always class skills for you
Wild Touch	Use Magic Device 8	Random effect of magic item can be determined by two rolls

CORE INITIATE FEATS

Feat Name	Prerequisites	Summary
Initiate of Boccob	Divine spells 3, patron deity Boccob	Make Knowledge checks untrained, +1 divination spells, additional spells
Initiate of Ehlonna	Divine spells 3, patron deity Ehlonna	<i>Pass without trace</i> 1/day, class skills: Handle Animal and Survival, additional spells
Initiate of Erythnul	Divine spells 4, patron deity Erythnul	<i>Death knell</i> when killing a creature with a critical hit, additional spells
Initiate of Fharlanghn	Divine spells 3, patron deity Fharlanghn	+10 speed, additional spells
Initiate of Heironeous	Divine spells 3, patron deity Heironeous	Additional damage to evil creatures with a longsword, additional spells
Initiate of Hextor	Divine spells 3, patron deity Hextor	Additional damage to good creatures with a flail, additional spells
Initiate of Kord	Divine spells 2, patron deity Kord	+4 bull rush, disarm, grapple, overrun, sunder, and trip, additional spells
Initiate of Nerull	Divine spells 4, patron deity Nerull	d8s when using Death domain power, additional spells
Initiate of Obad-Hai	Divine spells 3, patron deity Obad-Hai	Lose spells to cast <i>summon nature's ally</i> , additional spells
Initiate of Olidammara	Divine spells 2, patron deity Olidammara	Gather Information, class skills: Sleight of Hand, and Tumble, additional spells
Initiate of Pelor	Divine spells 3, patron deity Pelor	+2 turning checks and turning damage rolls, additional spells
Initiate of St. Cuthbert	Divine spells 3, patron deity St. Cuthbert	Protective ward 1/day per every 4 levels, additional spells
Initiate of Vecna	Divine spells 3, patron deity Vecna	Use spell completion or spell-trigger items as a wizard, additional spells
Initiate of Wee Jass	Divine spells 3, patron deity Wee Jas	Release waves of energy, additional spells

DIVINE FEATS

Feat Name	Prerequisites	Summary
Aura of Life Energy	Knowledge (religion) 7, turn undead	Deal 1d8 + 1 per two caster levels to undead in 20-foot radius
Corona	Knowledge (religion) 4, turn undead	Frighten undead creatures that are susceptible to sunlight
Haunting Weapons	Knowledge (religion) 4, Knowledge (the planes) 4, turn or rebuke undead	Grant allies weapons ghost touch special ability within 30-foot burst
Holy Calling	Cha 15, turn undead	Undead opponent will only attack you
Imbue Weapon	Extra turning, turn or rebuke undead	Enhance weapon against chosen target

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DROW FEATS

Feat Name	Prerequisites	Summary
Damage Mastery	--	Competence bonus on weapon damage type
Disease Bolt	Cha 13, any two racial-drow feats	Ranged touch bolt deals 1d6 per racial feat
Disease Shield	Cha 17, any three racial-drow feats	Creatures entering 5-foot space become sickened
Increased Carrying Capacity	--	Strength increases by number of racial feats for carrying capacity
Life Tap	Wis 13, any one racial-drow feat	Heal 1 hp for every 2 HD of creature slain
Sting Strike	Drow, Drow Skirmisher, base attack bonus +6, region of origin Xen'drik	Gain +1 per attack made with a drow long knife, drow scorpion chain, or Xen'drik boomerang
Tainted Strike	Any two racial-drow feats	Critical hits deal extra damage equal to racial feats
Undead Command	Cha 19, any two racial-drow feats	Command undead creature within 30 feet

EXALTED FEATS

Feat Name	Prerequisites	Summary
Nemesis	Favored enemy class ability	Sense presence of favored enemy, +1d6 damage
Purify Summoning	Spell Focus (conjuration), Augment Summoning, good alignment	Summoned creatures gain the good subtype

GENERAL FEATS

Feat Name	Prerequisites	Summary
Acrobatic Skirmisher	Dex 13, Tumble 5, skirmish ability	+1d6 skirmish damage when tumbling to avoid an AoO
Acrobatic Skirmisher, Improved	Dex 13, Tumble 10, Acrobatic Skirmisher, skirmish ability	+2d6 skirmish damage when tumbling to avoid an AoO
Aid Giver	Combat Expertise, Dodge, Power Attack	Aid all adjacent allies
Anti-Psionic Magic	Spellcraft 5	+2 vs psionic power resistance; your spells are hard to negate psionically
Arcane Focus	Arcane spells 1	Take 15 on Concentration checks or activate an arcane feat
Arcane Focus Item	Craft Wondrous Item, any metamagic feat, arcane caster 3	Apply metamagic feats to spells while wielding focus item
Arcane Shorthand	--	1/2 time, pages, and materials when writing in a spellbook
Armor Dance	Base attack bonus +1, Perform (dance) 1	Gain +2 dodge bonus when wearing decorated light armor
Armor Dance, Improved	Base attack bonus +2, Armor Dance, Perform (dance) 2	As Armor Dance w/ medium armor. +4 dodge w/ hide armor
Astral Tracking	Knowledge (the planes) 11, Spellcraft 8, Survival 10, Track	Track across Astral Plane. Follow teleporting creatures
Athletic	<i>See Player's Handbook</i>	<i>See Player's Handbook</i>
Defensive Climber	Dex 15, Athletic	Retain Dex bonus when climbing
Master Swimmer	Str 15, Athletic	Armor check penalties are reduced while swimming
Aura of Bravery	--	Allies within 10 feet gain +2 bonus vs fear
Battle Hardened	Base attack bonus +4	+1 AC when adjacent to two or more opponents
Betrayal of the Spirit Linked	Prepare and cast animate dead, required sacrifice	Familiar gains either the zombie or skeleton template
Blade Communion of Slashing	Adamantine Body, Improved Bull Rush, Power Attack, warforged juggernaut, must worship Lord of Blades	Adamantine armor spikes deal 1d8 slashing damage
Blood of the Witch Queen	Cha 13	+2 Cha-based checks and Will saves vs demons
Body Guard	--	Swap saving throw bonuses with an ally
Bonded	Handle Animal 5, trained pet	+1 attack/damage when you and your pet attack same foe
Double Team	Handle Animal 8, Bonded, trained creature	Attack of opportunity against foe your pet strikes
Protective Talons	Handle Animal 8, Bonded, trained creature	Your raptor can protect you from ranged attacks
Screen	Handle Animal 8, Bonded, Dodge, trained pet	Your pet grants concealment against one foe
Book Smart	Int 15, Knowledge (any three) 6, cast three arcane divination spells	Make untrained Knowledge checks for DCs higher than 10
Braced for Charge	Base attack bonus +1	Set pole arm against a charge dealing double damage
Breath Control	Perform (wind instrument) 5	+2 Perform (wind instrument), saves vs inhaled poisons
Bronze Solaris Member	Sorcerer 1	Class skill: Knowledge (religion), Weapon Proficiency: deities weapon
Chronicle	Int 13, Appraise 4, arcane spells	+1 Appraise, discern age of item, and sell for more money
Combat Charm	Wis 13	More easily charm creatures you or allies threaten
Combat Engineer	Str 13, Int 13, Knowledge (architecture and engineering) 4, Improved Sunder, Power Attack	+2 attack and damage when making a sunder attack. Ignore up to 10 points of hardness on inanimate objects.
Combat Expertise	<i>See Player's Handbook</i>	<i>See Player's Handbook</i>
Canny Opportunist	Dex 13, Int 13, Combat Expertise	Able to make attacks of opportunity at various times
Exploit Adjustment	Int 13, Canny Opportunist, Combat Expertise	AoO against opponents making a 5-foot step
Dedicated Nuisance	Int 13, Combat Expertise, base attack bonus +4	Creatures adjacent to touched creature are considered flanked
Defensive Opportunist	Int 13, Tumble 5, Combat Expertise	No defensive fighting penalty with AoO
Extend Defense	Combat Expertise	+2 AC to ally, 50% chance of being struck by foe instead

Complete Dragon Magazine 3.5 Feats, Flaws, & Styles - Tables

Feat Name	Prerequisites	Summary
Improved Trip	<i>See Player's Handbook</i>	<i>See Player's Handbook</i>
Sweeping Trip	Improved Trip	Trip adjacent targets with successful trip attack
Resist Telekinesis	Int 13, Spellcraft 2, Combat Expertise	+8 vs <i>telekinesis</i> combat maneuvers, +4 on saves vs violent thrust
Combat Reflexes	<i>See Player's Handbook</i>	<i>See Player's Handbook</i>
Backstab	Combat Reflexes	Attack flanked opponent who attacks someone else
Close-Quarter Defense	Combat Reflexes	+2 bonus on attack rolls for certain AoO's
Improved Combat Reflexes	Dex 13, Combat Reflexes, base attack bonus +6	Two attacks of opportunity
Greater Combat Reflexes	Dex 15, Combat Reflexes, Improved Combat Reflexes, base attack bonus +11	Three attacks of opportunity
Sneak Attack of Opportunity	Combat Reflexes, sneak attack +3d6	Deal sneak attack damage with an attack of opportunity
Combined Empathy	Druid 1, ranger 1	Add druid and ranger levels to wild empathy ability
Commander	Cha 13	+1 vs fear for all allies within 30 feet
Defense of the Righteous	Cha 17, good alignment, Commander	+1 Fortitude for all allies within 30 feet
Gang Tactics	Cha 15, evil alignment, Commander	+1 additional damage when flanking
Halfling's Cunning	Cha 13, Commander, size Small or smaller	+1 attack for all allies within 30 feet on larger creatures
Inspire Bloodletting	Cha 13, Commander	+1 for all allies within 30 feet to confirm critical hits
Inspire Bloodthirst	Cha 15, evil alignment, Intimidate 5, Commander, Weapon Focus (any melee weapon),	+1 melee attacks for all allies within 30 feet
Rouse Courage	Cha 13, Commander	All allies within 30 feet may reroll failed saves vs fear
Countenance of the Mage	Int 13, Cha 11, arcane caster 9	Control your appearance
Craft Expertise	--	Craft items more rapidly
Crushing Hug	Str 13, Improved Grab, base attack bonus +3	Double Str bonus to damage when grappling
Customize Domain	At least one domain, divine spells 3	Exchange spells on your domain list for similar spells
Darkness Adaptation	Raised in an arctic environment	See 2x or 3x as far in poor illumination
Darkness Familiar	Ability to acquire a new familiar, compatible alignment	Call shadow-type familiar
Dderwydd Chymdeithas Initiate	Spontaneously cast <i>summon nature's ally</i> .	Gain a Knowledge skill and additional spells per level
Deadly Concussion	Str 13, Perform (percussion) 6, Improved Sunder, Power Attack	Deal damage to opponent when you sunder with a bludgeoning weapon
Deceitful Appearances	Sleight of Hand 5, base attack bonus +3	+2 Init, attack and appear defenseless w/ hidden weapons
Deep Breather	Con 16	Hold your breath for double the normal rounds
Deep Poisoning	Poison use, sneak attack	Exchange sneak attack damage for +1 DC vs poison
Defiler	Arcane spells 1	+1 caster level, spells destroy plant life
Deflect Energy	Energy resistance	Forfeit save to deflect some spell or ability back at target
Deft Fist	Dex 13, Wis 13. Improved Unarmed Strike, Weapon Finesse, Weapon Focus (unarmed strike)	Target does not gain bonus to AC from cover
Desertborn	--	Treat heat conditions as if they were 20 degrees cooler
Disabling Strike	Favored enemy (any humanoid)	Stun favored enemies with a successful critical hit
Distant Touch	Wis 19, Concentration 4+, Pain Touch, Stunning Fist, base attack bonus +8	Use Pain Touch or Stunning Fist as a ranged attack
Diversified Casting	A prohibited school	Add spells from your prohibited school to your spell list
Divine Inspiration	Bardic music ability, ability to turn undead	Bard /cleric levels stack for determining bardic music ability
Divine Sorcery	Sorcerer 1, alignment within one step of patron deity	Gain access to cleric domain and domain spells
Dodge	<i>See Player's Handbook</i>	<i>See Player's Handbook</i>
Favored Dodge	Dodge, favored enemy	Add favored enemy bonus to AC
Nimble Flier	Dex 13, Dodge, fly (good or better maneuverability)	Increase speed by 10 feet 3/day
Power Soar	Dex 13, Dodge, Nimble Flier, fly (good or better)	Flying straight up or down does not provoke an AoO
Double Weapon Disarm	Int 13, Combat Expertise, Improved Disarm	+4 when disarming an opponent with a double weapon
Dragonmarked Sorcerer	Dragonmarked race and house, no existing dragonmark, sorcerer 1	Add all sorcerer spells from your dragonmarked house to your list of known spells
Druidic Theurgy	druid spells 3, ability to cast spells from a different spell list	Caster level equals total levels for similar spells on different spell lists
Ears of the Mage	Int 13, arcane caster 14	Know distance, direction, and name of anyone speaking your name
Earth Focus	--	+1 DC to save against your earth spells
Earthcraft	--	+2 Knowledge (architecture and engineering) and Knowledge (dungeoneering) checks
Efficient Hunter	Survival, raised in a plains environment	+2 Survival, provide food for multiple people based on Wis
Eldritch Claws	Eldritch Blast 2d6	Two claw attacks deal eldritch blast damage
Elemental Stalker	<i>Ki</i> power, <i>sense elements</i>	Shugenja and ninja levels stack for <i>sense elements</i> , AC, and <i>ki</i> pool
Elemental Strike	<i>Sense elements</i>	Gain +20 attack against sensed creature

Complete Dragon Magazine 3.5 Feats, Flaws, & Styles - Tables

Feat Name	Prerequisites	Summary
Elemental Theurgy	Elemental domain (Air, Earth, Fire, or Water), arcane spells with the same elemental descriptor as your domain	Caster level for elemental-based spell is the sum of all your spellcasting classes
Elusive Dance	Perform (dance) 5	Opponent cannot make attacks of opportunity against you
Endurance	<i>See Player's Handbook</i>	<i>See Player's Handbook</i>
Hibernate	Con 13, Endurance	Eight hours of sleep heals 2x level and 2 ability points
Energy Strike	Energy resistance	Deal energy damage as a ranged touch attack 1/day
Excised From the Web Of Life	Prepare and cast <i>blight</i> , required sacrifice	All spells deal damage equal to your caster level
Expert Tumbler	Tumble 5	Only -5 penalty to Tumble at full speed
Extended Spirit Form	Chastise spirit, spirit form	Spend chastise spirit ability to remain in spirit form longer
Extra Divine Power	Divinely granted class ability w/ a set number of uses	Gain two extra uses of a class ability
Eyes of the Mage	Int 13, arcane caster 12	+1 Search and ranged attacks, gain darkvision and low-light vision
Find Relic	<i>Locate object</i>	Auto Search check within 10 ft of an item worth 1,000+ gp
Flash Casting	Cha 13, spell with the fire or light descriptor	Foes suffer -2 to attack when you cast a fire or light spell
Focused Performer	Concentration 1, Perform 4, bardic music	Use Perform to maintain an arcane spell
Footsteps of the Mage	Int 13, arcane caster 12	+2 Balance, +4 Reflex to avoid falling
Frenzied Hunt	Base attack bonus +6, turn or rebuke undead, must have witnessed the Wild Hunt taking place or have been hunted by the Master of the Hunt's followers	Spend turn or rebuke attempts to enter a frenzied state
Friend of Earth	Devotee of elemental earth, member of the Earthborn or a similar earth-focused sect or organization	+4 to Charisma-based checks when dealing with earth creatures
Friend to the Tribe	Any non-Olman, performed service for and trusted by the Olman	You are considered an Olman, gain Olman affiliation, and can gain Olman feats
Fury of Stone	Rage or frenzy, raised in an underground environment	Rage 2x as long while underground
Gore Toss	Gore attack, base attack bonus +4	Trip opponent after a gore attack
Guerilla Trapsmith	--	+2 Craft (trapmaking), create booby traps, your traps are harder to find and remove
Hamstring Attack	Str 13, Dex 15, base attack bonus +4	Deal Dex damage instead of normal damage
Hands of the Mage	Int 13, arcane caster 14	One designated item flies to or appears in your hand
Hard to Fool	--	+2 Will vs illusions and +2 Sense Motive checks
Heads Up	Spell-like abilities, arcane, or divine spells.	Use slain creatures gaze attack up to 3 times
Holy Mount	Gain a paladin special mount, any other divine spells 1	Combine paladin with other divine levels for determining special mount abilities
Hymnist	Bardic music ability, divine spells	Class skill: Perform, Perform check equal to Wis bonus
Hypnotic Focus	--	+2 Autohypnosis, Class skill: Autohypnosis
Improve Disguise	Cha 13, Disguise 7, Sense Motive 5	Easily disguise yourself as another gender, race, or age
Improved Aid Another	--	Ally gains an additional +1 bonus when being aided
Improved Unarmed Strike	<i>See Player's Handbook</i>	<i>See Player's Handbook</i>
Improved Grapple	<i>See Player's Handbook</i>	<i>See Player's Handbook</i>
Grappling Blast	Improved Grapple, eldritch blast 3d6	Deal eldritch blast damage when grappling
Fear No Binds	Escape Artist 6, Improved Unarmed Strike	No penalties when grappling, unarmed strikes when bound
Beast Strike	Base attack bonus +5, Improved Unarmed Strike, claw or slam attack	Add claw or slam damage to your unarmed strike or grapple damage
Cutpurse	Improved Unarmed Strike, Sleight of Hand 5	Sleight of Hand in combat does not provoke an AoO
Improved Whirlwind Attack	Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack, Whirlwind Attack, base attack bonus +4	Take additional attacks after a whirlwind attack
Inspire Beast	Handle Animal 6, animal companion	Give animal companion a +3 bonus on attack/damage rolls
Inspired Master	--	Magic items function as if one caster level higher
Intimidate the Enemy	Intimidate 3, favored enemy	Add favored enemy bonus to demoralize an opponent
Intuitive Trapsmith	<i>Ki</i> power	Add Wis bonus on Search and Disable Device checks
Investigator	<i>See Player's Handbook</i>	<i>See Player's Handbook</i>
Trap Mastery	Knowledge (architecture and engineering) 9, Investigator or Nimble Fingers	+1 Disable Device, +1 saves vs traps
Kung Fu Genius	Int 13, gained at or before the 1st level of monk class	Use Int in place of Wis for all Monk special abilities
Lady's Gambit	Base attack bonus +6, Iron Will, Power Attack	Sacrifice hit points to add to your attack/damage
Leadership	<i>See Player's Handbook</i>	<i>See Player's Handbook</i>
Assemble the Horde	Leadership, 6th level, leadership score 4 higher than your level	+1 Leadership score, gain additional first level followers
Class Champion	Leadership, 6th level, leadership score 4 higher than your level	+1 Leadership score, gain two additional followers of the highest level available
Close Cohort	Leadership, 6th level, leadership score 2 higher than your level	Your cohort may be one level lower than you

Complete Dragon Magazine 3.5 Feats, Flaws, & Styles - Tables

Feat Name	Prerequisites	Summary
Eye For Talent	Sense Motive 9, Leadership, 6th level, leadership score 2 higher than your level	+1 Leadership score, replace or attain followers in 1d4 weeks
Fanatical Devotion	Leadership, 6th level, leadership score 3 higher than your level	+1 Leadership score, no penalties for causing a followers death
Leadership, Improved	Cha 15, Leadership	+2 Leadership score
Natural Leader	Leadership, 6th level	+2 Leadership score
Recognized Elder	Leadership, membership in a tribe, old age.	Class skills: Diplomacy and Knowledge and have a +1 bonus, gain a cohort as if Leadership score were 1 higher
Wise Elder	Leadership, Recognized Elder, membership in a tribe, old age.	Reroll Diplomacy or Intimidate check, gain a cohort as if Leadership score were 2 higher.
Venerable Elder	Leadership, Recognized Elder, Wise Elder, membership in a tribe, venerable age.	+10 Diplomacy or Intimidate checks, gain cohort as if Leadership score were 4 higher.
League Militiaman	Halfling, Dodge, associated with the League of Free People	+1 AC against Medium or larger creatures or +2 AC to Small or smaller creatures adjacent to you
Life Restorer	Divine spells	You can prepare and cast conjuration (healing) spells
Long Strike	Base attack bonus +2	Attack with a pole arm as if it had reach
Mark of Lemorix	Chaotic evil outsider, Thrall to Demon, base Fort +8	+4 Intimidate, +4 Bluff and Diplomacy vs Gaping Maw denizens, -4 Bluff and Diplomacy vs other Abyssal Layer denizens, breathe air and water
Master Bowyer	Craft (bowyer) 6 ranks	Craft masterwork bows and arrows at half the cost and time
Master of Mockery	Perform (comedy) 8	Enrage opponent that must attack you
Mighty Are Fallen	Dex 13, Int 13, Combat Expertise, Dodge, Mobility	+4 bonus to AC when opponent uses Power Attack
Moonwarrior	Str 15, low-light vision	+1 attack when in low light / +1 damage when in moonlight
Mounted Combat	<i>See Player's Handbook</i>	<i>See Player's Handbook</i>
Mounted Fighting	Ride 11, Mounted Combat, base attack bonus +8	+1 attack and damage while mounted
Mystic Companion	Knowledge (nature) 9, divine spells 1, animal companion	Your caster level for ranger spells increases by 4 as long as your animal companion is within line of sight
Name of the Mage	Arcane caster 20	Creature who speaks your name is shaken or frightened
Natural Dowser	Survival 4	+4 bonus on Survival checks to get along in the wild
Negotiator	<i>See Player's Handbook</i>	<i>See Player's Handbook</i>
Charming	Cha 13, Negotiator	+3 Charisma check when using mind-affecting spells
Nimble Deflections	Dex 13, Perform (keyboard) 7, Dodge	+2 AC Dodge when wielding a two handed weapon
Nimble Fingers	<i>See Player's Handbook</i>	<i>See Player's Handbook</i>
Trap Mastery	Knowledge (architecture and engineering) 9, Investigator or Nimble Fingers	+1 Disable Device, +1 saves vs traps
Noble Born	--	+2 Leadership, Class skills: Diplomacy and Knowledge (nobility and royalty)
Noble Warrior	--	+2 Knowledge (history) and Knowledge (nobility and royalty)
Occult Opportunist	Knowledge (arcana) 5, Spellcraft 5	You can make an AoO against certain spell actions
One With Earth and Water	Ki power	Add Wis bonus on Climb and Swim Checks
Opportunistic Tactician	Combat Reflexes, Dodge, Mobility	Free 5-foot step after making an attack of opportunity
Orcus's Bloodthirst Ritual	Evil alignment, patron deity: Orcus	Stun creatures for 1 round, ally of undead, detect as evil
Pack Feint	Dex 13, Wis 13, Bluff 3, base attack bonus +3	Opponent loses Dex bonus to AC for you or allies
Pack Tactics	Wis 13	Non-flanking allies gain +1 attack against creature you flank
Passive Reconnoiter	Survival 4	+3 Listen and Spot
Persuasive	<i>See Player's Handbook</i>	<i>See Player's Handbook</i>
Commanding	Cha 15, Persuasive	+1 to DC against your compulsion spells
Pike Hedge	Base attack bonus +2, Combat Reflexes, Hold the Line	x2 or x3 damage when receiving a charge
Pirate Luck	Cha 13	Reroll a saving throw before success or failure is known
Point Blank Shot	<i>See Player's Handbook</i>	<i>See Player's Handbook</i>
Bow Feint	Int 13, Point Blank Shot	Feint with a ranged attack
Efficient Pull	Point Blank Shot	+2 Str when using a composite bow
Far Shot	<i>See Player's Handbook</i>	<i>See Player's Handbook</i>
Ranged Skirmisher	Dex 15, Wis 13, Far Shot, Point Blank Shot, skirmish ability	Skirmish damage to ranged attacks within 60 feet
No Threat To Me	Base attack bonus +7, Point Blank Shot, favored enemy	Ranged attack vs favored enemy w/o provoking an AoO
Precise Shot	<i>See Player's Handbook</i>	<i>See Player's Handbook</i>
Concealed Ambush	Hide 10, Move Silently 10, Point Blank Shot, Precise Shot	-10 Hide check after sniping instead of -20
Pole Balance	--	+4 to resist bull rush or trip when wielding a pole arm

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Feat Name	Prerequisites	Summary
Pole Fighter	Proficiency with the selected weapon, Weapon Focus with the selected weapon, flurry of blows	Use pole arm as a monk special weapon
Polyglot	--	Learn a language, class skill: Speak Language
Power Attack	<i>See Player's Handbook</i>	<i>See Player's Handbook</i>
Cleave	<i>See Player's Handbook</i>	<i>See Player's Handbook</i>
Terrifying Warrior	Str 13, Cleave, Power Attack, base attack bonus +3	Panic foes when dropping a target due to Cleave
Quick Cleave	Str 15, Dex 13, Cleave, Power Attack	+2 when using Cleave or Great Cleave
Find Flaw	Str 13, Power Attack, base attack bonus +6	Subtract from attack roll to ignore hardness
Retribution	Power Attack	+1 damage for every 5 you take from a creature
Power Surge	A supernatural special attack that you can use 3/day	Improve DC, damage, or duration of a special attack
Precise Strike	Dex 13, sneak attack	+2 attack per die taken away from sneak attack damage
Presence of the Mage	Int 11, Cha 17, arcane caster 18	+1 saves and attacks to allies, -1 to foes, animals are uneasy
Pressure Point Strike	Dex 13, Wis 13, Knowledge (arcana) 5, Improved Unarmed Strike, Stunning Fist, base attack bonus +8, ki strike (magic)	Strike opponents in supernaturally vulnerable locations
Pressure Resistance	Deep Diver, Endurance, Skill Focus (Swim), Swim 4	Resist damage caused by water pressure
Puppet Master	Wis 13	Control targets without being noticed as easily
Quick Change	Dex 13, alternate form	Change form as a move action
Spirit of the Beast	Dex 13, Con 13, Quick Change, alternate form	Attack with hybrid natural attacks when in human form
Quick Draw	<i>See Player's Handbook</i>	<i>See Player's Handbook</i>
Mercurial Strike	Quick Draw, base attack bonus +5	Draw melee weapon when provoked while unarmed
Rage Casting	Spells 1, Combat Casting, Quicken Spell, Concentration 5, rage or frenzy.	Cast free action spells and use magic items while raging
Raging Bull Rush	Str 13, Power Attack, Improved Bull Rush, rage or frenzy	+4 on opposed Str checks when bull rushing
Raging Overrun	Str 13, Power Attack, Improved Overrun, rage or frenzy	+4 Str when overrunning while raging
Raging Spell Penetration	Spells 1, Rage Casting, Spell Penetration, rage or frenzy	+2 caster level checks while raging
Raging Sunder	Str 13, Power Attack, Improved Sunder, rage or frenzy	+4 on attack rolls to attack an object while raging
Ranged Threat	Combat Reflexes, Point Blank Shot, Precise Shot, base attack bonus +6	Threaten every square within 15 feet with a ranged weapon
Ricochet	Dex 19, Blind-Fight, Improved Precise Shot, Point Blank Shot, Precise Shot, base attack bonus +15	Make a second attack against adjacent foes when successfully hitting an opponent with a thrown weapon
Ring the Golden Bell	Wis 13, Improved Unarmed Strike, Stunning Fist, Weapon Focus (unarmed strike), base attack bonus +5	Attack with your unarmed strike as a ranged attack
Run	<i>See Player's Handbook</i>	<i>See Player's Handbook</i>
Sprinter	Dex 15, Con 15, Run	Increase speed by 10 feet 3/day
Sacred Outlaw	Sneak attack +2d6, turn or rebuke undead	Cleric and rogue levels stack for turning and sneak attack
Sacred Performer	Bardic music ability, turn or rebuke undead	Bard and Cleric levels stack for turning and bardic music
Sailor Will	Base Will save +2	+1 Will saves and +4 Will against demoralizing attempts
Sandstep	--	Balance, Move Silently, and Tumble are easier in sand
Savage Empathy	Wild empathy	Influence less intelligent and magical beasts easier
Monstrous Animal Companion	Gain an animal companion, Savage Empathy	Gain a monstrous creature as an animal companion
Savage Mobility	Dex 13, wild shape	+10 feet speed increase while using wild shape
Savvy Swimmer	Swim 4	Suffer only half armor check penalty when swimming
Scout The Path	Survival 4	+3 Survival, +1 Hide and Move Silently to allies within 20 ft.
Sea Legs	--	+2 Balance, Climb, Jump, and Tumble while on a ship
Seafarer	--	+2 Survival on a boat, class skills: Profession (sailor) and Survival
Shield and Pike Style	Proficiency with selected piercing pole arm, proficiency with light shield	Wield a light shield with full AC bonus when using a two-handed piercing pole arm weapon
Shield Snare	Improved Shield Bash, Shield Proficiency	Ready an action to disarm an opponent with your shield
Improved Shield Snare	Combat Reflexes, Improved Shield Bash, Shield Proficiency, Shield Snare	Make an AoO when you disarm an opponent with your shield; gain a +2 bonus on subsequent attacks
Shipborn	--	+2 bonus on skills while onboard a ship
Shorten Grip	--	Treat a pole arm as if it did not have reach
Skill Focus	<i>See Player's Handbook</i>	<i>See Player's Handbook</i>
Flotation	Skill Focus (Swim), Swim 4	Float on water as free action
Flow With The Current	Flotation, Skill Focus (Swim), Swim 4	+2 Initiative and Reflex saves while swimming
Skincaster	Prepare spells	Transfer spells to your skin which acts like a spellbook
Speak to the Masses	Bardic music, Perform 9	Fascinate 2x the number of creatures with bardic music
Spell Focus	<i>See Player's Handbook</i>	<i>See Player's Handbook</i>
Ability Enhancer	Spell Focus (transmutation), transmuter 1	Ability score enhancers give +2 more than normal
Abjorative Potency	Spell Focus (abjuration), abjurer 1	Armor Class enhancers give +1 more than normal

Complete Dragon Magazine 3.5 Feats, Flaws, & Styles - Tables

Feat Name	Prerequisites	Summary
Charmer	Spell Focus (enchantment), enchanter 1	+1 DC against your enchantment (charm) spells
Enhanced Shadow Reality	Spell Focus (illusion), illusionist 1	Illusion(Shadow) spells deal 20% more damage
Evocation Resistance	Spell Focus (evocation), evoker 1	-1 damage per die roll from evocation spells
Girded Soul	Spell Focus (necromancy), necromancer 1	+4 vs energy drain and death effects
Heavy Teleport	Spell Focus (conjuration), conjurer 1	Teleportation spells can teleport more creatures
Hidden Thoughts	Spell Focus (divination), diviner 1	+4 vs divination spells
Potent Enchantment	Spell Focus (enchantment), enchanter 1	Enchantment spells affect more creatures
Spell Graft	Knowledge (arcana) 8, Craft Wondrous Item, spells without preparation	Permanently sacrifice a spell to imbue a body part with spell power
Spell Penetration	<i>See Player's Handbook</i>	<i>See Player's Handbook</i>
Greater Spell Penetration	<i>See Player's Handbook</i>	<i>See Player's Handbook</i>
Burning Focus	Cha 13, Spell Penetration, Greater Spell Penetration	Gain +1 to overcome SR each time you fail
Spinning Defense	Combat Expertise, Deflect Arrows	+1 AC with total defense, unlimited use of Deflect Arrows
Spirit Spell	Chastise spirit	Spend chastise spirit ability to maximize spells
Spit Venom	Bite attack that delivers poison	Range attack with venom
Stalwart	--	+4 bonus on Str to resist bull rush, overrun, and trip
Stealthy	<i>See Player's Handbook</i>	<i>See Player's Handbook</i>
Quiet Feet	Dex 15, Stealthy	Avoid detection by creatures with tremorsense
Suppress Presence	Dex 15, Stealthy	Avoid detection by creatures with blindsense
Stone Monkey	Wis 15, Improved Unarmed Strike, Stunning Fist	Disable opponents limb as a grapple check
Strong Coils	Constrict attack	Constrict attack increases by one step as if larger size
Strong Stomach	--	+4 against nauseating or scent-based attacks
Superior Flanking	Improved flanking	+6 when flanking, allies gain +3 flanking
Supremely Confident	Perform (act) 7	Perform instead of Intimidate to demoralize an opponent
Swift Avenger	Nature sense, skirmish +1d6	Druid and scout levels stack for skirmishing and wild shape
Tactical Advantage	Base attack bonus +5, favored enemy	Add favored enemy bonus to trip, disarm, and bull rush
Theurgic Bond	Gain a familiar, gain an animal companion	Combine levels when determining familiar/animal abilities
Theurgic Creationist	Item Creation feat, spells from two different spell lists	Combine all spellcasting classes to determine caster level for creating magic items
Theurgic Empathy	Bardic music ability, druid 1 or ranger 1	Add bard levels to wild empathy ability
Theurgic Mount	Gain a paladin mount, arcane spells	Combine paladin class levels with arcane class levels for determining special mount abilities
Theurgic Specialist	Specialist wizard 3, any other spell casting class 1	Combine all spellcasting class levels when casting from your specialist school
Touched By Ether	Cha 13	Concealment from incorporeal creatures
Track	<i>See Player's Handbook</i>	<i>See Player's Handbook</i>
Pathfinder	Knowledge (geography) 1, Survival 1, Track	Never become lost and reduce travel time in difficult terrain
Trophy Hunter	Favored enemy ability	Gain a benefit against a favorite enemy by trophy collecting
Tunnel Rat	Escape Artist 4	When squeezing spaces count as 1 square and -2 attacks
Turn Elemental	Elemental focus	Spend sense elements ability to turn or destroy elementals
Tutor	Int 13	+2 skill to ally
Two Weapon Fighting	<i>See Player's Handbook</i>	<i>See Player's Handbook</i>
Haft Strike	Two-Weapon Fighting	Attack with the haft of a pole arm
Two-Weapon Attack of Opportunity	Dex 17, Combat Reflexes, Two-Weapon Fighting	Attack with two weapons when making an AoO
Vault	Str 13+, Jump 4	Reduce long jumps, by 5 ft, jump higher
Verminous Graft	Prepare and cast <i>contagion</i> , required sacrifice	Vermin-covered hand deals 1d6 + Int damage
Voice of the Mage	Int 13, arcane caster 16	+1 Disguise, Intimidate, and Perform. Voice heard for miles
War Chant	Perform (sing) 7	+2 Initiative, +1 Initiative to allies within 30 feet
We Few, We Happy Few	Perform (oratory) 7	Allies can use your Perform check in place of a Will save
Wedded to the Light	Good alignment, summon familiar	Familiar gains special abilities as you gain levels
Zen Fortitude	Ki power	Add Wis bonus on Fort saves

HARBINGER FEATS

Feat Name	Prerequisites	Summary
Mixed Omens	Any three harbinger feats, mooncalf, 28 HD	Use two different harbinger feats in one week
Omen of Bones	Mooncalf, 28 HD	Undead gain +2 turn resistance
Omen of Crows	Mooncalf, 28 HD	Heal spells heal one point of damage less
Omen of Flies	Mooncalf, 28 HD	-2 penalty on saves vs disease
Omen of Loss	Mooncalf, 28 HD	-2 penalty in all bardic knowledge and Knowledge skills
Omen of Snakes	Mooncalf, 28 HD	-2 penalty on saves vs poison
Omen of Storms	Mooncalf, 28 HD	Creatures with Int 3 or lower save or become shaken

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HEX FEATS

Feat Name	Prerequisites	Summary
Curse of Distraction	Any other hex feat, curse ability	Victim must make Concentration checks to cast spells
Curse of Failure	Curse ability	Victim suffers penalties on saving throws
Curse of Ignorance	Curse ability	Victim suffers penalties on skills
Curse of Paranoia	Any other hex feat, curse ability	Allies receive increased bonus for flanking victim
Curse of Sloth	Any other hex feat, curse ability	Victim's movement is slowed
Curse of the Softened	Any other two hex feats, curse ability	Victim's weapon deals less damage
Curse of the Stricken	Any other two hex feats, curse ability	Victim's armor bonus decreases
Empower Curse	Curse ability	Curse penalties are increased by 1 point
Extend Curse	Curse ability	Curses last for one day
Extra Curse	Curse ability	Use curse ability one extra time per day
Foe of the Unlucky	Curse ability	Enemy rerolls critical hit confirmation

ITEM CREATION FEATS

Feat Name	Prerequisites	Summary
Chameleon Crafting	Any item creation feat, spells 1, manifest powers 1	Place spell or power into items you create
Craft Construct	Craft Magic Arms and Armor, Craft Wondrous Item	Create golems and other magic automatons
Etch Rune	Scribe Scroll	You can create a rune of any spell

KI FEATS

Feat Name	Prerequisites	Summary
Hidden Kingdom Jutsu	Ghost strike	Spend <i>ki</i> power to create <i>hallucinatory terrain</i>
Jutsu Focus	At least two <i>ki</i> feats	DC to resist your jutsu is increased
Karmic Healing	<i>Ki</i> power	Spend <i>ki</i> power to heal self, remove fatigue, or reduce exhaustion
Ki Smite	<i>Ki</i> power, sudden strike +2d6	Spend <i>ki</i> power to add Wis bonus to attack and deal extra damage
Rabbit Prince Jutsu	Ghost step (invisible)	Spend <i>ki</i> power to move as if under the effects of <i>expeditious retreat</i>
Ring of Fist Jutsu	<i>Ki</i> dodge	Spend <i>ki</i> to <i>knock</i> or target a <i>shatter</i> spell
River Eel Jutsu	<i>Ki</i> dodge	Spend <i>ki</i> power to move as if under the effects of <i>freedom of movement</i>
Shadow Puppet Jutsu	<i>Ki</i> dodge	Spend <i>ki</i> power to distract creature
Skill Attunement	Wis 13, <i>Ki</i> power (ghost strike)	Spend <i>ki</i> power to add Wis bonus to all skill checks
Thousand Faces Jutsu	Ghost step (invisible)	Spend <i>ki</i> power to <i>alter self</i>
Wind Oxen Jutsu	Ghost strike	Spend <i>ki</i> power to bull rush target from a distance
Wolf's Bite	<i>Ki</i> power	Spend <i>ki</i> power to gain access to Improved Disarm, Feint, and Trip feats

LIZARDFOLK FEATS

Feat Name	Prerequisites	Summary
Chameleon Blood	Lizardfolk, Cha 14	+6 Hide in forested or swampy terrain
Reptilian Healing	Lizardfolk, Con 16, Great Fortitude	Heal at double the normal rate

PSIONIC FEATS

Feat Name	Prerequisites	Summary
Adamantine Mind Blade	Base attack bonus +1, mind blade	Mind blade acts as if made from adamantine
Align Mind Blade	Base attack bonus +6, mind blade	Mind blade gains an alignment
Cannibalize Spell	Spells 1, manifest powers 1	Sacrifice spells or spell slots to gain power points
Ghost Attack	Base attack bonus +3	Critical hits are treated as ghost touch attacks
Ghost Attack, Greater	Base attack bonus +3, Ghost Attack	Hits are treated as ghost touch attacks
Instinctive Dispatcher	Base attack bonus +3	Perform coup de grace actions as free actions
Instinctive Consummator	Base attack bonus +3, Instinctive Dispatcher	Critical threats are automatic
Mind Daggers	Base attack bonus +4, mind blade, throw mind blade, free draw	Create more than one mind blade a round that may be thrown
Mind Shield	+1 <i>mind blade</i> , shape mind blade	Split mind blade into a mind blade and a mind shield
Mind Shield, Greater	Mind Shield, +2 <i>mind blade</i> , shape mind blade	Create a light or heavy shield with special abilities
Mystic Focus	Spells 1	Sacrifice 1st-level spell or spell slot to gain virtual power points
Mystic Stability	Spells 1, psychic enervation	Sacrifice spells to reduce psychic enervation chance
Overchannel	--	Increase effective manifester level but take damage
Practiced Mind Blade	Concentration 4, mind blade	Treated as having 4 more levels of soulknife
Psiomancer	Prepare spells, spells 1, manifest powers 1	Spend power points to prepare an additional spell
Psiotheurgist	Spell Focus (appropriate school), spells 1, manifest powers 1	Total caster level equals your caster level plus manifester level
Psymbiot	Knowledge (psionics) 8	+2 ability, skill, and saving throws when within 30 ft of a psionic creature
Psionic Feedback	Knowledge (psionics) 8, Psymbiot	+4 Int, Wis, or Cha when a psionic creature saves vs psionic attack
Reshape Mind Blade	Base attack bonus +4, mind blade, shape mind blade	Mind blade can take a weapon form that you are proficient with
Silver Mind Blade	Base attack bonus +1, mind blade	
Strategic Reassignment	Concentration 7, +1 <i>mind blade</i>	Reassign special abilities of your mind blade in 10 minutes
Tactical Reassignment	Concentration 11, Strategic Reassignment, +2 <i>mind blade</i>	Reassign special abilities of your mind blade in the midst of combat

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PSI-SPELL FEATS

Feat Name	Prerequisites	Summary
Agitated Causticity	Any two spells with an acid descriptor*, <i>matter agitation</i>	Acid spells also reduce a targets AC
Astral Fire	Any two spells and two powers with a fire descriptor*	Fire spells burn longer causing more damage
Bioelectrical Surge	Any two spells with an electricity descriptor*, <i>control body</i>	Electricity spells also drain a targets Dex
Dual-Plane Summons	Any <i>summon monster</i> spell, any <i>astral construct</i> power	Summoned creatures have the <i>astral construct</i> power applied to it
Energy Flare	Agitated Causticity, Astral Fire, Bioelectrical Surge, or Solid Freeze	Chosen energy type damage is increased by one damage die
Harden Energy	Any force power, any spell with an energy descriptor*	Change energy damage to force damage
Bull Blast	Harden Energy	Spells also perform a bull rush
Concussive Blast	Harden Energy	Force damage is added to energy spells
Solid Freeze	Any two spells with an cold descriptor*, <i>control flames</i>	Cold spells freeze a creature to the ground

*Although the Energy Substitution Feat can effectively turn any spell with an energy descriptor into a spell with any other energy descriptor, the character must have access to an unmodified spell that has the appropriate descriptor in order to use this Feat. These feats still work with spells whose descriptors have been modified in this way, but such spells do not count toward the requirements of the feat. For example, a character with the Energy Substitution feat can turn a *fireball* into an *acidball*. Although the oddball does not count toward meeting the spell requirements For the Agitated Causticity feat, the character can still use Agitated Causticity on an *acidball* if she has the feat.

PURIFICATION FEATS

Feat Name	Prerequisites	Summary
Bane of Decay	<i>Remove disease</i> as a spell-like ability	Make a melee weapon either a <i>+1 undead bane</i> or <i>+1 vermin bane</i>
Detoxifying Touch	<i>Remove disease</i> as a spell-like ability	<i>Neutralize poison</i>
Extra Remove Disease	<i>Remove disease</i> as a spell-like ability	Use <i>remove disease</i> ability two times more per week
Smite Carrier	<i>Remove disease</i> as a spell-like ability, smite evil	Smite evil on any nongood poisonous or infectious creature
Strengthened Resilience	<i>Remove disease</i> as a spell-like ability	+4 Fort to save vs disease or poison for you and two allies
Wholesome Fare	<i>Remove disease</i> as a spell-like ability	<i>Purify food and drink</i> 5x/day

METAMAGIC FEATS

Feat Name	Prerequisites	Summary
Alternative Source Spell	Ability to cast both divine and arcane spells	Prepare divine spells as arcane and vice versa
Easy Metamagic	Any other metamagic feat	Lower spell slot cost for other metamagic feats
Forceful Spell	--	Spell stuns target and knocks it prone
Radiant Spell	Cha 15, spell with the fire descriptor	Fire spells can blind or daze creatures
Relicguard	--	Spells do not harm objects
Slimy Spell	--	Nauseate target for 1 round

METAPSIONIC FEATS

Feat Name	Prerequisites	Summary
Cerebremetamagic	Any metamagic feat	Expend power points to create prerequisite spell slot for metamagic spell
Phrenic Blast	--	Stun creatures for 1 round
Phrenic Leech	--	Drain 1d6 power points from creature and gain 1 point for yourself

MONSTROUS FEATS

Feat Name	Prerequisites	Summary
Wightblade	Energy drain ability	Energy drain with your weapon

RACIAL FEATS

Feat Name	Prerequisites	Summary
Human Blood	Partial human ancestry, must be taken at 1st level	+1 skill point per level, considered human
Innate Magic	Int 3, Cha 11, must be taken at 1st level	Spell-like ability to cast a 0-level spell once per day
Slender	Must be taken at 1st level	+1 Disable Device, Escape Artist, Move Silently, and Tumble, -10% weight
Slow Maturation	Must be taken at 1st level, younger than middle age	50% longer to reach next age category
Stocky	Must be taken at 1st level	+4 to resist being bull rushed or tripped, +10% weight
Superior Hearing	Must be taken at 1st level	+1 Listen and Perform
Superior Sense of Smell	Must be taken at 1st level	+1 Craft (alchemy) and Heal, +2 Survival
Superior Taste	Must be taken at 1st level	+3 Spellcraft to identify a potion, +3 Fortitude vs poison
Superior Touch	Must be taken at 1st level	+1 Disable Device, Open Lock, Sleight of Hand, +2 Spot invisible creature
Superior Vision	Must be taken at 1st level	Gain low-light vision or see three times as far in low light

REGIONAL FEATS

Feat Name	Prerequisites	Summary
Atlan's Mark	Specific region or race	+1 on saves vs energy drain and death. 50% change to become stabilize
Badge of Bondage	Specific region or race, body must show signs of bondage	+1 Fortitude and Will, +2 Bluff
Bareback Soul	Specific region or race, Ride 1	No penalty when riding bareback, +1 attack when using a ranged weapon
Blackmoorian Rhymes	Specific region or race	+2 Knowledge (arcana), extra roll when making bardic knowledge checks
Blessed of Osprey	Endurance, Swim 5, specific region	+2 Swim vs nonlethal damage and to hold your breath, take 10 on Swim
Blood of Kord	Specific region or race, rage	2 bonus damage points per level

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Feat Name	Prerequisites	Summary
Blooded	Specific region or race	+2 Initiative and Spot
Border Watch	Specific region or race	+2 Spot and +5 Profession (soldier)
Born Follower	Specific region or race	+2 attack and saves vs fear when within 30 feet of a leader
Celestial Scion	Specific region or race	Gain benefits based on Celestial House
Companion Guard Style	Specific region or race, proficient with longsword, long spear, and bows, base attack bonus +4	Use Dex modifier instead of Str when fighting with a longsword or long spear, +2 to confirm critical hits with any bow
Deepseer	Specific region or race	Gain darkvision 30ft or add 30ft to existing darkvision
Defensive Expert	Specific region or race	+4 AC from cover, +2 AC when fighting defensively or +3 if Tumble 5
Desert Fighter	Specific region or race	+2 AC when fighting in desert terrain
Driftwalker	Specific region or race	Costs no squares of movement to move into snow squares, leave no tracks
Dwarflore	Specific region or race	+1 Knowledge (Craft)
Ehlonna's Way	Specific region or race	+3 Hide and Survival when in woodland area. Ignore tree or plant cover
Elemental Focus	Specific region or race	+1 DC to saves vs elemental spells you cast
Elflore	Specific region or race	+1 on all Knowledge and Spellcraft checks
Exercises of Arnd	Specific region or race, Toughness	Exercise to gain +1 attack, +1 saves, or +6 HP
Expert Dungeoneer	Specific region or race	+4 on saves vs mechanical traps
Faerie Mysteries Initiate	Specific region or race	+4 Perform (dance) and Tumble, +1 saves, or use Int modifier for HP
Tested	Specific region or race, Faerie Mysteries Initiate, CL 10	+2 Cha vs elves and <i>commune</i> , <i>true seeing</i> , or +6 bard level 1/day
Fiendsign	Specific region or race	Outsiders suffer -2 on saves vs your spells. +2 to overcome SR of evil outsider
Giantkiller	Specific region or race	+4 to confirm critical hits against giants. +2 AC against giant attacks
Gnomelore	Specific region or race	+1 on all Knowledge and Perform checks
Great Fervor	Specific region or race	Reroll a failed saving throw and add Wis modifier to new roll
Greyhawk Method	Specific region or race, prepare and cast arcane spells	Four new spells per level
Halfling Lore	Specific region or race	+2 Knowledge (local) and Knowledge (history), +4 Profession (cook)
Heir of Lendore	Specific region or race	+2 DC to saves vs divination spells you cast
Horse Nomad	Specific region or race	+3 Ride, proficiency with composite shortbow, light lance, and scimitar
Horselore	Specific region or race	+3 Ride and Handle Animal when dealing with horses
Jinnbond	Specific region or race	Genie ancestor grants elemental benefits
Jungle Fighter	Specific region or race	+2 AC when fighting in jungle terrain
Kahiko	Olman, Improved Grapple, Improved Grapple, Improved Unarmed Strike, flurry of blows, Olman exotic weapon proficiency	+1 disarm, grapple, and trip when wielding an Olman exotic weapon
Kahiko Master	Olman, Improved Grapple, Improved Unarmed Strike, Kahiko, flurry of blows, Olman exotic weapon proficiency	+2 disarm, grapple, trip, and stun opponent with Stunning Fist when wielding an Olman exotic weapon. Throw a shimalo'koa with a 10' range increment
Landless Nobility	Specific region or race	Max starting gold, +4 Cha against residents of your homeland
Last Survivor	Survival 5, specific event	+2 Hide, Listen, and Spot vs natural hazards and predators of the jungle
Lays of the Northern Adepts	Specific region or race	Your abjuration spells are dispelled with a DC 13 + caster level
Lore of the Ur-Flan	Specific region or race	+2 to DC of evil necromancy spells
Mercantile Background	Specific region or race	+2 Appraise, +2 in Craft or Profession
Mercenary Background	Specific region or race	+2 Knowledge (local), class skill: Speak Language
Mountain Fighter	Specific region or race	+2 AC when fighting in mountainous terrain
Nexus Method	Specific region or race, prepare and cast arcane spells	Burn spells to cast <i>summon monster</i> spells
Noble Soul	Specific region or race	+1 Will, +2 Diplomacy
Orc Blooded	Specific region or race	Darkvision 30 feet, favored class – Barbarian, not considered an orc
Pureblooded Suel	Specific region or race	+1 Intimidate and saves vs spells, +2 Cha against the Scarlet Brotherhood
Pureheart	Specific region or race	+4 on saves vs evil outsiders
Raider's Spirit	Specific region or race	+4 on saves vs fear, +2 Intimidate
Rapscallion	Specific region or race, Int 13+	Add Cha and Int modifier to all Bluff checks
Raumathar Heritor	Specific region or race	+2 Knowledge (the planes), favored class: wizard, detect evil outsiders 3/day
Rhennlore	Specific region or race	+1 Tumble, +1 all Knowledge checks
Rustic Charm	Specific region or race	No penalty on Diplomacy related to social class, -2 Sense Motive against you
Sagacious Method	Specific region or race	+4 Spellcraft to decipher and cast scrolls
Second Sight	Specific region or race	<i>Augury</i> 1/day
Shadowbound	Specific region or race	+2 Hide, Empower a shadow spell 1/day
Silent Method	Specific region or race	+2 on all dispel checks and <i>break enchantment</i> spells
Spirit of the Sea	Specific region or race	+8 Survival while aboard a boat or ship
Stowaway	Hide 5, Move Silently 5, Profession (sailor) 1, specific region	+2 Disguise, Hide, and Move Silently on large sailing vessels
Tongue of Mougol	Specific region or race	+3 Bluff and Diplomacy related to business dealings
Tribal Trait	Olman	Gain a benefit based on seven different tribes
Troll Blooded	Specific region or race, Toughness	Regeneration 1, regrow or reattach limbs
Vathrin Stigmata	Specific region or race, Patron Deity: Vathris	Wound seeps substance that can <i>neutralize poison</i> , <i>remove disease</i> 1/day
Vatun's Touch	Specific region or race	Resist cold weather
Vohoun Eye	Sense Motive 5, specific region	Determine spell being cast and +2 save if it is directed at you
Wastri's Blessing	Specific region or race	Hold breath up to 3x Con score. Leave no trail in swampy terrain

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Well Read	Specific region or race	All Knowledge skills are considered class skills
Well Traveled	Specific region or race	Gain Knowledge (local) 2, use Knowledge (local) in place of Diplomacy
World Weary	Specific region or race	+4 save vs fear, treat fear conditions as one rank lower
Zagyg's Favor	Specific region or race	+4 Will saves vs compulsion

SALAMANDER FEATS

Feat Name	Prerequisites	Summary
Burning Rage	Con 13, heat special attack, rage	+1d6 damage to heat special attack while raging
Gout of Flame	Con 13, heat special attack	2d6 fire damage with breath weapon once per day
Tail Snap	Con 13, heat special attack, snakelike tail	Hurl flaming globe up to 100 feet away

SHIFTER FEATS

Feat Name	Prerequisites	Summary
Disrupting Strike	Shifter, Improved Unarmed Strike, Stunning Fist	Cause shapechanger to revert to its natural form
Fierce Mind	Shifter	Ignore fear effects
Shiftsilver Mastery	Shifter, base attack bonus +8, two other shifter feats, must have crafted your own shiftsilver weapon	Deal additional Con damage against creatures who have DR/silver with a critical hit

SPELL WEAVER FEATS

Feat Name	Prerequisites	Summary
Battle Weaver	Spell waver, Str 15	Gain two additional slam attacks

TACTICAL FEATS

Feat Name	Prerequisites	Summary
Blinding Strike	Dex 13, Power Attack, base attack bonus +5	Blind foes and weaken gaze attacks
Deafening Blow	Str 13, Power Attack, base attack bonus +4	Deafen and shake foes
Exhausting Defense	Combat Expertise, Dodge, base attack bonus +5	Fatigue and exhaust foes

VILE FEATS

Feat Name	Prerequisites	Summary
Corrupt Summoning	Spell Focus (conjuraton), Augment Summoning, evil	Summoned creatures gain the evil subtype
Sacrificial Divination	Sacrificial Mastery	Gain glimpse of the future by divining with entrails of sacrifices

WEAPON STYLE FEATS

Feat Name	Prerequisites	Summary
Bite of Steel	Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Focus (sai), base attack bonus +5	Pin opponent's off-hand weapon
Devastating Thunder	Mounted Combat, Spirited Charge, Trample	Frighten enemies while making a spirited charge
Frontline Archer	Dex 15, proficiency with a longbow or composite longbow, Combat Reflexes, Improved Trip, Weapon Focus (longbow) or Weapon Focus (composite longbow)	Use your longbow or composite longbow to make trip attacks
Storm of Flying Strikes	Str 15, Improved Bull Rush, Power Attack, Two-Weapon Fighting, base attack bonus +6	Use Power Attack to knock down your foes

WILD FEATS

Feat Name	Prerequisites	Summary
Nature's Fists	Wild shape (elemental)	Send wild shape ability to gain elemental slam attack
Photosynthesize	Wild shape (plant)	Spend wild shape ability to sustain self

FIGHTING STYLES

Style Name	Prerequisites	Summary
Black Panda Style Mastery I	Dex 13, Wis 15, Combat Expertise, Dodge, Improved Unarmed Strike, Pain Touch, Stunning Fist	+2 save DC vs unarmed attack you make with Stunning Fist
Black Panda Style Mastery II	Dex 15, Wis 19, Balance 4+, Extra Stunning Attacks, Freezing the Lifeblood, Distant Touch, Black Panda Mastery I	Unarmed attack deals an additional 1 point of Constitution damage when used with Distant Touch, Freezing the Lifeblood, Pain Touch, or Stunning Fist
Blue Mountain Style Mastery I	Str 13, Dex 14, Jump 4+, Flying Kick, Improved Initiative, Improved Unarmed Strike, <i>Ki</i> Shout, Power Attack, Roundabout Kick	Move 5 feet extra distance with a successful Jump check
Blue Mountain Style Mastery II	Str 14, Dex 16, Balance 4+, Jump 8+, Circle Kick, Flying Dragon Kick, Great <i>Ki</i> Shout, Blue Mountain Mastery I	+2 Initiative
Broken Fist Mastery I	Str 13, Dirty Fighting, Improved Initiative, Improved Trip, Improved Unarmed Strike	+1 size category for trip attempts
Broken Fist Mastery II	Knock-Down, Lightning Fists, Whirlwind Attack, Broken Fist Mastery I	Gain a bonus equal to one-half your character level on Str checks to trip or avoid being tripped
Five Stars Mastery I	Improved Unarmed Strike, Deflect Arrows, Dodge, Lightning Reflexes, Balance 9, Jump 9, Tumble 9	+10 Balance, Jump, and Tumble

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Style Name	Prerequisites	Summary
Five Stars Mastery II	Five Stars Mastery I, Mobility, Spring Attack, Combat Expertise, Whirlwind Attack, Improved Feint	<i>Haste</i> for a number of rounds equal to your character level per day
Iron Hand Mastery	Improved Unarmed Strike, Power Attack, Fists of Iron, Improved Sunder, Eagle Claw Attack, Toughness, Endurance, Roundabout Kick	Gain damage reduction 2/--
Koumajutsu (Demon Wrestling) Mastery I	Str 15, Choke Hold, Improved Grapple, Improved Unarmed Strike, Stunning Fist	+2 on all grapple checks
Koumajutsu (Demon Wrestling) Mastery II	Str 17, Earth's Embrace, Fists of Iron, Knock Down, Power Attack, Ten Ox Stomp, Koumajutsu Mastery I	+2 on all grapple checks (stacks with Koumajutsu Mastery I)
Northern Fist Mastery	Improved Unarmed Strike, Stunning Fist, Falling Star Strike, Freezing the Lifeblood, Unbalancing Strike, Pain Touch, Combat Expertise	Make ranged attacks with unarmed strikes
Southern Star Mastery	Improved Unarmed Strike, Stunning Fist, Unbalancing Strike, Combat Expertise, Improved Trip, Dodge, Defensive Strike, Concentration 9	Hurl opponent back 10 feet with unarmed strike
Temerad Mastery I	Dex 15, Dodge, Improved Unarmed Strike, Mobility, Spring Attack	+2 dodge bonus against a single target or +1 dodge bonus against two targets
Temerad Mastery II	Dex 19, Balance 8+, Deflect Arrows, Extra Stunning Attacks, Lightning Fists, Stunning Fist, Temerad Mastery I	+1 AC (insight)

FLAWS

Flaw Name	Prerequisites	Summary
Aligned Devotion	Spontaneously cast <i>cure</i> spells	Reduced healing for those not of the same alignment as you
Arcane Conundrum	Gnome, Cha 10+	-2 saves vs illusion spells, no spell-like abilities,
Arcane Fatigue	Arcane spells	Fortitude save after casting a spell or become fatigued
Arcane Parasites	Arcane spells	DC to resist arcane spells is lowered by 1
Arcane Performer	Arcane spells without preparation, Perform 1	Perform check (DC 10 + spell level) in order to cast spells
Beady Eyes	Darkvision	-2 Search and Spot, low-light vision instead of darkvision
Beastly	Wild empathy	-2 on Cha-based skill checks, vulnerable to spells that effect animals
Bestial Instinct	--	-2 attack when not using unarmed strikes or natural weapons
Blind Rage	Rage	You may not end your rage voluntarily
Brash	--	-6 AC against attacks of opportunity
Bravado	--	Never gain benefit from any kind of dodge bonus
Cautious	--	-2 Initiative, skills take twice as long to perform
Chivalrous Courtesy	Good or lawful alignment	-4 attack to hit a creature of the opposite gender
City Slicker	Class skill: Survival	-4 Handle Animal, Knowledge (nature), and Survival checks
Claustrophobia	--	Shaken when within 10 ft of a wall or other solid surface with 2+ sides
Code of Arms	Good or lawful alignment	-4 attack when enemy is not armed with a melee weapon
Cold-Blooded	--	Fail all Fort saves vs high temps, fire-based effects deal +2 damage
Coward	--	Automatically fail all saves vs fear
Curious	--	-2 Initiative, Listen, and Spot
Divine Gestures	Divine spells	Suffer spell failure chance like an arcane spellcaster
Domain Devotion	Access to domains	Access to only one domain
Elven Pride of Arms	Elven blood	-4 attack when not using a longsword, rapier, bow, or unarmed attacks
Exhausting Rage	Rage	You become exhausted (instead of fatigued) when you end your rage
Foe Specialist	Favored enemy	-1 attack, Bluff, Sense Motive, Spot, and Survival against creatures that aren't one of your favored enemies
Fool	Bardic music	Lose inspire courage, inspire competence, inspire greatness, and inspire heroics
Forlorn	Call familiar	You lose the ability to call a familiar
Forlorn of Men	--	Shaken if there is more than one humanoid within 30 feet of you
Frail	Constitution 11-	Become fatigued when you fail a Fortitude save
Free-Spirited	Chaotic alignment	Weight of gear is considered doubled
Frivolous Performer	Bardic knowledge	-10 on all Bardic Knowledge checks
Fussy	--	-4 on all ingested poisons, become sickened when ingesting potions
Glory-Hound	Base attack bonus +1	-2 penalty to AC in combat until you drop an opponent
Grudge Keeper	--	-2 attack, save, skill, ability checks until you damage foe who damaged you
Gullible	--	-2 saves against enchantment and illusion spells, -4 Sense Motive
Half-Blood Outcast	Half-elf or half-orc	-2 penalty on attack, saving throws, and skills when in sight of elf or orc
Hatred	Favored enemy	-4 AC, attack, and skills when not engaged with a nearby favored enemy
Haunted	Spells	-4 Listen and Move Silently due to spontaneous ghost sounds
Honor of the Duel	Good or lawful alignment	Will save to attack creatures that are threatened by others, -2 attack if successfully saved
Honorable Challenge	Lawful alignment	-4 attack against creatures that have not challenged or made an attack
Hot-Blooded	--	Fail all Fort saves vs low temps, cold-based effects deal +2 damage
Implacable	Base attack bonus +1	-2 attack, save, skills for 1 hour if you move out of melee
Individualist	--	-2 attack, +1 armor check when using weapons or armor you did not craft
Insomniac	--	DC 15 Fortitude save to sleep

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Flaw Name	Prerequisites	Summary
Light Sensitivity	Darkvision	Dazzled when in bright sunlight
Lightweight	Constitution 13-, you may not be Obese	-4 bull rush, grapple, overrun, or trip, no bonus or penalty when charging, base weight is halved
Living Faith	Turn or rebuke undead	Lose ability to turn or rebuke undead
Loner	Summon a familiar or animal companion	You lose the ability to summon a familiar or gain an animal companion
Loudmouth	--	-4 Diplomacy and Move Silently checks
Love of Nature	--	DC 12 Will save to attack animals, plants, or vermin
Magical Fascination	--	-2 attack and skill checks when in sight of a visible magic effect
Magical Overload	Spells	Use highest spell level slot to cast or prepare a spell of a lower level
Material Devotion	Access to domains	Only use spell-trigger items on your domain list
Metal Intolerance	--	Suffer an additional point of damage when struck by metal weapons
Methodical Magical Methods	Spells	Flat-footed on any round you cast a spell
Meticulous Performer	Bardic music	Initiating or maintaining any bardic music ability is a full-round action
Mounted Warrior	Ride 1	-2 attack made while not riding a mount
No Time For Book Learning	--	Illiterate, -2 on all Knowledge checks except Knowledge (nature)
Obese	Small size, Dexterity 13-, you may not be Lightweight	no +1 AC or attack, no +4 Hide checks, armor costs double, base weight is doubled
Phantom Sparks	Spells	-4 Hide and Spot due to spontaneous bursts of light
Ponderous Spellcaster	Spells	Casting time of all spells is doubled
Pride of Arms	Proficiency in all martial weapons	-4 attack with exotic weapons, simple weapons, unarmed attacks, and touch attacks
Quarter Elf	Half-elf	No sleep spell immunity, no racial bonus on saves against enchantments
Quick Burning Rage	Rage	Rage only as long as your improved Constitution modifier
Restricted Sorcery	Cast spells without preparation	Cannot learn spells, use wands, or use scrolls from two restricted schools
Short Attention Span	--	-2 skill checks to retry an action you previously failed
Short of Breath	Con 13-	Become fatigued more easily
Short Temper	--	DC 15 Will save when damaged in combat or become enraged
Skulker	--	DC 15 Will save when a foe engages you in melee or become shaken
Slow Healing	Con 13-	No natural healing, healing spells work at half caster level on you
Slow To Anger	Rage	Entering a rage requires a full round action
Solitary Paragon	--	-4 attack against a foe you flank, no benefit from flanking
Stubby Fingers	Dwarf, Gnome, or Halfling	-4 attack when using light or one-handed weapons, -4 on all Disable Device, Open Lock, Sleight of Hand, and Use Rope checks
Superstitious	Inability to cast spells	Frightened when you see an item, effect, or location created by magic
Terrain Specialist	Track, wild empathy	-2 on all wild empathy, Search or Survival checks made to track, cannot use camouflage or hide in plain sight when not in your home terrain
Test Subject	--	Ability to save against three schools of magic suffer a -2 penalty
Trivial Performer	Bardic music	DC is halved against your fascinate, suggestion, and mass suggestion abilities. Inspire abilities end when you stop performing
Uncontrollable Rage	Rage	You cannot enter a rage voluntarily
Warrior of the Phalanx	--	-4 attack when not adjacent to an ally
Weapon Bound	Devotion to a specific deity	Only proficient with deities favored weapon
Wild	Survival	Become panicked whenever you are entangled, pinned, or bound

APPENDIX 2: FEATS, FLAWS, AND STYLES BY DRAGON MAGAZINE

Below is a complete list of items in this compilation and their **originating source**. Entries are listed under the *articles* from which they appear. Entries in **gray** have not been entered here and are given a short explanation as to why. Generally, if an item appears in print other than DRAGON MAGAZINE, it is not included here. There aren't too many of these.

Dragon Magazine #309

Beasts of the Battlefield – War Constructs and Creatures

Craft Construct

Campaign Components: Incursion – A

World Under Siege

Anti-Psionic Magic

Astral Tracking

Close-Quarter Defense

Double Weapon Disarm

Improved Shield Snare

Mighty Are Fallen

Resist Telekinesis

Shield Snare

New Martial Arts Styles

Black Panda Style

Blue Mountain Style

Broken Fist

Distant Touch

Koumajutsu (Demon Wrestling)

Stone Monkey

Temerad

Dragon Magazine #310

Roles of the Wild – Multiclassing the

Revised Ranger

Arcane Strike, Favored Power Attack, and Improved Favored Enemy all appear in Complete Warrior

Stealth and Dagger – Options, Combinations, and Prestige Classes for the Revised Rogue

Mercurial Strike

Precise Strike

Tutor

The Roles of Rage – Multiclassing the

Revised Barbarian

Rage Casting

Raging Bull

Raging Overrun

Raging Spell Penetration

Raging Sunder

Dragon Magazine #311

Arcane Alterations – Templates for Spells

Bloodthirsty

Elemalefic Spellcaster

Ethereal Tendril

Invigorating Spellcaster

Spellbinder

Spellstrike

Superior Summons

Arcane Ancestry – Bloodline Feats for the Sorcerer

Air Bloodling

Arcane Kinship

Celestial Bloodling

Celestial Light

Draconic Bloodline

Dragon Sight

Earth Bloodline

Fey Bloodline

Fey's Fate

Fiendish Bloodline

Fire Bloodline

Fire Feet

Friend of the Earth

Kin Mastery

Power in the Blood

Voice of the Winds

Water Bloodline

Waterborn

Dragon Magazine #312

Thieves of Will – Evil Enchanters

Charming

Combat Charm

Commanding

Puppet Master

Dragon Magazine #313

Animal Ancestry – Characters that

Answer the Call of the Wild

Crushing Hug

Gore Toss

Hamstring Attack

Hibernate

Moonwarrior

Pack Feint

Pack Tactics

Quick Change

Spirit of the Beast

Sprinter

Brain Power – Secrets of the Illithids

Agitated Causticity

Astral Fire

Bioelectrical Surge

Bull Blast

Concussive Blast

Dual-Plane Summons

Elemental Flare

Harden Energy

Solid Freeze

Elder Serpents of Set – Servants of the

Lord of Evil

Spit Venom

Strong Coils

Eye Wares – Potent Powers of the

Beholders

Agile Tyrant

Maw of Power

Nimble Flier

Power Soar

Power Surge

Skilled Telekinetic

Tentacular Stalk

Versatile Tyrant

Dragon Magazine #314

Brotherhood of the Burning Heart – The

Magic and Mettle of Fire

Burning Focus

Flash Casting

Radiant Spell

Dust to Dust – Magic of the Earthborn

Earth Focus

Earthcraft

Friends of the Earth

Guardians of the Deepest Seas – Water

Spells and Feats from the Underdark

Flotation

Flow With the Current

Pressure Resistance

Sea Legs

Water Focus

Searing Flames – The Ecology of the Salamander

Burning Rage

Gout of Flame

Tail Snap

Dragon Magazine #315

Birthright – Bloodlines for D&D 3.5

Bloodlines represented here are

different from the two other

bloodlines in this compilation. Since

these bloodlines require much of the

article to be used properly, they have

been omitted here.

Ghostwalk - The Bloody Swords

Orcus's Bloodthirst Ritual

Greyhawk – Regional Feats of Oerth

Atlan's Mark

Badge of Bondage

Bareback Soul

Blackmoorian Rhymes

Blood of Kord

Blooded

Border Watch

Born Follower

Celestial Scion

Companion Guard Style

Defensive Expert

Driftwalker

Dwarflore

Ehlonna's Way

Elflore

Expert Dungeoneer

Fiendsign

Giantkiller

Gnomelore

Great Fervor

Greyhawk Method

Halfling Lore

Horselore

Jungle Fighter

Landless Nobility

Lays of the Northern Adepts

Lore of the Ur-Flan

Mercantile Background

Mercenary Background

Mountain Fighter

Noble Soul

Orc Blooded

Raider's Spirit

Rapscallion

Rhennlore

Tongue of Mougol

Wastri's Blessing

Well Read

Hollow World – Sundering Ka

The feats from this article all have the

prerequisite of Ka-tainted which is a

new template and would require

reprinting the template to be of any

use. The feats are: Clawed Spell,

Megaraptor's Leap, Piercing Spell,

Complete Dragon Magazine 3.5 Feats, Flaws, & Styles – By Dragon Magazine

Predator's Step, Rage of the Raptor, and Triceratop's Charge.

Kara-Tur: Ancestor Feats and Martial Arts Styles

Adventurous Explorer
Ally of the Ki-Rin

Audacious Attempt appears both in #315 and #318. Since newer issues supersede older issues, the feat from issue #318 was recorded instead.

Backstabbing Traitor

Cultured Courtier appears in #318 with no changes.

Discipline

Five Stars School

Forest Ambusher

Gifted General

Hardy Soul

Horse Nomad

Iron Hand School

Legendary Tracker

Mercantile Background

Mind Over Body

Mountain Hunter

Northern Fist School

Renowned Courtesan

Saddleback

Secret Society

Smooth Talk

Southern Star School

Stalwart Defender

Survivor

Maztica – The New (Fantasy) World

Armor Dance

Improved Armor Dance

Red Steel – Cinnabar, Red Steel, and The Red Curse

Inheritor was not recorded since it relies on the article to be of any use.

Dragon Magazine #316

Countdown to Eberron – Races of the New World

Shifter Defense, Healing Factor, and Extra Lycanthrope Characteristic all appear in the *Eberron Campaign Setting* book. Extra Lycanthrope Characteristic was renamed in the *Eberron Campaign Setting* book to Extra Shifter Trait.

Expanding Psionics Preview #2 – Psionic Feats

Ghost Attack

Greater Ghost Attack

Instinctive Consummator

Instinctive Dispatcher

Phrenic Blast

Phrenic Leech

Psionic Feedback

Psymbiot

Dragon Magazine #317

Expanding Psionics Preview #3 – Psionic Power

Overchannel

Holy Strategists of the Red Knight

Hard to Fool

Improved Leadership

Lady's Gambit

Noble Warrior

Pike Hedge

Truenames and Fetishes – The Power of

Peril

Truename was not recorded since it requires information detailed in the article to be of any use.

Dragon Magazine #318

Oriental Adventures – Eastern Flavor

General feats in this article are not entered here since they are not new; they are updates specifically to the *Oriental Adventures* book.

Replacement feats have been added since they are, in essence, new.

Audacious Attempt

Blood Artisan

Cultured Courtier

Infamous Traitor

Spellwise

Stormheart

Tireless

Twin Sword Style

Dragon Magazine #319

Greyhawk Feats – More Regional Feats of Oerth

Deepseer

Desert Fighter

Elemental Focus

Exercises of Arnd

Faerie Mysteries Initiate

Jinnbond

Nexus Method

Pureblooded Suel

Rustic Charm

Sagacious Method

Second Sight

Shadowbound

Silent Method

Spirit of the Sea

Tested

Troll Blooded

Vathrin Stigmata

Vatun's Touch

Well Traveled

World Weary

Zagy's Favor

Warriors of the Animal Fist – Crouching Panther, Slashing Dragon

Deft Fist

Kung Fu Genius

Ring The Golden Bell

Dragon Magazine #320

Eberron – Dragonmarks, Dragonshards, and Dynasties of Power

Least Dragonmark appears in *Eberron Campaign Setting*.

Fostered Dragons – The Perilous Burden

Dragon Cohort appears in the *Draconomicon*.

Dragon Magazine #321

None to record

Dragon Magazine #322

Ecology of the Dark Ones – Enigmas

Wrapped in Shadows

Cutpurse

Deep Poisoning

Expert Tumbler

Lord of Darkness – Erebus, the Void

Between the Stars

Darkness Familiar

Dragon Magazine #323

Class Acts – The Thane

Aura of Bravery

Improved Aid Another appears in #339 and replaces this version

Stalwart

Heroic Feats – Mastery of the Sand and Seas

Desertborn

Natural Dowser

Pirate Luck

Polyglot

Sailor Will

Sandstep

Savvy Swimmer

Shipborn

Under Command – Command and Control

Commander

Defense of the Righteous

Gang Tactics

Halfling's Cunning

Inspire Bloodletting

Inspire Bloodthirst

Rouse Courage

Dragon Magazine #324

Class Acts - Flaws For Bards

Arcane Performer

Brash

Coward

Fool

Frivolous Performer

Loudmouth

Meticulous Performer

Trivial Performer

Class Acts - Flaws For Druids

Bestial Instinct

City Slicker

Claustrophobia

Cold-Blooded

Forlorn of Men

Hot-Blooded

Love of Nature

Metal Intolerance

No Time For Book Learning

Class Acts - Flaws For Paladins

Chivalrous Courtesy

Code of Arms

Honorable Challenge

Honor Of The Duel

Mounted Warrior

Pride Of Arms

Solitary Paragon

Warrior Of The Phalanx

Gaining Prestige – The Sworn Slayer

Nemesis

Heroic Feats – Racial Feats

Human Blood

Innate Magic

Slender

Slow Maturation

Stocky

Superior Hearing

Superior Sense of Smell

Superior Taste

Superior Touch

Superior Vision

Silicon Sorcery – Gothic III

Etch Rune

Dragon Magazine #325

A Surge of Theurgy – Feats that Combine Class Abilities

Alternative Source Spell

- Combined Empathy
 Customize Domain
 Diversified Casting
 Druid Theurgy
 Easy Metamagic
 Elemental Theurgy
 Holy Mount
 Hymnist
 Theurgic Bond
 Theurgic Creationist
 Theurgic Empathy
 Theurgic Mount
 Theurgic Specialist
- Arcane Ancestry 2 – More Bloodline**
- Feats for Sorcerers**
- Anarchic Bloodline
 - Axiomatic Bloodline
 - Familiarity
 - Fickle Fate
 - Grave Friend
 - Green Heart
 - Illithid Bloodline
 - Lawful Discipline
 - Mind Weapon
 - Necromantic Bloodline
 - Penumbra Bloodline
 - Plant Bloodline
 - Serpent Bloodline
 - Venomless
 - Voice of the Green
- Class Acts - Flaws for Barbarians**
- Blind Rage
 - Exhausting Rage
 - Gullible
 - Quick Burning Rage
 - Slow To Anger
 - Superstitious
 - Uncontrollable Rage
- Heroic Feats – Getting School**
- Ability Enhancer
 - Abjorative Potency
 - Charmer
 - Enhanced Shadow Reality
 - Evocation Resistance
 - Girded Soul
 - Heavy Teleport
 - Hidden Thoughts
 - Potent Enchantment
- War Magic – Casting and Surviving D&D's Most Destructive Spells**
- Energy Substitution appears in *Complete Arcana*
- Dragon Magazine #326**
- Down the Drain – Sewers In A Fantasy Campaign**
- Strong Stomach
 - Tunnel Rat
- Class Acts - Flaws For Clerics**
- Aligned Devotion
 - Divine Gestures
 - Domain Devotion
 - Living Faith
 - Material Devotion
 - Ponderous Spellcaster
 - Weapon Bound
- Heroic Feats – Chaos Feats**
- Chaos Music
 - Chaos Rage
 - Flexible Mind
 - Wild Touch
- Silicon Sorcery – World of WarCraft**
- Monstrous Animal Companion
 - Retribution
 - Savage Empathy
 - Savage Mobility
- Dragon Magazine #327**
- Class Acts - Flaws For Sorcerers**
- Haunted
 - Loner
 - Magical Overload
 - Phantom Sparks
 - Restricted Sorcery
- Silicon Sorcery – Champions of Norrath**
- Damage Mastery
 - Disease Bolt
 - Disease Shield
 - Increased Carrying Capacity
 - Life Tap
 - Tainted Strike
 - Undead Command
- Dragon Magazine #328**
- Nobody's Perfect – New Flaws for Nonhumans**
- Arcane Conundrum
 - Beady Eyes
 - Bravado
 - Cautious
 - Curious
 - Elven Pride of Arms
 - Frail
 - Free-Spirited
 - Fussy
 - Glory-Hound
 - Grudge Keeper
 - Half-Blood Outcast
 - Implacable
 - Insomniac
 - Light Sensitivity
 - Lightweight
 - Magical Fascination
 - Obese
 - Quarter Elf
 - Short Attention Span
 - Short Temper
 - Skulker
 - Slow Healing
 - Stubby Fingers
- Silicon Sorcery – God of War**
- Heads Up
- Dragon Magazine #329**
- Class Acts - Flaws For Rangers**
- Beastly
 - Foe Specialist
 - Hatred
 - Individualist
 - Terrain Specialist
 - Wild
- Dragon Magazine #330**
- The Umbragen – Shadow Elves of Xen'Drik**
- The feats for the Umbragen have not been included since they all have a prerequisite of Umbragen race which appears in the article.
- Enter the Far Realm – Unspeakable Madness, Corruption, and Terror From Beyond Reality**
- The feats listed in this article require a ritual as a prerequisite which is detailed in the article and grants
- access to new spells also detailed in the article.
- Class Acts - Flaws For Commoners**
- These flaws were not included since they are meant to be silly.
- Dragon Magazine #331**
- The Point of Pole Arms – A Comprehensive Guide**
- Braced for Charge
 - Haft Strike
 - Long Strike
 - Pole Balance
 - Pole Fighter
 - Shorten Grip
 - Spinning Defense
 - Vault
- Dragon Magazine #332**
- Class Acts – Flexible Fighters**
- Bite of Steel
 - Devastating Thunder
 - Frontline Archer
 - Storm of Flying Strikes
- Class Acts – The Society**
- Dderwydd Chymdeithas Initiate
- Cutting Up the Dragon – Useful Bits From Formidable Foes**
- Dragoncrafter appears in the *Draconomicon*.
- Touched by Madness – Eberron's Cults of the Dragon Below**
- These feats were not included since the prerequisite is to be devoted to the Cult of the Dragon Below which requires the article.
- Trophy Hunting**
- Trophy Hunter
- Dragon Magazine #333**
- Class Acts – Change of Environs**
- Darkness Adaption
 - Efficient Hunter
 - Fury of Stone
- Class Acts – Cultured Combatants I**
- Breath Control
 - Deadly Concussion
 - Elusive Dance
 - Master of Mockery
- Class Acts – Flaws For Wizards**
- Arcane Fatigue
 - Arcane Parasites
 - Forlorn
 - Methodical Magical Methods
 - Short Of Breath
 - Test Subject
- Class Acts – Monks In The City**
- High Society
- Class Acts – Unseen Sisters**
- Deceitful Appearances
- Demonomicon of Iggwilv – Fraz-Urb'luu Prince of Deception**
- Thrall to Demon appears in the *Book of Vile Darkness*.
- Noble Born – The Right to Rule**
- Noble Born
- The Relics of Faerûn – Gifts From The Gods**
- True Believer appears in *Complete Divine*.
- Dragon Magazine #334**
- Class Acts – Council of Elders**
- Recognized Elder

Complete Dragon Magazine 3.5 Feats, Flaws, & Styles – By Dragon Magazine

Venerable Elder

Wise Elder

Class Acts – The Bronze Solaris

Bronze Solaris Member

Class Acts – The Janisary

Combat Engineer

Class Acts – Variant Turning

Aura of Life Energy

Corona

Haunting Weapons

Holy Calling

Dragon Magazine #335

Class Acts – A Second Skin

Improve Disguise

Class Acts – Cultured Combatants II

Nimble Deflections

Supremely Confident

War Chant

We Few, We Happy Few

Class Acts – Favored Enemy Feats

Favored Dodge

Intimidate the Enemy

No Threat To Me

Tactical Advantage

Ecology – The Ecology of the Lizardfolk

Deep Breather

Chameleon Blood

Reptilian Healing

Class Acts – Aquatic Fey Kin

Aquatic Fey Bloodline

Fey Presence

Class Acts – Blasphemous Utterances

Blasphemous Utterance

Undertone of Heresy

Sickening Sonata

Dragon Magazine #336

Class Acts – Dark Pacts

Betrayal of the Spirit Linked

Excised From The Web of Life

Verminous Graft

Class Acts – Dark Side Druids

Sacrificial Divination

Class Acts – Pressure Point Attacks

Pressure Point Strike

Dragon Magazine #337

Class Acts – Purification Feats

Bane of Decay

Detoxifying Touch

Extra Remove Disease

Smite Carrier

Strengthened Resilience

Wholesome Fare

Class Acts – Spell Grafts

Spell Grafts

Class Acts – The Free People

League Militiaman

Class Acts – The Metered Style

Defensive Metered Foot

Offensive Metered Foot

Class Acts – Viking Raider

Seafarer

Demonomicon of Iggwilv – Zuggtmoy

Queen of fungi

Thrall to Demon appears in the *Book of Vile Darkness*.

Dragon Magazine #338

Class Acts – Focused Performer

Focused Performer

Focused Performance

Class Acts – The Pikeman

The Pikeman

Staffs of the Magi – Imbuing Your

Wizard's Staff

Enchant Staff, Imbued Defense,

Imbued Strength, Invest Spell, and

Recharge Staff all require the article

and the optional rule of imbuing

staffs.

Ecology – Ecology of the Spell Weaver

Battle Weaver

Dragon Magazine #339

Dark Sun – Dragon Kings

Arcane Augmentation and

Metamixture feats have a prerequisite

of “Dragon magic class” which is part

of the Athasian dragon class described

in the article.

Planescape – Dead Factions

Craft Expertise

Inspired Master

Body Guard

Improved Aid Another

Speak to the Masses

Class Acts – A Different Path

Concealed Ambush

Disabling Strike

Extend Defense

Inspire Beast

Mystic Companion

Pathfinder

Class Acts – Hexblade Curses

Curse of Distraction

Curse of Failure

Curse of Ignorance

Curse of Paranoia

Curse of Sloth

Curse of the Softened

Curse of the Stricken

Empower Curse

Extend Curse

Extra Curse

Foe of the Unlucky

Dragon Magazine #340

Class Acts – Opportunists

Backstab

Canny Opportunist

Defensive Opportunist

Exploit Adjustment

Occult Opportunist

Opportunistic Tactician

Sneak Attack of Opportunity

Two-Weapon Attack of Opportunity

Greater Combat Reflexes

Improved Combat Reflexes

Ecology – Ecology of the Mooncalf

Mixed Omens

Omen of Bones

Omen of Crows

Omen of Flies

Omen of Loss

Omen of Snakes

Omen of Storms

The Eternal Light – The Sun and its Role in D&D

Born Under A Bright Sun

Born Under A Rising Sun

Born Under A Setting Sun

Secrets of Dusk

Spirit of Dawn

Vengeance of Noon

Eye of the Night – The Moon and It's Role In D&D

Born Under The New Moon

Born Under The Crescent Moon

Born Under The Half Moon

Born Under The Gibbous Moon

Born Under The Full Moon

The Stars Are Right - Astrology In D&D

Startouched, Starborn, and

Starblessed all require astrological

signs described in the article.

Dragon Magazine #341

Class Acts – Mind Blade Feats

Adamantine Mind Blade

Align Mind Blade

Greater Mind Shield

Mind Daggers

Mind Shield

Practiced Mind Blade

Reshape Mind Blade

Silver Mind Blade

Strategic Reassignment

Tactical Reassignment

Demonomicon of Iggwilv – Baphomet:

Prince of Beasts

Deformity Clawed Hands, Thrall to

Demon, Willing Deformity all appear

in the *Book of Vile Darkness*.

Dragon Magazine #342

Beyond the Pale – Six Ways To Raise The Dead

Life Restorer

Class Acts – The Art of Kuji-In

Guerrilla Trapsmith

Hidden Kingdom Jutsu

Jutsu Focus

Rabbit Prince Jutsu

Ringing Fist Jutsu

River Eel Jutsu

Shadow Puppet Jutsu

Thousand Faces Jutsu

Wind Oxen Jutsu

Domain Power – Alterative Uses for

Divine Energy

Improved Power requires the article

on improved powers.

Ecology – Ecology of the Adventurer

The Kobold feats Bad Decision, Dying

Shriek, Elf, and Volunteer where not

included. Although very humorous,

they offer no game play advantages.

The Power of the Faith – Initiate Feats of

the Core Deities

Initiate of Boccob

Initiate of Ehlonna

Initiate of Erythnul

Initiate of Fharlanghn

Initiate of Heironeous

Initiate of Hextor

Initiate of Kord

Initiate of Nerull

Initiate of Obad-Hai

Initiate of Olidammara

Initiate of Pelor

Initiate of St. Cuthbert

Initiate of Vecna

Initiate of Wee Jass

Dragon Magazine #343

Class Acts – Magic In The Blood

Divine Sorcery

Complete Dragon Magazine 3.5 Feats, Flaws, & Styles – By Dragon Magazine

Class Acts – Pious Extension

Deflect Energy
Elemental Strike
Energy Strike
Extended Spirit Form
Extra Divine Power
Imbue Weapon
Nature's Fists
Photosynthesize
Spirit Spell
Turn Elemental

Class Acts – The Tide of Battle

Aid Giver
Battle Hardened
Dedicated Nuisance
Improved Whirlwind Attack
Quick Cleave
Ricochet
Superior Flanking
Sweeping Trip
Terrifying Warrior

Spellcraft – Wormbound: The Secrets of Kyuss

The Wormbound feat was not included since it grants access to new spells described in the article.

Take Cover! – Surviving D&D's Masters of Movement

Defensive Climber
Master Swimmer
Quiet Feet
Suppress Presence
Touched By Ether

Dragon Magazine #344

Class Acts – Out of the Shadows

Burning Link
Dazzling Strike
Eldritch Erosion
Flurry of Throws
Hinder
Lacerate
Painful Strike
Ring the Ear
Weaken the Heart

Dragon Magazine #345

Class Acts – Combat Strikes

Blinding Strike
Deafening Blow
Exhausting Defense

Demonomicon of Iggwilv: Kotschtchie

Thrall to Demon appears in the *Book of Vile Darkness*.

The Giants of Xen'drik – Dark Elves and Giants Clash

Sting Strike

Dragon Magazine #346

Class Acts – Scout Feat and Options

Acrobatic Skirmisher
Improved Acrobatic Skirmisher
Mounted Fighting
Passive Reconnoiter
Ranged Skirmisher
Scout The Path

Impiltur – The Forgotten Kingdom

Pureheart

Supporting Cast – Following the Leader

Assemble the Horde
Class Champion
Close Cohort
Eye For Talent

Fanatical Devotion

Natural Leader

Dragon Magazine #347

Class Acts – Archaeologists

Chronicle
Find Relic
Relicguard Spell
Trap Mastery

Princes of Elemental Evil – The

Archmentals

Corrupt Summoning

Dragon Magazine #348

Class Acts - Psiotheurgy

Hypnotic Focus
Cannibalize Spell
Cerebremetamagic
Chameleon Crafting
Mystic Focus
Mystic Stability
Psiomancer
Psiotheurgist

Ecology – The Ecology of the Wight

Wightblade

Dragon Magazine #349

Demonomicon of Iggwilv: Dagon

Thrall to Demon appears in the *Book of Vile Darkness*.

The Horde – Barbarians of the Endless

Waste

Horse Nomad

Raumathar Heritor

Dragon Magazine #350

Class Acts - The Archer's Art

Bow Feint
Efficient Pull
Master Bowyer
Ranged Threat

Magical Pollution – Arcane Afflictions and Augmentations

Evolved requires information on mutation templates outlined in the article.

Savage Tidings – Journey to the Isle of Dread

Blessed of Osprem

Last Survivor

Stowaway

Vohoun Eye

Dragon Magazine #351

Class Acts – Arcane Focus

Arcane Focus
Arcane Watchfulness
Body Awareness
Defensive Magic
Focused Specialist
Magical Insight
Potent Dweomercraft

Class Acts – Historical Ninjas

Intuitive Trapsmith
Karmic Healing
Ki Smite
One With Earth and Water
Skill Attunement
Wolf's Bite
Zen Fortitude

Class Acts - The Clockwork Disciple

The Technomagic Implant feat allows access to technomagic implants which are described in the article.

Dark Sun – Athas and the World Serpent Inn

Defiler

Eberron – Dragonmarks: Sorcerers in Eberron

Dragonmarked Sorcerer

Dragon Magazine #352

Savage Tidings – Braving the Isle of Dread

Friend to the Tribe

Kahiko

Kahiko Master

Tribal Trait

Class Acts – Burning Gauntlet Sisterhood

Slave Seeker was not entered since the prerequisites require affiliation in the Burning Gauntlet Sisterhood described in the article.

Dragon Magazine #353

Demonomicon of Iggwilv: Malcanthet

Thrall to Demon appears in the *Book of Vile Darkness*.

Princes of Elemental Good – The

Archmentals, Part II

Purify Summoning

Dragon Magazine #354

Ancient PCs – Playing Elders in D&D

The Wedded to History feat gives access to backgrounds described in the article. Similarly, the Ancient Feats require Wedded to History to use and were not included.

Dragon Magazine #355

Dragonmarks – Way of the Shackled Beast

Beast Strike
Disrupting Strike

Fear No Binds

Fierce Mind

Shiftsilver Mastery

Way of the Shackled Beast Style is a fighting style and not a feat.

Dragon Magazine #356

None to record

Dragon Magazine #357

Class Acts – Dirty Priests, Holy Thieves

Elemental Stalker

Sacred Outlaw

Sacred Performer

Swift Avenger

Feathers & Fur – A Guide to Flying and Fanged Animal Companions

Bonded

Double Team

Protective Talons

Screen

Demonomicon of Iggwilv: Demogorgon

Thrall to Demon and Willing

Deformity appear in the *Book of Vile Darkness*.

Dragon Magazine #358

Class Acts – Arcane Feats

Arcane Focus

Arcane Shorthand

Book Smart

Eldritch Claws

Forceful Spell

Grappling Blast

Slimy Spell

Complete Dragon Magazine 3.5 Feats, Flaws, & Styles – By Dragon Magazine

Wedded to the Light

Master's Forge – Crafting Legends

Artisan Craftsman allows you to add item qualities to an item when it is crafted. The item qualities are described in the article.

Dragon Magazine #359

1d20 Villains – D&D's Most Wanted; Preferably Dead

Blade Communion of Slashing
Spawn of the Dark Prince
Blood of the Witch Queen
Mark of Lemoriax

Class Acts – Arcane Lore Abilities

Countenance of the Mage
Ears of the Mage
Eyes of the Mage
Footsteps of the Mage
Hands of the Mage
Name of the Mage
Presence of the Mage
Voice of the Mage

Class Acts – Body Modifications

Skincaster

Class Acts – The Universal Key

Find Flaw

Eberron – Dragonmarks – Echoes of the Mourning

Mourning Mutate

Dragon Magazine #360

Demonomicon of Iggwilv: Graz'zt, the Dark Prince

Thrall to Demon and Violate Spell appear in the *Book of Vile Darkness*.

