



# Player Paraphernalia



AWAKENING MANTRAS  
NEW FEATS FOR SPELL-CASTERS

#107

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

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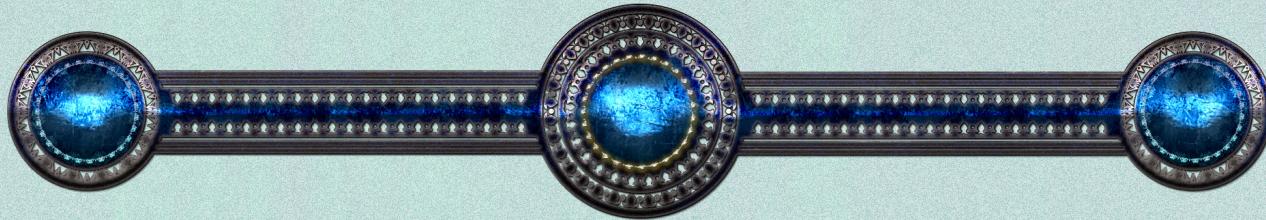
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# PLAYER PARAPHERNALIA #107

## BY THE KNOTTY-WORKS



Welcome to issue one hundred and seven of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). This issue introduces several new feats designed to give spell-casters a boost in staying power, though at a cost.

Thanks to Palak Shah for his proof-reading expertise.

### AWAKENING MANTRAS

Casting spells of arcane or divine might not only differentiates the relative power of the character classes in Pathfinder, it ranges from one of the most limiting class features to one that easily out-paces the most powerful class features of any non-spell casting class as higher levels are attained. But first, spell casting characters need to survive to reach the pinnacle of their spell mastery.

Arcane mantras provides a series of feats limited to those that cast spells, allowing them to tap into their arcane or divine energies for casting more spells per day. These feats are similar to metamagic feats in that they interact with the spell caster's ability to cast spells, but these feats do not modify the casting of a spell as much as give the spell caster the ability to cast more spells.

Those feats that grant a specific number of spells or spell-slots per day are broken down by specific levels based on the penalty accepted. Spell progression for such feats requires that higher level spells or spell-slots cannot be greater than those of lesser levels. For example, a caster using Minor Arcane Cannibalism accepting 4 points of

nonlethal damage must spend have at least one 1<sup>st</sup> level prepared spell in order to gain one 2<sup>nd</sup> level spell.

While it is possible to take feats that allow the character to sacrifice more than one aspect (Charisma, Wisdom, etc.) to gain additional spells, only one sacrifice of aspect (ability score or nonlethal damage) may be made per day. This does not apply to Spell Recall as the caster is not making a sacrifice to gain additional spells per day.

### Spell Recall

The following three feats present a means for an arcane spell caster—particularly the wizard—to attempt to recall the last spell cast. The purpose of these feats is to allow a spell caster to cast more spells per day, though limited to the total number of spell levels that may be recalled, and such a recall is not automatic.

#### Minor Arcane Spell Recall

You can tap into your inner arcane reserves to recall the last spell you previously cast.

**Prerequisites:** Prepare 1<sup>st</sup> level arcane spells, Intelligence 11+.

**Benefits:** You may spend a standard action to tap into your super-consciousness and recall the last arcane spell you cast that is 3<sup>rd</sup> level or less. You must make a concentration check with a DC equal to 15 + twice the spell level in order to successfully recall the spell. If successful, you may cast the spell again as normal, though it must be initiated by the beginning of your next turn. You may recall a total number of spell levels

per day equal to your Intelligence modifier. If you fail the concentration check, you may not recall the last spell cast. If you fail the concentration check, you may not attempt to recall the last spell cast again that day.

### Arcane Spell Recall

Your short-term memory control of arcane formulae has improved, and you may recall more complicated spells.

**Prerequisites:** Minor Arcane Spell Recall, Prepare 4<sup>th</sup> level arcane spells, Intelligence 15+.

**Benefits:** You may recall a 6<sup>th</sup> level or lower spell when attempting to recall the last arcane spell cast. You may recall a total number of spell levels per day equal to twice your Intelligence modifier replacing the number granted from the Minor Arcane Spell Recall feat. You must still make a concentration check with a DC equal to 15 + twice the spell level to recall the spell, and you must cast it by the beginning of your next turn. If you fail the concentration check, you may not attempt to recall the last spell cast again that day.

### Major Arcane Spell Recall

You can recall the last spell cast regardless of its complexity.

**Prerequisites:** Arcane Spell Recall, prepare 7<sup>th</sup> level arcane spells, Intelligence 17+.

**Benefits:** You may recall a 9<sup>th</sup> level or lower spell when attempting to recall the last arcane spell cast. You may recall a total number of spell levels per day equal to three times your Intelligence modifier replacing the number granted from Arcane Spell Recall or Minor Spell Recall. You must still make a concentration check with a DC equal to 15 + twice the spell level to recall the spell, and you must cast it by the beginning of your next turn. If you fail the concentration check, you may not attempt to recall the previous spell again that day.

### Arcane Spell Fuel

Spell casters tap into energies that infuse the environment around them. However, some have leaned how to tap into their own vitality to draw forth the energies needed to cast arcane spells. Arcane spell fuel feats represent an arcane spell caster's ability to temporarily sap their own hit points in order to cast more spells per day.

### Minor Arcane Cannibalism

You learn how to sacrifice your health in order to enhance your ability to access arcane energies.

**Prerequisites:** Cast 1<sup>st</sup> level or higher arcane spells, Constitution 13+.

**Benefits:** You may take nonlethal damage equal to twice your Constitution modifier and gain an additional number of spell slots for the day whose total spell level is less than or equal to your Constitution modifier. Spell slots gained cannot exceed 3<sup>rd</sup> level, and you must have access to the spell levels in order to gain additional spells from this feat. Nonlethal damage suffered this way cannot be healed through magical means including spells, spell-like abilities, or supernatural abilities. But the nonlethal damage is restored after 8 full hours of rest.

### Arcane Cannibalism

You may cannibalize more of your physical health to channel arcane energies.

**Prerequisites:** Cast 4<sup>th</sup> level or higher arcane spells, Minor Arcane Cannibalism, Constitution 15+.

**Benefits:** You may take nonlethal damage equal to four times your Constitution modifier and add a number of spell slots per day whose total levels is equal to twice your Constitution modifier, replacing the number granted from the Minor Arcane Cannibalism feat. Spell slots gained cannot exceed 6<sup>th</sup> level, and you must have access to the spell levels in order to gain additional spells from this feat. Nonlethal damage suffered this way cannot be healed through magical

means including spells, spell-like abilities, or supernatural abilities. But the nonlethal damage is restored after 8 full hours of rest.

### Major Arcane Cannibalism

You learn how to sacrifice your health in order to enhance your ability to access arcane energies.

**Prerequisites:** Cast 7<sup>th</sup> level or higher arcane spells, Minor Arcane Cannibalism, Arcane Cannibalism, Constitution 17+.

**Benefits:** You may take nonlethal damage equal to six times your Constitution modifier and add a number of spell slots per day whose total levels is equal to three times your Constitution modifier, replacing the number granted from the Arcane Cannibalism feat. Spell-slots gained cannot exceed 9<sup>th</sup> level, and you must have access to the spell levels in order to gain additional spells from this feat. Nonlethal damage suffered this way cannot be healed through magical means including spells, spell-like abilities, or supernatural abilities. But the nonlethal damage is restored after 8 full hours of rest.

### Divine Spell Devotion

While arcane spell casters may learn to cannibalize their own life force, spells granted from higher powers cannot be so easily purchased. Divine patronage requires devotion and adoration and the ability to increase the deity's influence within the mortal world.

#### Minor Spell Devotion

Your sacrifice to devotion does not go unnoticed.

**Prerequisites:** Prepare 1<sup>st</sup> level divine spells, Wisdom 13+.

**Benefits:** You may accept the rancorous scar of devotion for your faith while spending time in prayer in meditation. By accepting a penalty to your Charisma that may not exceed your Wisdom modifier, you may choose additional spells for the day whose total levels equal the penalty suffered. Only spells of 3<sup>rd</sup> level or less may be



prepared in this fashion, and you must have access to the spell levels in order to gain additional spells from this feat. You cannot remove the penalty through magic or other means, though it automatically ends once you get 8 full hours of rest.

#### Spell Devotion

Your fervor of service to your faith is without rival, and you find solace in humility.

**Prerequisites:** Prepare 4<sup>th</sup> level divine spells, Minor Spell Devotion, Wisdom 15+.

**Benefits:** You find true service through greater disfigurement, accepting Charisma damage equal to twice your Wisdom modifier. You may choose additional spells for the day whose total levels equal the total penalty suffered, replacing the number granted from Minor Spell Devotion. Only spells of 6<sup>th</sup> level or less may be prepared in this fashion, and you must have access to the spell levels in order to gain additional spells from this feat. You cannot remove the penalty through magic or other means, though it automatically ends once you get 8 full hours of rest.

#### Major Spell Devotion

You accept horrid disfigurements and torments in order to draw intimately closer to your deity.

**Prerequisites:** Prepare 7<sup>th</sup> level divine spells, Minor Spell Devotion, Spell Devotion, Wisdom 17+.

**Benefits:** While others find your appearance a terror to behold, accepting additional Charisma damage equal to three times your Wisdom modifier. You may choose additional spells for the day whose total levels equal the total penalty suffered, replacing the number of spells granted from Minor Spell Devotion and Spell Devotion. Only spells of 9<sup>th</sup> level or less may be prepared in this fashion, and you must have access to the spell levels in order to gain additional spells from this feat. You cannot remove the penalty through magic or other means, though it automatically ends once you get 8 full hours of rest.

## Inward Reflection

The power of those that have the talent of innate spell use is revered as well as reviled. Generally, spontaneous spell casters may cast more spells per day than those that need to prepare them ahead of time, but these special casters also learn they can even tap into more energy by turning their focus inward, ignoring the world without.

### Minor Imbecilic Cerebration

You have learned that by dulling your outward senses, you awaken your inner power.

**Prerequisites:** Spontaneously cast 1<sup>st</sup> level spells, Charisma 13+.

**Benefits:** You tune out the world about you to unlock the powers within. By accepting a penalty to your Wisdom that may not exceed your Charisma modifier, you gain additional spell slots whose total levels equal the penalty suffered. Only 3<sup>rd</sup> level or less spell slots may be granted in this fashion, and you must have access to the spell levels in order to gain additional spells from this feat. You cannot remove the penalty through magic or other means, though it automatically ends once you get 8 full hours of rest.

### Imbecilic Cerebration

You have developed a nearly continuous state of meditation that allows you to draw more energy to yourself.

**Prerequisites:** Spontaneously cast 4<sup>th</sup> level spells, Minor Imbecilic Cerebration, Charisma 15+.

**Benefits:** Your perception grows hazy as accept Wisdom damage equal to twice your Charisma modifier. You gain additional spell slots whose total levels equal the total penalty suffered, replacing that granted by Minor Imbecilic Cerebration. Only spells of 6<sup>th</sup> level or less spell slots may be granted in this fashion, and you must have access to the spell levels in order to gain additional spells from this feat. You cannot remove the penalty through magic or other means, though it automatically ends once you get 8 full hours of rest.

### Major Imbecilic Cerebration

You tune out the world to focus your energies to unparalleled levels.

**Prerequisites:** Spontaneously cast 7<sup>th</sup> level spells, Imbecilic Cerebration, Minor Imbecilic Cerebration, Charisma 17+.

**Benefits:** You ignore all that goes on around you, accepting penalties to your Wisdom equal to three times your Charisma modifier. You may choose additional spells for the day whose total levels equal the total penalty suffered, replacing the quantity granted by Imbecilic Cerebration. Only spell-slots of 9<sup>th</sup> level or less are granted in this fashion, and you must have access to the spell levels in order to gain additional spells from this feat. You cannot remove the penalty through magic or other means, though it automatically ends once you get 8 full hours of rest.

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