

KRYX'S METAMAGIC FEATS

As a spellcaster's knowledge of magic grows, he can learn to cast spells in ways slightly different from the norm. Preparing and casting a spell in such a way is harder than normal but, thanks to metamagic feats, is at least possible. You can use only one Metamagic option on a spell when you cast it, unless otherwise noted. *You regain metamagic points on a long rest.*

METAMAGIC

You have trained how to alter spells. You gain the following benefits:

- You learn two lesser metamagic options or a lesser and a greater metamagic option of your choice from among those below.
- You gain 5 metamagic points. If you already have metamagic points, you gain 5 more.

You can take this feat multiple times. Each time you do so select different metamagic options

GREATER METAMAGIC

ENLARGED SPELL

When you cast a spell that has an area, you can spend 2 metamagic points to increase that numeric measurement of the spell's area by 50%.

Example: If you cast *fireball* the area increases from 20 ft. radius to 30 ft. radius. *cone of cold* would increase from a 60 ft. cone to a 90 ft. cone.

HEIGHTENED SPELL

When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 metamagic points to give one target of the spell disadvantage on its first saving throw made against the spell.

QUICKENED SPELL

When you cast a spell that has a casting time of 1 action, you can spend 2 metamagic points to change the casting time to 1 bonus action for this casting.

REVERBERATING SPELL

When you cast a spell with a duration of instantaneous that has an area, you can spend a number of metamagic points equal to the spell's level to have the spell target the same area at the start of your next turn. The area glows in a color chosen by the GM and creatures can determine what will happen with an Intelligence (Arcana) check. The reverberated spell gains no benefit from the spell being cast at a higher level.

TWINNED SPELL

When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of metamagic points equal to the spell's level to target a second creature in range with the same spell (1 metamagic point if the spell is a cantrip).

LESSER METAMAGIC

CAREFUL SPELL

When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 metamagic point and choose a number of those creatures up to your *spellcasting ability* modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell, *and they take no damage if they would normally take half damage on a successful save.*

DISTANT SPELL

When you cast a spell that has a range of 5 feet or greater, you can spend 1 metamagic point to double the range of the spell.

When you cast a spell that has a range of touch, you can spend 1 metamagic point to make the range of the spell 30 feet.

ELEMENTAL SPELL

Choose one damage type: acid, cold, fire, lightning, or poison. When you cast a spell that does damage, you can spend 1 metamagic point to replace the spell's normal damage type with that damage type.

EMPOWERED SPELL

When you roll damage for a spell, you can spend 1 metamagic point to reroll a number of the damage dice up to your *spellcasting ability* modifier (minimum of one). You must use the new rolls.

You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

EXTENDED SPELL

When you cast a spell that has a duration of 1 minute or longer, you can spend 1 metamagic point to double its duration, to a maximum duration of 24 hours. *If you lose concentration on an extended spell you can spend 1 metamagic point and use your reaction to cast the spell again.*

PRECISE SPELL

When you cast a spell which requires an attack roll, you can spend 2 metamagic points to gain advantage on the first attack roll of the spell.

SUBTLE SPELL

When you cast a spell, you can spend 1 metamagic point to cast it without any somatic or verbal components. *In addition material components do not need to be held in your hand.*

CAREFUL SPELL BUFFS

Careful spell is a good option, but struggles in comparison to other metamagic options and in comparison to the Evocation Wizard's Sculpt spell. This version mirrors that functionality. The Wizard gets it on Evocation spells for free and any other class (Sorcerer or even Wizard) must pay 1 point to use it on a spell of any school. [thread](#)

EXTENDED SPELL BUFFS

Extended Spell isn't such a great option as durations are already rather long by default. But if we add the ability to effectively maintain concentration after losing concentration (at a resource cost of 2 metamagic points and another spell slot) it is better.