The Cataclysm Handbook

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Chapter 1
Introduction

"Let us not forget that it was people like you who ruined this world, people who tolerated—no, indulged in—the destructive powers which has left this world lifeless, that has butchered countless innocents and left the survivors to scavenge amidst dust. For centuries I have wandered this land, and it saddens me to no end when I see those few who remember the beauty of those ancient days seeking to spread ruin even to these remote locales. This melancholy will not stay my wrath, however, and I will terminate your foul existence should your presence taint these hallowed grounds a moment longer."

-Elnagis Emiruk, Warden of the Emerald Oasis, to Ascendant Arcanist Isolde Sumir.

There has always been something enticing about end-of-the-world stakes, and something even more fascinating which compels us to tell stories about what happens when the heroes lose. Why did everything fall apart, and who are the survivors that somehow endured the end of the world?

The Cataclysm Handbook is filled with options for apocalyptic and post-apocalyptic games, with magic that could destroy entire worlds or rebuild them. Horrifying new abilities serve as the bases for villainous or antiheroic characters, for how long can heroism last when civilization lies in ruin? Regardless of how grim or optimistic you wish to be in your world, I hope that you enjoy the myriad of options provided for such ruinous adventures.

Chapter 2
Archetypes and Class Options

Conscript Specializations

Invulnerability (Ex) (2 points)

At 2nd level, you gain DR/— equal to half your conscript level. This damage reduction is doubled against nonlethal damage. This stacks with damage reduction from other conscript specializations.

Vindictive Smite (Ex) (3 points)

You can unleash your unbridled fury on those who harm your allies. Once per day as a swift action, you can smite one target within sight who has dealt hit point damage to you or an ally within the last 24 hours or who has ever killed you or an ally. You add your practitioner modifier to your AC (to a maximum of your conscript level) and add your conscript level to damage rolls against the target of this smite. If the target of vindictive smite has rendered an ally of yours unconscious or dead within the last 24 hours, the bonus on damage rolls on the first attack that hits increases to 2 for every conscript level you have.

The vindictive smite effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability. At 4th level and every 3 levels thereafter, you can invoke vindictive smite one additional time per day, to a maximum of seven times per day at 19th level.

At 11th level, you may spend a move action and two uses of vindictive smite to grant half your vindictive smite bonus against a single target to all allies within 30 feet who can see and hear you. This bonus lasts for a number of rounds equal to your practitioner modifier (minimum 1).

At 20th level, the first time each round you strike a target when using vindictive smite, the target must succeed at a Fortitude save (DC 10 + 1/2 your conscript level + your practitioner modifier) or become dazed for 1 round.

Ferrous Emissary (Armorist Archetype)

The magic that fuels a ferrous emissary's arsenal takes on a distinct personality, manifesting its own will in the form of a sentient weapon.

Sentient Weapon (Su): At 1st level, one of the ferrous emissary's bound equipment becomes a powerful, sentient black blade. The blade advances as per a bladebound magus' black blade class feature, using the ferrous emissary's class level in place of the magus' class level and spell points in place of the magus' arcane pool (this does not reduce the ferrous emissary's pool of spell points. The sentient weapon uses the enhancement bonus progression of bound equipment rather than the progression of a normal black blade, and gains its own arcane pool as normal. When targeting only the black blade with an effect that requires spell points, the ferrous emissary may spend the black blade's arcane pool points in place of spell points.

The ferrous emissary may exchange her bound weapon for another piece of bound equipment, with the consciousness of the sentient weapon transferring to the new piece of bound equipment. The consciousness of the sentient weapon can even inhabit implements or armor, transferring the effects of black blade strike, energy attunement, and life drinker to a single weapon the ferrous emissary is wielding.

This ability alters bound equipment

Weapon Training (Ex): At 5th level, the ferrous emissary gains a +1 bonus on weapon attack and damage rolls with all weapons from a single fighter weapon training group of his

choice. This bonus increases by +1 at 9th level and every four levels thereafter. This counts as, and does not stack with, the fighter's weapon training class feature.

The ferrous emissary can select advanced weapon training options in place of armorist tricks. They may only select such abilities once for every 4 armorist levels they possess.

This replaces the additional piece of bound equipment gained at 5th level. At 10th, 15th, and 20th levels, the armorist can choose between gaining a piece of bound equipment and gaining weapon training with another fighter weapon training group.

Resolute (Sage Archetype)

Resolutes are less averse to armor and armaments than other sages, focusing on hardening their body rather than avoiding attacks.

Combat-Hardened: Resolutes are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

At 1st level, the resolute gains Toughness as a bonus feat, or a single feat of their choice if they already possess Toughness. At 12th level, the bonus hit points gained from the Toughness feat are doubled.

This alters proficiencies and replaces AC bonus.

Stalwart: At 4th level, if the resolute succeeds at a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, he instead avoids the effect entirely. A helpless resolute does not gain the benefit of the stalwart ability.

This replaces the esotery gained at 4th level.

Sage Esoteries

Enhance Armaments (Enhancer)

The sage gains the Enhancement sphere as a bonus sphere and Natural Enhancement as a bonus talent. He may enhance any weapon he is carrying as a swift action.

Ki Weapon (Universal)

The sage gains the ability to channel the damage and other effects of chi gong through any melee weapon he is wielding rather than just unarmed or natural attacks. If the sage possesses the ki blaster esoteric training, he may apply the weapon's enhancement bonus and any of its other special abilities (such as *keen*, *flaming*, or *seeking*) to the ki blast. When applying bonuses to a ki blast, the sage may only transfer special abilities which could be applied to a ranged attack which deals the same type of damage as the ki blast.

Phantom Strike (Universal)

The sage may spend a ki point as swift action to allow all of their attacks to resolve as touch attacks for one round. A sage must be at least 6th level to select this esotery.

Casting Traditions

Blighter

Drawing power from the destruction of life, blighters are twisted divine casters who reduce the land around them to a desiccated echo of its former virility. Be they worshippers of blight gods or thieves of natural magics, blighters are a hazard to living things wherever they tread.

> **Casting Ability Modifier:** Wisdom
> **Drawbacks:** Focus Casting, Charged Spells, Terrain Casting, Verbal Casting
> **Boons:** Drawback Feat (Charged Despoilation), +1 spell point per odd level in casting classes.

Corrupted Apostle

Sometimes, those who delve into the arts of magic find themselves drawn towards dark paths, paths which lead them to sacrifice their very humanity for promises of greater power. As their condition progresses, these corrupted apostles take on ever more alien forms.

> **Casting Ability Modifier:** Charisma
> **Drawbacks:** Addictive Casting, Innate Curse*, Unsettling Casting, Witchmarked
> **Boons:** Drawback Feat (Witchwarped*), +1 spell point, +1 per 1.5 levels in a casting class.

Innate Curse and Witchwarped taken from Spheres Apocrypha: Casting Traditions 2: copyright: 2019, Drop Dead Studios LLC.

Defiler

Defilers are a distinct type of arcanist who have discovered how to draw magic from the environment around them. However, such incredible power destroys the caster's surroundings, making any defiler a serious danger regardless of their intentions.

> **Casting Ability Modifier:** Intelligence
> **Drawbacks:** Magical Signs, Material Casting, Prepared Caster, Somatic Casting (2), Terrain Casting, Verbal Casting
> **Boons:** Drawback Feat (any one Defiler feat), +1 spell point level in a casting class.

Elemental Shaman

Scattered across the world are emissaries of the elemental planes, shamans of immense power who serve the primordial denizens of the elemental and paraelemental planes. These elemental shamans rely upon landmarks such as canyons,

volcanoes, or oases for their power, and oftentimes become lost in the mighty forces from which they draw their magic.

Casting Ability Modifier: Wisdom

Drawbacks: Area Bound, Charged Spells, Material Casting, Material Focus (Creation, chosen element), Unsettling Casting, Verbal Casting, Witchmarked

Boons: Atmoturgy, Drawback Feat (Environment Charge), +1 spell point, +1 per 2 levels in a casting class.

Keeper

Keepers have pledged themselves to protecting a certain domain from devastation, be it a grove, an oasis, a religious landmark, or some other important location. They draw their power directly from this place, which can unfortunately work against its preservation in dire times.

Casting Ability Modifier: Wisdom

Drawbacks: Area Bound, Focus Casting, Prepared Caster, Terrain Casting, Verbal Casting

Boons: +1 spell point, +1 per level in a casting class.

Material Transmuter

Oftentimes viewing themselves more as scientists than mages, material transmuters use advanced diagrams and a tremendous understanding of the physical world to reshape reality around them in myriad ways.

Casting Ability Modifier: Intelligence

Drawbacks: Diagram Magic, Magical Signs, Material Casting, Material Mimic (Creation), Somatic Casting

Boons: Forge (Creation), +1 spell point, +1 per level in a casting class.

Ur-Priest

Many spellcasters gather divine power through a communion with their god, but there are some who steal the might of the gods without giving anything in return. These ur-priests channel immense amounts of divine magic through their forms, magic they sometimes struggle to contain.

Casting Ability Modifier: Wisdom

Drawbacks: Focus Casting, Verbal Casting, Wild Magic*

Boons: Wild Surge*, +1 spell point, +1 per 6 levels in casting classes.

Wild Magic and Wild Surge taken from Wild Magic: copyright: 2019, Drop Dead Studios LLC.

Shadow Tapper

Shadow tappers draw upon a parallel field of magic which lies beneath the one commonly known, paying for knowledge of this arcane matrix with their willpower and humanity.

Casting Ability Modifier: Intelligence

Drawbacks: Incompatible Energies*, Somatic Casting x2, Unsettling Casting, Verbal Casting

Boons: Alien Source* (Dark), +1 spell point, +1 per 2 levels in casting classes.

Alien Source and Incompatible Energies taken from Champions of the Spheres: Study and Practice: copyright: 2019, Drop Dead Studios LLC.

Sin Wizard

Scattered among ancient tomes and strange relics are archives of an arcane tradition known as sin magic, a dangerous tradition which allows a wizard to unleash their unbridled vice upon the world. Sin magic comes in seven varieties, each tied to a deadly sin that serves as a foundation for their unique magic.

Casting Ability Modifier: Intelligence

Drawbacks: Material Casting, Prepared Caster, Somatic Casting x2, Verbal Casting, other drawbacks based upon chosen sin

- *Wrath:* Draining Casting, Madness Mantra*
- *Lust:* Emotional Casting, Mental Focus
- *Pride:* Center Of Power, Conscious Linked
- *Greed:* Expensive Locus*, Focus Casting or Galvanized Casting
- *Envy:* Coy Caster, Unsettling Casting
- *Sloth:* Charged Spells*, Painful Magic (replaces Prepared Caster)
- *Gluttony:* Addictive Casting

Boons: +1 spell point per level in casting classes, other boon based upon chosen sin.

- *Wrath:* Deathful Magic
- *Lust:* Draw Magic
- *Pride:* Metamagic Expert
- *Greed:* Empowered Abilities
- *Envy:* Overwhelming Power
- *Sloth:* Easy Focus
- *Gluttony:* Overcharge

Madness Mantra, Expensive Locus, and Charged Spells taken from Spheres Apocrypha: Casting Traditions: copyright: 2019, Drop Dead Studios LLC.

Strange Mentalist

Certain varieties of psychic power defy normal conventions of magic, resulting in unusual mages with a distinctive presence to their abilities. Utilizing esoteric energies of this sort requires a great deal of mental stability, a vulnerability foes are quick to exploit.

Casting Ability Modifier: Intelligence

Drawbacks: Incompatible Energies, Magical Signs, Mental Focus

Boons: Alien Source (Mind sphere), +1 spell point, +1 per 6 levels in casting classes.

Void Priest

Sometimes, clerics extend their devotion to gods who will not listen, either because their gods are dead, unwilling to answer prayers, or in truth have never existed at all. Nonetheless, the faith of these void priests is sometimes strong enough to draw divine energies from other, unknown sources.

Casting Ability Modifier: Wisdom

Drawbacks: Focus Casting, Prepared Caster, Unsettling Casting, Verbal Casting

Boons: +1 spell point, +1 per 1.5 levels in a casting class.

Wilder

Similar to strange mentalists, wilders tap into warped energies within their mind to fuel their powers. However, a wilder's powers operate on emotion rather than logic, becoming much more volatile as a result.

Casting Ability Modifier: Charisma

Drawbacks: Emotional Casting, Incompatible Energies, Magical Signs, Mental Focus, Wild Magic

Boons: Alien Source (Mind sphere), Wild Surge, +1 spell point, +1 per 6 levels in casting classes.

Drawbacks

Unsettling Casting

The magic you draw upon utilizes eldritch forces your mind cannot comprehend, these energies taking a toll on your sanity. You take 1 point of sanity damage every time you cast a spell, plus an additional point of sanity damage for every spell point beyond the first that you spend. This sanity damage cannot be removed until at least 24 hours after it is taken.

Feats

> ### Defiler Feats
>
> Defiler feats are a subcategory of Drawback feats which specifically deal with the Terrain Casting drawback. Most alter the ways in which Terrain Casting affects the environment. In addition, Defiler feats often grant additional benefits based on how many Defiler feats you possess.

Agonizing Defiling (Defiler, Drawback)

Your powers drain the energies of those around you.

Prerequisites: Terrain Casting drawback, non-good alignment.

Benefit: Whenever you blight, corrupt, or drain an area of its nutrients with the Terrain Casting drawback, you may choose to weaken all creatures caught inside the defiled area. Creatures other than yourself inside the corrupted area become sickened for one round per caster level (Fortitude save negates, DC 10 + 1/2 your character level + your casting ability modifier).

Four Defiler Feats: Any creatures that fail their saving throw against this feat are nauseated for 1 round in addition to being sickened.

Backdoor Arcana (Drawback)

Your strange magic grants a degree of consistency in tumultuous situations.

Prerequisite: Incompatible Energies drawback.

Benefit: By spending an additional spell point, you may ignore any dead magic (but not antimagic) or wild magic zones you are in for the purpose of the talents' effect.

Broken Earth (Defiler, Drawback)

Your magic shatters the ground, transforming into hazardous terrain.

Prerequisite: Terrain Casting drawback.

Benefit: Whenever you blight, corrupt, or drain an area of its nutrients with the Terrain Casting drawback, you may cause any affected area to become difficult terrain for all creatures other than yourself.

Four Defiler Feats: Creatures other than yourself moving through terrain you have defiled take 1d4 points of piercing damage for each 5 feet of movement through the spiked area.

Charged Despoilation (Defiler, Drawback)

You are capable of keeping your ruinous powers hidden.

Prerequisites: Charged Spells drawback, Terrain Casting drawback.

Benefit: When you prepare a spell charge, you may choose to blight the area around you as if you had cast a spell with the Terrain Casting drawback. If you do, you do not blight the terrain around you when you cast the charged effect even if you do not spend additional spell points or increase the casting time.

Corrupted Form (Drawback)

Your magic overtakes your body, blessing you with an advanced physiology as you sink deeper into depravity.

Prerequisites: Addictive Casting drawback or Unsettling Casting drawback, Witchwarped, magic skill bonus 5.

Benefits: Select one additional trait that you could select with the Witchwarped feat. While you possess a lesser madness or a moderate addiction as a result of a casting drawback, you gain the benefits of this trait in addition to the trait granted from Witchwarped.

When your magic skill bonus reaches 10, you may select a third trait which you gain while you possess a greater madness or severe addiction

Traits gained from this feat count towards the number of traits you may possess when under the effects of Blank Transformation, but are not considered a polymorph effect.

Defiler's Channel (Channeling, Defiler, Drawback)

You draw life energy directly from your environment.

Prerequisites: Terrain Casting drawback, channel energy 3d6.

Benefit: Whenever you channel energy, you may drain an area of its nutrients as per the Terrain Casting drawback. If you do, the number of dice used with your channel energy increases by 2.

Four Defiler Feats: The number of dice increases by 4 rather than 2.

Desensitized (Combat)

Your experience with the horrific dulls the impact of atrocities.

Benefits: Whenever you would take sanity damage, that sanity damage is reduced by 1 for every lesser madness you possess

and by 3 for every greater madness you possess. This cannot reduce sanity damage taken below 1.

Distant Defiling (Defiler, Drawback)
You can draw magic beyond that which is around you.

Prerequisites: Terrain Casting drawback.

Benefits: Whenever you would blight, corrupt, or drain an area of its nutrients with the Terrain Casting drawback, you may choose to center the blight effect on a space within close range of you rather than in your space.

Four Defiler Feats: You can create magic effects in blighted terrain so long as you blight an area within close range of you when casting. The area you blight cannot overlap with any already-blighted terrain.

Draining Surge (Counterspell)
You push yourself into your counterspells to assure their success.

Prerequisites: Counterspell, casting class feature, magic skill bonus 5.

Benefit: When you attempt a magic skill check to counterspell, you may roll twice and take the higher result. If you do, you take 1d6 points of nonlethal damage for every 2 character levels you possess. This damage cannot be healed by any means except rest and bypasses immunity to nonlethal damage. If you possess the Draining Casting drawback, the damage is reduced from 1d6 per 2 levels to 1d4 per 2 levels.

Eldritch Craft (Item Creation)
Your strange magics bleed into the devices you forge.

Prerequisite: Any item creation feat.

Benefit: Any magic items that you craft share the benefits of boons that you possess. For example, you possess the Alien Source boon, creatures take penalties to counterspell the item and spell resistance against the item's effects. Similarly, the item's caster level would increase in specific weather conditions if you possess the Atmoturgy boon or when at least three creatures are already affected by the item if you possess the Draw Magic boon. Boons which apply negative conditions (such as Overcharge) or which are dependent upon certain factors of the user (such as Deathful Magic) consider the state of the creature using the effect rather than the item to determine effects. This feat cannot be used in conjunction with boons that require a specific drawback such as Fortified Casting.

Environment Charge (Drawback)
You maintain the power of a location even as you depart it.

Prerequisite: Charged Spells drawback.

Benefit: For the purpose of drawbacks or boons which alter your casting based on the location in which they are cast (such as the Area Bound or Terrain Casting drawbacks or the Atmoturgy or Draw Magic boons), you may determine all variables of any effect you create as if you were in the location in which you charged the effect rather than in the location in which you are casting the spell. This feat allows characters with the Terrain Casting drawback to cast spells in a blighted

space so long as they prepared the spell charge in a non-blighted space.

Hardened Psyche (Combat)
Your experience with violence renders you resistant to mental stress.

Benefit: You may add your Constitution score to your sanity score and use your Constitution modifier to determine your sanity threshold. In addition, you may attempt a Fortitude save in place of Will save against a situation which would deal sanity damage.

> **Making Sanity More Manageable**
> The system of sanity and madness is somewhat notorious for its brutality, especially against martial characters. If a GM feels that the sanity mechanics are problematically punishing as they are written, they may grant characters the Hardened Psyche feat for free either to all characters or to non-spellcaster characters (the reasoning being that exposure to the unnatural makes your mind more vulnerable). Alternatively or perhaps in addition, all characters may be granted the Desensitized feat as a bonus feat, reflecting how trauma makes them less vulnerable to horrific events.

Incarnate Magic (Monster)
Magical energies flow through your form.

Prerequisites: Spellcasting from racial Hit Dice, magic skill bonus 5.

Benefit: Your caster level derived from your racial Hit Dice increases by 5, to a maximum of your Hit Dice. Increases to caster level from this feat do not increase your MSB or MSD.

Special: You may take this feat multiple times. Each time, your caster level from racial Hit Dice increases by an additional 5 (to a maximum of your Hit Dice).

Animal companions, cohorts, Conjuration sphere companions, drake companions, eidolons, familiars, and similar companion creatures (such as from the Conjuration, Beastmastery, or Leadership spheres) cannot select this feat.

Inhuman Defiler (Defiler, Drawback, Necrosis)
Your destructive powers and undead ambitions feed into each other.

Prerequisites: Death sphere, Terrain Casting drawback, non-good alignment.

Benefit: For the purpose of determining how many feats of each type you have, you treat your Defiler feats as Necrosis feats and vice versa.

Four Defiler/Necrosis Feats: You gain one bonus spell point for every 2 Defiler or Necrosis feats you possess.

Intense Defiling (Defiler, Drawback)
You enlarge the area of your despoilation to amplify its effects.

Prerequisite: Terrain Casting drawback.

Benefit: Whenever you blight, corrupt, or drain an area of its nutrients with the Terrain Casting drawback, you may extend the radius of area corrupted by 5 feet + 5 feet for every

5 caster levels you possess. If you do, increase the DC of the blighting effect by 1. If you possess any feats that force saving throws from creatures in the blighted area (such as Agonizing Defiling), you increase their DC by the same amount.

Four Defiler Feats: The DC is increased by 2 rather than 1.

Necrotic Heart (Necrosis)

Your body is sustained by necromantic power.

Prerequisite: Death sphere.

Benefit: As an immediate action, you may add your Charisma modifier as a bonus to a single Fortitude saving throw. If you would already add your Charisma modifier to the saving throw, you instead gain a bonus to the saving throw equal to the number of necrosis feats you possess.

Four Necrosis Feats: You always add your Charisma modifier (or number of necrosis feats) as a bonus to Fortitude saving throws. Once per day as an immediate action, when you would be reduced to 0 or fewer hit points, you may spend a spell point to gain temporary hit points equal to your Hit Dice times your Charisma modifier. These temporary hit points last for one minute.

Poisoned Apple (Drawback)

Your charged spells can react violently to interlopers.

Prerequisites: Charged Spells drawback, Bottled Spells.

Benefit: Whenever you imbue a consumable item with a charged sphere ability using Bottled Spells, you may choose to have the item target any creature which attempts to use the item rather than granting the ability to use the sphere ability. If the sphere ability in the item would normally require an attack roll, the sphere effect is considered to hit automatically when the target tries to use the item.

Power Of Fear (Drawback)

The terror in your foes powers your magic.

Prerequisite: Emotional Casting drawback.

Benefit: You gain a +1 competence bonus to your caster level whenever there is at least one creature within 30 feet of you (excluding yourself) which is affected by a fear effect. If there are 4 or more creatures, this bonus increases to +2. Creatures with fewer Hit Dice than half your MSB do not count for this feat.

Purging Despoilation (Defiler, Drawback)

Your destructive magics nullify magical workings.

Prerequisites: Terrain Casting drawback, Counterspell, Improved Counterspell, casting class feature, magic skill bonus +5.

Benefit: Whenever you blight, corrupt, or drain an area of its nutrients with the Terrain Casting drawback, you may use Counterspell or Improved Counterspell as a free action as part of casting. You may only target effects within your blighted area.

Four Defiler Feats: You may use Greater Counterspell (if you have the feat) as a free action as part of casting, targeting effects within your blighted area as normal. The spell point cost of any counterspell used as part of blighting is reduced by 1 (minimum 0).

Ruinous Defiling (Defiler, Drawback)

Your despoilation inflicts pain on those caught in your path.

Prerequisites: Terrain Casting drawback, non-good alignment.

Benefit: Whenever you blight, corrupt, or drain an area of its nutrients with the Terrain Casting drawback, you may choose to damage all creatures caught inside the defiled area. Creatures other than yourself inside the corrupted area take 1 point of negative energy damage per caster level (Will save negates, DC 10 + 1/2 your character level + your casting ability modifier). This damage does not heal creatures which would be healed by negative energy.

Four Defiler Feats: The damage from this feat increases to 2 points of negative energy per caster level.

Sanctum Magic (Drawback)

Your area of power amplifies your strength.

Prerequisite: Area Bound drawback.

Benefit: While you are within the area designated by your Area Bound drawback, you gain a +1 competence bonus to your caster level.

Soul Harvester (Drawback)

Death replenishes your magical abilities.

Prerequisite: Charged Spells drawback.

Benefit: Whenever a creature within close range of you dies, you may spend spell points as an immediate action to replenish one charged spell you have cast and spent the charge of in the past within a number of minutes equal to your caster level. The number of spell points spent in this way must be equal to the number of spell points spent on the charged spell. The creature that dies must have a number of Hit Dice equal to at least half your MSB.

Specialist Defiler (Defiler, Drawback)

You draw extra energy from certain environments.

Prerequisites: Terrain Casting drawback, non-good alignment.

Benefit: Choose one type of terrain from the ranger's list of favored terrains. Whenever you use Terrain Casting to blight this terrain, you may increase your caster level for the blight-causing effect by 1. This bonus to caster level is a competence bonus.

Four Defiler Feats: Rather than 1, your caster level increases by 2.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new terrain. You cannot gain this feat if you possess the Terrain Focus feat and vice versa.

Suppressive Counterspell

Your magic prevents foes from exploiting idiosyncrasies in their magic.

Prerequisites: Counterspell, casting class feature, magic skill bonus 7.

Benefit: Whenever you perform a counterspell, you may choose to affect the target or targets with a magical suppression rather than a normal counterspell effect. Creatures affected by a magical suppression must spend an additional spell point to create a magical effect or else the effect fails. A magical suppression lasts for 1 round.

As part of suppressing a target, you may suppress a single drawback worth no more than a single drawback that the target possesses. A creature with a suppressed drawback is not considered to have that drawback when casting but cannot benefit from any boons or drawback feats which rely on that drawback so long as the drawback is suppressed.

Terrain Defiler (Defiler, Drawback)

You can increase the damage to the land around you to amplify your power.

Prerequisites: Terrain Casting drawback, non-good alignment.

Benefit: Whenever you blight, corrupt, or drain an area of its nutrients with the Terrain Casting drawback, you may choose to increase the radius of the corrupted area by 10 feet + 5 feet per 5 caster levels of the sphere talent or ability used. Doing so decreases the spell point cost of any metamagic feat by 1 (minimum 0), but also increases the time required for the area to naturally recover to 10 years per caster level of the sphere talent or ability used.

Four Defiler Feats: When using this feat, you may choose to increase the radius of the corrupted area by an additional 5 feet per 5 caster levels (minimum 5 feet) to decrease the spell point of cost of any metamagic feat by an additional 1.

Special: You cannot gain this feat if you possess the Terrain Focus feat and vice versa.

Chapter 3

Advanced Talents

Table: New Weather Categories

Severity	Fallout
1	None
2	Light
3	Moderate
4	Heavy
5	Very Heavy
6	Withering
7	Irradiating

Fallout

Fallout of severity level 3 forces creatures inside the area to attempt a Fortitude save each hour (DC 15, +1 per previous check) or take 1 point of Constitution damage.

Severity level 4 functions as severity level 3, save that checks must be made every 10 minutes rather than every hour.

Severity level 5 functions as severity level 4, save that checks must be made every minute rather than every hour and Constitution damage improves to 1d2.

Severity level 6 functions as severity level 5, save that checks must be made every round rather than every minute and the Constitution damage becomes 1d4 Constitution drain.

Severity level 7 functions as severity level 6, save that it deals 2d4 points of Constitution drain.

Damage from fallout is a poison effect.

Fallout is a type of radioactive weather, and thus requires the Radiation Lord advanced talent to create.

Shroud Additional Effects

Fallout: The target takes 1 point of bleed damage for every 5 caster levels you possess.

Advanced Weather Talents

Biohazard

Prerequisites: Destruction sphere, Weather sphere (Radiation Lord), caster level 10th.

Any creature which fails a Fortitude save against your Fallout of severity level 4 or greater also suffers from the secondary effect of radiation*. Fallout of severity level 4 is considered low radiation, severity level 5 is medium, severity level 6 is high, and severity level 7 is extreme.

*Radiation rules on page 397 of Ultimate Spheres of Power

Contaminated Blows (mantle, radiation)

Prerequisites: Destruction sphere, Weather sphere (Radiation Lord), caster level 10th.

When a creature bearing your *mantle* is in an area of Fallout of severity level 3 or higher, all of their melee attacks deal 1 additional point of acid damage plus an additional point of acid damage for every point of severity above level 4. Any creature damaged by the *mantled* creature's melee attack must succeed at a Fortitude save with your Weather sphere's DC or suffer the effects of low radiation. A creature suffering from radiation instead must succeed at a Fortitude save with your Weather sphere DC or have the level of radiation increased by one step, inflicting the new levels primary effect (to a maximum of low at severity 4, medium at severity 5, high at severity 6, and extreme at severity 7).

Contamination Lord

Prerequisites: Destruction sphere, Weather sphere (Radiation Lord), caster level 10th.

When you are using *control weather* to create Fallout of severity level 4 or above in an area of Wind severity level 4 or above, your fallout may ignore any immunity to poison, ability damage, or ability drain that creatures may possess (creatures without Strength or Constitution scores take 1d8 points of fire damage for every point of Constitution or Strength damage or drain they would otherwise suffer from).

Interference Cloud (shroud, radiation)

Prerequisites: Destruction sphere, Weather sphere (Radiation Lord), caster level 10th.

You place this *shroud* on a target creature, causing their technological and magical equipment to fail. Whenever a creature affected by this *shroud* attempts to use technological or magical equipment that uses charges or spell points, there is a 20% chance that the item does not function (charges and spell points are still used up, however). This chance of failure increases by 10% at 5th level and every 5 levels thereafter.

Melt Skin (shroud, radiation)

Prerequisites: Destruction sphere, Weather sphere (Radiation Lord), caster level 10th.

You place this *shroud* on a target creature, causing their skin to start melting off their body from the immense radiation. The target takes a -2 penalty to AC, Fortitude saves, and all Charisma-based skill checks. The penalties increase by 1 for every 5 caster levels you possess.

Radiation Lord

Prerequisites: Destruction sphere, Weather sphere, caster level 10th.

You can spend 2 spell points to use your *control weather* to create or alter Fallout. You may take this advanced talent a second time to increase the highest severity level of Fallout you may create or alter by 1. In addition, when using your *control weather* to affect radiation, you may choose to create an area up to 80 feet in diameter at the center of the affected area that is not subject to the radiation.

Radiotherapy (mantle, radiation)

Prerequisites: Destruction sphere, Weather sphere (Radiation Lord), caster level 10th.

When a creature bearing your *mantle* is in an area of Fallout of severity level 2 or higher, they gain a +1 bonus on Fortitude saves and can attempt a new saving throw against any diseases or poisons affecting them each round. This bonus improves by +1 per 2 categories above severity level 2.

Chapter 4
GM Options

Respectfully Handling Sanity Mechanics

Thematically, the system of sanity damage harkens back to an era of asylums, lobotomies, forced sterilizations, and countless other abuses of the mentally ill. During the era of Lovecraft, demonization of mental illness was routine, and players may be driven to roleplay sanity damage by parroting many of the insensitive stereotypes displayed in tales from that era. In the interest of promoting a more inclusive gaming space and curbing the further spread of such harmful preconceptions about mental illness, a few guidelines for effectively and respectfully roleplaying sanity damage are outlined below.

1. Lost sanity should not be represented by the character suddenly developing eye twitches, shaking fits, or other physical tics commonly used as shorthand for mental illness. Traits such as spontaneous maniacal laughter or complete loss of social skills play upon stereotypes in a similar manner and should be avoided. These elements add little roleplaying value and dehumanize those with real-life mental illnesses.

2. In this vein, attempts to replicate real-life mental illnesses such as Post-Traumatic Stress Disorder or Borderline Personality Disorder in roleplay should be made with extreme caution. At the very least, the GM and party should unanimously consent to such attempts before they are made.

3. Every casting tradition tied to the Unsettling Casting drawback involves some sort of revelation, either through a connection to some powerful and inhuman entity or through the discovery of some secret that throws your preconceived notions of reality out the window. The character's behavior changes not because their brain has somehow become rewired, but because they now know something that changes how they view the world. For example, use of extradimensional magics could allow the character to perceive figments of being from other planes or timelines, these observations manifesting mechanically as the hallucination or night terrors lesser madness. Similarly, a character's continual exposure to telepathic language could lead to difficulty switching back to normal speech, this alienation manifesting as the cognitive block greater madness. Maybe a character who routinely uses conjurations begins to associate certain creatures or objects with extradimensional horrors, these associations taking the form of the mania or phobia lesser madnesses. Overall, a character with sanity damage should remain the same person that they were before they took sanity damage, albeit one who's discovery causes them to view the world in a different way.

4. Magic systems that genuinely erode the mental capabilities of their wielders are not unheard of in fiction. However, escalating damage of this type should not be displayed as an ever-growing list of stereotypes. Rather, every point of sanity damage should reflect the loss of something important to the character's worldview, such as a memory or principle. As damage accrues, perhaps the character should be more willing to break with their routines and values, or perhaps the bonds they have forged with others fade away with their memories.

5. Similar to humanity or corruption tracks in various other RPGs, sanity damage may be used to track a character's disconnect from conventional morality rather than measuring mental health. A character with a great deal of sanity damage could be no less intelligent, rational, and articulate than someone with none, but the two character's would likely have very different perspectives on the value of life or the means justified by their ends. Sanity damage could be used to measure the corrupting influence of power on a character, madness manifesting as a result of cognitive dissonance or the mental strain of their inhuman actions.

6. "Sanity damage" is not an appropriate name for the system, seeing as the paradigm of sanity and insanity is a fundamentally flawed perception of mental illness. Terms such as "stress damage", "comprehension damage", "humanity damage", or "rationale damage" may be more appropriate for describing what the characters are going through. Similarly, "madnesses" could be renamed "severances" or "burnouts" and could be given names that disconnect them from stigmatized real-life medical conditions (changing "Schizophrenia" to "Lost Between Realities", for example). The original rules terminology is used in this book for clarity, but alterations are heavily advised in praxis.

Madnesses

Casting Blockage
Type lesser madness; **Save** Will DC 16; **Onset** 1d4 days

EFFECT

When you gain this madness, you gain a casting drawback with all of your casting traditions selected by the GM which is worth no more than a single drawback. You do not gain bonus spell points or any other boons as a result of possessing this drawback.

Dormancy Effect None

DESCRIPTION

Your spellcasting is less natural to you, requiring some sort of additional feature in order to function.

Cravings
Type lesser madness; **Save** Will DC 16; **Onset** 1d4 days

EFFECT

You gain a moderate addiction to one type of food or drug that you have consumed in the last week, using the DC of this madness as the addiction DC.

Dormancy Effect None

DESCRIPTION

You develop a psychological dependence on a certain type of consumable.

Dead Senses
Type lesser madness; **Save** Will DC 16; **Onset** 1d4 days

EFFECT

−2 penalty on Strength-, Dexterity-, and Constitution-based checks as well as Fortitude and Reflex saves

Dormancy Effect None

DESCRIPTION

Your body does not respond properly to stimuli, your dulled senses rendering it clumsy and ineffectual. This numbness also comes with a boon, granting you a +4 bonus to saving throws against pain effects.

Defeatism
Type lesser madness; **Save** Will DC 16; **Onset** 1d4 days

EFFECT

Whenever you fail an attack roll, saving throw (excluding saving throws made because of this effect), or skill check and whenever every single target of an effect you create succeeds at a saving throw, you must attempt a Will save. On a failure, you take a -1 penalty on all d20 rolls and saving throw DCs of your abilities for 2d6 rounds. This penalty stacks with itself.

Dormancy Effect None

DESCRIPTION

Failure sows doubt in your mind that only grows with further mistakes.

Halted Movements
Type lesser madness; **Save** Will DC 18; **Onset** 1d4 days

EFFECT

All of your movement speeds are reduced by half and you cannot take 5-foot steps.

Dormancy Effect None

DESCRIPTION

You hesitate in your movements, taking every step with trying caution.

Instinctive Defiance
Type lesser madness; **Save** Will DC 14; **Onset** 1d4 days

EFFECT

Whenever another creature gives you an order or command, attempt a Will save. On a failure, you become antagonized towards that creature.

Dormancy Effect None

DESCRIPTION

Your troubled experiences with authority give you an impulse to defy it regardless of consequences.

Isolation Terror
Type lesser madness; **Save** Will DC 18; **Onset** 1d4 days

EFFECT

Whenever you become blinded or deafened (which may be the result from injury, magic, or from an environmental effect that suddenly renders an area dark or soundless), you must succeed at a Will save or become shaken for 1d6 rounds. The next round, you can choose to attempt another saving throw to end the effect, but if you fail, you become scared instead. A scared character can choose to attempt another saving throw to become shaken again, but if they fail, they become frightened for 1d6 rounds instead.

Dormancy Effect Whenever you become blinded or deafened, you must succeed at a Will save or become shaken for 1 round.

DESCRIPTION

The loss of your senses drives you into a panic as the deprivation of power draws out your deepest fears.

Mimicry

Type lesser madness; **Save** Will DC 16; **Onset** 1d4 days

EFFECT

Whenever you perform a type of action which you have not witnessed another creature perform within the last round, you take a -4 penalty on any d20 rolls associated with that action.

Dormancy Effect None

DESCRIPTION

You struggle to guide your own actions, relying on the impressions of others to shape your performance.

Mutterings

Type lesser madness; **Save** Will DC 16; **Onset** 1d4 days

EFFECT

You take a -4 penalty on Charisma-based skill checks. Creatures who succeed at a Sense Motive check against you by 5 or more can read your surface thoughts (as per the *greater charm* version of the Read Mind talent).

Dormancy Effect None

DESCRIPTION

You frequently talk to yourself nervously, whispering mantras or thoughts under your breath.

Overkill

Type lesser madness; **Save** Will DC 16; **Onset** 1d4 days

EFFECT

Whenever you reduce a creature to 0 or fewer hit points, you must attempt a Will save against this madness. On a failure, you must spend your next turn performing a coup de grace on the target or destroying their body as a full-round action (if you are capable of doing so).

Dormancy Effect None

DESCRIPTION

You are paranoid about death and take extreme measures to make sure foes do not get back up.

Performance Anxiety

Type lesser madness; **Save** Will DC 14; **Onset** 1d4 days

EFFECT

Whenever you are in combat, you must attempt a Will save at the start of your turn. On a failure, there is a 25% chance that you cannot act this turn.

Dormancy Effect None

DESCRIPTION

In stressful situations, you tend to freeze up, incapable of doing much more than trying to defend yourself.

Perpetual Discomfort

Type lesser madness; **Save** Will DC 16; **Onset** 1d4 days

EFFECT

You are shaken so long as you are wearing any sort of armor or similarly heavy clothing. This ignores any immunity to the shaken condition you may possess.

Dormancy Effect None

DESCRIPTION

Heavy clothing feels confining and stressful for you, impairing your movements on a psychological level.

Greater Madnesses

Death Wish

Type greater madness; **Save** Will DC 24; **Onset** 2d6 days

EFFECT

The afflicted character cannot or does not want to avoid harm, taking a -10 penalty on AC and a -4 penalty on all saving throws.

Dormancy Effect Take a -4 penalty to AC

DESCRIPTION

You have forsaken any sense of self-preservation, simply allowing harm to converge upon you rather than taking any effort to keep yourself safe.

Halted Activity

Type greater madness; **Save** Will DC 22; **Onset** 2d6 days

EFFECT

The afflicted character rolls twice on all d20 rolls, taking the lower result.

Dormancy Effect Take a -1 penalty on all d20 rolls

DESCRIPTION

You constantly second-guess your actions, leading to frequent failures.

Incantations

Escalating Incantations

Incantations are oftentimes singular events, but multiple instances of the same incantation can sometimes build upon each other. If an incantation can be escalated, it can be performed multiple times in separate locations within a certain time interval to achieve a greater effect. When an incantation is completed, those performing the incantation can choose whether to activate the incantation's base effect or to delay the incantation's effects until the other incantations needed to create an escalated effect are completed. The new incantations presented below utilize the mechanic of escalation, while several existing incantations have been revised to accommodate them.

At GM discretion, certain incantations could be escalated even further, with multiple performances being able to affect events on a planetary or even galactic scale.

Blacken the Sky

You wipe the sun from the sky, setting down an endless night over the area.

Sphere Darkness; **Level** 8

Skill Checks Knowledge (arcana) (DC 36) 2 successes, Knowledge (geography) (DC 36) 2 successes, Knowledge (nature) (DC 36) 2 successes, Survival (DC 36) 2 successes

Casting Time 1 hour (cast within an hour of a solar eclipse)

Components V, S, F (a spire of obsidian worth 20,000 gp)

Secondary Casters 9

Area 50 miles

Duration permanent, see text

Saving Throw none **SR** no

DESCRIPTION

This incantation creates an immense shroud of darkness over a region. The area affected by this incantation is treated as if it is under an eternal starless night, with no sunlight or starlight breaking through the shroud. Over the long term, this may have consequences regarding what creatures are capable of surviving in the area.

In order for this incantation to be ended, the obsidian spires used in its performance must be found and destroyed (they possess hardness 9 and 400 hit points).

Backlash The primary caster and any secondary casters suffers 2 negative levels.

Failure The primary caster and any secondary casters gain the sunlight vulnerability universal monster trait. This can be removed with a wish or miracle spell or similarly powerful magic.

ESCALATION

If this incantation is completed in 5 locations over the course of a year (being performed under a solar eclipse in each instance), the range of the effect extends to the entire planet. In addition, light sources are repressed, with all forms of light (including magic) increasing illumination by one step less than they normally would (minimum 0 stages).

Blood Moon

As warped magic sets in across the land, the people and creatures turn against each other.

Sphere Mind; **Level** 7

Skill Checks Intimidate (DC 30) 4 successes, Knowledge (religion) (DC 30)

Casting Time 1 hour (must be cast during a full moon)

Components S, V, M (a blood sacrifice of at least 40 Hit Dice worth of creatures)

Secondary Casters 9

Area 50 miles

Duration 8 hours

Saving Throw Will partial **SR** yes

DESCRIPTION

The moon glows blood red over the affected area, driving those within it to intense violence against each other. All creatures in the area must succeed at a Will save or have their attitudes towards all other creatures drop by two stages. This is reduced to a one-stage drop on a successful save, although regardless of success the attitude of affected creatures cannot be improved for the duration of the incantation.

Whenever a creature spots a creature they would be hostile towards, they must succeed at a Will save. On a failure, they become antagonized* towards that creature, with the Sense Motive DC being set at the primary caster's MSD + their casting ability modifier.

Backlash The primary caster and all secondary casters take 2d6 points of bleed damage.

Failure The primary caster and all secondary casters see their minds reduced to a bestial state, taking as much as Intelligence damage required to set their Intelligence score to 1.

ESCALATION

If this ritual is performed in 6 places more than 49 miles apart simultaneously, the area of the incantation extends to all locations on the planet where the full moon is visible. In addition, antagonized creatures gain a +4 morale bonus on all damage rolls and take a -4 penalty on Sense Motive checks to end the antagonized condition.

Antagonized condition listed on page 542 of Ultimate Spheres of Power

Dissolution of Spirit

Legends exist of people who lack fear or feeling, beings whose resolve cannot be corrupted but whose will has been completely swallowed. This state is said to be obtainable through a powerful ritual.

Sphere Mind; **Level** 6th

Skill Checks Diplomacy (DC 36) 2 successes, Intimidate (DC 36) 2 successes, Sense Motive (DC 36) 2 successes

Casting Time 1 hour

Components S, V, M (an enchanted chain worth 50 gp wrapped around each creature to be affected)

Secondary Casters 3

Target Up to 100 creatures within medium range

Duration permanent

Saving Throw Will negates **SR** Yes

DESCRIPTION

Commonly used to create unflinching and unrelenting soldiers, workers, or disciples, this incantation permanently strips the targets of their feelings and mental blocks. Those affected become immune to charm, fear, emotion, and morale effects and gain a +4 bonus to saving throws against pain effects, sleep effects, and any effect which would cause them to be stunned.

Backlash Primary performer and all secondary performers take 2d4 points of Charisma damage.

Failure Primary performer and all secondary performers have their Wisdom and Charisma scores reduced to 1. This is considered ability drain.

ESCALATION

If this incantation is performed at least four times over the course of a month in different locations at least 10 miles apart from each other, it can affect any number of creatures contained within the shape created by the sites of the incantations and does not require a chain for each creature, but rather

requires a special chain used in the incantation worth 20,000 gp. The final incantation must be performed in the very center of the shape.

Fimbulvinter

Some say the world will end in ice, the entirety of it turned to glaciers and tundra, with little growing and ravenous predators roaming the land. And there are some who believe it is their destiny to bring about this wintry end. By invoking ancient sagas and investing a menhir with their own life force, they believe they can cover the world in a shroud of frost. They may be right.

Sphere Weather; **Level** 9th

Skill Checks in order—Knowledge (religion) DC 38 4 successes, Craft (stonework) DC 38 1 success, Perform (oratory) DC 38 4 success

Casting Time 9 days (cast during a time of war in a nation involved in war)

Components V, S, F (monolith of semi-precious stone worth 30,000 gp)

Area special

Duration instantaneous

Description

After the recitation of the saga is finished, the menhir glows briefly with a cold blue light and instantly begins chilling the air around it. The temperature within 5 feet of the menhir immediately drops to severity level 5, regardless of prevailing conditions. This area expands by 5 feet per round until it reaches a 100-foot radius, and then expands by 5 feet per hour until it covers the entirety of the plane it is on. In addition, predatory animals within the area gain a +6 bonus to Strength and a +4 bonus to Constitution, and are hostile to all creatures other than animals. This has no effect on animal companions or similar bonded creatures.

The temperature within the area can be lowered as normal, but raising the temperature requires a magic skill check against a DC of 31. It attempts a magic skill check against any magical effect that would raise the temperature in the area once per minute; its magic skill bonus is +20. The effect cannot be dispelled, but destroying the menhir immediately ends it. The menhir is a Colossal object with hardness 8 and 1,000 hit points. It regains 25 hit points each round and takes no damage from acid, cold, electricity, or fire and cannot be moved by any means short of deific force (such as represented by a miracle or wish).

Backlash Primary performer and all secondary performers are reduced to 0 hit points.

Failure Primary performer and all secondary performers are reduced to -1 hit point, and 2d12 winter wolves appear and attack them, devouring their corpses if they die.

Escalation

If this incantation is performed as a series of six incantations in one month, each with their own distinct menhir, the area around each menhir drops to severity level 7 and spreads at a rate of 10 feet per round until it reaches a 10-mile radius (after which it expands at 10 feet per minute until the planet is covered). Predatory animals gain the boreal and giant templates in addition to the normal benefits of this ritual.

Lifesurge

Life energies swell uncontrollably throughout the area.

Sphere Life; **Level** 8

Skill Checks Heal (DC 35) 2 successes, Knowledge (nature) (DC 35) 2 successes, Knowledge (planes) (DC 35) 2 successes, Spellcraft (DC 35) 2 successes

Casting Time 6 hours

Components V, S, F (the corpse of a plant creature of at least CR 15)

Secondary Casters 17

Area 1 mile

Duration permanent, see text

Saving Throw Fortitude partial **SR** yes

Description

Healing power fills the area, causing all healing effects to be cast at +2 caster level. Creatures who enter the area are healed for 2d8 points of damage + the primary caster's caster level and receive this healing again for every 8 hours they remain in the area. Any healing that creatures receive above their maximum hit points is gained as temporary hit points which last for 2d6 hours. Any creature who possesses more temporary hit points than their maximum number of normal hit points is immediately exposed to a disease known as twisted fecundity.

At GM discretion, this incantation may also have an effect on local plant or animal life, causing it to grow or reproduce more rapidly.

In order to end this incantation's effects, the corpse used in the incantation must be found and destroyed, at which point the incantation's effects ends.

Backlash The primary caster and any secondary casters suffer 4 negative levels.

Failure All casters become affected with twisted fecundity.

Escalation

This incantation can be performed 7 times within a month. If so, the area expands to up to 50 miles, the caster level improvement from this effect increases to +4, and the healing increases to 5d8 + the primary caster's caster level every hour. However, saving throws against twisted fecundity are made every hour and the DC of the disease increases by 10.

Twisted Fecundity

Type disease, injury or inhaled; **Save** Fortitude DC equal to DC of Lifesurge ritual

Onset 1 day; **#Frequency** 1/day

Effect 1d4 Dex damage and 1d4 Cha damage and target is fatigued; **Cure** 3 consecutive saves

Whenever a creature would take Dexterity or Charisma damage exceeding their respective ability scores, their body is destroyed and 1d4 living creatures emerge from their corpse. These creatures can be of any type (oftentimes embodying certain personality elements of their "host") but cannot have a CR greater than the afflicted creature's CR -1 and typically possess the mutant* template.

Mutant taken from Pathfinder Roleplaying Game Bestiary 5 © 2015, Paizo Inc.

Planar Seal

You isolate a realm from the rest of the multiverse.

Sphere Protection; **Level** 9

Skill Checks Knowledge (arcana) (DC 37) 2 successes, Knowledge (planes) (DC 37) 3 successes, Knowledge (religion (DC 37) 2 successes, Use Magic Device (DC 37) 2 successes

Casting Time 3 weeks

Components S, M, F (the corpse of an outsider of at least CR 21 which is mounted atop a desecrated altar)

Secondary Casters 118

Area 10 mile radius

Duration Permanent (see text)

DESCRIPTION

This incantation severs a realm's connections to all other planes of existence. While in the area of effect, creatures cannot use any teleportation or planar travel effects or summon creatures. Divination effects which rely on information resources from other planes (such as commune or contact other plane) do not function in the area.

At GM discretion, certain other effects may be placed upon characters who draw power from an extraplanar source such as a deity. Creatures who die in the area of a planar seal may not have their souls pass on, perhaps rising as undead or outsiders in time.

In order for this spell to be undone, the altar containing the outsider corpse must be found and destroyed (such altars typically possess hardness 10 and 500 hit points). Once this occurs, the effect of the planar seal ends.

If specific outsiders' corpses are employed in this incantation, it may be possible to create versions of a planar seal which only affect specific planes.

Backlash All casters suffer 10d6 points of untyped damage.

Failure 1d8 outsiders of CR 20 (or more outsiders who would make for 1d8 CR 20 encounters) emerge to punish or destroy the performers of the incantation.

ESCALATION

If this incantation is performed thirteen times across a planet over the course of ten years, the effects extend to the entire planet.

Ragnarok

Through sacrilege, blasphemy, and murder, you call upon the lower planes to bring about destruction and an infestation of fiends.

Sphere Destruction; **Level** 9th

Skill Checks Knowledge (planes) DC 27 4 successes, Knowledge (religion) DC 27 5 successes

Casting Time 8 hours (cast during the new moon)

Components V, S, M (35,000 gp worth of good-aligned magic items, sacrifice of 13 creatures with Intelligence of at least 3).

Secondary Casters 12

Area 1-mile radius

Duration instantaneous and 18 days, see text

Saving Throw Reflex half, see text; **SR** no

DESCRIPTION

After a night-long depraved ritual involving the profaning of good-aligned relics and culminating in the torture and sacrifice of thirteen sentient beings, a massive burst of infernal energy washes out from the site of casting. All creatures within one mile (including all surviving casters) take 10d6 profane damage (Reflex half). Good-aligned beings take an additional 5d6 damage. Immediately after, a 90-foot radius portal (as the Warp advanced talent) opens to one of the lower planes, chosen by the caster. 2d10 balors, olethrodaemons, pit fiends, or similarly powerful creatures as appropriate to the chosen plane, emerge immediately and attack any beings they come across (including all surviving casters). These may be followed by any other fiend native to the chosen plane. The portal closes in 18 days, but any fiends who have come through it remain.

Backlash Six randomly selected secondary casters die.

Failure Primary caster and all secondary casters die and their souls are dragged to a lower plane. They can never be returned to life by any means.

Special This incantation can be modified as if by Extend Spell by doubling the material component and casting time, Empower Spell by tripling the material component and casting time, Maximize Spell by quadrupling the material component and casting time, or any combination of these.

ESCALATION

If this ritual is performed as a series of 12 rituals over the course of a year (one for each new moon), the damage is dealt to all creatures within 1,000 miles and the portal is permanently open rather than closing. Additional groups of creatures whose total strength is similar to the original 2d10 creatures that came from the portal emerge every 30 days. Other incantations may be performed or artifacts used to close the portal.
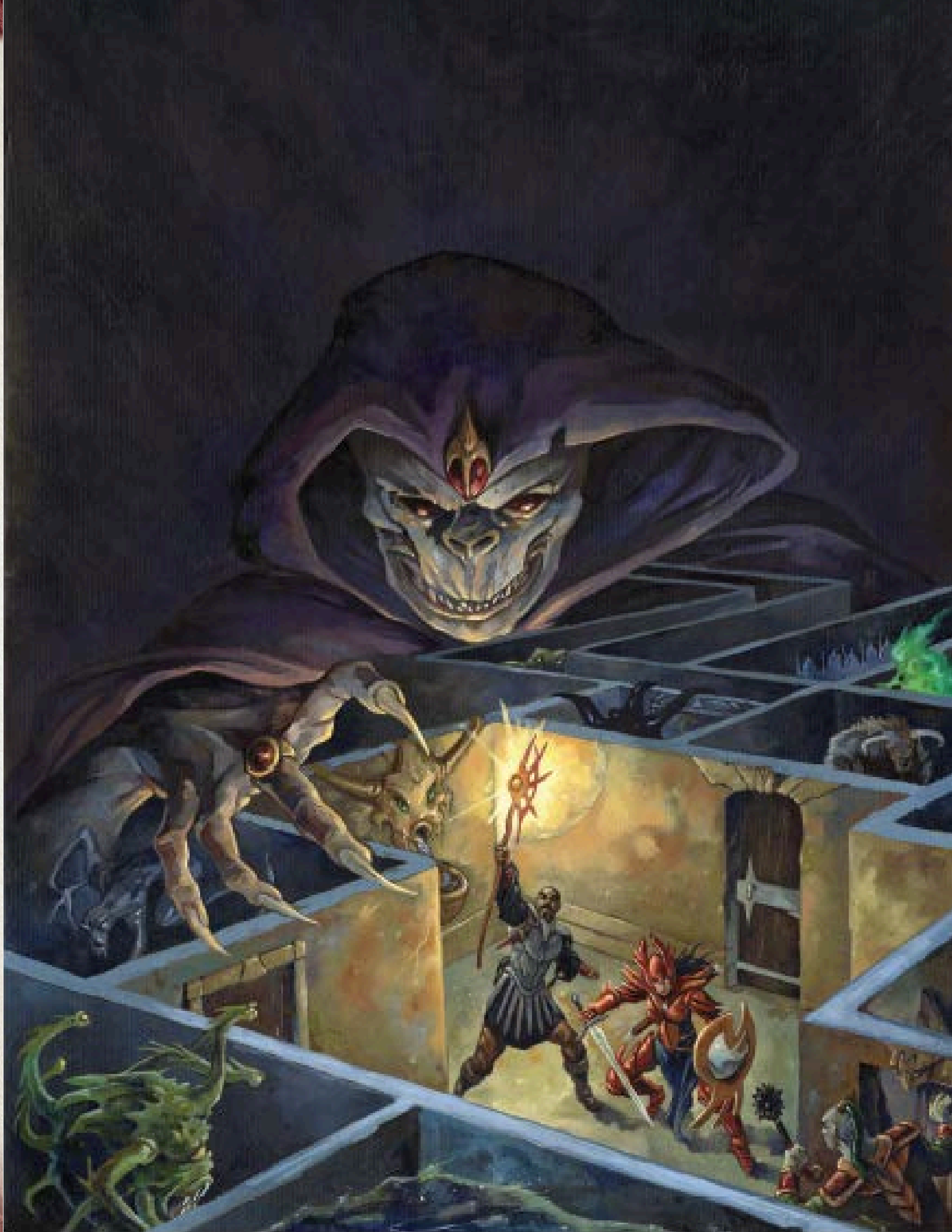
Stopgap to the Netherworld

The land becomes blighted such that the dead no longer stay dead.

Sphere Death; **Level** 7th

Skill Checks Knowledge (planes) DC 30 2 successes, Knowledge (religion) DC 30 3 successes, Spellcraft DC 30 2 successes

Casting Time 4 hours

Components S, M (monolith of obsidian worth 27,000 gp)

Area 1-mile radius

Duration Permanent

DESCRIPTION

From a powerful monolith tied to a dark god or other legendary patron, necromantic power floods the land, trapping the lives of all creatures on this side of the mortal coil. Whenever a creature dies in the area that this ritual has affected, it rises as a zombie or skeleton after 1d4 hours. In addition, all undead within the affected area gain a +2 profane bonus on all attack rolls, damage rolls, and saving throws. An undead creature created within or summoned into such an area gains +2 hit points per Hit Die. These bonuses do not stack with desecrate or similar spells. The effect cannot be dispelled, but destroying the monolith immediately ends it. The monolith is a Colossal object with hardness 8 and 1,000 hit points. It regains 25 hit points each round and takes no damage from acid, cold, electricity, or fire and cannot be moved by any means short of deific force (such as represented by a miracle or wish) but takes damage from positive energy effects as if it was undead.

Backlash All casters suffer 2 negative levels. This ignores any immunities to negative levels that undead creatures possess.

Failure Living casters are slain and resurrected as unrisen*. Undead casters are permanently controlled by the patron entity the monolith was dedicated to as per the Command Undead feat.

ESCALATION

If this ritual is performed eight times over the course of two months, the radius extends to 100 miles and creatures rise as more powerful and varied undead with a new CR no greater than their original CR +2 (what types of undead they rise as is left to GM discretion. Any undead which are destroyed in the affected area are restored to full hit points within 1d6 rounds of their destruction unless they are slain by positive energy, in the area of a *impedance ward*, *hallowed totem*, *bless* or *hallow* spell, a similar magical effect, or if its remains are sprinkled with a vial of holy water.

Unrisen taken from Pathfinder Roleplaying Game Bestiary 6 © 2017, Paizo Inc.

Translocation

A great area is warped elsewhere in the multiverse.

Sphere Warp; **Level** 8

Skill Checks Knowledge (geography) (DC 33) 4 successes, Knowledge (nature) (DC 33), 2 successes, Knowledge (planes) (DC 33) 2 successes

Casting Time 4 weeks

Components S, V, M (material from the location you intend to translocate the area to totalling a value of 30,000 gp)

Secondary Casters 120

Area up to 10 miles, centered on the place of casting

Duration Instantaneous

Saving Throw see text **SR** no

DESCRIPTION

This exotic ritual can be used to transport buildings or even entire nations across existence. Upon completion of the incantation, all objects, creatures, and terrain within the area of the incantation is transported to another location in the multiverse, swapping locations with whatever exists at the targeted location of the incantation (for example, this could cause two castles in different countries to swap places, a massive bomb to be transplanted with the throne of an archdevil, or an active volcano being transported to a remote island while transferring the island's environment to where the volcano once was). If the area being translocated to is the domain of a creature whose Hit Dice exceed the MSB of the primary caster, such a creature is allowed a Will save to prevent any territory they control from being translocated.

Backlash The primary caster and all secondary casters become exhausted.

Failure The primary caster and all secondary casters are teleported to the location they intended to translocate to, although they do not bring anything with them save for whatever equipment they are carrying.

ESCALATION

If this incantation is performed 12 times over the course of a year, the area expands up to a maximum size of an entire planet, star, or demiplane.

Monster Templates and Rules

Godfoe

There exist beings which the gods and their champions have brutalized in incomprehensible ways, beings who have sworn vengeance upon not only the gods but the concept of divinity itself. This twisted resolve transforms them into multiversal horrors known as godfoes, entities with the unique capacity not only to suppress the miracles of the divine and pseudo-divine but also to destroy these allegedly immortal beings.

Godfoe is an acquired template that can be applied to any creature (referred to hereafter as the base creature). A godfoe creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: As base creature +3.

Aura: A godfoe emanates the following aura.

Aura of Blighted Miracles (Su)

Creatures within 10 miles of a godfoe are incapable of regaining mythic power or using mythic power for any reason. In addition, spellcasters besides the godfoe are incapable of regaining spell points, spell slots, or prepared spells so long as they remain in this area.

Armor Class: A godfoe's natural armor bonus to AC improves by 4

Defensive Abilities: A godfoe gains the following defensive abilities.

Rejuvenation (Ex)

A godfoe will always return so long as the deity they swore to destroy remains. If slain, a godfoe returns to life after a year and a day, their body rematerializing in a location significant to them. If a godfoe is slain with an artifact, it does not rematerialize for 100 years and a day. This process does not continue if the god which the godfoe has sworn to oppose is dead or has otherwise been stripped of their godly power.

Spell Repulsion (Ex)

A godfoe is immune to magic as if it possessed unbeatable spell resistance. Whenever a divine spellcaster attempts to cast a spell targeting the godfoe, the godfoe may attempt to counterspell and redirect the effect as per the Reflection talent from the Protection sphere (without having to expend an *aegis*).

Special Attacks: A godfoe gains the following special attacks

Godripper (Su)

A godfoe's attacks with natural or manufactured weaponry ignore all damage reduction and hardness that targets possess. In addition, the godfoe's attacks gain the *disjoining*, *ghost touch*, and *mythic bane* special abilities and are considered epic and

artifacts for the purpose of overcoming damage reduction, regeneration, and other defensive abilities.

Ability Scores: Str +6, Con +8, Dex +6, Int +6, Wis +8, Cha +8

Sample Godfoe Creature

Esturon's Judgement   CR 17

A hulking beast in the vague form of humanity grins at you with two faces, its body covered with defaced religious symbols and blasphemous accusations of divine failure.

Godfoe Nikaramsa Asura*

XP 102,400

LE Large outsider (asura, evil, extraplanar, lawful)

Init +14; **Senses** darkvision 60 ft.; Perception +34

Aura blighted miracles (10 mile), elusive (75 ft.)

Defense

AC 36, touch 20, flat-footed 25 (+10 Dex, +1 dodge, +16 natural, -1 size)

hp 264 (16d10+176); regeneration 10 (good)

Fort +18, **Ref** +20, **Will** +21; +2 vs. enchant.

Defensive Abilities rejuvenation, spell repulsion; **DR** 10/good; **Immune** curses, disease, poison, spells; **Resist** acid 10, electricity 10

Offense

Speed 50 ft., fly 50 ft. (perfect)

Melee 2 bites +23 (1d8+8), 2 claws +23 (1d6+8), 2 tongues +23 (1d6+8 plus trip)

Space 10 ft.; **Reach** 10 ft. (20 ft. with tongues)

Special Attacks godripper, pervert miracle, rend (2 tongues, 1d6+12)

Magic

Caster Level 16; **MSB** +16, **MSD** 27, **Concentration** +27

Tradition Ur-Priest (Focus Casting, Verbal Casting, Wild Magic, Wild Surge); **CAM** Wis

Spell Points 30

Divination Sphere: Fast Divination; (divine) Detect Spellcaster, Detect Thoughts; (sense) Ghost Sight, Sense Magic

- *divine*, medium (260 ft.); **DC** 29; (gain information about magic auras within 260 ft.)
    - ◊ **Alternate Divinations**
        - **Fate** (Divine Alignment); *divine* nearby alignment (chosen)
        - **Fate** (Detect Loyalties); *divine* things creatures nearby hold valuable
        - **Fate** (Divine Fate); *divine* alignment auras of creatures nearby (visible aura)
        - **Illusion** (Divine Illusions); *divine* for illusions, free Will save or Perception check
    - ◊ **Divine Illusions** (divine); free saving throws or Perception check against all illusions within range
    - ◊ **Divine Thoughts** (divine); divine emotions, 1 sp to detect surface thoughts

- ◊ **Divine Spellcasters** (divine); divine spellcasting abilities, 1 sp
- *sense*, touch, DC 14, Read Magic, 16 hours with 1 sp
  - ◊ **Ghost Sight** (sense); +16 bonus to Perception to see invisible or ethereal creatures, 1 sp
  - ◊ **Sense Magic** (sense); constant Divine Magic, 65 ft., 2 sp

Fate Sphere: Shrieking Strike; (consecration) Tug Fate; (word) Freedom, Harm, Malice, Pain, Perfect, Subvert Weapon

- *consecration*, 35 ft., DC 29
  - ◊ **Serendipity** (consecration); +1 luck bonus
  - ◊ **Tug Fate** (consecration); manipulate rolls of 10, 1, or 20, +/-18, 1 sp
- *word*, melee attack or close (65 ft.), **DC** 29, **Target** 1 or 9 w/ 1 sp
  - • **Freedom** (frees target from bondage)
  - • **Hallow** (provide protections against opposite alignment, 1 sp)
  - • **Harm** (target takes 8 additional damage per attack)
  - • **Malice** (target designates victim against which they gain +2 to attack rolls, damage rolls, and saving throws every time they hit target)
  - • **Pain** (target suffers 1d4+8 damage each round)
  - • **Perfect** (target gains +1 to specific ability checks, variable bonus based on ability score chosen)
  - • **Subvert Weapon** (weapon cursed to attack wielder, 1 sp)

Illusion Sphere: Complex Illusions, Overwhelming Sensations; (glamer) Suppression; (sensory) Illusionary Odor, Illusionary Sound, Illusionary Touch x2, Manipulate Aura

- • **Overwhelming Sensations**; (magically-altered, sickened, dazzled, shakened, or fatigued)
- *illusion*, close (65 ft.), maximum size Colossal+ (45-ft. cube), DC 29, concentration, 1 sp, sight, sound, touch
  - ◊ **Illusionary Touch** (sensory); can inflict up to 28 damage
  - ◊ **Suppression** (glamer); choose one sense (sight) +3 circumstance bonus to Stealth when observed, no armor check penalty to Stealth; (sound) sniping penalty reduced by 3; (touch) targets of melee attacks need to pass DC 13 - points of damage dealt to notice attacks, +3 circumstance bonus to pick pockets; (smell) targets tracking by scent take -3 on Perception and Survival; (manipulate aura) target appears non-magical
- *trick*, close (65 ft.), **DC** 29, 3 minutes, sight, smell, sound, touch

Str 26, **Dex** 31, **Con** 33, **Int** 24, **Wis** 33, **Cha** 28
Base Atk +16; **CMB** +25; **CMD** 46
Feats Combat Reflexes, Deflect Arrows, Dodge, Extra Magic Talent, Great Fortitude, Improved Initiative, Incarnate Magic, Power Attack, Spell Attack
Skills Bluff +28, Disguise +28, Escape Artist +35, Fly +27, Knowledge (planes) +22, Knowledge (religion) +22, Perception +34, Sense Motive +30, Spellcraft +23, Stealth +25, Use Magic Device +28; **Racial Modifiers** +6 Escape Artist, +4 Perception
Languages Common, Infernal; telepathy 100 ft.
SQ savor heresy

SPECIAL ABILITIES

Pervert Miracle (Su) As an immediate action, when a creature within 60 feet uses a *word* from the Fate sphere, the nikaramsa can attempt an opposed Charisma check against the caster. If successful, the nikaramsa converts the *word* into a different *word* that it knows against each original target as it is cast.

Savor Heresy (Su) A nikaramsa gains a +2 profane bonus on attack rolls and a +5 profane bonus on damage rolls against any creature that has committed an act of heresy or changed its alignment in the last year. Furthermore, the asura's natural attacks also ignore such a creature's damage reduction.

*Nikaramsa Asura taken from Book of the Damned: copyright: 2017, Paizo Inc

Primarcane

In the earliest days of the multiverse, before god or nature set down the laws of reality, magic flowed freely throughout existence. Boundless energies could be harnessed with even the most rudimentary magical training, while learned mages were capable of shaping the scope of existence in accordance with their whims. Perhaps it was the hubris of such beings that eventually ended this age of wonder or perhaps the cosmos simply stabilized in a manner that bound existence in its current state. Regardless, there are still some unknowably ancient beings which hold onto the unshackled magic of ages past, beings unrivaled in the raw magical energies at their command.

Primarcane is an inherited template which can be applied to any creature (hereafter referred to as the base creature). A primarcane creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: As base creature +3.

Defensive Abilities: Primarcane creatures gain the following defensive abilities.

Magic Barrier (Su)

Primarcane creatures are enveloped in a maelstrom of immensely powerful magic, granting them a resistance bonus to all saving throws and a deflection bonus to AC equal to half their casting ability modifier.

Spell Consumption (Su)

A primarcane creature gains spell resistance equal to 11 + its CR or improves its existing SR by 5, whichever yields a higher result. Whenever a spell is negated by the primarcane creature's spell resistance, the primarcane creature heals a number of hit points equal to 5 x the primarcane creature's caster level. Alternatively, the primarcane creature may redirect the effect of the spell as per the Reflection talent from the Protection sphere (without having to expend an *aegis*).

Special Attacks: Primarcane creatures gain the following special attacks.

Miraculous Lore (Su)

A primarcane creature can draw upon raw magic to shape it into various abilities. This functions as the Path power of a spiritualism hedgewitch, using the creature's Hit Dice as their effective hedgewitch level to determine effects and uses per day.

Special Qualities: Primarcane creatures gain the following special qualities:

Font of Magic (Su)

Primarcane creatures have an unlimited number of spell points, but may only spend a number of spell points per round up to their casting ability score modifier (minimum 2). This infinite pool is in addition to any spell point pool the creature may normally possess.

Well of Miracles (Su)

For every 2 caster levels a primarcane creature possesses, it gains an additional magic talent as a bonus talent. Whenever it rests for at least 8 hours, a primarcane creature may exchange these talents and any other magic talents they know for other magic talents that they meet the prerequisites for.

If the primarcane does not possess any spherecasting abilities from race, class, or some other source, they gain Advanced Magic Training as a bonus feat (even if they do not meet the prerequisites).

Ability Scores: Con +6, Int +6, Wis +6, Cha +6

Sample Primarcane Creature

The Overlord Underneath   CR 24
The putrid, undulating body of the immense worm glows with arcane symbols of a bygone age, with small, quasi-human limbs ringing its tremendous and cavernous maw.

PRIMARCANE CONQUEROR WORM

XP 1,228,800

NE Colossal aberration

Init +11; **Senses** darkvision 60 ft., tremorsense 120 ft.; Perception +40

DEFENSE

AC 43, touch 15, flat-footed 36 (+6 deflection, +7 Dex, +28 natural, −8 size)

hp 490 (28d8+364)

Fort +28, **Ref** +24, **Will** +30

Defensive Abilities magic barrier, spell consumption, telepathic escape; **DR** 15/good and piercing; **Immune** acid, cold, disease, mind-affecting effects, poison; **SR** 37

OFFENSE

Speed 60 ft., burrow 30 ft.

Melee bite +31 (6d8+18 plus 8d6 acid), slam +31 (4d10+18)

Space 30 ft.; **Reach** 30 ft.

Special Attacks breath weapon (100-ft. line, 20d8 acid, Reflex DC 37 half, usable every 1d4 rounds), fast swallow, mental invader, miraculous lore (10, currently unselected), swallow whole (8d6 bludgeoning and 8d6 acid damage, AC 30, 49 hp)

MAGIC

Caster Level 21; **MSB** +28, **MSD** 39, **Concentration** +41

Tradition Strange Mentalist (Incompatible Energies, Magical Signs, Mental Focus, Alien Source (Mind sphere)); **CAM** Int

Spell Points Infinite (13/round), 38

Divination Sphere – Talents Greater Divine, Scrying; (divine) Viewing, Witness The City

- *divine*, long (840 ft.), **DC** 32; (gain information about magic auras within 840 ft.)
  ◊ **Alternate Divinations**
    - **Death** (Divine Undead); *divine* for undead creatures
    - **Mind** (Divine Charm); *divine* for the presence of charm, compulsion, possession, and Mind sphere effects
    - **Telekinesis** (Divine Density); *divine* the density and weight of nearby objects and creatures that you can see
    - **Telekinesis** (Divine Force); *divine* the presence or absence of creatures with the incorporeal subtype (does not give direction or location)
  ◊ **Viewing** (divine); remotely observe creature in range, 1 sp; **Scrying** (spend 2 sp and one hour to observe from any distance)
  ◊ **Witness The City** (gather information on a city using Diplomacy or Perception)
- *sense*, touch, **DC** 32, Read Magic, 21 hours with 1 sp

Death Sphere – Talents Greater Ghost Strike, Mass Reanimate; (ghost strike) Drain, Vampiric Strike

- *ghost strike*, medium range touch (310 ft.) or close-range cone (75 ft.) (requires spending a spell point for latter), **DC** 32; apply the effects of one (ghost strike)
  ◊ **Drain** (ghost strike); 1d6 negative levels
  ◊ **Exhausting** (ghost strike); fatigued for 21 rounds or exhausted for 21 minutes (1 sp), Fortitude negates. On a successful save the target is still fatigued for 1 round.
  ◊ **Vampiric Strike** (ghost strike); 10d6 damage, gain equal number of temp hp
- *reanimate*, touch; raise one corpse as undead for 21 minutes, up to 42 HD, 1 sp, **DC** 32
  ◊ **Mass Reanimate**; raise multiple corpses, 1 sp

Mind Sphere – Talents Charming Strike, Greater Communication, Mass Charm, Memetic Link, Mind Control, Powerful Charm, Zeitgeist; (charm) Disrupt Focus, Enthrall, Fear, Hostility, Inception, Mind Spy, Project Thoughts, Read Mind, Utterances, Vision; (cloud) Dispersion, Lure

- *charm*, melee touch attack or close (75 ft.), target 1 or 10 w/1 sp, **DC** 32
  ◊ **Disrupt Focus** (charm); target must succeed at a DC 32/43 concentration check to use spells/talents
  ◊ **Enthrall** (charm); target regards you as friend; **Memetic Link** (targets count as caster when

using Mind sphere talents); **Mind Control** (may spend additional spell point when using powerful charm to use their Mind sphere abilities or assert total control/extend duration)

- ◊ **Fear** (charm); cause target to become shaken/frightened/panicked
- ◊ **Hostility** (charm); compel target to rage/attack nearby creatures
- ◊ **Inception** (charm); create rumors or alter memories
- ◊ **Mind Spy** (charm); project perspective into creature
- ◊ **Project Thoughts** (charm); communicate telepathically with target, spend 1 sp to communicate even across planes
- ◊ **Read Mind** (charm); read emotions or thoughts
- ◊ **Utterances** (charm); manipulate target's capacity to speak
- ◊ **Vision** (charm); change target's perceptions of surroundings
- *cloud*, close (75 ft.), 115-ft. radius, 10x220-ft. area, or entire community if additional spell points are spent, **DC** 32
  - ◊ **Dispersion** (cloud); make creatures ignore or struggle to observe target
  - ◊ **Lure** (cloud); draw creatures to an object, creature, or location

Telekinesis Sphere – Talents Finesse

- *telekinesis*, close (75 ft.), **DC** 32 (max size Gargantuan, 23 + size mod AC, 44 + size modifier CMD, move 40 ft./round, may be used for fine manipulations, concentration)
  - ◊ **Bludgeon**; +34 to attack
  - ◊ **Catch**; negate projectile attack, attacker has Will negates
  - ◊ **Hostile Lift**; lift unwilling target, target has Will negates initial + 1 per round, 1 sp
  - ◊ **Sustained Lift**; free action to cease concentration, 21 minutes, move action to give simple orders, 1 sp

Statistics

Str 47, **Dex** 24, **Con** 36, **Int** 37, **Wis** 28, **Cha** 35

Base Atk +21; **CMB** +47; **CMD** 64 (cannot be tripped)

Feats Counterspell, Counterspell Mastery, Deceptive Advisor, Fool's Counterspell, Greater Counterspell, Improved Counterspell, Improved Initiative, Iron Will, Lightning Reflexes, Logical Spell, Mental Cloud, Persistent Spell, Quicken Spell, Spell Penetration

Skills Bluff +40, Diplomacy +40, Intimidate +43, Knowledge (arcana, engineering, geography, history, local, nobility, religion) +41, Perception +40, Sense Motive +37, Spellcraft +44, Use Magic Device +40

Languages Abyssal, Aklo, Celestial, Common, Draconic, Dwarven, Elven, Gnome, Halfling, Infernal, Terran, Undercommon; telepathy 200 ft.

SQ deific, font of magic, well of miracles

Special Abilities

Deific Conqueror worms can grant divine spells to their worshipers. Granting spells does not require any specific action on a conqueror worm's behalf. Conqueror worms grant access to the domains of Charm, Evil, Nobility, and Trickery, and their favored weapon varies but is always a simple weapon (daggers and sickles being the most common choices). Each conqueror worm has its own unique holy symbol, although typically it resembles a ring of eyes.

Mental Invader (Su) A conqueror worm infects the minds of others from afar, allowing it to control its puppets without leaving the safety of the earth's depths. When a conqueror worm communicates with a creature mentally, such as by using telepathy or a *charm* from the Mind sphere, it can attempt to form a lasting mental connection with that creature. The target can resist this connection with a successful DC 33 Will save. A target that succeeds at this save is immune to that conqueror worm's mental invader ability forever. Once a connection is formed, the worm can communicate with the bonded creature using telepathy over any distance, and can target the bonded creature with mind-affecting spells and effects regardless of range. A worm can form bonds with a number of creatures equal to its Intelligence modifier (10 for the typical conqueror worm). If a new bond would exceed this limit, the worm must choose to break one of its previous connections. The effects of a bond are suppressed while the worm and the bonded creature are on different planes. A bond can otherwise be broken only via a break enchantment, miracle, or wish spell cast on the bonded creature, or by the worm's death. This is a mind-affecting effect. The save DC is Charisma-based.

Telepathic Escape (Su) A conqueror worm can escape death by casting its mind out of its body at the moment of death. Up to once per day, when an attack, spell, or effect would reduce a conqueror worm to 0 or fewer hit points or otherwise kill it instantly, it can transfer its mind to one of the creatures it has formed a connection with using its mental invader ability. The target can attempt a DC 33 Will save to resist being overtaken. If the target succeeds, the conqueror worm can be killed normally. If the target fails, the conqueror worm transfers its soul into the bonded creature's body. This functions as the Possession Death sphere advanced talent (CL 21st) except the possession is permanent. A host body possessed by a conqueror worm in this way undergoes terrible changes to its physiology. Every day, the host must succeed at a DC 33 Fortitude save or take 1d6 points of Charisma drain. Over time, the host slowly grows more wormlike in appearance, losing body hair, growing obese, and taking on a pale yellow-white coloration. When the host's Charisma score is drained to 0, an ectoplasmic cocoon forms around the creature. Over the course of the next 24 hours, the host grows to an enormous size, and at the end of this time emerges in a brand new body as a new conqueror worm that retains the memories of its previous incarnation, at which point the host creature is effectively dead (and can be resurrected normally). If the host is slain before this transformation completes, the conqueror worm dies as well. The effect can also be ended by any effect that successfully expels the conqueror worm's possessing spirit from the host. This is a mind-affecting effect. The save DCs are Charisma-based.

Walking God

The gods, wherever in the universe they may reside, rarely cast themselves down to walk amongst mortals. When the physical body of a god appears upon a world, their presence pretends great fortune or great woe whose ramifications will echo for lifetimes. These physical walking gods may be avatars of divinity, the magically-bound essence of a deity, or even a god in the entirety of their power. What is known about these walking gods is that, in dramatic and often blasphemous circumstances, they can be destroyed. Such acts, rare though they may be, often have ramifications which reach all across existence.

Walking god is an acquired or inherited template which can be applied to any creature with mythic ranks (hereafter referred to as the base creature). A walking god uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: As base creature +3, plus an additional +1 for every 2 mythic ranks the creature possesses.

Senses: In addition to the abilities granted by the portfolio sense ability, a walking god gains low-light vision and the see in darkness ability.

Defensive Abilities: A walking god gains DR 10/epic (which improves to DR 20/epic if they are above CR 12 and DR 30/epic if they are above CR 20), and gains additional immunities depending on their mythic rank (see Table: Walking God Immunities, entries are cumulative). They gain SR equal to their final CR + 10 + half their mythic rank. If they already had SR at least this good, instead their SR increases by 4. They may allow effects to ignore this spell resistance if they so wish. In addition, a walking god gains the following abilities:

Divine Constitution (Ex)

A walking god gains additional hit points equal to their number of Hit Dice multiplied by their mythic tier. In addition, they gain both an increase to natural armor and a deflection bonus to AC equal to their mythic tier.

Unassailable Power (Ex)

A walking god may choose to ignore any dead magic zones, antimagic fields, or similar effects which would impede the function of their abilities or equipment.

Table: Walking God Immunities

Mythic Rank	Immunities
1-2	Aging, death effects
3-4	Ability damage, energy drain
5-6	Disease, paralyses, poison, sleep
7-8	Ability drain, petrification, polymorph (may allow themselves to be polymorphed), stunning
9-10	Banishment, divinations (as per the Mind Blank advanced talent), mind-affecting effects (may allow themselves to be affected)

Special Attacks: A walking god gain the following special attacks:

Divine Aura (Su)

A walking god projects an aura out to 60 feet which grants all of their allies (including the walking god) a +4 sacred or profane bonus to attack rolls, damage rolls, saves, and skill checks. Opponents of the walking god in this aura take a -4 penalty on all such rolls. A walking god may suppress or resume this aura as a free action.

Special Qualities: A walking god gains the following special qualities:

Divine Providence (Ex)

Whenever a walking god would roll any sort of dice as part of using their abilities (such as an attack roll, damage roll, skill check, or saving throw), they may treat the die roll as having rolled twice their mythic tier or the maximum possible result of the die, whichever is lower. This ability does not cause a walking god to automatically succeed at an attack roll or saving throw as a result of having rolled a natural 20, however, nor does it apply on d% rolls. This ability can be used a number of times per round equal to the walking god's mythic tier. This ability also applies to all of the walking god's Hit Dice for the purpose of determining their hit points.

Divine Tradition

As it is a deity, a walking god may select a divine tradition (see Divine Traditions).

Domain Mastery (Su)

As an incarnate god, a walking god is capable of granting spells and other magic abilities to followers. Every walking god possesses a number of domains equal to half their mythic tier (minimum 1). For every domain that a walking god possesses, they gain three bonus magic talents from the magic sphere corresponding to that domain (see Table: Domains and Spheres to see which magic spheres correspond to what domains). If the walking god does not already possess the domain's base sphere, they gain the base sphere in place of one of the bonus talents. If the walking god does not possess any spherecasting abilities from race, class, or some other source, they gain Advanced Magic Training as a bonus feat (even if they do not meet the prerequisites).

When a walking god creates effects from a sphere tied to one of their domains, the spell point cost is reduced by half their mythic tier (minimum 0).

Mythic Outpouring (Ex)

A walking god is considered to have an infinite number of uses of mythic power and may use them however they wish.

Portfolio Sense (Su)

A walking god is capable of sensing events tied to their domains. A walking god gains the Divination sphere as a bonus sphere. Any (sense) talents as well as any divinations the walking god can utilize are always considered active. The caster level for these effects is equal to the walking god's CR.

In addition, a walking god can sense any events which are related to their domains. There is no limit to the range of a walking god's portfolio sense, but a walking god may not be able to sense or figure out insignificant events depending on the walking god's mythic rank (see Table: Portfolio Sense for details on what walking gods of various mythic ranks can detect and how they can interact with them). Depending on their role in the setting, walking gods may be restricted to sensing events of a certain type based on their designated purview (for example, a god of assassins with the Death domain may only be able to sense when creatures are killed by another intelligent creature, not when they perish of old age, disease, or other causes). All walking gods automatically sense when they are being worshipped or blasphemed against.

Powers of Faith (Su)

A walking god gains the Powers of Faith of a mythic character with 10 tiers. See Establishing Churches in Mythic Champions of the Spheres for rules on Powers of Faith.

Truespeech (Su)

A walking god is capable of speaking and understanding all languages.

Table: Domains and Spheres

Domain	Magic Sphere	Example Event for Portfolio Sense
Air	Weather	Pollution in the air
Animal	Alteration	A change in the living conditions of animals
Artifice	Creation	The construction or invention of something that affects many people
Chaos	Fate	An ideological shift towards or away from chaos
Charm	Mind	The rise of an influential or popular figure
Community	Protection	The assembly of an organization or founding of a city
Darkness	Dark	Activity under the cover of night
Death	Death	The death of creatures
Destruction	Destruction	A violent cataclysm
Earth	Nature	Mining or quarrying of stone
Evil	Fate	An ideological shift towards or away from evil
Fire	Nature	A fire that consumes a location
Glory	Enhancement	Feats of great personal achievement
Good	Fate	An ideological shift towards or away from good
Healing	Life	Creatures saved from death or disease
Knowledge	Divination	Education or discoveries
Law	Fate	An ideological shift towards or away from law
Liberation	Warp	A people in bondage or freed from bondage
Luck	Fate	Unlikely or ironic events
Madness	Mind	The spread of an unstable or dangerous ideology
Magic	Divination	A powerful ritual or invention of a new spell
Nobility	War	The crowning of a new leader
Plant	Nature	The cultivation of crops
Protection	Protection	Displays of selflessness or repulsions of assault
Repose	Life	Funerary rites (or lack thereof) of a person
Rune	Enhancement	The recording of events or stories
Scalykind	Alteration	The fate of dragons or other scaled creatures
Strength	Enhancement	Great feats of athleticism
Sun	Light	Activity during the daytime
Travel	Warp	The movement of people or goods
Trickery	Illusion	The spread of lies or great acts of deception
Void	Warp	The arrival of creatures or relics from other worlds
War	War	Conflict between groups or nations
Water	Nature	The movement of ships across the sea
Weather	Weather	A storm which would destroy an environment or provide for it

Table: Portfolio Sense

Mythic Rank	Portfolio Sense
1-2	Senses events that affect 1,000 or more creatures
3-4	Senses events that affect 50 or more creatures
5-6	Senses events that affect 1 or more creatures, knows the name of each affected creature but not how they are affected
7-8	Senses events that affect 1 or more creatures, knows the name of each affected creature and how they are affected, may observe and communicate with affected creatures as per the Scrying advanced talent and Project Thoughts talent without spending spell points (CL equal to twice mythic tier)
9-10	Senses events that affect 1 or more creatures, knows the name of each affected creature and how they are affected, may observe and communicate with affected creatures as per the Greater Scrying and Greater Communication advanced talents as a free action without spending spell points (CL equal to twice mythic tier)

Sample Walking God

Scales of Death   CR 34/MR 10

A man in glimmering armor stands before you, levelling his sword with finality that assures you that only one of you will walk away alive.

XP 39,321,600

Walking God Human mageknight (dread crusader, martial mageknight) 20/Champion 10

LN Medium humanoid (mythic)

Init +31M **Senses** low-light vision, portfolio sense, see in darkness, Perception +36

Aura divine 60 ft.

DEFENSE

AC 60 touch 26 (45 w/ ensorcelled defenses), flat-footed 58 (+13 armor, +10 deflection, +3 Dex, +3 luck, +15 natural, +6 shield)

hp 770 (20d10+570)

Fort +34, **Ref** +25, **Will** +33; (extra +5 to saves against effects which allow SR)

Defensive Abilities hard to kill, immortal, mystic defense 10, mythic saving throws, mythic stalwart, recuperation, stalwart, unstoppable; **DR** 30/epic; **Immune** ability damage, ability drain, aging, banishment, death effects, disease, divinations, energy drain, mind-affecting effects, paralysis, petrification, poison, polymorph, sleep, stunning; **SR** 49

OFFENSE

Space 5 ft.; **Reach** 5 ft.

Speed 50 ft. (150 ft. if you spend mythic power), fly 60 ft. (average)

Melee Measure of Life +43/+38/+33/+28 (1d10+23/19-20, *brutal strike* +40)

Ranged +5 axiomatic holy undead bane compound longbow +36/+31/+26/+21 (1d8+22/x3)

Special Attacks draw power, fleet charge, ghastly powers, legendary champion, marked, mystic combats (ensorcelled defenses, hunter's mark, legion's fall, mark of pain, mystic adaptation, mystic celerity, penetrating blow, sunder the veil, swift combatant, wailing cleave), mythic casting (Death and Protection), mythic mystic combat, mythic draw power, mythic power (surge +1d12), mythic spellsword, mythic sphere mastery (Berserker, Death, Fate (*word*), Protection (*ward manipulation*)), spell critical, spellsword (mystic adaptation, mystic celerity)

MAGIC

Caster Level 10 (20 w/ Death and Protection, 30 w/ Cryptic Strike); **MSB** +20, **MSD** 31, **Concentration** +29

Tradition Templar (Galvanized, Prepared Caster, Verbal Casting); **CAM** Wis

Spell Points 29

Death Sphere – Talents Cryptic Strike, Greater Ghost Strike; (ghost strike) Curse, Drain, Vampiric Strike, Weakening Strike; **Drawbacks** Necromantic Limit (reanimate)

- *ghost strike*, melee attack, medium range touch (300 ft.) or close-range cone (75 ft., 1 spell point), **DC** 29, 34 w/ Cryptic Strike
  - ◊ **Curse** (ghost strike); -12/16 to ability score, -7/-9 on rolls, or 75% chance of no action
  - ◊ **Drain** (ghost strike); 1d6/1d10 negative levels
  - ◊ **Exhausting Strike** (ghost strike); fatigued for 20/30 rounds or exhausted if you spend a spell point, save reduces fatigue to 1 round
  - ◊ **Vampiric Strike** (ghost strike); 10d6/15d6 damage, gain equal number of temp hp
  - ◊ **Weakening Strike** (ghost strike); reduce Str or Dex by 1d4, spell point to reduce by additional 10/15

Fate Sphere – Talents Echoing Word; (consecration) Stricture; (word) Harm

- *consecration*, 35 ft., **DC** 24
  - ◊ **Serendipity** (consecration); +1 luck bonus
  - ◊ **Stricture** (consecration); creatures must save to perform certain actions
- *word*, melee attack or close (60 ft.), **DC** 23, **Target** 1 or 5 w/ 1 sp
  - ◊ **Hallow** (word); provide protections against opposite alignment, 1 sp
  - ◊ **Mercy** (word); stops target from dealing nonlethal damage

Life Sphere – Talents Adrenaline Surge, Deeper Healing

- **Adrenaline Surge**; 1 sp, grant action when targeting another creature with Life sphere effect
- *cure*, touch, 5d8+10, 1 sp, **DC** 24
- *invigorate*, touch, 20 temporary hp, **DC** 24
- *restore*, touch, (mind; remove dazzled, shaken, staggered and lessen frightened to shaken, panicked to frightened) or (body; remove battered, fatigued and lessen exhaustion to fatigued, sickened and lessen nauseated to sickened) or (soul; heal 1d4 ability damage), 1 sp, **DC** 24

Protection Sphere – Talents (aegis) Antimagic Aura, Deathless, Undying; (ward) Antimagic Aura, Spell Ward

- *aegis*, touch, Deflection grants +5 deflection bonus, **DC** 25
  - ◊ **Spell Ward** (aegis); grant SR 30
  - ◊ **Deathless** (aegis); +4 to saves vs. death/healing spells; **Undying** (1 sp, grant immunity to energy drain/negative energy)
- *ward*, 110-ft. radius, Barrier (40 hp, Break DC 25), **DC** 25
  - ◊ **Spell Ward** (ward); suppress magic with magic skill check; **Antimagic Aura** (1 sp, automatically suppress magic)

Warp Sphere – Talents Mass Teleport, Quick Teleport, Ranged Warp, Unwilling Teleport

- *teleport*, close (60 ft.), **DC** 26, 1 or 7 targets w/ 1 sp (may use as move action), range is close (60 ft.) or medium (200 ft.) w/ 1 sp; **Unwilling Teleport** (spend 1 sp to teleport unwilling targets, Will negates)

Combat

Martial Tradition Crushing Juggernaut (Equipment x2, Brute x2), **PAM** Wis

Berserker Sphere – Talents Beat Down, Bloody Counter; (exertion) Bell-Ringer -6, Bloody Counter, Bone-Breaker -6, Extended Exertion

- *berserking* (free action at start of turn, -2 AC, +23 temporary hit points)
  - ◊ **Bloody Counter**; immediate action, allow target to automatically strike you, make a *brutal strike* against target, go first if target battered
- *brutal strike* (special attack action; battered plus (exertion); martial focus, +40 damage); (exertion) **DC** 29
  - ◊ **Beat Down**; battered condition lasts +9 rounds
  - ◊ **Bell Ringer** (exertion); while target is battered, -6 penalty on concentration and Will saves
  - ◊ **Bone Breaker** (exertion); while target is battered, -6 penalty on attack and damage rolls
  - ◊ **Extended Exertion**; increase time to use brutal strike to full-round action, apply two (exertions)

Brute Sphere – Talents Focused Might

- *shove* (move action, move up to half speed, melee touch attack +33, 13 damage plus battered)
  - ◊ **Focused Might**; regain martial focus on successful *shove*

Equipment Sphere – Talents Armor Training, Balanced Defense +6, Custom Training)

- ◊ **Armor Training**; gain medium and heavy armor proficiency
- ◊ **Balanced Defense**; +6 shield bonus while wielding one-handed weapon and nothing else
- ◊ **Custom Training**; bastard sword (as exotic), longbow, lucerne hammer, scythe

Statistics

Str 36, **Dex** 24, **Con** 30, **Int** 21, **Wis** 28, **Cha** 22

Base Atk +20; **CMB** +33; **CMD** 53

Feats Contingency^M, Counterspell, Counterspell Mastery, Dispelling Attack, Great Focus^M, Improved Counterspell, Improved Initiative^M, Life Taker, Mystic Focus, Power Attack^M, Quicken Spell, Spell Attack

Skills Diplomacy +33, Intimidate +30, Knowledge (arcana, planes, religion) +32, Knowledge (nature, nobility) +17, Knowledge (engineering, geography, history, local) +14, Perception +36, Sense Motive +33, Spellcraft +32

Languages truespeech

SQ amazing initiative, divine providence, domain mastery (death (Death), law (Fate), protection (Protection), repose (Life), travel (Warp)), force of will, impossible speed, legendary hero, mythic outpouring, portfolio sense, powers of faith, truespeech

Combat Gear +5 *anti-spell ghost touch mithral full plate armor*, +5 *axiomatic holy undead bane compound longbow*, *belt of the reaper* (grants a +6 enhancement bonus to all physical ability scores), *blessing of the fates +3*, *cape of resistance +5*, *fragment of destiny +3*, *measure of life*, *necklace of natural armor +5*, *ring of freedom of movement*, *scalekeeper's headband* (grants a +6 enhancement bonus to all mental ability scores), *wings of flying*

Special Abilities

Godly Resources (Ex) Scales of Death's ability scores were calculated using 25 point buy. Scales of Death also possesses a +5 inherent bonus to all of his ability scores and resources exceeding that of a 20th-level PC. This increases his CR by 1.

Measure of Life: The measure of life is the primary weapon of Scales of Death, a greater artifact which functions as both a +6 *axiomatic ghost touch undead bane bastard sword* and a /+5 *meditation vital implement* of the Death, Fate, Life, Protection, and Warp spheres. If it is destroyed or taken, Scales of Death may recreate it or teleport it back into his grip as a free action. Measure of life can be destroyed if an undead who has been rejuvenated or resurrected from death at least 100 times uses the weapon to destroy itself, a process which destroys the undead completely.

Converting Monsters to Spheres of Power

Several of the monster seen here were originally constructed using the typical Pathfinder model of spells and spell-like abilities, but have been reconstructed here to be used with Spheres of Power. The process used with these creatures can be utilized with most any monsters without drastically changing the power level of the creature, utilizing the following guidelines.

Spell-Like Abilities: Each spell-like ability that a creature possesses should be replaced with a single talent or base sphere, often (but not necessarily) corresponding to a spell-like ability that the creature possessed (for example, a hezrou's blasphemy spell-like ability could be replaced by Enmity from the Fate sphere). Metamagic-altered versions of spell-like abilities (like the quickened dominate person ability of a veiled master) do not count as distinct spell-like abilities for this purpose. If it gains any talents as a result of this, a creature selects a casting tradition and gains two bonus magic talents in addition to any talents exchanged for the spell-like abilities it possesses. The MSB for these abilities is equal to the creature's caster level before any bonuses from items or feats are applied, while the MSD is equal to the creature's MSB + 11 (before other modifiers are applied). The creature's caster level progression is dependent on its creature type (see Table: Racial Caster Level Progression by Creature Type). Other abilities which function similarly to spells (such as the change size ability of an efreet) may be replaced with talents.

Spellcasting: If a creature possesses racial spellcasting (such as a red dragon's innate sorcerer casting), replace this racial spellcasting with a single magic talent for every level of spellcasting the creature possesses. For example, a veiled master normally possesses spellcasting as a 12th-level sorcerer, so their racial spellcasting would be replaced by 12 talents. If the creature has not already gained a casting tradition from spell-like abilities, it selects a casting tradition and gains two bonus magic talents, calculating MSB, MSD, and caster level as it would with spell-like abilities. Some GMs may wish to grant creatures with racial spellcasting Incarnate Magic as a bonus feat to reflect their superior magical capabilities.

Combat Talents: For some creatures, it may make more sense to replace spells or spell-like abilities with combat talents rather than magic talents. If a creature is proficient with any armor and at least one martial or exotic weapon, it may make sense to give the creature a martial tradition in place of these proficiencies.

Table: Racial Caster Level Progression by Creature Type

Creature Type	Caster Level
Aberration	CL = 3/4 Hit Dice
Animal	CL = 1/2 Hit Dice
Construct	CL = 1/2 Hit Dice
Dragon	CL = 3/4 Hit Dice
Fey	CL = 3/4 Hit Dice
Humanoid	CL = 3/4 Hit Dice
Magical Beast	CL = 3/4 Hit Dice
Monstrous Humanoid	CL = 3/4 Hit Dice
Ooze	CL = 3/4 Hit Dice
Outsider	CL = 3/4 Hit Dice
Plant	CL = 3/4 Hit Dice
Undead	CL = 3/4 Hit Dice
Vermin	CL = 1/2 Hit Dice

Feats and other Abilities: Many of the feats and other abilities that monsters possess may not be compatible with its new spherecasting abilities and should be replaced with more suitable options.

Mythic Spheres Monster Abilities

Outlined below are several mythic universal monster abilities designed to be used with Spheres of Power.

It should be noted that mythic monsters can take mythic traditions in the same manner as PCs.

Flexible Sphere Mastery: Three times per day as a free action, the monster may gain the benefits of a mythic sphere mastery path ability which they do not have for 1 round.

Imbued Incantation: Select an incantation with a level no greater than the monster's mythic rank - 1. The monster can perform that incantation in a process that takes 1 hour, treating all skill checks as if they had rolled the exact value needed to succeed. The monster must still provide any material or focus components for the incantation, although they may spend a point of mythic power to avoid the backlash.

This ability can be selected multiple times. If this ability is selected a second time and is used to select an incantation already chosen, the incantation's effects constantly emanate out from the monster to the incantation's normal range (not any escalated form).

Immunities: The monster becomes immune to two of the following: ability damage, ability drain, aging, banishment, death effects, disease, divinations (as the Mind Blank advanced talent), energy drain, mind-affecting effects, paralysis, petrification, poison, polymorph, sleep, and stunning. Alternatively, the monster can become immune to a single energy type. These immunities can be bypassed by talents or similar effects as normal. This ability can be selected multiple times.

Path Ability: The monster gains a single mythic path ability, be it a universal path ability or an ability from a specific path. The monster uses its mythic rank as its effective mythic tier for the purpose of effects and for meeting prerequisites. This ability can be selected multiple times.

Talent Progression: The monster gains a number of magic or combat talents equal to half their Hit Dice. If the monster does not already possess a caster level, they gain Advanced Magic Training as a bonus feat even if they do not meet the prerequisites. The monster also gains a casting tradition (if any of the selected talents are magic talents). This ability can be selected multiple times.

Divine Traditions

Just as spellcasters, warriors, and mythic characters can take on a variety of shapes and traits across various stories, deities can be similarly varied in how they are capable of interacting with the world. In certain settings or campaigns, it may be common for deities to descend to earth and walk amongst mortals. In other settings, the gods may be more distant, perhaps not taking physical form or struggling to communicate their intentions to mortals. In other worlds, the abilities of gods may be asymmetrical, with certain deities having the power to warp reality in manners that others cannot. To account for these distinctions, this book introduces divine traditions to help GMs codify the roles and capabilities of deities within their setting.

One potential application of divine traditions is in conjunction with the walking god template, enabling a more nuanced construction of a deity's physical manifestation in the setting for the purpose of use as an ally or enemy in a campaign. However, it is not necessary that the walking god template be used with divine traditions, and is quite possible for divine traditions to be implemented in a setting where the gods have no more stats than a simple number designating their effective mythic rank.

A divine tradition is composed of divine boons and divine drawbacks. For every two divine drawbacks a deity possesses, they may select a single divine boon. Certain GMs may wish to grant certain divine boons to all deities in a setting or category or allow deities to select a divine boon for every divine drawback they possess. Divine boons and divine drawback marked with a * apply specifically to gods which are created with the walking god template and may not be appropriate for unstatted gods.

Divine Boons

Additional Domains: The deity gains 2 additional domains. This boon can be selected multiple times.

Divine Arcana*: The deity gains a number of talents equal to half their mythic tier and treats these talents as if they were tied to a domain for the purpose of the domain mastery ability (reducing their spell point cost). This boon can be selected multiple times.

Domain Specialty*: For every domain the deity possesses, they gain the domain abilities of a cleric of a level equal to twice their mythic tier. When creating sphere effects from spheres associated with their domains, the deity is considered to have a caster level equal to their Hit Dice.

Form of Awe*: The deity's true form is deadly for mortals to look upon. This functions as the mythic presence universal path ability, save that is always active and does not require mythic power to use. The DC of the effect is increased by 5 and any creature affected by the form of awe is affected by the Deadly Vision Mind sphere advanced talent (DC equal to the DC of the form of awe).

Item Creation: A number of times per day equal to their mythic tier, the deity can create any magic item as a full-round action. In addition, they can create unique artifacts in a lengthier process which could take anywhere from minutes to years.

Personal Region: The deity gains a personal region as a demiplane or as a section of an existing plane. This region acts as a demiplane created with the Create Demiplane advanced warp talent, save that it can be of any size. A personal region typically manifests outside of existing space and so does not usually overlap with existing territory (unless an area is of special significance to the deity). If a deity is slain outside their personal region, they reform inside their personal realm but are incapable of leaving for one hundred years. A deity may only possess one personal region but may revise its traits however it wishes and open portals to it at any time.

Project Avatar: A deity may project an avatar of themselves in a location where an immensely significant event corresponding to their portfolio is taking place or where a powerful incantation or spell made specifically to summon the avatar is performed. The avatar has the same stats as the deity, save that it cannot use any abilities which require the expenditure of mythic power and does not possess the divine providence ability. An avatar also loses the immortal ability if the deity originally possessed it. This reduces the avatar's CR by an amount

equal to half their mythic tier. If a deity does not have stats, an avatar should be a creature with a CR between 20 and 30.

A deity cannot have more avatars at a time than their mythic rank (or 10, if a deity is not given stats), and cannot create an avatar for one year if an avatar is destroyed. A deity senses everything their avatar senses.

Unimpeded Power*: A deity may cause any sphere effect they create that is affected by the domain mastery ability to have a duration of permanent. In addition, they can render such effects immune to dispelling by non-mythic creatures.

Divine Drawbacks

Diminished Defenses*: The deity possess certain vulnerabilities, lacking two of the following immunities if they would otherwise possess them: ability damage, ability drain, aging, banishment, death effects, disease, divinations, energy drain, mind-affecting effects, paralysis, petrification, poison, polymorph, sleep, stunning. The deity can also lose their spell resistance, damage reduction, or unassailable power ability in place of one immunity. They can also lose their divine aura or divine constitution ability in place of two immunities. This drawback can be selected multiple times, each time selecting two additional immunities or the equivalent.

Diminished Gifts: The deity cannot use or grant spells or spell-like abilities of a level greater than its mythic rank. Characters who draw power from the deity cannot have a caster level from their class levels which is greater than twice the diety's mythic rank. If this drawback is taken a second time, the deity lacks the domain mastery and portfolio sense abilities, as a result losing the ability to grant spells to worshippers.

Faith is Life: The deity's abilities are tied directly to the veneration and worship that others give them. In order to maintain their current mythic tier, a deity must be worshipped by a certain number of creatures each day. If a deity does not receive worship from the listed minimum worshippers for their current rank (see Table: Sustained by Faith Worshippers), their mythic rank drops by one. If the deity loses all of their mythic ranks, they also lose the walking god template (although

certain GMs may wish to not allow gods to fall below a mythic rank of 1.

At GM discretion, sacrifices, rituals, public works, or other factors can increase or even multiply the contributions of an individual worshipper.

Similarly, it falls to the GM to determine what actions would allow for a deity to increase in mythic ranks or regain lost mythic ranks. Requirements could be anything from simply acquiring more followers to performing elaborate rites to performing world-changing events.

Not all campaign settings share the same expectations about population, so several different options are presented to accommodate different world scales. Premodern setting totals assume a world population of a few million, akin to the Medieval period. Modern setting totals assume a world population of several billion, while multiplanetary setting totals assume that many populated worlds with numbers comparable to the modern setting are included in counting the deity's worshippers. This drawback counts as two drawbacks for the purpose of determining how many boons it is worth.

Imperfect Dominion*: The deity loses the divine providence ability.

Incomprehensible: The deity's form and mentality are alien to mortal minds to the point where their actions and intentions cannot be followed. The deity lacks the truespeech ability and cannot use portfolio sense to communicate with creatures. In addition, whenever the deity attempts to directly communicate with non-deities (by speaking, writing or other means), there is a 10% chance per mythic rank that their words are misinterpreted or simply not understood. A DC 20 Wisdom check made by the creature being communicated to reduces this chance to 5% per mythic rank.

Outer Power*: The deity's type changes to outsider with alignment subtypes corresponding to their alignment and the extraplanar subtype. This does not alter the deity's Hit Dice, saving throws, proficiencies, or skills.

Restricted Realm: The deity's power is confined to one or more specific structures, countries, nations, planes, or worlds

Table: Faith is Life Worshippers

Mythic Rank	Minimum Worshippers (premodern setting)	Minimum Worshippers (modern setting)	Minimum Worshippers (multiplanetary setting)
1	50	50,000	1 million
2	100	100,000	10 million
3	500	500,000	100 million
4	1,000	1 million	1 billion
5	5,000	5 million	10 billion
6	10,000	10 million	100 billion
7	50,000	50 million	1 trillion
8	100,000	100 million	10 trillion
9	500,000	500 million	100 trillion
10	1 million	1 billion	1 quadrillion

which are designated as its realm. Creatures which gain spells or class features from that deity can only replenish these abilities inside the deity's realm. In addition, the deity themself cannot leave this realm, only being able to project avatars outside of the realm if they possess the Project Avatar boon (if a deity is forced outside their realm, they lose power and function as an avatar of themself so long as they are outside their realm). This drawback can be selected a second time. If a deity possesses this drawback twice, the deity's followers cannot use associated class features and divine spells outside the realm and not even the deity's avatar can move beyond their realm without being destroyed.

Complex rituals may be able to expand a deity's realm or allow for temporary activity outside of it.

Running Cataclysmic Games

The concept of cataclysm can encompass a wide variety of events, stories, and circumstances, creating a wide variety of scenarios which may or may not be compatible with the type of game you may wish to run. In the context of this book, cataclysms are destructive and often world-changing events, such as a natural disaster, the death of a god, or an ecological collapse. The only constant to all cataclysms is that they cause immense devastation of some sort. They can come from a wide variety of sources, operate on a wide variety of scopes and timeframes, and fill a wide variety of roles in a campaign. That said, an effectively-written and effectively-executed cataclysm within a story has the capacity to engage and awe players in ways that few other events can. This chapter serves as a guide for creating and implementing cataclysms of various sorts into a game.

Cataclysm Themes and Tones

A cataclysm can elicit a wide variety of emotions in people, and a work of fiction involving a cataclysm has the potential to be even more malleable. There have been works written to be somber, biting, disconnected, hopeful, and even funny. Presented here are a few elements and guidelines on how they can be implemented.

Despair: The great losses that come with cataclysms are undeniably tragic, and the roleplaying of cataclysm can be used to explore such grief. Be it the mourning of lost loved ones or the emptiness that comes from the destruction of a nation, despair can be a powerful tool for roleplaying and storytelling that drives characters in whatever quest they are undertaking.

Dissolution: Disaster can often bring out the worst in people, leading them to mistrust their neighbors or commit heinous acts in order to ensure their own survival. The communities, creeds, and rules which people have come to rely upon may not apply anymore, and this dissolution can fuel a wide variety of conflicts and atrocities across a setting.

Hope: Amidst everything terrible going on, there is always some hope that things can improve. Cities can be rebuilt, the sick and injured nursed back to health, and in some cases the disaster itself could potentially be undone. Hope is a driving force in many cataclysmic adventures, be it hope for individual success or for a new world being reborn in the ashes of the old.

Horror: Cataclysms are understandably painful experiences, with great losses often terrifying people or making them question fundamental aspects of their identity and way of life. A disaster might reveal to somebody how little they matter in the cosmic scheme of things or expose them to hideous activities that they would rather deny. With nothing to fall back on, many threats or wounds can become much more scary for PCs.

Humor: The way people or societies act in a crisis can be quite funny at a distance, with characters acting out over nothing or comically underestimating dramatic threats. A cataclysmic game need not be serious all the time, and the absurdity stoked by a disaster can be fascinating for players if they are willing to drop the tension for it.

Mystery: In the wake of disaster, many questions start to emerge. Was there a reason for what happened? What could have been done to stop it? What was lost in the cataclysm and how much can be rediscovered? Ruins and remnants of what once was can be a great source of intrigue, investment, and danger for PCs.

Satire: There's nothing like an apocalypse to make people realize the flaws in something they have come to trust, and cataclysmic stories can be used to make biting critiques of an ideology or structure through removal or exaggeration. This can be made humorous, but laughter is not strictly necessary to social commentary.

Survival: In a heroic fantasy game, survival means turning the characters' impressive capabilities towards enacting positive change in a world where any concept of a future seems lost. When resources are sparse and people are always at risk of dying, PCs can act as beacons of hope leading people out of the darkness or employing their abilities to subjugate other survivors. Extreme circumstances may force the PCs to make tough choices, but the idea of things somehow getting better can be enough to keep people going.

Making Players Care

Oftentimes, it is personal connections that make all the difference between a cataclysm being a distant spectacle and being an emotional threat. In the cases of many real-life disasters, people tend not to care unless the crisis affects themself or those they love, and this distancing is even easier when roleplaying in a fictional world.

If a GM is utilizing a cataclysm, they should take steps to make sure that the players are directly invested in the outcome. This does not always mean that they PCs are at direct risk, and such affairs can simply reduce a cataclysm to another threat to be overcome. Non-combatants and locations are often put on the front lines during a cataclysm, and a GM should leverage any emotional connections that the PCs have to such things. Non-adventuring family members could be put at risk by a plague or magic storm, or a hurricane could destroy the academy or guildhall in which the PCs trained together. If the PCs are in some sort of leadership position, they may be bombarded on all sides as crops are destroyed by rains of fire and the ensuing rebellion shatters the alliances they had struggled to build. These webs of connections are more important to a cataclysm than the event itself; the "how" and "why" of a cataclysm are often much more important than the "what".

Cataclysm Implementations

A crucial fact to remember when running a cataclysm in Pathfinder is that the game and system are built around certain paradigms of heroic fantasy. Characters are durable and have a wide variety of tools at their disposal, with resources like food and water typically being inconsequential (especially when magic is involved). This is not to say that stories of cataclysms cannot be utilized in heroic fantasy. In fact, many of the most iconic fantasy stories utilize cataclysms of various sorts to create their most iconic moments. However, the expectations of Pathfinder are geared towards a specific set of interactions with disasters. A low-power campaign where the players are constantly running from conflict and counting every morsel of food in their supplies, for example, would be better suited for a different system. Meanwhile, an adventure where the players travel across a blighted, monster-filled wasteland or attempt to rescue an entire city from an earthquake or tsunami would be more suited to the mechanics and player expectations of Pathfinder.

The focus on catastrophic, large-scale events should not take away the fundamental heroism of the PCs. Even if they cannot solve the larger issues of famine, war, or ruin, they should still be able to use their abilities to help others or further some sort of goal amidst the ruins. Growth and progression are another fundamental aspect of Pathfinder, so the PCs should be able to find some sort of resolution even in an apocalyptic world.

Disaster may spur the party to action, but it should never leave them in a position where they cannot do anything.

Introducing Cataclysms Into Your Game

A cataclysm can be introduced in a variety of ways, but is best employed at moments of greatest ease or highest tension. A "black swan" event sowing mass devastation in a peaceful time is sure to be noticable, while the extra ruin of a cataclysm when all hope seems lost can either horrify players or provide them with an extra kick to get going. Multiple cataclysms can even stack upon and exacerbate each other. However, too many destructive events can quickly induce fatigue in players, diminishing the impact of a cataclysm. Cataclysms should thus be reserved for crucial moments when they can cause a lot of damage to the players' resources or their morale.

A cataclysm need not be stagnant across a campaign, and could very well be treated as a villain who evolves as the PCs grow stronger (this is especially appropriate for god-induced cataclysms or other sentient forces of destruction). New facets or consequences of the cataclysm could continue to emerge over time, providing development long after the initial event. If the cataclysm is somehow foreshadowed, these developments could even take place before the event, with NPCs making preparations that somehow endanger the PCs or those close to them.

Cataclysm as Catalyst

Most stories require some sort of inciting event, and cataclysms can perform this role exceptionally well. A local disaster could drive the characters out of safety and security and force them to venture forth to either find a new home or repair the damage done to their home. Meanwhile, a larger cataclysm could encompass an entire adventure, affecting characters and goals across the setting. It is common for settings to have immense or even unfixable cataclysms take place prior to the adventure starting, these consequences or limitations helping to shape the identity or themes of the setting.

When designing a cataclysm to serve as a catalyst, it is important to consider how it may affect both the players and the world. Creating a disaster which severely inhibits magic or starves players of important resources may not result in a fun or interesting game for certain players or characters, and a GM wishing to run a game in such a world should let players know about any persistent restrictions prior to play. Likewise, a GM should take steps to ensure that the catalyst is implemented consistently across the setting and its various factions, else it might just feel like an arbitrary railroad or handicap rather than a distinct element of the world.

Cataclysm as Threat

Cataclysms which occur in the field can be an engaging way to create set pieces or change the dynamic of a combat. A ship-to-ship battle in the middle of a tremendous storm has the potential to be much more compelling than a fight on still water, while an escape or rescue sequence from an earthquake or volcano could test and thrill players in a way that may effectively replace combat. Wild magic, shifting planar geometries, or other magical effects could add extra layers of danger to place or time, and the natives may even know how to utilize such hazards to their advantage against the PCs.

When a cataclysm serves as a threat, it is important that players are given the opportunity to understand what they are up against and potentially prepare for it. A TPK which results from a random tunnel collapse is not fun for players, nor is a dam burst which the party has no way to anticipate. Threat cataclysms exist to make the world more dangerous, so a GM should make sure to integrate such cataclysms into the world in a believable way before springing them on the PCs.

Cataclysm as Consequence

Actions have repercussions, and sometimes those repercussions can be disastrous. The players might fail to stop the cult's ritual and wind up having to deal with the massive portal to Hell which they opened. Maybe the cataclysm is something that the players themselves end up causing; a wildfire blooming in a hectic battle or a disease used against an orc camp spreading into other nearby settlements. The actions of the players or NPCs in the campaign could spiral into tremendous events which negatively impact a great number of people.

While it can be fun to create domino effects which echo across the adventure, it is equally important to maintain player agency when designing cataclysms as consequences. A cataclysm which feels inevitable to the players or which does not follow a logical progression of cause and effect is simply an imposition of disaster rather than a development which would make players reflect upon their actions. Similarly, not all player actions should lead to disaster, and the actions of the party could avert or diminish the impact of cataclysms in various ways (possibly resulting in a net positive for the party).

Cataclysm Types

Natural Cataclysm

Natural Cataclysms are the most common and easiest to implement in most games, encompassing events such as earthquakes, tornadoes, floods, volcanic eruptions, plagues, famines, meteors, and other disasters which stem from natural forces. Natural cataclysms are impersonal and random, embodying a universe which cares not for mortal machinations. As they are often unpredictable and impersonal in nature, natural cataclysms are particularly effective as catalysts or threats, forcing players to contend with limited resources or all-encompassing threats that cannot easily be defeated or negated. Some examples of natural cataclysms in gameplay include

- A tsunami devastates a city, killing many civilians and creating resource shortages which are exploited by an opportunistic cult.
- An earthquake causes several underground tunnels to cave in, forcing the entombed PCs to navigate an altered labyrinth of passages in order to escape.

- A blight of locusts destroys a nation's crops, forcing civilians to take drastic measures and possibly turn on adventurers to ensure their survival.

Magical Cataclysm

Magical Cataclysms are oftentimes similar to natural cataclysms (oftentimes overlapping in mythology), but they oftentimes possess a more supernatural or personal element. They could be magically-generated events brought about by a curse upon the royal family, an angry god unleashing their wrath, or an atrocity scarring a location's psychic imprint. Magical cataclysms can also impact the functions of magic in some way, and these sorts of cataclysms are particularly potent as threats due to their ability to upend conventional problem-solving strategies. Magical cataclysms also tend to work well as catalysts, as the methods by which players might break a curse or appease an indignant deity are oftentimes clearer than those which might undo a natural disaster or repair a polluted landscape. Some examples of magical cataclysms in gameplay include

- A river around which a city has been built has its waters transformed into caustic acid by a god whose worshippers were exiled by a royal order.
- A nation has been partially pulled into the Plane of Shadow, causing creatures, landmarks, and even entire towns to flicker in and out of existence.
- A failed attempt by a society of occultists to bind a demon lord resulted in a massive outpouring of chaotic magic, causing wild magic effects to trigger whenever a creature casts a spell within 10 miles of the ruined fortress.

Artificial Cataclysm

Oftentimes more localized or more slow-burning than natural or magical cataclysms, artificial cataclysms created by mortal action can be no less potent as conflicts or challenges. Artificial cataclysms tend to have more long-term effects due to their unique genesis and can be uniquely powerful storytelling tools due to the acknowledgement that it was mortals actions and goals which created them. Artificial cataclysms can work well as catalysts, threats, or consequences, but the extended time frames they work on may require additional worldbuilding on the part of the GM. Some examples of artificial cataclysms in gameplay include

- A forest is cleared out to create weapons and fortifications in a prolonged conflict, depriving the soil of nutrients and forcing the population to move in order to grow enough to survive.
- Excess pollution renders a lake or shoreline inhospitable, resulting in a once-thriving port city collapsing into starvation as its fish market implodes.
- A group of invaders sets fire to a city, forcing the adventurers to fight the blaze, evacuate civilians, or escape the flames intact.

Cataclysms and Player Consent

Immense disasters such as earthquakes, hurricanes, and droughts exist in real life and can frequently pose catastrophic death tolls. Due to traumatic experiences, concern that the game skirts too close to reality, or any number of other reasons, some players may be uncomfortable engaging with sequences of large-scale devastation. Player consent is paramount in any type of gaming, and any GM wishing to run a game involving cataclysms with real-life parallels should not only be clear with their players about such possibilities but should also obtain their consent before employing such set pieces. As always, safety tools such as the x-card should be set up at the table so that players can comfortably voice their discomfort with events of situations that cross their boundaries.

Sample NPC: Halusekarian

In a time that only he remembers, Halusekarian was an unquestioned ruler of an ancient city state. In a world where magic had long since stripped the land of nutrients and even the most civilized of peoples had turned to butchery, Halusekarian's impregnable city of Ashwind stood above all others, a twisted glimmer of hope amidst an endless expanse of ruin. After thousands of years, however, the world repaired itself, the environment was restored, and Ashwind descended into obscurity to be eventually forgotten. Halusekarian stands as the last survivor of this brutal age, the last remnant of an era where the strong ruled over all.

Halusekarian, the Last Remnant CR 27/MR 10

XP 3,280,000

Human incanter 20/spheremaster 10

NE Colossal humanoid (human, mythic)

Init +27^M **Senses** darkvision 60 ft., Perception +27

DEFENSE

AC 48, touch 22, flat-footed 45 (+13 armor, +5 circumstance, +5 deflection, +3 Dex, +3 luck, +13 natural, -4 size)

hp 314 (20d6+242); fast healing 3

Fort +24, **Ref** +17, **Will** +27

Defensive Abilities enduring armor, force of will, hard to kill, immortal, mythic saving throws, recuperation, shift organs (75%), unstoppable; **DR** 7/adamantine; **SR** 30

Weaknesses burden of the master (dragon)

OFFENSE

Space 30 ft.; **Reach** 30 ft.

Speed 40 ft., fly 110 ft. (perfect)

Melee bite +20 (5d6+14), 2 claws +20 (4d6+14)

Ranged destructive blast or ghost strike +14

Special Attacks abundant casting, breath weapon (60-foot line, 10d8 fire, DC 35, usable every 1d4 rounds), channel power, extended abundant casting, infectious spell, mythic power (23/day, surge +1d12), mythic sphere knowledge, mythic sphere mastery (Alteration (Fast Healing, Greater Size Changee, Regenerate Flesh, Spell Resistance), Destruction (Calamity Blast, Explosive Blast), Death, Mind))

MAGIC

Caster Level 20 (10 for Fate sphere, 25 for Death, Mind, and Weather spheres), **MSB** +20, **MSD** 31, **Concentration** +35

Tradition Blight Lord (Center Of Power, Charged Spells, Somatic Casting (2), Terrain Casting, Verbal Casting, Drawback Feat (Charged Despoilation)); **CAM** Int

Spell Points 35

Death Sphere - Talents Cryptic Strike, Killing Curse; (ghost strike) Curse, Drain, Vampiric Strike; Drawbacks (Necromantic Limit (ghost strike))

- *ghost strike*, melee attack or medium range touch (350 ft.) (requires spending a spell point for latter), **DC** 29; apply the effects of one (ghost strike)
  ◊ **Curse** (ghost strike); bestow negative effect (see text), 2 sp
  ◊ **Drain** (ghost strike); 1d8 negative levels
  ◊ **Exhausting** (ghost strike); fatigued for 25 rounds or exhausted for 25 minutes (1 sp), Fortitude negates. On a successful save the target is still fatigued for 1 round.
  ◊ **Killing Curse**; target fails 3 saves to *ghost strikes*, needs to succeed at Fortitude saves or die
  ◊ **Vampiric Strike** (ghost strike); 12d6 damage, gain equal number of temp hp

Fate Sphere - **Talents** (motif) The Sun, The Tower, The World; **Drawbacks** Sanctified, Tongue Of Ages

- *motif*, touch, **DC** 14, 10 hours or until discharged, 1 sp
  - ◊ **The Sun** (motif); if less than 50% hp, target rolls twice for saving throws and takes better result, or discharge against non-harmless effect, if successful, heal for 17 hp and gain +7 insight bonus to AC and saves for one round
  - ◊ **The Tower** (motif); martial attacks of the target ignore 7 DR and hardness, or discharge when taking damage through weapon, weapon takes 10d4 damage ignoring hardness
  - ◊ **The World** (motif); when taking 10 or 20 on skill checks, target gains +4 insight bonus, or discharge to take 15 instead take 20 for no additional time with +4 insight bonus

Mind Sphere - **Talents** Expanded Charm, Mass Charm, Mind Control, Powerful Charm; (charm) Cerebral Strike, Confusion, Enthrall, Project Thoughts

- *charm*, close (85 ft.), target 1 or 12 w/1 sp, **DC** 27; **Powerful Charm** (can use *powerful charms*); **Expanded Charm** (can target all creatures not immune to mind-affecting effects)
  - ◊ **Cerebral Strike** (charm); nonlethal and even ability damage
  - ◊ **Confusion** (charm); confuse targets and even restrict actions
  - ◊ **Enthrall** (charm); target regards you as friend;
  - ◊ **Mind Control** (may spend additional spell point when using powerful charm to use their Mind sphere abilities or assert total control/extend duration)
  - ◊ **Project Thoughts** (charm); communicate telepathically with target

Nature Sphere - **Packages** earth, fire, water; **Talents** Expanded Geomancing x2; (geomancing) Fog Mastery

- *geomancing*, close (75 ft.), **DC** 27, concentration or 20 rounds w/ 1 sp
  - ◊ earth (Bury, Dust Storm, Tremor)
  - ◊ fire (Affect Fire, Create Fire, Manipulate Lava)
  - ◊ water (Fog, Freeze, Vortex)
  - ◊ **Fog Mastery**; Fog can be turned Sandstorm, Smokescreen, or Solid Fog

Weather Sphere - **Talents** Climate, Climatic Shift, Desert Lord, Greater Size, Volcano Lord

- *control weather*, maximum severity 6 (7 for Aridity), long (1,400 ft.), **DC** 27; concentration, 25 minutes with 1 sp
  - ◊ **Climate**; 2 miles, +1 sp
  - ◊ **Climatic Shift**; turn weather into permanent, undispellable effect, +3 sp
  - ◊ **Desert Lord**; have up to 80-ft. diameter unaffected by Aridity changes
  - ◊ **Lengthened Weather**; 20 hours, +1 sp
  - ◊ **Volcano Lord**; use *control weather* to create Ash or Vog, 2 sp

Caster Level 20 (10 for Telekinesis, 25 for Destruction and Warp spheres); **MSB** +20, **MSD** 31, **Concentration** +35

Tradition Psionic Evolutionary (Addictive Casting, Incompatible Energies, Magical Signs, Mental Focus, Rigorous Concentration, Vulnerable Spellcaster, Alien Source (Alteration)); **CAM** Int

Spell Points 35

Alteration Sphere - **Talents** Vitality; (transformation) Avian Transformation, Dragon Transformation, Object Transformation; **Drawbacks** Beast Soul

- *shapeshift*, personal, **DC** 27; 5 traits, concentration, 20 minutes with 1 sp

Destruction Sphere - **Talents** Admixture, Extended Range x2, Greater Admixture; (blast shape) Calamity, Energy Wall, Explosive Orb, Retributive Blast, Sculpt Blast; (blast type) Disintegrate, Stone Blast

- *destructive blast*, long (1,200 ft.), **DC** 29; 13d6 bludgeoning damage or 1 sp for 25d6 bludgeoning damage
  - ◊ **Admixture**; add one (blast type) talent to a *destructive blast* for 1 sp or casting time increase; **Greater Admixture** (add a third (blast type) talent, 1 sp)
  - ◊ (blast shape)
    - **Ray** (default) (blast shape); melee touch +19 or ranged touch ray (1,200 ft.) +13
    - **Calamity** (blast shape); create close-range burst centered in range or long-range line, medium-range cone, close-range burst centered on caster (caster excluded), Reflex half
    - **Energy Wall** (blast shape); 5-ft.-by-ft. wall with concentration, 20-ft.-by-500-ft. wall for 25 rounds and 1 sp, hemisphere with 60-ft. Radius
    - **Explosive Orb** (blast shape); 5-ft. square, Reflex negates, 35-ft. Radius, Reflex half, 1 sp
    - **Retributive Blast** (blast shape); if melee attack misses caster, spend 1 sp as immediate action for 13d6 *destructive blast*
    - **Sculpt Blast** (blast shape); 35-ft. burst, close-range cone or medium-range line centered on caster (caster excluded), Reflex half, 1 sp
  - ◊ (blast type)
    - **Disintegrate** (blast type); deal untyped damage, creatures reduced to 0 hp turn into dust, can affect 10-ft. of non-living matter as single target, ignores all hardness, energy resistance, and energy immunity, 1 sp
    - **Stone Blast** (blast type); do slashing, piercing, and bludgeoning damage, which counts as nonmagical for all purposes

Divination Sphere - **Talents** (divine) Viewing, Witness The City

- *divine*, medium (300 ft.), **DC** 27; (gain information about magic auras within 300 ft.)
  - ◊ **Alternate Divinations**
    - **Alteration** (Divine Shapechanger); *divine* for creatures with the shapechanger type

- **Destruction** (Divine Hostility); *divine* whenever a creature or an object within range takes hit point damage
- **Telekinesis** (Divine Density); *divine* the density and weight of nearby objects and creatures that you can see
- **Telekinesis** (Divine Force); *divine* the presence or absence of creatures with the incorporeal subtype (does not give direction or location)
- **Warp** (Divine Warp); *divine* the presence of portals, rifts (including extradimensional spaces), and teleportation circles, both active and inactive within range
  ◊ **Viewing**; remotely observe creature in range, 1 sp
  ◊ **Witness The City** (gather information on a city using Diplomacy or Perception)
- *sense*, touch, **DC** 27, Read Magic, 20 hours with 1 sp

Telekinesis Sphere - Talents Finesse
- *telekinesis*, close (50 ft.), **DC** 22 (max size Medium, 25 + size mod AC, 35 + size modifier CMD, move 30 ft./round, may be used for fine manipulations, concentration)
  ◊ **Bludgeon**; +25 to attack
  ◊ **Catch**; negate projectile attack, attacker has Will negates
  ◊ **Hostile Lift**; lift unwilling target, target has Will negates initial + 1 per round, 1 sp
  ◊ **Sustained Lift**; free action to cease concentration, 10 minutes, move action to give simple orders, 1 sp

Warp Sphere - Talents Distant Teleport, Emergency Teleport, Quick Teleport, Splinter, True Teleport, Unseeing Teleport, Unwilling Teleport
- *teleport*, touch, **DC** 26, 1 or 7 targets w/ 1 sp (may use as move action), range is close (60 ft.) or long (1,400 ft.) w/ 1 sp; **Unwilling Teleport** (spend 1 sp to teleport unwilling targets, Will negates); Unseeing Teleport (does not need to see target location, +1 sp)
  ◊ **Emergency Teleport**; may *teleport* as immediate action, distance 60 ft., 1 sp
  ◊ **Splinter**; deal 12d6 damage to teleported targets, damage bypasses all damage reduction, energy resistance, and hardness
  ◊ **True Teleport**; *teleport* upto 2,500 miles, teleport may suffer mishap, 2 sp

STATISTICS

Str 28, **Dex** 16, **Con** 30, **Int** 40, **Wis** 24, **Cha** 21

Base Atk +10; **CMB** +23; **CMD** 49

Feats Agonizing Defiling, Arcane Fusion*, Charged Despoilation, Contingency^M, Counterspell, Counterspell Mastery, Extra Magic Talent x3, Extra Path Ability^M x3, Ghostly Admixture, Greater Counterspell, Improved Counterspell, Improved Initiative^M, Manifold Spell Knowledge*, Maximize Spell, Persistent Spell, Purging Despoilation, Quicken Spell,

Ritual Caster, Space-Rending Admixture, Sphere Virtuoso, Terrain Defiler

Skills Acrobatics +23, Appraise +38, Bluff +25, Diplomacy +25, Intimidate +25, Knowledge (all) +38, Perception +27, Sense Motive +27, Spellcraft +38, Survival +27, Use Magic Device +25

Languages Aklo, Aquan, Auran, Common, Draconic, Dwarven, Elven, Halfling, Ignan, Kasatha, Terran

SQ amazing initiative, consumed treasures,divine source (evil, magic, scalykind), legendary hero, mythic magic talents, mythic tradition (burden of the master (dragon), radiant power, form of power (Dragon Transformation, Barkskin, Claws, Construct Plating, Fear Aura, Improved Maneuverability, Shift Organs, Wings)), spoils of antiquity

Combat Gear *aegis ring* +5, *blessing of the fates* +3, *cape of resistance* +5, *crown of mental dominion* (grants a +6 enhancement bonus to all mental ability scores), *entropic gloves*, *fragment of destiny* +3, *girdle of the dragon* (grants a +6 enhancement bonus to all physical ability scores), *greater empowering metamagic apparatus*, *greater extending metamagic apparatus*, *greater furious metamagic apparatus*, *orb of ruin* (+5 aiming exacting implement of the Death, Destruction, Nature, and Weather spheres), *orb of distortion* (+5 capacitance girding meditation implement of the Mind, Protection, and Warp spheres), *pugilist's charm* +5

Other Gear 5 vials containing *nectar of the gods**

*Nectar of the Gods taken from page 155 of Pathfinder Roleplaying Game Mythic Adventures © 2013, Paizo Publishing, LLC;

Consumed Treasures (Ex): Halusekarian's implements and metamagic apparatuses are stored within a special stomach in his transformed body. He is always considered to be wielding them and they cannot be disarmed.

Spoils of Antiquity (Ex): Halusekarian's ability scores are calculated using a 25 point buy and he possesses wealth beyond that of a 20th-level PC. In addition, he possesses a +5 inherent bonus to all of his ability scores. This increases his CR by 2.

*Arcane Fusion and Manifold Spell Knowledge taken from Champions of the Spheres: Study and Practice: copyright: 2019, Drop Dead Studios LLC.

Divine Source and Spheres

Spell-like abilities are tricky to deal with in Spheres, so some players may wish not to use to spell-like abilities granted by the divine source universal mythic path ability. In such cases, characters who select divine source may forgo the spell-like abilities granted by the ability to instead gain one bonus magic talent for every 3 mythic tiers they possess every time they select divine source.

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The Cataclysm Handbook © 2020, Drop Dead Studios; Author: Matt Daley

The Cataclysm Handbook

"Let us not forget that it was people like you who ruined this world, people who tolerated—no, indulged in—the destructive powers which has left this world lifeless, that has butchered countless innocents and left the survivors to scavenge amidst dust. For centuries I have wandered this land, and it saddens me to no end when I see those few who remember the beauty of those ancient days seeking to spread ruin even to these remote locales. This melancholy will not stay my wrath, however, and I will terminate your foul existence should your presence taint these hallowed grounds a moment longer."

-Elnagis Emiruk, Warden of the Emerald Oasis, to Ascendant Arcanist Isolde Sumir.

There has always been something enticing about end-of-the-world stakes, and something even more fascinating which compels us to tell stories about what happens when the heroes lose. Why did everything fall apart, and who are the survivors that somehow endured the end of the world?

The Cataclysm Handbook is filled with options for apocalyptic and post-apocalyptic games, with magic that could destroy entire worlds or rebuild them. Horrifying new abilities serve as the bases for villainous or antiheroic characters, for how long can heroism last when civilization lies in ruin? Regardless of how grim or optimistic you wish to be in your world, I hope that you enjoy the myriad of options provided for such ruinous adventures.

Drop DEAD Studios