

The Destroyer's Handbook





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Chapter 1

Introduction

Andrea had never been in a fight before, although fighting was the sum purpose of her training. The life of a Hound battlemage wasn't nearly as dangerous and adventurous as she'd heard; most of her time was actually spent waiting and practicing. True, she was still a novice member of the organization, but there was only so much waiting for action she could take without dying of boredom. Or at least that was how it had been, before the assault.

She barely remembered being awoken by the warning bells, or dressing in her armor while the flames danced on the horizon outside her window. The details were all scattered in her mind, a jumble of sensations; screams in the night, roars of monstrous beasts. All she knew for certain was the report they'd given her while she dressed.

Dinosaurs were loose in the city. Someone was attacking Andrus.

The streets were bathed in flames, as much from damage inflicted by the creatures themselves as from controlled fires set by the Hounds to try and hedge them in. The monsters before her were enormous, bigger and more dangerous than any she'd ever seen before, beasts of teeth and muscle promising destruction with every movement. She was no druid nor diviner, but she had to believe they'd been enhanced by magic to be as big as they were.

A crash to her left, and Andrea turned to see a Hound squadron in battle with one of these monstrosities. Breathing heavily, Andrea charged forward, raising her hands and weaving them into eldritch signs, unleashing a blast of fire at the beast which bounced almost harmlessly off its skin. The beast tore into the squadron, and Andrea

fired again and again, blast after blast, desperate to destroy it or at least to grab its attention away from her comrades, but to no avail. With a swipe of its tail and a clash of its teeth, it tore through the squadron, knocking over the wall of a neighboring building in its zeal. Andrea cried out, a feeling of dread coming over her as she watched the carnage unfold, when suddenly the beast erupted in ice crystals before her eyes, its movements coming to a complete stop. The momentary pause was all the squadron needed to regroup, some dragging off the wounded while the rest charged.

"Fool," a high-pitched voice said behind her. Andrea turned in shock to see her captain, Mina the Slaughterer, standing behind her in full battle armor. The cloak identifying her as a battlemage blew across her back majestically in a way it never seemed to blow for any of the other battlemages.

"First rule of battlemagic," the middle-aged woman said, holding up a finger to emphasize her point. "Figure out the enemy's weakness and exploit it. Second rule," she said, raising a second finger, "Figure out the enemy's strength and eliminate it. Lighting a dinosaur on fire accomplishes neither task."

Andrea nodded silently, mumbling a 'yes ma'am,' that barely left her lips, but it was apparently enough to satisfy the captain.

"Good," the older woman said, advancing toward the monster as it began to shatter the crystals encasing it. "Then let's get moving. Monsters don't destroy themselves, after all."

"You think destructive magic is just about burning your enemies to death, don't you? You wield a fireball and feel unstoppable. Let me tell you right now, that right there is the heart of the wizard's arrogance that annoys everyone so much, especially me. No matter how good at it you are, you will never cut down your enemies faster than a skilled swordsman. You're not supposed to.

"Think like a wizard, idiot. The magic of destruction is so much more than blasting things. Have you ever blocked an enemy's advance with a wall of air, isolating them from their support? Or grounded a dragon so your melee allies could make quick work of it? Burning your enemies to a crisp is always satisfying, but the best magic-users know how to cripple their enemies at the same time, or control the shape of the battlefield to give their allies an advantage.

"Destruction is its own form of art, apprentice. By the time I'm done with you, you'll never look at a fireball the same way again."

- From the introductory lecture by Archmage Throros of the Imperial Warmage Academy to an incoming class of apprentices.

That's what this book is for. Not only does it expand the options available to a dedicated destruction user, it also gives tools to help them really make the most of their magic, and help game masters to vary encounters, modifying old creatures, to use destruction magic tactically. It also gives tools to those dedicated to a particular theme to be able to remain true to their theme without finding themselves useless in an uncomfortable number of situations.

Navigating This Book

Section 2 – Archetypes: This section provides new archetypes based around the destruction sphere.

Admixture Savant: This elementalist archetype is the consummate destruction wielder, sacrificing defense for greater flexibility and power in blending talents on the fly and utilizing metamagic, while gaining bonuses against studied foes rather than in focused elements.

Blaster: An armorist that specializes in one unique and powerful weapon, the arm cannon.

Doomblade: A mageknight that gives up resistance to magic to form his destructive blast into a deadly melee weapon.

Elemental Scion: Shifters attuned to the forms of elemental beings, reducing the cost of taking their forms and gaining the ability to channel destructive blasts matching their element.

Entropic Sage: Dedicated to the end of all things, these hedge-witches further their cause with fists and fire.

Soulfire Master: Thaumaturges that fuel their heightened abilities by sacrificing their own essence, gaining great power at the risk of their own lives.

Wandslinger: A gunslinger focused on wielding wands, especially those of the Destruction sphere, in place of firearms.

Section 3 – Basic Magic: A variety of new talents for the destruction sphere, including blast shapes, blast types, and more are found here.

Section 4 – Advanced Magic: New advanced talents, rituals, and incantations are found here, as well as guidelines for making new blast type talents to suit the needs of a variety of themes.

Section 5 – Player Options: This section covers new feats, traits, class abilities, and alternate racial traits both for those specializing in destruction and for the dabbler, including feats to empower destructive blasts with abilities from other spheres.

Section 6 – Equipment: New magic items and item properties to help use all of your destructive potential.

Section 7 – Bestiary: New monsters and templates to help the GM get in on the fun.

Section 8 – Tips and Tactics: Advice and strategies for employing the Destruction sphere to its maximum potential.

Chapter 2

Archetypes

"First, know yourself. Know your abilities and how to employ them. If you have a glass jaw, stay out of reach. Scrappers, get close and do not let them go. Fight the battle on your terms."

- Archmage Throros, Admixture Adept

Admixture Savant (Elementalist Archetype)

While many elementalists rely on their natural abilities, some are instead the product of intense study and practice, masters of the art of blending the fundamental energies of the universe into destructive power. These elemental savants forsake the martial prowess and lightning reflexes of their peers to increase their ability to rapidly manipulate and combine their *destructive blasts*.

Class Skills: The admixture savant loses Acrobatics, Bluff, Climb, Intimidate, and Swim as class skills and gains all Knowledge skills, taken individually, as class skills.

Casting Ability Modifier: The admixture savant uses Intelligence as his casting ability modifier.

Admixture Pool (Su): At 2nd level, the admixture savant gains the Admixture talent as a bonus talent. If the admixture savant already possesses the Admixture talent, he may instead select another Destruction talent as a bonus talent. Additionally, he gains a pool of admixture points equal to his level. These points may be used to remove the casting time increase from the Admixture talent or to reduce the spell point cost of a metamagic feat by one spell point per admixture point spent.

This ability replaces evasion and dodge bonus.

Bonus Feat: The admixture savant may select a metamagic feat or any feat with the casting prerequisite for which he qualifies at 2nd level and every 4th levels thereafter.

This replaces bonus combat feats.

Intense Study (Su): At 3rd level, the admixture savant may study a target that he can see as a move action. The admixture savant adds 1/2 his admixture savant level to all damage dealt by *destructive blasts* to his studied target for 1 minute per admixture savant level or until he studies another target.

At 9th level, this bonus damage increases to become equal to his admixture savant level and he may study a target as a swift action.

At 15th level, this bonus damage increases to become equal to 1.5 times his admixture savant level.

This ability replaces favored element.

Flexibility (Ex): At 11th level, the admixture savant may spend 10 minutes practicing to gain a single bonus talent from the Destruction sphere. He retains use of this talent until the next time he rests to regain spell points or he spends 10 minutes practicing to replace it with a different talent.

This ability replaces improved evasion.

Metamagic Master (Ex): At 20th level, the admixture adept reduces the spell point cost of any metamagic feat applied to a *destructive blast* by 1, to a minimum of 0.

This replaces energy body.

Blaster

(Armorist Archetype)

There are items in the world that resonate profoundly with an armorist's magical control over equipment. Some are artifacts of power bestowed on the armorist by a master, some are spirits and beings that seek out an armorist to make a contract with, while others are otherworldly constructs that the armorist has learned to conjure. However an armorist gains one, the item is commonly referred to as an arm cannon, and the armorist has joined the ranks of the blasters.

Arm Cannon (Su): At 1st level, the blaster binds a unique weapon known as the arm cannon, which counts in all ways as a bound weapon. This arcane construct covers most of one arm and could appear as anything from a cluster of levitating silk ribbons to a glimmering tube of metal or an oblong block of crystal (although whatever an arm cannon appears as, its appearance does not change). When summoned, the arm cannon occupies one hand and cannot be disarmed. The arm cannon is a ranged weapon that makes ranged touch attacks, and deals 1d6 bludgeoning damage +1d6 at 5th level and every four levels beyond 5th. The weapon has no range penalties, but has a

maximum range of Close. In all other ways, the arm cannon counts as a destructive blast from the Destruction sphere with a caster level equal to the armorist's level, but also as a ranged weapon, even being augmented by feats such as Rapid Shot, Deadly Aim (as if it were a firearm), Weapon Focus, etc.

While the arm cannon is not directly tied to the armorist's caster level, he may nonetheless augment his arm cannon with (blast type) and (blast shape) talents, the Extended Range talent, or the Crafted Blast talent. He must still spend any spell points required by the applied talents, and must spend those spell points for each attack. The Admixture talent may be applied as a full-round action, or as part of a full-attack if the additional costs are paid for every attack to which it is applied.

The arm cannon can gain enhancements as normal for a bound weapon.

This ability modifies the bound equipment class feature.

Destruction: The blaster gains the Destruction sphere as a bonus sphere at 1st level. If the Destruction sphere is already possessed, then he may choose any talent from the Destruction sphere as a bonus talent. At 5th level, you gain a bonus talent from the Destruction sphere.

This replaces the summon equipment class feature.

Arsenal Tricks: The blaster can choose from these exclusive arsenal tricks.

Destruction Trick: You may select a Destruction talent as a bonus talent. You may take this trick more than once, each time gaining a different Destruction talent.

Cannon Shield: You may treat your arm cannon as a buckler, gaining a shield bonus as appropriate. You do not lose this shield bonus when making attacks with your arm cannon and suffer no penalty to your attack rolls from wielding a buckler in the same hand as you arm cannon. The arm cannon and buckler act as a double weapon for the purposes of splitting enhancements or enhancing them separately.

Charged Shot: You may spend a spell point to make a single powerful attack as a standard action, increasing your arm cannon's base damage to one die per class level for that attack.

Sentient Cannon: Your arm cannon becomes an intelligent weapon with an Int, Wis, and Cha of 10, and your alignment. You may further enchant your arm cannon as if it were an unbound magic item to increase the power of its Intelligence, statistics, and powers, treating yourself as if you possessed the necessary item creation feats to do so.

Staff-like Cannon: You may add magic talents from the Destruction sphere to your arm cannon as a +2 enhancement equivalent as if it were a staff. You do not need to know the talent for it to be selected.

Variable Barrel Geometry: As a full-round action, you may apply a (blast shape) talent you know to a single blast from your arm cannon. Your damage increases to 1d6 per class level for this blast. Any spell point costs of the (blast shape) talent must be paid as normal.



Doomblade

(Mageknight Archetype)

Some mageknights forgo forged weapons in favor of channeling arcane energies into a focused emanation, forming the manifestation commonly known as a Destructive Blade.

Destructive Blade (Sp): As a swift action, rather than expelling a destructive blast as a simple attack, a doomblade can wrap destructive energies around his hand for a number of rounds equal to his Casting Ability Modifier (minimum 1), surrounding it with power. This wrapping can take any visual form the doomblade desires, from a blade, to a hammer, to a simple ball of swirling energy, but the form is merely cosmetic. The doomblade is considered armed with his destructive blast, and can make touch attacks in place of regular attacks. Rather than having its power determined by the doomblade's caster level, the destructive blade always treats the doomblade's level as its caster level.

The destructive blade cannot be augmented by blast shape talents or have its damage increased to one die per caster level, but otherwise can be augmented like any other destructive blast.

If another destructive blade is summoned, any previously summoned destructive blades immediately disappear.

This replaces resist magic.

Destructive Focus: At 1st level, the doomblade must choose the Destruction sphere as one of his starting talents. If the Destruction sphere is already possessed, then any talents gained at 1st level may be chosen as usual.

Elemental Scion

(Shifter Archetype)

Whether having made deals with powerful djinni or naturally in tune with the elemental planes, some shifters bear a great affinity for the forms of elementals, gaining the ability to channel a portion of their innate energy while wearing their form.

Class Skills: The elemental scion loses Handle Animal and Knowledge (geography) as class skills and gains Diplomacy and Knowledge (planes) as class skills.

Casting Ability Modifier: The elemental scion uses Charisma as her casting ability modifier.

Elemental Shapeshifter: At first level, the elemental scion gains the Alteration sphere and the Elemental Transformation talent as a bonus magic talents, as well as the Beast Soul drawback. This drawback does not grant an additional talent and may be bought off as normal. If the elemental scion already

possesses the Alteration sphere, then she gains the Elemental Transformation talent without the drawback. If both talents are already possessed, then the elemental scion may choose any Alteration sphere talent as a bonus talent. The elemental scion uses her class level as her caster level for this sphere.

This modifies shapeshifter.

Elemental Adept: The elemental scion may use a lesser form of the Elemental Transformation talent, where the spell point cost is removed, but she does not gain the ability increase from any form. In addition, the air elemental loses its flight speed (but does fall at a rate of 60 ft per round, allowing it to ignore falling damage), the earth elemental form does not gain the earth glide ability, the fire elemental's burn ability is reduced by one die size, and the water elemental does not gain the vortex ability.

At 6th level, when only affecting herself, the elemental scion reduces the cost of the Elemental Transformation talent by one spell point.

This replaces wild empathy, and the bestial trait gained at 6th level.

Destructive Gift: When the elemental scion is under the effects of Elemental Transformation, she temporarily gains a +1 bonus to her caster level when making a destructive blast modified by any blast type talent from a blast type group associated with her current elemental type, as outlined in the chart below. This bonus increases by an additional +1 at 5th level and every 4 levels thereafter, to a maximum of +5 at 17th level.

<i>Elemental Form</i>	<i>Available Blast Type Groups</i>
Air	Air, Electric, Thunder
Earth	Acid, Crystal, Stone
Fire	Fire, Light
Water	Cold, Crystal (in the form of ice)*

*See Adaptation in Chapter 4

This replaces the quick transformation, steal language, boundless communication, and endless communication class abilities.

Destructive Traits: The elemental scion may take Destruction talents in place of bestial traits.

This modifies bestial traits.

Entropic Sage

(Hedgewitch Archetype)

Traditions: Choosing the Entropic Sage archetype replaces one of the character's traditions.

Weapon and Armor Proficiency: An entropic sage is proficient with simple weapons and two weapons chosen from the monk weapons group at first level, but not armor.

This modifies the hedgewitch's weapon and armor proficiencies.

Enlightenment in Oblivion: An entropic sage has contemplated the mysteries of the universe, seeing all creation crumbling to dust and drawing strength from this certainty, channeling the forces of destruction for their own ends. Some seek to hasten the end, hoping to reset a great cosmic cycle; some revel in destruction and seek the nothingness of obliteration; others simply find it a useful tool for their temporary gain. At first level, an entropic sage gains the Destruction sphere and

Energy Blade talent as bonus talents, as well as the Focused Shape drawback. This drawback does not grant an additional talent and may be bought off as normal. If the entropic sage already possesses the Destruction sphere, then the Energy Blade talent is gained as a bonus talent with no drawback. If both are already possessed, then he may choose any talent from the Destruction sphere as a bonus talent. The entropic sage may always take a talent from this sphere in place of a secret.

At 1st level, the entropic sage gains the Improved Unarmed Strike feat as a bonus feat. Also, when unarmored and unencumbered, the entropic sage adds his casting modifier bonus (if any) to his AC and his CMD. The entropic sage may treat her caster level as equal to her class level when using Energy Blade with her unarmed strikes or weapons from the monk weapon group. This stacks normally with caster levels gained from other sources. Using Energy Blade this way does not provoke attacks of opportunity.

At 5th level, the entropic sage's unarmed strike does damage as a monk of half his level.

At 9th level, the entropic sage gains the Improved Energy Blade feat as a bonus feat, even if he does not meet the requirements.

At 13th level, the entropic sage may use the Improved Energy Blade feat once per round as a free action. This does not prevent using it as a swift action in the same turn.

At 17th level, when the entropic sage reduces a creature to 0 or fewer hit points, its body is destroyed as per the Disintegrate advanced talent.

Entropic Sage Secrets: The following secrets are available to the entropic sage:

Monastic Secret: You gain one ki power from the unchained monk's ki power list. You are treated as a monk of your entropic sage level for this ki power and may spend spell points in place of ki. This stacks with levels gained from the monk class for determining your effective monk level for ki powers.

Style Secret: You gain a style feat for which you qualify. You may treat your entropic sage levels as monk levels (stacking with monk levels) and also use it in place of your BAB for the purpose of qualifying for style feats.



Kinetic Scourge

(Mageknight Archetype)

Masters of the Energy Tether shape, kinetic scourges swing across the battlefield, executing combat maneuvers and dizzying acrobatic stunts.

Weapon and Armor Proficiency: A kinetic scourge is proficient with simple and martial weapons and light armor, but not shields.

This modifies the mageknight's weapon and armor proficiencies.

Tethered: At 1st level, the kinetic scourge gains the Destruction sphere and the Energy Tether talent, as well as the Focused Shape drawback. This drawback does not grant an additional talent and may be bought off as normal. If he already possesses the Destruction sphere, then the Energy Tether shape is gained with no drawback. If both are possessed, any destruction talent may be chosen. The kinetic scourge may concentrate on *destructive blasts* with the Energy Tether blast shape as a move action. The kinetic scourge may also use his energy tether to retrieve small unattended items within range as a swift action. Additional spell point costs of certain blast types are not incurred when retrieving items.

This replaces the talent gained at first level.

Mobile Combatant: At first level, the kinetic scourge gains Tether Adept as a bonus feat.

Tethered Maneuvers (Ex): At 2nd level, the kinetic scourge may perform the dirty trick, disarm, steal, and trip combat maneuvers using his Energy Tether, and may perform a drag or reposition on the target without having to move himself.

This replaces the mystic combat gained at 2nd level, but counts as having the mystic combat class feature.

Kinetic Scourge Mystic Combats: The following mystic combats are available exclusively to the kinetic scourge:

Hostile Anchor: When using the Tether Adept feat, you may use a flying enemy as an anchor point.

Bounding Tether: As a full-round action, you may anchor your tether and move as per the Tether Adept feat, making a single attack against a target within movement range.

Special: If the kinetic scourge possesses the Energy Blade talent, he may use it in place of this single attack.

Tethered Assault (Requires: Bounding Tether, Kinetic Scourge level 6): As a full-round action, you may anchor your tether and take a full-attack action while moving per the Tether Adept feat. If

you do, you can move up to the normal distance allowed by Tether Adept, dividing the movement into increments you use before your first attack, between each attack, and after your last attack. You must move at least 5 feet each time you move.

Dual-Tether: You may maintain two Energy Tethers simultaneously, concentrating on them in one action.

Quick concentration: You may concentrate on your Energy Tether (or tethers) as a swift action.

Soulfire Master

(Thaumaturge Archetype)

While most thaumaturges bargain and pact with powerful creatures to increase their power, some instead fuel their abilities by sacrificing their own essence, pouring themselves into their spells for greater power while leaving their bodies weakened. Whether taught self-sacrifice by celestials, doling portions of their souls to the abyss, or tipping the cosmic balance with their own lifeforce, these are the masters of soulfire.

Burning Lore (Su): At first level, the soulfire master does not risk the usual penalties of backlash when using forbidden lore. Instead, when backlash occurs, the spell is completed normally and the soulfire master suffers a point of Constitution burn. A soulfire master cannot use this ability if doing so would reduce his Constitution to 0. This ability otherwise acts as forbidden lore, including the caster level bonus increasing with class level and for effects that modify the chance of backlash. The risk of backlash increases from 15% to 50%. Archetypes that change the backlash risk, such as the Devourer, may be combined with this archetype, stacking the backlash changes.

This modifies forbidden lore.

Soulfire Talent: At 4th level, the Soulfire Master gains the Soulfire feat even if he does not meet the prerequisites. Additionally, he may use burning lore when using the Soulfire feat with no risk of backlash.

At 7th level, the soulfire master may pass off up to 2 points of Constitution burn when using the soulfire feat with the channel punishment invocation.

This replaces the bonus feat gained at 4th level.

Ability Burn

Ability burn functions as ability score damage, but may not be removed by any means other than 8 hours of resting, which removes all burn.

Wandslinger

(Gunslinger Archetype)

Traditionally gunslingers are masters of firearms, but in places where the practice of sphere magic is particularly prevalent, a specific breed of these warriors sometimes find themselves specializing in a very different type of weapon: wands. While definitely not considered traditional spellcasters, least of all by each other, wandslingers learn enough of the arcane arts to be able to both create and use these magic objects with the same deadly expertise as their more mundane counterparts.

Class Skills: The wandslinger loses Knowledge (engineering) as a class skill and gains Spellcraft and Use Magic Device.

Tools of Destruction: The wandslinger may create and use wands keyed to the Destruction sphere as if he possessed that sphere, the Craft Wand feat, and a caster level equal to his class level. He may not use this ability to create wands with a caster level higher than his class level. He may use the ability modifier he uses to determine Grit capacity as his casting ability modifier.

In addition, the wandslinger begins play with a battered wand keyed to the Destruction sphere – this wand has a caster level of 2 and functions only for the wandslinger.

For the purposes of all gunslinger class features, a wandslinger treats wands as one-handed firearms.

This ability replaces gunsmith.

Gritty Activation (Ex): A wandslinger may recharge wands by expending a grit point in place of a spell point. In addition, once per round when casting a Destructive Blast from a wand, a wandslinger may expend 1 grit point in place of one of the wand's spell points. At 11th level he may use this ability twice per round.

This ability replaces quick clear and expert loading.

Steady Aim (Ex): At 1st level, as long as a wandslinger has at least 1 grit point, he can take a move-equivalent action or spend a grit point to increase the accuracy of a wand of the Destruction sphere. When he does, he increases the range of the *destructive blast* by 5 feet per class level. This stacks with other abilities that increase his range increment.

This replaces deadeye.

Wand Training (Ex): Starting at 5th level, a wandslinger gains a bonus equal to his Dexterity modifier on damage rolls with Destructive Blasts cast from wands, and may use his class level in place of the wand's caster level when determining the save DC of any Destructive Blast he casts from a wand.

At 9th level whenever the wandslinger casts a spell from a wand he may increase its caster level by +1, even if it is not keyed to the Destruction sphere. This increases by an additional +1 for every 4 class levels after 9th to a maximum of +3 at 17th level.

This ability replaces gun training.

Dead Blast (Ex): At 7th level a wandslinger gains the Destruction talent Gather Energy, even if he does not meet the prerequisites. He may apply this talent to Destructive Blasts cast from wands as if they contained that talent.

This ability replaces dead shot.

Two-Wand Fighting (Ex): At 11th level a wandslinger may activate two wands as a full-round action, one in each hand, as long as their combined caster levels (before wand training) do not exceed his class level.

This ability replaces lightning reload.



Basic Magic

"Tactics, man, tactics! Do not burn a fire elemental, use cold! Do not give a sneaky dodger a chance to dive out of the way, wrap a coil of force around his neck! Know your opponents, strike their weaknesses and they will fall."

- Archmage Throros, Admixture Adept

"Roast them all! FIRE! Burnburnburnhabahahahahaha!"

- Burn, goblin Fire Warrior

The following section contains basic talents for the Destruction sphere.

Blast Type Groups

Each blast type talent belongs to a blast type group with others of similar theme. Blast types from the same group count as the same blast type for the purposes of the energy focus drawback, an elementalists' bonus damage, etc.

Blast Shape Talents

Chain Blast (blast shape)

You may spend a spell point to arc your *destructive blast* between multiple targets. Choose a number of targets no greater than 1 + half your caster level (minimum 2 targets total). Make a ranged touch attack against each of them in order. No target can be farther than 10 ft + 5 ft per 5 CL from the previous target and no target can be targeted more than once. Should any of the targets fail to take damage, either by a missed attack, resistance, or other method, the chain stops and no further targets are damaged.

Energy Aura (blast shape)

You may spend a spell point to surround yourself with elemental energies as a move action. For a number of rounds equal to your casting ability modifier, any creature that ends its turn

<i>Blast Type Group</i>	<i>Blast Types</i>
Acid	Acid Blast*, Adhesive Blast, Alkali Blast
Air	Air Blast*, Hurricane Blast, Gale Blast
Cold	Drowning Blast, Frost Blast*, Numbing Blast
Crystal	Crystal Blast*, Living Crystal Blast, Razor Blast
Electric	Electric Blast*, Shock Blast, Static Blast
Fire	Blistering Blast, Fire Blast*, Searing Blast
Force	Force Blast*, Invigorating Blast, Mana Siphon
Light	Blinding Blast, Incandescent Blast, Radiant Blast
Negative	Gloom Blast, Nether Blast*, Tenebrous Blast
Plant**	Adhesive Blast, Bramble Blast, Thorn Blast
Sonic	Reverberating Blast, Shattering Blast, Thunder Blast*
Stone	Battering Blast, Shrapnel Blast, Stone Blast*

* Published in *Spheres of Power*

** See Adaptation in Chapter 4 Advanced Magic

within 5 ft + 5 ft per 10 caster levels of you is affected by your *destructive blast* as if it had dealt minimum damage (so a 4d6 blast would deal 4 damage). A Reflex save negates this damage. You may only have one energy aura active at a time; casting it again ends the previous instance.

Energy Bomb (blast shape)

You may spend a spell point to create a small crystal imbued with your *destructive blast*. These crystals can be passed to other creatures for later use. As a standard action, this crystal may be primed and thrown as a thrown splash weapon with a range increment of 20 ft. A direct hit deals the *destructive blast*'s damage to the target and damage equal to the minimum blast damage is dealt in a 5 ft splash radius. Any creature taking damage from either the direct hit or the splash must save against any additional effects of the blast type. Crystals persist for 1 hour per caster level.

Energy Leap (blast shape)

You may spend a spell point to move in a straight line up to your *destructive blast*'s range as a standard action. This movement does not provoke attacks of opportunity and you may pass through occupied spaces. Any creatures whose space you pass through are affected by your *destructive blast*, with a Reflex save for half damage. If you attempt to pass through an object and fail to break through it, you appear in the nearest unoccupied space and are staggered for one round. This blast shape cannot be combined with the Extreme Range advanced talent.

Energy Satellite (blast shape)

You may form your *destructive blast* into a sphere that orbits your body that lasts for one minute per caster level or until used. As an immediate action, you may discharge the sphere against any creature within 5 ft + 5 ft per 10 caster levels, dealing your *destructive blast* damage. A Reflex save halves this damage. You may only maintain a single satellite at a time. This talent may be taken more than once; each time the number of satellites maintained simultaneously increases by one, though each requires a separate immediate action to discharge.

Energy Tether (blast shape)

You may send out a tendril of energy to bind your foe to you. Make a ranged touch attack against a target within Close range (this range does not increase through talents such as Extended Range). If successful, the target suffers your *destructive blast* damage. You may concentrate each round to maintain this tether each round, or may spend a spell point as a free action to allow it to persist for 1 round per caster level without concentration. Each round a target remains bound by the tether, they suffer its damage. The tether has 10 HP plus 2 HP per caster level, hardness equal to 1/2 your caster level, and a break DC equal to the blast's DC. Neither you nor the tethered target may not move further away from each other without first breaking the tether (you may dismiss a tether as a free action) or succeeding on a drag or reposition combat maneuver, pulling the other along with them. If you or the tethered target move closer to each other you may, as a swift action, shorten the tether; the new distance between you becomes the new

length of the tether. You may also lengthen the tether as a swift action, but only to a maximum distance equal to Close range.

Swarms may not be targeted with this blast shape. You cannot have more than one tether active at any one time; creating a second tether dismisses the first.

Retributive Blast (blast shape)

Whenever a creature misses with a melee or melee touch attack against you, you may spend a spell point as an immediate action to use your *destructive blast* against that creature. The creature may make a Reflex save to negate the damage. You must be aware of the attack and able to act.

Blast Type Talents

Adhesive Blast (blast type)

You transmute your *destructive blast* into a sticky, acidic sap. Your *destructive blast* deals acid damage. Any creature damaged by the attack must pass a Reflex save or be entangled and unable to move for 1 round.

Alkali Blast (blast type)

Your *destructive blast* deals acid damage using d4 dice instead of d6. You may make a Trip attempt at range against the target or targets affected by your alkali blast. Only a target successfully struck by the blast (or one that fails their Reflex saving throw if one was required) is affected. Your CMB for this check is equal to your caster level + your casting stat modifier.

Battering Blast (blast type)

Your *destructive blast* becomes a hail of smooth stones, dealing bludgeoning damage, and using d4s for damage dice instead of d6s. You may make a Bull Rush at range against the target or targets affected by your battering blast. Only a target successfully struck by the blast (or one that fails their Reflex saving throw if one was required) is affected. Your CMB for this check is equal to your caster level + your casting stat modifier, and all targets are pushed from the point of origin of the effect (usually yourself, but if using a talent such as Explosive Orb, it would be the center of the blast. If using Energy Wall, each square of wall is considered the center of effect for those who enter that section. If using Guided Strike, you may choose from which direction you want to push the target, even pushing them up or down if you should desire. Pushing a target into the ground knocks them prone if the Bull Rush is successful.).

If the target is knocked into a solid object, they suffer 1d6 bludgeoning damage, + 1d6 for every 5 ft they would have continued past the barrier. You do not move with the targets of your Bull Rush.

The blast ignores spell resistance, spell turning, and can penetrate a globe of invulnerability, antimagic field, or antimagic circle, and is not treated as a spell or magical effect for creatures or classes that gain a bonus to saving throws against magic.

Blinding Blast (blast type)

You may spend a spell point to have your *destructive blast* deal untyped damage. Any creature damaged by the blast must pass a Fortitude save or be blinded for 1 round. The damage die size increases to d8 against undead creatures and any creatures vulnerable to sunlight.

Blistering Blast* (blast type)

Your *destructive blast* deals fire damage. Any creature damaged by the attack suffers a -2 penalty on Fortitude saves for 1d4 rounds.

Drowning Blast (blast type)

You may spend a spell point to have your *destructive blast* become a stream of water, pounding your foe, disorienting and choking them. The blast deals bludgeoning damage. Any creature damaged by the attack must pass a Fortitude save or be

nauseated for 1 round. The water disappears at the end of your turn.

Gale Blast (blast type)

You may change your *destructive blast* into a forceful wind that deals nonlethal damage. You may make a Trip combat maneuver at range against the target or targets affected by your air blast. Only a target successfully struck by the blast (or one that fails its Reflex saving throw if one was required) is affected. Your CMB for this check is equal to your caster level + your casting ability modifier. If this check fails, you are not tripped in return.

Gloom Blast (blast type)

Your *destructive blast* deals negative energy damage. Any creature damaged by the attack must pass a Fortitude save or be sickened for 1 round. Undead creatures take no damage, but are instead blinded for 1 round on a failed fortitude save. This bypasses the immunities of the undead type.

Hurricane Blast (blast type)

You may spend a spell point to change your *destructive blast* into swirling winds that swirl around the target, dealing nonlethal damage. The target suffers a penalty to ranged attacks and fly checks equal to 1/2 your caster level for 1d4 rounds.

Incandescent Blast (blast type)

Your *destructive blast* deals untyped damage using d4 dice instead of d6 and any creature taking damage suffers a -2 penalty on Perception checks and Will saves for 1d4 rounds. The damage die size increases to d8 against undead creatures and any creatures vulnerable to sunlight.

Invigorating Blast (blast type)

You may spend a spell point to have your *destructive blast* deal positive energy damage to non-living creatures using d4 dice instead of d6. Living creatures instead of taking damage gain an equal number of temporary hit points (which cannot exceed their maximum hit points) which last for 1 hour, but also must make a Fortitude save or become dazed for 1 round.

Living Crystal Blast (blast type)

You may spend a spell point to create a living crystal blast, covering the target and their space in a mass of ever shifting and clinging crystals. Your *destructive blast* deals piercing damage. Any creature damaged by your living crystal blast must pass a Reflex save or be entangled and unable to move.

In addition, the target's square (or the blast's affected area) becomes overgrown with living crystal. Any creature entering an affected square must make a reflex save or become entangled and unable to move. Breaking free of the entangled condition is a move action, requiring



either a Strength check or an Escape Artist check against the crystal blast's save DC. A target may also destroy the crystal on a creature by dealing 3 damage per caster level to the crystal. This removes the entangled condition from the creature. The crystal disappears after 1 minute.

Mana Siphon (blast type)

Your *destructive blast* saps the magic energy from your target, funneling it to you. A mana drain blast does nonlethal damage using d4 dice instead of d6 and your target must make a Fortitude save or lose 1 spell point. This loss increases by one die size (1d2, 1d3, 1d4, 1d6, etc.) for every five caster levels. You gain an equal number of temporary spell points that last for one round per caster level, though you cannot receive more spell points than your target loses. These temporary spell points do not stack with spell points from other targets, other instances of this ability, or any other source and expire after 1 round per caster level.

Numbing Blast* (blast type)

Your *destructive blast* deals cold damage. Any creature damaged by the attack suffers a -2 penalty on Reflex saves for 1d4 rounds.

Radiant Blast (blast type)

Your *destructive blast* deals untyped damage, and uses a d4 as the damage die instead of a d6. Any creature damaged by the blast must pass a Fortitude save or treat all creatures as if they had concealment (20%) for 1 rnd. This bypasses the immunities of the undead type. The damage die size increases to d8 against undead creatures and any creatures vulnerable to sunlight.

Razor Blast (blast type)

You craft your *destructive blast* into a series of jagged crystal shards, dealing slashing damage and using d4s as the damage dice instead of d6s. The target must pass a Reflex save, or have its movement speed reduced in half until 24 hours pass, or it receives at least 1 point of magical healing. This effect may also be healed as a caltrop wound. In addition, every space affected by the blast becomes covered in jagged crystals. Any creature who moves over such a space must pass a reflex save or suffer 1 point of damage and have its speed reduced by half, as detailed above. A charging or running creature must immediately stop if it fails this saving throw. Any creature moving at half speed or slower can pick its way through the area with no trouble. A creature need only make one saving throw per round to avoid this effect, no matter how many affected spaces they cross over that round. Crystals can also be destroyed by dealing 1 point of damage per caster level to the crystal in a particular space. Crystal also disappears after 1 minute.

Reverberating Blast (blast type)

You may spend a spell point to make your *destructive blast* become a thundering sonic boom, dealing sonic damage. Affected

targets must pass a Fortitude save or suffer a penalty to concentration checks and all mental skill checks equal to 1/2 your caster level for 1d4 rounds.

Searing Blast* (blast type)

Your *destructive blast* deals fire damage using d8 dice instead of d6.

Shattering Blast (blast type)

Your *destructive blast* becomes a sonic lance, shattering whatever it strikes. A shattering blast uses d4 instead of d6 as its damage die and deals sonic damage. The blast does full damage to objects and ignores up to half your caster level in hardness.

Shock Blast (blast type)

You may spend a spell point to have your *destructive blast* deal electricity damage. A shock blast uses d4 instead of d6 as its damage die. Any creature damaged by the attack must make a Fortitude save or be dazed for 1 round.

Shrapnel Blast (blast type)

Your *destructive blast* becomes a stream of jagged blades, dealing slashing damage, and using d4s for damage dice instead of d6s. Any creature damaged by the attack suffers bleed damage equal to the number of damage die rolled.

The blast ignores spell resistance, spell turning, and can penetrate a globe of invulnerability, anti-magic field, or antimagic circle, and is not treated as a spell or magical effect for creatures or classes that gain a bonus to saving throws against magic. These blades disappear after 1 minute.

Static Blast (blast type)

You may spend a spell point to have your *destructive blast* deal electricity damage. You may make a Disarm attempt at range against the target or targets affected by your static blast. Only a target successfully struck by the blast (or one that fails their Reflex saving throw if one was required) is affected. Your CMB for this check is equal to your caster level + your casting stat modifier. You receive a +4 bonus on this check against any target that is wielding a metal weapon.

Tenebrous Blast* (blast type)

Your *destructive blast* deals negative energy damage. Any creature damaged by the attack suffers a -2 penalty on attack rolls for 1d4 rounds. Undead creatures take no damage, but are instead sickened for 1 round. This bypasses the immunities of the undead type.

*Originally published in the Irhardt section of Worlds of Power. Some blasts have been modified from their original versions.

Other Talents

Admixture

You may either increase the casting time of your *destructive blast* by one step or spend an additional spell point to apply two blast type talents instead of 1. The resultant blast does half of its damage of each type and any additional effects of the blast types are applied normally. If the die size for the two blasts are d8 and d6, use d8; if d8 and d4 use d6; if d6 and d4, use d4. If two blast types have different caster levels, then use the lower caster level for determining the admixed blast's caster level.

Special: You do not increase the casting time or spend an additional spell point when using the admixture talent with two blast types from the same blast type group.

Cascade Failure

When a creature receives damage from your *destructive blast*, it suffers a -1 penalty on all saving throws against your *destructive blasts* until the end of your next turn. This penalty stacks with itself if a target is damaged by your *destructive blast* more than once in a round.

Clinging Blast

You may spend an additional spell point to have all damage from the *destructive blast* be treated as continuous for the purposes of any concentration checks until the start of your next turn.

Epicenter

You are immune to any damage and other effects of your own *destructive blasts*. This includes ignoring difficult terrain from your Crystal Blast and immunity to your own Energy Wall, Energy Cloud, and any other blast shape with a non-instantaneous duration.

Focused Blast

When making a *destructive blast* unaltered by a (blast shape) talent, your *destructive blast* damage increases by +1 damage per die.

Gather Energy

You may increase the casting time of your *destructive blast* by one step to increase the damage to d6 per caster level (2d6 minimum) without increasing the spell point cost. This increase does not stack with the damage increase from spending an additional spell point.

Greater Blast

The damage of your *destructive blast* increases by one die. You may take this talent an additional time at 5th caster level and every 5 caster levels thereafter; the effects stack.

Selective Blast

You may exclude one creature plus one per 10 caster levels from the area of your *destructive blasts* that have an instantaneous duration. You may instead spend a spell point to increase the number of excluded creatures by your casting ability modifier (minimum +1).

Wingbind

When using a blast type that entangles, flying entangled targets that are entangled must make an additional Reflex save or be unable to fly and fall to the ground. This does not affect creatures with magical flight.

Descriptors

Unlike spells, talents in various Spheres of Power releases mostly lack descriptor tags. While in most cases the appropriate tag can be inferred for a given talent or entire sphere, for use with other portions of this book it will be helpful to specify which blast talents bear which descriptors.

Acid	Acid Blast, Adhesive Blast, Alkali Blast
Air	Air Blast, Gale Blast, Hurricane Blast
Cold	Frost Blast, Numbing Blast
Earth	Crystal Blast, Greater Crystal Blast, Razor Blast, Shrapnel Blast, Stone Blast
Electricity	Electric Blast, Shock Blast
Fire	Blistering Blast, Fire Blast, Radiation Blast, Searing Blast
Force	Force Blast
Light	Incandescent Blast, Radiant Blast, Radiation Blast
Sonic	Reverberating Blast, Shattering Blast, Thunder Blast
Water	Crystal Blast*, Drowning Blast

*See Adaptation in section

Chapter 4

Advanced Magic

"You think you know power? Your puny magic is but a candle to my might. I have slain titans, leveled strongholds with a wave of my hand! Even speaking to you is a greater effort than erasing you from existence."

- Jeriah Blackflame, Soulfire Master

Advanced Talents

Crystal Cocoon

Prerequisites: Destruction sphere, any two blast type talents in the crystal blast type group, caster level 10th or higher.

When using the Crystal Blast talent, you may spend an extra spell point to fully encase your targets in a shell of crystal. Targets that fail their Reflex saves against your blast are helpless and cannot take physical actions other than to attempt Strength or Escape Artist checks to escape the crystal, but can still breathe and take purely mental actions. The crystal blocks line of sight and line of effect to and from the encased target. Destroying the cocoon frees the victim, the crystal having HP as normal for the Crystal Blast talent.

Disintegrate (blast type)

Prerequisites: Destruction sphere, caster level 5th or higher.

You may spend a spell point to have your *destructive blast* deal untyped damage. Any creature reduced to 0 or fewer hit points is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected. This blast type does full damage to objects and ignores all hardness, energy resistance, and energy immunity.

When targeting a single object, the *destructive blast* simply disintegrates as much as a 10-foot cube of nonliving matter. Thus, it disintegrates only part of any very large object or structure targeted. Attended objects may make a Fortitude save to negate this effect, but still take *destructive blast* damage. The blast effects even objects constructed entirely of force, but not magical effects such as a *globe of invulnerability*, an *antimagic field*, or the *barrier ward* of the Protection sphere.

Energy Cloud (blast shape)

Prerequisites: Destruction sphere, caster level 10th or higher.

You may spend three spell points to make your *destructive blast* into a roiling cloud of destruction. The cloud covers a 10 ft + 5 ft per 5 caster levels radius, is 10 ft + 5 ft per 5 caster levels tall, and is stationary unless directed by the caster to move as a move action, which it does at a rate of 20 ft + 5 ft per 2 caster levels and persists for 1 minute per CL. The cloud obscures vision as the fog cloud spell. Any creatures who begin their turn inside the cloud suffers your *destructive blast* damage. Affected creatures are allowed a Fortitude saving throw for half damage. You are immune to damage from your own cloud.

Extreme Range

Prerequisites: Destruction sphere, Extended Range x2, caster level 5th or higher.

Your *destructive blast* has a range of 1,000 ft + 100 ft per caster level. *Destructive blasts* outside of your long range but inside this range can only target squares or large objects (ones that occupy more than one square), not individual creatures and take effect one round after being used.

Greater Admixture

Prerequisites: Destruction sphere, Admixture, caster level 5th or higher.

When using the admixture talent, you may spend an additional spell point to add a third blast type talent. The damage dealt is split between the three blast types and the additional effects from each blast type apply normally. If different damage die apply to the different types, use the largest. If the blast types have different CLs, then use the lowest CL for determining the admixed blast's CL.

Special: You do not increase the casting time or spend an additional spell point when using the admixture talent with blast types from the same blast type group. The additional spell point cost of greater admixture still applies.

Holy Smite

Prerequisites: Destruction sphere, must be of a good alignment, 1st caster level or higher.

You may spend a spell point to have your *destructive blast* deal sacred damage.

Sacred and Profane damage: Profane damage comes from attacks that are heavily infused with the power of sheer evil and carry this unholy power over as a form of harmful energy to good-aligned beings. Attacks that inflict profane damage inflict an additional 50% damage to good-aligned opponents or opponents with the [good] subtype.

Sacred damage comes from attacks that are heavily infused with the power of sheer good and carry this holy power over as a form of harmful energy to evil-aligned beings. Attacks that inflict sacred damage inflict an additional 50% damage to evil-aligned opponents or opponents with the [evil] subtype.

Penetrating Blast

Prerequisites: Destruction sphere, caster level 5th or higher.

Your *destructive blast* ignores energy resistance equal to your caster level. You may spend a spell point to increase this effect to twice your caster level. Treat Immunity as if it were Resistance 40 for this purpose.

Radiation Blast (blast type)

Prerequisites: Destruction sphere, any two blast type talents in the fire blast type group, caster level 5th or higher.

You may spend two additional spell points to have your *destructive blast* do half fire and half untyped damage. Any creature damaged by the attack must pass a Fortitude save with your blast's DC or suffer the effects of low radiation. A creature suffering from radiation instead must pass a Fortitude save with your blast's DC or have the level of radiation increased by one step, inflicting the new levels primary effect. This effect stacks with the effects of lower radiation levels. Saves against the secondary effects of the radiation are made at their normal save DCs. The target's square (or the blast's affected area) becomes irradiated for 1 minute per caster level. Any creature passing through an irradiated square must pass a Fortitude save DC 14 or be affected by low radiation.

Radiation

Radiation is a poison effect, whose initial effect causes Constitution drain and secondary effect causes Strength damage. Radiation dangers are organized into four categories: *low*, *medium*, *high*, and *severe*.

Initial Effect: Radiation initially deals Constitution drain unless the exposed character succeeds at a Fortitude saving throw. A new saving throw must be attempted to resist radiation's initial damage each round a victim remains exposed to it.

Secondary Effect: Secondary effects from radiation deal Strength damage at a much slower rate than most poisons. This secondary effect ends only after a character succeeds at two consecutive Fortitude saving throws to resist secondary radiation damage. If a character has Strength damage equal to his current Strength score, further damage dealt a secondary effect is instead Constitution damage.

Removing Radiation Effects:

All radiation damage is a poison effect, and as such it can be removed with any effect that neutralizes poison. Ability damage and drain caused by radiation damage can be healed normally.



<i>Radiation Level</i>	<i>Fort Save</i>	<i>Primary Effect</i>	<i>Secondary Effect</i>
Low	13	1 Con Drain	1 Str damage/day
Medium	17	1d4 Con Drain	1d4 Str damage/day
High	22	2d4 Con Drain	1d6 Str damage/day
Severe	30	4d6 Con Drain	2d6 Str damage/day

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Authors: James Jacobs and Russ Taylor.

Unholy Smite

Prerequisites: Destruction sphere, must be of an evil alignment, 1st caster level or higher.

You may spend a spell point to have your *destructive blast* deal profane damage.

Adaptation

While there are many blast type talents both here and in the original Spheres of Power release, it is neither possible nor desirable to publish every imaginable combination of damage type, die size, and additional effect. If a combination that has not been published is desired, players and gamemasters are encouraged to invent new abilities appropriate to the needs of the character.

A blast type talent has four components:

1. **Damage Type:** What form does the damage take? This is key for determining what resistances impact the total damage. DR/slashing is useless against fire, while a fire elemental will take full damage against a shrapnel blast. So far, acid, cold, electric, fire, force, negative energy, nonlethal, physical (blunt/piercing/slashing), sonic and untyped damages have been used. Types uncommonly resisted are more valuable than commonly resisted types like fire or cold. Sonic and force damage are almost never resisted, making them prime choices from an optimization perspective, a benefit that must be considered when balancing the final talent.
2. **Additional Effect:** Not all status effects are created equal. Dazzled is fairly trivial and thus could be applied for multiple rounds without a save, while paralyzed can lead to immediate death by coup de grace. Stone Blast bypasses spell resistance, which, combined with its ability to bypass weapon type-based DR, accounts for its lack of additional effects. The duration of these effects and the presence or absence of a saving throw is critical in balancing your new talent. Permanent effects are solely the province of advanced talents.

3. **Die Size:** What dice do you roll to determine the blast's damage? Largely used as a balancing factor, such as Crystal Blast, which inflicts a fairly long duration of a reasonably powerful condition, entangled, as well as creating difficult terrain, useful for controlling the battlefield, has its damage reduced to d4, yet remains one of the most useful blast types. For contrast, Searing Blast deals a commonly resisted damage type, fire, and has no additional effects, thus has its damage die increased to d8. The average damage is the same as with Acid Blast, but the lack of the delay on part of the damage is desirable, somewhat offsetting the less desirable damage type.
4. **Spell Point Cost:** Do you need to pay additional spell points to use it? As force damage is rarely resisted and useful for its ability to damage incorporeal creatures, Force Blast, which also carries the additional effect of knocking foes prone on a failed save, costs an additional spell point to use. A blast that deals bludgeoning damage with the same die size and additional effect would not have to carry this additional SP cost.

For example, a player has a ice themed thaumaturge, taking the destruction sphere, as well as the creation sphere and the nature sphere with water geomancing. Now, after a few levels, the player has decided that the thaumaturge's battlefield control needs some improvement, since long adventuring days have made the heavy use of creation undesirable, but doesn't want to break the ice theme. Changing crystal blast to fit with an ice-themed character is simple enough. A single type of physical damage, piercing, is hindered by most types of damage reduction (DR), while cold damage is one of, if not the, most resisted energy damage types, so simply changing the damage type should allow a reasonable power without further adjustment. Alternatives would be reducing the duration to one round and removing the difficult terrain effect, reasonably allowing a return to the default d6 die size. Removing the Reflex save on the entangle effect, however, would require returning the die size to d4 and an additional spell point cost. For increased damage, a similar damage substitution with searing blast could be made, since fire and cold damage suffer from similar frequencies of resistance, or with acid blast, which is less commonly resisted than cold, for lingering damage. The new talents could be described in a reasonably thematic way, such as more intense cold or lingering frostbite respectively.

Rather than filling a book with repetitive variations of the different possible combinations, a system for creating blast talents is presented below. This system is expressly optional and only to be used with the approval and participation of the GM. Careful attention should be paid to creating new blast types for characters with the focused energy drawback, as the penalty of the drawback is reduced with each additional blast type available. Choose the desired damage type and additional effects, then adjust duration, die size and cost. Final result should be between 9-11 points. Spell point cost should not exceed 1 SP unless designing an advanced talent. Effects beyond those listed may require an advanced talent. Responsibility for the final result making sense (entangling flame blasts, cold

setting targets on fire) rests solely with the user. Any novel talent must of course be approved by the gamemaster.

New blast types can take the place of existing base blast types of similar type (acid, frost, etc.), be added as additional options to the existing groups, or be made into entirely new blast type groups. When making a new blast type groups, it is best to have a minimum of three blast types to populate it, even if this means simply adapting existing blasts to fit the theme by changing their name and tweaking descriptive text. (See the example in the sidebar on page 20)

Some effects, especially those that deny standard actions such as nauseated, dazed, or stunned, should always incur a spell-point cost.

Damage Type

<i>Damage Type</i>	<i>Cost</i>
Nonlethal	3
Bludgeoning, Fire, Cold, Piercing, Slashing	4
Acid, Electricity, Bludgeoning/Piercing/Slashing (combined), Negative (with alternate effect vs undead)	5
Force, Sonic, Untyped	6

Die Size

+1 Die Size	4
-1 Die Size	-3

Additional Cost: +1 SP for -4 cost

Additional Effects

<i>Additional Effect</i>	<i>Save</i>	<i>Duration</i>	<i>Cost</i>
Att/DC Bonus Vs Specific Material (metal, plant matter, stone, etc) +3/+3 for d6	N/A	N/A	5
Bleed damage = # dice	N	Until Healed	5
Blind	Y	1 round	8
Combat Maneuver	N/A	N/A	5
Concealment for all creatures	Y	1 round	5
Dazed	Y	1 round	10
Dazzle	N	1 round	2
Deafened	Y	2d4 rounds	4
Difficult Terrain	N/A	minute/lvl	2
Drain SP (scaling, as mana siphon)	Y	N/A	8
Entangle & immobile	Y	1 round	4
Entangle & immobile	Y	Until broken	6
Ignore 1/2 CL Hardness, full damage to objects	N/A	N/A	6
Lingering Damage (1 per die)	N/A	1 round	3
Nauseated	Y	1 round	8
On Fire	Y	Until save	4
Penalty: -2 to attacks or single save	N	1 round	5
Prone	Y	N/A	7
Shaken or Sickened	Y	1 round	5
SR: No and ignores antimagic fields (as Stone Blast)	N/A	N/A	4
Staggered	Y	1 round	5
Att/DC Bonus Vs Specific Material (metal, plant matter, stone, etc) +3/+3 for d6	N/A	N/A	5
Add/Remove Save	N/A	N/A	-/+3
Increase/Decrease Duration (1 round<->1d4 rounds<->2d4 rounds)	N/A	N/A	+4/-2

Example 1

A player is building a cold-themed caster, but desires better battlefield control options than the cold blast type group provides. The crystal blast type group offers excellent area denial options and the mineral crystals are easy changed to ice crystals with no adjustment to their mechanics beyond applying the water descriptor and removing the earth descriptor and adjusting the descriptive text to suit.

Example 2

A player wants to build a nature themed character, primarily focused on plantlife. To supplement the abilities of the Nature sphere's plant geomancing, the player wants to take Adhesive Blast, describing it as a sticky, acidic sap. The player does not want additional talents from the acid blast type group, however. In order to maintain a consistent theme, a new blast type category can easily be made. Adhesive Blast can be used as-written.

To further the plant theme, Shrapnel Blast could be altered to deal piercing damage (no cost change in the point buy system above) and be described as thorns. You could increase the damage to d6 in place of d4 by removing the clause bypassing spell resistance and other effects that Shrapnel Blast has as part of its thematic ties to the stone group.

Crystal Blast could also be re-themed easily, simply describing the effects as the result of magically conjured vines thorny vines cutting and grasping the target, renaming it Bramble Blast.

The result would be this:

Plant Blast Type Group

Adhesive Blast (blast type)

You transmute your *destructive blast* into a sticky, acidic sap. Your *destructive blast* deals acid damage. Any creature damaged by the attack must pass a Reflex save or be entangled and unable to move for 1 round.

Bramble Blast (blast type)

Your *destructive blast* becomes an explosion of thorny brambles, growing where it strikes. A bramble blast uses d4's instead of d6's as its damage die and deals piercing damage. The target of your bramble blast must pass a Reflex save or be entangled and unable to move. In addition, the target's square (or the blast's affected area) becomes overgrown with brambles and counts as difficult terrain. Breaking free of the entangled condition is a move action, requiring either a Strength check or an Escape Artist check against the bramble blast's save DC. A target may also destroy the brambles on a square or creature by dealing 3 damage per caster level to the bramble. This removes the entangled condition from the creature and destroys the difficult terrain. Brambles disappears after 1 minute.

Thorn Blast (blast type)

Your *destructive blast* becomes a stream of jagged thorns, dealing piercing damage. Any creature damaged by the attack suffers bleed damage equal to the number of damage die rolled.

Rituals

Grant Metamagic Feat

Sphere Mind; **Ritual** Level 3

Casting Time 30 minutes

Components V, S, M (125 gp of burnt magical scrolls)

Description The performer of the ritual gains knowledge of one metamagic feat for which he meets the prerequisites for 24 hours. Only one feat may be gained from this ritual at one time; additional castings remove the feats previously gained from this ritual.

Open Rift

Sphere Warp; **Ritual** Level 3

Casting Time 30 minutes

Components V, S, M (25 gp of preserved flesh from a creature with the elemental subtype)

Description An elemental rift is opened at a point within 400 ft, creating an area with a 30 ft radius inside of which the planar traits (elemental and energy traits, gravity traits, and magic traits only) of one elemental plane override those of the plane on which this spell is cast. This effect lasts for 24 hours.

Incantations

Call Annihilation Sphere

Those with great confidence, or little wisdom, can call forth the ultimate symbol of utter destruction, the sphere of annihilation.

Sphere Destruction; **Effective** Level 20th

Skill Checks in order—Knowledge (Arcana) DC 29 4 successes, Spellcraft DC 29 4 successes

Casting Time 1 hour

Components S, V

Range Close

Duration 24 hours

Saving Throw none; **SR** no

Description

At great risk to the performers, a sphere of annihilation can be temporarily summoned, usually ending in tragedy.

Backlash

All performers and secondary performers take 4d6 points of untyped damage.

Failure

If you fail 2 consecutive checks, the sphere of annihilation appears and moves up to 100 ft to strike a random performer. This continues for 1d6 rounds.

Create Destructive Elemental

Some who possess the knowledge to summon elemental creatures and bind them to their will have found methods for increasing their power, giving their servants powerful destructive blasts and a deadly parting gift.

Sphere Destruction; **Effective** Level 10th

Skill Checks in order—Knowledge (Planes) DC 28 2 successes, Spellcraft DC 28 2 successes

Casting Time 1 hour

Components S, V

Range Personal

Target One willing or helpless air, earth, fire, or water elemental

Duration instantaneous

Saving Throw none; **SR** no

Description

The performers open a tiny rift across the planes, empowering the abilities of the target elemental to new heights.

If successful, the target elemental permanently gains the destructive elemental template.

Backlash

All performers and secondary performers take 2d6 points of damage corresponding to the elemental targeted (electric for air, acid for earth, fire for fire, and cold for water).

Failure

If you fail 2 consecutive checks, all performers and secondary performers are banished to the elemental plane corresponding to the type of elemental targeted for 1d6 hours.

Create Omnimental

Those with the knowledge can harvest the essence of living elementals, blending the opposite natures together to form a new creatures writhing with elemental energies.

Sphere Alteration; **Effective** Level 10th

Skill Checks in order—Knowledge (Planes) DC 15+HD of elemental to be created 2 successes, Spellcraft DC 15+HD of elemental to be created 2 successes

Casting Time 1 hour



Components S, V

Range Touch

Target One willing or helpless elemental of each of the following types: air, earth, fire, and water, with the same HD

Duration Instantaneous

Saving Throw none; **SR** Yes

Description

Each of the target elementals is ritually destroyed, their essence and energy harvested and collected, then coalesced into a new form.

Backlash

All performers and secondary performers take 1 point each of acid, cold, electric, and fire damage per the target's HD.

Failure

If you fail 2 consecutive checks, the targets are released and hostile toward the performers.

Dance of Ruin

Wild gyrations and cacophonous calls mimic the infamous dance of the foul vrock demons, channeling their chaotic, destructive power through those that dare call upon them.

Sphere Destruction; **Effective** Level 5th

Skill Checks in order—Knowledge (Planes) DC 32 3 successes, Perform (Dance) DC 32 3 successes

Casting Time 3 rounds.

Components S, V

Range Personal

Area 100 ft radius burst

Duration Instantaneous

Saving Throw Ref Half; **SR** yes

Description

One who has acquired the dark knowledge of this ritual need only understand it, then perform the motions to call forth the power of the Abyss. Only one performer is required, but each additional performer that succeeds on all of the skill checks increases the power of the ritual dramatically. Each round, a Knowledge (Planes) check and a Perform (Dance) check must be made by all primary performers.

If successful, at the end of the third round, a wave of electricity explodes outward, dealing 5d6 electricity damage per primary performer (20d6 max) to all creatures and objects in a 100 ft radius, excluding the performers. A DC 17 Reflex save halves this damage, with the DC increasing by +1 for every additional primary performer (+4 max).

Backlash

All performers and secondary performers take 2d6 points of electricity damage and the casting time is increased by one round.

Failure

If you fail 2 consecutive checks, all performers and secondary performers take electrical damage equal to the damage the incantation would have done.

Walking Bomb

Less scrupulous overlords and military commanders find that zealous minions, even weak, untrained ones, can still be put to spectacular use, inflicting more harm in death than they ever could in life. Captured enemies can also act as unwitting vectors for attack after a staged escape, brainwashed fanatics can attack in waves, and even prisoners become deadly liabilities. Is there any problem sacrificing minions can't solve?

Sphere Destruction; **Effective** Level 6th

Skill Checks in order—Heal or Knowledge (Nature) DC 26 2 successes, Spellcraft DC 26 2 successes

Casting Time 10 minutes

Components S, V, F (a crystal attuned to one blast type talent, 5,000 gp)

Range Touch

Target One willing or helpless creature with 5 HD or less.

Duration 2d6 days

Saving Throw none; **SR** yes

Description

By channeling elemental energy through a specially prepared focus crystal, a willing or helpless target may be charged with deadly energy, primed to explode. The target writhes in pain and emits bright light as its cells are overloaded with power they were not meant to contain.

If successful, the target becomes afflicted with the walking bomb curse, of which the only sign is that their eyes faintly glow with a color corresponding to the attunement of the focus crystal (Perception DC 18 to notice). The curse is triggered as a standard action by the creature or upon reaching 0 or fewer HP. Once triggered, the target explodes as if casting a CL 6 *destructive blast* with the blast type corresponding to the crystal focus and the Explosive Orb blast shape, dealing 6d6 damage in a 15 ft radius with a Reflex save DC 14 for half. The target's corpse is destroyed utterly in the blast. The curse may be removed with the Break Enchantment restoration ability. The curse has an MSD of 17.

If the curse is not triggered within 2d6 days, it has a 10% chance of exploding every hour thereafter.

Backlash

All performers and secondary performers take 2d6 points of damage corresponding to the blast type to which the focus was attuned.

Failure

If you fail 2 consecutive checks, there is a 50% chance the ritual fails, leaving the target unharmed and 50% chance that the target explodes immediately.

Section 5

Player Options

"Feel the untamed fury of the elements flow through you, grasp their power and bind it to your heart. Ride the lightning, dance in the flame, be one with the stone."

- Orok, Elemental Scion

"I like fire. Fire pretty."

- Burn, Fire Warrior

Feats

Admixture Feats

Admixture feats grant new ways to utilize the Admixture talent, adding abilities from other spheres to your *destructive blast*. All admixture feats replace the second blast talent you would normally apply, with the resulting *destructive blast* dealing normal blast damage in addition to the effect outlined in the feat. Any additional costs incurred by the additional effect must be paid as normal. If your caster level is different for the two spheres, the *destructive blast* is governed by your caster level for the relevant blast type and the additional effect is governed by your caster level for the appropriate ability.

Arcing Strike

Prerequisites: Destruction sphere, Guided Strike, caster level 11th or higher.

You may spend a spell point to make your *destructive blast* fly in an erratic path, unerringly striking your target no matter what lies between you. Your *destructive blast* ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.

Special: If you possess the Divination sphere Viewing talent, you can use arcing blast to strike any target that you can see that is within range of both your blast and your divination, as long as it isn't inside a completely enclosed space (GM's discretion).

Atmospheric Imbuement

Prerequisites: Destruction sphere, Weather sphere

Benefit: When using blast talents with the air, electrical, or sonic blast type groups, or any blast type deemed appropriate by the GM, when there is an area of rain and wind both at or above category 4, your *destructive blast* bypasses spell resistance.

Channel Destruction

Prerequisites: Destruction sphere, Channel Energy class feature

Benefit: You may imbue your channel energy with a blast type talent. This channeled energy may only be used to harm, but affects all creatures in the area, not just living or undead. The channeled energy does its normal number of damage dice of a die size and damage type corresponding to the chosen blast type. Additional effects apply as usual for the chosen blast type. If more than one blast type is known, a different blast type may be selected each time channel energy is used. For example, a 5th level soul weaver with this feat and the Crystal Blast talent could channel energy, dealing 3d4 piercing damage as well as the effects of Crystal Blast in the normal area and with the normal DC of her Channel Energy. If, for example, she also possesses the Searing Blast talent, the next round she can channel energy, dealing 3d8 fire damage.

If the (blast type) talent chosen has additional spell point costs, an additional use of channel energy must be used in place of each spell point required.

Deadly Targeting

Prerequisites: Destruction sphere

Benefit: The base critical threat range of your *destructive blast* increases to 19-20.

Energy Snake

Prerequisites: Destruction sphere, Energy Sphere

Benefits: When using the Energy Sphere (blast shape), you may spend 2 spell points instead of 1 to form the energy sphere into a serpent, which grows with every target it consumes.

Whenever the energy sphere successfully deals damage to a target, its size increases by 1 5-ft square. When moving the energy sphere each round, its squares may be arranged in any shape desired by the caster, so long as the squares are contiguous.

Energy Specialization

Prerequisites: Destruction sphere, 5th caster level or higher

Benefit: Choose one blast type group. Your *destructive blasts* using blast types from that group gain a +2 insight bonus to caster level.

Enhancing Admixture (Admixture)

Prerequisites: Enhancement sphere, Destruction sphere, Admixture talent

Benefit: When using the Admixture talent, you may spend an additional spell point to have a single creature that takes

damage be targeted by an Enhancement effect that you possess. If you possess the Mass Enhancement talent, you may apply the Enhancement to any targets damaged, up to your maximum targets from Mass Enhancement. This ability can only target creatures, it cannot be used to animate objects.

Fan the Flame

Prerequisites: Destruction sphere, Fire Blast talent, Nature sphere (fire geomancing), 3rd caster level or higher

Benefit: When a creature is set on fire by your Fire Blast, the fire does not deal 1d6 damage the following round, but rather deals damage equal to the largest fire you may affect. This fire reverts to normal after the first round, dealing 1d6 fire damage on subsequent rounds until extinguished, but you may choose to concentrate each round, or spend a spell point once as a free action, to cause the fire to stay at its increased size until extinguished.

Fear and Flame

Prerequisites: Destruction sphere, Fire Blast talent

Benefit: When a creature is set on fire by your *destructive blast*, they must pass a Will save each round they remain on fire or become shaken. If shaken, they become frightened. If frightened, they become panicked. A successful save reduces the severity by one step and ending the on fire condition ends the effects of this feat, though not fear conditions from other sources.

Focused Blast Type Group

Prerequisites: Destruction sphere

Benefit: Choose one blast type group. Treat your caster level as 5 higher for this blast type group. This bonus cannot cause you to have a caster level greater than your HD.

Frozen to the Bone

Prerequisites: Destruction sphere, at least one (blast type) Talent that deals cold damage

Benefit: When using a *destructive blast* shape that allows a Reflex save with a blast type that deals cold damage, you may replace the Reflex save with a Fortitude save.

Ghostly Admixture (Admixture)

Prerequisites: Death sphere, Destruction sphere, Admixture talent

Benefit: When using the admixture talent, you may spend an additional spell point to affect one target damaged by the blast with an Ghost Strike effect you know, in place of a second blast type. If you possess the Greater Ghost Strike talent, you may pay an additional spell point to apply the Ghost Strike to all targets damaged.



Greater Channel Destruction

Prerequisites: Destruction sphere, Channel Energy class feature, Channel Destruction

Benefit: When using Channel Destruction, you may spend a spell point to increase the damage to one die per level in the class that grants channel energy that you possess.

Heavy Hand

Prerequisites: Destruction sphere, at least one (blast type) talent that deals nonlethal damage

Benefit: When using a *destructive blast* type that deals nonlethal damage, you may instead deal lethal bludgeoning damage, but your die size is reduced one step. Additionally, you gain a +1 insight bonus to attack rolls and save DCs with *destructive blasts* that deal nonlethal damage.

Illuminating Admixture (Admixture)

Prerequisites: Destruction sphere, Light sphere, Admixture talent

Benefit: When using the Admixture talent, you may cause a single creature that takes damage to Glow.

Imbue with Nature

Prerequisites: Destruction sphere, Nature sphere (any geomancing)

Benefit: When using a blast type from a blast type category corresponding to a geomancing talent you possess, you may increase the casting time by one step or spend an additional spell point to draw material from the environment to enhance your blast, allowing it to bypass spell resistance.

Geomancing Talent	Blast Type Categories
Earth Geomancing	Crystal, Stone
Fire Geomancing	Fire
Metal Geomancing	Acid
Plant Geomancing	Plant*
Water Geomancing	Cold

Other blast types may be used in conjunction with each geomancing talent as the GM deems appropriate.

*See adaptation in **Chapter 4: Advanced Magic**

Improved Favored Element

Prerequisites: Two favored elements

Benefit: Your second and third favored elements receive the same damage bonus as your first favored element.

Improved Energy Blade

Prerequisites: Energy Blade talent

Benefit: You may activate the Energy Blade talent as a swift action when making a melee or ranged weapon or natural weapon attack, but not a touch attack. The next successful attack deals your *destructive blast* damage in addition to its normal damage.

Improved Energy Leap

Prerequisites: Energy Leap talent, Explosive Orb Talent

Benefit: When you end your movement when using the Energy Leap Talent, you may choose to also deal your *destructive blast* damage in a burst centered on your square with a 5 ft radius, + 5 ft per 10 caster levels. Creatures that take damage from your Energy Leap do not suffer additional damage from the burst.

Improved Energy Wall

Prerequisites: Energy Wall talent

Benefit: You may spend an additional spell point when using the Energy Wall blast shape. The wall now grants concealment from creatures on the other side and any non-magical arrows or bolts passing through the wall are destroyed and other non-magical projectiles suffer a -2 penalty to their attack roll. At caster level 9th the wall can also affect weapons with a +1 enhancement bonus, increasing by +1 for every 3 caster levels thereafter. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects are not affected by this ability.

Special: If you apply the a (blast type) talent that ignores hardness and deals full damage to objects, such as shattering blast or disintegrate, treat the wall's caster level as 3 higher for determining the effects of this feat.

Improved Rebuff

Prerequisites: Rebuff talent

Benefit: Whenever a creature within range is the target of a ranged attack, you may spend a spell point as an immediate action to target the projectile with a *destructive blast*. Make an opposed attack roll using your caster level in place of your base attack bonus to destroy the projectile and negate the attack. Unusually massive projectiles (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects are not affected by this ability.

Material Infusion

Prerequisites: Metal Geomancing or Creation sphere, Destruction sphere

Benefit: When using a *destructive blast* that deals bludgeoning, piercing, or slashing damage, you may choose to have the blast count as cold iron or silver. At 15th caster level you may also choose adamantine. If other relevant materials exist in your campaign, the GM may determine at what level this talent applies to them.

Melee Blaster

Prerequisites: Destruction sphere, Combat Casting

Benefit: When using a *destructive blast* as (or as part of) a melee attack or melee touch attack, your *destructive blast* does not provoke attacks of opportunity.

Mind Wrack (Admixture)

Prerequisites: Mind sphere, Destruction sphere, Admixture talent

Benefit: When using the Admixture talent, you may spend an additional spell point to have a single creature that takes damage be targeted by a Charm that you possess. If you possess the Group Charm talent, you may apply the Charm to all targets damaged, up to your maximum number of targets from Group Charm.

Morphic Admixture (Admixture)

Prerequisites: Alteration sphere, Destruction sphere, Admixture talent

Benefit: When using the Admixture talent, you may spend an additional spell point to have a single creature that takes damage save against a hostile shapeshift. If you possess the Mass Alteration talent, you may apply the hostile shapeshift to all targets damaged, up to your maximum targets from Mass Alteration.

Orb Expert

Prerequisites: Destruction sphere, Explosive Orb talent

Benefit: You treat your caster level as 2 higher when determining the range, burst radius, and save DC of the Explosive Orb blast shape. Additionally, you may use this shape without expending a spell point by reducing the diameter of the burst to 5 ft, + 5 ft per 10 caster levels.

Perpetual Sphere

Prerequisites: Destruction sphere, Energy Sphere talent

Benefits: Whenever you successfully deal damage to a target with your energy sphere, increase its duration by 1 round. You can only extend the sphere's duration by up to a number of rounds equal to your caster level.

Reach Blade

Prerequisites: Destructive Blade class feature

Benefit: Your Destructive Blade may be shaped with the reach property. This property can be added or removed each time you shape the blade.

Space-rending Admixture (Admixture)

Prerequisites: Warp sphere, Destruction sphere, Admixture talent

Benefit: When using the Admixture talent, you may spend an additional spell point to have a single creature that takes damage targeted by Unwilling Teleport. If you possess the Group Teleport talent, you may apply the Unwilling Teleport effect to

all targets damaged, up to your maximum targets from Group Teleport.

Soulfire

Prerequisites: Destruction sphere, 5th caster level or higher

Benefit: You may accept 2 or more points of Constitution burn as a free action. Doing so grants 1 temporary spell point per 2 points of burn that expires at the end of your turn. Half the damage of any *destructive blast* these temporary spell points are spent on becomes untyped damage and the blast bypasses spell resistance. The number of spell points granted per 2 points of burn increases by +1 every ten character levels. You cannot use this ability if doing so would reduce your constitution to 0.

Telekinetic Admixture (Admixture)

Prerequisites: Telekinesis sphere, Destruction sphere, Admixture talent

Benefit: When using the Admixture talent, you may spend an additional spell point to lift a creature that takes damage as per Hostile Lift. If you possess the Divided Mind talent, you may lift any number of creatures damaged by the blast that do not exceed your lift limit. Maintaining the hostile lift requires concentration as normal.

Tether Adept

Prerequisites: Destruction sphere, Energy Tether talent

Shooting an energy tether to a rocky outcropping, you jerk yourself into the air, swinging around your foes, running along the wall, and springing over their heads.

Benefit: When using the Energy Tether blast shape, instead of targeting a creature, you can anchor it to a solid surface within its range such as a wall or ceiling (but not floor) as a standard action. Once the tether is anchored, you may, as a move action, attempt to move to any other legal square within the tether's reach (as determined from the anchor point) without provoking an attack of opportunity, regardless of your normal move speed, by making an Acrobatics check and comparing the result to the CMD of each creature adjacent to the start and destination points; success on this check allows you to complete the movement, and failure causes you to fall prone in a square adjacent to the creature whose CMD you failed to beat. This movement can include squares on elevated or recessed surfaces, or even walls. If you have a climb speed, you may even end this movement on a wall or ceiling. You must have a clear path towards the destination (this ability does not allow you to pass through solid obstacles or opponents, though it may allow you to circumvent an enemy if you have a clear path around them within the tether's reach). You must have a free hand to use this ability. Blast types that carry a spell point cost do not incur that cost when using this feat. The anchoring object receives no damage nor other effects of your *destructive blast*.*

Example: Jorr the kinetic scourge is facing a force of kobolds in a tunnel. Two of them wielding clubs have moved adjacent to attack him, while two more are behind a barricade 30 ft

down the tunnel with crossbows. Jorr attaches his energy tether to the roof of the tunnel 25 ft away, and attempts to swing to just behind the crossbow-wielding kobolds to a space 35 ft from his current position, 10 ft beyond the anchor point. Jorr must make an acrobatics check and compare it to the CMDs of all four kobolds, since two are adjacent to his starting position and two adjacent to his ending position. If he succeeds, he moves without provoking attacks of opportunity, springing over the heads of the near kobolds, swinging over the barricade and kicking off the tunnel wall to land beyond the far foe.

*OGL reference for Akashic Mysteries as wording from lashing spinnerets veil borrowed.

Time-thief's Admixture (Admixture)

Prerequisites: Time sphere, Destruction sphere, Admixture talent

Benefit: When using the Admixture talent, you may spend an additional spell point to have a single creature that takes damage targeted by an Alter Time talent that you possess. If you possess the Group Time talent, you may apply the Alter Time effect to all targets damaged, up to your maximum targets from Group Time.

Umbral Admixture (Admixture)

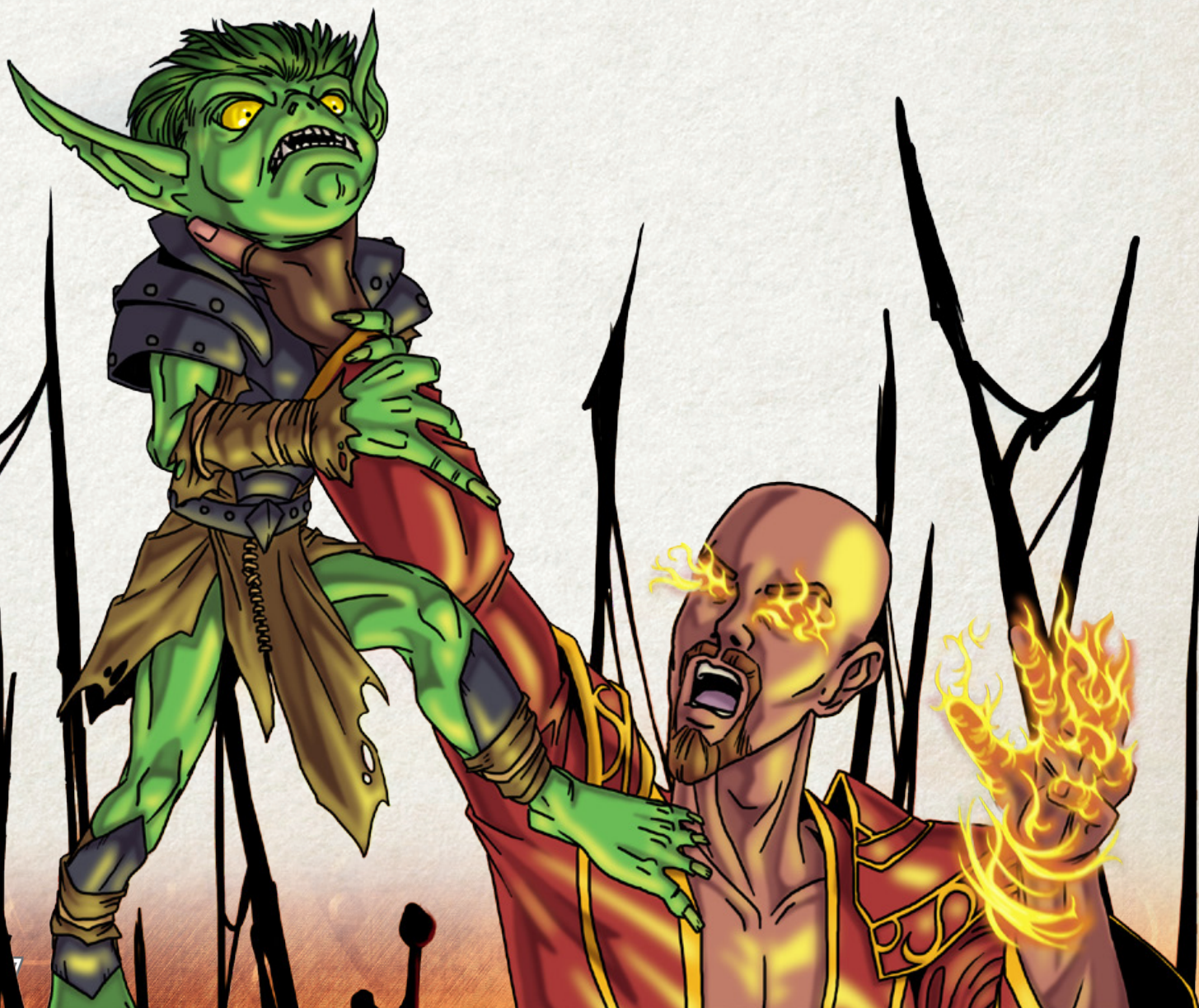
Prerequisites: Dark sphere, Destruction sphere, Admixture talent

Benefit: When using the Admixture talent, you may spend an additional spell point to center a Darkness effect on the target's square or another affected square.

Warp Burst

Prerequisites: Destruction sphere, Explosive Orb talent, Warp sphere

Benefit: When teleporting yourself, you may increase the casting time by one step and spend a spell point to target your destination square with a *destructive blast* with the explosive orb blast shape, paying additional costs for the blast as normal. You must have line of sight and line of effect to the target square unless you possess the Unseeing Teleport talent. You may exclude your destination square from this effect.



Sphere-Specific Drawbacks

Shape Focus: (Requires Destruction)

You may only make a *destructive blast* of a single shape. You may not gain any shape type talents, except with the bonus talent gained from this drawback. If your chosen shape is the default blast shape, you may choose any non-shape destruction talent as your bonus talent.

Traits

Destructive Talent (Magic)

You have a gift for tearing things apart with barely controlled blasts of energy.

Benefit: Your *destructive blasts* gain a +1 trait bonus to damage. This bonus increases by 1 for every 10 character levels.

This bonus damage is of the same type as the *destructive blast*. If the blast deals more than one damage type, as with the admixture talent, you may choose which type this bonus applies to.

Destructive Reservoir (Magic)

You can dig deep, fighting on at a cost.

Benefit: Once per day you may cause yourself to become fatigued as a free action. You immediately gain 2 temporary spell points. These points persist until the start of your next turn and can only be spend on a *destructive blast*. If you are already fatigued, you instead become exhausted. If you are exhausted or immune to fatigue or exhaustion you may not use this trait.

Favored Damage (Magic)

Your connection to one type of destructive energy is particularly strong.

Benefit: Choose one blast type group. You gain a +2 trait bonus to your caster level for *destructive blasts* to which you apply (blast type) talents from that blast type group. This bonus cannot cause you to have a caster level greater than your HD.

Practiced Aim (Combat)

Your blasts rarely miss.

Benefit: You gain a +1 trait bonus on attack rolls with your *destructive blast*.

Schooled Avoidance (Combat)

You learned magic in an academy or other place where frequent magic sparring matches took place. As such, you've picked up all sorts of tricks for shrugging off destructive magic.

Benefit: You gain a +2 trait bonus on all saves versus *destructive blasts*.

Arsenal Tricks

Destructive Weapons

Add destructive focus (+1), greater destructive focus (+2), and blast vessel (+2) to the special qualities you may add to your bound and summoned weapons.

Incanter Specializations

Admixture Adept: (2 specialization points)

You gain the Admixture talent as a bonus magic talent. If you already possess the Admixture talent, you may instead select any talent from the Destruction sphere as a bonus talent. You also gain an admixture pool as an admixture savant of half your incanter level. These levels stack with admixture savant level for determining the size of your admixture pool.

Omnimental Familiar: (2 specialization points)

You gain a small omnimental familiar as the wizard's arcane bond class feature. The omnimental never gains the speak with animals of its kind ability. At 6th level, you may determine range and line of sight for your *destructive blasts* from your familiar's position instead of your own.

Alternate Racial Traits

For any race receiving the Basic Magical Training feat, upon gaining the casting class feature, exchange the Basic Magical Training feat for the Extra Magical Talent feat for the sphere or a talent from the sphere that was originally granted.

Dromite - Energy Blast

Not all dromites carry a natural affinity for psionics; some are instead gifted in sphere magic. They gain Basic Magic Training in the Destruction sphere as a bonus feat at 1st level with the Focused Energy drawback for a blast type with a descriptor matching their energy resistance, receiving a bonus talent as normal. This replaces Dromite Psionics and Naturally Psionic.

Forgeborn - Energy Cannon

A few forgeborn are capable of reconfiguring one of their arms into a barrel-like structure that can produce blasts of energy. Treat this as a basic wand keyed to the Destruction sphere which cannot be disarmed or destroyed - the forgeborn may use it at any time as long as they have a free hand. The forgeborn (and no other creature) can add additional enchantments to the cannon as if they possessed the Craft Wand feat and a caster level equal to their character level. This replaces Naturally Psionic and Psionic Aptitude.

Ifrit - Flame Touch

Some ifrit are more adept than others at channeling their native connection to the plane of fire. They gain Basic Magic Training in the Destruction sphere as a bonus feat at 1st level with the Focused Energy drawback for a blast type with the fire descriptor, receiving a bonus talent as normal. This replaces Fire Affinity and the spell-like ability racial traits.

Kobold - Dragon's Breath

A few rare kobolds are blessed with the deadly breath of their draconic ancestors. They gain Basic Magic Training in the Destruction sphere as a bonus feat at 1st level with the Focused Energy drawback for a blast type corresponding to a true dragon's breath weapon and the Focused Shape drawback for the Sculpt Blast shape, receiving the bonus talents as appropriate. This replaces Crafty.

Special: If you also take the Dragon-Scaled alternate racial trait, your chosen energy resistance must match that of your blast type.

Maenad - Sonic Boom

Not all maenads carry a natural affinity for psionics; some are instead gifted in sphere magic. They gain Basic Magic Training in the Destruction sphere as a bonus feat at 1st level with the Focused Energy drawback for a blast type with the sonic descriptor, receiving a bonus talent as normal. This replaces Maenad Psionics and Naturally Psionic.

Spell Rage

Sphere-casting Maenads have learned to fuel their outbursts differently. The maenad may spend a spell point as a free action to begin an outburst, as a result, they take a -2 penalty to Intelligence and Wisdom but gain a +2 bonus to Strength. This bonus lasts for a number of rounds equal to the maenad's HD and may be ended as a free action. If possessing the rage ability, they gain an additional round of rage each odd level and may instead spend a round of rage to gain these benefits for one round. This replaces Outburst and Inner Rage.

Oread - Stone Thrower

Some oreads have mastered conjuring and manipulating stone, crystal, or metal. They gain Basic Magic Training in the Destruction sphere as a bonus feat at 1st level with the Focused Energy drawback for a blast type with the earth or metal descriptor, receiving a bonus talent as normal. This replaces Earth Affinity and the spell-like ability racial traits.

Gem Crafter

Some oreads have learned how to condense magical energy into stones for later use. They gain Basic Magic Training in the

Destruction sphere as a bonus feat at 1st level with the Focused Shape drawback for the Energy Bomb shape, receiving a bonus talent as normal. In addition, the oread has a limited ability to reclaim power from these stones and put it to other uses. As a move action an oread may destroy an Energy Bomb he created without discharging it to gain 1 temporary spell point until the start of his next turn. This replaces the Earth Affinity and spell-like ability racial traits.

Suli - Destructive Heritage

A few Suli learn to channel the destructive energies in their blood in a different way. They gain Basic Magic Training in the Destruction sphere as a bonus feat at 1st level with the Destructive Touch drawback, receiving a bonus talent as normal. This replaces Elemental Assault.

Sylph - Air Master

Some sylph are particularly skilled at the offensive application of their natural talents. They gain Basic Magic Training in the Destruction sphere as a bonus feat at 1st level with the Focused Energy drawback for a blast type with the air, electricity, or sonic descriptor, receiving a bonus talent as normal. This replaces Air Affinity and the spell-like ability racial traits.

Gale Master

Some sylph can call upon blasts of wind to scatter their enemies. They gain Basic Magic Training in the Destruction sphere as a bonus feat at 1st level with the Focused Energy (nonlethal) drawback, gaining Air Blast as a bonus talent. In addition, when casting a *destructive blast* modified by the Air Blast talent they may choose for it to deal no damage. If dealing no damage, the *destructive blast* gains a bonus to CMB on its bull rush attempt equal to +1 per die of damage it would normally have inflicted. Using Air Blast to bull rush an opponent into an obstacle still inflicts damage as normal. This replaces Air Affinity and the spell-like ability racial traits.

Tiefling - Destructive Heritage

Some tieflings are born with a natural affinity for destructive magic, channeling the fire of the lower planes. They gain Basic Magic Training in the Destruction sphere as a bonus feat at 1st level with the Focused Energy drawback for a blast type talent appropriate to their heritage, as approved by the GM, receiving a bonus talent as normal. This replaces Fiendish Sorcery and the spell-like ability racial traits.

Undine - Ocean Master

Some undine are particularly skilled at the offensive application of their natural talents. They gain Basic Magic Training in the Destruction sphere as a bonus feat at 1st level with the Focused Energy drawback for a blast type with the cold or water descriptor, receiving a bonus talent as normal. This replaces Water Affinity and the spell-like ability racial traits.

Chapter 6

Equipment

"Never forget your kit! Take care of your equipment and it will take care of you."

- Archmage Throros, Admixture Adept

Weapon Properties

Blast Vessel: A blast vessel weapon may be imbued with a blast type talent that the wielder possesses as a standard action. Once imbued, it deals 1 die of bonus damage, with die size, damage type, and additional effects as appropriate to the blast type. The weapon keeps this blast type for 24 hours or until another blast type is imbued. The save DC of any additional effects are equal to that of the creature imbuing the weapon. Blast type talents that carry an SP cost cannot be imbued.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, Destruction sphere; Price +2 bonus

Destructive Focus: A destructive focus weapon allows the wielder to transfer the weapon's enhancement bonus to the *destructive blasts* of the wielder. As a free action, at the start of her turn before using her weapon, the wielder chooses how to allocate her weapon's enhancement bonus, either to his attack with the weapon or his *destructive blast*. The bonus to the *destructive blast* lasts until the weapon's wielder's next turn. The enhancement bonus from the weapon applies to attack rolls and damage of the *destructive blast*.

Faint evocation; CL 5th; Craft Magic Arms and Armor, Destruction sphere; Price +1 bonus

Greater Destructive Focus: A greater destructive focus functions as a destructive focus weapon, but half of the transferred enhancement bonus also applies to save DCs of the *destructive blast*.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, Destruction sphere; Price +2 bonus

Specific Items

Blaster's Bracers

Aura moderate Destruction; **CL** 6th;

Slot wrists; **Price** 8,000 gp **Weight** 1 lb.

DESCRIPTION

Each pair of blaster's bracers are imbued with one blast shape talent when created. The wearer may treat this talent as a talent known while wearing the bracers. Both bracers must be worn to have any effect and they require a 24 hour attunement period before use.

CONSTRUCTION REQUIREMENTS

Craft Staff, Destruction sphere, creator must possess the talent to be granted; **Cost** 4,000 gp

Doom Cannon

Aura moderate Destruction; **CL** 10th;

Slot none; **Price** 50,000 gp; **Weight** 4,500 lbs

DESCRIPTION

A huge cylinder, protecting an array of magically treated focusing crystals, mounted on a wheeled carriage. The doom cannon may be moved, aimed, and fired as a mundane fiendsmouth cannon*, but requires no ammunition or loading. The cannon deals 10d6 untyped damage as per the Disintegration talent with a range of 200 ft with a x2 critical multiplier, or automatically destroys a 10 ft cube of nonliving matter. If a doom cannon with the broken condition experiences a misfire, the blast damage is dealt in a 20ft radius of the cannon and the weapon is destroyed.

CONSTRUCTION REQUIREMENTS

Craft Rod, Destruction sphere, Disintegration advanced talent; **Cost** 25,000 gp

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Energy Grapple

Aura moderate Destruction; **CL** 9th;

Slot wrists; **Price** 16,000 gp **Weight** 1 lb.

DESCRIPTION

These bracers have a projection point just under the wearer's palms, allowing them to grab strands of coherent energy. While wearing the energy grapple, the wearer gains access to the Energy Tether blast shape talent and the Tether Adept feat. If the Energy Tether talent is already possessed, the wearer instead gains the Bounding Tether mystic combat ability, even if possessing no kinetic scourge levels. If both the Energy Grapple talent and the Tether Adept feat are possessed, the wearer gains the Bounding Tether and Dual Tether mystic combat abilities.

CONSTRUCTION REQUIREMENTS

Craft Staff, Destruction sphere, Energy Tether, Tether Adept feat, mystic combat class feature; **Cost** 8,000 gp

Horn of the Fallen Bastion

Aura moderate Destruction; **CL** 8th;

Slot none; **Price** 16,000 gp **Weight** 5 lb.

DESCRIPTION

A curled ram's horn fitted with a mouthpiece, inlaid in silver with a scene of a crumbling castle as it is overrun. Sounding the horn creates a wave of destruction, pulverizing anything in its way. The horn functions as a caster level 6th wand of destruction with the Shattering Blast and Sculpt Blast talents as well as the Energy Focus (shattering blast) drawback and a spell point capacity of 2.

CONSTRUCTION REQUIREMENTS

Craft Wand, Destruction sphere, Shattering Blast, Sculpt Blast; **Cost** 8,000 gp

Living Crystal Bullet

Aura moderate Destruction; **CL** 9th

Slot none; **Price** 160 gp; **Weight** —

DESCRIPTION

This +1 firearm bullet deals normal damage, but when it hits a creature or object, it spreads quickly, covering the target in crystal. The target must make a DC 14 Reflex save or be entangled and immobilized as by a caster level 9th crystal blast.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, Destruction sphere, Crystal Blast; **Cost** 80 gp

Intensifying Gloves

Aura faint Destruction; **CL** 5th;

Slot hands; **Price** 4,000 gp (lesser), 16,000 (greater); **Weight** —

DESCRIPTION

Each pair of intensifying gloves are attuned to a single energy type, either acid, cold, fire, electric, negative energy, or sonic damage. The wearer's *destructive blasts* ignore either 5 points (lesser) or 10 points (greater) of energy resistance to that type. Both gloves must be worn for the magic to be effective.

CONSTRUCTION REQUIREMENTS

Craft Ring, Destruction sphere, blast type talent matching the chosen energy type; **Cost** 2,000 gp (lesser), 8,000 gp (greater)

Gloves of Air Mastery

Aura faint Destruction; **CL** 5th;

Slot hands; **Price** 4,000 gp (lesser), 16,000 (greater); **Weight** —

DESCRIPTION

The wearer is treated as having the Improved Bullrush (lesser) or the Improved Bull Rush and Greater Bull Rush (greater) feats for the purposes of using the air blast talent. Both gloves must be worn for the magic to be effective. The feat's bonus to CMD applies continuously while the gloves are worn.

CONSTRUCTION REQUIREMENTS

Craft Ring, Destruction sphere, Air Blast talent; **Cost** 2,000 gp (lesser), 8,000 gp (greater)

Power Charm* of the Elementalist

Aura faint Destruction; **CL** 5th;

Slot —; **Price** 2,000 gp **Weight** —

DESCRIPTION

The wearer treats his elemental level as 4 higher for the purposes of determining the bonus damage from the favored element class feature. This bonus does not grant early access to increased multipliers.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, favored element class feature; **Cost** 1,000 gp

*For information on power charms, see *Steelforge* by Dreamscarred Press.

Targeting Monocle

Aura faint Destruction; **CL** 5th;

Slot eye; **Price** 8,000 gp (lesser) **Weight** —

DESCRIPTION

This monocle is worn over one eye, magically analyzing and highlighting the weaknesses of the wearer's enemies. The wearer's *destructive blasts* gain the benefit of the keen weapon property.

CONSTRUCTION REQUIREMENTS

Craft Ring, Destruction sphere, deadly targeting or improved critical feat; **Cost** 4,000 gp

Thunder Culverin

Aura faint Destruction; **CL** 5th;

Slot none; **Price** 24,000 gp; **Weight** 4,500 lbs

DESCRIPTION

A large cylinder, one end flared into a dish shape, mounted on a wheeled carriage. The thunder culverin may be moved, aimed, and fired as a mundane large cannon, but requires no ammunition or loading. The culverin deals 6d4 sonic damage as the shattering blast talent with a range of 160 ft at a x2 critical multiplier. If a thunder culverin with the broken condition experiences a misfire, the blast damage is dealt in a 20 ft radius of the thunder culverin and the weapon is destroyed.

CONSTRUCTION REQUIREMENTS

Craft Rod, Destruction sphere, Shattering Blast talent; **Cost** 12,000 gp

Chapter 7

Bestiary

"Why is it that everything we find out here wants to kill us?"

- Bo, hireling

"Not all of us, just you. I can't help it if every beastie we come across seems to find you either utterly delicious or fatally offensive."

- Avro Decane, leader of the Brigand Brothers

Creatures

CRYSTAL GOLEM

CR 7

XP 3,200

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 20, touch 8, flat-footed 20; (-1 Dex, +12 natural, -1 size)

hp 79 (9d10+30)

Fort +3, **Ref** +2, **Will** +3

DR 5/bludgeoning; Immune construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 claws +13 (2d8+5)

Space 10 ft.; **Reach** 10 ft.

Special Attacks Crystal Growth

STATISTICS

Str 20, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 11

Base Atk +9; **CMB** +15; **CMD** 24

Languages none

SPECIAL ABILITIES

Crystal Growth (Ex)

When a crystal golem strikes a creature twice in one round with its claw attacks, the creature must pass a Reflex save DC 14 or become entangled as per the Crystal Blast Destruction sphere talent with a caster level equal to the golem's HD. The DC is charisma based.

Immunity to Magic (Ex)

A crystal golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- An attack that deals sonic damage deals 50% more damage.
- A crystal blast from the destruction sphere heals the crystal golem for a number of hit points equal to the damage that would have been dealt. A crystal golem can only heal a number of hit points per day up to its maximum HP in this way.

ECOLOGY

Environment any

Organization solitary or gang (2-4)

Treasure none

A crystal golem is a humanoid-shaped collection of ever growing, splitting, and shifting crystals, dividing any light that shines upon them into an ever-shifting pattern of colors. It has no possessions and no weapons. A crystal golem stands 8 feet tall and weighs 800 pounds.

A crystal golem cannot speak, although it can emit crashing and grinding noise. It move with a constant snapping and cracking as it the crystals about its joints break and reform.

Crystal Golem Construction

A crystal golem is assembled from a collection of rare crystals, imbued with powerful dweomers and held together by golden filaments until the growth begins properly.

CL 8th; **Price** 20,500 gp

CONSTRUCTION REQUIREMENTS

Craft Construct, crystal blast, creator must be caster level 8th; **Skill** Craft (jewelry) or appraise DC 13; **Cost** 10,500 gp

SMALL OMNIMENTAL**CR 2****XP 600**

N Small outsider (elemental, extraplanar)

Init +1; **Senses** darkvision 60 ft.; Perception +4**DEFENSE****AC** 15, touch 12, flat-footed 14 (+1 Dex, +3 natural, +1 size)**hp** 11 (2d10)**Fort** +3, **Ref** +4, **Will** +0**Immune** elemental traits**Resist:** Acid 5, Cold 5, Electricity 5, Fire 5**OFFENSE****Speed** 30 ft., burrow 20 ft., swim 30 ft., fly 20 ft. (Perfect)**Melee** slam +1 (1d4+2) + energy blade**Ranged** destructive blast +3 (+4 inside 30')**Special Attacks** detonation DC 11**STATISTICS****Str** 10, **Dex** 13, **Con** 10, **Int** 4, **Wis** 11, **Cha** 11**Base Atk** +2; **CMB** +1; **CMD** 13**Feats** Point Blank Shot, Sphere Focus (Destruction)^B, Weapon Finesse^B**Skills** Acrobatics +5, Climb +4, Escape Artist +5, Intimidate +4, Knowledge (planes) +1, Perception +4**Languages** Aquan, Auran, Ignan, Terran**SPECIAL ABILITIES**

Admixture: The omnimental gains the Admixture talent as a bonus talent. Additionally, it gains a pool of admixture points equal to half its HD. These points may be used to remove the casting time increase from the admixture talent or to reduce the spell point cost of a metamagic feat by one spell point per admixture point spent. When using the Admixture talent, the omnimental must choose blast types associated with different elements.

Casting: Destruction CL 1, DC 11

Talents: The omnimental possesses the Destruction sphere, the Energy Blade talent, and the following blast types: Air Blast, Fire Blast, Frost Blast, and Stone Blast.

Spell Pool: 1 (Caster level plus Charisma modifier)

Natural Destroyer: The omnimental does not provoke attacks of opportunity when using *destructive blast*.

Detonation: When slain, an omnimental explodes in a burst of energy as if having used a *destructive blast* at its CL with the Explosive Orb blast shape and any one blast type talent it possesses.

ECOLOGY**Environment** any**Organization** solitary, pair, or gang (3–8)**Treasure** none

Omnimentals are a planar oddity, forming from the clashing energies in locations where the elemental planes intersect.

This makes their formation a rare occurrence, however skilled mages may create them from the fused essences of more common elementals. They are therefore most commonly found as servants and guardians of the mages that create them.

Creatures with elemental subtypes tend to dislike them due to the mingling of opposed natures.

In combat, omnimentals prefer to skirmish, weakening their enemy with blasts from range before closing in to finish them off with energy blade-enhanced slams.

MEDIUM OMNIMENTAL CR 4**XP 1,200**

N Medium outsider (elemental, extraplanar)

Init +3; **Senses** darkvision 60 ft.; Perception +7**DEFENSE****AC** 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)**hp** 30 (4d10+8)**Fort** +6, **Ref** +7, **Will** +3**Immune** elemental traits**Resist:** Acid 5, Cold 5, Electricity 5, Fire 5**OFFENSE****Speed** 30 ft., burrow 20 ft., swim 30 ft., fly 20 ft. (Perfect)**Melee** slam +4 (1d6+3) + energy blade**Ranged** destructive blast +7 (+8 inside 30')**Special Attacks** detonation DC 13**STATISTICS****Str** 10, **Dex** 17, **Con** 14, **Int** 4, **Wis** 11, **Cha** 13**Base Atk** +4; **CMB** +5; **CMD** 19

Feats Point Blank Shot, Precise shot, Sphere Focus (Destruction)^B, Weapon Finesse^B

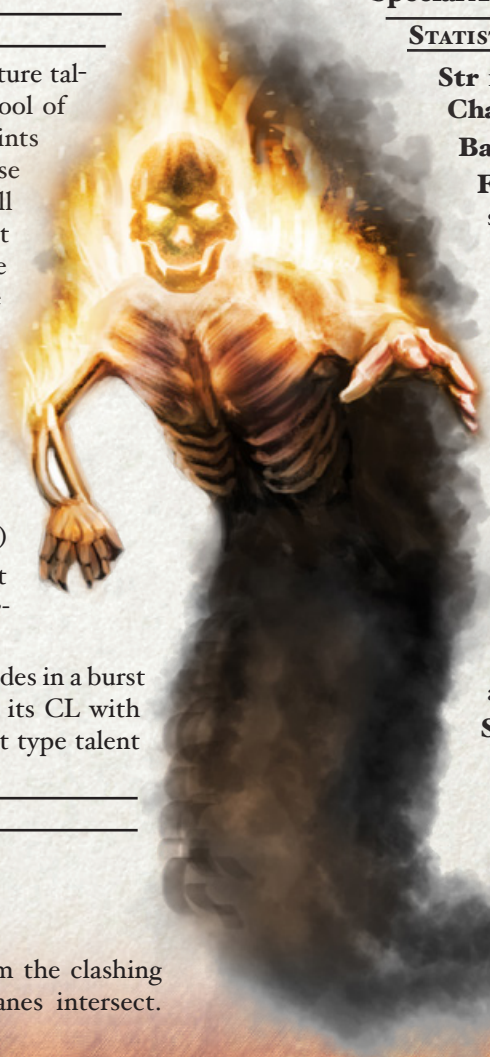
Skills Acrobatics +8, Climb +5, Escape Artist +8, Intimidate +5, Knowledge (planes) +1, Perception +7

Languages Aquan, Auran, Ignan, Terran**Admixture:** 2 points**Casting:** Destruction CL 2, DC 13

Talents: Destruction sphere, Energy Blade, Energy Leap, and Air Blast, Fire Blast, Frost Blast, and Stone Blast.

Spell Pool: 3**Natural Destroyer:**

The omnimental does not provoke attacks of opportunity when using *destructive blast*.



LARGE OMNIMENTAL**CR 6****XP 2,400**

N Large outsider (elemental, extraplanar)

Init +5; **Senses** darkvision 60 ft.; Perception +11**DEFENSE****AC** 18, touch 14, flat-footed 13 (+5 Dex, +4 natural, -1 size)
hp 60 (8d10+16)**Fort** +8, **Ref** +11, **Will** +4**DR** 5/—, **Immune** elemental traits**Resist:** Acid 5, Cold 5, Electricity 5, Fire 5**OFFENSE****Speed** 30 ft., burrow 20 ft., swim 30 ft., fly 20 ft (Perfect)**Melee** 2 slams +13 (1d8+2) + energy blade**Ranged** destructive blast +13 (+14 inside 30')**Special Attacks** detonation DC 14**STATISTICS****Str** 14, **Dex** 21, **Con** 14, **Int** 6, **Wis** 11, **Cha** 15**Base Atk** +8; **CMB** +11; **CMD** 27**Feats** Point Blank Shot, Precise shot, Extra Spell Pool, Improved Energy Blade, Sphere Focus (Destruction)^B, Weapon Finesse^B**Skills** Acrobatics +14, Climb +9, Escape Artist +12, Intimidate +9, Knowledge (planes) +5, Perception +11**Languages** Aquan, Auran, Ignan, Terran**Admixture:** 4 points**Casting:** Destruction CL 4, DC 15**Talents:** Destruction sphere, Energy Blade, Energy Leap, Extended Range, and Air Blast, Cold Blast, Fire Blast, and Stone Blast.**Spell Pool:** 8**Natural Destroyer:** The omnimental does not provoke attacks of opportunity when using *destructive blast*.**HUGE OMNIMENTAL****CR 8****XP 4,800**

N Huge outsider (elemental, extraplanar)

Init +5; **Senses** darkvision 60 ft.; **Perception** +7**DEFENSE****AC** 20, touch 15, flat-footed 13 (+7 Dex, +1 dodge, +5 natural, -2 size)**hp** 85 (10d10+30)**Fort** +10, **Ref** +14, **Will** +5**DR** 5/—, **Immune** elemental traits**Resist:** Acid 5, Cold 5, Electricity 5, Fire 5**OFFENSE****Speed** 40 ft., burrow 30 ft., swim 40 ft., fly 30 ft. (Perfect)**Melee** 2 slams +15 (2d6+4) + energy blade**Ranged** destructive blast +15 (+16 inside 30')**Special Attacks** detonation DC 15**STATISTICS****Str** 18, **Dex** 25, **Con** 16, **Int** 6, **Wis** 11, **Cha** 17**Base Atk** +10; **CMB** +16; **CMD** 34**Feats** Point Blank Shot, Precise shot, Extra Spell Pool, Improved Energy Blade, Empower Spell, Sphere Focus (Destruction)^B, Weapon Finesse^B**Skills** Acrobatics +14, Climb +9, Escape Artist +12, Intimidate +9, Knowledge (planes) +5, Perception +11**Languages** Aquan, Auran, Ignan, Terran**Admixture:** 5 points**Casting:** Destruction CL 5, DC 16**Talents:** Destruction sphere, Energy Blade, Energy Leap, Extended Range, Explosive Orb, and Air Blast, Fire Blast, Frost Blast, and Stone Blast.**Spell Pool:** 10**Natural Destroyer:** The omnimental does not provoke attacks of opportunity when using *destructive blast*.**GREATER OMNIMENTAL****CR 10****XP 9,600**

N Huge outsider (elemental, extraplanar)

Init +5; **Senses** darkvision 60 ft.; Perception +7**DEFENSE****AC** 22, touch 16, flat-footed 14 (+8 Dex, +6 natural, -2 size)
hp 123 (13d10+52)**Fort** +12, **Ref** +16, **Will** +6**DR** 10/—, **Immune** elemental traits**Resist:** Acid 5, Cold 5, Electricity 5, Fire 5**OFFENSE****Speed** 40 ft., burrow 30 ft., swim 40 ft., fly 30 ft. (Perfect)**Melee** 2 slams +19 (2d6+7) + energy blade**Ranged** destructive blast +19 (+20 inside 30')**Special Attacks** detonation DC 21**STATISTICS****Str** 24, **Dex** 27, **Con** 18, **Int** 8, **Wis** 11, **Cha** 21**Base Atk** +10; **CMB** +16; **CMD** 34**Feats** Point Blank Shot, Precise shot, Extra Spell Pool, Improved Energy Blade, Empower Spell, Sphere Focus (Destruction)^B, Weapon Finesse^B**Skills** Acrobatics +23, Climb +20, Escape Artist +21, Intimidate +15, Knowledge (planes) +10, Perception +16**Languages** Aquan, Auran, Ignan, Terran**Admixture:** 6 points**Casting:** Destruction CL 6, DC 19**Talents:** Destruction sphere, Energy Blade, Energy Leap, Extended Range, Explosive Orb, Energy Wall, and Acid Blast, Air Blast, Electric Blast, Fire Blast, Frost Blast, Stone Blast, Thunder Blast.**Spell Pool:** 13**Natural Destroyer:** The omnimental does not provoke attacks of opportunity when using *destructive blast*.

ELDER OMNIMENTAL**CR 12****XP 19,200**

N Huge outsider (elemental, extraplanar, air, earth, fire, water)

Init +9; **Senses** darkvision 60 ft.; Perception +19**DEFENSE****AC** 25, touch 17, flat-footed 16 (+9 Dex, +8 natural, -2 size)**hp** 152 (16d10+64)**Fort** +14, **Ref** +19, **Will** +9**DR** 10/—, **Immune** elemental traits**Resist:** Acid 5, Cold 5, Electricity 5, Fire 5**OFFENSE****Speed** 40 ft., burrow 30 ft., swim 40 ft., fly 30 ft. (Perfect)**Melee** 2 slams +23 (2d8+8) + energy blade**Ranged** destructive blast +25 (+26 inside 30")**Special Attacks** detonation DC 24**STATISTICS****Str** 26, **Dex** 29, **Con** 18, **Int** 10, **Wis** 11, **Cha** 23**Base Atk** +16; **CMB** +16; **CMD** 34**Feats** Point Blank Shot, Precise shot, Extra Spell Pool, Improved Energy Blade, Empower Spell, Quicken Spell, Iron Will, Tether Adept, Sphere Focus (Destruction)^B, Weapon Finesse^B**Skills** Acrobatics +28, Climb +27, Escape Artist +28, Intimidate +19, Knowledge (planes) +19, Perception +19**Languages** Aquan, Auran, Ignan, Terran**Admixture:** 8 points

Casting: Destruction CL 8, DC 21

Talents: Destruction sphere, Energy Blade, Energy Leap, Extended Range, Explosive Orb, Energy Wall, Energy Tether, and Acid Blast, Air Blast, Crystal Blast, Electric Blast, Fire Blast, Frost Blast, Stone Blast, and Thunder Blast.**Spell Pool:** 16**Natural Destroyer:** The omnimental does not provoke attacks of opportunity when using *destructive blast*.

Templates

Destructive Elemental

"Destructive Elemental" is an acquired template that can be applied to any air, earth, fire, or water elemental (referred to hereafter as the base creature). A destructive elemental creature uses all the base creature's statistics and special abilities, except as noted here.

Challenge Rating: Same as base creature +2.**Casting:** The destructive elemental gains a caster level equal to its racial hit dice and the Destruction sphere as a bonus sphere and one blast type talent according to its element, as well as a spell pool equal to its CL plus its Charisma modifier.

The destructive elemental may not use the default *destructive blast* and may only choose blast types from certain categories according to its type, listed below, but may select other talents normally. The destructive elemental gains one talent every odd racial HD beyond the first.

Elemental Type	Available Blast Types Groups
Air	Air, Electric
Earth	Crystal, Stone
Fire	Fire, Light
Water	Cold, Crystal (in the form of ice)*

*See Adaptation in Section 4

Detonation: When slain, a destructive elemental explodes in a burst of energy as if having used a *destructive blast* at its CL with the Explosive Orb blast shape and any one blast type talent it possesses.

Walking Bomb

"Walking Bomb" is an acquired template that can be applied to any corporeal creature (referred to hereafter as the base creature). A walking bomb creature uses all the base creature's statistics and special abilities, except as noted here.

Challenge Rating: Same as base creature +1.

Detonation: When the walking bomb is reduced to 0 or fewer HP, it detonates, dealing damage as a *destructive blast* (1d6 per odd HD) with the Explosive Orb blast shape and a blast type selected at creation with a caster level equal to its HD and save DCs equal to 10+1/2 HD+CON modifier.

Creating a walking bomb: this template can be acquired through a variation of the walking bomb incantations, or by magical accidents or wild magic zones overcharging an exposed creature.

Rift-born

"Rift-born" is an acquired template that can be applied to any living creature (referred to hereafter as the base creature). A rift-born creature uses all the base creature's statistics and special abilities, except as noted here.

Challenge Rating: Same as base creature +2.

Planar Rift: Each rift-born creature is attuned to one of the four elemental planes. As a standard action, the rift-born may create an aura with a 5 ft radius per HD, inside of which the planar traits (elemental and energy traits, gravity traits, and magic traits only) of their attuned plane override the traits of the plane they are on. The rift-born is immune to any negative effects of the traits of their attuned plane.

Chapter 8

Tips and Tactics

"Good, you can throw a bolt of lightning without setting your hair on fire. I suppose you have learned something in your training. Now we will make you into proper warmages! It will only take a decade of intense study. Some of you might just make it."

- Archmage Thoros

Action Economy: While most *destructive blasts* require a standard action, making efficient use of the action economy can greatly increase damage output and spell point efficiency. After a few levels, an Energy Sphere will persist for an entire combat and can be directed as a move action, allowing you to attack twice in a round or to use another sphere effect with your standard action. Similarly, effective placement of an Energy Wall can inflict damage without further action cost. New blast shapes like Energy Satellite, Retributive Blast, and Intercepting Blast allow for use of immediate, and thus swift, actions without the prohibitive cost of quicken spell metamagic. Energy Aura gives another method to inflict damage and effects throughout a fight without requiring standard actions.

While expensive in terms of spell points, and thus primarily a high-level tactic, the use of the quicken metamagic can allow significant boosts to damage output. Since quicken reduces casting time by two steps while other metamagic increases it by one per metamagic applied, you can effectively employ standard, move, and swift actions offensively in one turn, provided you are not concerned about having any spell points left afterwards. As such, it is usually preferable to employ layering and combination tactics rather than simply blasting the entire battlefield to ashes, unless you are confident that you will not be needing to expend any resources after your turn.

Layering: Blast shapes, such as the Energy Wall talent and the Energy Cloud advanced talent, allow for dividing up the battlefield, while blast types like Crystal Blast can create difficult terrain. These abilities can be used to divide an enemy force, discouraging melee foes from closing, slowing their advance and preventing the use of the charge action, or prevent the retreat of wounded enemies and ranged fighters. Multiple walls of different types and geometries can be layered, such as spending an extra spell point to increase the damage of a higher damage blast shape, like Searing Blast or Acid Blast, then placing an Air Blast wall directly behind it, causing some enemies to be pushed back into the first wall. This strategy obviously works best when you are able to act first and are facing

multiple opponents that need to close to fight. Of course, if able to make strong bull rush checks, using Air Blast to make a small diameter circle around an enemy to ricochet it back and forth can be effective as well. Simply slowing and dividing an enemy force can grant sufficient time to allow other blast shapes to be employed against the stronger foes.

Immunities: While resistances and immunities are most often a hindrance to the destruction specialist, in certain scenarios they can be employed to your advantage. While the negative energy blast types have alternate effects on the undead, they and some other creatures have immunity to nonlethal damage, making nonlethal blast types, especially those that affect areas indiscriminately, useful. The same is true for creatures with high resistances or immunities to other damage types. This requires coordination and planning to employ fully, but having a melee fighter temporarily immune to a damage type who can draw the enemy into a group to be destroyed by a metamagic-enhanced Explosive Orb (or a large Burst from the Calamity advanced talent, if you feel like getting up close yourself) can be extremely effective. Creatures of the construct type, for example, are immune to nonlethal damage and can be easily added to the battlefield using the Animate Object talent of the Enhancement sphere, allowing for ready use of this tactic should the party's composition supply the requirements.

Combinations: Softening a target with a blast that reduces a save long enough to follow up with another stronger blast targeting that save can be very effective. If you have a strong opponent that you want to target with an Energy Sphere, which allows a Reflex save to negate, Numbing Blast can reduce their odds of avoiding damage, while entangling them with Adhesive Blast or Crystal Blast can have the same effect. The admixture talent can be of use here, allowing you to apply multiple conditions in one blast, such as targeting a low Will save to apply shaken and a no-save penalty to Reflex saves before using a blast that allows Reflex saves, or doing the same for Fortitude or Will with different combinations. Air Blasts combined with Energy Walls can allow you to force enemies into a wall they have already bypassed and generate more damage from the spell points already spent, dealing effective damage with minimal expenditure or resources. Even something as simple as using an Energy Sphere with Air Blast to attack from above and bullrush your target into the ground for extra damage, utilizing the shape's perfect maneuverability, can impact your efficiency.

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The Destroyer's Handbook

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