

Abandoned Arts Presents:

Spell Power

Disintegrate



Feats and plot hooks for the *Disintegrate* spell.

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SPELL POWER: DISINTEGRATE

Presented below are several feats and exciting plot hooks centered around a unifying theme: the *disintegrate* spell. This spell was first featured in the *Pathfinder® Roleplaying Game: Core Rulebook* and is referenced [here](#) for your convenience.

SPELL POWER FEATS

Spell power feats interact with specific spells or groups of closely-related spells, modifying the way those spells function for characters that possess them. Spells modified by a spell power feat are harder to identify with the Spellcraft skill. The DC of such a check is increased by +1 for every spell power feat that modifies the spell. A successful check reveals the names and effects of each of the spell power feats modifying the identified spell.

BLIGHTING DISINTEGRATION [SPELL POWER]

You can corrupt and destroy living matter.

Prerequisites: ability to cast *disintegrate*

Benefit: At your option, a *disintegrate* spell that you cast can affect a 10-ft. cube of living matter (or a 20-ft. cube if you also possess the Mass Disintegration feat). The spell may not affect creatures if cast in this way, but may affect inert, living matter (such as a wall of briars, or a wall of quivering flesh in a necromancer's lair).

Normal: *Disintegrate* can affect an area of only non-living matter.

DIRE DISINTEGRATION [SPELL POWER]

Your disintegration magic is especially destructive.

Prerequisites: Weapon Focus (ray), ability to cast *disintegrate*

Benefit: At your option, a creature that succeeds on its saving throw against a *disintegrate* spell that you cast takes 7d6 points of damage instead of 5d6.

GRUESOME DISINTEGRATION [SPELL POWER]

You can leave a gruesome mess behind in the wake of your disintegrate spell.

Prerequisites: Dazzling Display, Weapon Focus (ray), ability to cast *disintegrate*

Benefit: At your option, a *disintegrate* spell that you cast leaves behind not fine ash when

it slays a living creature, but a gory mist of liquefied viscera and remains. Immediately after *disintegrating* a living creature in this way, you can use your Dazzling Display feat as a swift action.

A creature *disintegrated* in this way can be identified by his or her remains with a DC 25 Heal check.

OBLITERATING DISINTEGRATION [SPELL POWER]

Your disintegrate spell makes resurrection more difficult.

Prerequisites: ability to cast *disintegrate*

Benefit: At your option, a creature slain by a *disintegrate* spell that you cast is severed from the possibility of resurrection. To return such a creature from the dead requires a *true resurrection* spell, and the dead creature gains spell resistance against any magic which would return it to life. This spell resistance is equal to your caster level.

Normal: *Resurrection* can return a *disintegrated* creature to life, provided the *disintegrated* remains are on-hand.

MASS DISINTEGRATION [SPELL POWER]

You can vaporize vast stretches of inanimate mass.

Prerequisites: Weapon Focus (ray), ability to cast *disintegrate*

Benefit: At your option, a *disintegrate* spell that you cast can affect a cube of non-living matter twice as large as usual (a 20-ft. cube). Additionally, you gain a +2 bonus on attack rolls made to strike attended, inanimate objects with the ray.

NECROTIC DISINTEGRATION [SPELL POWER]

Your *disintegrate* spell is a necromancer's best friend.

Prerequisites: ability to cast *disintegrate*

Benefit: At your option, a *disintegrate* spell that you cast leaves behind the fully-intact skeleton of any living creature slain by it (provided that the creature possesses a skeletal system in the first place).

DISINTEGRATE PLOT HOOKS

The following plot hooks and concepts are intended to inspire you with clever and memorable ways to implement the *disintegrate* spell into your campaign, or simply to bring to mind new and interesting ideas for adventures and quests.

❖ An infuriatingly clever wizard – an opponent or a rival of the party – uses the *disintegrate* spell to great effect: vaporizing enemy spellcaster's spell component pouches, disintegrating ropes as characters climb them, destroying arms and armor, and so on.

❖ A twisted necromancer uses the ashes of *disintegrated* enemies to animate a hungry, haunted mist of vaporized life.

❖ A lich uses liberal applications of the *disintegrate* spell to carve a sprawling and impenetrable labyrinth-lair out of a solid mountain, masking every inch of *disintegrated* stone with illusion magic, leaving trespassers to guess at where the corridors really begin or end.

❖ A high-level artificer forges automaton sappers equipped with *disintegration* rays, bringing down entire castles and fortresses by targeting critical support structures

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