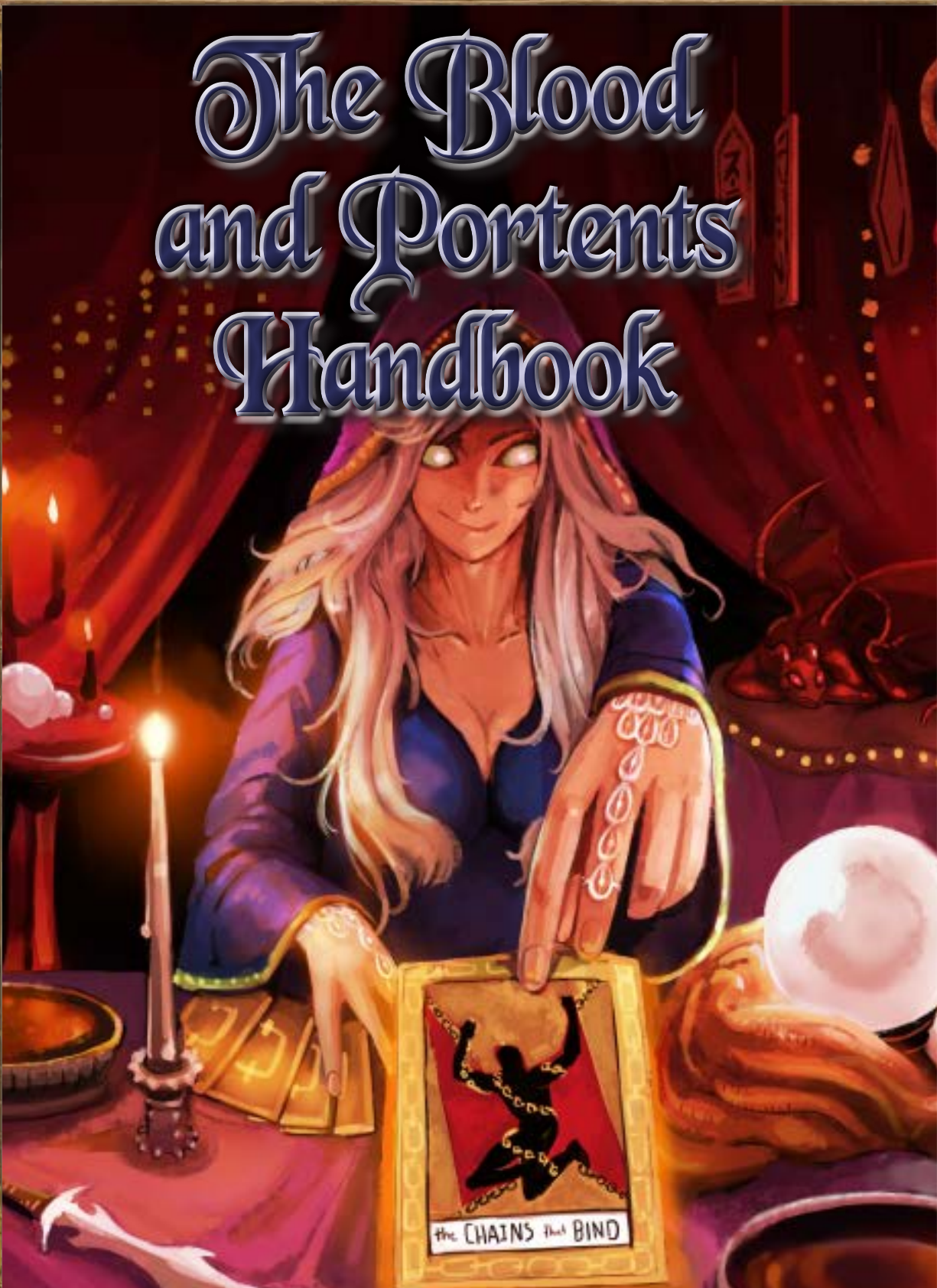


# The Blood and Portents Handbook





# *The Blood and Portents Handbook*

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# Chapter 1

# Introduction

## Foreword: What is The Blood and Portents Handbook?

*The Blood and Portents Handbook* is a collection of archetypes and class options, Spheres of Power talents, and a large number of thematic and powerful feats for any game using *Ultimate Spheres of Power* or *Spheres of Might*. The primary focus of the book is to introduce new options for the Blood sphere in the form of *blood arts*, as well as a number of options across multiple classes and spheres for both players and GMs to breathe more magic into their characters and worlds, including options from a humble toymsmith and his animated puppet, to a fearsome cryomage harnessing the essence of winter, to manipulators of fate, and artisans of undeath. *The Blood and Portents Handbook* also introduces feats, traits, sphere specific drawbacks, and magic items.

A major inspiration in writing this book, and specifically the new Blood sphere content, was the overall concept of hemomancy. Previously, *blood control* has been the bread and butter of the Blood sphere, but does not capture the more proactive and spectacular feats blood magic can be capable of, such as bloodbending from *The Legend of Korra*, the branches of sin from *Deadman Wonderland*, or the blood techniques from *Kekkai Sensen*. Being able to proactively shape or manipulate blood in more fantastic and spontaneous ways, such as forming blades from your own blood, or binding a target in chains forged from their own blood, are just a few of the ways *The Blood and Portents Handbook* seeks to expand that playstyle, and allow players and GMs alike to unlock thematic expression they may have not been able to previously.

This handbook is designed to be used as a companion book with the updated Spheres of Power system of magic materials found in *Ultimate Spheres of Power*, as well as materials from *Spheres of Might*, *Champions of the Spheres*, and other Drop Dead Studio supplement products. Classes, class features, and spheres from these sources are not marked.

## Navigating This Book

**Section 2 - Class Options:** This section introduces new archetypes and class options, including arcanist exploits, armorer arsenal tricks, a blacksmith smithing insight, a new cult for the reaper class, a scholar knack, and sphere-focused shaman and witch hexes.

*Bloodbinder (Armorer Archetype):* The bloodbinder is a unique champion armorer that forms mystical bonds with weapons forged from her own blood.

*Frostweaver (Incanter Archetype):* The frostweaver is an ambitious incanter archetype, which trades the blank slate of incanter for a large, thematic package of abilities around winter and the cold, such that the cold will never bother the frostweaver again. Included alongside the frostweaver are guidelines for variant options, enabling the frostweaver to be thematically converted to different packages, such as the plant-themed bloomtender or the aero-savant cloudspinner.

*Visionary General (Commander Archetype):* A visionary general is a champion commander who specializes around using Divination sphere (sense) talents in tandem with their tactics, granting bonuses to their allies, aiding them on the battlefield, and leading them to victory.

**Section 3 - Basic Talents:** This section introduces a number of new magic talents, including the new *blood art* sphere effect which directly manipulates blood in unique ways and the (arcana) talent type to increase the potency of fortune-predicting motifs.

**Section 4 - Advanced Talents:** This section introduces a handful of new, powerful advanced talents, including a powerful incantation that can bind the vitality of a group together.

**Section 5 - Player Options:** This section introduces 18 new feats, including 9 champion feats focusing on enabling concepts, stitching together playstyles, and inspiring new heights of sorcery.

**Section 6 - Magic Items:** This section includes three new magic items which can add new depth to a character's arsenal.



## Chapter 2

# Class Options

### Archetypes

#### Bloodbinder (Armormaster Archetype) (Champion)

Whether born of strong bloodlines, intense training, or gifted circumstances, a bloodbinder is truly never unarmed. While sometimes painful, a bloodbinder forges weapons from their own blood, creating solid edges, sharp spikes and blunt surfaces from the iron in their own bloodstream. Some traditional armormasters view the path of a bloodbinder to be a blasphemous one, as bloodbinders spurn their potential for all equipment of war in favor of just their weaponry, but through their focus bloodbinders are able to harness new potential and wield great power.

This archetype requires martial armormaster.

**Forged in Blood:** The bloodbinder gains a talent each time she gains a class level.

A bloodbinder must choose the Blood sphere with the first talent she gains from this class with the Cruoromancy drawback, and must choose the Gory Armaments talent as the bonus talent granted by this drawback. If the bloodbinder already possesses the Blood sphere, then the Gory Armaments talent is gained as a bonus talent with no drawback. The bloodbinder uses her class level as her caster level when using (blood art) talents. This stacks normally with caster levels gained from other sources.

This alters blended training from the martial armormaster archetype.

**Bloodbound Equipment:** The bloodbinder does not gain the ability to summon equipment without using the Gory Armaments talent, cannot summon equipment for other creatures, and cannot use summon equipment to create armor or shields. The bloodbinder must spend a spell point when creating a weapon with Gory Armaments to treat it as summoned equipment for the purposes of armormaster class features, use her summon equipment enhancement bonus instead of the enhancement bonus granted by Gory Armaments, and trade the

summon equipment enhancement bonus for special abilities as normal. The bloodbinder may only treat weapons she could create with summon equipment as summoned equipment when created with Gory Armaments (e.g. natural attacks cannot be created with summon equipment, and therefore can not be created with Gory Armaments and treated as one).

The bloodbinder chooses specific weapons she can create with summon equipment to be bound equipment, and may only summon her bound equipment with Gory Armaments. Bound equipment cannot be summoned in any other way. A bound weapon created by Gory Armaments is otherwise treated as a regular piece of bound equipment for all purposes, does not cost a spell point to summon, and gains enhancement bonuses as normal for a bound weapon in place of the enhancement bonus granted by Gory Armaments.

This alters summon equipment and bound equipment and replaces boost equipment.

*Special:* If the bloodbinder selects the wearable implements armormaster trick, she may create and bind them normally using her Gory Armaments talent.

**Ensanguined Forge:** At 2nd level, the bloodbinder's knowledge of form, function, and use allows her to borrow from practical smithing and forging techniques. The bloodbinder may select blacksmith insights in place of arsenal tricks, and uses her bloodbinder level as her effective blacksmith level when meeting its prerequisites or determining its effects. The bloodbinder cannot select a blacksmith insight that grants benefits to a blacksmith class feature, such as a blacksmith insight that adds effects to the maintenance ability, unless she possesses that ability.

This ability alters armormaster tricks.

**Vim and Vigor (Ex):** At 3rd level, the bloodbinder gains Toughness as a bonus feat and a +1 natural armor bonus which stacks with other sources of natural armor. This natural armor bonus increases by +1 at 7th level and every 4 levels thereafter. The bloodbinder retains the effects of this ability even while under the effects of a polymorph effect (or other effects that would suppress abilities reliant on the target's natural form).

This ability replaces armor training and quick summons.



**Arsenal Tricks:** The bloodbinder may not gain arsenal tricks which only grant benefits to armor or shields. She gains exclusive access to the following arsenal tricks:

This alters arsenal tricks.

**Bloodletting:** The bloodbinder gains the Duelist sphere as a bonus talent. Whenever the bloodbinder deals bleed damage using her *blooded strike*, the bloodbinder increases the bleed damage dealt by 1 point per 4 bloodbinder levels she possesses (minimum 1).

Effects which refer to the bleed damage granted by *blooded strike* are not increased by this armorist trick (such as the Duelist sphere Debilitating Injuries (bleed) talent).

**Dancing Blood:** This arsenal trick functions as the dancing armorist trick for all purposes. In addition, the bloodbinder's bound or summoned weapons with the *dancing, flying, or animated* special ability do not dissipate if they leave your possession for more than one round, instead disappearing after it has finished its 4 rounds of independent action.

**Drink Deep (requires bloodbinder 10):** Once per round, whenever the bloodbinder would gain temporary hit points from the Gory Armaments talent, she may choose to instead regain hit points equal to her bloodbinder level.

**Natural Blood (requires Alteration sphere):** This arsenal trick functions as the natural materials armorist trick for all purposes. In addition, the bloodbinder may make a natural attack she could create with *gory* armaments into a bound weapon. The bloodbinder may only create a single natural attack as a bound weapon at any given time, plus one additional natural attack for every 8 bloodbinder levels she possesses. This allows the bloodbinder to have multiple natural attacks summoned with *gory* armaments at the same time.

**Reshape Bloodbound Equipment:** The bloodbinder can change a piece of bound equipment by spending 10 minutes meditating. Once per day, she may use this ability as a move action.

**Stalwart (Ex) (requires bloodbinder 8):** The bloodbinder gains the stalwart ability, as the mageknight class feature.

**Bound by Blood (Su):** At 20th level, the bloodbinder becomes virtually immortal. The bloodbinder gains a +4 bonus to her Constitution score and regeneration 5, which is suppressed whenever the bloodbinder takes piercing damage or suffers from bleed damage.

In addition, the bloodbinder becomes immune to death effects and to effects that would kill her without reducing her to 0 hit points, including decapitation. If she is decapitated, she can continue to act normally. Reattaching requires the head and body to be joined and the application of any effect that restores hit points. The bloodbinder is not staggered when below 0 hit points.

This ability replaces infinite arsenal.

## Frostweaver (Incanter Archetype)

The frostweaver knows the cold is one of his closest allies and harnesses it to achieve beautiful and terrible things.

**Skills:** The frostweaver adds Perception (Wis) and Survival (Wis) to his class skill list.

This alters the incanter's class skills.

**Servant of Winter:** The frostweaver gains the Nature sphere as a bonus sphere at 1st level, and must choose the (water) package. If he possesses the Nature sphere already, but not the (water) package, he instead gains Expanded Geomancing and chooses the (water) package.

At 2nd level, the frostweaver gains a +1 bonus to his caster level with the Nature sphere.

At 7th level, and every 8 levels thereafter, the frostweaver gains a bonus magic talent from the Nature sphere.

This ability replaces the bonus magic talents the incanter gains at every odd level.

**Incanter Specializations:** This archetype is treated as though the incanter selected 3 specialization points worth of incanter specializations, losing the bonus feats gained at levels 1, 2, 6, 10, 14, 18, and 20. The incanter may still gain up to 2 specialization points worth of incanter specializations or gain bonus feats as normal in addition to the other alterations to the class made by this archetype.

This alters bonus feats and incanter specializations.

**Frost Motes (Ex):** The frostweaver gains the ability to create and manipulate frost motes, manifestations of elemental frost, which he may spend to create effects or add additional effects to his sphere effects. At the start of each day, the frostweaver gains a number of frost motes equal to his casting ability modifier. The number of frost motes the frostweaver has may go up and down during the day, but cannot go higher than his casting ability modifier (minimum 1), though feats, items, and other features may affect this maximum.

A frostweaver regains frost motes in the following ways:

- **Enemy fails a saving throw.** The frostweaver regains 1 frost mote whenever an enemy fails a saving throw against a frostweaver's sphere effect with the cold descriptor. A frostweaver can only regain 1 frost mote this way from that sphere effect, regardless of how many enemies are affected. Creatures with fewer Hit Dice than half the frostweaver's character level do not restore frost motes.
- **Wintry Reclamation.** The frostweaver may spend an immediate action to regain 1 frost mote whenever a creature within 60 feet is reduced to 0 or fewer hit points, and was either under the effects of a sphere effect with the cold descriptor, or was reduced to 0 hit points or fewer by a creature under the effects of a sphere effect with the cold descriptor. Creatures with fewer Hit Dice than half the frostweaver's character level do not restore frost motes.



- **Commune for one hour.** The frostweaver may commune with their connection to the elemental cold to regain 1 frost mote. Communing takes 1 hour and requires the frostweaver's concentration.

**Frost Mote Augmentation (Su):** The frostweaver may spend one frost mote as part of casting a sphere effect, augmenting that sphere effect. A frost mote-augmented sphere effect gains the cold descriptor.

**Ice Charms (Su):** The frostweaver may use frost motes to use ice charms, unique effects created by spending or reserving frost motes. An ice charm's DC is equal to  $10 + 1/2$  his frostweaver level + his casting ability modifier and has the cold descriptor.

Some ice charms are listed as spellrimes. A spellrime is a special ice charm that can be added to any frost mote-augmented sphere effect, chosen when the frostweaver uses the frost mote augmentation ability. A spellrime does not cost the frostweaver additional frost motes to use unless otherwise stated. Only one spellrime may be added to a frost mote-augmented sphere effect at a time.

The frostweaver gains access to all ice charms listed here when he levels.

**Icension:** At 1st level, the frostweaver may spend 1 frost mote as a standard action to create a bridge or stairs strung together from ice crystals. An ice crystal structure starts at a point adjacent to your position and can connect to a space no further away than 10 feet per frostweaver level. The structure can be up to 10 feet wide and is sturdy enough to support 125 pounds per frostweaver level (approximately 1 Medium creature per level). Structures made with this ice charm are reliable but have strange properties as they comprise an uncountable number of ice crystals. Creatures may choose to walk through these structures as though they were not solid. Structures made with this ability do not provide cover and do not block line of sight or line of effect. Ice crystal structures shatter easily; a structure created by this ability has hit points equal to the frostweaver's casting ability modifier and a hardness of 0. This ability lasts for 1 minute per frostweaver level.

**Ice Friend:** At 1st level, while the frostweaver has at least 1 frost mote, he gains a familiar, as the wizard's arcane bond option, using his frostweaver levels as wizard levels for this purpose. The familiar appears to be made of ice and snow, and gains cold resistance equal to his frostweaver level. If the frostweaver has

no frost motes, the familiar melts and disappears until the frostweaver has at least one frost mote and uses a standard action to reform the familiar. If the frostweaver's familiar dies, the frostweaver can reform his familiar when he rests and regains spell points.

**Winter's Kiss (spellrime):** At 1st level, the frostweaver may use this spellrime when casting a sphere effect that affects one or more creatures. You may choose one affected creature to either heal a number of hit points or take additional cold damage equal to half his frostweaver level (minimum 1) plus the number of frost motes the frostweaver possesses (after augmenting the sphere effect). This healing or additional damage only affects the chosen creature once. In addition, if the frost mote-augmented sphere effect would deal damage, you may choose to have that sphere effect deal cold damage instead.

**Freeze Magic:** At 4th level, the frostweaver may spend one frost mote as a standard or immediate action to freeze a magical effect (e.g. a spell, sphere effect, spell-like ability, or supernatural ability) within 60 feet. The frostweaver may use this ice charm to either freeze an ongoing magical effect or a magical effect as it is cast or otherwise created (as though the frostweaver were counterspelling the effect in question). The frostweaver must succeed at a magic skill check against the magical effect in question (for the purposes of this ice charm, the MSD of a supernatural effect is  $11 +$  the CR of

the effect's source). If successful, the effect is frozen for a number of minutes equal to your frostweaver level, the effect's descriptor changes to cold, and any energy damage dealt by the effect changes to cold damage instead of its original damage type. Lastly, if changing the magical effect's type to cold would significantly alter or invalidate how it behaves, the spell's non-damaging effects may change as well, subject to GM discretion. At 15th level, when the frostweaver freezes a magical effect, he may choose to make the change permanent.

**Special:** The frostweaver automatically succeeds at a magic skill check to alter a magical effect if the caster or source of the effect is willing (including the frostweaver's own effects).





**Note and Examples:** This effect is open ended and ultimately how a magic effect changes after being “frozen” is subject to GM discretion but encourages player creativity. Some examples of this effect are as follows:

*A destructive blast* which deals fire damage and sets the target on fire could be altered to instead deal cold damage and not set the target on fire, potentially staggering them for 1 round instead.

A red dragon’s fire breath weapon (a supernatural ability) could be altered to instead deal cold damage, but not a fire elemental’s burn (an extraordinary ability).

A magical pillar of water could be altered to be a frozen block of ice or snow.

A storm of fire could be frozen into a pelting hail or snow. If the fire would ignite creatures and objects, it may leave behind snow or slippery ice instead.

*Heart of Ice:* At 4th level, while the frostweaver has at least one frost mote, he gains a +2 circumstance bonus on saving throws against effects with the cold descriptor and cold resistance 5. Increase the bonus on saving throws by +1 and the cold resistance by 10 at 11th level, and again every 6 levels thereafter.

*Whiteout (spellrime):* At 4th level, the frostweaver may use this spellrime when casting a sphere effect that affects one or more allies. You may choose one affected creature to become protected by a flurry of snow, granting that creature 20% concealment, plus 10% at level 10 and every 5 levels thereafter. This effect lasts until the frost mote-augmented sphere effect ends, or 1 minute per frostweaver level, whichever comes first.

*Crystallized Magic:* At 8th level, the frostweaver may spend 1 frost mote as a full-round action to manifest one small enchanted ice crystal. The ice crystal floats adjacent to the frostweaver and cannot be sundered, targeted, or otherwise destroyed. When the frostweaver manifests an ice crystal, the frostweaver chooses one magic sphere or talent and gains it as a temporary magic sphere or talent for as long as the ice crystal is manifested. The frostweaver must meet any prerequisites (if an advanced talent). The frostweaver’s maximum number of frost motes he may possess is reduced by 1 for each ice crystal he has manifested. This reduction can reduce his maximum number of frost motes to 0. The frostweaver may spend a full-round action to dismiss the ice crystal. The frostweaver may only manifest 1 ice crystal at a time, but may manifest an additional crystal at level 13 and every 5 levels thereafter.

*Icy Barrier:* At 8th level, the frostweaver may spend 1 frost mote as an immediate action to form either a wall or hemisphere of ice. A wall of ice is formed within 60 feet of the frostweaver and is up to 10 feet tall by 10 feet wide, plus 5 feet for every 5 levels after 8th. A hemisphere of ice is formed centered on the frostweaver with up to a 5-foot radius, plus 5 feet for every 5 levels after 8th. Ice created by this ice charm is always one inch thick, and has 0 hardness and 3 hit points per frostweaver level. Ice created with this ability is transparent and blocks line of effect but not line of sight. Creatures inside a space where a hemisphere is formed are harmlessly shunted to the nearest safe, empty space on the outside. A wall or hemisphere created

with this ice charm lasts until the beginning of the frostweaver’s next turn.

*Cold Wave:* At 12th level, the frostweaver may spend one frost mote as a swift action to release a wave of numbing cold. Other creatures within a 30-foot radius burst centered on the frostweaver must succeed at a Fortitude save or take a -2 penalty on saving throws against effects with the cold descriptor and gain vulnerability to cold for a number of rounds equal to half the frostweaver’s level. A creature that is already vulnerable to cold and fails its save against this ability takes 4d6 cold damage.

**Note:** If the frostweaver possesses the gelid arcanum blessing of winter, the radius of this ice charm does not change. Instead, the frostweaver is able to center the ice charm’s effect anywhere within medium range.

*Hobbling Cold (spellrime):* At 12th level, the frostweaver may use this spellrime when casting any sphere effect that affects one or more creatures. Each affected creature must succeed at a Fortitude save or have each movement speed they possess reduced by half for a number of rounds equal to the frostweaver’s casting ability modifier. Whenever a creature already affected by this spellrime fails its saving throw against this effect again, the duration resets and each movement speed the creature possesses is halved again, to a minimum of 5 feet.

*Frostwalker:* At 12th level, while the frostweaver has at least 1 frost mote, the frostweaver’s footsteps freeze the air, allowing the frostweaver to stand and walk on air as if walking on solid ground. Moving upward is similar to walking up a hill and the maximum upward or downward angle possible is 45 degrees, at a rate equal to half his normal land speed.

*Ice Crystal Step:* At 16th level, while the frostweaver has at least 1 frost mote, the frostweaver can spend a move action to teleport from one area of ice, snow, or source of water for (water) package *geomancing* sphere effects (such as rain, mist, or at least 5 cubic feet of water) to another area within 60 feet as though using the Warp *teleport* sphere effect.

**Special:** If the frostweaver possesses the Blood sphere and can treat blood as water for the purposes of (water) package *geomancing* sphere effects, the target location must still be a valid target for a *teleport* effect. A pool or cloud of blood would be a valid target, as well as a space adjacent to a bleeding creature. The inside of a blooded creature would not be a valid target.

*Winter’s Prison (spellrime):* At 16th level, the frostweaver may use this spellrime when casting a sphere effect that affects only one creature and has a saving throw. On a failed save, the affected creature becomes chained by freezing shackles. The creature is paralyzed for a number of rounds equal to half his frostweaver level, but may attempt a new saving throw against the original sphere effect’s DC as a full-round action each round to end this effect early. If the frost mote-augmented sphere effect would reduce the creature to 0 or fewer hit points, the frostweaver may choose to have the creature encased in permanent, unmelting ice. A creature permanently encased by this effect is unable to take any actions, and if dying, is immediately stabilized. A creature can only be freed from this ice with a miracle or wish. This additional effect only occurs once.



**Servant of Eternal Winter:** At 20th level, the frostweaver may spend 1 minute and 3 frost motes to summon a snow clone of another target creature or corpse with a CR less than or equal to his frostweaver level. This functions as the Time sphere Time Clone advanced talent, using his frostweaver level as his caster level. Unlike a normal *time clone*, a snow clone is not destroyed when it takes damage or fails a saving throw, and lasts until it is dismissed or reduced to 0 hit points. While the snow clone is summoned, the frostweaver's maximum number of frost motes he may possess is reduced by 3. This reduction can reduce his maximum number of frost motes to 0. The frostweaver must spend 1 minute to dismiss a snow clone, and may only have one snow clone at any given time.

**Blessings of Winter:** At 2nd level, and every 4 levels thereafter, the frostweaver gains one blessing of winter, a powerful development of their mastery of the cold, chosen from the following. Unless otherwise stated, a blessing of winter cannot be selected more than once.

**Extra Frost Motes:** The frostweaver gains Extra Frost Motes as a bonus feat. The frostweaver may select this blessing of winter multiple times.

**Frosted Mana (spellrime) (requires frostweaver 10):** The frostweaver may use this spellrime when casting any sphere effect that costs at least 1 spell point. The frostweaver must spend one additional frost mote, in addition to the frost mote used to cast the frost mote-augmented effect, and reduces the spell point cost of that sphere effect by 1 spell point (minimum 0).

**Gelid Arcanum:** The range of the frostweaver's wintry reclamation and any ice charm with a listed range (e.g. 60 feet) increases to medium range (100 feet + 10 feet per frostweaver level). In addition, the frostweaver does not need to spend an immediate action the first time he uses wintry reclamation to regain a frost mote each round.

**Glacial Mysteries:** The frostweaver gains one oracle revelation from the winter mystery\*, using his frostweaver level as his effective oracle level and his casting ability modifier in place of Charisma when meeting its prerequisites and determining its effects. The frostweaver never qualifies for the Extra Revelation feat. At 10th level, the frostweaver may select this blessing of winter a second time. If he does, he gains a second revelation from the winter mystery.

*\*Winter mystery published in Pathfinder Player Companion: People of the North, © 2015, Paizo Inc.*

**Primordial Cold (Su) (requires frostweaver 6):** The frostweaver's magic becomes entwined with primordial frost. Half the cold damage dealt by the frostweaver's sphere effects, spells, spell-like abilities, and supernatural abilities are not subject to being reduced by resistance or immunity to cold-based attacks and effects.

**The Cold Never Bothered You Anyway (Su) (requires frostweaver 10):** The frostweaver gains the Weather sphere as a bonus sphere. In addition, the frostweaver ignores all negative effects of being in an area of Cold of severity level equal to or less than the highest Cold severity he could control using *control weather* and determines the effects of his *mantle* as though he were

always in an area of Cold of severity level equal to the highest Cold severity he could control using *control weather*. *Mantle* effects for other weather conditions still function as normal. For the purposes of this blessing of winter, the highest severity the frostweaver can control includes any talents, feats, items, or other effects which allow the frostweaver to use *control weather* for a higher severity, such as Severe Weather.

**Whispers of Frost:** The frostweaver gains one shaman hex from the frost spirit\*, using his frostweaver level as his effective shaman level and his casting ability modifier in place of Wisdom when determining its effects. The frostweaver never qualifies for the Extra Hex feat. The frostweaver may select a different frost spirit hex each day when he regains spell points.

*\*Frost spirit published in Pathfinder Player Companion: Heroes of Golarion, © 2019, Paizo Inc.*

**Frozen:** At 20th level, the frostweaver masters his connection to the cold. The frostweaver's caster level increases by 2 when casting sphere effects with the cold descriptor. The frostweaver ceases aging (though any aging effects already accrued remain in place) and becomes immune to energy drain, aging, and death effects, though he can still be killed by other means. In addition, whenever the frostweaver regains a frost mote, he instead gains two (this does not allow the frostweaver to possess more frost motes than his normal maximum).

## Frostweaver Variant Options

The frostweaver archetype is thematically keyed to cold. However, presented here are rules for creating variants of the frostweaver. Players may select from variations on **Table: Frostweaver Alternate Options** for thematically altered options of this archetype.

A variant frostweaver gains a different Nature sphere package at 1st level and also determines the effects of the variant frostweaver's abilities that reference the cold descriptor, cold damage, cold resistance and other similar things as well as other changes listed below and summarized in **Table: Frostweaver Alternative Options**.

Because the frostweaver is thematically entwined around "cold" as a concept, playing a frostweaver variant requires some creativity. Frostweaver class features otherwise still function the same. For example, the icy barrier ice charm will still form a solid wall or hemisphere with the same hit points and hardness, even if the variant's theme is fire. Players are encouraged to find ways to flavor these abilities to match the new element, such as a fire variant's icy barrier ice charm forming "solid fire" or a metal variant's icension ice charm being made up of small pieces of metal is key to succeeding with a frostweaver variant.

### Converting to a Variant Frostweaver:

The following changes are made when creating a variant frostweaver major changes are as follows, and are summarized below in **Table: Frostweaver Alternate Options**:

- **Servant of Winter:** Servant of Winter grants the Nature sphere package according to the chosen variant at 1st level.



- **Spell Descriptor:** Class features which refer to the cold descriptor change according to the chosen variant. This includes the frost mote class feature, frost mote augmentation, the ice charms freeze magic, heart of ice, and cold wave, and the frozen 20th level capstone.
- **Energy Damage Type:** Class features which refer to cold damage, cold resistance, and vulnerability to cold change according to the chosen variant. This includes the ice charms ice friend, winter's kiss, freeze magic, heart of ice, and cold wave as well as the primordial cold blessing of winter.
- **Ice Crystal Step:** The ice crystal step ice charm allows the variant frostweaver to *teleport* between two sources which would be appropriate for that variant's Nature package. GMs should treat this similarly to the Warp sphere Limited Warp drawback limited to areas appropriate for the chosen variant's Nature package. For example, a variant air frostweaver could *teleport* between areas with air while a variant metal frostweaver could *teleport* between areas with metal, but also dirt or sand as appropriate for the recover ore sphere effect.
- **Blessings of Winter:** Refer to Table: Frostweaver Alternative Options for changes to the following blessings of winter: glacial mysteries, the cold never bothered you anyways, whispers of frost. Glacial mysteries and whispers of frost grant access to a different oracle mystery or shaman spirit. The cold never bothered you anyways interacts with a different weather type.

**Special:** For metal and plant variant frostweavers, the following changes should be taken in addition to those above:

- Metal and plant variant frostweavers should treat effects from their variant's Nature package as though they had the earth descriptor for the purposes of frostweaver class features as well as thematically similar effects from other spheres, such as the Shrapnel Blast blast type as a "metal" effect or the Mantle Of Spring fey-blessing verdant step as a "plant" effect.
- Instead of cold damage, the metal and plant variants treat slashing and bludgeoning as their respective variant's damage type. Effects which refer to cold damage instead reference that physical damage type instead.
- Features which refer to energy resistance (e.g. ice friend and heart of ice) instead grant damage reduction equal to half the energy resistance granted (minimum 1) which is bypassed by their variant's damage type (DR/slashing for metal variants and DR/bludgeoning for plant variants).
- Features which involve vulnerability to cold (e.g. cold wave) instead increase physical damage taken of that type by 50%, to a maximum of the variant frostweaver's level. For example, a creature made "vulnerable to slashing" who takes 30 points of slashing damage would suffer up to 15 additional points of slashing damage, to a maximum of the frostweaver's class level.
- For the primordial cold blessing of winter, instead of cold damage, half of any slashing or bludgeoning damage dealt (by a metal or plant variant's sphere effects, spells, spell-like abilities, and supernatural abilities respectively) bypasses any damage reduction or immunity a creature might possess.

**Table: Frostweaver Alternative Options**

	<i>Servant of Winter</i>	<i>Spell Descriptor</i>	<i>Damage Type</i>	<i>Ice Crystal Step</i>	<i>Glacial Mysteries</i>	<i>The Cold Never Bothered You Anyways</i>	<i>Whispers of Frost</i>
Frostweaver (Cold)	(Water) package	Cold	Cold	Ice, snow, or source of water	Winter mystery	Cold Weather severity	Frost spirit
Cloudspinner (Air)	(Air) package	Air	Electricity	Open air, fog	Wind mystery	Wind Weather severity	Wind spirit
Stonespeaker (Earth)	(Earth) package	Earth	Acid	Dirt, stone, sand	Stone mystery	Aridity Weather severity	Stone spirit
Flamekindler (Fire)	(Fire) package	Fire	Fire	Fire, lava, ash	Flame mystery	Heat Weather severity	Flame spirit
Ingotshaper (Metal)	(Metal) package	Earth	Slashing	Metal, dirt, sand	Metal mystery	Aridity Weather severity	Battle spirit
Bloomtender (Plant)	(Plant) package	Earth	Bludgeoning	Grass, trees, other plantlife	Wood mystery	Precipitation Weather severity	Wood spirit



## Visionary General (Commander Archetype) (Champion)

Great leaders and commanders have risen from the annals of time, leading their people to great and impossible victories. Whether granted by intuition, divine providence, or sheer skill, a visionary general is one who leads his allies with their shared visions of glory. Visionary generals turn the tides of battle and grant their allies strength, clarity, and purpose in the chaos of war.

**Casting:** The visionary general may combine spheres and talents to create magical effects. The visionary general is considered a Low-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

**Spell Pool:** A visionary general gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Blended Training:** A visionary general gains a combat or magic talent every time he gains a class level. Visionary generals use their casting ability modifier as their practitioner modifier.

This replaces combat training.

**Visionary Commands:** The benefits of lingering commands only applies to the visionary general's *tactics*. The visionary general's *shouts*, and their benefits, are not affected by lingering commands.

This alters lingering commands.

**Glimpse Glory:** At 1st level, the visionary general gains the Divination sphere as a bonus sphere and uses his class level as his caster level for (sense) talents from the Divination sphere. This stacks normally with caster levels gained from other sources. The visionary general cannot select a drawback which removes the *sense* ability, and if he possesses a drawback which removes the *sense* ability, he must buy back that drawback with this bonus talent.

**Calm Leadership:** The visionary general can only use enhanced tactics on allies affected by his *tactics* granted by the Warleader sphere. The visionary general cannot use enhanced tactics on allies affected by his *shouts*.

This alters enhanced tactics.

**Sight And Strategy:** At 3rd level, and every 6 levels thereafter, the visionary general gains a (sense) talent as a bonus talent.

**Shared Vision (Su):** At 3rd level, whenever the visionary general begins or maintains a *tactic*, he may spend a spell point as a free action and choose one (sense) talent he possesses. All allies in the radius of your *tactic* gain the benefits of the chosen *sense* for as long as they benefit from your *tactic* (including persisting rounds from lingering commands). Spending a spell point this way counts towards the normal spell point cost for the chosen (sense) talent, but the visionary general must pay any additional spell point costs beyond the first, such as paying an additional

spell point for Blindfolded Oracle's blindsight option or paying the second spell point for the Alternate Divinations, Advanced advanced talent touchsight option.

The visionary general may share a (sense) with this ability for as long as he maintains the *tactic*. If the visionary general spends an action to change which (tactic) he is using while maintaining the *tactic*, the chosen (sense) does not change. When the visionary general shares a (sense) with this ability again, any previously shared (sense) immediately ends.

Allies under the effects of a *sense* granted by this ability cannot dismiss the *sense* for additional effects (such as *nature sense* or *prescience*).

This ability replaces battlefield specialist.

**General's Inspiration (Ex):** At 5th level, allies benefiting from your *tactics* gain a +1 circumstance bonus to their attack rolls, damage rolls, saving throws, AC, and CMD. This bonus increases by +1 at level 11 and every 6 levels thereafter.

This ability replaces group focus.

## Class Options

### Arcanist Exploits

*Well Of Shifting Radiance (requires Light sphere) (Su):* As long as the arcanist has at least 1 point in her arcane reservoir, she may cause herself to *glow*, or suppress or reactivate any *glows* she placed on herself, as a free action. The arcanist may only cause herself to *glow* with this exploit once per round and must use a separate standard action to cause a *glow* effect she places on herself with this exploit to shed bright light.

As a move action, the arcanist may spend 1 point from her arcane reservoir to choose one *glow* effect within her Light sphere casting range that she created. The chosen *glow* ends on the creature or object it is attached to and its effects are transferred to another target creature or object within your Light sphere casting range, causing that target to *glow* with the original *glow's* remaining duration and (light) talents. An unwilling target may attempt a Will save to prevent the *glow* effect from being transferred to them. If an unwilling target succeeds at its saving throw, the *glow* stays attached to its original target. The arcanist cannot transfer *glows* created with Dancing Lights onto creatures or objects.

### Arcanist Greater Exploits

The following greater exploit is available to the arcanist class:

*Scholar Of Arcane (Ex):* The arcanist can select a feat that has a magic sphere as a prerequisite as a bonus feat. She must meet the prerequisites of this feat. Each day when she regains spell points, the arcanist can expend 1 point from her arcane reservoir to exchange this bonus feat for another feat that has a magic sphere as a prerequisite, as long as she meets the prerequisites of the new feat.



## Armormaster Arsenal Tricks

The following is a new armormaster trick available to the armormaster class:

**Wearable Implements** (requires armormaster 6, bind implement class feature): When the armormaster binds an implement, she may choose to bond with a specific piece of clothing, worn accessory, or jewelry as a “wearable implement” instead of a weapon, shield, or suit of armor. A wearable implement is slotless and does not take up a magic item slot.

Wearable implements grant all their normal benefits as an implement while worn and also grant the wearer a benefit to one skill, chosen when the wearable implement is bound. Whether by its latent magic, unique design, or useful form, a wearable implement grants the Skill Focus feat in the chosen skill, unless the armormaster already has Skill Focus in those skills.

Example: An armormaster binds a pair of boots, which serves as a Time sphere implement and grants the armormaster a bonus on Acrobatics checks due to her increased alacrity while wearing them. The chosen skill does not impact a wearable implement’s normal effects but is a good roleplay tool to justify why a wearable implement grants this bonus.

**Windborne Equipment** (requires armormaster 6) (Ex): The armormaster adds *cyclonic* (+2) and *seeking* (+1) to the list of special abilities she can add to bound and summoned weapons. The armormaster does not provoke attacks of opportunity when making a ranged attack with a weapon with either the *cyclonic* or *seeking* special abilities.

## Blacksmith Smithing Insights

The following is a new smithing insight available to the blacksmith class:

**Toymaker** (Ex): The blacksmith gains a familiar, as the wizard’s arcane bond option, using his blacksmith levels as wizard levels for this purpose, as well as Object Familiar (*Ultimate Spheres of Power* pg. 481) as a bonus feat, even if he does not meet the prerequisites. The blacksmith must select a Tiny animated object in place of a normal creature whenever he could select a familiar, and the familiar gains a toy-like appearance. The blacksmith can choose any special ability a normal familiar could grant its master (such as a fox’s +2 bonus on Reflex saves or a cat’s +3 bonus on Stealth checks) and gains that bonus as though his animated object familiar were a familiar of that kind.

The blacksmith may use his reforge ability on his familiar, spending 1 hour to change its appearance, so long as it retains a toy-like appearance. When he does this, the blacksmith may reselect the special ability his animated object grants him as a familiar.

## Reaper Cult

The following is a new cult available to the reaper class:

*The reaper class was originally printed in Lost Champions: Reaper © 2018, Lost Spheres Publishing; Authors: Siobhan Bjorknas, Christen N. Sowards.*

## Cult of the Chimera

The beasts of this world rampage and crush the powerless. The reaper has chosen to stand against beasts of magic, abominations of nature.

**Beast Hunter** (Ex): At 1st level, the reaper is always treated as if they have selected magical beast with their favored prey class feature, in addition to the currently selected creature type.

**Chimeric Adaptations** (Ex): At 5th level, the reaper’s body begins to subtly become more monstrous, growing scales, chitinous plates, or dense matted fur. The reaper’s base natural armor increases by +2 and stacks with any other natural armor they possess. Whenever they are struck by a cold iron weapon, or they touch an object made of cold iron, their body quivers uncontrollably, taking a -2 penalty on attack rolls for 1 round. The reaper retains the effects of this ability even while under the effects of a polymorph effect (or other effect that would suppress abilities reliant on the target’s natural form).

**Claws that Bite, Jaws that Catch** (Su): At 9th level, the reaper’s body manifests hideous and monstrous appendages. The reaper chooses of two of the following:

- 1 arm, as the extra arm trait from the Alteration sphere Additional Limbs talent.
- 1 bite (primary, 1d6 Medium, 1d4 Small) plus grab.
- 2 claws (primary, 1d6 Medium, 1d4 Small) plus 1d6 bleed.
- 1 gore (primary, 1d6 Medium, 1d4 Small) plus push.
- 1 prehensile tail with a stinger (primary, 1d4 Medium, 1d3 Small) plus poison (stinger – injury; save Fort DC 10 + 1/2 their reaper level + their casting ability modifier; frequency 1/round for 4 rounds; effect 1d2 Con damage; cure 2 saves).
- 2 tentacles (secondary, 1d4 Medium, 1d3 Small). These tentacles cannot be used to wield weapons or shields. However, the tentacles are agile and dexterous, and may be used as normal limbs and hands for any other purpose.

The reaper must have appropriate limbs or appendages when choosing these natural attacks (see the Alteration sphere for similar natural attack requirements, such as gaining claws requiring arms or front legs) and cannot select a choice more than once. The additional appendages and natural attacks from this ability have an ethereal, sickly glow to them, and are noticeably unnatural. The reaper may spend 1 spell point as a standard action to reselect their choices from this ability, or to suppress or enable the natural attacks from this ability. If the reaper suppresses this ability, their animalistic nature takes a toll on their mental capacity, causing them to act more feral and suffer a -4 penalty on all Intelligence-based skill checks and ability checks as long as this ability is suppressed.

In addition, whenever the reaper performs an attack action, they may make an additional attack with a natural attack granted by this ability at a -5 penalty as a free action.



**Overwhelming Might (Su):** At 13th level, the reaper may spend a spell point as a swift action to temporarily tap into a primal rage. For the next minute, the reaper's size increases to the next category larger, they gain a +4 size bonus to Strength and Constitution and the natural armor bonus from the chimeric adaptations ability increases by 2. The reaper's size modifier for AC and attacks changes as appropriate to their new size category. This ability does not change the reaper's speed. Determine the reaper's space and reach as appropriate to their new size. Overwhelming might is not a polymorph effect, but it does not stack with other size changes, such as the Alteration sphere Size Change talent.

When the reaper uses overwhelming might, they become ravenous and irrational. If they did not damage a creature during their previous turn, the reaper takes 1d6 points of nonlethal damage and is sickened for 1 round. If the reaper is immune to nonlethal damage, the damage dealt is lethal instead. This sickened condition bypasses any immunity to the sickened condition the reaper may possess.

**Unstoppable Legend (Su):** At 17th level, the reaper takes on the mantle of the king of monsters. The reaper gains DR 5/-, which stacks with all other sources of DR /-, and immunity to bleed, death effects, disease, fire and poison.

In addition, once per round during their turn, the reaper may spend a spell point as a free action to attempt a new saving throw against one adverse condition they are suffering from that normally grants a saving throw, using the effect's original DC. If the reaper is affected by multiple adverse conditions, they choose one adverse condition to attempt a new saving throw versus. The reaper may use this ability even if they are normally unable to take actions due to an adverse condition.

This beastly boon comes with a price, an innate demand for perfection. Whenever the reaper first fails a saving throw against a non-harmless effect that causes an adverse condition, they take 3d6 points of nonlethal damage which bypasses any damage reduction they possess and cannot be prevented. If the reaper is immune to nonlethal damage, the damage dealt is lethal instead.

*Note:* For the purposes of this ability, an "adverse condition" is a condition, such as entangled, shaken, or paralyzed, caused by an effect with a saving throw. This ability does not work on conditions caused by effects without a saving throw, such as becoming shaken by the Intimidate skill.

**Apotheosis:** At 20th level, if the reaper surrenders their soul, they gain the animal lord template (*Pathfinder Roleplaying Game Bestiary* 3 pg. 14), and choose a species affinity of their choice, unless they would be unable to gain it due to their creature type. In addition, the reaper is treated as a magical beast for the purposes of effects targeting creatures by type (such as a ranger's favored enemy and *bane* weapons, but not for prerequisites).

## Scholar Knack

*Breakthrough Historian:* The scholar furthers their ability to teach the past and predict the future. The scholar gains the Divination sphere as a bonus talent. If the scholar possesses a

drawback which removes the *divine* ability, she must buy back that drawback with this bonus talent. In addition, the scholar gains one (divine) talent as a bonus talent and Scholar Of Past And Future as a bonus feat. The scholar must have the amateur arcanist knack to select this knack.

## Shaman and Witch Hexes

The following are new hexes available to the shaman and witch classes:

**Contagious Fervor (Su):** The witch may bestow visions of battle onto the target, granting them the benefits of a War sphere *totem*. When the witch first gains this hex, the witch chooses one basic (totem) talent from the War sphere (including Totem Of War) that does not require a spell point. The witch can grant the effects of that (totem) talent to one willing target within 30 feet for 2 rounds, using her witch level as her War sphere caster level when determining the effects of that *totem*. Once per round as a free action, the target of this hex can target one other willing creature within 30 feet to gain the effects of the chosen (totem) talent for the duration of this hex. Creatures granted the benefits of the (totem) talent this way do not gain the ability to share it with other creatures. When the duration of this hex ends, all affected creatures lose any bonuses granted by this hex.

At 5th level and every 5 levels thereafter, the duration of this hex is extended by 1 round. Hexes that affect the fortune hex, such as cackle, also affect contagious fervor. A creature can only be under the effects of a single contagious fervor at any time; if a creature is targeted by this hex again, any previous benefits end for the target and all affected creatures.

**Special:** If the witch possesses the War sphere, this hex counts as possessing the chosen (totem) talent for all purposes, but does not grant the ability to create *totems* if the witch possesses a drawback that removes her ability to create *totems*. If the witch chooses Totem Of War as the (totem) for this hex, she instead counts as possessing any other one (totem) talent of her choice.

**Destructive Curse (Su):** The witch afflicts the target with a curse that wracks the target's body with destructive energy. When the witch first gains this hex, the witch chooses one basic (blast type) talent from the Destruction sphere that does not require a spell point. The witch can cause a creature within 30 feet to be afflicted by a curse that carries the chosen blast type. The creature receives a Will save to negate the effect. If the creature fails its saving throw, the cursed creature takes 1 point of damage per witch level, plus any additional effects that (blast



type) inflicts. The damage dealt by this hex is the same damage type as the chosen (blast type) talent. A creature cursed by this hex continues to suffer for a number of rounds equal to the witch's casting ability modifier, suffering the curse's damage and additional effects again at the end of its turn unless the creature succeeds at a Will saving throw. A successful saving throw negates the curse's effect and ends this effect.

Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day. This hex is a curse effect.

**Special:** If the witch possesses the Destruction sphere, this hex counts as possessing the chosen (blast type) talent for all purposes. If the witch possesses the Destruction sphere Energy Focus drawback, or later gains that drawback, she must immediately rechoose the (blast

type) talent chosen for this hex to be from the blast type group chosen for the Energy Focus drawback if the (blast type) talent chosen for this hex is not part of that blast type group.

**Moldable Magics (Ex):** The witch receives one moldable magic talent, as the sphere arcanist moldable talents class feature. The witch must possess spherecasting to select this hex.

**Sight Beyond Sight (Sp):** The witch may spend 1 minute to glimpse her own fate. This hex functions as the Divination sphere Divine Future talent, using her witch level as her Divination sphere caster level when determining the effects and duration. The witch may use this hex once per day, plus one additional time for every 4 witch levels she possesses. A witch may only have one sight beyond sight effect active at a time.

**Special:** If the witch possesses the Divination sphere, this hex counts as possessing the Divine Future talent for

all purposes, but does not grant the ability to use the Divine Future talent if the witch possesses a drawback that removes her ability to *divine*.





## Chapter 3

# Basic Talents

## Blood Sphere Basic Talents

### Manipulate Density (quicken, still)

You gain the following abilities which manipulate the density of the target's blood:

As a (quicken) ability, the target's blood becomes lighter. The target gains a circumstance bonus on Acrobatics checks equal to  $2 + \frac{1}{2}$  your caster level for the duration of your *blood control*. If you spend an additional spell point, the target also gains compression as per the universal monster rule for the duration of your *blood control*.

As a (still) ability, the target's blood becomes dense. The target gains DR/slashing equal to  $\frac{1}{3}$  your caster level (minimum 1) for the duration of your *blood control*. If you spend an additional spell point, the target instead gains DR/adamantine equal to  $\frac{1}{2}$  your caster level (minimum 1) for this duration. Once the DR/adamantine has prevented damage to the target equal to 10 times your caster level, the DR/adamantine ends immediately and the target gains DR/slashing equal to  $\frac{1}{3}$  your caster level (minimum 1) for the remainder of this effect's duration.

## Blood Arts

This handbook introduces a new set of Blood sphere talents marked (blood art). These talents grant a Blood sphere caster the ability to cast *blood arts*, which briefly manipulate or transfigure blood.

You may use blood as a catalyst to create effects known as *blood arts*. Casting a *blood art* is a standard action, unless otherwise stated, and has a range of close. As part of casting any *blood art*, either the caster's or the target's blood is briefly manipulated,

causing that creature to suffer a small amount of damage known as "blood loss".

Blood loss is inflicted on the creature whose blood is manipulated by a *blood art* in addition to any of the *blood art*'s normal effects. A creature who suffers blood loss takes untyped damage equal to  $\frac{1}{2}$  the *blood art* caster's Blood sphere caster level (minimum 1). This damage cannot be prevented and bypasses any temporary hit points the target may possess.

A creature who cannot suffer blood loss cannot be the target of a *blood art*. Targets that gain immunity to bleed damage from their creature type, subtype, or a template cannot suffer blood loss. Creatures that gain immunity to bleed damage from other sources are susceptible to blood loss, but still benefit from their immunity against bleed damage. Some creatures that are normally immune to bleed damage but that frequently feed on blood may be susceptible to blood loss. Any creature that has used the blood drain universal monster ability in the previous hour or any creature composed largely of blood (such as a blood golem) may suffer blood loss. Other appropriate creatures may also suffer blood loss, at the GM's discretion.

### Bloodbind (blood art)

As a standard action, you bind the target with their own blood, constricting the target with chains, vines, or tattoo-like stains. On a failed Fortitude save, the target suffers blood loss and is bound. A creature bound by this effect is entangled. You may concentrate to maintain this effect each round, or may spend a spell point as a free action to allow this effect to persist for 1 round per caster level without concentration. A creature is allowed a new saving throw each round as a move action to end this effect.

When you cast this *blood art*, you may spend an additional spell point to entwine your health to the target's blood for the duration of this effect. If you do, whenever you take damage, you may choose one creature bound by this *blood art* who you have entwined your health to. That creature takes damage equal to



the amount of damage you suffered (to a maximum of your caster level).

### Blood Rebuff (blood art)

As an immediate action, you briefly shield the target from harm using their own blood. The target suffers blood loss and gains a number of temporary hit points equal to the blood loss plus your casting ability modifier which lasts until the start of the target's next turn. An unwilling creature may attempt a Fortitude saving throw to negate this effect. You may spend a spell point to increase the temporary hit points granted by an amount equal to your caster level and DR/- equal to the blood loss until the start of the target's next turn.

### Gory Armaments (blood art)

By suffering blood loss as a free action, you use your blood to create any weapon you are proficient with in your hand. Weapons or ammunition created by this effect count as masterwork and last for as long as they are held or otherwise in your physical possession, but dissipate if they leave your possession for more than one round. Weapons created by this effect gain a +1 enhancement bonus per 4 caster levels you possess (maximum +5). Whenever you deal damage to an opponent with a weapon created by this talent, you gain a number of temporary hit points equal to 1/2 your caster level (minimum 1) which last for 1 round.

Weapons which use ammunition (e.g. bows, firearms, or slings) are created with basic ammunition ready to be fired by the weapon, and basic ammunition may be summoned and automatically loaded into the weapon as a free action without suffering blood loss. A double-weapon created with this effect must divide its enhancement bonuses between the two ends, but you may suffer blood loss a second time when using this talent to have each end gain enhancement bonuses independently.

**Special:** If you possess the Alteration sphere, you may create any one natural attack you could grant as a trait to yourself with this talent which lasts until dismissed as a standard action. You may only possess one natural attack created this way at any time.

### Martyr's Tithings (blood art)

Whenever you cause another creature to suffer blood loss, you gain an amount of temporary hit points equal to the blood loss for a number of rounds equal to your casting ability modifier. Whenever you would take blood loss damage, these temporary hit points are lost first.

In addition, you may infuse another creature with a portion of your vitality. As a standard action, you suffer blood loss and grant another creature within range temporary hit points equal to twice the blood loss plus your casting ability modifier. These temporary hit points last for 1 minute per caster level. If you spend an additional spell point when casting this effect, the target is also healed for an amount of damage equal to the number of temporary hit points they receive.

**Special:** If you possess a Life sphere (vitality) talent, granting temporary hit points to another creature with this talent is treated as though it were a Life sphere effect for the purposes of granting the benefits of a (vitality) talent.

### Piercing Blood (blood art)

As a standard action, you briefly impale the target on a solidified column, such as a spear or cross, made from their own blood. On a failed Fortitude save, the target suffers blood loss, takes 1d6 piercing damage per 2 caster levels you possess (minimum 1d6), and is staggered for 1 round.

Instead of targeting a creature, you may suffer blood loss as a standard action to launch a projectile made of blood, such as a spear or whirling scythe. Make a ranged touch attack against the target with a circumstance bonus on your attack roll equal to the blood loss. On a successful hit, the target suffers blood loss and 1d6 piercing damage per 2 caster levels you possess (minimum 1d6) and must succeed on a Fortitude save or be staggered for 1 round.

If you spend an additional spell point when casting this *blood art* either to target a creature or to launch a projectile, creatures staggered by this effect are instead staggered for a number of rounds equal to your casting ability modifier.

If you possess Mass Blood Magic, when casting this effect to launch a projectile, you may spend an additional spell point to pierce multiple foes. Choose a number of additional targets no greater than 1/2 your caster level (minimum 1). Make a ranged touch attack against the initial target then each additional target in order. No target can be farther than 10 feet + 5 feet per 5 caster levels 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, resistances, or other method, the projectile stops and no further targets are damaged.

### Rush To The Head (blood art)

When using a *blood art* that allows a Fortitude save, you may replace all Fortitude saves that effect allows for with Will saves.

In addition, as a standard action, you rush the target's blood to their head and away from their vital organs, disorienting them. On a failed Fortitude save, the target suffers blood loss and falls prone. If you spend an additional spell point when casting this effect, the target also becomes confused for 1 round per caster level. While confused by this effect, whenever the target rolls to determine behavior in a given round, add twice the blood loss to the result (maximum 100).



# Updated Blood Sphere Talents

The following Blood sphere talents have been reprinted or renamed, updating their effects with new synergies for the Blood sphere content found in this book. The following talents have been reprinted or renamed:

- Exsanguinating Strike (*Ultimate Spheres of Power* pg. 238) has been updated.
- Improved Range (*Ultimate Spheres of Power* pg. 239) has been updated and renamed to Ranged Blood Magic.
- Inject (*Ultimate Spheres of Power* pg. 239) has been updated.
- Instill Blood Control (*Ultimate Spheres of Power* pg. 239) has been updated and renamed to Instill Blood Magic.
- Mass Control (*Ultimate Spheres of Power* pg. 240) has been updated and renamed to Mass Blood Magic.

## Exsanguinating Strike [strike]

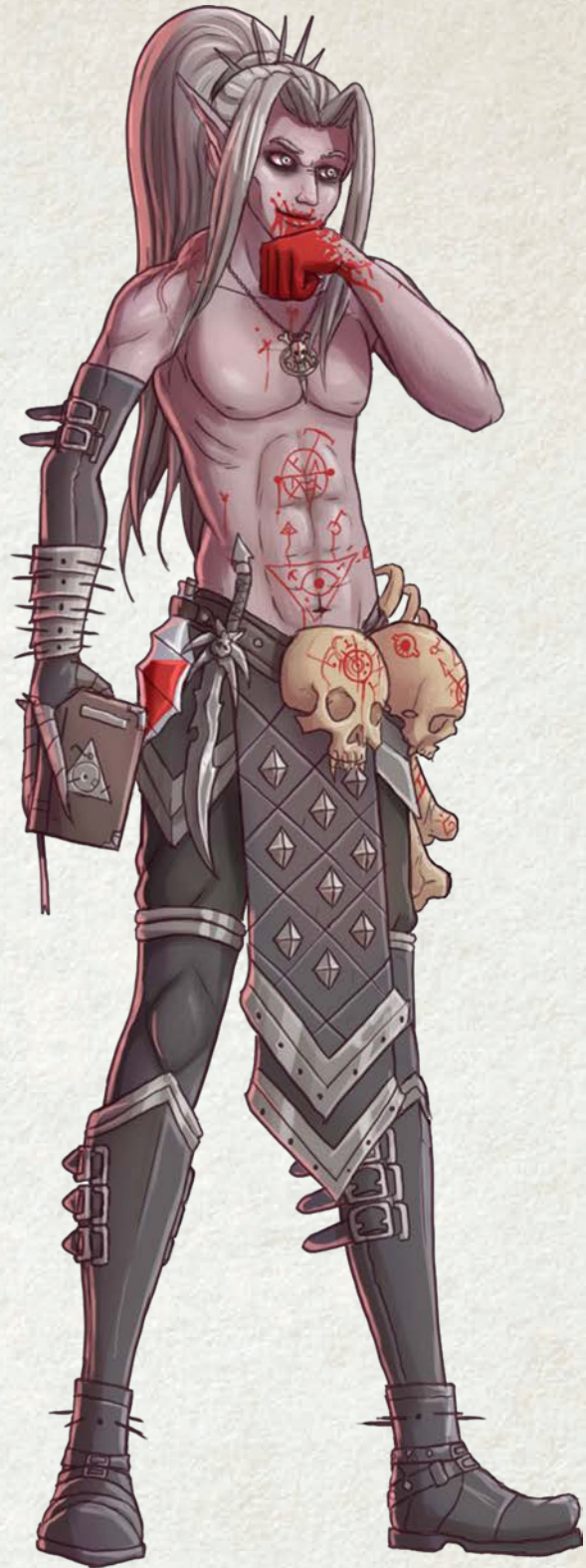
As a standard action, you may make a single weapon attack in conjunction with using either a *blood art* or *blood control*. If a creature is struck by this attack, it is either affected by the *blood art* or you may initiate *blood control* on that creature (including a (quicken) or (still) effect) if it is not under the effects of your *blood control*. If it is under the effects of your *blood control*, you may apply a (quicken) or (still) effect to it. Applying any (quicken) ability as part of this talent counts as dealing bleed damage with the weapon for the purposes of the Bloodmonger feat. This casting cannot be reduced below a standard action, and does not provoke attacks of opportunity, unless as usual if making a ranged attack.

## Ranged Blood Magic [range]

Increase the range you may use *blood arts* and *blood control* by 1 step (close to medium, medium to long). You may select this talent multiple times. The effects stack.

## Inject

As part of casting a *blood art* or *blood control*, you may increase the casting time by one step (usually a standard to a full-round action) and inflict 1 point of Constitution damage to yourself. If you do, make a melee touch attack or ranged touch attack against a creature within your *blood control* range, marking them with your blood. If successful, the struck creature is marked by your blood for 1 round per caster level. A marked creature is treated as though it were bleeding for the purpose of the save penalty of any *blood control* targeting that creature, and your Blood sphere effects targeting the struck creature ignore any spell resistance it possesses. A marked creature can spend a standard action or two move actions to wipe the blood off and end this effect. Immersion in water, heavy rain, or similar effects may also end this effect, subject to GM discretion.



When delivering this effect as a melee touch attack, you may hold the charge, and if you possess the Hemokinesis talent, you may hold the charge when using the ranged option.

If used on a creature that is immune to bleed damage from their creature type, subtype, or a template, you may ignore their immunity to blood control for the duration of this effect, though they do not take the save penalty for bleeding or being below 1/2 their maximum hit points.



If you possess Mass Blood Magic, you may target multiple creatures, taking 1 point of Constitution damage and making an attack roll for each target.

### Instill Blood Magic [instill]

As a standard action you may touch a container of liquid and instill either a *blood art* or your *blood control*, including one (quicken) or (still) talent you possess, which functions as a potion or oil. If instilling a *blood art*, you must suffer blood loss as part of instilling the effect, and a creature who consumes the instilled liquid is treated as the target of that *blood art*, suffering blood loss as appropriate. You must spend a spell point to allow the *blood control* to endure without concentration.

An instilled liquid remains potent until you rest to regain spell points. If you have equipment on hand (such as an alchemy lab), the cost of bottles and water is considered negligible. You may target food but not an already-magical item, such as a potion. All spell points must be spent and all variables of the sphere effect must be chosen at the time the instilled liquid is created. You cannot instill multiple effects in a single liquid, nor create multiple instilled liquids with a single action. Instilled liquids can be dispelled and possess an aura as if they were the original target of the effect.

### Mass Blood Magic [mass]

When using a *blood art*, *blood control*, or a (quicken) or (still) ability, you may spend an additional spell point to affect an additional 1 creature per 2 caster levels (minimum 1) at the same time. Each target must be within range and must be affected by the same effect. For a casting that initiates *blood control*, this additional cost is only incurred once; it is not paid a second time for the free (quicken) or (still) ability. Once created, each *blood control* is considered a separate sphere effect.

## Dark Sphere Basic Talent

### Voidwatcher (meld)

You may spend a spell point to grant a target a heightened awareness of things lurking in darkness for 1 hour per caster level. The target gains blindsense with a range of close, except only allowing the target to detect anything that casts a shadow. The target may also detect anything inside of or in contact with an area of your *darkness* as though it were within range of this blindsense. In addition, the target rolls twice and takes the highest roll on any Perception checks made to notice someone or something in an area of dim light or darkness.

## Destruction Sphere Basic Talents

### Blast Salvo (blast shape)

Instead of a single *destructive blast*, you unleash a volley of destructive power. You deliver 2 surges, each requiring a melee touch attack or a ranged touch attack within range. A ranged surge counts as a ray attack. Each surge may be delivered at the same or different targets, but all surges must be delivered simultaneously. Determine the damage dealt by each surge by distributing the damage dice dealt by your *destructive blast* between each surge. A surge must deal at least 1 damage die or you do not create that surge. If you spend an additional spell point, you may deliver one additional surge, plus 1 surge for every 6 caster levels you possess, and when delivering multiple surges against the same target, total the damage from all hits before applying that target's damage reduction or energy resistance.

Additional effects from a *destructive blast* modified with this blast shape only affect a creature once regardless of how many times they are damaged.

**Example:** A *destructive blast* which deals 7d6 damage could be distributed between the two surges as 3d6 and 4d6, 1d6 and 6d6, or any combination the caster chooses. Each surge must deal at least 1d6 damage, or the caster does not create it and the burst is lost.

A caster would only make a single disarm attempt against a creature struck multiple times by this blast shape when modified by the Static Blast blast type, and only applies additional effects from the Admixture talent or admixture feats to the damaged creature a single time. Effects not caused by the *destructive blast*, such as additional damage caused by the Fate sphere Harm (word), would trigger on each successful surge. Additional damage from other sources (such as the bonus damage from the Primal Blast feat) would apply to each surge.

## Divination Sphere Basic Talents

### Prying Sight (sense)

You may spend a spell point and target a creature within close range, allowing you to borrow the target's vision as though it were your own. An unwilling creature may attempt a Will saving throw to negate this effect. At any time during this effect, as long as the target is within long range, you may concentrate on this effect as a move action and perceive that creature's surroundings as if you were standing where that creature was, granting you the ability to see, smell, hear and otherwise perceive things as though you were the target. A target is not made aware when you perceive the target's surroundings using their senses.



# Fate Sphere Basic Talents

## Bargain (word)

You may spend a spell point as an immediate action when the target is subject to an attack or effect that deals hit point damage, after attack rolls and saving throws have been rolled but before the damage is determined. The attack or effect's damage is delayed for the target for a number of rounds equal to 1/2 your caster level (minimum 1). Any additional effects of the attack or effect, such as poison, inflicting bleed damage, or a saving throw against the effect, are also delayed. When this *word* ends (or immediately if this *word* is dispelled), the target immediately takes the delayed damage and incurs any additional effects of the delayed attack or effect, subject to any changes to immunity, resistances, damage reduction, etc. A given attack or effect cannot be delayed more than once. Abilities contingent on taking damage, such as redirecting damage with the Protection sphere Community talent, are resolved as normal when the target takes the delayed damage.

An unwilling creature cannot be targeted by this *word*. If a creature is subject to this word while already under the effects of a previous Bargain *word*, the previous Bargain *word* ends and the creature takes the delayed attack or effect's damage immediately.

**Note:** Damage delayed by this *word* cannot be delayed further by the Guardian sphere's delayed damage pool or any other effect which delays damage.

## Tarot Cards: Major and Minor Arcana

Tarot readings have long been an iconic tool for fortune telling and mysticism. The Fate sphere (motif) talents are named after the 22 major arcana, and the newly introduced (arcana) talents are thematically inspired by the minor arcana suits, cups, pentacles, swords, and wands. The major arcana are often symbolic of complex and significant events, whereas the minor arcana are associated with more specific daily challenges and current situations.

A common tarot deck will consist of the 22 major arcana, and the 14 of each of the 4 suits of minor arcana, numbered one to ten plus the "court", consisting of a page, knight, queen and king or some other similar denominations of title, similar to the face cards in a common deck of playing cards.

A tarot reading is a storytelling exercise performed by the tarot dealer, or fortune teller, who weaves a story between each card revealed. The way the cards are dealt, or the "tarot spread", changes depending on what the tarot dealer is trying to divine or communicate for the subject of the reading, with many configurations and potential arrangements. It is common that each card, where and when it is dealt, relates to a specific piece of information or type of event depending on the nature of the tarot spread.

## Arcana

Where most normal *motifs* grant a brief glimpse of the target's fate, and ends with a short lived burst of power, some Fate casters learn to weave additional prophecy into their *motifs*.

(Arcana) talents are unique (motif) talents which can either be cast normally as a *motif* or attached to another *motif* as part of casting it. When casting any *motif*, the caster may attach one (arcana) to that *motif*, which is hereafter referred to as the "attached *motif*". Attaching an (arcana) to a *motif* does not cost the caster any additional spell points or increase the casting time of the attached *motif*.

While attached to another *motif*, an (arcana) talent functions in the following ways:

An (arcana) shares its duration with the attached *motif*, and ends when the attached *motif* ends.

An (arcana) does not grant bonuses while attached to another *motif*, and only adds its discharge effect to the attached *motif*'s discharge (e.g. the *pentacle*'s bonus to one saving throw would not apply while being attached and only grants the discharge benefit for rerolls on saving throws).

An (arcana) cannot be discharged for its additional effect independently, and only grants its discharge effect when the attached *motif* is discharged.

A caster may only attach one (arcana) to another (motif) talent, though feats, items, and other features may affect this. An (arcana) talent can not be attached to the same (arcana) when cast as a *motif*. For example, you cannot attach Swords to Swords as a *motif*, but can attach Swords to Cups as a *motif*.

## Cups (motif, arcana)

You actualize the target's heightened empathy and creativity. When granted as a *motif*, the target gains a +2 bonus on Intelligence-, Wisdom-, and Charisma-based skill checks. This bonus increases by +1 for every 10 caster levels.

The target may discharge this effect as an immediate action and roll 2d20 plus an additional d20 per 7 caster levels, retaining the results of each die roll. For the next minute per caster level, whenever the target attempts a skill check, instead of rolling a d20, the target can instead use one retained die roll (using a retained die roll expends it).



### Pentacles (motif, arcana)

You actualize the target's success and prosperity. When granted as a *motif*, the target gains a +1 bonus on one saving throw, chosen when granted as a *motif*. This bonus increases by +1 for every 10 caster levels.

The target may discharge this effect as an immediate action to gain a prenatural sense for success. For the next minute per caster level, after the target misses or fails a d20 roll, such as missing their target with an attack roll, failing a saving throw, or failing a skill check, the target may reroll their attempt and accept the new result. The target may reroll this way once during the discharge effect's duration, plus an additional time per 10 caster levels you possess.

### Swords (motif, arcana)

You actualize the target's power to bring about action. When granted as a *motif*, the target gains a +1 bonus on attack rolls. This bonus increases by +1 for every 10 caster levels.

The target may discharge this effect as an immediate action and become unerring in purpose. For the next minute, the target ignores any miss chance due to concealment. Once during this effect's duration, when the target threatens a critical hit, the target may choose to gain a bonus on their attack roll to confirm that critical hit equal to 1/2 your caster level (minimum 1). This effect may not be combined with any ability or effect that automatically threatens critical hits.

### Wands (motif, arcana)

You actualize the target's abundant energy and passion. When granted as a *motif*, the target gains a +2 bonus on initiative checks. This bonus increases by +1 for every 10 caster levels.

The target may discharge this effect as an immediate action to cling to momentary advantages and make the most of them. For the next minute per caster level, whenever a circumstance, competence, insight, or luck bonus or bonus due to battlefield positioning, such as flanking, higher ground, or cover, would end, the target retains the benefits of that bonus until the end of their next turn.

## Telekinesis Sphere Basic Talents

### Excessive Force

Whenever you could perform a Bludgeon as part of a standard action or greater, you may instead violently slam the target under your *telekinesis* into another object or against a surface (such as a wall or floor). The target takes damage appropriate to its size, as though used as a Bludgeon, plus an additional 1d6 bludgeoning damage per 2 caster levels and must succeed at a Reflex save or fall prone from the force of the impact. The impacted object or surface takes the damage appropriate to the target's size but does not take any additional damage from this effect.

If you possess the Acceleration talent, you may choose to have the impacted object or surface also take this effect's additional damage (in addition to the Bludgeon's damage). In addition, you may use this talent when performing a Bludgeon as part of a standard action or greater. Instead of making an attack roll, both the Bludgeon and the target must succeed at a Reflex save or take damage appropriate to the Bludgeon's size plus this effect's additional damage and fall prone.

Using this talent ends your *telekinesis* on the creature or object used to perform the Bludgeon.

### Sweeping Bludgeons

Whenever you perform a Bludgeon, instead of making an attack roll, you may choose to swing the Bludgeon in a sweeping arc at the target. The target must succeed at a Reflex save or both the target and the Bludgeon take damage depending on the Bludgeon's size. If you possess the Dancing Weapon talent, you may use abilities which would apply additional damage or effects to a single attack action to the Bludgeon damage dealt to the target with this talent. If an effect would impose a penalty to an attack roll, such as Lancer sphere *impale* or the Power Attack feat, you instead reduce the DC of the Reflex saving throw by that amount.

**Example:** If you possess the Dancing Weapon talent, your Bludgeon damage could include additional damage from a Berserker sphere *brutal strike*, Duelist sphere *blooded strike* bleed damage, or the Vital Strike feat, but not other attack actions or effects which do not affect the Bludgeon's damage, such as *barrage* or *dual attack*.



## Chapter 4

# Advanced Magic Talents

## Blood Sphere Advanced Talents

### Essence Manipulation

**Prerequisites:** Blood sphere or Duelist sphere (Ooze Ichor); base attack bonus +1 or caster level 1st.

You can manipulate a creature's essence as though it were blood. You may affect any creature with your Blood sphere abilities which use or target their blood (such as initiating *blood control*, using a (quicken) or (still), or using a *blood art*), bypassing any immunity to bleed damage or immunity to effects that require a Fortitude save a creature may possess. This talent does not bypass other immunities a creature may possess.

In addition, you may cause creatures to bleed even when they normally could not. Whenever you would inflict bleed damage to a creature, you ignore any immunity to bleed damage that creature may possess.

**Special:** Essence Manipulation may be selected as a legendary Duelist talent.

### Sanguiphilia

**Prerequisites:** Blood sphere (Martyr's Tithings (blood art)), caster level 7th.

Whenever you would gain temporary hit points from the Martyr's Tithings talent due to another creature suffering blood loss, you may instead choose to heal an amount of damage equal to the number of temporary hit points you would gain. If you possess a Life sphere (vitality) talent, you may treat temporary hit points gained with the Martyr's Tithings talent or healing granted by this talent as though it were a Life sphere effect for the purposes of granting the benefits of a (vitality) talent.

In addition, you may treat bleed damage another creature takes during their turn within your Blood sphere range as though it were blood loss caused by your effects (to a maximum of 1/2 your Blood sphere caster level).

**Example:** For a Blood sphere caster level of 10, a monster taking 12 bleed damage would be treated as though it suffered 5 points of blood loss, granting the Blood sphere caster 5 temporary hit points from the Martyr's Tithings talent.

### Union Of Blood

**Prerequisites:** Blood sphere, caster level 10th.

By spending 10 minutes and 3 spell points, you may complete a complex ritual with two willing targets who could be placed under your *blood control*, entwining their life forces. The targets of this effect combine and share their hit point total, with current and maximum hit points equal to the combined total of both targets. Any effect that changes the hit point total of either target (such as damage, healing, or changes to Constitution) changes this combined total. Temporary hit points are not shared by this effect, and effects which would delay or prevent incoming damage function normally (e.g. the Guardian sphere delayed damage pool would delay damage to the target as normal. When the delayed damage is emptied from the delayed damage pool it would then subtracted from the combined hit point total).

This is a permanent effect which automatically ends if any of the targets die, the effect is dispelled, or the hit point total is reduced to 0 or less. If the hit point total is reduced to 0 or less, the targets are left with current hit points equal to the combined hit point total when the effect ended (e.g. if the hit point total is reduced to -5 by an attack, the effect ends and each creature would be left with -5 hit points). If this effect would otherwise end prematurely, such as a target dying to a death effect or the effect being dispelled, each creature is left with a number of hit points equal to the hit point total divided by the number of targets. If you possess the Mass Blood Magic talent, you may include an additional target per 2 caster levels.



# Divination Sphere Advanced Talents

## Eyes Of The Cabal

**Prerequisites:** Divination sphere (Prying Sight (sense)), caster level 5th.

The duration of the Prying Sight talent increases from 1 hour per caster level to 1 day per caster level and you may concentrate on a target under the effects of *prying sight* no matter how far away they are, as long as they are on the same plane as you.

While concentrating as a move action on a target under the effects of *prying sight*, you may target another creature within close range of the target as a free action and transfer this sphere effect to the creature, treating that creature as the new target of this effect. The duration of this effect is shared between targets, and successfully transferring this effect to a new target ends this effect on the previous target. An unwilling target may attempt a

Will saving throw to negate this effect, and a creature who succeeds at their saving throw cannot be targeted in this way again for 24 hours. Unlike other sphere effects, an unwilling target is not made aware when they succeed at a saving throw against this effect.

If you spend two additional spell points when casting *prying sight*, you no longer transfer the effects of *prying sight* to a new target, and instead copy the effect onto the new target, treating both targets as being under the effects of the same *prying sight*. There is no limit to the number of creatures you may copy the effects of *prying sight* onto, but the duration of the effect is still shared between targets, and ends for all affected targets when the effect's duration expires. However, copying *prying sight* onto new targets treats each copy as a separate sphere effect. If a copy of *prying sight* ends early or is dispelled for one target, it does not end for all affected targets.

# Fate Sphere Advanced Talents

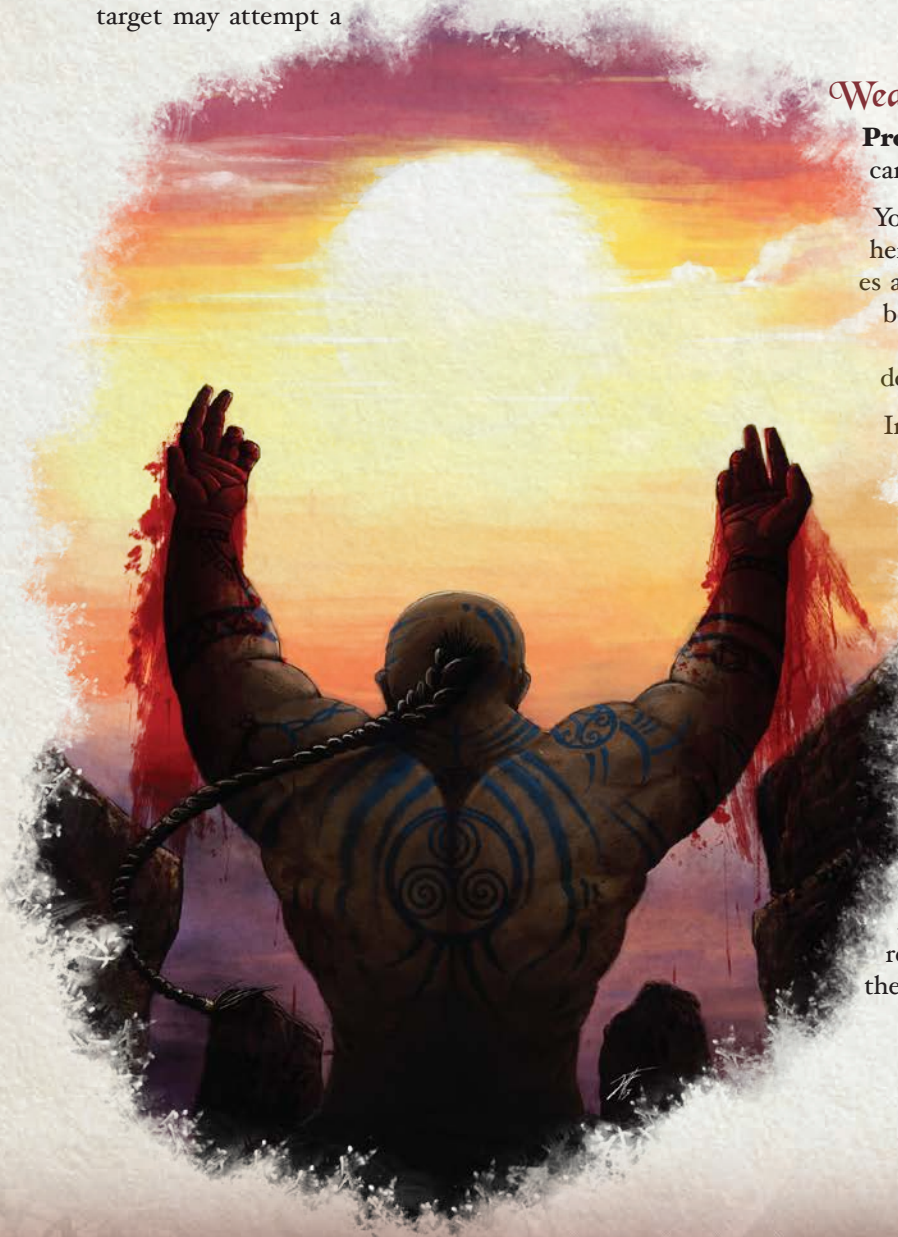
## Weave The Fates

**Prerequisites:** Fate sphere (any one (motif), any one (arcana)), caster level 10th.

Your ability to glimpse and actualize your target's fate heightens. (Arcana) talents attached to a *motif* grant bonuses as though they were granted as a *motif*. A target cannot benefit from an (arcana)'s bonuses more than once, and they do not stack (*wands* attached to two different *motifs* do not grant separate bonuses to initiative).

In addition, when you cast a *motif* and attach an (arcana), you may spend an additional spell point to attach up to three (arcana) to that *motif*, instead of just one. When a *motif* with multiple attached (arcana) is discharged, each (arcana) talent's discharge effects occur simultaneously. If the same (arcana) is attached to one *motif* multiple times, that (arcana)'s bonuses do not stack and the discharge's duration and effects resolve cumulatively.

**Example:** A sphere caster with a Fate sphere caster level of 10 grants the target a *motif* with 3 attached *wands*. The target would gain +3 initiative as normal for the Wands talent when granted as a *motif* and no additional benefit for the two additional *wands*. A target who discharges an attached *motif* with three attached *swords* would ignore concealment for three minutes and receive three separate critical confirmation bonuses after the *motif* is discharged.





## Chapter 5

# Player Options

The following section includes a number of player-forward options, including feats, sphere-specific drawbacks, and traits. Many of the feats in this section offer a base effect, upon acquiring the feat, and grant additional abilities or even unique sphere effects by meeting other subsequent prerequisites inside of that feat. For example, the new Mage Of Ice And Rime feat grants scaling cold resistance when first taken, but if the person possesses various Nature sphere talents, they unlock new abilities for those Nature sphere talents (such as forming more complex weapons made of ice with the Nature's Weapon icicle's sphere effect).

## New Feats

### Blood Construct Mastery

**Prerequisites:** Blood sphere (Extract Blood Construct), Blood sphere caster level 5th.

**Benefit:** Blood constructs you create gain an additional hit point per Hit Die they possess and a +4 bonus to their Strength and Dexterity.

In addition, you gain the following two (blood arts):

- **Blood Of My Blood (blood art):** You may create blood constructs by sacrificing your own blood. As a standard action, you may spend a spell point to suffer blood loss and animate your blood as a blood construct up to one size smaller than the largest blood construct you could control, as though using the Extract Blood Construct talent. The blood construct appears in an unoccupied space of your choice within your *blood control* range. You must concentrate on a blood construct created this way or may spend a spell point as a free action to allow it to remain without concentration, as normal for blood constructs you create with the Extract Blood Construct talent. This talent may not be used in conjunction with the Mass Blood Magic talent.

- **Repair Blood Construct (blood art):** You may repair blood constructs by sacrificing your own blood. As a standard action, you may spend a spell point to suffer blood loss and heal one target blood construct under your control, as though using the Extract Blood Construct talent to sacrifice a blood construct and heal another under your control, restoring a number of hit points equal to a blood construct up to one size smaller than the largest blood construct you could control.

If you possess the Mass Blood Magic talent, you gain the following (blood art):

- **Bolster Blood Construct (blood art):** You gain the ability to bolster existing blood constructs with your own blood. As a standard or move action, you may suffer blood loss to contribute your own blood to one target blood construct under your control within range, combining the contributed blood to the target as though combining a blood construct up to one size smaller than the largest blood construct you could control.

The *blood arts* granted by this feat do not allow you to control more Hit Dice of blood constructs than you could normally control or allow you to create or control blood constructs larger than you could normally.

**Example:** You are a sphere caster with caster level 10 in the Blood sphere. You may use Blood Of My Blood to create up to a Small blood construct, use Repair Blood Construct to heal an existing blood construct under your control by a number of hit points up to a Small blood construct (23 hit points), or use Bolster Blood Construct to target an existing blood construct under your control, combining up to a Small blood construct with the target, potentially increasing it to the next size category if you can control a blood construct of that size.



## Bruinous Temper (Champion)

**Prerequisites:** Bear sphere, Berserker sphere, Bear sphere caster level 5th.

**Benefit:** While you are under the effects of the *bear spirit*, a creature battered by your *brutal strike* takes a -1 penalty to their AC and saving throws against your Bear sphere abilities.

You may spend a spell point to gain the benefits of one (adrenaline)\* talent you possess as though it were a (bear) characteristic for the duration of the *bear spirit*. An (adrenaline) talent used this way must be one that does not require you to expend martial focus at the start of your turn to use.

*\*(Adrenaline) talents published in The Conqueror's Handbook, © 2020, Drop Dead Studios LLC.*

## Darkrider (Champion)

**Prerequisites:** Beastmastery sphere, Dark sphere.

**Benefit:** While mounted, your mount gains the benefits of each (meld) talent you are under the effects of, and you may include your mount when teleporting with the Step Through Darkness *meld* (allowing you to teleport with your mount).

When creating a *darkness*, you may choose to attach the effect to an animal ally instead of centering it on a space. This causes the *darkness* to move with the animal ally, centered on the animal ally's space. If the *darkness* moves and causes a creature to leave its area of effect, any ongoing effects the creature is under related to that area of *darkness* end immediately. If you move this *darkness* effect after attaching it to an animal ally, such as using the Rolling Blackout or Shifting Shadows talent, the *darkness* becomes unattached from that animal ally and remains in the spaces the *darkness* was moved into. Animal allies are still affected by your *darkness* unless they are under the effects of the Clear sight *meld* or another similar effect.

## Extra Frost Motes

**Prerequisites:** Frost motes class feature.

**Benefit:** Increase the maximum number of frost motes you may possess by 2, and increase the number of frost motes you gain at the start of the day by 2.

**Special:** You may take this feat multiple times. The effects stack.

## Glamered Thievery (Champion)

**Prerequisites:** Illusion sphere, Scoundrel sphere, Illusion sphere caster level 5th.

**Benefit:** While under the effects of any glamer, you gain a circumstance bonus equal to 1/4 your Illusion sphere caster level on all Sleight of Hand checks and may hide an object or palm an object as part of casting an *illusion* with a casting time of at least 1 swift action.

In addition, you gain the following (trick):

- **Phantom Thief (trick):** Whenever you successfully perform a steal or dirty trick combat maneuver, you may cast one glamer as a free action on yourself or an

object in your possession. A glamer cast this way costs 1 spell point less (minimum 0). An illusion cast with this ability lasts until the end of your next turn, and its duration cannot be extended by spending a spell point to maintain without concentration or by effects that allow a glamer to continue after they would normally end, such as the Focused Imagination talent or fey adept's master illusionist class feature.

## Glimpse The Flow (Champion, Combat)

**Prerequisites:** Boxing sphere, Divination sphere (any (sense) talent), Divination sphere caster level 6th.

**Benefit:** When you ready a *counter punch*, you may choose to select one less additional trigger for your prepared attack. If you do, you gain the benefits of one (sense) talent you possess until the start of your next turn. A *sense* used this way costs 1 less spell point (minimum 0). You must pay any additional spell points required by the (sense) talent when gaining it as a *sense* with this ability. For example, if you use this ability to gain Blindfolded Oracle as a *sense*, you do not need to pay a spell point to gain the base benefits of the *sense*, but would need to spend an additional spell point to upgrade the *sense* to grant blindsight.

Whenever you deal damage to a target using your *counter punch* ability, you may spend a spell point as an immediate action to *divine* the target. A *divine* effect cast using this ability must be one which gathers information about a creature, such as *divining* to gain information with the Divination sphere base sphere effect or (divine) talents such as Detect Spellcaster or Detect Thoughts.

## Heavy-handed Force (Champion, Combat)

Creating leverage is an art.

**Prerequisites:** Brute sphere, Telekinesis sphere.

**Benefit:** You may use telekinetic force to perform a *shove* against a creature within Telekinesis sphere range using the same action normally required to perform a *shove* (normally a move action). A *shove* performed this way does not allow you to move. Make a ranged touch attack against a creature within your *telekinesis* range, using your casting ability modifier for the attack roll and to determine damage dealt.

When applying a (manhandle) talent, the target takes additional bludgeoning damage as though they were used as a Bludgeon. A creature can only take additional damage this way once per round.

If you possess a talent to *shove* with a weapon (such as the Brute sphere Brace Weapon talent) and the Telekinesis sphere Dancing Weapon talent, you may perform a *shove* using a Bludgeon and may move the Bludgeon up to 1/2 your *telekinesis* speed when doing so.

## Hematic Impaler (Champion, Combat)

**Prerequisites:** Blood sphere, Lancer sphere.

**Benefit:** When a creature under your *blood control* attempts to remove an *impaled* weapon that is not under a creature's



control, they treat the weapon as though you had control over it, and must make a combat maneuver check against your MSD instead of your CMD.

You automatically succeed at a grapple check to assume control of a weapon *impaled* in a creature under your *blood control*.

Whenever a creature loses the *impaled* condition and suffers bleed damage, you may spend a spell point as an immediate action to target the creature with *blood control*.

**Special:** Weapons made with the Gory Armaments (blood art) talent do not dissipate when you let go of the weapon if it is *impaled* in a creature under your *blood control*. If the weapon is *impaled* in a creature who was under *blood control* and *blood control* ends, the weapon dissipates after 1 round and is treated as though the *impaling* weapon were removed.

## Hemothermia (Dual Sphere)

**Prerequisites:** Blood sphere (any (blood art)), Nature sphere.

**Benefit:** You gain the following two (blood arts), which allow you to alter the temperature of the target's blood. If you possess the (blood art)'s associated Nature sphere package, you may add additional effects when using that (blood art).

- **Smoldering Hemoglobin (blood art):** You may briefly superheat the target's blood. On a failed Fortitude save, the target suffers blood loss, takes fire damage equal to your caster level, and catches fire. The target's insides begin to burn, taking 1d6 fire damage the following round plus 1d6 per round until extinguished. Each round the target may attempt another Fortitude save to extinguish the flames. This is a free action that may be taken once per round. Drinking any non-flammable liquid (such as a potion or water) grants the target a +4 bonus to that round's saving throw. This fire is not extinguished if the target submerges itself; it is internal. If you possess the Nature sphere (fire) package, you may spend an additional spell point to cause the burning damage the target suffers each round to be equal to the largest fire you can create with *create fire*, if it would be larger.
- **Freeze Veins (blood art):** You rapidly freeze the target's blood, making it harder for them to move. On a failed Fortitude save, the target suffers blood loss, takes cold damage equal to your caster level, and is staggered for a number of rounds equal to your casting ability modifier. While staggered by this effect, the target becomes unnaturally brittle. Whenever they fall prone, suffer falling damage, or take bludgeoning damage, they take an additional amount of cold damage equal to 1/2 your casting ability modifier. Each round the target may attempt another Fortitude save to warm themselves up. If you possess the Nature sphere (water) package, you may spend an additional spell point to cause the target to be unable to take a 5-foot step while staggered by this effect.

## Homogenous Companions

**Prerequisites:** Conjunction sphere (Extra Companion, any (form) or (type) talent).

**Benefit:** Choose one (form) or (type) talent one of your Conjunction sphere companions possesses that was not granted by a companion archetype or the free (form) or (type) talent granted to a companion when you first gain a companion. Your other companions gain the benefits of that talent if they are eligible. If any of your companions would not be eligible for the chosen talent, such as choosing a (type) talent where a companion already possesses a (type) talent, those companions do not gain any benefits until they become eligible.

Whenever you rest and regain spell points, you may change the (form) or (type) talent chosen for this feat and apply the benefits of that talent to each eligible Conjunction sphere companion.

**Special:** This feat can be taken once at 1st level, and again at 10th and 20th.

## Kinematic Disarmer (Champion, Combat)

**Prerequisites:** Duelist sphere, Telekinesis sphere.

**Benefit:** Whenever you successfully disarm a creature, you may spend a spell point as an immediate action to lift the object they dropped with your *telekinesis*. You must concentrate or spend a spell point to maintain your *telekinesis* on the object as normal. If you possess the Orbit talent, you may place the disarmed object in passive orbit around you without spending a spell point.

As long as you have martial focus, you may spend an immediate action whenever you would be disarmed and drop an item to pull that item back into your hand.

## Mage Of Ice And Rime

*"And he donned the mantle of winter, reigning eternal." - Creations, vol. IV*

**Prerequisites:** Nature sphere ((water) package, Water Mastery).

**Benefit:** You gain resistance to cold equal to 1/2 your MSB (rounded down, this stacks with any other cold resistance you have). If you are immune to cold damage, you may spend a spell point whenever your immunity prevents you from taking cold damage. If you do, you heal a number of hit points equal to the damage you would have taken from the effect if you were not immune, to a maximum of 5 hit points healed per Hit Dice you possess.

In addition, you gain the following benefits to the corresponding Nature sphere talents. Sphere effects you create using this feat gain the cold descriptor:

- **Nature's Carapace:** Instead of the Nature's Carapace (water) package effect, you may cloak yourself with a coat of frost. You gain a number of temporary hit points equal to 1/2 your caster level plus your casting ability modifier. You always lose these temporary hit points first, even before other temporary hit points.



If an attack deals less damage than the current temporary hit points from this sphere effect, it still reduces those temporary hit points but otherwise counts as a miss for the purposes of abilities that trigger on a hit or a miss. Temporary hit points from this sphere effect regenerate at a rate of 1 per round. You may spend a move action when near a source of water (such as rain, mist, or at least 5 cubic feet of water) within your *geomancing* range to restore all the temporary hit points from this sphere effect.

- **Nature's Movement:** While under the effects of the Nature's Movement (water) package effect, you suffer no penalty to speed or on Acrobatics, Climb, or Stealth checks in snowy or icy terrain or snowy weather conditions.
- **Nature's Weapon:** When using the Nature's Weapon (water) package effect, you may create any weapon you are proficient with instead of creating a dagger. Weapons which use ammunition (e.g. bows, firearms, or slings) are created with basic ammunition ready to be fired by the weapon, and basic ammunition may be summoned and automatically loaded into the weapon as a free action.
- **Nature Sight:** While under the effects of the Nature Sight (water) package effect, you may treat snow and ice as though it were a body of water, allowing you to detect anything in contact with the same body of snow or ice as you, and may see normally in natural or magical rain, sleet, hail, fog, snowstorms, blizzards, and other similar weather conditions.
- **Wreath Of Elements:** Instead of the Wreath Of Elements (water) package effect, you assault a creature with a frozen gale. A target within your reach takes a penalty on their next attack roll, Perception check, or concentration check equal to -2 plus an additional -1 per 5 caster levels (Fortitude negates).

## Phantom Of The Colosseum (Champion)

**Prerequisites:** Intimidate 3 ranks, Gladiator sphere, Illusion sphere.

**Benefit:** Whenever you *boast* or use your Strike Fear ability, you may move one of your figments. If you possess the Shift Glamers talent, you may instead move one of your glamers.

You may increase the casting time of an *illusion* by one step to use your Strike Fear ability as part of casting that *illusion*, centering your Strike Fear ability on that *illusion*. The *illusion* must be able to be noticed by targets of your Strike Fear ability (such as seeing, smelling, hearing, or feeling). An Intimidate check made this way does not automatically grant the target a Will save to disbelieve the *illusion* unless the target would normally be granted a Will save to disbelieve the created *illusion*.

**Example:** Making a figment of a bat to Intimidate a target would not grant a Will save to disbelieve unless the figment would normally grant a Will save in the first place, such as having an illusory bat rush and bite the target.

## Scholar Of Past And Future

**Prerequisites:** Knowledge (history) 1 rank, Divination sphere.

**Benefit:** You get a +2 bonus on all Knowledge (history) checks. If you have 10 or more ranks in Knowledge (history), this bonus increases to +4.

In addition, you gain a bonus to your caster level equal to 1/2 the number of ranks you have in the Knowledge (history) skill, rounded up, when determining the effects of your *divine* ability. This can not increase your caster level above your Hit Dice.

## Spirits In The Blood (Champion)

*"We are what we drink." - Ser Gewynn the Sanguine*

**Prerequisites:** Barroom sphere, Blood sphere.

**Benefit:** You may consume an additional number of alcoholic beverages each day equal to 1/2 your Blood sphere caster level (minimum 1) before becoming sickened for 1 hour per drink consumed above your maximum.

In addition, you gain the following (quicken) and (still) effects:

- As a (quicken), you may grant one creature under the effects of your *blood control* the drunk status, as though they consumed an alcoholic drink. Gaining the drunk status this way counts towards the maximum number of drinks the target may consume each day before becoming sickened for 1 hour per drink consumed above their maximum. If the target already has the drunk status, they may instead choose to either immediately stand up from a prone position without provoking attacks of opportunity or gain a +2 dodge bonus to their AC and Reflex saves until the end of their next turn.
- As a (still), you may distill the target's blood into nearly-pure alcohol for the duration of your *blood control*. When another creature deals damage to the target with a bite attack, they must succeed at a Fortitude saving throw or gain the drunk status and be nauseated for 1 round. However, the target gains vulnerability to fire as their blood becomes incredibly flammable.

**Normal:** A character can consume a number of alcoholic beverages each day equal to 1 plus double his Constitution modifier before being sickened for 1 hour per the number of drinks above this maximum.

## Strange Corpsecraft

**Prerequisites:** Death sphere (Expanded Necromancy), caster level 3rd.

**Benefit:** You gain the ability to *reanimate* unique variant undead by supplying other spheres as part of *reanimating* them. Variant undead created with this feat are *reanimated* with the Expanded Necromancy talent. Each variant undead has an associated sphere. If you do not possess the associated sphere, you must spend an additional spell point when *reanimating* that variant. If you possess the Corpse Forge advanced talent, variant undead with a fixed number of Hit Dice, such as the be-headed or isotoq, may be *reanimated* with a number of Hit Dice



equal to the corpse used (such as using a 5 Hit Dice corpse to create a 5 Hit Dice isitoq, instead of the default 1 Hit Die isitoq). You may *reanimate* the following variant undead:

- **Beheaded:** You may *reanimate* beheaded (*Pathfinder Bestiary* 4 pg. 17) using an intact head. **Associated Sphere:** Telekinesis.
- **Exoskeleton:** You may *reanimate* exoskeletons (*Pathfinder Bestiary* 6 pg. 124) using a mostly intact vermin corpse that has an exoskeleton, such as arachnids, crustaceans, insects, and mollusks, but not soft-bodied vermin such as jellyfish and leeches. **Associated Sphere:** Creation.
- **Frostfallen:** You may *reanimate* frostfallen (*Pathfinder #51: The Hungry Storm* pg. 84) using an intact corpse and a source of water, snow, or ice sufficient for Nature sphere (water) package sphere effects. **Associated Sphere:** Nature ((water) package).
- **Isitoq:** You may *reanimate* isitoqs (*Pathfinder Bestiary* 4 pg. 159) using the head of a Small or Medium corpse that has at least one intact eye. **Associated Sphere:** Divination.
- **Sunbaked:** You may *reanimate* sunbaked zombies (*Pathfinder #80: Empty Graves* pg. 88) using an intact corpse. **Associated Sphere:** Light.

**Special:** If you possess the Undead Animal Companion feat, you may grant your animal companion one of the undead templates available from this feat (exoskeleton, frostfallen, sunbaked) in addition to the options added by Expanded Necromancy.

**Note:** The options presented by this feat were curated from the miscellaneous unintelligent undead variants which required rituals, specific components, or other special circumstances to be reanimated, such as the preparation rites required to reanimate a sunbaked zombie. As such, they were not considered a “normal” variant akin to a bloody skeleton or fast zombie. Without the Strange Corpsecraft feat, these undead are normally only accessible through the Greater Undead advanced talent. GMs are encouraged to allow this feat to raise unintelligent undead variants in their settings which ordinarily require these special circumstances, or similarly bar variants which do not fit their setting (such as raising frostfallen in an Arabian Nights desert setting).

Beyond worldbuilding implications, some undead templates are stronger than others. Specifically, the frostfallen template is potentially stronger than even undead available through the Greater Undead advanced talent. GMs should review the templates presented here and consider restricting them if they offer too much power in your games.

## Surgeon's Trade Secrets

Sometimes the bloodied battlefield looks tame compared to the surgeons' tents.

**Prerequisites:** Heal 1 rank, Blood sphere.

**Benefit:** When using the Heal skill on a target under your *blood control*, you gain a +3 bonus on that Heal check. If you

have 10 or more ranks in Heal, this bonus increases to +6. When you target a creature suffering from a bleed effect with a *blood art*, you may choose to end that bleed effect when the target suffers blood loss.

In addition, you gain the following (blood art):

- **Gory Convalescence (blood art):** You may spend a spell point to grant a target a second chance against a condition affecting their body. The target suffers blood loss and may immediately attempt a new saving throw against one disease or poison they are suffering from with a circumstance bonus on their saving throw equal to the blood loss.

**Special:** This feat counts as having Skill Focus (Heal) for the purposes of meeting prerequisites.





## Wildspeaker

The wilds hear your voice more clearly than ever.

**Prerequisites:** Nature sphere (Speak With Wildlife (spirit)).

**Benefit:** You gain the benefits of your Speak With Wildlife talent as a constant sphere-like effect, and may suppress or resume this ability as a standard action.

If you possess the Divination sphere, you gain the following (divine):

- **Entreat The Animals (divine):** You may spell point to *divine* for knowledge from nearby animals, asking one question with a call that can be heard up to a mile away as though speaking to them using Speak With Wildlife. Over the next minute, animals will reply and give you a general consensus answer to your question based on their knowledge. For example, you could ask if there is nearby drinkable water, directions to a nearby place, the location of hostile predators, and so on, and local animals will answer to their best ability. If there are no animals in range, this ability has no effect and you do not receive a response.

If you possess the Illusion sphere, you gain the following (glamer):

- **Alpha Presence (glamer):** You may create a *glamer* that makes animals perceive the target as superior. The target gains an enhancement bonus on Handle Animal checks equal to 1/2 your caster level and the starting attitude of animals the target interacts with improves by one step.

If you possess the Mind sphere and Expanded Charm (or have the ability to use Mind sphere talents on animals), you gain the following (charm):

- **Nature's Messenger (charm):** You can employ animals to deliver messages. As a *greater charm*, you may spend a spell point to *charm* a target animal to deliver a message or object. You communicate to the animal a message and a certain location you know well, an obvious landmark, or a specific creature you identify. The animal gains the ability to speak any one language you know, gains a heightened intelligence to overcome simple obstacles, and can engage in simple conversation in order to deliver the message for the duration of this effect. The animal travels to the designated location to the best of its ability, and upon reaching its destination, conveys your message to nearby creatures or to the specified creature before leaving. You can also send the animal with an object or container that it is physically able to carry, delivering the contents upon arrival. This effect lasts for 1 day per caster level or until the message is delivered. If the animal cannot reach the destination within this time, the effect ends. An unwilling animal receives a Will save with a +2 bonus on their saving throw.

## Updated Blood Sphere Feats

The following Blood sphere feats have been republished or renamed, updating their effects with new synergies for the Blood sphere content found in this book. The following feats have been renamed:

- The Acid Blood (*Ultimate Spheres of Power* pg. 470) and Burning Blood (*Ultimate Spheres of Power* pg. 472) feats have been merged into the new Elemental Blood feat.
- The Reservoir feat (*Ultimate Spheres of Power* pg. 482) has been updated for compatibility with *blood arts*.

### Elemental Blood

**Prerequisites:** Blood sphere; ability to cast any sphere effect, spell, or spell-like ability with the acid, cold, electricity, or fire descriptor.

**Benefit:** When you gain this feat, choose an energy type (acid, cold, electricity, or fire) which you have the ability to cast as a sphere effect, spell, or spell-like ability. Once an energy type is chosen, it cannot be changed. Your blood courses with that element, and applies various effects to creatures who touch your blood.

Any creature that confirms a critical hit against you with a piercing or slashing melee weapon is sprayed with your blood, suffering 1 point of damage of the chosen energy type per Hit Die you possess. A successful Reflex save with a DC equal to your Blood sphere DC negates this damage. Melee weapons with reach do not endanger their users in this way.

Hemokinesis using your blood adds 1 point of damage of the chosen energy type per Hit Die you possess to any creature struck by a touch attack or subject to a successful combat maneuver made as part of that ability.

Additionally, you can apply your elemental blood to your weapons or natural attacks by coating it in your own blood. As a swift action, you may suffer blood loss, as though casting a *blood art*, to coat a weapon or natural attack in your own blood. If you are suffering from an ongoing bleed effect, or are below 1/2 your maximum hit points, you do not need to suffer blood loss when coating your weapon this way. The coated weapon gains an elemental special ability for a number of rounds equal to 1/2 your Blood sphere caster level + your Constitution modifier. At 10 Hit Dice, this improves to an elemental burst special ability.

When creating a weapon with the Gory Armaments talent, you can have the weapon gain an elemental special ability. At 10 Hit Dice, this improves to an elemental burst special ability.



**Table: Elemental Blood Weapon Elemental Special Abilities**

<i>Chosen Element</i>	<i>Elemental Special Ability</i>	<i>Elemental Burst Special Ability</i>
Acid	<i>corrosive</i>	<i>corrosive burst</i>
Cold	<i>frost</i>	<i>icy burst</i>
Electricity	<i>shocking</i>	<i>shocking burst</i>
Fire	<i>flaming</i>	<i>flaming burst</i>

## Reservoir

**Prerequisite:** Blood sphere.

**Benefit:** Whenever a creature with Hit Dice of at least 1/2 your character level is slain or destroyed while under the effects of your *blood control* or by the effects of a *blood art* you cast or by suffering blood loss you caused, you may spend a move action before the end of your next turn to absorb the creature's blood, gaining 1 blood point. You may have a maximum number of blood points equal to your Constitution modifier (or Charisma modifier, if you lack a Constitution score; minimum 1). You may spend blood points any time you would take Constitution damage or bleed from a Blood sphere ability to reduce the damage or bleed by 1 per point spent. Reducing Constitution bleed in this way only reduces it for the current round. Alternatively, you may spend blood points any time you would suffer blood loss to reduce the damage taken by 3 per point spent. Blood points expire after 1 hour.

# Sphere-Specific Drawbacks

## Cruoromancy (requires Blood sphere)

You cannot use *blood control*. You must select any (blood art) talent with the bonus talent from this drawback.

**Incompatible:** Hemokinetic, Limited Acceleration, Self-Controlled.

## Terrain-Bonded (requires Fallen Fey sphere)

Choose one terrain. Your *fey-link* only works while you are in that terrain. If a creature with your *fey-link* leaves your chosen terrain, your *fey-link*, and any ongoing fey-blessings, are suppressed until they reenter your chosen terrain. Consult the ranger list of favored terrains to see potential terrain types. You may change your chosen terrain by spending one week continuously in the same terrain. You must choose Fey Secrets, Listen To The Wind, or Wild Walker with the bonus talent gained by this drawback.

# Traits

The following are new traits available to all characters:

## Blood Manipulator (magic)

You are gifted at manipulating your blood to achieve feats of physics. You may use the Blood sphere to qualify for protokinesis feats as though you possessed the Telekinesis sphere. You may use your Blood sphere caster level in place of your character level or Telekinesis sphere caster level when determining the effects of protokinesis feats you possess (if beneficial to you).

## Learned Readiness (social)

You grew up in an area of chaotic turmoil, whether ravaged by war or facing persecution, and know how to see danger on the horizon and prepare. Perception is always a class skill for you.

In addition, if a casting tradition you possess includes the Prepared Casting general drawback, when you assign your spell points, you may choose to leave up to two spell points unassigned. Until the next time you rest and regain spell points, you may spend 15 minutes to assign one or both unassigned spell points. Unassigned spell points cannot be spent on sphere abilities until assigned.

## Spatial Awareness (combat)

While you may have trouble picturing how objects interact in space, you have always possessed an uncanny knack to put things right where they need to be. When using the Creation sphere to make an attack roll, such as with a falling object or the Created Momentum talent, you may choose to use your Dexterity or your casting ability modifier instead of your Intelligence when calculating your attack bonus. In addition, Knowledge (engineering) is always a class skill for you.



## Chapter 6

# Magic Items

### BOOTS OF POLYMORPHOUS ALACRITY

**Aura** faint Alteration; **CL** 5th

**Slot** feet; **Price** 6,500 gp; **Weight** 1 lb.

#### DESCRIPTION

These oddly comfortable boots grant the wearer a +10 enhancement bonus to their base land speed and to any movement speed granted to the wearer by a *shapeshift* or other polymorph effect.

In addition, the wearer gains a +2 competence bonus on initiative checks.

#### CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Alteration sphere (Agile); **Cost** 3,250 gp

### ROBES OF GENTLE SNOWFALL

**Aura** moderate Nature; **CL** 10th

**Slot** body; **Price** 14,000 gp; **Weight** 2 lbs.

#### DESCRIPTION

These soft robes are inlaid with small, twinkling crystals that seem to shimmer and sway like falling snow on the fabric. If the wearer of these robes is an incanter with the frostweaver archetype (or otherwise possesses the frost motes class feature), wearing these robes increases the maximum number of frost motes the wearer may possess by 1 and the wearer treats their incanter level as 4 higher than normal when determining the effects of the wearer's ice charms and any blessings of winter the wearer possess. This does not grant the wearer access to ice charms or blessings of winter earlier, it simply increases the effect of ice charms and blessings of winter that you have access to.

In addition, once per day, the wearer of these robes may use an ice charm that does not reserve frost motes or augment a sphere effect as a frost mote-augmented sphere effect without spending a frost mote.

Cosmetic variations of these robes exist for variant frostweavers.

#### CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Nature sphere (Create Nature); **Cost** 7,000 gp

### THE NORTHERN STAR

**Aura** moderate Nature; **CL** 9th

**Slot** none; **Price** 10,500 gp; **Weight** -

#### DESCRIPTION

This ornately carved jewel, inlaid into an ornate, wearable brooch, is actually a piece of enchanted glacial ice which has a unique connection to the coldest oceans of the Plane of Water. This brooch may be used as a focus component for a Nature sphere (water) package *geomancing* effect, as though the caster possessed the Focus Casting casting tradition. If the bearer does, they may treat this amulet as a source of water for the Nature sphere (water) package (such as rain, mist, or at least 5 cubic feet of water).

#### CONSTRUCTION REQUIREMENTS

Craft Marvelous Item, Nature sphere ((water) package, Create Nature); **Cost** 5,250 gp



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# The Blood and Portents Handbook

The Blood and Portents Handbook is a collection of archetypes, class options, talents, and more for expanding the Blood sphere and giving other thematic options for characters ranging from crafters of magical toys, masters of winter magic, and more.

Introduced in this book is a new Blood sphere power in the form of Blood Arts, as well as other powers allowing for forming blades from your own blood, binding a target in chains forged from their own blood, and more.

This handbook is designed to be used as a companion book with the updated Spheres of Power system of magic materials found in Ultimate Spheres of Power, as well as materials from Spheres of Might, Champions of the Spheres, and other Drop Dead Studio supplement products.