

The Sanguinist's Handbook



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Contents

Introduction	3
Archetypes	5
Bloodscarred (Symbiat Archetype)	5
Hemophage (Bloodrager Archetype)	6
Hemetic Philosopher (Alchemist Archetype)	7
Class Options	8
Basic Magic	10
Blood Sphere	10
Blood Sphere Talents	11
Duelist Sphere*	15
Divination Sphere	15
Nature Sphere	15
Telekinesis Sphere	15
Warp Sphere	15
Advanced Magic	16
Advanced Talents	16
Rituals	17
Incantations	17
Player Options	18
Feats	18
Traditions	20
Unified Traditions	20
Sphere-specific Drawbacks	21
Boons	21
Traits	21
Alternate Racial Traits	21
Equipment	22
Specific Items	22
Weapon Special Abilities	22
Artifacts	22
Crafting Magic Items	23
Optional Rules	24
Bestiary	25
Blood Constructs	25
Wild Magic Table	30

Chapter 1

Introduction

"Madri Orapha, blood consultant, at your service."

Madri flipped over her seal so the guard captain could inspect it. They always did a double-take; yes, her seal was genuine, inscribed with both the royal crest as well as symbols that marked her as a registered blood consultant.

"What's a blood consultant?" The Captain said gruffly, half-throwing the disk back to her.

Madri caught it deftly, her scarves billowing as she did so. "It means I have certain skills you might find useful, Captain," Madri said, and folded the hem of her robes down so she could squat and observe the body. The victim was male, no more than 20 or 21 years old, and from the looks of things, not particularly wealthy. "I already have an arrangement worked out with your superiors, so you don't even have to worry about payment."

The Captain shook his head, but did nothing to stop her.

The killing had been a grotesque one; the victim had been split open from the chest, almost as if something had burst out of him rather than pushed into him, as weapons normally worked.

"I've never seen anything like it," the Captain buffed. "He's ripped apart like a wild animal tried to eat him, but there's no blood."

Indeed the Captain was right; not a drop of blood could be seen on the ground nor in the gaping wound in the man's chest.

"I have," Madri said, tracing a hand over the wound. "I've come across a wound like this a few times in the past. This is what it looks like when someone uses magic to wrench the blood out of a target all at once, extracting it for their own uses. A terrible way to die."

The Captain breathed a deep, tired sigh.

"So we're dealing with a magical killer," he said, reaching for a flask kept at his hip and taking a long swig. "I hate magic. It messes up all the regular rules we use for finding a killer."

"That's why you need a blood consultant," Madri said lightly, looking the body over again. "Blood is a powerful magical reagent, and it

follows its own rules, if you know them. Usually when someone kills like this, they're collecting materials for a ritual. Something like—"

Madri suddenly stopped, her eyes going wide. She bent down to be certain of what she was seeing.

"There's blood here."

"Well it's a murder scene," the Captain said dryly.

"No Captain, look. Every drop of blood was removed from the body. And yet, there's blood right here."

Madri pointed, showing the Captain a small splatter of blood on the ground. There were a few drops on the man's clothing as well; most likely from the same spray?"

"What are you saying," the Captain, said, true interest showing on his face for the first time. "Our mage got sloppy and missed a few drops?"

"I'm saying," Madri said, bending down so her face was only an inch away from the small splatter, "that I don't think this blood belongs to our victim. Which means the best explanation I can think of is that our victim must have damaged his killer or one of his accomplices before he died. Which means that this blood most likely belongs to the people we are tracking."

"And how does that help us?"

Madri reached into her robes and extracted a small vial; as carefully as she could, she scooped up the blood and some of the surrounding dirt. Then she bent down and produced a small knife from her robes and used it to cut the cloth out of the man's clothing that contained the blood splatter.

"Blood is a powerful magical reagent, Captain. Our killer was trying to collect large amounts of it for his purposes. But even a small amount is powerful. With a drop of someone's blood, a skilled magician can bent that person to their will, or target them with magic they cannot escape."

Madri looked at the Captain and a large grin spread across her face.

"Our murderer is as good as ours."

"Of course it hurts! Magic should hurt. Imagine how many tragedies would be averted if every mage had to bleed for their power?"

- Peregrin the Crimson

Forward

Often mistakenly considered a subset of death magic, blood magic encompasses aspects of both life and death, forming a distinct sphere. Its abilities are used to take control of the vital fluids of another creature, primarily the blood, to speed or slow circulation with varied results, both beneficial and malignant.

Navigating This Book

Section 2 – Archetypes and Class Features: This section provides new archetypes, class options based around the Bloodsphere.

Bloodscarred: A symbiote that channels his dormant vampiric power.

Hemophage: A bloodrager that temporarily absorbs the powers of others by drinking their blood.

Hemetic Philosopher: An alchemist able to distill potions from his own body.

Section 3 – Basic Magic: This section introduces the new blood sphere.

Section 4 – Advanced Magic: Powerful talents and incantations for customizing your game.

Section 5 – Player Options: This section covers new feats, traits, racial options, and traditions for accessing and using the Blood sphere.

Section 6 – Equipment: New magic items and item special abilities.

Section 7 – Optional Rules: Options for customizing your game.

Section 8 – Bestiary: New monsters related to the Blood sphere.

Section 9 – Wild Magic Table: For use with Drop Dead Studio's Wild Magic.



Chapter 2

Archetypes

Bloodscarred (Symbiote Archetype)

Touched by vampiric taint, bloodscarred draw on it as a source of power, mimicking the vampire's power.

Class Skills: A bloodscarred does not gain Linguistics as a class skill but does gain Bluff as a class skill.

This modifies class skills.

Charismatic: A bloodscarred use Charisma for his casting ability modifier and for any class ability normally based on Intelligence.

Vampire Touched: An bloodscarred gains the Blood sphere as a bonus magic talent and uses his class level as his caster level with the Blood sphere. This stacks normally with caster levels gained from other sources. If it is already possessed, he instead gains a talent belonging to the Blood sphere.

This replaces mental powers.

Vampiric Heritage: As the bloodscarred increases in power, his vampiric heritage manifests itself more strongly. The bloodscarred gains the following abilities at the indicated levels:

Divine Undead: At 1st level, a bloodscarred may spend a full-round action to divine for the presence of undead as if using the Divination sphere divine ability and the Death sphere alternate divination option. Treat the bloodscarred's class level as his caster level for this ability. This stacks normally with caster levels gained from other sources.

Fangs: At 1st level, the bloodscarred gains a bite attack (primary, 1d6 Medium, 1d4 Small).

At 7th level, this bite attack inflicts 1 Constitution damage. A Fortitude save (DC 10 + 1/2 class level + Charisma modifier) negates this damage.

At 13th level, the bloodscarred gains temporary hit points equal to the damage inflicted with his bite attack if the damaged creature would be susceptible to his blood control. The temporary hit points from multiple bite attacks do not stack. Additionally, the Constitution damage inflicted by his bite now increases to 1d2.

At 19th level, the Constitution damage inflicted by the bloodscarred's bite increases to 1d4.

Wall Cling: At 3rd level, the bloodscarred gains a climb speed of 20 ft. (including a +8 racial bonus on Climb skill checks); furthermore, he need not make Climb checks to traverse a vertical or horizontal surface (even upside down). If he already possesses a climb speed it is increased by +10 feet.

Night Eye: At 6th level, the bloodscarred gains darkvision 60 feet. If he already has darkvision, the range of his darkvision increases by 30 feet.

Mist Form: At 7th level, the bloodscarred may transform into a mist as a standard action for a number of rounds per day equal to his class level. The bloodscarred and all his gear become insubstantial, misty, and translucent. His armor (including natural armor) become worthless, though his size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. The bloodscarred gains DR 10/magic and becomes immune to poison, sneak attacks, and critical hits. While in mist form, he can't attack or cast spells or sphere abilities that require components he can't supply while in mist form, such as verbal, somatic, material, or focus components. The bloodscarred also loses supernatural abilities while in mist form. If he has a touch spell or sphere ability ready to use, that spell or ability is discharged harmlessly when the mist form is in effect. Ending this effect is a free action.

While in mist form the bloodscarred can't run, but it can fly at a speed of 20 ft. + 5 ft. per 5 class levels and automatically succeeds on all Fly skill checks. He can pass through small holes or narrow openings, even mere cracks, with all he was wearing or holding in his hands, as long as the effect persists.

The bloodscarred is subject to the effects of wind, and he can't enter water or other liquid. He also can't manipulate objects or activate items, even those carried along with his mist form. Continuously active items remain active, though in some cases their effects may be moot.

At 17th level, the bloodscarred is no longer limited to the number of rounds per day he may spend in mist form. If the bloodscarred is reduced to 0 or fewer hit points, he may choose to enter mistform as a free action even when it is not his turn. He automatically stabilizes as part of this transformation.

Dominate: At 9th level, as a standard action, the bloodscarred may force another to do his bidding. This functions as the Mind Control advanced talent of the Mind sphere, except the creature must have a number of Hit Dice equal to or less than the bloodscarred's class level. The target is allowed a Will saving throw to resist (DC 10 + 1/2 class level + Charisma

modifier), and on a failure receives a new saving throw each round to throw off the effect. The bloodscarred may dominate targets for a number of rounds per day equal to his class level. These rounds do not need to be consecutive. He must spend a round of this ability each round to concentrate as a standard action to maintain control over a dominated creature.

At 16th level, the bloodscarred may maintain this effect as a free action each round.

Inured to Death: At 11th level, the bloodscarred ignores the effects of negative levels, though still dies if he accumulates more negative levels than Hit Dice. If he already possesses the ability to ignore negative levels, instead increase the number of negative levels required to kill him by his Charisma modifier.

This replaces the psionics ability.

Greater Domination: At 20th level, the bloodscarred may spend 2 rounds of his dominate ability to control a dominated creature for 1 hour per level without concentration. Dominated creatures receive new saving throws to end the effect each hour instead of each round.

This replaces greater psionics.

Hemophage (Bloodrager Archetype)

Savage warriors that can steal the power of their enemies by drinking their blood, hemophages gain versatility other bloodragers lack.

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

This modifies weapon and armor proficiencies.

Casting: At 1st level, the hemophage may combine spheres and talents to create magical effects. The sphere bloodrager is considered a Low-Caster and uses Charisma as her casting ability modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature, and the Eschew Materials feat.

Spell Pool: At 1st level, the hemophage 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 class level + his Charisma modifier. This pool replenishes once per day after roughly 8 hours of rest.

Blended Training: A hemophage gains a combat or magic talent every time he gains a class level. Hemophages use their casting ability modifier as their practitioner modifier.

This replaces fast movement and all bloodline feats.



Absorb Bloodline: At 1st level, the hemophage does not gain a bloodline. Instead, he can temporarily access one by drinking the blood of creatures with the appropriate bloodline or other associated creatures. By drinking fresh blood (which inflicts 1 point of Constitution damage from a helpless, unconscious, or willing creature as a standard action or by inflicting ability damage with the blood drain ability) from a bloodrager or sorcerer with the given bloodline or from a creature associated with that bloodline (other than himself), the hemophage may choose to gain the ability to use the bloodline powers (but not bonus spells, proficiencies, and so on) as appropriate to his level indefinitely. This ability is usable any number of times per day, though gaining a new bloodline removes the benefits of any previous use. Gaining a bloodline again does not restore uses of abilities with limited activations, any uses of that ability are expended until recovered as normal.

Blood must be harvested within 1 hour after death. Drinking the blood normally requires a full minute, but hemophages can distill the blood into a potion-sized draught that can be stored indefinitely and consumed as a standard action. This takes 10 minutes per draught and requires the use of an alchemy lab. The hemophage may only store a number of such draughts equal to his class level plus his Charisma modifier (minimum 1) at a time; creating draughts in excess of this number requires allowing previously made draughts to expire. A Tiny creatures can supply 1 draught, Small creatures 2, Medium creatures 4, etc. Creatures smaller than Tiny lack sufficient blood for the process.

In addition to bloodragers and sorcerers of the given bloodline, the following list presents a few examples of creatures whose blood is considered associated to a bloodline. There may be others who work equally well, at the GM's discretion. Only bloodlines from the Advanced Classes Guide are included in this list; other bloodlines can be accessed similarly if in use in your game.

Aberrant: any aberration.

Abyssal: any outsider with the chaotic and evil subtypes.

Arcane: any arcane caster, sphere caster with and arcane-associated or natural tradition or any creature with an arcane spell or spell-like ability of at least 3rd-level.

Celestial: any outsider with the good subtype.

Destined: any creature able to cast divination spells.

Draconic: any dragon or creature with the dragon type.

Elemental: any creature with an elemental or energy subtype (air, cold, earth, fire, water), provided it has flesh and blood (such as a salamander, but not a fire elemental).

Fey: any elf, fey, or gnome.

Infernal: any outsider with the evil and lawful subtypes

Shapechanger: any creature with the shapechanger subtype.

Undead: any undead creature with flesh and blood (such as vampires or ghouls, but not skeletons).

This replaces bloodline, including all bloodline spells (but not bloodline feats, which are replaced by blended training).

Sphere Greater Bloodrage: In place of casting a spell of 2nd level or lower as part of entering bloodrage, the hemophage may cast a sphere ability on himself as a free action. The sphere ability affects only the hemophage or his equipment. If the sphere ability can be maintained with concentration, the hemophage does not need to begin concentration until his bloodrage ends. The hemophage must pay the normal spell point costs of the ability.

This modifies greater bloodrage.

Sphere Mighty Bloodrage: The hemophage's mighty bloodrage ability allows the hemophage to cast two sphere abilities on himself.

This modifies mighty bloodrage.

Hemetic Philosopher (Alchemist Archetype)

Specializing in crafting potions from their own blood, hemetic philosophers can supply potions when others could not, at a risk to themselves.

Class Skills: The hemetic philosopher gains all Knowledge skills as class skills. This modifies class skills.

Casting: The hemetic philosopher may combine spheres and talents to create magical effects. The hemetic philosopher is considered a Mid-Caster and uses Intelligence as his casting ability modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces the alchemy class feature.

Spell Pool: The hemetic philosopher 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 Intelligence modifier (minimum 1). His pool replenishes once per day after roughly 8 hours of rest.

Magic Talents: An hemetic philosopher gains 1 magic talent every time he gains a caster level. This does not stack with caster levels gained from other sources.

Phlebotomy: At 1st level, the hemetic philosopher gains the Blood sphere as a bonus magic talent, or a talent from that sphere if he already possesses it, and treats his class level as his caster level for this sphere. These stack normally with caster levels gained from other classes.

This replaces the throw anything class feature and bombs.

Crimson Vials: Starting at 3rd level, the hemetic philosopher may spend one minute to create a temporary potion. If he spends a spell point he may reduce this to a full-round action that provokes attacks of opportunity. The potion may have a complexity of no higher than 1 per three class levels and lasts one hour per class level. A potion created in this way

normally has a caster level equal to the hemetic philosopher's blood sphere caster level, but he may choose to create a potion at a lower caster level. He may have a number of temporary potions in existence at a time equal to his Intelligence modifier; creating one beyond this limit causes the oldest one to become inert and useless.

Because he distills this potion from his own magical blood, there is no gold cost to creating a potion in this manner. However, he must succeed on a Fortitude saving throw equal to 10 + twice the potion's complexity or take 1d6 damage per 2 caster levels of the potion (rounded up). This damage cannot be healed by any means other than resting. The save DC increases by 2 for each previous potion made in that day.

At 10th level the hemetic philosopher gains the ability to ignore sphere prerequisites when creating a potion in this manner. Doing so requires spending an additional spell point and increases the DC of the Craft (alchemy) check by +5 per sphere or talent not possessed.

This ability replaces swift alchemy, poison use, poison resistance, and poison immunity.



Class Options

Alchemist Discoveries

Blood Potion: The alchemist gains Blood Potion as a bonus feat even if he does not possess the Blood sphere. The alchemist may use his Intelligence score as his CAM for this feat.

Barbarian Rage Powers

Blood Taker (Su): While raging, any round that the barbarian ends her turn with a creature (other than herself) suffering from bleed damage within her natural reach, she heals a number of hit points equal to the bleed damage that creature takes. If multiple creatures within this area take bleed damage, only the highest value is used.

Incanter Sphere Specialization

Blood

Hemorrhagic Magic (Su): Whenever you deal bleed damage to hit points with a sphere effect, add 1/2 your incanter level to the damage dealt (minimum +1). This bonus bleed damage is not increased by Empower Spell or similar effects. At 20th level, whenever you use blood control, you can roll twice to penetrate a creature's spell resistance and take the better result.

Red Minion (Su): At 3rd level, you gain a blood construct as a permanent servant. The size of the construct is based on the following table:

Incanter Level	Construct
3rd	Small
6th	Medium
9th	Large
12th	Huge
15th	Gargantuan
18th	Colossal

A slain blood construct may be replaced with an 8 hour ritual and sufficient blood to create an construct of that size (see the Extract Blood Construct talent in Section 3).

Hemorrhagic Aura (Su): At 8th level, you can emit a 30-ft. aura that intensifies any bleed effects for a number of rounds per day equal to your incanter level. Hostile creatures within this area that are suffering from ongoing bleed effects must make a Fortitude save each round or suffer 1d2 points of Constitution damage that round. These rounds do not need to be consecutive.

Prodigy Imbue Sequence

Bleeding Cuts (imbue): The prodigy's attack actions deal additional bleed damage equal to half her class level. This bleed damage does not stack with itself or other sources of bleed damage unless noted.

Extract Minions (finish): As a standard action, the prodigy may extract blood constructs (as the Extract Blood Construct talent in Section 3) from a number of creatures equal to the length of her sequence. Multiple small constructs may be combined to form a larger one. These constructs disappear after a number of rounds equal to the length of her sequence.

Troubadour Trope

Monster

Less human than the villain, the monster is a bloodthirsty creature of darkness, stalking the shadows in search of his prey.

Trope Benefit: The monster gains a bite attack as a primary natural attack, dealing 1d6 bludgeoning, piercing, and slashing damage (1d4 Small) with a x2 critical multiplier and darkvision out to 60 feet. If he already possesses darkvision, he improves his existing darkvision by 30 feet. If he already possesses a bite attack, he increases the damage of the existing bite attack by one die size (1d4 to 1d6, 1d6 to 1d8, 1d8 to 1d10, 1d10 to 1d12; etc.). At 5th level, he gains the scent ability or increases the range of his existing scent ability by 30 feet. At 10th level, his bite attack increases its critical threat range to 19-20x2. At 15th level, his bite attack has a threat range and multiplier of 19-20x3. At 20th level, his darkvision and scent abilities increase range by an additional 30 feet.

Persona Quirks

Bloodletter (Ex): The natural attack(s) granted or modified by this persona inflict bleed damage equal to half your class level (minimum 1). As usual, this bleed damage does not stack with itself or other sources of bleed damage unless noted.

Climb (Ex): You gain a climb speed of 20 ft., which increases by 5 ft. every 5 character levels.

Half Dead (Su): You are healed by negative energy and harmed by positive energy. You gain a +4 insight bonus to saves against channeled positive energy.

Savage (Ex): You gain a pair of claw attacks as primary natural attacks that deal 1d4 (Medium, 1d3 Small) slashing damage. If you already possess claw attacks, you may instead increase the damage die of a pair of them by one size.

See in Darkness (Ex): You gain the see in darkness universal monster ability out to your darkvision range but are dazzled in areas of normal or brighter light.

Smell Fear (Ex): The range of your scent ability is doubled when detecting creatures that are shaken, frightened, or panicked, are below half hit points, or are suffering from a bleed effect.

Stalker in the Night (Ex): You gain the skill unlocks for the Stealth skill, in accordance with your ranks in that skill.

Thirsty (Ex): You gain the Blood Thirst feat as a bonus feat, even if you do not meet its prerequisites.

Wild Empathy (Ex): You gain the wild empathy ability of a druid of your level.

Wraith Haunt Path

Path of the Moroi - Wraith that are drawn to, and sometimes feed on, blood.

Path Sphere: Blood

Path Possession: The moroi's possession ability is treated as blood control for the purpose of determining save penalties from being less than half hit points or suffering from a bleed effect.

Path Skill: Heal

Improved Path Possession: The moroi gains Self Control as a bonus talent (or another Blood sphere talent if it is already possessed) and treats a possessed host as himself for the purpose of casting blood control. The host is still allowed saves to resist these effects.

Greater Path Possession: The blood wraith's possession ability is not a mind-affecting ability when targeting creatures that are under the effects of his blood control and such creatures gain no benefit from the Hallow word of the Fate sphere, the protection from evil spell, or similar effects against the moroi's possession.

Chapter 3

Basic Magic

Blood Sphere

Blood Control

As a standard action, you may establish a link to the blood of a target within close range. Unwilling targets are permitted a Fortitude save. Targets with less than half their maximum hit points or taking bleed damage take a -4 penalty on this save. This link lasts for as long as you concentrate, though you may spend a spell point for it to last 1 round per caster level without concentration.

Targets that gain immunity to bleed damage from their creature type, subtype, or a template are immune to blood control. Creatures that gain immunity to bleed damage from other sources are susceptible to blood control, but still benefit from their immunity against bleed damage.

If a second creature attempts to establish blood control on a creature that is already controlled, it must pass a magic skill check. A creature may always attempt to end the blood control on itself by making a new Fortitude save as a mental-only standard action that may be taken even when normally unable to take standard actions, such as when dazed or nauseated. You may apply one (quicken) or (still) ability as part of casting blood control. Once blood control has been established, you may spend a standard action (unless otherwise noted) to apply additional (quicken) or (still) abilities. Spending at least a standard action to do so counts as concentrating on the ongoing blood control for that instance of blood control (if able to concentrate on an effect as a move action, applying additional {quicken} or (still) abilities as a move action, such as via the Quicken metamagic feat, would also count as concentrating for that round).

Some Blood talents are marked (quicken) or (still). These talents grant you additional blood control abilities. A creature may not be affected by both a (quicken) and a (still) ability at the same time. If a caster attempts to use a (quicken) talent on a creature currently under the effects of a (still) talent or vice versa, the previous effect ends.

Some creatures that are normally immune to bleed damage but that frequently feed on blood may be susceptible the blood control. 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 be affected by blood control. Other appropriate creatures may also be affected, at the GM's discretion.

When you gain the blood sphere, you learn the following abilities:



Bleed (quicken): You may cause the target of your blood control to take bleed damage equal to your caster level for the duration of your blood control. This damage can be stopped prior to the end of your blood control by the coagulate ability, a DC 15 heal check, or any amount of magical healing.

Coagulate (still): You may end any bleed damage affecting the target of your blood control. For the duration of the blood control, the target reduces any bleed damage taken by 1 + 1 per 3 caster levels and any creature using an effect that would inflict bleed damage must pass a magic skill check or have the bleed damage negated. Creatures imposing bleed damage via non-magical abilities (such as the blooded strike ability of the Duelist sphere*) may substitute their base attack bonus for their magic skill bonus on this check.

**Spheres of Might*

Blood Sphere Talents

Absorb Blood

When a creature within blood control range takes bleed damage to their hit points, as a free action that may be taken even when it is not your turn, you may choose a different creature under the effects of your blood control to gain an amount of temporary hit points equal to the bleed damage taken by the first creature. These temporary hit points never stack with those gained from other instances of this ability nor with those gained from the same instance on other rounds. These temporary hit points last for 1 minute per caster level. Each creature may only provide temporary hit points to one other creature.

As a standard action, you may spend a spell point to inflict 1d2 points of Constitution damage to a creature under the effects of your blood control, then choose a different creature under the effects of your blood control to heal a number of hit points equal to the Hit Dice of the first creature times the amount of Constitution damage dealt. If you possess Mass Control, you may spend an additional spell point as per that talent to inflict the Constitution damage on multiple creatures and heal multiple creatures. The total number of affected creatures cannot exceed your Mass Control limit and no creature can be targeted by the Constitution damage more than once per round. A single creature can be healed multiple times.

Blood Puppet (quicken)

You may spend a spell point to use blood control to take control of the target's body. For 1 round per caster level or until the blood control ends (whichever comes first), you can concentrate on the target, spending an action to force the target's body to take the same type of action, acting on simultaneously. The puppeted creature's body is under your control, but the creature's mind is not. Creatures capable of taking purely mental actions can still do so. If you spend at least a standard action controlling the puppet, this counts as concentrating on the blood control. A creature under the effects of this ability cannot take physical action on its own; treat this as being dazed, though immunity to and bonuses on saving throws against the

dazed condition does not apply. The target may be forced to take harmful actions. A target forced to hurt or kill itself deals its weapon damage + its Strength modifier to itself per round as a standard action. The target may still perform mental-only actions while under the effects of blood puppet (such as attempting to end the blood control). This ability does not grant access to the target's memories, thoughts, casting, supernatural, or spell-like abilities, nor is your control fine enough to force the target to speak intelligibly.

Effects such as the protection from evil spell or the Hallow word of the Fate sphere do not end this effect, since it is the result of a physical malady rather than a mind-affecting or possession effect.

If you possess Mass Control, you may take control and command multiple puppets, but must divide a single round's worth of actions between all puppets.

Blood Tracking

You are always aware of creatures under the effects of your blood control or an effect causing bleed damage, or at or below half hit points within blood control range and may pinpoint such a creature's square as a free action. Creatures that would be immune to your blood control cannot be detected by this ability.

This talent may be taken a second time; doing so grants you the benefits of blindsight, though this ability is still limited to the listed creatures.

Control Oxygenation (quicken/still)

You gain the following abilities:

As a (still) effect, the target becomes fatigued for the duration of your blood control. You may spend a spell point to cause the creature to instead become exhausted for this duration. Creatures that do not breathe are immune to this effect.

As a (quicken) effect, you may boost the circulation of the target of your blood control, allowing the target to ignore one instance of the fatigued or staggered conditions and treat one instance of the exhausted condition as fatigued for a number of rounds equal to the target's Constitution modifier. After a creature benefits from this ability, it cannot do so again for one minute per round the ability was active. Creatures that do not breathe do not benefit from this effect.

If you spend a spell point, the target may make an extra attack as part of a full attack for the duration of this effect. This does not stack with similar effects such as the haste ability of the Time sphere. When used this way, the target is fatigued at the end of this effect. If the target was already fatigued, it is instead exhausted. If it was exhausted, it drops unconscious for 1d6 rounds.

Crimson Vortex

As a standard action you may create a crimson spread with a 5 ft. radius within your blood control range. Creatures that are within this area when it is cast or that start their turn within the area must make a Fortitude save or be under the effects of

your blood control until the end of a turn in which they did not start within the affected area. Select a (quicken) or (still) ability as part of creating this area; you may apply the selected ability to the affected creatures.

You may spend an additional spell point to increase this radius by +10 ft. increasing by +5 ft. at 7th caster level and every 7 caster levels thereafter. This spread does not obscure vision. You need not be able to see or be aware of affected creatures, though you are aware of any that fail their save. You may use this ability to target swarms. You may concentrate to maintain this area, moving it up to 20 ft. plus 5 ft. per 2 caster levels when you concentrate, flying with perfect maneuverability. If you spend a spell point, the spread instead persists for 1 round per caster level and may be moved as a move action.

Exsanguinating Strike

As a standard action, you may make a single weapon attack. If a creature is damaged by this attack, 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. This talent may be used with the Spell Attack feat*. Applying any (quicken) ability as part of this talent counts as dealing bleed damage with the weapon for the purposes of the Bloodmonger feat.

**Champions of the Spheres*

Extract Blood Construct

You may drain the blood of a dead creature within blood control range and animate it as a blood construct as a standard action within 1 minute per caster level of the creature's death. If the creature (or creatures) were under the effects of your blood control at the time of their death, you may reduce the required time to a swift action. This blood construct is of a size according to the below table, but may not be larger than one size smaller than the dead creature's size. See section 8: Bestiary for the statistics of the blood construct. Extracted constructs are under your control. While they can be dispelled, blood constructs are neither called nor summoned creatures, so are not affected by banishment, dismissal, or the Hallow word of the Fate sphere. The construct obeys your commands to the best of its ability, even harmful or suicidal commands and will generally act to protect you in the absence of other commands.

A blood construct created by this ability persists for as long as you concentrate. The construct must be within your blood control range to concentrate on it. You may spend a spell point to have the blood construct remain for 1 minute per caster level without concentration. Doing so allows the construct to leave your blood control range without any ill effects. Lengthened Control increases this duration to 1 hour per caster level.

You may not have more than 3 Hit Dice of blood constructs per caster level under your control at the same time; creating additional constructs forces you to dismiss existing elements until the total Hit Dice no longer exceed this cap. Temporary increases to caster level (such as from staves, boons, or the thaumaturge's forbidden lore ability) do not increase this cap. Once

a blood construct is dismissed or destroyed, the blood used can no longer be animated to create another blood construct.

As a move or swift action, you may sacrifice a blood construct under your control to heal another one that you control, restoring a number of hit points equal to the hit points of the sacrificed construct. Any excess hit points beyond the healed construct's maximum hit points are lost. Both creatures must be within blood control range.

If you possess Mass Control, you may target multiple creatures per that talent, drawing blood to either create multiple constructs or combining the blood into a larger construct, up to the maximum size you can create, counting two Small creatures as a Medium creature, two Medium creatures as a Large creature, etc. You may increase the size of an existing construct under your control by merging smaller constructs with it as part of their creation or as a standard action; any ongoing effects and damage taken on either construct persist in the larger construct. All targets must be within blood control range.

Caster Level	Construct
1st	Tiny
4th	Small
8th	Medium
12th	Large
16th	Huge
20th	Gargantuan
24th	Colossal

Eye Bleed

When using the Bleed ability, you may increase the target's blood pressure, rupturing vessel's in the affected creature's eyes for the duration of the bleed damage. The creature suffers a 20% miss chance against all creatures for the duration of the bleed damage. If you spend an additional spell point, the creature is instead blinded for the duration of the bleed damage as blood streams from around its eyes. Creature's without eyes or equivalent sensory organs are immune to this effect.

Greater Blood Control

When applying a (quicken) or (still) talent, you may spend an additional spell point or increase the casting time by one step (usually from a standard to a full-round action) to apply two effects of that type. If the effects require different actions, use the longer action.

Hemokinesis

You gain the following abilities:

Move blood: You may move blood. As a standard action, you may cause a volume of blood within blood control range equal in size to a Small object to move up to 20 ft. + 5 ft. per 5 caster levels. The blood may be moved through the air and does not fall to the ground until the end of a turn in which you choose not to move it. If you possess the Telekinesis sphere, you may

use your telekinesis speed if it is greater. The volume increases by 1 Small object per caster level and the distance it may be moved increases by 5 ft. per 2 caster levels. If moving a volume of blood of at least Small size, you may attempt a bullrush or overrun maneuver against any one creature in the path of this movement, using your caster level -5 plus your casting ability modifier as your CMB. You gain a +1 bonus on this check for each size larger than Small the volume of blood is, treating 2 Small volumes as Medium, 2 Medium volumes as Large, etc. If you possess Mass Control, you may target multiple volumes, but the total volume cannot exceed your maximum volume.

The mostly intact corpse of a creature that was susceptible to bleed damage that has been dead for less than 1 hour per caster level can supply a volume of 1 size category smaller than itself.

You may use this ability to reposition the blood trail left by spending a spell point on the Slick talent, treating 1 square as a Small object.

You may spend a spell point to grant a blood construct under your control a fly speed (perfect) equal to your move blood speed for the duration of its existence.

Blood Arc: As a standard action, you may spend a spell point to cause an arc of blood to launch from any creature under the effects of your blood control that is taking bleed damage. You may target a creature within that range, who then must succeed on a Reflex save or be blinded until it spends a standard action or two move actions wiping the blood off. Immersion in water, heavy rain, or similar effects may also end this effect. If you possess Mass Control, you may target multiple creatures with this ability, though a single bleeding creature cannot supply more than two blood arcs.

If you possess Manipulate Alchemy, you may attempt to transfer a formulae*, potion, or poison expelled since the start of your previous turn via the blood arc. Creatures that are willing or that fail their Reflex save are immediately affected by a formulae, potion, or poison and may make a save against it if normally allowed.

**Per the Alchemy sphere, see Spheres of Might*

If you possess Manipulate Health, you may attempt to transfer a disease expelled since the start of your previous turn via the blood arc. Creatures that fail their Reflex save must immediately make a save against the disease.

Hemorrhage

Your bleed (quicken) ability now deals 2 points of damage per caster level.

Improved Range

Your blood control increases its range to medium. You may select this talent a second time, increasing the range to long.

Improved Bleed

The heal DC to stop your bleed (quicken) ability now equals 15 + your caster level. Magic healing does not stop the bleed (quicken) ability unless the caster succeeds on a magic skill check.

Inject

As part of casting blood control, you may increase the casting time by one step (usually a standard to a full-round action) to inflict 1 point of Constitution damage on yourself and make a melee touch attack (if within your natural reach) or ranged touch attack against a creature within your blood control range. You may hold the charge if using the melee option; if you possess Hemokinesis, you may hold the charge when using the ranged option. If successful, the targeted creature is treated as if it were bleeding for the purpose of the save penalty on any instance of blood control targeting that creature. Additionally, your Blood sphere effects targeting the struck creature ignore any spell resistance it possesses. This persists for 1 round per caster level or until the creature spends a standard action or two move actions wiping the blood off. Immersion in water, heavy rain, or similar effects may also end this effect.

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 half their maximum hit points.

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

Lengthened Control

Your blood control lasts for 1 hour per caster level when spending a spell point to continue it without concentration. Creatures may still attempt a save to end it early as usual.

Lingering Control

Your blood control continues for two rounds after you stop concentrating. Blood constructs created with Extract Blood Construct also remain for this additional time. The effects of the blood control still end if a creature makes a save to end it early.

Mana Bleed

As a swift action, you may force a creature under the effects of your blood control and taking bleed damage to lose 1 spell point. This loss increases by one die size (1d2, 1d3, 1d4, 1d6, etc.) for every five caster levels. Creatures that possess spell slots instead lose spell slots, based on the level of the slot. Each slot is equivalent to a number of spell points: level 1-2: 1 spell point, 3-5: 2 spell points, 6-8: 3 spell points, 9: 4 spell points. The target creature chooses which spell slots are lost. If affecting a creature with psionic manifesting (Psionics Unleashed by Dreamscarred Press), the creature loses a number of power points equal to the number of spell points that would have been lost multiplied by 1 + its Hit Dice/4.

If you possess Absorb Blood, you may choose to grant an equal number of temporary spell points to a creature receiving healing from Absorb Blood, though they cannot receive more spell points than your target loses. These temporary spell points do not stack with spell points from other targets, other instances of this ability, or any other source and expire after one round

per caster level. This ability does not grant a way to use spell points to those that lack one.

Manipulate Alchemy (quicken/still)

This talent requires that the target be under the effects of your blood control and cannot be used as part of initiating blood control.

As a (still) ability, as an immediate action, when a creature consumes a potion or would be affected by a formulae or poison, you may delay the effect of the formulae, potion, or poison for the duration of your blood control. You may end this delay as a free action that can be taken even when it is not your turn, causing the formulae, potion, or poison to take effect immediately. A given creature may only have one effect delayed in this manner at a time, plus one additional effect per 10 caster levels.

As a (quicken) ability, you may speed circulation to improve the potency of a poison in the target's system. If the poison had a frequency measured in minutes, it is now measured in rounds. If it has a frequency measured in rounds, its frequency becomes twice per round and the duration is halved. These changes do not stack. The save DC of the poison is also increased by +2. This change lasts until for the duration of the poison unless dispelled or ended with a (still) talent.

As a (quicken) ability, as an immediate action, you may attempt to force a formulae, potion, or poison out of the target's body, removing its effects from the target. This requires a magical skill check against the formulae or poison's save DC or the potion's MSD. Unwilling targets are allowed a Fortitude save to negate this effect. You gain a +2 bonus on this check if the target is suffering bleed damage or below one half its maximum hit points.

As a (still) ability, as a swift action, you may slow circulation to improve the body's ability to resist a poison. If the target is affected by a poison with a frequency measured in rounds, the frequency instead becomes minutes. If the frequency was measured in minutes, it instead becomes hours. These changes do not stack. The save DC of the poison is decreased by -2. This change lasts until for the duration of the poison unless dispelled or ended with a (quicken) talent.

Manipulate Health (quicken/still)

As a free action, you may ascertain the general condition of any creature under the effects of your blood control according to the list below:

Normal: Has at least 90% of full normal hit points, free of disease.

Fair: 30% to 90% of full normal hit points remaining.

Poor: Less than 30% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury.

Weak: 0 or fewer hit points remaining, afflicted with a disease that has reduced an ability score to 5 or less, or crippled.

You also know if the creature is suffering from any bleed effects.

As a (quicken) ability, you may spend a spell point to attempt to force a disease out of the target's body. This requires a magical skill check against the disease's save DC. Unwilling targets are allowed a Fortitude save to negate this effect. You gain a +2 bonus on this check if the target is suffering bleed damage or below one half its maximum hit points.

As a (quicken) ability, you may spend a spell point to force a creature suffering from a disease to roll a save against that disease. Success on this save does not count toward curing the disease and failing progresses the disease.

As a (still) ability, you may immediately grant a save to a creature suffering from a disease. Success on this save counts toward curing the disease but failing has no effect. A creature may not be the target of this use more than once per day.

As a (still) ability, you may delay the onset of a disease and to delay any saves forced by the disease for the duration of your blood control, though at least 1 save against the disease must be attempted every 2 days. This does not remove any penalties already inflicted by the disease, it only prevents the disease from progressing.

Mass Control

When targeting creatures with blood control or a (quicken) or (still) ability, you may spend an extra spell point to affect up to 1 additional creature per 2 caster levels (minimum 1) within range. All targets must be affected by the same ability. 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.

Migraine (quicken)

You may send a rush of blood to the target's brain, sickening the target for the duration of the blood control. You may spend a spell point to instead nauseate the target. This is a [pain] effect.

Numb (still): You may cut off flow to parts of a creature's body, making fine manipulation difficult. The target take a -2 penalty on Strength and Dexterity checks (including initiative) and Strength and Dexterity-based skill checks and gains an equal bonus on saves against pain effects for the duration of the blood control. This penalty increases by +1 at 5th caster level and again every 5 caster levels thereafter. This effect may change a creature's place in the initiative count after combat has begun.

You may spend a spell point to slow blood flow, staggering the target for the duration of the blood control.

Red Mist: As a move action, you may cause a creature under the effects of your blood control and suffering from bleed damage to have their lost blood disperse into a mist, filling their space, granting them concealment (attacks made by the creature or targeting the creature has a 20% miss chance). This effect persists until you end it as a free action, the creature stops taking bleed damage, or your blood control ends. Your vision is not impaired by a mist you create.

If you spend an additional spell point, the radius of the mist increases to 5 ft. + 5 ft. per 5 caster levels. The mist obscures all sight, including darkvision, beyond 5 feet. A creature 5 ft. away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph), such as from a gust of wind spell, disperses the mist in 4 rounds. A strong wind (21+ mph) disperses the mist in 1 round. A fireball, flame strike, or similar spell burns away the mist in the explosive or fiery spell's area. A wall of fire burns away the mist in the area into which it deals damage. If dispersed or burned away, the mist returns at the start of the creature's next turn unless the bleed damage or blood control has ended.

If you choose to take 1 Constitution damage when using this talent, you may treat all creatures within the mist as if they were bleeding for the purpose of the save penalty on any instance of blood control targeting such a creature.

Self Control

You are always considered to be under the effects of your blood control and may use a (quicken) or (still) ability on yourself and only yourself as a swift action. You do not count against the limit on the number of creatures you may affect using Mass Control.

Slick

You may choose to have creatures under the effects of your blood control and suffering from bleed damage take a penalty to CMD against bullrush, disarm, drag, reposition, overrun, and trip attempts equal to 2 + 1 per 5 caster levels. Starting and ending this effect is a free action.

As a (quicken) ability, you may force a creature under the effects of your blood control and suffering from bleed damage to make a Reflex save or fall prone any time they move more than half their speed until they are no longer under your blood control or stop taking bleed damage. If you spend a spell point, any creature that enters a space that the bleeding creature has exited in the last 1 round per caster level must also make a Reflex save or fall prone.

Duelist Sphere ❄️

The Duelist sphere Ooze Ichor talent allows the user to deal bleed damage to creature types that are normally immune, but does not by itself make them susceptible to blood control.

**Spheres of Might*

Divination Sphere

Alternate divination - Divine Bleeding

If you possess the Blood sphere, you may divine the location of any creature that has taken bleed damage in the last 10 minutes per caster level or that is under half its maximum hit points. Creatures immune to bleed damage cannot be detected with this divination.

Nature Sphere

If you possess both the Nature sphere water geomancing package and the Blood sphere, you may treat a volume of blood as an equal volume of water for your water geomancing abilities. You may treat a creature susceptible to bleed damage that is taking bleed damage or below half its maximum hit points as being wet for any ability that requires it. You may treat a creature susceptible to bleed damage of at least Large size (count two Medium creatures as a Large creature, two Small creatures as a Medium creature, etc.) that is suffering bleed damage or below half its maximum hit points as a sufficient volume to use the fog ability.

Telekinesis Sphere

If you possess the Blood and Telekinesis spheres and have the Limited Telekinesis drawback for blood, you may use your telekinesis abilities on any creature under the effects of your blood control (within the normal limits of the Telekinesis sphere).

Warp Sphere

If you possess the Create Demiplane advanced talent and the Blood sphere, you may include blood in any place that you would normally be able to place water. This blood can be supernaturally resistant to congealing, remaining liquid for indefinite periods of time.

Chapter 4

Advanced Magic

Advanced Talents

Arrest Flow (still)

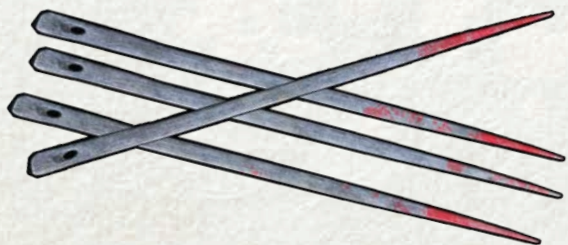
Prerequisites: 15th caster level or higher.

If a creature is already under the effects of your blood control, you may spend two spell points as a standard action to stop all circulation in the body of a creature. On a failed Fortitude save, the target is immediately rendered unconscious. The target is staggered for 1 round on a successful save. If rendered unconscious, the following round the creature must make a Fortitude save or die instantly. On a successful save, the target remains unconscious for 1d4 rounds. This is a (death) effect.

Drain Lifeblood

Prerequisites: 1st caster level or higher.

When using the bleed (quicken) ability, you may spend 1 additional spell point to force affected creatures to suffer 1 point of Constitution bleed instead of the normal bleed damage. This is not increased by Hemorrhage. If you possess Absorb Blood, you may treat any hit points lost by this ability as bleed damage for the purpose of that talent.



Overclock

Prerequisites: Control Oxygenation, 18th caster level or higher.

When using the (quicken) option of Control Oxygenation, you may spend three additional spell points to grant the target an additional standard action each round for a number of rounds equal to its Constitution modifier (minimum 1 round) or until your blood control ends, whichever comes first. In any round the target uses this extra action it takes 1d4 Constitution burn. This damage increases to 1d6 if the target is fatigued and to 1d8 if the target is exhausted. The target is exhausted at the end of this effect. This additional standard action cannot be used to cast a spell or sphere effect.

Puppet Master

Prerequisites: Blood Puppet, 10th caster level or higher.

When spending an action to direct your blood puppet, you may have all creatures under your control perform the same action if it is possible for them.

Sanguine Minion

Prerequisites: Extract Blood Construct, Lengthened Control, 5th caster level or higher.

When you create a blood construct, you may spend 2 spell points to make the creation an instantaneous effect. The creature exists independent of your concentration, has no duration, and cannot be dispelled. These constructs still count against the total number of blood constructs you may have created at any one time. If you create more than your total, you may select which constructs are destroyed.

Rituals

Existing spells that manipulate blood, such as blood biography*, blood armor**, or blood transcription*** may be used as Blood sphere rituals.

**Advanced Player's Guide*

***Advanced Classes Guide*

****Ultimate Magic*

Lifeshlood Sacrifice

Sphere Life; **Ritual Level** 4

Casting Time 30 minutes

Components V, S, F (obsidian ritual knife worth 100 gp)

Description

You kill a willing or helpless creature to restore life to a dead creature. The sacrificed creature must either have more Hit Dice than the target to be revived or else be a blood relative of the target. The target is revived as per the raise dead spell. The sacrificed creature cannot be revived by any means short of wish or miracle until the raised target is slain.

Water from Blood

Sphere Blood; **Ritual Level** 0

Casting Time 1 minute

Components V, S, M (blood to be transmuted)

Description

You draw out the blood of one creature slain within the last hour and separate out the water. The creature must have been a valid target for blood control. A Medium creature yields 2 gallons of clean water; divide this volume by 4 for every size category smaller and multiply by 4 for every size category greater than Medium.

Incantations

Steal Lifeshlood

Sacrificing others is a time-honored way for the evil to postpone their judgment.

Sphere Blood; **Level** 5th

Skill Checks in order—Heal DC 25 (1 success per sacrificial victim), Knowledge (religion) DC 25 3 successes.

Casting Time 1 hour

Components S, M (1 HD of creature sacrificed per target HD)

Target one willing or helpless living creature

Duration instantaneous

Saving Throw none; **SR** yes

Description

The sacrificial victims, intelligent creatures (Intelligence greater than 2) at least 1 age category younger than the target, are exsanguinated (Heal) and the target bathes in their blood while dark powers are invoked (Knowledge (religion)).

If successful, the target creature has its age category reduced by 1 (to the minimum age in that category), to a minimum of young adult. Penalties to physical ability scores from aging are lost. Bonuses to mental ability scores from aging are retained, though a creature cannot benefit from these bonuses more than once.

Backlash

All primary and secondary performers are fatigued.

Failure

All primary and secondary performers are exhausted. The target ages 1 age category (to the minimum age in that category). If the target is already venerable, it instead crumbles to dust. A blood construct of the largest size possible based on the sizes of the sacrificed creatures forms and attacks all performers until destroyed or until all performers are slain.



Chapter 5

Player Options

Feats

Note: Champion feats focus on blending *Spheres of Power* and *Spheres of Might* together in various ways. Champion feats were introduced in *Champions of the Spheres*.

Acid Blood

Prerequisites: Blood sphere, ability to cast any sphere effect, spell, or spell-like ability with the [acid] descriptor. You may not take this feat if you possess the Burning Blood feat.

Benefit: 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 acid damage per Hit Die. A successful Reflex save with a DC equal to your Blood sphere DC negates this damage. Melee weapons with reach don't endanger their users in this way.

Additionally, you can apply your acidic blood to a weapon or natural attack by dipping it in your own blood as a swift action. This requires dealing 1d4 damage to yourself as part of the swift action unless you suffer from an ongoing bleed effect or are below half your maximum hit points. The weapon gains the corrosive* special ability for a number of rounds equal to your Constitution modifier. At 10 Hit Dice, this improves to corrosive burst*.

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

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Bloodmonger* (Champion)

Prerequisites: Casting class feature, Duelist sphere.

If you possess the blood of a target, that target suffers a -1 penalty to any saving throw made against your spell or magic sphere effects. If you are wielding a weapon that has inflicted bleed damage on a target within the past 1 minute, you are considered to possess their blood. You may also make a melee

touch attack against a target suffering from bleed damage as part of using a magic sphere effect to touch and use their blood. You may also store blood from either circumstance in a vial or container to use later, but must be holding the container to use the blood contained within it.

Special: The save penalty from this feat cannot be applied when benefiting from a save DC bonus from the 'Blood as a Spell Component or Focus' option rules in Section 7.

**Originally printed in Champions of the Spheres*

Blood Thirst

Prerequisites: Bite attack, Blood sphere.

Benefit: You gain the blood drain universal monster ability with your bite attack, and thus may inflict 1 point of Constitution damage whenever you end a turn grappling a creature. Additionally, each time you inflict Constitution damage with this ability, you heal a number of hit points equal to the creature's Hit Dice. You cannot heal more than 10 hit points per character level per day using this ability.

Blood Potion

Prerequisites: Blood sphere, Brew Potion.

Benefit: You are able to create potions (or formulae from the Alchemy sphere) within your own blood. They can only target you, but you may activate one as a swift action, or 2 + 1 per 7 character levels as a standard action. This does not provoke attacks of opportunity.

Blood Wrack (Admixture)

Prerequisites: Blood sphere, Destruction sphere, Admixture talent.

Benefit: When using the Admixture talent, you may spend an additional spell point to have a single creature that takes damage be targeted by blood control (including the free (quicken) or (still) ability granted by initiating blood control) that you possess. Creatures already under the effects of your blood control instead may be targeted by a (quicken) or (still) ability. If

you possess the Mass Control talent, you may apply the blood control to all targets damaged, up to your maximum number of targets from Mass Control, though all affected creatures must be targeted by the same (quicken) or (still) ability.

Burning Blood

Prerequisites: Blood sphere, ability to cast any sphere effect, spell, or spell-like ability with the [fire] descriptor. You may not take this feat if you possess the Acid Blood feat.

Benefit: Any creature that confirms a critical hit against you with a piercing or slashing melee weapon is sprayed with your blood, which ignites on contact with the air, dealing 1 point of fire damage per Hit Die. A successful Reflex save with a DC equal to your Blood sphere DC negates this damage. Melee weapons with reach don't endanger their users in this way.

Additionally, you can apply your flaming blood to a weapon or natural attack by dipping it in your own blood as a swift action. This requires dealing 1d4 damage to yourself as part of the swift action unless you suffer from an ongoing bleed effect or are below half your maximum hit points. The weapon gains the flaming* special ability for a number of rounds equal to your Constitution modifier. At 10 Hit Dice, this improves to flaming burst*.

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

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Create Humor Familiar

Prerequisites: Blood sphere.

Benefit: You may create a humor familiar. Choose a tiny blood construct or a humoral ooze (choleric, melancholic, phlegmatic, or sanguine, chosen at the time of creation) as a familiar per the wizard's arcane bond class feature. The humor familiar can be reabsorbed into your body as a standard action. The familiar gains all familiar abilities based on your levels in casting classes. When absorbed, the humor familiar has fast healing 5 but ceases to provide bonus such as the Awareness feat. Humoral oozes count as being in contact with their master while absorbed for the purpose of their emotional touch ability. If a humor familiar is lost or dies, it can be replaced 1 week later through a ritual costing 200 gp per level in casting classes or through a specialized procedure that inflicts 1 point of Constitution damage per 2 levels (minimum 1). Replacing the familiar allows you to choose any other familiar available from this feat. The ritual takes 8 hours to complete. You may not have both a humor familiar and a familiar from another source; if you possess another ability that would grant a familiar, the effective wizard level from that ability stacks with your levels in casting classes to determine the strength of your humor familiar.

Crimson Theurgy

Prerequisites: Blood sphere, Death sphere.

Benefit: When determining the range of your ghost strike and Blood sphere effects, you may use the longer of your blood control and ghost strike ranges. This does not increase the size of the cone from the Greater Ghost Strike talent.

When you deal damage to a creature with the Bleeding Wounds ghost strike, you may spend a spell point as a move action to target that creature with blood control. If you possess both Mass Control and Greater Ghost Strike talents, you may target a number of creatures affected by the ghost strike up to the maximum allowed by Mass Control.

Construct Armor

Prerequisites: Blood sphere, Extract Blood Construct, 5th caster level or higher.

Benefit: Whenever you use the Extract Blood Construct talent to create a blood construct, you may create that construct around a willing target that is no larger than the construct. A single creature may not have more than one instance of construct armor at a time and constructs being used as armor cannot themselves gain construct armor from another construct. The target gains the Strength, Dexterity, size, damage reduction, natural attacks, and armor class of the construct. Any damage that the target would take is instead directed to the construct. If the construct is reduced to 0 or fewer hit points, this effect ends immediately and any additional damage is transferred to the target. This effect does not affect equipment size, though the target may choose to count as its normal size for the purpose of determining penalties from inappropriately sized weapons. The construct and its wearer cannot be targeted separately; any mind affecting abilities targeting the construct automatically target the wearer instead and any effect that would move either moves them both.

Exsanguinating Strike Mastery

Prerequisites: Exsanguinating Strike.

Benefit: You do not provoke attacks of opportunity for casting when using Exsanguinating Strike.

Formed Construct

Prerequisites: Blood sphere, Extract Blood Construct talent, Conjunction sphere.

Benefit: When you create a blood construct, you grant it one (form) talent from the Conjunction sphere that you possess.

Master of Blood

Prerequisites: Forbidden lore class feature, Extract Blood Construct.

Benefit: Add your forbidden lore bonus to your caster level when determining the number of Hit Dice of blood constructs you may control at any one time through the Extract Blood Construct talent. Blood constructs created this way gain a bonus to natural attack damage equal to your forbidden lore bonus.

Reservoir

Prerequisites: Blood sphere.

Benefit: Whenever a creature with Hit Dice of at least half your character level under the affects of your blood control is slain or destroyed, 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, (Con (-))), (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. Blood points expire after 1 hour.

Spell Attack* (Champion)

Prerequisites: Casting class feature, either Energy Blade from the Destruction sphere, Cryptic Strike from the Death sphere, Clarified Strike from the Life sphere, Exsanguinating Strike from the Blood sphere, or Time Strike from the Time sphere (or similar talents).

Benefit: When using Energy Blade, Cryptic Strike, Clarified Strike, Exsanguinating Strike, or Time Strike (or a similar talent) as a standard action, the attack is treated as a special attack action. This attack may benefit from Vital Strike, as well as combat spheres that augment attack actions (but not other special attack actions).

**Originally printed in Champions of the Spheres*

Traditions

Bloodletting

Casters of the bloodletting tradition use their ornate ritual knife to make precise incisions, drawing forth trickles of blood that is smeared, thrown, or otherwise manipulated to cast their spells. Casters of this tradition usually use the Blood Price optional ritual pricing (See Spheres of Power).

A caster with the bloodletting tradition gains 1 SP + 1 SP per 6 levels.

Drawbacks: Draining Casting, Focus Casting (Ritual Knife), Magical Signs, Painful Casting, Somatic Casting

Boons: Fortified Casting, Sanguine Empowerment

Unified Traditions

Unified Traditions

Casting traditions are a great way to customize a caster's history, style, and build. Martial traditions fulfill a similar role for martial characters. However, choosing one of each, particularly finding ones that combine well and aid in creating a unified character concept, can be a daunting task. To help with this process, we present to you a series of unified traditions, presented below.

Unified traditions are not a new concept, but are rather a series of pre-determined martial/casting tradition hybrids, which may be used completely as-is, or may be customized to suit a player's needs. As unified traditions are player seeds, they not only include a martial tradition and casting tradition, but also include the caster's two bonus magic talents. A character who gains a unified tradition can not gain a martial tradition, can only choose a new casting tradition when gaining their first level in a new casting class as described in Spheres of Power, and does not gain two bonus magic talents (since these are included in the unified tradition).

Some unified traditions include variant versions, where a multitude of talents are traded out to create a slightly different concept, not unlike how an archetype is a variant on a class. When selecting a variant for a unified tradition, the tradition's usual talents are replaced by those detailed under the variant. Sections marked "variable" allow the character to select between different talents.

Crimson Blade

The order of the crimson blade fuels both their martial and magical prowess with the very power of life: blood, that of their foes or themselves. Casters of this tradition usually use the Blood Price optional ritual pricing (See Spheres of Power).

Martial Training: Equipment: Duellist Training

Duellist sphere

Spell Attack

Bloodmonger feat

Bonus Magic Talents: Blood sphere

Exsanguinating Strike

Drawbacks: Somatic Casting, Magical Signs (swirling red mists)

Boons: Sanguine Empowerment

Sphere-specific Drawbacks

Hemokinetic

You cannot use blood control. You must select the Hemokinesis talent with the bonus talent from this drawback. You may use the blood arc option on creatures within blood control range (and may take the Improved Range talent) even when they are not under your blood control. You may use the Hemokinesis options dependant on the Manipulate Alchemy and Manipulate Health talents, but only when the necessary ability has been used by another creature. You cannot possess this drawback if you possess the Limited Acceleration or Self-controlled drawbacks.

Limited Acceleration

Choose either (quicken) or (still). You may not use any abilities with the chosen descriptor. You cannot possess this drawback if you possess the Hemokinetic drawback.

Self-controlled

You may only target yourself with blood control. You must select the Self Control talent with the bonus talent from this drawback. You cannot possess this drawback if you possess the Hemokinetic drawback.

Boons

Sanguine Empowerment

At the beginning of your turn, when you take damage from an ongoing bleed effect, your caster level increases by +1 until the start of your next turn.

Traits

Blood Cult Survivor (Faith)

You have survived attempts to use your blood to fuel dark (or at least questionable) rituals. You gain a +1 trait bonus on saves against blood control and effects that cause bleed damage. Additionally, the first point of bleed damage you take each round is treated as nonlethal damage. This increases by 1 point per round at 5 Hit Dice and every 5 Hit Dice thereafter.

Doom Cultist (Religion)

You gain a +1 trait bonus to caster level for the Blood, Death, and Destruction spheres. This bonus cannot cause your caster level to exceed your Hit Dice.

Alternate Racial Traits

Alraun** - Bloodweed

The nature of the creation of the alraun leaves some with an innate affinity for blood magic, unfortunately it isn't without a cost as they become vulnerable to bright light. They gain Basic Magic Training in the Blood sphere as a bonus feat at 1st level. The alraun also gain light sensitivity, causing them to become dazzled in areas of bright light. This replaces their blood sense racial traits.

Cherufe** - Burning Blood

While most amet cherufe have a connection to lava, there are other cherufe of both breeds that possess fire in their blood. They gain the Burning Blood feat and may use their Hit Dice in place of caster level to determine the effects of that feat, if beneficial. This replaces their cherufe breed power.

Dhampir* - Bloodbender

Vampiric heritage gives many dhampir an innate affinity for blood magic. They gain Basic Magic Training in the Blood sphere as a bonus feat at 1st level. This replaces manipulative and the spell-like ability racial traits.

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Chapter 6

Equipment

Specific Items

Crimson Flask

Aura Faint Blood; **CL** 5th

Slot None; **Price** 2,000 gp (least), 8,000 gp (lesser), 16,000 (greater); **Weight** 1 lb

Creatures with the Reservoir feat may spend a full-round action filling this flask with stolen blood, transferring blood points into the flask. The quality of the flask determines how many points it may hold: least - 2, lesser - 4, greater - 6. Reservoir points do not expire while in the crimson flask. A creature possessing the flask may open it as a move action. While holding an open flask, the holder may spend reservoir points as if those points were in its reserve.

Construction Requirements

Craft Rod, Blood sphere

Weapon Special Abilities

Thirsty

Aura faint Blood; **CL** 5

Slot weapon; **Price** +1 bonus; **Weight** -

Description

This weapon special ability can be applied to any melee weapon that deals piercing or slashing damage. When confirming a critical hit with a thirsty weapon against a creature that is not immune to bleed damage, the wielder may cause the weapon

to absorb a portion of the creature's blood as a free action. The wielder may instead expend a blood point from the Reservoir feat to fill the weapon as a full-round action. This stored blood counts as having a blood point as per the Reservoir feat and may be spent per that feat. A thirsty weapon may store a number of blood points equal to its enhancement bonus. Blood points stored in the weapon last indefinitely.

Artifacts

Blood Bath

Aura moderate Alteration; **CL** 10

Slot none; **Cost** -; **Weight** 300 lbs

Description

The blood bath is a minor artifact used by evil creatures to steal the youth of their victims. Sized to fit a Medium or smaller creature, the blood bath must be primed by filling it with the blood of creatures of no older than the young adult age category. Filling requires the blood of 20 Medium-sized creatures. For this purpose, 2 Small-sized creatures count as one Medium-sized creature. Once filled the user must spend at least 1 hour in the bath. At the end of this time, the user's age category is reduced by 1 (to the minimum age in that category), to a minimum of young adult. Any penalties from aging are removed, though bonuses from aging are retained (though do not stack with future bonuses from aging). This does not prevent future aging.

Destruction

The blood bath shatters if filled with the bones of an intelligent humanoid that died of old age and blessed soil for 24 hours.

Crafting Magic Items

Power and Complexity for the Blood sphere

Blood Control

Range: touch

Duration: 1 round/caster level

Effect: Apply blood control (with either the bleed or coagulate ability) to the target, as the base Blood sphere.

Complexity

Improved Blood Control: You may change the (quicken) or (still) effect granted or apply a Blood talent to the effect by increasing the complexity by 1. If the talent or ability requires the expenditure of a spell point, increase the complexity instead by 2.

Control Required: Instead of the base abilities, you may apply a (quicken) or (still) ability that requires the target to already be under the effects of your blood control to a target that is under the effects of your blood control. This does not increase complexity.

Extract Blood Construct

Range: touch

Duration: 1 round/caster level.

Effect: Create a blood construct per the Extract Blood Construct talent of no more than 1 HD per caster level.



STORM

Section 7

Optional Rules

Blood as a Spell Component or Focus

Using a portion of a creature's blood as an additional spell component creates a bond between the caster and the target, making the effect harder for the target to resist. Gathering sufficient blood, one vial's worth, requires inflicting 1 point of Constitution damage to a willing or helpless creature as a full-round action. When used as an additional spell component, the save DC of the spell or sphere effect is increased by +1 per vial used (to a maximum of +4) against the creature whose blood was used, though any other creatures making a save against the spell or sphere effect has the DC reduced by an equal amount.

When used as a focus component, the range of any Divination sphere effect or spell of the Divination school that would locate or contact the creature whose blood is used has its duration doubled per the Extend metamagic feat and its area increased as the Widen Spell metamagic feat, if applicable. These increases stack with the increases from those metamagic feats. Alternatively, the caster may reduce the casting time of such a spell or sphere effect by 1 step, to a minimum of 1 round.

Blood does not last indefinitely, losing its potency after 1d6 hours. A successful DC10 Heal check made as a full-round action can determine the number of hours remaining. Particularly hot conditions may reduce this time, while particularly cold ones may extend it, at the GM's discretion. The most common method for preserving a sample of blood is placing it in a vial prepared with a small dose of unguent of timelessness (a vial of unguent of timelessness is sufficient to prepare 75 vials). This is sufficient to preserve the sample for 1

year. Pre-prepared vials may be purchased for 3 gp. Once used, the vial is a normal glass vial with no special properties.

Blood Alchemy

The blood of certain creatures can be used when crafting alchemical items to reduce the required material cost. By inflicting 1 point of Constitution damage on a willing or helpless creature of either the correct race or subtype, or that possesses the necessary ability, you may reduce the cost of crafting a single corresponding alchemical item by half. See the following table for suggestions on what races and types correspond to each alchemical item. Other races and items may be appropriate at the GM's discretion.

<i>Alchemical Item</i>	<i>Race or Creature</i>	<i>Creature Subtype</i>	<i>Universal Monster Ability</i>
Acid flask	Oread	Earth	-
Alchemist fire	Ifrit	Fire	Burn
Brewed reek	Troglodyte	-	Stench
Elemental breath	Sylph	Air	-
Fury drops	Half-orc, orc	Orc	Blood rage, ferocity
Gel, fire ward	Undine	Cold, water	Immunity (fire), resistance (fire)
Gel, frost ward	Ifrit	Fire	Burn, immunity(cold), resistance (cold)
Ifrit's blood	Ifrit	Fire	Burn
Ink (glowing)	Aasimar	Angel, archon	-
Powder (rusting)	Rust monster	-	-
Smoke pellet	Fetchling	Dark folk	-
Smoke stick	Fetchling	Dark folk	-
Thunderstone	Sylph	Air	-
Troll oil	Troll	-	Fast healing, regeneration
Woundweal	-	-	Poison

Chapter 8

Bestiary

Blood Constructs

All blood constructs gain the following abilities:

Absorb Blood (Su)

Whenever a creature taking bleed damage is within the blood construct's threatened area, the blood construct heals a number of hit points each round equal to the bleed damage taken by the creature. If there are multiple threatened creatures taking bleed damage, the healing does not stack, only the highest value is used.

Blood Mastery (Ex)

A blood construct gains a +1 bonus on attack and damage rolls if its opponent is taking bleed damage.

Drench (Ex)

The construct's touch puts out non-magical flames of its size or smaller. The creature can dispel magical fire it touches as dispel magic (caster level equals construct's Hit Dice).

Engulf

As a standard action, the blood construct may move up to its speed and attempt to engulf anything in its path. It cannot make other attacks during a round in which it engulfs. The blood construct merely has to move over its opponents of its size or smaller, affecting as many as it can cover. Targeted creatures can make attacks of opportunity against the blood construct, but if they do so, they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity can attempt a Reflex save (DC 10 + 1/2 HD + Strength modifier) to avoid being engulfed - on a success, they are pushed back or aside (target's choice) as the blood construct moves forward. Engulfed opponents gain the pinned condition, are in danger of suffocating, are trapped within the blood construct's body until they are no longer pinned, and take slam damage from the blood construct each round. An engulfed creature may attempt to escape as if escaping a pin.

Fluid Body

The blood construct can move through an area as small as one-eighth its space without squeezing or one-sixteenth its space when squeezing.

Tiny Blood Construct CR 1/3

XP 400

N Tiny construct

Init +1; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)

hp 5 (1d10)

Fort +0, **Ref** +1, **Will** +0

Immune construct traits

OFFENSE

Speed 30 ft., swim 30 ft.

Melee slam +4 (1d4+1)

Special Attacks blood mastery, drench, engulf (DC 11, 1d4+1 bludgeoning)

STATISTICS

Str 13, **Dex** 12, **Con** -, **Int** -, **Wis** 11, **Cha** 11

Base Atk +1; **CMB** +0; **CMD** 11

ECOLOGY

Environment any

Organization solitary, pair, or gang (3-8 plus creator)

Treasure none

Blood constructs are unnatural creatures, rarely existing unless formed by a blood mage as a servant.

A tiny blood construct is 1 foot tall and weighs 3 pounds.

Familiar

A tiny blood construct may be taken as a familiar. The master of a blood construct familiar gains a +2 bonus on Fortitude saves. A blood construct familiar may be replaced by taking 1 point of Constitution damage per two levels (minimum 1) instead of paying 100 gp per level.

Small Blood Construct CR 1

XP 400

N Small construct

Init +0; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 13, touch 11, flat-footed 13 (+2 natural, +1 size)

hp 21 (2d10+10)

Fort +0, **Ref** +0, **Will** +0

Defensive Abilities absorb blood, Immune: construct traits

OFFENSE

Speed 30 ft., swim 30 ft.

Melee slam +5 (1d6+3)

Special Attacks blood mastery, drench, engulf (DC 13, 1d6+2 bludgeoning)

STATISTICS

Str 14, **Dex** 10, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +3; **CMD** 13

SPECIAL ABILITIES

Absorb Blood (Ex): Whenever a creature taking bleed damage is within the blood construct's threatened area, the blood construct heals a number of hit points each round equal to the bleed damage taken by the creature. If there are multiple threatened creatures taking bleed damage, the healing does not stack, only the highest value is used.

Fluid Body (Ex): The blood construct can move through an area as small as one-eighth its space without squeezing or one-sixteenth its space when squeezing.

Familiar

A small blood construct may be taken as a familiar with the Improved Familiar feat by caster of at least caster level 5th or higher. The master of a blood construct familiar gains a +2 bonus on Fortitude saves. A blood construct familiar may be replaced by taking 1 point of Constitution damage per level instead of paying 100 gp per level.

Medium Blood Construct CR 3

XP 800

N Medium construct

Init +1; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 42 (4d10+20)

Fort +1, **Ref** +2, **Will** +1

Defensive Abilities absorb blood, Immune: construct traits

OFFENSE

Speed 30 ft., swim 30 ft.

Melee slam +7 (1d8+4)

Special Attacks blood mastery, drench, engulf (DC 15, 1d8+3 bludgeoning)

STATISTICS

Str 16, **Dex** 12, **Con** -, **Int** -, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +7; **CMD** 18

SPECIAL ABILITIES

Absorb Blood (Ex): Whenever a creature taking bleed damage is within the blood construct's threatened area, the blood construct heals a number of hit points each round equal to the bleed damage taken by the creature. If there are multiple threatened creatures taking bleed damage, the healing does not stack, only the highest value is used.

Fluid Body (Ex): The blood construct can move through an area as small as one-eighth its space without squeezing or one-sixteenth its space when squeezing.

Large Blood Construct CR 5

XP 1,600

N Large construct

Init +2; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)

hp 74 (8d10+30)

Fort +2, **Ref** +4, **Will** +2

DR 5/—; **Defensive Abilities** absorb blood, Immune: construct traits

OFFENSE

Speed 30 ft., swim 30 ft.

Melee 2 slams +12 (2d6+5)

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

Special Attacks blood mastery, drench, engulf (DC 19, 2d6+5 bludgeoning)

STATISTICS

Str 20, **Dex** 14, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +14; **CMD** 26

SPECIAL ABILITIES

Absorb Blood (Ex): Whenever a creature taking bleed damage is within the blood construct's threatened area, the blood construct heals a number of hit points each round equal to the bleed damage taken by the creature. If there are multiple threatened creatures taking bleed damage, the healing does not stack, only the highest value is used.

Fluid Body (Ex): The blood construct can move through an area as small as one-eighth its space without squeezing or one-sixteenth its space when squeezing.

Huge Blood Construct CR 7

XP 3,200

N Huge construct

Init +4; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 20, touch 12, flat-footed 16 (+4 Dex, +8 natural, -2 size)

hp 95 (10d10+40)

Fort +3, **Ref** +7, **Will** +3

DR 5/—; **Defensive Abilities** absorb blood, Immune: construct traits

OFFENSE

Speed 30 ft., swim 30 ft.

Melee 2 slams +15 (3d6+7)

Space 15 ft.; **Reach** 15 ft.

Special Attacks blood mastery, drench, engulf (DC 22, 3d6+7 bludgeoning)

STATISTICS

Str 24, **Dex** 18, **Con** —, **Int** —, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +19; **CMD** 33



SPECIAL ABILITIES

Absorb Blood (Ex): Whenever a creature taking bleed damage is within the blood construct's threatened area, the blood construct heals a number of hit points each round equal to the bleed damage taken by the creature. If there are multiple threatened creatures taking bleed damage, the healing does not stack, only the highest value is used.

Fluid Body (Ex): The blood construct can move through an area as small as one-eighth its space without squeezing or one-sixteenth its space when squeezing.

Gargantuan Blood Construct CR 9

XP 6,400

N Gargantuan construct

Init +5; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 21, touch 12, flat-footed 16 (+5 Dex, +9 natural, -3 size)

hp 131 (13d10+60)

Fort +4, **Ref** +9, **Will** +4

DR 10/—; **Defensive Abilities** absorb blood, Immune: construct traits

OFFENSE

Speed 30 ft., swim 30 ft.

Melee 2 slams +22 (4d6+12)

Space 20 ft.; **Reach** 20 ft.

Special Attacks blood mastery, drench, engulf (DC 28, 4d6+12 bludgeoning)

STATISTICS

Str 34, **Dex** 20, **Con** -, **Int** -, **Wis** 11, **Cha** 11

Base Atk +13; **CMB** +29; **CMD** 44

SPECIAL ABILITIES

Absorb Blood (Ex): Whenever a creature taking bleed damage is within the blood construct's threatened area, the blood construct heals a number of hit points each round equal to the bleed damage taken by the creature. If there are multiple threatened creatures taking bleed damage, the healing does not stack, only the highest value is used.

Fluid Body (Ex): The blood construct can move through an area as small as one-eighth its space without squeezing or one-sixteenth its space when squeezing.

Colossal Blood Construct CR 11

XP 12,800

N Colossal construct

Init +6; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 21, touch 12, flat-footed 15 (+6 Dex, +9 natural, -4 size)

hp 148 (16d10+80)

Fort +5, **Ref** +11, **Will** +5

DR 10/—; **Defensive Abilities** absorb blood, Immune: construct traits

OFFENSE

Speed 30 ft., swim 30 ft.

Melee 2 slams +28 (6d6+16)

Space 25 ft.; **Reach** 25 ft.

Special Attacks blood mastery, drench, engulf (DC 34, 6d6+16 bludgeoning)

STATISTICS

Str 42, **Dex** 22, **Con** -, **Int** -, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +40; **CMD** 56

SPECIAL ABILITIES

Absorb Blood (Ex): Whenever a creature taking bleed damage is within the blood construct's threatened area, the blood construct heals a number of hit points each round equal to the bleed damage taken by the creature. If there are multiple threatened creatures taking bleed damage, the healing does not stack, only the highest value is used.

Fluid Body (Ex): The blood construct can move through an area as small as one-eighth its space without squeezing or one-sixteenth its space when squeezing.

Humoral Ooze CR 1/3

XP 135

N Tiny ooze

Init -5; **Senses** blindsight 60 ft.; Perception -5

DEFENSE

AC 7, touch 7, flat-footed 7 (-5 Dex, +2 size)

hp 7 (1d8+3)

Fort +3, **Ref** -5, **Will** -5

Immune ooze traits; **Resist** fire 5

Weaknesses vulnerability to cold

OFFENSE

Speed 10 ft., climb 10 ft., swim 10 ft.

Melee Slam +1 (1d3+1)

Space 2-1/2 ft., **Reach** 0 ft.

STATISTICS

Str 12, **Dex** 1, **Con** 16, **Int** —, **Wis** 1, **Cha** 1

Base Atk +0; **CMB** +1; **CMD** 6

ECOLOGY

Environment any underground

Organization solitary, pair, or coagulum (3-5)

Treasure none

SPECIAL ABILITIES

Emotional Touch (Su): Humoral oozes create impact the emotions of those in contact with them. This is a mind-affecting emotion ability and requires at least one round of contact and ends one round after contact ceases; brief contact such as from an unarmed strike is insufficient. Most casters that keep humoral oozes as familiars allow the ooze to ride on their shoulder, in a pocket, or another location that maintains contact. Each type of ooze has a different effect:

Choleric - Creatures touching the ooze are on edge, prone to anger, leaving them unwilling to listen to others, causing the DC of Bluff, Diplomacy, and Intimidate skill checks made against them increased by 2, +1 for every 5 Hit Dice of the creature.

Melancholic - Creatures touching this ooze grow depressed and gloomy, though since things can't get any worse, they press on, gaining a +2 morale bonus on saves that would cause the paralyzed or slow conditions.

Pblegmatic - Creatures touching the ooze are inclined to move slowly, and gain a +2 morale bonus on saves versus mind-affecting abilities.

Sanguine - Creatures touching the ooze become hopeful and optimistic; once per minute as a free action the creature can grant itself a +2 morale bonus on an ability check, attack roll, saving throw, or skill check.

Fluid (Ex): The humoral ooze can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Familiar

A humoral ooze may be taken as a familiar. The master of a humoral ooze familiar gains a +2 bonus on Heal skill checks. A humoral ooze familiar may be replaced by taking 1 point of Constitution damage per two levels (minimum 1) instead of paying 100 gp per level.

Mosquito Swarm CR 3

(Reprinted from *Pathfinder Roleplaying Game Bestiary 2* © 2010 Paizo Publishing)

XP 800

N Diminutive vermin (swarm)

Init +1; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 15, touch 15, flat-footed 14 (+1 Dex, +4 size)

hp 31 (7d8)b

Fort +5, **Ref** +3, **Will** +3

Defensive Abilities swarm traits; Immune mind-affecting effects, weapon damage

OFFENSE

Speed 5 ft., fly 40 ft. (good)

Melee swarm (2d6 plus disease and bleed)

Space 10 ft., **Reach** 5 ft.

Special Attacks bleed (1d6), disease (malaria, DC 13), distraction (DC 13)

STATISTICS

Str 1, **Dex** 13, **Con** 10, **Int** —, **Wis** 12, **Cha** 9

Base Atk +5; **CMB** —; **CMD** —

Skills Fly +11, Perception +9; Racial Modifiers Perception +8

ECOLOGY

Environment tropical swamps

Organization solitary, pair, fury (3-6 swarms), or scourge (7-12 swarms)

Treasure none

Chapter 9

Wild Magic Table

To allow use with Drop Dead Studio's Wild Magic, here is the wild magic table for the Blood sphere:

Table: Blood Wild Magic

Droo	Result
1	For 1 minute per caster level, the casters gains a +1 bonus to attack rolls and caster level while taking bleed damage. This increases by +1 for every 10 character levels.
2	The caster takes a number of points of ability damage to his casting attribute equal to the effect's caster level/4 (minimum 1) even if he would normally be immune to ability damage.
3	For 1 hour per caster level, the caster gains a hunger for blood. The caster gains a bite attack (primary, 1d6 medium, 1d4 small) and the Blood Thirst feat for the duration of this effect. Every hour spent without using this feat causes the caster to suffer 2 points of Constitution damage.
4	For 10 minutes per caster level, whenever the caster spends a spell point, all creatures within 30 ft. take bleed damage equal to half the caster's Hit Dice for a number of rounds equal to caster level. This bleed damage may be stopped with a DC 15 heal check or any amount of healing.
5	The caster takes 1d4 points of Constitution drain (or Charisma drain, if the caster has no Constitution score) and a blood elemental is created in an adjacent space. This elemental is of the largest size possible based on caster level and serves the caster. This elemental remains for 1 minute per caster level and does not count against the total hit dice of blood elementals the caster may control.
6	For 10 minutes per caster level, whenever the caster spends a spell point, he takes bleed damage equal to half his Hit Dice for a number of rounds equal to caster level. This bleed damage may be stopped with a DC 15 heal check or any amount of healing.
7	(Combat) All creatures hostile within 60 ft. of the caster begin taking bleed damage equal to caster level. This effect automatically ends after 1 minute.
8	For 1 minutes per caster level, the caster leaves a trail per the spell point option of the Slick talent, even if not suffering from bleed damage.
9	For 1 round per caster level, all creatures within 20 ft. of the caster (excluding the caster) have their blood turned highly acidic, dealing 1 acid damage per caster level per round. If a creature is suffering bleed damage, all adjacent creatures and objects suffer this acid damage as well. Multiple sources of this damage do not stack.
10	All allied creatures within 30 ft. of the caster must succeed on a Fortitude save or dissolve into a puddle of blood until the start of their next turn. In this form, they gain immunity to bludgeoning, electricity, piercing, and slashing damage, gain vulnerability to cold and fire damage, and are only able to take mental-only actions. Such creatures have no control over their movement or form and will flow as a liquid to the lowest available point if not on a flat surface, moving at a rate of 20 ft. per round.
11	(Combat) For 1 round per caster level, the ground within 30 ft. of the target or center of the target area becomes covered in sticky blood, creating difficult terrain
12	(Combat) For 1 round per caster level, all susceptible hostile creatures within 30 ft. of the caster begin bleeding around their eyes, imposing a 20% miss chance. This blood can be wiped away as a move action, removing the miss chance until the end of the creature's turn.
13	All creatures within 30 ft. of the caster must succeed on a Fortitude save or take 1d4 Constitution damage and emit a wave of blood that bullrushes all creatures within 20 ft. directly away, with a CMB equal to caster level + CAM. This does not provoke attacks of opportunity.
14	For 10 minutes per caster level, the caster drips blood, suffering the effects of the Slick talent, even if not suffering from bleed damage.
15	Roll twice and take both results. Ignore any results that require rerolls. If both rolls thus ignored, there is no effect.

16 For 1 round per caster level, the caster becomes a mist of blood per the mist form ability of the blood-scarred archetype of the symbiote class.

17 All creatures within 30 ft. of the caster must succeed on a Fortitude save or take 1d2 Constitution damage and be shot 10 ft. + 10 ft. per 5 caster levels into the air on a pillar of pressurized blood. The pillar remains until the start of the caster's next turn. Creatures on the pillar must succeed on a concentration check with a DC of 15 + caster level to cast a spell or perform any task requiring concentration. At the end of this result's effect, creatures unable to fly fall, taking falling damage according to the pillar's height. Creatures may move off the pillar if they succeed on a Reflex save but count as starting from prone.

18 For 1 round per caster level, all creatures within 120 ft. of the caster that take bleed damage have their blood turn black. Any bleed damage they take becomes negative energy damage.

19 The caster becomes immune to blood control for 1 minute per caster level; any ongoing blood control effects on the caster end immediately.

20 The spell point cost of the effect decreases by 1. If the effect did not require any spell points, the caster instead gains 1 temporary spell point that expires at the end of his next turn.

21 The caster takes 1d4 Constitution damage and emits a wave of blood that bullrushes all creatures within 20 ft. directly away, with a CMB equal to caster level + CAM. This does not provoke attacks of opportunity.

22 The effect fails and the action is lost. Any SP spent are lost.

23 (Combat) For 1 round per caster level, all allied creatures within 100 ft. of the caster take a -2 penalty to attack rolls and caster level while taking bleed damage. This penalty increases by -1 for every 7 caster levels.

24 The caster takes untyped nonlethal damage equal to caster level. This damage does not force concentration checks to cast or maintain sphere effects or spells.

25 (Combat) For 1 round per caster level, the blood of all creatures within 30 ft. of the caster thickens, reducing any bleed damage taken by half but imposing a -10 ft. penalty on all movement modes and a -2 penalty on Reflex saves, Dexterity checks, and Dexterity-based skill checks.

26 (Combat) For 1 round per caster level, all creatures within 100 ft. of the caster gain a +1 bonus to attack rolls and caster level while taking bleed damage. This bonus increases by +1 for every 7 caster levels.

27 For 10 minutes per caster level, the caster may squirt blood from his eyes, mouth, etc., granting a +1 circumstance bonus on Intimidate checks. This bonus increases by +1 at caster level 5 and every 5 caster levels thereafter.

28 Until the start of his next turn, the caster dissolves into a puddle of blood. In this form, the caster gains immunity to bludgeoning, electricity, piercing, and slashing damage, gains vulnerability to cold and fire damage, and is only able to take mental-only actions. The caster has no control over his movement or form and will flow as a liquid to the lowest available point if not on a flat surface, moving at a rate of 20 ft. per round.

29 All ongoing bleed damage affecting hostile creatures within 60 ft. of the caster immediately stops as if targeted by the coagulate (still) ability. This result is resolved after the triggering effect.

30 For 1 hour, the caster may choose to dissolve into a puddle of blood or return to his normal form as a move action. In this form, the caster gains immunity to bludgeoning, electricity, piercing, and slashing damage, gains vulnerability to cold and fire damage, and is only able to take mental-only actions. The caster has no control over his movement or form and will flow as a liquid to the lowest available point if not on a flat surface, moving at a rate of 20 ft. per round.

31 The effect fails, but the action is not lost. Any SP spent are lost.

32 (Combat) For 1 round per caster level, blood rains down in a 60 ft. radius around the caster. This thick red rain obscures all sight, including darkvision, beyond 5 feet. A creature 5 ft. away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). In addition, the ground within this area becomes slick, and counts as difficult terrain.

33 Roll twice and choose the result. Ignore any results that require rerolls. If both rolls thus ignored, there is no effect.

34 (Combat) For 1 round per caster level, the caster's eyes begin bleeding, blinding the caster. This blood can be wiped away as a move action, removing the blindness until the end of the caster's turn.

35 (Combat) The caster takes 1d4 Constitution damage and emits a line of blood that bullrushes and trips all creatures in a line 10 ft. long per caster level and 5 ft. wide + 5 ft. per 5 caster levels, with a CMB equal to caster level + CAM. The caster may choose the direction of this line. This does not provoke attacks of opportunity.

36 For 1 minute per caster level, an enormous mosquito swarm covers a 120 ft. radius around the caster. This swarm has the statistics of a normal mosquito swarm, but has hit points equal to caster level x 10. The swarm remains stationary.

37 The caster gains knowledge of one talent of his choice from this sphere for 1 round.

38 For 10 minutes per caster level, the caster is sickened whenever within 30 ft. of a creature taking bleed damage.

39 (Combat) For 1 round per caster level, all susceptible creatures within 30 ft. of the caster begin bleeding around their eyes, imposing a 20% miss chance. This blood can be wiped away as a move action, removing the miss chance until the end of the creature's turn.

40 Roll again on the Universal wild magic table.

41 For 1 hour, any creature that is slain within 120 ft. of the caster explodes in a shower of gore. Any creature within 30 ft. of the slain creature is nauseated for 1 round and sickened for 1 minute thereafter. Individual creatures can only be affected by this result once per 24 hours.

42 As an instantaneous effect, all water within 400 ft. of the caster is turned to blood.

43 For 1 minute per caster level, the caster is pursued by a mosquito swarm (reprinted in Section 8: Bestiary). This swarm appears adjacent to the caster and attempts to enter the caster's space to the best of its ability.

44 For 1 minute per caster level, the caster becomes a blood elemental. Treat this as the water elemental option of the Alteration sphere's Elemental Transformation, with the addition of the blood construct's absorb blood ability. No additional Alteration sphere traits may be added to this effect. This is a polymorph effect.

45 The casting time increases by 2 steps.

46 As an instantaneous effect, all drops of blood within 30 ft. of the caster transform into a spider. A swarm of spiders is created sharing the space of every creature within this radius that is suffering bleed damage, below half hit points and not immune to bleed damage, or that has died in the past hour and was not immune to bleed damage.

47 (Combat) For 1 round per caster level, all susceptible allied creatures within 30 ft. of the caster begin bleeding around their eyes, imposing a 20% miss chance. This blood can be wiped away as a move action, removing the miss chance until the end of the creature's turn.

48 (Combat) For 1 round per caster level, a mist of blood as per the Red Mist talent covers an area within 60 ft. of the caster. This result follows the caster.

49 For 1 hour per caster level, all blood within 400 ft. of the caster glows. Creatures susceptible to blood control shed light as a candle. Creatures suffering from bleed damage shed light as a torch. Anyone attempting to follow the trail of a creature suffering bleed damage gains a +10 circumstance bonus to their survival check to track as long as the trail is within this area.

50 Effect receives a -4 penalty to caster level (minimum 1).

51 (Combat) The caster is dazed for 1 round.

52 For 10 minutes per caster level, whenever the caster takes slashing or piercing damage originating from a creature within 20 ft., that creature must succeed on a Reflex save or be blinded by the spray of blood. This blindness continues until the creature spends a standard action or two move actions wiping it away.

53 For 1 round per caster level the caster's blood becomes highly acidic, dealing 1 acid damage per caster level per round. If the caster is suffering bleed damage, all adjacent creatures and objects suffer this acid damage as well. Multiple sources of this acid damage do not stack.

54 As an instantaneous effect, all blood within 400 ft. of the caster that is not contained inside a creature is turned to water.

55 All creatures within 30 ft. of the caster must succeed on a Fortitude save or dissolve into a puddle of blood until the start of their next turn. In this form, they gain immunity to bludgeoning, electricity, piercing, and slashing damage, gain vulnerability to cold and fire damage, and are only able to take mental-only actions. Such creatures have no control over their movement or form and will flow as a liquid to the lowest available point if not on a flat surface, moving at a rate of 20 ft. per round.

56 The caster makes a single magical skill check against all Blood sphere effects within medium range to dispel them as if using the Counterspell feat. This is resolved after the triggering effect.

57 (Combat) For 1 round per caster level, all weapon attacks made within 60 ft. of the caster deal additional bleed damage equal to 1/4 caster level (minimum 1). This does not stack with any other bleed damage they may deal.

- 58 For 1 round per caster level, all bleed damage within 30 ft. of the caster is doubled.
- 59 (Combat) For 1 round per caster level, the ground within 30 ft. of the caster becomes covered in sticky blood, creating difficult terrain
- 60 The caster makes a single magical skill check against all Blood sphere effects within medium range to dispel them as if using the Counterspell feat. This is resolved before the triggering effect.
- 61 For 1 minute per caster level, the caster leaves a trail of burning blood behind, dealing 1 fire damage per caster level to any creature that enters a square the caster has left since the start of the casters last turn.
- 62 The caster takes 1d4 points of Constitution drain (or Charisma drain, if the caster has no Constitution score) and a blood elemental is created in an adjacent space. This elemental is of the largest size possible based on caster level and is hostile toward the caster. This elemental remains for 1 minute per caster level and does not count against the total hit dice of blood elementals the caster may control.
- 63 For 1 hour per caster level, the caster leaves a trail of blood. This trail gives a +5 circumstance bonus to any creature attempting to track the caster. This bonus is doubled if the creature possesses the scent ability. Additionally, the blood trail may attract predatory creatures as appropriate to the environment.
- 64 For 1 round per caster level, a mist of blood as per the Red Mist talent cover an area within 60 ft. of the target or center of the target area. Any creature that enters or starts its turn within this area takes 1 fire damage per caster level. This result remains stationary.
- 65 (Combat) For 1 round per caster level, the ground within 30 ft. of the caster becomes covered in blood, causing all creatures within this area to slip as per the Slick talent. This effect moves with the caster.
- 66 For 1 minute per caster level, the caster experiences a rush of empowered blood, gaining a +10 circumstance bonus to all non-magical movement speeds.
- 67 The effect fails and the action is lost. Any SP spent are not lost.
- 68 Effect receives a +2 bonus to caster level.
- 69 (Combat) The caster takes 1d4 Constitution damage and emits a line of blood that bullrushes and trips all creatures in a line 10 ft. long per caster level and 5 ft. wide + 5 ft. per 5 caster levels, with a CMB equal to caster level + CAM. The direction of this line is chosen randomly using the thrown splash weapon miss rules. This does not provoke attacks of opportunity.

- 70 For 10 minutes per caster level, the caster takes a -1 bonus to attack rolls and caster level while taking bleed damage. This penalty increases by -1 for every 5 character levels.
- 71 For 10 minutes per caster level, the caster's blood thickens, reducing any bleed damage taken by half but imposing a -10 ft. penalty on all movement modes and a -2 penalty on Reflex saves, Dexterity checks, and Dexterity-based skill checks.
- 72 The caster loses knowledge of any of the talents used in the effect (but not the base sphere) for the length of the effect (minimum 1 round).
- 73 (Combat) For 1 round per caster level, all creatures within 100 ft. of the caster take a -1 penalty to attack rolls and caster level while taking bleed damage. This penalty increases by -1 for every 7 caster levels.
- 74 (Combat) The caster is stunned for 1 round.
- 75 The caster is exhausted.
- 76 For 1 round per caster level, a mist of blood as per the Red Mist talent cover an area within 60 ft. of the target or center of the target area. This result remains stationary.
- 77 The spell point cost of the effect increases by 1d4. If the caster does not have enough spell points, he is instead dazed until the end of his next turn.
- 78 The casting time decreases by 1 step.
- 79 The caster loses access to this sphere for 1 minute per caster level.
- 80 For 1 round per caster level, all bleed damage within 30 ft. of the caster is halved.
- 81 The casting time increases by 1 step.
- 82 (Combat) For 1 round per caster level, the ground within 30 ft. of the target or targets becomes covered in blood, causing all creatures within this area to slip as per the Slick talent. This effect remains stationary.
- 83 (Combat) The caster is nauseated for 1 round.
- 84 The caster begins taking bleed damage equal to caster level. This effect automatically ends after 1 minute.
- 85 The spell point cost of the effect increases by 1. If the caster does not have enough spell points, he is instead staggered until the end of his next turn.
- 86 (Combat) For 1 round per caster level, all hostile creatures within 100 ft. of the caster gain a +2 bonus to attack rolls and caster level while taking bleed damage. This bonus increases by +1 for every 7 caster levels.

87 For 1 minute per caster level, the caster leaves a trail of acidic blood behind, dealing 1 acid damage per caster level to any creature that enters a square the caster has left since the start of the casters last turn.

88 (Combat) For 10 minutes, any bludgeoning, piercing, or slashing damage dealt within 100 ft. of the caster results in gratuitously large spray of blood. This has no mechanical effect. Any creature reduced to 0 or fewer hit points within this area that would be susceptible to the caster's blood control has a 10 ft. radius around their space filled with blood, making it difficult terrain. This difficult terrain lasts for the duration of this result.

89 All ongoing bleed damage within 60 ft. of the caster immediately stops as if targeted by the coagulate (still) ability.

90 As an instantaneous effect, any creature currently under the effects of a disease, poison, or potion and suffering from bleed damage immediately has the disease, formulae, potion, or poison effects end as the cause is drawn from its blood.

91 The casting time decreases by 2 steps.

92 For 1 round per caster level, a mist of blood as per the Red Mist talent cover an area within 60 ft. of the target or center of the target area. Any creature that enters or starts its turn within this area takes 1 acid damage per caster level. This result remains stationary.

93 For 1 minute per caster level, all creatures within 6- ft. of the caster experiences a rush of empowered blood, gaining a +10 circumstance bonus to all non-magical movement speeds.

94 All creatures allied within 60 ft. of the caster begin taking bleed damage equal to caster level. This effect automatically ends after 1 minute.

95 For 10 minutes per caster level, whenever the caster deal slashing or piercing damage to a creature within 20 ft., the caster must succeed on a Reflex save or a blinded by the spray of blood. This blindness continues until the caster spends a standard action or two move actions wiping it away.

96 The caster takes 1d4 Constitution damage even if he would normally be immune to ability damage. Creatures without a Constitution score instead take Charisma damage.

97 For 10 minutes per caster level, all creatures that die within 60 ft. of the caster have their blood extracted to create a blood construct per the Extract Blood Construct talent. Constructs created this way are hostile toward the caster and do not count against the number of Hit Dice of constructs he can control.

98 The caster is fatigued.

99 All creatures within 60 ft. of the caster begin taking bleed damage equal to caster level. This effect automatically ends after 1 minute.

100 (Combat) For 1 round per caster level, the caster acts as if under the effects of the Blood Puppet talent, controlled by the nearest intelligent (INT greater than 2) hostile creature. The controlling creature is aware of this and intuitively knows how to use this ability.

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The Sanguinist's Handbook

The Sanguinist's Handbook is a brand new sphere for the Spheres of Power magic system, for the Pathfinder Roleplaying Game. This new sphere—the Blood Sphere—grants its wielders the power to control the blood within a body, bleeding targets dry, empowering allies, or crafting the fluid into a Blood Construct to do their bidding, and much more! Complete with new archetypes and class features for making the most of this new branch of magic, the Blood Sphere will be a wonderful addition to your games!



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