

# Player Paraphernalia

KNOTTY  
WORKS

ALTERNATE ABYSSAL  
BLOODLINES  
VOLUME I

#119

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



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# PLAYER PARAPHERNALIA #119

## BY THE KNOTTY-WORKS



Welcome to issue one hundred and nineteen of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder Roleplaying Game (©Paizo, Inc.). Domains get sub-domains and Arcane Schools have associated sub-schools. Why don't Bloodlines get sub-bloodlines? Well, this issue attempts to rectify it, at least in part with the introduction of several alternate bloodlines for the Abyssal bloodline.

Each of the alternate bloodlines presented within fall under the Abyssal bloodline, replacing bonus spells, bonus feats, bloodline arcana and/or bloodline powers from the original bloodline with those associated with particular demons. If a particular part of the bloodline is not listed within the alternate bloodline, that feature is inherited from the Abyssal bloodline.

Without further ado, we present alternate abyssal bloodlines.

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### BABAU BLOODLINE

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At some point in your progenitor's past their was an unholy pact made with one of

these skeletal sadists that hunt both in the Abyss and the Prime Material Plane.

#### Bonus Spells

*Corrosive Touch* (3<sup>rd</sup>), *See Invisibility* (5<sup>th</sup>), *Eruptive Postules* (7<sup>th</sup>), *Touch of Slime* (9<sup>th</sup>), *Acid Fog* (13<sup>th</sup>)

#### Bonus Feats

*Augment Summoning*, *Combat Reflexes*, *Empower Spell*, *Great Fortitude*, *Improved Initiative*, *Iron Will*, *Skill Focus* (Knowledge [planes]), *Skill Focus* (Stealth).

#### Bloodline Arcana

You gain either *Silent Spell* and *Still Spell* as bonus feat, and once the selection is made it cannot be changed. When you cast a spell with either metamagic effect, the casting time of the spell does not increase just because you are casting it spontaneously.

#### Blood Powers

##### Caustic Claws (Su)

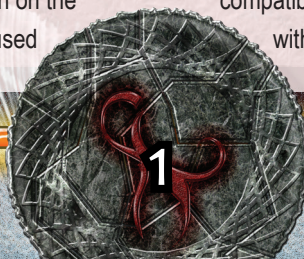
At 1<sup>st</sup> level, you may grow a set of claws as a free action. Treated as natural weapons,

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these claws allow you to make two claw attacks as a **full attack** action using your highest base attack bonus for 1d4 points of damage each (1d3 if you are small), plus your Strength modifier. At 5<sup>th</sup> level, you treat your claws as magical for purposes of overcoming **damage reduction**. At 7<sup>th</sup> level, the claws cause 1d6 points of damage (1d4 if you are small). At 11<sup>th</sup> level, your claws gain the Corrosive special ability, dealing 1d6 points of acid damage upon a successful hit.

You may grow these claws a total number of rounds per day equal to 3 + your Charisma modifier. This power replaces the Abyssal bloodline's Claws power.

### **Acidic Flesh (Su)**

At 9<sup>th</sup> level, you may cause a thin coating of acidic slime to envelope your form (clothing or other apparel worn is not affected by the slime) as a **standard action**. The coating lasts for a number of rounds equal to ½ your class level and you may use this power 3 + your Charisma modifier times per day.

Anyone successfully striking you with a natural or unarmed attack suffers 1d6 points +1 point per 2 class levels of acid damage unless a **Reflex** save is made (DC 10 + ½ your class level + your Charisma modifier). Weapons striking you also suffer the same damage unless the wielder makes the **Reflex** save (same DC as above). Ammunition that strikes you is automatically destroyed after you suffer its' damage.

This power replaces the Abyssal bloodline's Strength of the Abyss power.

### **Summon Babau (Sp)**

At 15<sup>th</sup> level, you can summon three Babau demons as a **full round action**. The Babau may appear up to 60 ft. away and will remain for a number of rounds equal to your class level. The demons have all of the abilities of a demon of its type, though they may summon others.

You may use this power 3 + your Charisma modifier times per day, though only

one demon may be summoned at a time. Summoning other Babau demons with this power will cause the previous ones to immediately vanish.

This power replaces the Abyssal bloodline's Added Summoning power gained at 15<sup>th</sup> level.

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## **BALOR BLOODLINE**

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Few whispers of the past would dare contemplate that your genealogy includes a brush with such foul and powerful creatures, but you cannot deny the raw power that runs through your veins that belies the touch of the Balor's mark.

### **Bonus Spells**

*Fireball* (7<sup>th</sup>), *Telekinesis* (11<sup>th</sup>), *Greater Dispel Magic* (13<sup>th</sup>), *Dominate Monster* (19<sup>th</sup>).

### **Bonus Feats**

Cleave, Combat Reflexes, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Iron Will, Power Attack, Quicken Spell, Two-Weapon Fighting.

### **Bloodline Arcana**

You gain **Quicken Spell** as a bonus feat. When casting spells granted by your bloodline, you may apply **Quicken Spell** without having to add the effective spell increase a number of times per day equal to 3 + your Charisma modifier.

### **Blood Powers**

#### **Biting Lash (Ex)**

You are considered proficient with the whip and it is treated as a light weapon if used as part of a two-weapon attack at 1<sup>st</sup> level. Your whip attacks are always treated as lethal and may damage a foe even if they are wearing or covered in natural armor.

At 7<sup>th</sup> level, your whip is treated as a magic weapon for purposes of overcoming **damage reduction**. At 11<sup>th</sup> level, it is treated as cold iron and silver as well, and at 15<sup>th</sup> level the whip is treated as aligned (chaotic) regardless of your





own alignment when facing an opponent with **damage reduction**.

This power replaces the Abyssal bloodline's Claws power.

### **Flaming Flesh (Su)**

At 9<sup>th</sup> level, you may erupt in dancing flames that envelope your form (clothing or other apparel worn is not affected by the flames) as a **standard action**. The flames remain for a number of rounds equal to  $\frac{1}{2}$  your class level and you may use this power  $3 +$  your Charisma modifier times per day.

Anyone successfully striking you with a natural or unarmed attack suffers  $1d6$  points  $+1$  point per 2 class levels of fire damage unless a **Reflex** save is made (DC  $10 + \frac{1}{2}$  your class level  $+$  your Charisma modifier). Anyone grappling you or that you **grapple** suffers the same amount of damage and no saving throw is allowed.

This replaces the Abyssal bloodline's Strength of the Abyss power.

### **Balor's Bite (Su)**

At 15<sup>th</sup> level, you may grant any slashing melee weapon (or whip) you are wielding the vorpal special quality as a **move action**, lasting for a number of rounds equal to your class level. You may use this power once per day, gaining an additional use at 18<sup>th</sup>, and 20<sup>th</sup> level.

This power replaces the Abyssal bloodline's Added Summoning power.

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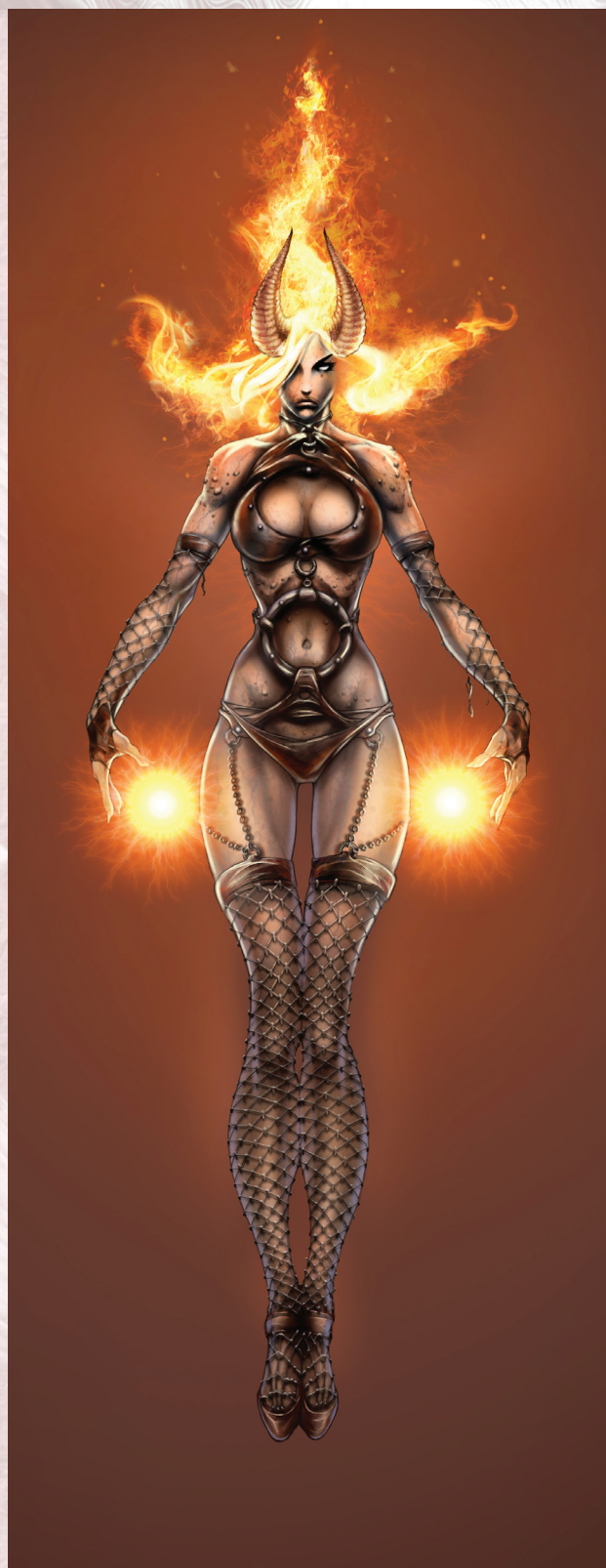
## **DRETCH BLOODLINE**

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While considered the lowest of the low in regards to the abyssal hierarchy, such creatures were readily called upon by your ancestors, forging a stain upon your very soul. But even such a blot has its uses.

### **Bonus Spells**

*Miserable Pity* (5<sup>th</sup>), *Stinking Cloud* (7<sup>th</sup>), *Cloudkill* (11<sup>th</sup>), *Statue* (15<sup>th</sup>).



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### Bonus Feats

Cleave, Empower Spell, Great Fortitude, Improved Bull Rush, Improved Sunder, Power Attack, Skill Focus (Intimidate), Toughness.

### Bloodline Arcana

When casting transformation spells that grants an **enhancement** bonus to the recipient's Strength or Constitution, increase the bonus by +2.

### Blood Powers

#### Brutal Claws (Su)

At 1<sup>st</sup> level, you may grow a set of claws as a **free action**. Treated as natural weapons, these claws allow you to make two claw attacks as a **full attack** action using your highest base attack bonus for 1d4 points of damage each (1d3 if you are small), plus your Strength modifier. At 5<sup>th</sup> level, you treat your claws as magical for purposes of overcoming **damage reduction**. At 7<sup>th</sup> level, the claws cause 1d6 points of damage (1d4 if you are small). At 11<sup>th</sup> level, your claws cause the opponent to become **shaken** upon a successful hit unless it can make a successful **Will** save (DC 10 + ½ your class level + your Charisma modifier). Opponents may only be subjected to this effect from your claws once every 24 hours regardless of the saving throw.

You may grow these claws a total number of rounds per day equal to 3 + your Charisma modifier. This power replaces the Abyssal bloodline's Claws power.

#### Summon Dretch Horde (Su)

At 15<sup>th</sup> level, you may summon 1 Dretch per four class levels as a **standard action** once per day. The demons must appear within 60 ft. and they remain up to a number of rounds equal to your class level.

You may use this power 3 + your Charisma modifier times per day, though only one batch of demons may be summoned at a time. Summoning another horde of

Dretch will cause all previous demons to immediately vanish.

This power replaces the Abyssal bloodline's Added Summoning power.

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## GLABREZU BLOODLINE

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Whether through physical communion or the mingling of arcane energies, you are tied to the cruel and cunning Glabrezu. Your magics seem to twist upon itself, almost as if directed by a more malevolent purpose.

### Bonus Spells

*Disguise Self* (3<sup>rd</sup>), *Mirror Image* (5<sup>th</sup>), *Confusion* (9<sup>th</sup>), *Unholy Blight* (11<sup>th</sup>), *Veil* (13<sup>th</sup>), *Power Word Stun* (17<sup>th</sup>).

### Bonus Feats

Augment Summoning, Cleave, Great Cleave, Great Fortitude, Persuasive, Power Attack, Still Spell, Vital Strike.

### Bloodline Arcana

When you cast a spell from the either the school of **enchantment** or **illusion**, you gain a +1 bonus to the DC of the spell.

### Blood Powers

#### Pincers (Su)

At 1<sup>st</sup> level, you may transform your hands into large pincers as a **free action**. Pincers are treated as natural weapons that grants you two pincer attacks as a **full attack** action, using your full base attack for 1d6 points of damage (1d4 is small) plus your Strength modifier. The damage is considered bludgeoning, piercing, and slashing in regards to the type of damage done.

At 5<sup>th</sup> level, the pincers are considered magic for purposes of overcoming **damage reduction**. At 7<sup>th</sup> level, you may rend an opponent that you have successfully struck with both claws as part of a **full attack** action, causing an additional 2d6 points of damage plus 1.5 x your Strength modifier. At 11<sup>th</sup> level, your pincers





cause 1d8 points of damage (1d6 if small) and you cause an additional 2d8 points of damage if you rend your opponent after successfully striking with both pincers. You may transform your hands into pincers a total number of rounds per day equal to 3 + your Charisma modifier, though they need not be consecutive.

This power replaces the Abyssal bloodline's Claws power gained at 1st level.

### **Cursed Blessing (Su)**

You may provide the effects of a *Limited Wish* once per day at 20<sup>th</sup> level, though at a cost. You suffer a -4 penalty to a single ability score for 24 hours (randomly determined by rolling 1d6 and applying it in the order of Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma). In addition, if the effect benefits another recipient, they also suffer a -4 penalty to one of their ability scores for 24 hours and the maximum duration of any benefit granted from the limited wish is 24 hours.

This power replaces the Abyssal bloodline power Demonic Might.

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## **HEZROU BLOODLINE**

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The poisonous corruption caused by the foul stain of the Hezrou's influence is evident in both your magics and your very soul. Others find your very presence disturbing, but you have learned how to harness the power of your forebearers to your advantage.

### **Bonus Spells**

*Ray of Sickening* (3<sup>rd</sup>), *Pox Pustules* (5<sup>th</sup>), *Gaseous Form* (7<sup>th</sup>), *Touch of Slime* (9<sup>th</sup>), *Cloudkill* (11<sup>th</sup>), *Fluid Form* (13<sup>th</sup>), *Cursed Earth* (19<sup>th</sup>).

### **Bonus Feats**

Augment Summoning, Blind-Fight, Cleave, Great Cleave, Improved Initiative, Power Attack, Sickening Spell, Skill Focus (Knowledge [planes]).

## **Bloodline Arcana**

When you cast a spell that causes damage or an adverse condition, you may also cause the targets to become *nauseated* if you increase the spell slot used by one level. Those affected are allowed a *Fortitude* save (based on the DC of the spell) and this effect does not add to the overall level of the spell in regards to its other effects including range, duration, or difficulty class.

This power is treated as a metamagic feat, increasing the spell's casting time for applying it to a spontaneous spell.

## **Blood Powers**

### **Claws of Pestilence (Su)**

At 1<sup>st</sup> level, you may grow a set of twisted claws as a *free action*. Treated as natural weapons, these claws allow you to make two claw attacks as a *full attack* action using your highest base attack bonus for 1d4 points of damage each (1d3 if you are small), plus your Strength modifier. At 5<sup>th</sup> level, you treat your claws as magical for purposes of overcoming *damage reduction*. At 7<sup>th</sup> level, the claws cause 1d6 points of damage (1d4 if you are small). At 9<sup>th</sup> level, creatures struck by your claws must make a *Fortitude* save or become *sickened* for 1d4 rounds (DC equal to 10 + ½ your class level + your Charisma modifier). At 11<sup>th</sup> level, your claws cause opponents struck to make a *Fortitude* save or become *nauseated* for 1 round. Those that make the *Fortitude* save or were affected by the claws are immune from your particular claws for 24 hours.

You may grow these claws a total number of rounds per day equal to 3 + your Charisma modifier. This power replaces the Abyssal bloodline's Claws power.

### **Summon Hezrou (Sp)**

At 15<sup>th</sup> level, you can summon two Hezrou demons as a *full round* action. The Hezrou may appear up to 60 ft. away and will remain for a number of rounds equal to your class level. The demons have







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all of the abilities of a demon of their type, though they may not summon others.

You may use this power 3 + your Charisma modifier times per day, though only one pair of demons may be summoned at a time with this power. Summoning another pair of Hezrou will cause the previous pair to immediately vanish.

This power replaces the Abyssal bloodline's Added Summoning power.

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## MARILITH BLOODLINE

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A dalliance with a Marilith rarely ends well, but surprisingly one of your ancestors survived the experience. As a result, its essence of over-domineering evil pervades your own, granting you **supernatural abilities** while harnessing your own energies or wielding wicked blades of death.

### Bonus Spells

*Warding Weapon* (5<sup>th</sup>), *Arcane Sight* (7<sup>th</sup>), *Aura of Doom* (9<sup>th</sup>), *Wreath of Blades* (11<sup>th</sup>), *Blade Barrier* (13<sup>th</sup>), *Foresight* (19<sup>th</sup>).

### Bonus Feats

Combat Expertise, Combat Reflexes, Critical Focus, Empower Spell, Great Fortitude, Improved Critical, Improved Disarm, Power Attack.

### Blood Powers

#### Dual Weapon Master (Su)

At 1<sup>st</sup> level, you are treated as having the two-weapon fighting feat while wielding light or one-handed slashing melee weapons. At 5<sup>th</sup> level, dual wielded light or one-handed slashing melee weapons are considered magic for purposes of overcoming **damage reduction**. At 7<sup>th</sup> level, such weapons are treated as cold iron and silver for overcoming **damage reduction** and at 11<sup>th</sup> level they are treated as aligned (chaotic) in the same regard.

This power replaces the Abyssal bloodline power Claws.





### Dual Weapon Superiority (Su)

At 9<sup>th</sup> level, you suffer no penalties to your attack rolls while dual wielding two light or one-handed slashing melee weapons. If you successfully strike with both weapons on the same opponent, you cause double damage from both weapons. Damage bonuses granted from this rending effect are not multiplied from critical strikes, but added to any damage caused from the other attacks including critical strikes.

This power replaces the Strength of the Abyss Abyssal bloodline power.

### Marilith Infusion (Su)

At 20<sup>th</sup> level, you may shed your legs for the coiled tail of the Marilith as a **move action**. The tail grants you a base climb speed of 20 ft. and you cannot be tripped. You may also use the tail to bludgeon opponents up to 10 ft. away with a powerful tail slap for 1d8 points of damage plus your Strength modifier and you suffer a -5 penalty to your base attack with it. If you use the tail to **grapple** an opponent, you gain a +4 to your **CMB** for the **grapple** check.

You may form the tail 3 + your Charisma modifier times per day, though there is no limit on the length of time you may maintain the tail. Reforming your legs is also a **move action**. This power replaces the Demonic Might Abyssal power.

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## NABASU BLOODLINE

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This nefarious beast's hunger pervades your every every thought, brought on by a brush with its evil with an ancient ancestor. The nabasu's desire to consume and grow so it may return home drives your power and ambition to succeed.

### Bonus Spells

*Silence* (5<sup>th</sup>), *Deeper Darkness* (7<sup>th</sup>), *Enervation* (9<sup>th</sup>), *Hold Monster* (11<sup>th</sup>), *Create Undead* (13<sup>th</sup>), *Regenerate* (15<sup>th</sup>), *Cursed Earth* (19<sup>th</sup>).

### Bonus Feats

Augment Summoning, Cleave, Combat Reflexes, Improved Bull Rush, Iron Will, Power Attack, Silent Spell, Still Spell.

### Bloodline Arcana

When you cast a spell that causes a living creature to die or fall below 0 hit points, you gain one point of abyssal energy. This energy remains until spent or until you rest (which ever comes first) and you may only have a number of points equal to ½ your class level (minimum of 1). You may spend this point as a **free action** to gain a +1 bonus to either an attack roll, **CMB** roll, or caster level check. You may only gain one point per creature within a 24 hour period.

### Blood Powers

#### Consuming Claws (Su)

At 1<sup>st</sup> level, you may grow a set of claws as a **free action**. Treated as natural weapons, these claws allow you to make two claw attacks as a **full attack** action using your highest base attack bonus for 1d4 points of damage each (1d3 if you are small), plus your Strength modifier. At 5<sup>th</sup> level, you treat your claws as magical for purposes of overcoming **damage reduction**. At 7<sup>th</sup> level, the claws cause 1d6 points of damage (1d4 if you are small). At 11<sup>th</sup> level, a living creature struck by your claws must make a **Fortitude** save (DC 10 + ½ your class level + your Charisma modifier) or gain one **negative level** whose effects persist for 24 hours unless the creature dies from the loss (in which case it is permanent). Those that make the **Fortitude** save or were affected by the claws are immune from your particular claws for 24 hours.

You may grow these claws a total number of rounds per day equal to 3 + your Charisma modifier. This power replaces the Abyssal bloodline's Claws power.

#### Nefarious Attack

At 9<sup>th</sup> level, you gain the ability to deal 1d6 points of precision damage when your foe is unaware of your attack or





flanked as the rogue's Sneak attack ability, but only while you are using your claws or attacking with a light or one handed slashing melee weapon. At 13<sup>th</sup> level, this power allows you to cause 2d6 points of precision damage, and 3d6 points at 17<sup>th</sup> level.

This power replaces the Strength of the Abyss Abyssal bloodline power.

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## NALFESHNEE BLOODLINE

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Attempting to bargain with a Nalfeshnee always has consequences, even generations later. A pact made long before your creation resulted in the taint of this demon's mark upon your soul, affecting your magics for good or ill.

### Bonus Spells

*Slow* (7<sup>th</sup>), *Monstrous Physique II* (9<sup>th</sup>), *Feast On Fear* (11<sup>th</sup>), *Monstrous Physique IV* (13<sup>th</sup>), *World Wave* (19<sup>th</sup>).

### Bonus Feats

Cleave, Dazing Spell, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack, Skill Focus (Knowledge [planes]).

### Bloodline Arcana

Any ray based spells that cause damage to an opponent also causes the target(s) to become **dazed** for 1d4 rounds unless they make **Will** save (DC 10 + ½ your class level + your Charisma modifier). Opponents are only subject to this effect from your spells once every 24 hours regardless of the saving throw result.

### Blood Powers

#### Dazing Claws (Su)

At 1<sup>st</sup> level, you may grow a set of claws as a **free action**. Treated as natural weapons, these claws allow you to make two claw attacks as a **full attack** action using your highest base attack bonus for 1d4 points of damage each (1d3 if you are small), plus your Strength modifier. At 5<sup>th</sup> level, you treat your claws as magical

for purposes of overcoming **damage reduction**. At 7<sup>th</sup> level, the claws cause 1d6 points of damage (1d4 if you are small). At 11<sup>th</sup> level, your claws will daze an opponent on a successful strike for 1d4 rounds unless it makes a successful **Fortitude** save (DC 10 + ½ your class level + your Charisma modifier). Opponents may only be subjected to this effect from your claws once every 24 hours regardless of the saving throw.

You may grow these claws a total number of rounds per day equal to 3 + your Charisma modifier. This power replaces the Abyssal bloodline's Claws power.

#### Tusks (Su)

At 9<sup>th</sup> level, you may cause a large set of tusks to sprout from your lower jaw as a **free action**. The tusks may be used to make a single natural attack at your highest base attack bonus for 1d8 points of damage (1d6 if you are small) plus 1½ your Strength bonus. You may use these in conjunction with your claws or separately as desired. The tusks are treated as magic in regards to overcoming **damage reduction**. At 13<sup>th</sup> level, when you successfully bite an opponent it must make a **Fortitude** save (DC 10 + ½ your class level + your Charisma modifier) or become **dazed** for 1d4 rounds. Opponents may only be subjected to this effect from your bite once every 24 hours regardless of the saving throw.

You may use this power 3 + your Charisma modifier times per day. This power replaces the Strength of the Abyss Abyssal bloodline power.

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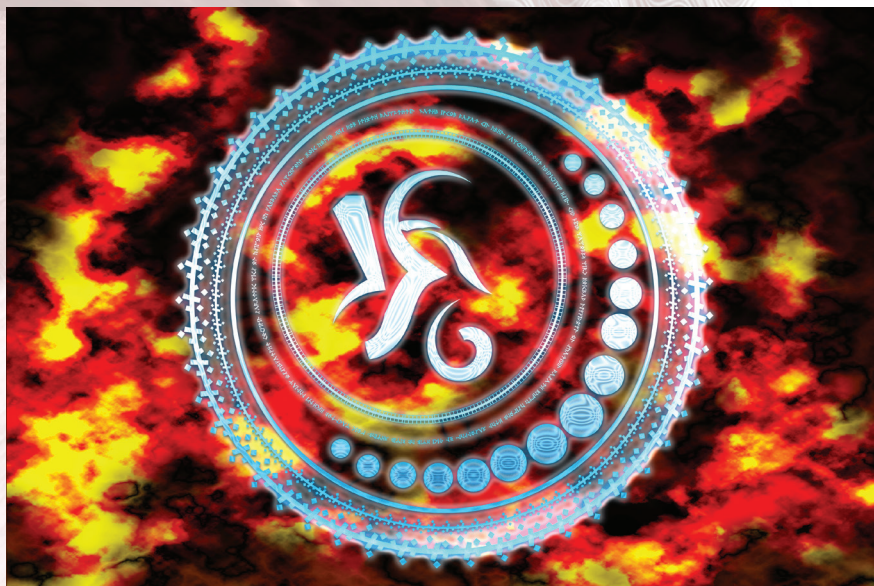
## VROCK BLOODLINE

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Perhaps the most virulent and physically viscous of demon-kind, the wrath of the Vrock flows through your veins. You have learned how to tap that potential to fuel your own desires, driven by an unspoken hunger to cause pain and misery with for others.







### Bonus Spells

*Ear-Piercing Scream* (3<sup>rd</sup>), *Mirror Image* (5<sup>th</sup>), *Heroism* (7<sup>th</sup>), *Shout* (9<sup>th</sup>), *Telekinesis* (11<sup>th</sup>), *Banshee Blast* (13<sup>th</sup>).

### Bonus Feats

Cleave, Empower Spell, Improved Initiative, Improved Bull Rush, Lightning Reflexes, Power Attack, Skill Focus (Perception).

### Bloodline Arcana

If you spend a full round action chanting and focusing your energies before casting a spell that causes damage, once you cast the spell will cause an additional 1d6 points of electrical damage to anyone successfully impacted by it. This process does not provoke attacks of opportunity itself, but spell casting provokes as normal.

### Blood Powers

#### Shocking Claws (Su)

At 1<sup>st</sup> level, you may grow a set of claws as a free action. Treated as natural weapons, these claws allow you to make two claw attacks as a full attack action using your highest base attack bonus for 1d4 points of damage each (1d3 if you are small), plus your Strength modifier. At 5<sup>th</sup> level, you treat your claws as magical for purposes of overcoming damage reduction. At 7<sup>th</sup> level, the claws cause 1d6 points

of damage (1d4 if you are small). At 11<sup>th</sup> level, your claws gain the Shock special ability, dealing 1d6 points of acid damage upon a successful hit.

You may grow these claws a total number of rounds per day equal to 3 + your Charisma modifier. This power replaces the Abyssal bloodline's Claws power.

#### Spore Blast (Su)

At 9<sup>th</sup> level, you may cause a blast of spores to explode from your body as a swift action. Anyone within 10 ft. of you must make a Reflex save (DC 10 + ½ your class level + your Charisma modifier) or suffer 1d8 points of damage and then an additional 1d4 points each round thereafter for a total number of rounds equal to ½ your class level as the spores dig into their flesh. Creatures wearing armor or have natural armor reduce the lingering damage equal to their armor (and/or natural armor) bonus each round.

You may use this power 3 + your Charisma modifier times per day, but once a creature is exposed to the spores (regardless of the saving throw results), they are immune to your spores for 24 hours.

This power replaces the Might of the Abyss Abyssal bloodline power.





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