# A Necromancer's Grimoire

# Sorcerous Lineages



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# Table of Contents

The Watcher	·····4
Introduction	. <mark></mark> 5
House Al'Sabai	7
The E <mark>igen</mark>	
House Faulkhor	12
Descendants of Ho'Lah	14
The Lilitians	
Th <mark>e Churc</mark> h of Lumina	
The Samarkin People	
Clan Shokar	
The Sivix Conspiracy	
The Zartol Consortium	
OGL	
	+()

#### The Watcher

Radiss watched from the shadows as the girl ran into the back alley, trying desperately to get out of sight before anyone could notice what was happening to her. But Radiss was not like the others in the grimy, muddy side-street in the worst part of the small town known as Lastport. Radiss was not simply going about his grubby, mundane day, trying to eke out a living. Radiss was observant. And that is why Radiss saw what so many others didn't: it was only for a moment, just a fraction of a second, before the girl was enveloped in the shadows of the alley between the butcher and the tanner, but Radiss was certain of what he'd seen: her face had bulged out beyond her hood, halfway between the visage of a scared girl and an angry bear. Anyone else might have assumed that the girl was a werebear, or a similar creature, but not Radiss. No, as soon as he saw her, he was certain that she was the girl that he was here for.

With a whispered word and a careful gesture, Radiss blended into the background, seemingly disappearing from the middle of the city street. No one noticed the disappearance, however, for the spell did not truly make him invisible, but simply tricked everyone around him into ignoring his presence. He calmly entered the shadows of the alley, knowing that whatever might await him there, he was at home in the darkness.

By the time he crossed the street and entered the alley, he found that the girl had not made it far. She was now unmistakably inhuman: she stood perhaps seven feet tall, in the tattered remains of her plain cloak and clothes, which no longer fit her. Her head was that of a bear, and both her arms ended in claws, but only one of them was covered in coarse brown fur, the other completely bare. She stood frozen in place, afraid to go any further.

The source of her fear was unmistakably the trio that stood in front of her: two bearded devils and an immaculately-dressed man in black-and-gold robes. Radiss knew the man well. His name was Gornival. He was a high-ranking member of the Zartol Consortium in the city, was twice as corrupt as any devil, and a powerful mage. He was currently grinning triumphantly, and when he opened his mouth to speak, his voice sounded as though it had been greased and oiled.

"Ah, yes, I thought I saw the hallmark of a Samarkin in your eyes, girl. I'm told that sometimes, when your kind are young, intense emotions such as fear, anger, or joy can cause you to change your shape spontaneously. Shall I take it that you're glad to see me? Or did you think that you would be a match for my associates, here?"

The Samarkin girl took two a step back, but as she did, one of her feet became a paw, shredding through her shoe and unbalancing her, causing her to fall backwards to the ground.

"Apparently you're smart enough not to fight. I hope for your sake that you're smart enough to learn your place," Gornival sneered. "After all, it's against the law for your kind to enter Lastport, punishable by slavery. I should know, I'm the one who paid the governor to make it the case." The merchant made a gesture with his hands, and the two bearded devils began to advance cautiously, one holding a wicked halberd, the other a pair of manacles.

With a word, Radiss reached out to the shadows, calling them forward to aid him. Tendrils of darkness reached out and wrapped around one of the advancing devils, which shrieked and cried out in its infernal tongue, but it was too late: in seconds, he was enveloped in darkness, and then gone, as though he never was.

No longer invisible, Radiss was now plain for the other devil to see. It charged him with its spear. But as quick as it was, Radiss was quicker, and he called upon the magic that had been gifted to him by his brothers in the Sivix Conspiracy, those who had given him his powers and tasked him to fight the evils that lurk in the darkness. He reached out to the devil's mind and snuffed it out, like a candle in the wind. Just in time, his foe fell to the ground, comatose.

Radiss stepped forward, placing himself between Gornival and the Samarkin girl. "So, Gornival, we meet again. Last time you said you didn't need flunkies to fight me. Do you still feel that way?" Without waiting for the mage's response, he called to the Samarkin over his shoulder. "Girl, get out of here! Run!" As Gornival began chanting an invocation that Radiss recognized would summon a powerful devil, he heard the sound of running footsteps behind him. The girl was gone, safe. She hadn't even stopped to say "thank you," which was fine, because knowing that she was safe was all the thanks that Radiss needed. That, and a chance to remove Gornival from the streets for good. Radiss reached deep into his blood, and called upon the most powerful spell in his arsenal.

#### Introduction

It's a well-established fact that, in *Pathfinder*, sorcerers derive their magical power from their bloodlines. While alchemists and wizards gain their magic from careful study, and clerics and witches are dependent upon their deities and patrons for magical power, for a sorcerer, the magic is innate. It is a part of them, from the very day that they are born.

This idea was not new to *Pathfinder*, but it was highlighted by adding bloodlines to the sorcerer class. Since each sorcerer is born with magic that is passed down through their family, it stood to reason that sorcerers whose bloodlines became intermingled with magic in different ways would develop different magical powers. The descendant of a powerful dragon would likely be different than the descendant of an angel or demon, which would in turn be different from the progeny of a powerful lich or vampire. Still others might not have a specific magical ancestor, but instead have their family tree touched by fate, for example. The end result is that, for the first time, a sorcerer's ancestry had a direct impact on his or her magical abilities.

In addition to adding mechanical complexity to the class, this also encouraged players to think about how their sorcerer got his powers, and what his family tree might look like. It dramatically encouraged players to invest more in their sorcerer, and to customize him more than they might otherwise.

But the fact of the matter is that, while there are a lot of sorcerer bloodlines, and a lot of options to choose from, they remain fairly generic. There are no actual families listed, that the player can learn about and interact with in the game. There are no specific ancestors that might have left a legacy or, in some cases, still be around to help (or hinder) aspiring sorcerous adventurers. This is only to be expected, as it's important to leave room for GMs and players to come up with creative details on their own, and that much information can potentially be smothering.

But this book isn't a core rulebook. It's for advanced players who are interested in getting a little bit more out of their game. This book contains 10 new sorcerer bloodlines, which, in addition to having all new bloodline powers and all the mechanical information found in a standard sorcerer bloodline, also have unique, handcrafted backgrounds and flavorful details. Whereas the bloodlines from the *Pathfinder RPG Core Rulebook* are almost scientific or clinical in being "draconic" or "elemental," as though these were different species of a single sorcerer genus, the bloodlines presented here are specific families (or, in some cases, ethnic groups or non-related organizations). They have a history. They have distinguishing characteristics. They have information about other members of the family, how they act, and what they do.

In short, the bloodlines in this book are more than simply a mechanical choice that a sorcerer player can make. They give the sorcerer something to identify with (or, in some cases, rally against). They give the GM plot hooks, allies, and enemies. Even if no one in your group is playing as a sorcerer, these bloodlines can provide great backgrounds (not to mention unique powers) for NPC spellcasters, on their own or as an entire organization, that can add a whole new layer to your game.

Because bloodlines and nobility go hand in hand (and because so do nobility and power, and nothing says power like being able to use magic), the majority of the sorcerer bloodlines in this book come from families that are one sort of aristocracy or another. Depending on your game, the "arcane aristocracy" might comingle with the mundane aristocracy, and the aristocratic bloodlines in this book might just be a noble family that happens to have spellcasting power. Alternatively, the arcane aristocracy might be a completely different social circle, limited exclusively to sorcerers with a pure pedigree, and that group may or may not hold any real political power. Whatever the case, all of the bloodlines in this book (including those that are not, in any way, associated with nobility of any kind) should be easy to include in any campaign setting.

#### References

A number of the spells and feats in this book draw upon sources other than the *Pathfinder Roleplaying Game Core Rulebook*. In such cases, an abbreviation is included in superscript after the name of the spell or feat in question, indicating which book it is from. Material from the *Advanced Player's Guide* is indicated with *APG*. Material from *Ultimate Magic* is indicated with *UM*. Material from *Ultimate Combat* is indicated with *UC*.

Care has been taken to minimize this book's reliance on the above sources, but some groups may find

themselves in the position of needing to use one or more spells or feats from books that they do not have. If the necessary information can't be obtained online or in some other form, players should work with GMs to find other spells or feats that are thematically appropriate for the bloodline in question.

#### Non-Sorcerer/Wizard Bloodline Spells

Some of the bloodlines in this book grant bonus spells that do not appear on the sorcerer/wizard spell list. For the purposes of sorcerers of the relevant bloodline, those specific spells are treated as though they were on the sorcerer/wizard spell list at the appropriate spell level (*for example, at 11th level, a sorcerer of the Zartol Consortium bloodline gains* lesser planar ally *as a bonus spell. This spell is not on the sorcerer/wizard spell list. Because the spell gained at 11th level is usually a 5th-level spell, the sorcerer would treat it as though it were a 5thlevel sorcerer/wizard spell*).

Because the sorcerer treats the spell as being on the sorcerer/wizard spell list, he can also use scrolls, staves, or wands with that spell, exactly as though the spell were any other spell on the sorcerer/wizard spell list. This even allows the sorcerer to cast the spell from items in this way before he learns it as a bonus spell. Even though the sorcerer treats the spell as being on his spell list, he cannot select it as one of his spells known when he gains access to spells of that level, and must wait to gain the spell at the level indicated by the bloodline.

#### **Retraining Bloodlines**

Even in groups that are well-disposed towards retraining feats, skills, and various other aspects of a character, swapping out a sorcerer's bloodline in the middle of a game may be a bit of a stretch. At the same time, however, unless you happened to pick up this book right at the beginning of a campaign, it's entirely possible that players with existing sorcerer characters may be tempted to switch to one of the bloodlines included in this book. As long as it is clear that this is a one-time thing, such a change could probably be made without putting too much strain on the game, and the change could likely be applied retroactively, such that the character had always belonged to the bloodline. Alternatively, some of the bloodlines in this book can explicitly be entered via rituals or other means other than birth or lineage, and it wouldn't be too much of a stretch for the GM to provide a similar ritual or item that might allow a player to switch from one bloodline to another.



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#### House Al'Sabai

The mirage in the desert, the snake in the grass, the oasis on the fringe of your vision: it is these things that make up House Al'Sabai. They are patient, subtle, and in the end, always get their way. Though they do not seek out danger, they welcome the chance to overcome those who would underestimate their power.

#### Background

According to the legends passed down by the members of House Al'Sabai themselves, the origins of the house can be traced back to a man by the name of Vaishen Al'Sabai, who served as the trusted advisor and confidant to the king (exactly which king, and even which kingdom, is a matter of some debate amongst the Al'Sabai, as well as interested scholars who do not belong to the house). One day, the king was poisoned by his son, who wanted the throne for himself, and Vaishen was framed for the crime.

Declared "Vaishen the Serpent" by the new king, Vaishen was barely able to escape with his life, and quickly found himself wandering through the desert in an attempt to flee from the usurper's guards. Being a man of some years, and used to the easy life of the king's advisor, Vaishen was not prepared for the harsh realities of the desert, and quickly realized that he may have escaped one death only to run into the arms of another.

Luckily for Vaishen, his wanderings took him to a hidden and secluded oasis, buried deep in the desert, which was as lush and verdant as the desert itself was barren and desolate. As Vaishen wandered amongst the abundant fruit trees and drank from the crystalclear springs, he encountered the guardian of the oasis, a beautiful nymph with skin the color of burnished gold. The nymph saw that Vaishen was weary from his travels, and decided to take him in and care for him, and ultimately they fell in love, and had many children.

Vaishen's descendants remained in this lush and verdant paradise for some time, building a trading outpost and supporting merchants who passed through the area. Because Vaishen was still a wanted outlaw, however, the family themselves lived upon a secluded island in the center of the oasis, and travelers were not permitted to travel to it.

Eventually, due to the rise and fall of nations and the gradual change of the land, the Al'Sabai's oasis became a critical stop on a number of lucrative trade routes, and an entire city grew up around the oasis, which quickly grew in wealth due to the large number of merchants and other traders passing through the city.



The Crest of House Al'Shabai

Though Vaishen was long dead at this point, his descendants still controlled the oasis, and it was they who profited most from this booming city. Even as the city continued to expand upward and outward, no outsiders were allowed to set foot upon the island at the oasis's center, which soon included a grand palace.

The city, named Vai'shar, is the current seat of Al'Sabai power, and most Al'Sabai spend the majority of their lives in and around Vai'shar, acting in service to their family. Technically, speaking, Vai'shar is a vassal state of another kingdom, but in practice the city is practically autonomous. Vai'shar (and, by extension, most members of House Al'Sabai) is ruled by a council of eleven patriarchs, each of which is the head of a subfamily within the house.

These sub-families take the names of various snakes, in honor of the family's mythical progenitor, and in honor of the house's motto, "Better to strike first and be called a serpent, than to die full of honor and venom." Notable sub-families include the Python, the Viper, the Adder, and the Cobra, but there are actually more sub-families of the Al'Sabai than the eleven who sit on the council, with perhaps twice again as many sub-families too minor to gain a seat.

Despite the fact that the sub-families frequently vie with each other for relative power (currently, the most affluent and influential sub-family are the Vipers), and individual Al'Sabai also compete and jockey with one another for position, all of this is quickly set aside in the face of competition from those outside the family. Though members of the Python sub-family may have a slight tendency to be brawnier than others, and members of the Adder family more cunning, the Al'Sabai recognize that the differences between the subfamilies are slight by comparison to outsiders, and, as a whole, members of the house tend to be very clannish and suspicious of outsiders.

While there are exceptions, and it is not impossible for members of the house to be exiled or to willingly depart from Vai'shar to pursue their own interests, for the most part, members of the house are unlikely to leave the city except in the interests of the house. It is not uncommon for young, untested Al'Sabai, especially those with magical talent, to be sent out as caravan guards, or as scouts in charge of finding new and profitable trade routes. The Al'Sabai also frequently offer their services as mercenaries, and some ugly rumors claim that members of the house deliberately foster wars through spies and other agents, hoping to profit on the resulting chaos. All Al'Sabai, even those without magical talent, are trained in the use of poisons, and are exposed to them regularly to build up an immunity. As such, Al'Sabai agents are also fond of using poison when dealing with troublesome outsiders.

To this day, no outsider has set foot on the island at the heart of the oasis (now the heart of Vai'shar) and lived to tell the tale. Wild rumors about the isle abound, including that the Al'Sabai are secretly inhuman snake monsters, and it is only on this island that they let down their guard, or that the nymph who birthed the first of the bloodline still lives on the island, directing her children from the shadows (or, according to other accounts, imprisoned for nefarious purposes), or that the island houses a great and terrible serpent god, which the Al'Sabai are trying to restore to life so that it can devour their enemies. The Al'Sabai do not deign to respond to any of these rumors.

In general, members of House Al'Sabai tend to have skin with a faintly golden hue to it, which seems to almost glint in the sunlight. Their eyes are commonly green in color, especially amongst those who receive sorcerous power. Magical ability is actually very common amongst the Al'Sabai, even by comparison to other sorcerer houses, and nearly every member of the family gains some amount of sorcerous power. That said, while the magical pool is wide in House Al'Sabai, it is often quite shallow, and only one in five members of the family have enough magical talent to achieve more than five levels in the sorcerer class, regardless of their experience.

#### **Bloodline Features**

#### Class Skill: Survival.

**Bonus Spells:** burning hands (3<sup>rd</sup>), pilfering hand<sup>UC</sup> (5<sup>th</sup>), sepia snake sigil (7<sup>th</sup>), malicious spite<sup>UM</sup> (9<sup>th</sup>), fire snake<sup>APG</sup> (11<sup>th</sup>), mislead (13<sup>th</sup>), scouring winds<sup>UM</sup> (15<sup>th</sup>), horrid wilting (17<sup>th</sup>), meteor swarm (19<sup>th</sup>).

**Bonus Feats:** Dodge, Elemental Focus (Fire) <sup>APG</sup>, Greater Elemental Focus (Fire)<sup>APG</sup>, Improved Initiative, Master Alchemist<sup>APG</sup>, Mobility, Quicken Spell, Sorcerous Bloodstrike<sup>UM</sup>.

**Bloodline Arcana:** Whenever you cast a spell with a range of touch, as part of casting the spell, you may consume a single dose of a contact or injury poison you possess. If you do, the poison has no effect on you, but the spell delivers the poison to the target in addition to its other effects. The target makes a separate saving throw to resist the poison, and the poison's saving throw DC is not altered by this ability. Anything that prevents the target from being affected by the spell (such as the touch attack missing, the spell failing to overcome spell resistance, or the target succeeding on a saving throw that negates the spell's effects) also prevents the target from being affected by the poison. You may use this ability at will, but must provide the poison to be used yourself.

Bloodline Powers: As a scion of the house of Al'Sabai, the blood that flows through your veins entitles you to numerous magical talents, which become available to you as you increase in power.

*Poison Immunity (Ex):* Beginning at 1st level, you gain immunity to poisons of all kinds.

Spirit of the Desert (Ex): Beginning at 3rd level, your link to the desert lands becomes stronger. You gain fire resistance 5, can go twice as long without water before needing to make Constitution checks, and are treated as though constantly under the effects of the spell *endure elements*, but only for conditions of extreme heat, not extreme cold. At 9th level, your fire resistance increases to 10, and you can move through difficult terrain as though it were not difficult terrain whenever you are in a hot desert or similar environment.

Protective Mirage (Su): Beginning at 9th level, you can command the air around you to wave and distort, like a mirage in the desert. As a standard action, you can grant concealment to yourself and/ or any number of allies within 30 feet of you. Affected creatures retain their concealment even if they move further than 30 feet away from you. You can dismiss this effect from some or all of the affected creatures as a swift action. You can use this ability at will, but can only use this ability for a number of rounds per day equal to twice your sorcerer level. Further, each creature benefitting from this ability uses an additional round of daily use per round (for example, granting the bonus to yourself and two allies consumes three of your daily rounds of this per ability per round).

*Firestorm (Sp)*: Beginning at 15th level, as a fullround action, you can create a burning cyclone around yourself. The cyclone extends in a 10-foot radius around you, with a 30-foot radius at the top, and is 30 feet tall. Any Large or smaller creature that comes in contact with the cyclone must succeed on a Reflex save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) or take 3d6 points of bludgeoning damage and 3d6 points of fire damage. Creatures that are larger than Large size are subject to the fire damage, but not the bludgeoning damage. A Medium or smaller creature that fails its initial saving throw must succeed on a second saving throw or be picked up bodily by the cyclone and held suspended in its powerful winds, taking 3d6 points of bludgeoning damage and 3d6 points of fire damage each round on your turn (no save to resist the damage). Any creature caught this way can attempt a DC 10 Escape Artist or Fly check as a full-round action to escape from the cyclone.

Your ability to move and cast spells is unaffected by the cyclone, and the square that you occupy is treated as having no wind at all for the duration of this ability, regardless of the wind speed outside the cyclone. The cyclone moves with you, but is dissipated if you move underwater or into a space too small for it to fit. You can use this ability once per day, and it lasts for a number of rounds equal to your sorcerer level, or until you dismiss the effect (a move action).

Serpent Casting (Su): Beginning at 20th level, you gain supernatural speed to strike in the tense moments at the beginning of a fight. If you act in a surprise round, you may cast any spell you know as if it were affected by the Quicken Spell feat, without using a higher-level spell slot. Casting a spell in this way does not count against the normal restriction on the number of actions you can take in a surprise round. You may use this ability three times per day.

#### The Eigen

Called mad by some, House Eigen is notorious for their creations, both magical and mundane. They revel in designing and constructing, and in the scientific and academic process. Though many members of this bloodline tend be somewhat odd or eccentric, they are, for the most part, friendly and willing to help those in need. This does not mean they are not dangerous, however, and the Eigen experiments are known to wreak havoc, oftentimes accidentally, but sometimes with a cold and calculating deliberation.

#### Background

If you need a new sword, see a blacksmith. But if you need a new magic sword, there are none better than the Eigen. Be careful with your dealings with them, however, or you may end up in circumstances far stranger than you had hoped.

The Eigen live spread throughout the land, and, for the most part, tend not to gather together in large communities—most towns or villages with an Eigen presence have only a few members of the bloodline, all in the same household. The closest thing to a headquarters for this arcane family is the University of Bridgerock, a bustling magical college and accompanying small town built on a bluff overlooking the sea. It is tradition in the family that all members of the Eigen bloodline attend Bridgerock for their arcane tutelage, and so nearly all members of this house make a sort of pilgrimage here when they come of age. Because of the large number of Eigen alumni, and the fact that the school was founded by a member of the Eigen family, much of the faculty are themselves members of the Eigen bloodline who have stayed on at Bridgerock to take advantage of its facilities—magically protected and warded laboratories and extensive libraries—in their further experiments, and who teach the next generation of spellcasters in order to maintain their tenure.

It is rumored that the location of the college was chosen for the many storms that come in off the coast, and it is said the Eigen can somehow tap into the immense power in that chaos of the storm to create some of their experiments. Besides these storms, however, and a slightly-higher-than-average incidence of magical experiments going awry, the university is fairly standard for magical colleges, and is a place for spellcasters of any calling to come and study, or work together and do that which the Eigen prize above all else: create new things and push the boundaries of what is known.

The Eigen take a decidedly more practiced approach to spellcraft than most sorcerers, and, in fact, wizardry is not uncommon in their family. Most members of the Eigen bloodline who are not equipped to be sorcerers become wizards, instead, and it is not uncommon for an Eigen to develop talents for both sorcery and wizardry before the end of his career. There is something of a friendly rivalry between sorcerers and wizards in the house, and, at the university, this attitude also spills over onto the non-Eigen students and faculty as often as not. This competition is encouraged, as long as it leads to constructive results: violence on the university grounds in not permitted, but oneupmanship and wagering on experiments are both perfectly acceptable, and it is not uncommon for such rivalries to lead to flurries of fast-paced and dramatic discoveries.

These experiments and competitions occur under the watchful eye of the school's headmaster, currently the wizard Edgan Eigen. Edgan seems to be immune to the supposed Eigen madness, and, uncharacteristically for his bloodline, focuses more on ensuring that the university runs in a smooth and



The Crest of House Eigen

effective manner than on pursuing his own private lines of research. Though he possesses no formal power throughout his house, he does have the capacity to restrict or open entry to the university to prospective students, and, due to the shame that would be felt by any Eigen who was not allowed entry to the university, only members of the house who are certain they will have no children are likely to slight the school's headmaster.

For those Eigen who don't find a home near the university, the standard practice is to find a place to settle down, usually far away from their kin. These Eigen usually lead relatively secluded lives, setting up towers or laboratories on the edge of small, quiet towns in which they can conduct experiments in peace. They tend to make their living creating and selling magic items, but devote the majority of their time to personal study and research. Rarely, instead of setting up shop somewhere in the countryside where they are unlikely to be disturbed, some Eigen seek out large cities and other centers of knowledge, gravitating towards large academic communities. Since most Eigen with this disposition can fulfill their needs at the University of Bridgerock, Eigen of this sort are usually at odds with the reigning faculty, and are forced to find the culture they crave elsewhere.

Regardless of where they go or what they do, the Eigen usually come to be known as local experts, and the members of those communities they reside in generally have great respect for their practical knowledge. This does not necessarily mean that most Eigen are well-liked by their neighbors, as their unhindered pursuit of knowledge can sometimes have collateral damage. Further, as they grow older, the reclusive tendencies of most Eigen generally become more pronounced, causing them to become all but shut-ins, and further adding to the distrust that the average person has towards them. On top of that, there are the rumors about the Eigen madness.

The Eigen madness is thought to be a magical curse on the house, but it is unknown exactly when the curse was laid, or the circumstances surrounding its conception. While the curse tends to manifest slightly more regularly in those members of the bloodline who possess sorcerous power, even those rare Eigen who spurn magic altogether have been known to occasionally exhibit its symptoms. As the Eigen madness sets in, the subject becomes more and more unsociable, paranoid, and obsessed with their research. For some unknown reason, it is very common for those suffering from the curse to suddenly become fascinated with the concept of sentient constructs, although it is unclear whether this is coincidence, a strange specification of the curse, or simply a symptom of a greater malady.

#### **Bloodline Features**

Class Skill: Knowledge (any one).

**Bonus Spells:** crafter's fortune<sup>APG</sup> (3rd), hideous laughter (5<sup>th</sup>), mad monkeys<sup>UM</sup> (7<sup>th</sup>), confusion (9<sup>th</sup>), fabricate (11<sup>th</sup>), guards and wards (13<sup>th</sup>), arcane cannon<sup>UM</sup> (15<sup>th</sup>), polymorph any object (17<sup>th</sup>), time stop (19<sup>th</sup>).

**Bonus Feats**: Arcane Blast<sup>APG</sup>, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Field Repair<sup>UC</sup>, Improved Initiative, Persistent Spell, Skill Focus (Craft [any]), Spell Focus (Enchantment).

**Bloodline Arcana:** A member of the Eigen bloodline is immune to the confused condition, as well as to sleep effects and fear effects. Further, members of the Eigen bloodline gain a +2 bonus on saving throws made to resist mind-affecting effects.

**Bloodline Powers:** As a scion of the house of Eigen, the blood that flows through your veins entitles you to numerous magical talents, which become available to you as you increase in power.

*Tinkering (Ex):* Beginning at 1st level, you add your Charisma bonus as an enhancement bonus to any Craft check you make, as long as you have at least 1 rank in the relevant Craft skill.

Beginning at 5th level, you gain the Master Craftsman feat as a bonus feat. Additionally, when you attempt to create a magic item for which you do not meet all of the prerequisites, you do not increase the DC by +5 for the first prerequisite you do not meet (you do increase the DC by +5 for any subsequent prerequisites you do not meet, as normal). This ability does not allow you to bypass prerequisites that you would not normally be able to bypass; it only reduces the DC increase for bypassing prerequisites that you could already bypass. Beginning at 8th level, when you create an item that requires you to expend one or more spells as part of the item's creation, you may expend an unused spell slot of the same spell level as the spell in question in order to meet that prerequisite. You do not need to know the specified spell in order to use this ability, but the spell must appear on the sorcerer/wizard spell list. The spell slot is expended exactly as though it had been used to cast the required spell.

*Madness-Tainted Spell (Sp):* Beginning at 3rd level, you can manifest a slight touch of the Eigen madness in your spells, befuddling those touched by them. When you cast a spell that has a single target and allows a saving throw, you may choose to make that spell madness-tainted. If you do, and the target fails the spell's saving throw, he must make an additional Will save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) or gain the confused condition for one round. If the target succeeds on either saving throw, this ability has no effect. You may use this ability 3 times per day.

Beginning at 9th level, creatures affected by this ability are instead confused for a number of rounds equal to your sorcerer level. Beginning at 15<sup>th</sup> level, the confusion lasts for 1 day per sorcerer level you possess, and can only be ended before that time by spells such as *greater restoration, heal*, and more powerful magic.

Arc Lightning (Sp): At 9th level, you can channel the power of lightning to electrocute your enemies. As a standard action, you can conjure a bolt of lightning, which flies from your fingertips to strike a single creature within 30 feet of you. This requires a ranged touch attack and, if the attack hits, it deals 1d6 points of electricity damage per sorcerer level you possess. A successful Reflex save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) halves this damage. Additionally, if the target fails its saving throw, you may have the lightning arc to another target within 30 feet of the previous target. This requires a new ranged touch attack, with a -2 penalty for each previous target that the lightning has already struck. This process continues until you miss, a target succeeds on its saving throw, or there are no valid targets in range. You may not target the same creature twice with a single use of this ability. You may use this ability once per day at 9<sup>th</sup> level, plus an additional time per day for every three sorcerer levels you attain beyond 9<sup>th</sup>.

The Eigen Legacy (Ex): At 15th level, you are able to create magic items more cheaply and easily than others, though they are not always the most reliable. When you create a magic item, you may choose to add up to three drawbacks to the item. You determine the number of drawbacks to be added, then roll randomly on the drawback table in the cursed items section of the Pathfinder Roleplaying Game Core Rulebook to determine the exact drawbacks added. For each drawback added, reduce the cost to create the item by 10% (to a maximum of 30% for three drawbacks). Once you choose to add a drawback to the item, you cannot later change your mind.

Additionally, whenever you create a construct with the Create Constructs feat, you may choose to decrease the cost by increasing the chance that it will go berserk. A construct created in this way gains the berserk quality, if it would not already have it, and the chance of going berserk is increased from 1% to 3%, but costs 10% less to make. If desired, you can increase the chance of going berserk further, to 5%, in order to reduce the cost by 20%, instead, or increase the berserk chance as high as 10% in order to reduce the cost by 30%.

Imbue Item (Su): At 20th level, as a standard action, you can imbue a single mundane item with magical power, allowing it to be used to cast a spell as a one-time use-activated item. You can imbue this power into just about anything you can imagine: a deck of cards, a sword, a rock, a hunk of cheese, and so on. When you imbue the item, choose any spell from the sorcerer/wizard spell list that has a casting time of 1 standard action or less and does not have a costly material component. Additionally, choose a command word.

From that point on, anyone who holds or touches the item and speaks the command word can, as a standard action, cast the chosen spell. The spell uses your caster level and Charisma modifier (as appropriate). The person activating the item makes all decisions about the spell (such as targets, modes, and so on). Once the item has been used once, the magic effect ends, the object becomes normal again.

You may imbue an item in this way once per day. The magic imbued in items in this way does not last forever, and if the item's power has not been used within 3 days, the item loses its power and can no longer be used to cast the imbued spell, unless you imbue it again.

#### House Faulkhor

For the Faulkhor, blood and cruelty flow together. What once was a brave and noble house has been twisted and made cruel. They are now torturers and enforcers, ruled by their wrath, anger, and desire to see their foes crushed and made to suffer.

#### Background

House Faulkhor is the youngest and least influential of the arcane houses included in this book. While the house's history actually stretches back much farther than its magic, it has never been one of the most powerful of noble houses, and its introduction into the magical community has not done much to change that, nor its tendency of clinging to and serving larger and more powerful houses.

Originally known as House Faul, the Faulkhor actually have a long and rather proud lineage as knights, though no member of the family achieved a social rank above "knight," and so they were rather the bottom rung of what can be considered noble. Despite that, however, the family developed a reputation for knights of the utmost courage and valor, as well as exceptional skill at arms. Two knights from the family gained exceptional fame: Bodric Faul was commonly referred to as a "demon on the battlefield," and Uther Faul was said to have protected a small village against a force of 5,000 mounted knights with only 800 swordsmen of his own.

The Faul family was courted by various noble families who wanted these powerful knights as their vassals, and though the Faul were careful to avoid any conflicting loyalties, as demanded by chivalric code, the house soon had several powerful noble patrons, which left the Faul with many wars to fight, and quite a bit of profit in the form of both normal payment and favors. Still, they were careful not to become mercenaries, and would not allow any new arrangements to void those previously made, nor would they turn against those to whom they owed loyalty.

All might have remained this way for House Faul for some time, if not for Khor Faul, and his brother, Viktor. Khor, like most men in his family, was a knight of some renown, and was uncommonly beautiful, as well, making him much beloved by the common folk and nobles alike. Viktor was crippled at a young age, and was unable to ride or fight with any degree of skill, and quickly grew to detest his younger and much more successful brother. And so, one day, when Khor set off to join a far-off battle, Viktor sent a messenger bird to the enemy, and arranged for Khor to be ambushed while en route. The young knight was captured and brutally tortured, and when he failed to return after two years, it was assumed that he was dead.



The Coat of Arms of House Faulkhor

In fact, Khor was not dead, but had remained in the hands of his captors all that time, suffering for their perverse entertainment. Viktor had told them that, once Khor was captured, he would be ransomed, but had never intended to do so, and simply ensured that their demands never reached the ears of anyone who would care. As time went on, they became more and more terrible in their torture of the captured knight, as they began to realize he would never be worth anything to them. When Khor realized that his time would soon be up, he called out to anything that would hear him, offering anything in exchange for a chance to live on, and to have revenge. His call was answered by a dark power, who infused him with twisted, magic power.

Khor had been crippled by his captors: he could no longer wield a sword, and he could no longer walk, but with the magic power that had been granted to him out of his hatred, this did not stop him. He blasted the door of his cell open with magical force, and proceeded to crawl out of his prison, reducing all who opposed him to ash. Finding the leader of his captors, he proceeded to brutally torture him for days, applying everything he had learned from his own torment, plus new, terrible twists of his own savage design. Only when the leader told Khor who had betrayed him did he finally allow the man to die.

Khor made his way back to his home, crawling until he found a carriage and commandeered it under threat of magical death. When he returned, he found his brother, and betrayer, had succeeded their father in his absence. The people were shocked to see Khor in his new state, horribly mutilated and covered in scars, unable to even stand. When confronted, Viktor laughed and asked what his brother could possibly hope to do in his current state. Khor did not allow him to die for ten years.

Khor had returned a changed man, and, nearly

drove the Faul to ruin. Under his leadership, the Faul ignored their obligations, and pursued campaign after campaign of bloody vengeance against any who slighted them. Though they did fairly well at first, especially considering the relative size of their house, Khor was as a man possessed, and simply pushed them too hard. Just when it seemed that the house would fall apart, Khor died, and was succeeded by a distant cousin. House Faul continues to this day, diminished, but slowly rebuilding.

House Faulkhor, however, refers to the offspring of Khor, who, despite his mangled and mutilated body, managed to sire two children, both of whom inherited his magical talents. Disowned and exiled by the rest of House Faul when their father died, these two each sought shelter with other noble families, and have managed to flourish in the shadow and protection of those other families. Though this technically means that there are two completely separate branches of House Faulkhor, the two operate fairly similarly.

Whatever had granted Khor his magic and passed it on to his children passed on something else, as well. Members of House Faulkhor tend to be physically weak, and the house has not produced a competent swordsman since its founder. Further, when they cast spells, they tend to develop spontaneous wounds cuts, scrapes, bruises, and the like—on random parts of their body. Some powerful members of the house are said to weep or even vomit blood when they cast powerful spells. Further, the magic is shockingly strong: all descendants of Khor exhibit at least some sorcerous power, and the vast majority seem to be full-fledged sorcerers. Members of the family seem to be unusually prone to fits of rage, as well as a sadistic streak, neither of which are particularly common in House Faul.

House Faulkhor does not truly have a center of power or much in the way of an organization. They still lay claim to the lands of House Faul, but do not have the numbers or the means to make that claim good. In fact, the members of House Faulkhor tend to be reliant on members of other noble families (arcane or otherwise) for support. They often take positions as battlemages or, more often, as torturers, and have been developing a reputation for skill at torture much like House Faul's reputation for skill at arms. In recent years, it has become something of a mark of status to have a Faulkhor in one's dungeons.

#### **Bloodline Features**

#### Class Skill: Sense Motive.

**Bonus Spells:** interrogation<sup>UM</sup> (3rd), skinsend<sup>UM</sup> (5<sup>th</sup>), spiked pit<sup>APG</sup> (7<sup>th</sup>), acid pit<sup>APG</sup> (9<sup>th</sup>), hungry pit<sup>APG</sup> (11<sup>th</sup>), tar pool<sup>UC</sup> (13<sup>th</sup>), forcecage (15<sup>th</sup>), binding (17<sup>th</sup>),

#### *imprisonment* (19<sup>th</sup>).

**Bonus Feats:** Diehard, Endurance, Iron Will, Improved Iron Will, Skill Focus (Sense Motive), Sorcerous Bloodstrike<sup>UM</sup>, Spontaneous Metafocus<sup>UM</sup>, Widen Spell.

**Bloodline Arcana:** You gain a +2 circumstance bonus to Intimidate, Diplomacy, and Sense Motive checks made against any creature that has been affected by one of your spells. This bonus lasts for the duration of the spell, plus 3 rounds thereafter.

**Bloodline Abilities:** As a scion of the house of Faulkhor, the blood that flows through your veins entitles you to numerous magical talents, which become available to you as you increase in power.

Hardened Heart (Su): Beginning at 1st level, you gain a +2 bonus on saving throws made to resist fear effects. Additionally, whenever you succeed on a saving throw to resist a fear effect, the saving throw DC of the next spell with the fear descriptor that you cast is increased by +1. If you do not cast a spell with the fear descriptor within 1 minute, this bonus is wasted. Even if you are immune to fear, you must still succeed on the appropriate saving throw in order to gain this bonus.

Make Them Squirm (Su): Beginning at 3rd level, your mere presence can be enough to frighten even the most battle-hardened warriors. As a standard action, you can glare at a single creature within 30 feet and cause him to be shaken for 1d4 rounds unless he succeeds on a Will save (DC 10 + 1/2 your sorcerer level + your Charisma modifier). At 9th level, if the target fails his saving throw he is frightened for 1d4 rounds, instead, and even if he succeeds on his saving throw he is shaken for 1 round. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

*Chains of Guilt (Sp):* Beginning at 9th level, you can summon a field of winding chains from thin air, which burrow up from the ground and reach out for any creature in the area. As a standard action, you can choose a single location within 100 feet. Writhing chains burst from the ground to fill a 20-foot-radius area around the chosen point. Every creature within the area of the ability is the target of a combat maneuver check made to grapple each round at the beginning of your turn, as well as on the round that you use this ability. Creatures that enter the affected area are also automatically attacked in the same way. The chains do not provoke attacks of opportunity.

When determining the chains' CMB, the chains use your caster level as their base attack bonus and receive a +4 bonus due to their Strength and a +1 size bonus. Roll only once for the entire effect each round, and apply the result to all creatures in the area of effect, although the chains gain an additional +2 against a creature affected by a fear effect, as well as a +5 bonus on grapple checks made against opponents they are already grappling.

If the chains succeed in grappling a creature, that creature takes 1d6+4 points of nonlethal damage and gains the grappled condition. If a creature is already grappled by the chains at the beginning of your turn, then the chains attempt to pin the creature. Whenever the chains succeed on a grapple check (including checks to pin creatures), they deals an additional 1d6+4 points of nonlethal damage to the target. The chains' CMD, for the purposes of escaping the grapple, is equal to 10 + its CMB. The chains created by this ability have an AC of 10 and hardness 15. The chains as a whole cannot be damaged or destroyed, but an individual chain can be, in order to free a grappled creature (a single one of these chains has 10 hit points).

Finally, entire area of effect is considered difficult terrain for the duration of the ability. The chains last for a number of rounds equal to your sorcerer level. At 9th level you can use this ability once per day. You can use it an additional time per day at 17th level, and at 20<sup>th</sup> level you can use it a total of three times per day.

*Flay Alive (Su)*: Beginning at 15<sup>th</sup> level, you can rip the skin from your enemies with a single touch. As a standard action, you can make a melee touch attack. If you hit, the target must succeed on a Fortitude save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) or take 10 points of damage per sorcerer level you possess. This damage cannot reduce the target to less than o hit points, leaving the target writhing in pain, but not dying. Any damage inflicted in this way is extremely difficult to heal: the damage does not heal naturally, and even if the target possesses fast healing it does not apply to this damage, though if the target possesses regeneration, that can heal the damage normally. Further, any attempt to magically heal the damage inflicted by this ability fails unless the caster succeeds on a caster level check (DC 10 + your caster level). You can use this ability once per day.

*Flayed Slave (Su):* Beginning at 20th level, you gain the ability to completely dominate those you have skinned. In a ritual that takes 10 minutes, you can transform a Medium-sized humanoid that has been reduced to 0 hit points by your flay alive ability, and who has not yet healed any of the damage inflicted by that ability, into a willing slave. The target must have no more than 0 hit points, must still be alive, and must be helpless or willing. Once the ritual is complete, the target becomes a flayed slave under your control. A flayed slave created in this way has statistics identical to a flesh golem.

You can control up to five flayed slaves at any one time. If you would create a new flayed slave and already control five, one of the existing flayed slaves becomes uncontrolled. An uncontrolled flayed slave immediately goes berserk (as the berserk special quality) and cannot be quelled.

#### Descendants of Ho'Lah

The Ho'Lah line is descended from great warriors and horselords who ruled the plains in ancient times, and raided with impunity. Those descended from these mighty warriors are filled with a lust for battle and blood, but are also known for a love of freedom and adventure. Most members of this bloodline develop close bonds with their horses, and practically live in the saddle. Though barbaric and brutal by some standards, an innate tactical cunning runs in Ho'Lah blood, and their simple yet effective strategies are enough to frustrate any foe.

#### Background

In ancient times, before wars were recorded in books and on parchment, a tribe of nomadic warrior people spread across the ancient plains. What set these people, the Chay'uk, apart from their neighbors was their affinity for horses and riding, which made them far more mobile and allowed them to conduct fast raids seemingly from nowhere and then disappear as fast as they came. Believing themselves blessed by the spirit of the Great Sun, who they believed had brought horses to them as a gift, they quickly spread across the seas of grass, terrorizing their neighbors and taking the best of their food, water, and women.

The Chay'uk quickly developed into a fierce warrior culture, where the value of a man was measured in the great deeds that he performed in battle. While the great deeds of one's ancestors were respected and venerated, in order to gain true acceptance into the tribe, one had to prove his own worth, and could not simply rest on the laurels of his family name. It was the fondest desire of each Chay'uk warrior to become so great that his deeds would be retold in legend for all time, as the Chay'uk believed that as long as a man lived on in story, his spirit was truly immortal.

For some time, the Chay'uk continued in this way as the undisputed rulers of the steppes that they inhabited, and they continued much as they always had, for no force arose which could challenge their might. The Chay'uk did not learn the ways of magic, but instead focused their efforts on the horsemanship and combat practices which had served them so well.

One day, however, men came from the west,

over the mountains that served as a barrier the Chay'uk had never bothered to pass, and began to settle in the plains. At first, the Chay'uk simply raided these new settlers as they had their other neighbors, but it was not long before protectors arrived to defend these settlements: warriors dressed in armor like the Chay'uk had never seen, steel plate encasing them from head to toe. Some even rode horses like the Chay'uk, and though they were not as swift, they were as heavily armored as their riders.

These heavily-armored warriors were seemingly impervious to the spears and bows favored by the Chay'uk, and the nomads quickly learned not to attack the newcomers' settlements after a few disastrous raids that ended with almost the entire raiding party wiped out, and not a single casualty for the defenders.

Though this wounded the Chay'uk's pride, they might simply have left the westerners alone, except that they continued to expand their settlements, and wherever they went, their metal-clad defenders came with them, slowly but surely eating away at the territory that had once been the undisputed claim of the Chay'uk.

At this point, according to Chay'uk legend, a girl by the name of Nu'challa, who was the daughter of the current Chay'uk chieftain, began to pray to the Great Sun for aid against the metal-clad invaders, but the Great Sun was deaf to her pleas. The Great Sun had a son, however, by the name of Ho'Lah, who was the prince of the skies (or, at least, this is how the Chay'uk mythology envisioned the moon), and he took pity on Nu'challa, and descended from his sky chariot, and lay with her. When she awoke the next day, she was great with child.

Nu'challa gave birth to not a single child, but eight. Each child had silver eyes, which was unheard of amongst the Chay'uk, and Nu'challa knew that they were special, and that these children were the answers to her prayer for aid. Indeed, as they grew older, the children of Nu'challa and Ho'Lah developed great magical powers.

By this time, Nu'challa's father had been slain in battle against the westerners, and she rallied her people around her, declaring that her sons and daughters were the saviors of their people. Under her leadership, and armed with the mystical powers of her god-begotten offspring, she led raiding parties which devastated the metal-clad warriors, distracting them with feints and misdirection, using hit-and-run tactics to tire them out, and then blasting through their armor with fire and lightning.

The tide of Chay'uk began to overtake the western colonies, and the metal-clad men were driven



The Symbol of the Ho'Lah

back swiftly. All seemed well for the Chay'uk. But one of Nu'challa's children, the youngest of the eight, by the name of Jarha, was not satisfied. He did not want to live in the shadow of his siblings and his mother, and did not want to merely share in their victory. So he reached out to the westerners, and agreed to set up a trap for his mother and her offspring, delivering them into the hands of the westerners' warriors in exchange for helping him to secure his position as chieftain of the Chay'uk.

Though Nu'challa and her other children did manage to escape Jarha's trap, the westerners had betrayed Jarha, and while the sorcerers were busy had sent a huge force to wipe out the Chay'uk's warriors. Nu'challa returned to find her people scattered and broken, and all hope of defeating the westerners lost.

The plains where the Chay'uk once rode are littered with the supposed grave sites of Nu'challa, whose final fate was unknown, and it is a popular belief amongst their descendants that she is not, in fact, dead, but will one day rise again to lead her people against the western invaders that have so thoroughly conquered them.

The Ho'Lah bloodline comes from Nu'challa's children, who also quickly scattered, forming separate tribes. Their descendants were said to be touched by Ho'Lah, the moon god who was the source of their magic, and before long the name came to be associated as much with the lineage as with the god himself. While there are certain telltale signs that set a Ho'Lah apart from other sorcerers (most prominently their silver eyes), they do not exist as any sort of organization. While most are found amongst the nomadic descendants of the Chay'uk, in what little territory they retain from their treaties with the westerners, the Ho'Lah can be found almost anywhere.

#### **Bloodline Features**

#### Class Skill: Ride

**Bonus Spells:** mount (3rd), tactical acumen<sup>UC</sup> (5<sup>th</sup>), rage (7<sup>th</sup>), shout (9<sup>th</sup>), telekinesis (11<sup>th</sup>), sirocco<sup>APG</sup> (13<sup>th</sup>), resonating word<sup>UM</sup> (15<sup>th</sup>), greater shout (17<sup>th</sup>), heroic invocation<sup>UC</sup> (19<sup>th</sup>).

**Bonus Feats:** Combat Casting, Endurance, Mounted Archery, Mounted Combat, Ride-By Attack, Skill Focus (Ride), Still Spell, Toughness, Trick Riding<sup>APG</sup>.

**Bloodline Arcana:** You do not need to make concentration checks to cast spells as a result of vigorous or violent motion due to riding a horse.

**Bloodline Powers:** As a descendant of Ho'Lah, the blood that flows through your veins entitles you to numerous magical talents, which become available to you as you increase in power.

Companion Mount (Ex): At 1st level, you gain a mount as per the cavalier class feature of the same name, except that your mount must be a horse (if you are Medium size) or a pony (if you are Small size), and your mount does not gain any type of armor proficiency. In all other ways, this functions exactly as the mount class feature of the cavalier class.

Soul of the Steed (Ex): Beginning at 3rd level, you gain Run as a bonus feat, and your base movement speed increases by 10 feet. Your base movement speed increases by another 10 feet at 9<sup>th</sup> level, and a further 10 feet at 15<sup>th</sup> level, for a total increase of 30 feet at 15<sup>th</sup> level. These benefits apply only while you are wearing light armor or no armor.

Whenever you are riding your companion mount, the mount gains these benefits instead. The mount only gains these benefits if both you and it are wearing light armor or no armor, and gains the benefits only as long as you are riding it.

Battle Tactician's Call (Su): Beginning at 9th level, your rallying cries and tactical commands can bolster the effectiveness of your allies. As a standard action, you can grant all allies within 30 feet that can see and hear you a morale bonus equal to your Charisma modifier on all attack rolls, damage rolls, and saving throws made to resist fear effects. This bonus lasts until the beginning of your next turn. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

*Channel Ancestor Spirit (Su):* Beginning at 15th level, you may perform a ritual to call upon the spirits of your ancestors to guide you. As a full-round action,

you may perform a ritual chant in order to call upon the spirits of your ancestors to inhabit your body and grant you strength. This grants a number of benefits. First, you gain a +4 morale bonus to your Charisma score, and your caster level is treated as two higher than it actually is for the purposes of all spells that you cast. Additionally, you gain proficiency with a single martial or exotic weapon of your choice. Finally, your base attack bonus is increased to be equal to your sorcerer level (which may give you additional attacks). These benefits last for a number of rounds equal to your sorcerer level. You may use this ability once per day.

Summon Stampede (Su): At 20th level, you can summon a horde of warriors, made up of the spirits of the greatest heroes of your bloodline, which appear mounted on spectral steeds and ride down your foes in a terrible stampede. As a full-round action, you cause this mass of spirits to appear in an area you designate within 100 feet. The spirits take up a square 30 feet to a side, and the entirety of this area must be within the 100 foot range. Any creature that is currently occupying a square in which the stampede appears immediately suffers 2d6 points of damage, but is not moved from his square.

The stampede is more a force of nature than an actual army comprised of individual creatures. It can occupy the same space as a creature of any size. It is incorporeal, and can pass through solid objects, but is still able to harm creatures. The stampede has an AC equal to 5 + your Dexterity modifier + your Charisma modifier, and hit points equal to twenty times your Charisma modifier.

The stampede cannot make individual attacks, but on your turn, as a move action, you can direct the stampede to move up to 100 feet. The stampede is capable of flight and has perfect maneuverability. At the end of the stampede's movement, each creature whose square the stampede moved through as part of its movement takes 6d6 points of damage and is knocked prone. A successful Reflex save (DC 10 +1/2 your sorcerer level + your Charisma modifier) halves the damage and negates the prone condition. The stampede remains for 1 round per two sorcerer levels you possess, or until it is reduced to 0 hit points. You can use this ability once per day.

#### The Lilitians

Supposedly born from a succubus with a heart of gold, the Lilitians are subtle, using their magic to cloud the mind and work their will on others, playing emotions the same way that an expert musician plucks at strings on an instrument.

#### Background

Known by some as "the divine succubi," the Lilitian bloodline can supposedly be traced back to a powerful succubus by the name of Lilith, who is said to have not only possessed the standard talents for which succubi are known, but also to have possessed the blinding beauty of nymphs. Of course, Lilith is a common name among succubi, and several seemingly different succubi have appeared throughout the years claiming to be the Lilith referred to in this legend, so it is difficult to determine who the bloodline's true progenitor is, if, in fact, there even is any truth to the claim.

What is known about this particular Lilith, if she existed, is that she was summoned by a cruel and evil wizard of noble blood, who intended to use her to gain control over his king, and so rule the land from behind the throne. According to the legend, this king (who seems to have as many names as there are tellers of the tale) was incredibly handsome and beautiful, and universally loved by the people, but was still young, and prone to the same weaknesses as all young men. Lilith seduced the king, and used her ample magical charms to lend weight to the various things that she whispered into his ear each night, all of which were supplied by the evil wizard who had summoned her.

This continued for some time, and the wizard slowly but surely began to gain control of the kingdom, abusing this power for his own gain, and causing the rest of the kingdom to suffer. But the flaw in his plan was that, as Lilith spent time with the king, she began to fall in love with him, and his youthful innocence and purity. She watched the king's sadness as his kingdom began to fall to ruin, and watched his frustration as her magical charms and compulsions prevented him from realizing that he was the one who was causing all of this hardship. Each night he would tell her that he did not know what to do or how to make things better, but that he could not bear to watch his people suffer. And, bound as she was by the wizard who summoned her, she was forced to give him increasingly worse and worse advice, exacerbating the problem.

The wizard's commands prevented her from telling anyone in the palace what was transpiring, and she was helpless to battle the wizard herself. So, instead, she allowed herself to become with child, one night, as she lay with the king. Some say that it was her love, so anathema to what succubi normally represent, that led this child, the first of the Lilitians, to develop the bloodline powers now distinct to the family, instead of those more common to sorcerers with a demonic heritage.

Whatever the case, when the child was born, she used her demonic powers to convince the nursemaid to flee with him, charming her into believing that the king would do everything in his power to see his son killed, rather than have him grow up to be a threat to the throne. This was only a partial lie, as, sure enough, the wizard soon ordered her to convince the king to send men out to recover and imprison the missing heir. But, as luck would have it, the child survived, and, according to legend, returned, fifteen years later, to slay his father and restore his kingdom. Before he could do so, however, the evil wizard, not wanting to lose his figurehead, intervened, and was slain while trying to protect the king, in whom he had invested so much time and energy. Freed from the wizard's control, Lilith explained all to both her (now) husband and her son, and the kingdom was returned to peace and prosperity.

Of course, this is most likely little more than a legend, not just because of the improbability of a succubus falling in love with one of her victims, or because of the lack of clear details about where, when, and to whom this occurred, but also because the Lilitian bloodline are not an organized magical house, and, while it is clear that the peculiarities of this bloodline are passed on through birth, there seem to be several completely distinct branches of the bloodline, and members can be found in a variety of different social levels. The prevailing theory from those unaffiliated with the bloodline is that, while it may be passed on by birth, it originates as some sort of gift, curse, or sideeffect of interacting with succubi or a similar creature, which would explain why the bloodline does not seem to have any single progenitor (unless that progenitor is widely traveled and frequents brothels, that is).

The majority of members of the bloodline are working girls, courtesans, escorts, and the like (the bloodline's powers manifest in about half of female children, and in about one in five male children). When such individuals produce bastard offspring with nobles, or otherwise manage to rise above the lower classes, they have a tendency to be favored as diplomats, and on a few unusual occasions, it has not been unknown for nobility to actively search through brothels for Lilitians, with the intention of recruiting them for just such a purpose. It is also not uncommon for members of this bloodline to join churches and cults, in which case they usually rise quickly to leadership. Further, more than a few Lilitans have used their abilities to gain a marriage to a wealthy merchant or a nobleman, meaning that members of the bloodline can be found in high society, as well as low. In rare cases, Lilitians are even taken on



The Symbol of the Lilitians

as interrogators, using their powers to coax the truth out of even the most resilient of prisoners.

Those with Lilitian blood have a tendency to be exceptionally beautiful. When they use their magic, they seem to be surrounded with a halo of golden light, and their magic usually carries a fragrance of one or more kinds of flowers with it, giving their spells a rather unique identifier.

#### **Bloodline Features**

#### Class Skill: Diplomacy

**Bonus Spells:** lock gaze<sup>UC</sup> (3rd), compassionate ally<sup>UM</sup> (5<sup>th</sup>), reckless infatuation<sup>UM</sup> (7<sup>th</sup>), charm monster (9<sup>th</sup>), dominate person (11<sup>th</sup>), mass suggestion (13<sup>th</sup>), waves of ecstasy<sup>UM</sup> (15<sup>th</sup>), euphoric tranquility<sup>APG</sup> (17<sup>th</sup>), dominate monster (19<sup>th</sup>).

**Bonus Feats**: Bouncing Spell<sup>APG</sup>, Greater Spell Focus (enchantment), Improved Iron Will, Iron Will, Leadership, Persistent Spell<sup>APG</sup>, Spell Focus (enchantment), Voice of the Sibyl<sup>UM</sup>.

**Bloodline Arcana:** Whenever you cast a spell of the compulsion subschool, if that spell has a single target, you may choose to have the spell either grant a +2 morale bonus to AC or impose a -2 morale penalty to AC, in addition to its other effects. If the creature is not affected by the spell (whether because he succeeds on his saving throw, or the spell fails to overcome his spell resistance, or some other reason) this effect does not apply, either. This bonus or penalty lasts for the duration of the spell or for one minute per sorcerer level you possess, whichever is less. **Bloodline Powers:** As a descendant of the mythical Lilith, the blood that flows through your veins entitles you to numerous magical talents, which become available to you as you increase in power.

*Gifted Diplomat (Ex):* Beginning at 1st level, you are surrounded with an air of simple mystique and allure that makes you more likable. Whenever you meet a non-hostile intelligent (Intelligence 3 or greater) creature for the first time, that creature's starting attitude towards you is increased by one step (unfriendly becomes indifferent, indifferent becomes friendly, and friendly becomes helpful).

Weaken Mental Resilience (Sp): Beginning at 3rd level, your spells carry subtle enchantments that make it harder for the subject to resist future compulsions. Whenever a creature fails a Will save to resist the effects of a spell of the compulsion subschool that you cast, that creature suffers a -2 penalty on future Will saves to resist compulsion spells you cast. This penalty lasts for 24 hours, and does not stack with itself. At 10th level the penalty is increased to -4.

*Mind Shatter* (Su): Beginning at 9th level, you can cause extreme emotional pain in a single creature within 30 feet that you can see. The target must make a Will save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) or cower for 1d4 rounds and suffer 1d4 points of Wisdom damage. Even if he succeeds on the saving throw, the target is still sickened for 1 round and takes 1 point of Wisdom damage. You can use this ability three times per day at 9<sup>th</sup> level, plus an additional time per day for every four sorcerer levels you attain beyond 9<sup>th</sup>.

*Change Mind (Su):* Beginning at 15th level, you can make changes to a creature's mind that are so profound that you can change his personality entirely. This is a full-round action, and requires a successful melee touch attack if the target is unwilling. The touched creature must succeed on a Will save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) or suffer a fundamental change to his personality.

Each time you use this ability, you may choose to make one of the following adjustments: you can change the target's alignment to any alignment you choose; you can set the target's starting attitude towards a number of specific individuals he is familiar with equal to your caster level to whatever you want (from the standard options of hostile, unfriendly, indifferent, friendly, and helpful); or you can change which deities the target worships. Note that changing the target's alignment or deity does not guarantee that the target will view you favorably, even if you now share an alignment and/or deity. The target is aware that he previously felt differently, but feels as though he has had a revelation. Any change made in this way lasts for a number of days equal to your sorcerer level. At 15th level you may use this ability once per day. At 17th level you may use this ability twice per day, and at 20th level you may use this ability three times per day.

Otherworldly Beauty (Su): At 20th level, the power of the Lilitians manifests in your appearance. Your Charisma score increases by +2, and you are treated as an outsider for the purpose of which spells and magical effects can affect you (for example, you can no longer be affected by charm person or other spells that can only target a humanoid creature). You do not actually gain the outsider type or any of the benefits thereof.

#### The Church of Lumina

House Lumina is both a noble house and a religion, and the lines between the two are blurry at best. While they are an unquestioned force for good in the world, they believe strongly in order and obedience, and have little tolerance for those who resist their guiding light.

#### Background

The house of Lumina is really more a church than a noble family, though it does have its beginnings in magical aristocracy. Several generations ago, the reigning matriarch of the family, Theresa Lumina III, decided to embrace an obscure religion, which was known to its members as the Radiant Path, and decreed that all members of the family (as well as all peasants living on land held by the Luminas) must convert with her, or else be cast out. There are numerous theories as to why this might be—some believe that she may have been charmed or coerced (possibly with magic), others that she honestly believed in their teachings, and others still that the entire thing was a shrewd and coldly calculated maneuver to essentially convert the religion into worshipping herself and her family, which, in some ways, is exactly what occurred.

Whatever the case, House Lumina's fullfledged support of this fledgling religion gave them an unprecedented amount of control over it. The vast majority of the gold flowing into the Radiant Path's coffers came from House Lumina, and most of those who converted to the church at the time did so because of House Lumina. Even more importantly, the Luminas provided much-needed protection against those who would persecute the Radiant Path for their beliefs. As a result, it was not long before Theresa Lumina III was elected as the Archpriestess, and the religion became synonymous with the family.

The precepts of House Lumina's religion (the



The Crest of House Lumina

term "Radiant Path" remains in use in the religion's philosophy, as a list of guiding principles by which to live one's life, but is no longer used to refer to the religion, which is generally referred to as "Luminism" by outsiders) are fairly straightforward, and for the most part the house preaches charity, honesty, and obedience as virtues. They tend to use metaphors involving fire, light, darkness, and shadow in their religious rhetoric, and believe that fire has cleansing properties (it is, in fact, a core tenet in their faith that death by fire purifies and cleanses the soul, giving the deceased a greater chance of going to paradise in the afterlife. For this reason, all executions performed by House Lumina are by fire, and members of the church are cremated, rather than buried, after death).

Practically speaking, the church does a great deal of good. They organize care for the sick, wounded, and otherwise unfortunate in their lands, and do a great deal to provide for those hit by famine or other unfortunate circumstances. Further, the church maintains standing armies of soldiers, and organizes militias, as well, which serve to protect its people and lands from bandits and other predators with relative efficacy. In fact, the lands controlled by House Lumina are among the best and safest places for an average peasant to live, provided that he is willing to follow the basic precepts of Luminism.

There are some aspects of the church that are more unsettling, however. For one, all positions of true power within the church are reserved for members of House Lumina. The title of Archpriestess has been handed down from one Lumina matriarch to the next without fail, and the Archpriestess appoints most highranking clergy members. For another, the religion has a strong matriarchal bent, which can be traced back to influence from House Lumina, which had a wellestablished tradition of matriarchy long before merging with the church. Nearly all positions in the clergy are unavailable to men, who are seen as spiritually inferior to women, and better suited to manual labor and fighting. Women with sorcerous power—even those who are not born into House Lumina—find that there are many opportunities for them with the clergy, however, and, if they perform well, they may even be adopted by the family, undergoing a ritual which is said to replace their sorcerous heritage and talents with that of the Lumina family. Such adopted members of the house are usually married to a male house member, and treated as any other Lumina.

Most men who aspire to make something of themselves within the church join the standing army, or, if they are well-off, the prestigious Knights of Lumina. Nearly all male members of the house wind up joining this knightly order, as do nearly all wealthy and influential male members of the church. For the most part, these knights patrol Lumina-controlled lands and fight off bandits and similar, but when the church declares a crusade (which it does from time to time; the most recent was against a lich lord who was mustering forces and threatening to overwhelm a friendly kingdom that was no less than three kingdoms away from House Lumina's territory), the Knights of Lumina are expected to lead their holy armies into impossible battle halfway across the country, if need be. The Knights of Lumina are perhaps the only males that the church affords any respect to, and the best members of the knightly order are generally chosen to marry into the Lumina family.

The center of Lumina control is the Luminarium, a cathedral made entirely of crystal and other translucent gemstones, which is said to be one of the most beautiful architectural achievements of the modern world. Though Luminism is not a particularly fast-growing religion, and tends to expand only into areas in which House Lumina otherwise gains control, the house—and the religion—have been expanding, and members of other faiths and countries must now recognize that the opinion of the Archpriestess carries some weight. In areas outside the house's direct control, the religion tends to be most popular amongst noble women.

Members of House Lumina are found away from home rather frequently. Because the house is both a political and a religious figure, it is not uncommon for priestesses of the house to serve as advisors, emissaries, or envoys to other nations. It is also not uncommon for low-ranking priestesses to become missionaries and evangelists, spreading their faith in foreign lands, though they are usually accompanied by at least one bodyguard.

For whatever reason, the magic in the Lumina bloodline manifests almost exclusively among women. Nearly all female members of the house have at least some amount of sorcerous talent (enough for at least 4 levels in sorcerer), and nearly half gain the full gift. It is very rare among men, however: perhaps one in a twenty has any talent at all (enough for 1 or 2 levels in sorcerer), and less than one in a hundred can muster serious magical talent. It is considered wrong by the church for men to aspire to magic, and those members of the house who do not keep their sorcerous gift to themselves are quickly expelled or executed, depending on the strength of their gift.

#### **Bloodline Features**

Class Skill: Knowledge (religion).

**Bonus Spells:** protection from evil (3rd), scorching ray (5<sup>th</sup>), daylight (7<sup>th</sup>), wall of fire (9<sup>th</sup>), wall of force (11<sup>th</sup>), greater heroism (13<sup>th</sup>), prismatic spray (15<sup>th</sup>), sunburst (17<sup>th</sup>), meteor swarm (19<sup>th</sup>).

**Bonus Feats**: Arcane Strike, Combat Casting, Combat Finesse, Defensive Combat Training, Lightning Reflexes, Maximize Spell, Persuasive, Skill Focus (Knowledge [religion]).

**Bloodline Arcana:** Your caster level is treated as being 4 higher than it actually is for the purposes of spells you cast that have the good descriptor.

**Bloodline Powers:** As a scion of the house of Lumina, the blood that flows through your veins entitles you to numerous magical talents, which become available to you as you increase in power.

Social Grace (Ex): Beginning at 1st level, your education and training in the arts of social interaction grant you a bonus to Charisma-based skill checks equal to 1/2 your sorcerer level (rounded down, minimum 1).

Touch of Lumina (Sp): Beginning at 3rd level, you can channel holy energy to harm evil creatures and heal good ones. As a standard action, you can touch a nearby creature to channel holy energy into him. If the target is unwilling, a melee touch attack must be made to successfully touch him. If the target is evil, this inflicts 1d6 points of damage + 1 for every sorcerer level you possess. If the target is good, he instead heals the same amount. If the target is neutral, this ability has no effect. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Sunbeams (Sp): Beginning at 9th level, you can focus your power into beams of light, which devastate evil creatures while leaving good ones unharmed. As a standard action, you can fire a beam of light at a single creature within 60 feet. Make a ranged touch attack. If the attack hits, and the target is evil, it deals 1d6 points of fire damage per sorcerer level you possess. If the target is neither good nor evil, it deals 1d4 points of fire damage per sorcerer level you possess, instead. If the target is good, the beam has no effect. You can use this ability three times per day at 9<sup>th</sup> level. At 13<sup>th</sup> level, you may use it an additional time per day, and at 17<sup>th</sup> level you may use it a total of five times per day.

At 16<sup>th</sup> level, you may choose to have half the damage dealt by this ability be untyped.

Ageless (Ex): Beginning at 15th level, you no longer take ability score penalties for aging and cannot be magically aged. Any penalties you may have already accrued do to age, however, remain. Bonuses due to increasing age still accrue, and you still die of old age when your time is up.

Suppression (Su): Beginning at 20th level, your power and devotion have allowed you to learn the secrets of how magic flows through living beings, and, armed with this knowledge, you can suppress the spellcasting ability of another. As a standard action, you can focus on another spellcaster within 60 feet and attempt to prevent him from casting spells. You and the target make opposed caster level checks. If you win the check, the target is rendered unable to cast spells for as long as you continue to concentrate (a standard action) and do not end any of your turns more than 60 feet from the target. If the target wins the opposed caster level check, he is unaffected, but this does not count against the daily number of rounds that you can use this ability. You may use this ability for a number of rounds per day equal to your sorcerer level. These rounds need not be consecutive.

#### The Samarkin People

The Samarkin are a hunted people. Spurned by the civilized for their connection to nature, these bestial sorcerers have an unusually strong bond with wild animals. The Samarkin live free, but are careful to remain on the fringes of society, away from the hateful eyes of those who would strike out against them for being different.

#### Background

The Samarkin are far more than just a sorcerous bloodline, for while they are definitely a distinct arcane lineage in the same fashion as many of the other bloodlines listed here, and are, in fact, probably much more numerous than many of the other sorcerous families or organizations listed in this book, they are not a single family, but rather an entire ethnic group, a race of humanoids who are naturally gifted with sorcerous power—and hunted nearly everywhere that they go. The Samarkin are a secretive people, who are not given to spreading information about themselves with outsiders. As a result, there is much that remains a mystery about these elusive folk. No one knows for certain where the distinct traits of the Samarkin bloodline originated, and we can only guess as to what strange blood or unusual circumstances would have led to their creation. The most commonly held theory is that the Samarkin are in some way touched by the fey, or other nature spirits, for it is well known that the Samarkin have an affinity for animals, and they are most famous for their talent in such transformations. Others believe that their shapeshifting abilities and affinity with animals indicates that they are descendants of rakshasa.

Whatever their origins, the Samarkin are actually quite large in population, so large in fact that they are better considered an ethnic group than a single, individual family. There are estimated to be several hundred, or perhaps even several thousand, Samarkin, all told, though they tend to live in small communities of anywhere from a few dozen to, in extreme cases, two or three hundred members. The overall spread of the Samarkin leads many to believe that their origin must have been some kind of curse or affliction that was applied to their whole people, as they are far too large to have come from the loins of a single individual. Some even go so far as to claim that the Samarkin are not actually human, but are, in fact, a different race altogether, human but for their magical powers.

In general, the Samarkin are not well received by most folk. Various rumors and tales abound about the Samarkin, and the average peasant or townsperson who hears the word "Samarkin" is likely to have something similar to a werewolf or a rakshasa in mind. It is generally accepted by most people that Samarkin are as bestial and feral mentally as they can be physically, and that a Samarkin is never to be trusted. As a result, Samarkin who are identified as such are usually met with cool suspicion, if not outright hostility, and those Samarkin who travel alone quickly become used to being chased out of town in front of an angry mob.

For this reason, most Samarkin prefer to keep to themselves, forming their own communities. These communities generally tend to develop either in wild, isolated areas that are more or less untouched by civilization, or become roving caravans, travelling from place to place and leaving before the locals get it into their head to cause trouble. In the former case, self-sufficient communities are the norm, and the community usually supports itself through hunting and fishing. In very rare cases, these isolated communities export trained animals or animal pelts, and one of the few good things about the reputation of the Samarkin is that they are said to be able to train and tame any creature, no matter how ferocious. By contrast,



The Symbol of the Samarkin

Samarkin that live in caravans are heavily dependent upon trade for necessities, and usually either take to becoming a travelling circus, or similar, or else make their living by driving away rodents and other pests from a town (again, such living is supplemented by animal furs and trained animals).

For all that the average Samarkin is unfairly maligned, there are some truths to their dark reputation. The Samarkin, in general, seem impatient with many of the hallmarks of modern civilization. They tend to wear little in the way of clothing, and, if the tall tales of drunken explorers and adventurers are to be believed, they wear nothing at all when they believe they are unobserved by outsiders. This has led to an abundance of other rumors about polygamy and other sexual excess amongst the Samarkin, none of which is in any way substantiated. They also generally develop a taste for undercooked (and, as they become older, eventually raw) meat. Further, all reports indicate that they determine their leadership in the animal fashion, with strong males fighting physically to prove their dominance. In fact, it seems that this is done literally in animal form, and that Samarkin battles for leadership are very ritualized, with the contestant able to take the strongest animal shape usually emerging the victor.

Unfortunately for the Samarkin, they tend to have some rather visible characteristics that can make it difficult for a Samarkin to attempt to blend in in the average town. For one, while it is certainly not uncommon for a Samarkin to have unremarkably brown hair, many Samarkin actually have slight traces of a pale, mossy green at the tips of their hair. Additionally, the canine teeth on most Samarkin are slightly enlarged. This is not prominent enough to count as proper fangs, but anyone making a close examination of the Samarkin's teeth is sure to notice the irregularity. Finally, whenever a Samarkin uses his sorcerous power, his eyes change to a feral golden color, and his irises become thin slits, and this change persists for several minutes before his eyes return to normal.

Sorcerous power is particularly prevalent amongst the Samarkin, and nearly eight out of ten exhibit some amount of sorcerous power. Of these, the vast majority have enough talent to become at least moderate magical talents (up to 6<sup>th</sup>-level sorcerers), and about one in three develops full sorcerous talent.

#### **Bloodline Features**

Class Skill: Handle Animal.

**Bonus Spells**: disguise self (3<sup>rd</sup>), animal aspect<sup>UC</sup> (5<sup>th</sup>), beast shape I (7<sup>th</sup>), true form<sup>APG</sup> (9<sup>th</sup>), overland flight (11<sup>th</sup>), beast shape IV (13<sup>th</sup>), greater polymorph (15<sup>th</sup>), summon monster VIII (17<sup>th</sup>), shapechange (19<sup>th</sup>).

**Bonus Feats:** Animal Affinity, Great Fortitude, Improved Great Fortitude, Improved Initiative, Improved Share Spells<sup>APG</sup>, Spell Focus (transmutation), Tenacious Transmutation<sup>APG</sup>, Toughness.

**Bloodline Arcana:** Spells of the polymorph subschool that you cast that affect only you have their duration increased to 1.5 times the normal amount. This increase in duration does not stack with the Extend Spell feat, or other effects which would increase the spell's duration.

**Bloodline Abilities:** As one of the exotic and elusive Samarkin, the blood that flows through your veins entitles you to numerous magical talents, which become available to you as you increase in power.

Animal Companion (Ex): Beginning at 1st level, you gain an animal companion. This functions identically to the nature bond class feature of the druid class, except that you may only choose the animal companion version, and may only choose an animal from the following list: ape, aurochs, bear, big cat, bird, camel, elephant, shark, small cat, wolf.

Practiced Shapechanger (Su): Beginning at 3rd level, whenever you are the target of a spell of the polymorph subschool, you gain a +2 enhancement bonus to Strength and Constitution for the duration of that spell. At 9th level, this bonus increases to +4, and at 15th level it increases to +6.

Morphing Touch (Sp): Beginning at 9th level, you can cause uncontrolled morphing inside a living creature's body. As a standard action, you can make a single melee touch attack. If you hit, the target takes 1d6 points of damage per sorcerer level you possess, and is sickened for 1d4 rounds, as his organs twist and squirm and try to escape. A successful Fortitude save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) halves this damage and negates the sickened condition. You can use this ability once per day at 9<sup>th</sup> level. At 17<sup>th</sup> level, you can use this ability an additional time per day, and at 20<sup>th</sup> level you can use it a total of three times per day.

Strength of the Wild (Ex): Beginning at 15th level, your bond to the animal world becomes stronger, and you grow more feral in appearance. You gain a primary bite natural attack, which deals 1d6 points of damage on a successful hit if you are Medium, or 1d4 points of damage if you are Small. Further, you gain an additional benefit, based on the animal companion that you chose.

#### Animal

Companion	Bonus
Ape	You gain a climb speed of 20 feet.
Aurochs	You gain a +2 bonus on all
	Fortitude saves.
Bear	You gain cold resistance 5.
Big Cat	Your base movement speed
	increases by 10 feet as long as you
	are wearing light armor or no
	armor.
Bird	You can cast see invisibility as a
	spell-like ability once per day.
Camel	You gain fire resistance 5.
Elephant	You gain a +2 bonus on all Will
	saves.
Shark	You can breathe water as easily as
	air.
Small Cat	You gain a bonus on Acrobatics
	checks equal to 1/2 your sorcerer
	level.
Wolf	You gain a +2 bonus on all Reflex
	saves.

*Wild Form (Sp):* Beginning at 20<sup>th</sup> level, you gain the ability to borrow the forms of animals and magical beasts. This functions as the spell *beast shape IV*, except that you can remain in the form of the chosen animal or beast indefinitely. Additionally, you can use this ability while already in the form of an animal or magical beast, allowing you to go directly from one animal form to another. Finally, with this ability you can take on the form of Fine or Gargantuan animals.

Fine Animal: If the form that you take is that of a Fine animal, you gain a +8 size bonus to your Dexterity, a -4 penalty to your Strength, and a +1 natural armor bonus. Gargantuan Animal: If the form that you take is that of a Gargantuan animal, you gain a +8 size bonus to your Strength, a -4 penalty to your Dexterity, and a +8 natural armor bonus.

You can use this ability at will.

#### Clan Shokar

An ancient family with a proud tradition, the Shokar devote themselves to protecting order and the status quo by protecting nobility and royalty, which they consider to be their divine mandate. They take their obligations very seriously, and are the envy of kings and lords the world over.

#### Background

In the lands of the Shokar, there is a legend about the creation of the world, which has been long forgotten by most, but which the Shokar still keep alive in their own traditions. According to this legend, there were once four gods who gave birth to the world, each comprised of a different element: the Earth Father, the Ocean Mother, the Sky Son, and the Flame Daughter. These four worked together to sculpt great mountains, raging rivers, silent forests, and sweeping plains. When the world itself was complete, they marveled at its beauty, but were saddened that they were the only ones to enjoy such a sight, so they created man to witness their creation.

Each of the four gods lent a hand in creating man: the Earth Father sculpted their bodies from the soil, the Ocean Mother filled their bodies with vital blood, the Sky Son breathed life into their lungs, and the Flame Daughter ignited their minds, allowing them to think for themselves, and appreciate the world around them.

The gods were about to leave the world, and move on to create even more beauty, when the humans cried out to them, asking them what they would do now, and crying out for purpose in their lives. The gods stopped, not having considered this, and appointed a single human to be the ruler over the others, bestowing in him more wisdom, that he might lead fairly and well. But then another of the humans rose up his fist, striking at the newly-appointed leader, and declaring that he should have been the one chosen. And so the four gods imbued another of the humans to be the protector of their new leader, giving him a tiny portion of their powers. This human, it is said, is the first of the Shokar.

The Shokar are an ancient family with a proud heritage, and has always been closely associated with the ruling family in their region. The Shokar consider



The Crest of Clan Shokar

it the duty of all members of their bloodline to serve as guardians and protectors to nobles and royalty in general, but to their own liege-lord, in specific. They are loyal to a fault, and traitors amongst the Shokar are very rare, both due to their inherently honorable nature, and to the harsh and swift punishment they bring down upon those members of the family who dishonor them. There have been times, once or twice in the family's history, when they have changed loyalties and taken up the protection of a challenger to the throne, but these were always in cases where the usurper had already won the throne, and the legitimate ruler, and all his heirs, were already slain, and pursuing the fight further would have been nothing but purposeless vengeance. It is nothing less than that which is sufficient for a Shokar to abandon his ward, or, so it is said.

Because all members of the family are expected to serve as a bodyguard or agent for a lord, nearly all Shokar begin intense training from an early age. They are trained in their family's unique sorcerous abilities, of course, but most Shokar also learn how to fight with steel, as well. The family favors small, concealable weapons, and so most Shokar are experts with daggers and shuriken. Certain sub-branches of the family favor other weapons, instead, such as spiked chains or dualwielded kamas, but this is the exception, rather than the rule.

Shokar also learn the importance of discipline and obedience from an early age, and it is impressed upon them that their duty to their family and their lord is more important than their own personal desires. When a member of the family reaches adulthood, he undergoes a series of tests to prove his ability, and, based on the results, the family elders determine who he will be assigned to protect. While the majority of the Shokar family is devoted to protecting the rulers of the lands of the Shokar's ancestral homelands, it is not uncommon for other rulers from far-off lands to request one or more of the Shokar as a protector, and so it is not uncommon for a Shokar to be sent to a far-off land to protect an unknown ruler. Such Shokar sometimes form their own families in the new land, and create a new branch of this bloodline.

While an adult Shokar can choose not to pursue the family tradition and make his own way in the world, such individuals are considered to have left the family (as this prevents the dishonor from spreading to the rest of the Shokar), and from that day on no Shokar is allowed to speak to the offender. It is only when a Shokar acts in direct opposition to the family's creed assassinating legitimate nobility or, worse still, turning against one's own lord—that the family truly acts against the traitor. A Shokar who does such a thing is expected to be killed on sight by any family member he meets, and will be actively hunted by agents from the family until he is slain.

The Shokar have their own lands and maintain a stronghold where the younger generation of the family is trained, and the older members go to retire. The stronghold is also home to those members of the house who are unable to distinguish themselves well enough to earn a position as a permanent bodyguard. Further, even those Shokar who do gain permanent positions as bodyguards are usually allowed to rest one month out of the year, and most return home during this time, while their ward is protected by another member of the clan. It is said that deep within this heart of the Shokar's power are detailed notes on the secrets of the various lieges that they protect, which would be invaluable to any assassin who was able to overcome the clan's potent defenses.

While individual Shokar are trained to be very quick and able to anticipate and react to unexpected circumstances, the Shokar family, as a group, tend to be very traditionalist, and slow to change. Because their family honor and tradition are so important to them, many Shokar have sensibilities that are considered antiquated by other sorcerers, and members of the family are known to participate in many extensive ceremonial rituals throughout their everyday life, and observe a strict code of conduct.

A member of the Shokar family is generally easy to identify once he begins casting spells, as members of this bloodline tend to produce silvery sparks as a sideeffect of their magic.

#### **Bloodline Features**

Class Skill: Sense Motive.

**Bonus Spells:** mage armor (3rd), obscure object (5th), clairaudience/clairvoyance (7th), lesser globe of invulnerability (9th), telepathic bond (11th), legend lore

(13th), greater scrying (15th), greater prying eyes (17th), wish (19th).

**Bonus Feats**: Arcane Shield<sup>APG</sup>, Arcane Strike, Combat Casting, Fleet, Improved Iron Will, Iron Will, Leadership, Lightning Reflexes, Weapon Finesse.

**Bloodline Arcana:** Whenever you confirm a critical hit with a dagger or shuriken, the target is dazed for 1 round.

**Bloodline Powers:** As a scion of the Shokar clan, the blood that flows through your veins entitles you to numerous magical talents, which become available to you as you increase in power.

*Martial Prowess (Ex)*: Beginning at 1st level, your extensive combat training makes you deadly with a dagger or shuriken. You are proficient with shurikens. Additionally, for the purposes of the first attack you make each round, if that attack is made with a dagger or a shuriken, you use your sorcerer level as your base attack bonus for the purpose of resolving that attack. This ability only applies to the first attack made each round, and only if it is made with a dagger or shuriken. Any subsequent attacks use your base attack bonus, as normal. Finally, you can draw a dagger or shuriken as a free action, and a hidden dagger or shuriken as a move action, as though you had the Quick Draw feat.

At 4th level, you gain Weapon Focus as a bonus feat. You must select a type of dagger or shuriken for this feat.

At 8th level, you gain Greater Weapon Focus as a bonus feat, even if you do not meet the prerequisites. The weapon chosen for this feat must be the same weapon chosen for the Weapon Focus bonus feat gained at  $4^{\text{th}}$  level.

*Flame Daughter's Strike (Su):* Beginning at 3rd level, you can channel arcane energy through your weapons. Whenever you successfully hit a creature with a dagger or a shuriken, you may choose to have it inflict an additional amount of fire damage equal to 1d6 + your sorcerer level. You must declare whether or not you are using this ability before damage is rolled. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

*Sky Son's Cloak (Su):* Beginning at 9th level, you can call upon the power of wind to surround yourself in a howling gale. As a standard action, you can produce a 10-foot-radius burst of wind, centered on you. Each creature other than you in the affected area suffer 4d6 points of slashing damage, is pushed 10 feet directly away from you, and is knocked prone. A successful Reflex save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) halves the damage, causes the target to be pushed only 5 feet, and negates the prone condition. You can use this ability three times per day.

Ocean Mother's Love (Su): Beginning at 15th level, you may imbue water with magic to give it beneficial properties. A creature that drinks the water immediately heals 2d6 points of damage, gains fast healing 1, and gains a +1 luck bonus to AC and all saving throws. These benefits last for 1 minute.

You may use this ability a number of times per day equal to 1/2 your sorcerer level (rounded down). Each use imbues enough water to affect only a single creature. Further, any single creature cannot gain more hit points from this ability in a single day than twice your caster level, including hit points gained from fast healing (even if a character cannot gain any healing from water affected by this ability, it still gains the luck bonus to AC and saving throws).

Water affected by this ability retains its properties for 24 hours.

*Earth Father's Power (Su):* Beginning at 20th level, you can unleash the power of the Earth Father to reduce a creature struck by one of your weapons to dust. Whenever you confirm a critical hit with a dagger or shuriken, you can attempt to turn the target to stone. The target must succeed on a Fortitude save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) or be turned to stone, as the spell *flesh to stone*. If the target fails this initial saving throw, he must succeed on a secondary Fortitude save (same DC) or take 250 points of damage, as you attempt to shatter his stone body. If the creature is reduced to 0 hit points in this way, he crumbles to dust. Even if the creature succeeds on the secondary Fortitude save, he takes 50 points of damage and remain petrified indefinitely.

This ability can be used three times per day.

#### The Sivix Conspiracy

To fight evil, you must know evil. You must feel it and think it. See through its eyes. That is the creed of the Sivix. They infiltrate the structures and organization of evil, and destroy them from the inside out. Taught to ignore the pressures of desire and need, every moment of their being is wrought with the opportunity for evil, an opportunity that they must avoid.

#### Background

Unlike the majority of sorcerer bloodlines and great houses, anyone can join the Sivix Conspiracy, and anyone can potentially gain access to its power. The Sivix bloodline, like other sorcerer bloodlines, can be passed on from one generation to the next in the normal way, but it rarely is. Rather, most members of this sorcerous "family" become indoctrinated through a special ritual that uses a powerful artifact to bestow the power of the bloodline to the new member.

The Sivix Conspiracy is a relatively recent organization, and can trace its history back only two or three hundred years. While there is no doubt that members of the organization themselves know its exact origin, much about the Sivix is shrouded in mystery. What is known is that they began as the spy network of some powerful noble, most likely a king or emperor. The king, who had some magical inclination of his own, and who was a great and fearsome tyrant, had many repressive laws, and it was the job of his spies to find those who dissented or disobeyed and make an example of them.

The king grew increasingly paranoid, however, and demanded more and more of his spies, trying his best to clench his proverbial iron fist as tight as he could upon the throat of his subjects. In order to make his spies more effective, he had his best mages create an artifact that could bestow magical power upon them, so that they could better inform on his subjects unobserved. He forced his spies to undergo this transformation, many against their will, and soon had a small army of mind-reading, invisible spies, who could take on the appearance of anyone they wished.

For a while, all went well for the king, as his new spies were far more effective than ever before, and, it turned out, the harder he looked for dissenters to punish, the more he found. Sooner or later, however, one of the king's spies decided that he couldn't sit by and watch this oppression any longer. Rather than simply run away, he used the powers that had been thrust upon him to slay his master. The death was gruesome, and, supposedly, it served as a wake-up call to the king's much more reasonable son, who disbanded his father's spy network and allowed his people to live in relative peace. An alternative interpretation is that rather than a lone dissenter, the king was murdered with the agreement of the spy network as a whole, who withdrew their services after warning the heir not to repeat his father's mistakes. As exact identities are unknown, it is difficult to say for certain.

Rather than disbanding, however, the spies vowed to put their talents to use for good, acting as protectors of the people. They formed a secret society, which grew into the Sivix Conspiracy of today. The members were forbidden from taking wives or fathering children, but instead were said to be married to their work, living as shadows, embracing the darkness and living in it in order to protect the innocent from the predations of those who called that darkness home.

The Sivix are by nature very paranoid, and, considering the power that they wield, and their own history, this paranoia is not entirely unfounded. Their organization is kept a secret even among themselves, and they are organized into cells, with each member knowing only a handful of other members of the Sivix. To make matters more complicated, the cell members that a Sivix knows are likely located relatively far away, and are almost never local. If a Sivix needs to get in touch with others of his organization that are nearby, he must either contact faraway cellmates who pass the message along until it makes its way back to the city, or, in emergencies, must rely on secret marks and signs left in public places.

There is no strict hierarchy or leadership amongst the Sivix. While a new member is expected to defer to the one who inducted him (for a time, at least), other members are generally considered to have equal standing, and decisions are made more by consensus, as matters are passed from cell to cell and back again, washing throughout the entire organization, than by any other means. Their lack of centralization and heavy anonymity occasionally leads to imposters appearing, claiming to represent (or even lead) the Sivix, but one can usually tell such imposters by their tendency to wind up killed in a horribly gruesome and incredibly public display. In the rare event that the Sivix feel that a representative is necessary, they seem to have some secret sign to identify themselves to other Sivix as a true representative, never appear in their own form, and fade into the shadows as soon as their job is done.

A prospective member of the Sivix must first gain the attention of an existing member, which can be difficult task in and of itself, as they have no headquarters, and there is no official means of approaching them. Once he earns the trust of a member (a very long process involving many tests, as the Sivix are incredibly slow to trust), he must swear to devote his life to serving justice from the shadows, to uphold the ways of the Sivix, and never to sire offspring. If he does agree, he is magically transported to a secret stronghold deep underground (even most Sivix have no idea where it is, and can travel there only via teleportation magic), and ceremonially anointed with the artifact that is the source of the Sivix's mystical power (again, there is no information on this, likely due to its nature being erased from the minds of the participants, or a powerful mental block preventing speaking on the topic). The mentor continues to watch over the new member for a while, but eventually he is allowed to go his own way.

Rarely, but far more often than the Sivix would like, a new member "goes rogue," and splits from the ideals of the group. Some of these were deceiving the Sivix all along in order to gain their power, while others simply had a change of heart. Whatever the case, the Sivix hunt down rogue members with uncommon vigor, and only the cleverest and most resourceful exmembers remain alive for long.

#### **Bloodline Features**

Class Skill: Stealth.

**Bonus Spells:** *disguise self* (3rd), *mirror image* (5<sup>th</sup>), *illusory script* (7<sup>th</sup>), *phantasmal killer* (9<sup>th</sup>), *modify memory* (11<sup>th</sup>), *mislead* (13<sup>th</sup>), *simulacrum* (15<sup>th</sup>), *greater shadow evocation* (17<sup>th</sup>), *shades* (19<sup>th</sup>).

**Bonus Feats**: Blind Fight, Deceitful, Defensive Combat Training, Greater Spell Focus (Illusion), Silent Spell, Skill Focus (Stealth), Spell Focus (Illusion), Stealthy, Toughness.

**Bloodline Arcana:** The first time that a creature makes a saving throw to disbelieve an illusion spell of the figment, glamer, or phantasm subschools that you cast, the target must roll their saving throw twice and take the worse result. Any subsequent attempts to disbelieve the spell are made normally.

**Bloodline Powers:** As a trusted member of the inner circle of the Sivix Conspiracy, the blood that flows through your veins entitles you to numerous magical talents, which become available to you as you increase in power.

Shadow Friend (Ex): Beginning at 1st level, your senses grow keener in darkness, and you feel more at home where others are less likely to detect you. You gain low-light vision. If you already possess low-light vision, you gain darkvision to a range of 60 feet, instead. If you already had darkvision to a range of 60 feet or greater, your existing darkvision increases by 30 feet, instead.

Shadow in the Dark (Su): Beginning at 3rd level, you gain the ability to conceal yourself by calling



The Crest of the Sivix Conspiracy

upon the powers of darkness. You can use the Stealth skill to hide in bright light as though it were normal light, and can use it in areas of normal light even if you do not have concealment (you still cannot use Stealth to hide from a creature that is actively observing you). Additionally, when you are in areas of dim light, creatures without darkvision suffer a -4 penalty on Perception checks made to oppose your Stealth checks (if the light level is less than dim, then this does not stack with the normal -4 penalty on Perception checks that rely on sight).

Grasping Shadows (Su): Beginning at oth level, you learn to use an opponent's very shadow against him, granting it life and turning it against its owner. As a standard action, as long as you are in an area of dim light or brighter, you can animate the shadow of a single creature within 60 feet. The target's shadow immediately attacks him. The amount of damage the shadow inflicts depends on the light level in the area: in areas of dim light, it deals 1d4 points of damage per caster level you possess; in areas of normal light, it deals 1d6 points of damage per caster level you possess; and in areas of bright light, it deals 1d8 points of damage per caster level you possess. Regardless of the amount of damage, half the damage dealt is cold damage and the other half is untyped damage, and a successful Fortitude save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) halves this damage. You can use this ability once per day at 9<sup>th</sup> level. At 17<sup>th</sup> level, you can use this ability an additional time per day, and at 20<sup>th</sup> level you can use it a total of 3 times per day.

Identity Theft (Su): Beginning at 15th level, you can literally steal the form of another humanoid creature. As a full-round action, you can make a melee touch attack that provokes attacks of opportunity. The target must succeed on a Fortitude save (DC 10 + 1/2your sorcerer level + your Charisma modifier) or his body twists into a different form. He still appears to be a member of his race, but cannot be recognized as himself unless the observer succeeds on a Will save (DC 10 + 1/2 your sorcerer level + your Charisma modifier).

Further, if the target fails the Fortitude save, he must make a secondary Will save (same DC) or suffer amnesia. A creature that loses his memories in this way retains all of his class features, skills, spells known, spell-like abilities, supernatural abilities, and extraordinary abilities, and is intuitively able to use them. He does not, however, remember his name, nor does he recognize people he once knew (including close friends and hated enemies), places he's been to, and so on. He will generally remember famous individuals and important organizations, but will not remember any association that he may have with them (for example, he would remember the name of the reigning king, or that the local monastery of the healing god can be counted on to aid the needy, etc., but would not remember that the king was his brother, or that he had been banished to the local monastery in order to keep him out of politics). Similarly, affected creatures generally know what race they are, and retain their previous outlook towards other races in general (for example, a troll that lost its memories in this way would know that it was a troll and would still view humans as "food" rather than "friends").

Regardless of whether or not the target succeeds on either saving throw, you alter your own shape to perfectly resemble the target's normal appearance, gaining +20 to Disguise checks to appear as the target. You also gain an intuitive understanding of the target's basic speech patterns, behavior, and so on, granting you a +10 circumstance bonus on Bluff checks made to impersonate the target for the duration of the ability.

The transformation and amnesia effects on the target last for 24 hours. The transformation effect that makes you resemble the target lasts for 24 hours or until you dismiss it (a move action). You may use this ability once per day.

Forgotten Accusations (Su): Beginning at 20<sup>th</sup> level, you gain the ability to remove all memory of yourself from a creature's mind with nothing more than a touch. As a standard action, you may make a melee touch attack against a single creature. If the attack hits, the target must succeed on a Will save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) or have all instances of you in his memory removed.

An affected creature is dazed for 1d4 rounds, after which he no longer has any memory of you, including your use of this ability. Depending on the nature of the memories removed, the target may forget that entire events even occurred, or he may remember that they occurred, but not remember the details of who was involved (For example, a memory of passing you on the stairs up to the room where the duke was found assassinated would likely be forgotten entirely, with the target no longer remembering passing anyone on the stairs. By contrast, a memory of an extended conversation wherein you blackmailed the target unless he did some task is more likely to leave the target remembering having such a conversation, but without any clue as to who he was having it with, or any other details that might lead to your identity). In very rare cases, the target may substitute other individuals in place of you within his memories. You do not have any direct control over the exact manner in which the memories are lost, except that, if you are known to the target by multiple different aliases, and the target is not aware that all of these aliases are the same person, you may choose to exempt specific aliases from this effect (for example, if the target knew you only as the unremarkable son of a minor noble, and was not aware that you were also secretly the Black Magician, a hooded vigilante sorcerer, you could choose to have him forget only the Black Magician, while retaining all his memories of you as the unremarkable son of a minor noble).

This memory loss is permanent, and can only be restored by *greater restoration*, or more powerful magic. You may use this ability once per day.

#### The Zartol Consortium

The Zartol are merchants corrupted by pride and greed, and brought under the heel of a terrible devil, Rnu, who now serves as their patron, using the family, and the wealth that they represent, to spread infernal agendas without pity or remorse.

#### Background

The Zartol Consortium originally rose to prominence as spice merchants, due in large part to the shrewd cunning and mercantile skill of Gargran Zartol, who amassed great amounts of wealth exploiting previously unused trade routes to bring exotic spices cinnamon being the most prominent among them back to his home city. With wealth comes power, and Gargran proved to be a ruthless businessman, quickly assembling an army of merchant caravans and squeezing out his competition, until he became the defacto ruler of the city, due in large part to owning more than half of its individual buildings and other property.

While Gargran was never able to make much of a headway into politics—something he greatly resented, as he was looked down upon by the local nobility and aristocracy for his middle-class background—his descendants eventually managed to secure political acclaim and office to accompany their ever-increasing wealth, as the family business expanded to cover most trade in and out of the city, and, over time, its surrounding environs. The family kept a strict policy of keeping the business together, and while lessfavored children and distant relatives were often given easy, highly lucrative jobs, the family business was always passed from father to favored son (while this was usually the eldest son, there is more than one example of an incompetent heir being passed over in favor of a more suitable younger sibling).

This continued for some time, until tragedy struck—for the Zartol, but also for a great many others. A war broke out, rendering the Zartol's profitable trade routes unusable, and putting a stranglehold on their ability to do what they did best: import and export. While this would normally be a surmountable problem for the consortium, the current head of the family business, Drevnik Zartol, was not the most impressive businessman that the organization had ever possessed. While he was certainly not without cunning, he earned his position by having his brother kidnapped and coercing him into handing over the business, rather than through actual business sense (this was not the first time that this had happened in the family, but was certainly the exception, rather than the rule). As a result, he was ill-equipped to handle the strain placed by the war, and, under his leadership, the Zartol lost much of their financial empire.

When it became clear that the family business would soon go bankrupt, Drevnik became desperate. He turned to his close friend and chief advisor, a wizard by the name of Raldek Valdenthral. Raldek, who had for a long time been a devil-worshipper in secret, advised that Drevnik turn to extraplanar powers for help, and offered to summon such a power for Drevnik (in fact, some believe that Raldek himself had manipulated things to ensure that Zartol fortunes began to dwindle, specifically to create a need to do just that). Drevnik agreed, and entered into a contract with a powerful devil named Rnu.

Rnu agreed to bring prosperity back to the Zartol, and, at Drevnik's insistence, also bestowed upon him magical power, which has become a staple of the family ever since. Rnu quickly arranged for the war to end, and helped ensure that the rivals who had begun to crop up during the Zlo's hard times were stamped out, and the merchant family restored to their place of power.

This did not come without a price, however. Drevnik, who had always been a shrewd and, frankly, greedy negotiator, refused to offer up his soul as part of the bargain, but that proved no obstacle to Rnu, who simply wanted the right to be involved in the way that the business was managed. When it was made clear to Drevnik that the devil would not be taking any of the profits, and, to the merchant's eyes, seemed to be insisting on working for free, the leader of the Zartol Consortium happily agreed.



The Crest of the Zartol Consortium

One of the first changes that Rnu enacted was to expand the type of trade that the Zartol engaged in. Whereas before, they had dealt primarily in luxuries, consumables, and staples, Rnu shifted their business towards weapons, and, more importantly, slaves, using the considerable political clout of the consortium to make slavery legal. He then arranged for the family business to deliberately provide loans to people who would likely be unable to repay them, with the collateral being that, should they default, they would become property of the business. Because the loans themselves were for amounts notably less than the price of a slave, and the slave's possessions and property often defaulted to the Zartol as well, this became very profitable very quickly, all while creating untold suffering and misery amongst the lower classes.

Further, while the Zartol had generally been fairly aggressive in their business practices, under Rnu's influence they became positively hostile, actively spreading to new ports of call, arranging for "accidents" to disrupt established merchants and overwhelming them with unscrupulous business practices. Rnu also provided his own "men" (devils and damned souls, in fact) to serve in the company as well, primarily as enforcers, spies, and the like, and it is rare to find a Zartol storehouse that is not guarded by at least a handful of barbazu and imps, if not more powerful demons. In fact, the entire hierarchy of the business is now studded with infernal creatures who fill roles at every level, from such menial guard duty as above, to supervising loans, managing workers, and even sitting on the board of directors. Everywhere that the Zartol expanded to, they brought the taint of Rnu's evil with them. Of course, his long association with Rnu and his willingness to allow these atrocities to occur in exchange for his own personal fortune and magic ensured that, though his soul was never bargained, he wound up in the hells when he died, all the same.

All members of the Zartol family are made to enter the contract with Rnu during infancy, in a sort of baptism-like ritual. Doing so not only grants them access to the sorcerous power that the contract grants (which manifests fully in every member who undergoes the ritual), but also ensures a certain status in the organization...provided that they prove willing to toe the company line. Some rare members of the family balk at the idea of working with devils as they reach adolescence. Such individuals are disowned by the family and business entirely, and forced to make their own way in the world.

#### **Bloodline Features**

Class Skill: Knowledge (planes).

**Bonus Spells:** *unseen servant* (3rd), *web* (5<sup>th</sup>), *vampiric touch* (7<sup>th</sup>), *control summoned creature*<sup>UM</sup> (9<sup>th</sup>), *lesser planar ally* (11<sup>th</sup>), *planar binding* (13<sup>th</sup>), *plane shift* (15<sup>th</sup>), *trap the soul* (17<sup>th</sup>), *gate* (19<sup>th</sup>).

**Bonus Feats:** Augment Summoning, Deceitful, Extend Spell, Greater Spell Penetration, Iron Will, Skill Focus (Knowledge [planes]), Spell Focus (conjuration), Spell Penetration.

**Bloodline Arcana:** Any creatures you summon or call with a spell of the summoning or calling subschools have the maximum possible hit points for their Hit Dice. Additionally, such creatures gain a +1 morale bonus on attack and damage rolls. This morale bonus begins as soon as the creature is summoned or called, and lasts for 1 round per sorcerer level you possess.

**Bloodline Powers:** As a member of the Zartol Consortium, the blood that flows through your veins entitles you to numerous magical talents, which become available to you as you increase in power.

Trader's Tongue (Ex): Beginning at 1<sup>st</sup> level, you can speak with the confidence and grace of a seasoned merchant. You gain a +2 on Bluff, Diplomacy and Intimidate checks. This bonus increases to +4 at  $8^{th}$  level, and again to +6 at 15<sup>th</sup> level.

*Merchant's Eye (Ex and Sp):* Beginning at 3<sup>rd</sup> level, you gain an intuitive ability to discern an item's value and properties. You can cast *detect magic* as a spell-like ability at will. Additionally, you gain a competence bonus equal to your sorcerer level on all Appraise checks made to determine the value of an object, as well as on all Spellcraft checks made to identify the properties of a magic item.

*Voice of the Master (Sp)*: Beginning at 9th level, your words carry a supernatural weight that causes

others to simply obey them. This functions as the spell *command*, except that the saving throw DC to resist the effect is equal to 10 + 1/2 your sorcerer level + your Charisma modifier, and the chosen activity continues beyond one round. The target receives a new saving throw each round to end the effect, otherwise it continues following your initial command. At 9<sup>th</sup> level, you may use this ability three times per day. At 15<sup>th</sup> level, you may use it an additional time per day.

*Extraplanar Ally (Ex)*: Beginning at 15<sup>th</sup> level, an extraplanar creature enters your service, performing whatever tasks you require of it. The ally can be any creature with the extraplanar subtype whose CR is no greater than 11. The creature arrives of its own accord, and obeys your commands faithfully to the best of its ability (although creatures of an evil or chaotic alignment are more likely to take liberties with the interpretation of your commands, even demons and devils serving in this way can generally be trusted to act more or less in your best interest). If you are particularly cruel or abusive to your extraplanar ally, however, it may attempt to flee or attack you.

Extraplanar allies are not party members, and do not receive experience points. While an extraplanar ally appreciates a share of any treasure found, and may even request certain items, you are not required to pay it for its services, and it will continue serving regardless of whether it is paid or not.

If your extraplanar ally flees, is killed, or is dismissed by you, a new one arrives after one week. The new extraplanar ally may be a different type of creature than the initial one, but must still be a creature with the extraplanar subtype whose CR is no greater than 11.

Beginning at 18<sup>th</sup> level, you may choose to replace your extrapalanar ally with one that is CR 13 or lower. If you retain an extraplanar ally with CR 11 or lower, that extraplanar ally automatically gains the advanced template. Any time that you change extraplanar allies (as outlined above), you may either choose a creature of CR 12 or 13, or a creature of CR 11 or below that gains the advanced template.

Wishmaster (Sp): Beginning at 20<sup>th</sup> level, you can channel the power of Rnu to grant wishes, for a price. You can cast wish as a spell-like ability, but only to fulfill the wishes of others. In order for you to use this ability, another creature must willingly agree to give up his soul in exchange for granting him a wish. Creatures that are magically or supernaturally coerced into giving up their soul (such as because they have been affected by *charm person* or a similar effect) do not count as "willingly agreeing" for the purposes of this effect. Additionally, the creature must fully understand the nature of what he is doing (one that has not been told that he will lose his soul, or who has been convinced that he won't *really* lose his soul, for example, would not suffice). Finally, the creature in question must have a soul, and that soul must not be claimed by any other creature.

Once you have a creature willing to exchange his soul for a wish, you can cast *wish* as a spell-like ability on that creature's behalf. You do not need to provide the costly material component. The creature giving up his soul states the terms of the wish: you do not get to choose what the wish is used for. That said, if the wish falls into the category of "dangerous wishes" (those greater than the examples given in the spell's description), you may attempt to determine the way in which the wish is fulfilled. The chosen effect must still fulfill the letter of the wish, but may make the result undesirable, self-defeating, or more beneficial to you. That said, this is a difficult process to control, and sometimes (at the GM's discretion), dangerous wishes will be fulfilled in ways other than what you intended, or the wish may simply fail.

A creature that receives a wish in this way loses his soul (no save). The soul immediately travels to the hellish dungeons of Rnu. Usually, Rnu immediately consumes the soul, destroying it utterly, but in some cases the soul is imprisoned, bartered to another evil outsider, or suffers some other fate. If a creature that has lost his soul in this way dies, he cannot be returned to life by any means until his soul is freed.



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Everyone knows that the source of a sorcerer's magic is in his blood. Most sorcerers have arcane lineages that tend to fall into fairly straightforward and easy to define categories. This sorcerer is descended from a dragon, and has a draconic bloodline. That sorcerer is descended from a devil, and has an infernal bloodline. But there are some sorcerous lineages that are unique unto themselves, and which, for various reasons, have developed unique powers, specific to a single family tree. This book is about those arcane ancestries.

While a standard sorcerer bloodline gives you mechanical abilities that match a tightly focused theme, it doesn't give you very much in the way of background and flavor, and their narrow focus approaches a scientific or clinical categorization. By contrast, each of the ten bloodlines in this book has a rich and unique identity, which is not only reflected in their unique bloodline abilities, but also in extensive background sections which detail the origins of the bloodline, as well as providing some insight into what life is like for members of the bloodline, and information on how other sorcerers with that bloodline live and act, not only giving prospective players great starting points for building their character's background and personality, but also offering fully-formed arcane families or organizations that a GM can use to make the game world a more dynamic and interesting place, even if none of his players are interested in sorcerers.

If you've ever wondered just where your sorcerer got his magic powers, or thought that an arcane aristocracy was a cool idea, or even if you're just looking for a new set of bloodline powers to try or even just something fun to spark your imagination, this is the book for you.

