

# MONSTROUS BLOODLINES FOR SORCERERS



By Perry Fehr

**D&D** PATHFINDER®  
ROLEPLAYING GAME COMPATIBLE



# MONSTROUS BLOODLINES FOR SORCERERS



## Monstrous Bloodlines

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Each sorcerer has a source of magic somewhere in her heritage that grants her spells, bonus feats, an additional class skill, and other special abilities. This source can represent a blood relation or an extreme event involving a creature somewhere in the family's past. For example, a sorcerer might have a dragon as a distant relative or her grandfather might have signed a terrible contract with a devil. Regardless of the source, this influence manifests in a number of ways as the sorcerer gains levels. A sorcerer must pick one bloodline upon taking her first level of sorcerer. Once made, this choice cannot be changed. Below you will find seven additional monstrous bloodlines with which to customize your sorcerer.

## CYCLOPEAN BLOODLINE

The fearsome and enigmatic race of the cyclopes have not always been clans of scattered anthropophages; they once raised cities of stone, worshiped titanic deities, and kept entire races of slaves for toil and nourishment. Though their strength fell millennia ago, their heritage still lingers in the blood of many of their once-servant races, especially half-orcs, half-ogres, and humans. Savage seers as well as warriors, the touch of prophecy is also on their far-flung progeny, and those with the blood of the cyclopes tend to plot far into the future to secure their goals.

**Class Skill:** Perception

**Bonus Spells:** *ill omen* (3rd), *augury* (5th), *bestow curse* (7th), *divination* (9th), *commune* (11th), *geas/quest* (13th), *true seeing* (15th), *moment of prescience* (17th), *foresight* (19th)

**Bonus Feats:** Alertness, Craft Magic Arms and Armor, Diehard, Divination Guide, Extend Spell, Improved Bull Rush, Power Attack, Skill Focus (Perception), Spell Focus (Divination)

**Bloodline Arcana:** Your caster level is considered +1 higher for the purposes of casting divination spells.

**Bloodline Powers:** Your ancient ancestors, the cyclopes, depended as much on their prophetic powers as their strength of arms. They paid a price for these powers, as will you; whether you will profit by them is your concern.

**Gaze of Doom (Su):** Starting at 1st level, you may

close one eye and appoint a thread of doom upon a target within 30 feet, causing it misfortune for 1 round. Anytime the creature makes an ability check, attack roll, saving throw or skill check, it must roll twice and take the worse result. You may use this ability 3 times per day plus your Charisma modifier, and the target gets a Will saving throw equal to 10, plus your Charisma modifier, plus half your sorcerer level, to avoid the effect.

**Cyclopean Insight (Su):** At 3rd level, one of your eyes become non-functional, imposing a -2 penalty on ranged attacks. You gain the ability, once per day as an immediate action, to peer into possible futures, gaining insight allowing you to select the exact result of one die before the roll is made. This affects only your actions, not those of others.

**Cyclopean Brutality (Su):** At 9th level, once per day as a swift action, you can gain a burst of savage inspiration. When you do, you double the threat range of all weapons, natural and ranged attacks (including rays) for three rounds plus your Charisma modifier.

**Savage Seer (Su):** At 15th level, you can assume the size of the ancient giant cyclopes, an effect identical to the *enlarge person* spell, for a number of minutes per day equal to your level. These minutes need not be consecutive, but must be spent in one minute increments. Once per day, if you assume this form after you have used Cyclopean Brutality, that ability recharges.

**Scion of the Shattered Race (Ex):** At 20th level, you are ready to lead the remnant race of the cyclopes to domination once more: you gain a +4 racial bonus to armor class, and a +2 bonus to your Strength score.

## INEVITABLE BLOODLINE

The inexorable power of the outsider race of inevitables guides order in the universe, and somewhere in your past, an ancestor of yours aided in that struggle against chaos. The power in your body is a gift from them, or perhaps you are just a cog in the machine driven by the edicts of the perfect city of Axis.

**Class Skill:** Diplomacy

**Bonus Spells:** *detect law/chaos\** (3rd), *arrow of law* (5th), *magic circle against chaos* (7th), *discern lies* (9th), *dispel chaos* (11th), *forbiddance* (13th), *dictum* (15th), *shield of law* (17th), *time stop* (19th)

**Bonus Feats:** Alertness, Combat Casting, Craft Con-

struct, Combat Reflexes, Focused Spell, Improved Initiative, Lightning Reflexes, Persuasive, Skill Focus (Sense Motive), Spell Focus (abjuration)

**Bloodline Arcana:** Abjuration spells you cast last 1 time unit longer than your caster level.

**Bloodline Powers:** The inevitables have a reputation for being unstoppable forces of law, unmovable when the circumstances demanded. Those of their bloodline are likewise had to affect and stop, regardless of how they choose to use their gifted powers.

**Regenerative Burst (Ex):** Starting at 1st level, you gain the ability regeneration 1 (chaotic), which you can trigger for a number of rounds per day equal to 3 plus your Charisma modifier. This increases to regeneration 2 at 7th level, regeneration 3 at 13th level, and regeneration 4 at 19th level. Reattaching severed limbs requires at least 2 rounds of regeneration.

**Implacable (Ex):** At 3rd level, you gain immunity to illusions, and a +2 bonus to mind-affecting effects.

**Great Communicator (Sp):** At 9th level, you gain the ability of truespeech; if you already have truespeech, you gain the power of *comprehend languages* as a constant spell-like power.

**Axiomatic Forger (Ex):** At 15th level, you gain a free Item Creation feat of your choice, and a +2 bonus to any appropriate skill check during the creation process.

**Citizen of Axis (Ex):** At 20th level, you resemble a fusion of humanoid and machine. You gain all constructed traits (see listing for inevitable), including bonus hit points (10 at Small, 20 at Medium, 30 at Large)

\* Inevitables may select *detect law* or *detect chaos* as their bonus spell at 3rd level.

## MEDUSAN BLOODLINE

Though the race of medusas use humanoids for breeding, their monstrous appearance and powers can infiltrate the heritage of normal beings in other ways. Humanoids that have been petrified and then returned to fleshy form seems to often bear the seeds of the dreaded medusa's abilities in their bloodline, just waiting to come to the surface.

**Class Skill:** Disguise

**Bonus Spells:** *lock gaze* (3rd), *pernicious poison* (5th),

*countless eyes* (7th), *calcific touch* (9th), *polymorph* (11th), *flesh to stone* (13th), *statue* (15th), *earthquake* (17th), *imprisonment* (19th)

**Bonus Feats:** Brew Potion, Deceitful, Improved Initiative, Martial Weapon Proficiency, Spell Focus (transmutation), Skill Focus (Craft [sculpture]), Still Spell, Weapon Focus (longbow)

**Bloodline Arcana:** Spells you cast from the transmutation school have a save DC of +1.

**Bloodline Powers:** The curse and power of the medusas burns in you, the desire to isolate yourself and be the stuff of legend, your enemies and loved ones surrounding you in stone, forever.

**Gorgonic Gaze (Su):** Starting at 1st level, you may fix a target within 30 feet with your strange eyes, causing them to make a Will save equal to 10 + ½ your sorcerer level + your Charisma modifier or be slowed for one round, as the spell. You may use this ability 3 times per day + your Charisma modifier. Like a true medusa's gaze, it can be reflected back at you, and cannot affect creatures that do not use vision.

**Serpentine Affinity (Su):** At 3rd level, you gain the wild empathy class ability, like a druid of the same level, but only with snakes.

**Poisonous Blood (Ex):** At 9th level, your blood becomes caustic and poisonous, and creatures that bite or claw you must make a DC 10 + ½ sorcerer level + Charisma modifier save or take 1d4 Str damage.

**Subtle Scales (Ex):** At 15th level, your skin becomes slightly scaly, giving you a +3 natural armor bonus, and your hair twitches with life, as a witch's prehensile hair hex, using your Charisma score in the same way as intelligence.

**Mythic Monster (Ex):** At 20th level, you have achieved true medusan status. Your gaze turns targets within 60 feet to stone if they fail a Fortitude save of 20 plus your Charisma modifier. This replaces and updates Gorgonic Gaze. Your poisonous blood does 1d8 Str damage.

## OTYUGH BLOODLINE

To merely have survived a plague is one thing, but certain lucky (or unlucky) individuals have survived the dreaded filth fever of the aberrant and horrid otyugh, the infamous scavengers of the underworld. Their understandable ability to carry disease and stay immune to it in all forms, letting it fester and grow within its



cells, has been known to produce long-term effects in those humanoids who recover from its contagion naturally. Some individuals spontaneously begin to emulate the vile creatures, and become sickeningly powerful as a result.

**Class Skill:** Survival

**Bonus Spells:** *ray of sickening* (3rd), *pox pustules* (5th), *contagion* (7th), *black tentacles* (9th), *greater contagion* (11th), *epidemic* (13th), *plague storm* (15th), *antipathy* (17th), *regenerate* (19th)

**Bonus Feats:** Alertness, Great Fortitude, Spell Focus (necromancy), Toughness, Weapon Focus, Sickening Spell, Skill Focus (Stealth), Stealthy

**Bloodline Arcana:** Whenever you cast a spell of the necromancy [disease] school, you can increase the save DC by +1.

**Bloodline Powers:** As you grow in power, so does your attraction for the filthy, disgusting, and stenchful. To your altered senses, they offer experiences that you find irresistible.

**Offal Touch (Ex):** Starting at 1st level, you can make a melee touch attack as a standard action that causes a living creature to become sickened for a number of rounds equal to  $\frac{1}{2}$  your sorcerer level (minimum 1). If you touch a sickened creature with this ability, it may contract filth fever. You can use this ability a number of times a day equal to  $3 +$  your Charisma modifier.

**Disease (Ex):** Filth fever: Touch a sickened creature; save Fortitude DC  $10 + \text{Cha} + \frac{1}{2}$  sorcerer level; onset 1 day; frequency 1/day; effect 1 Dex damage and 1 Con damage; cure 1 save.

**At Home in Filth (Ex):** At 3rd level, you become completely immune to all diseases, except magical ones, for which you gain a bonus to your saving throw equal to your level.

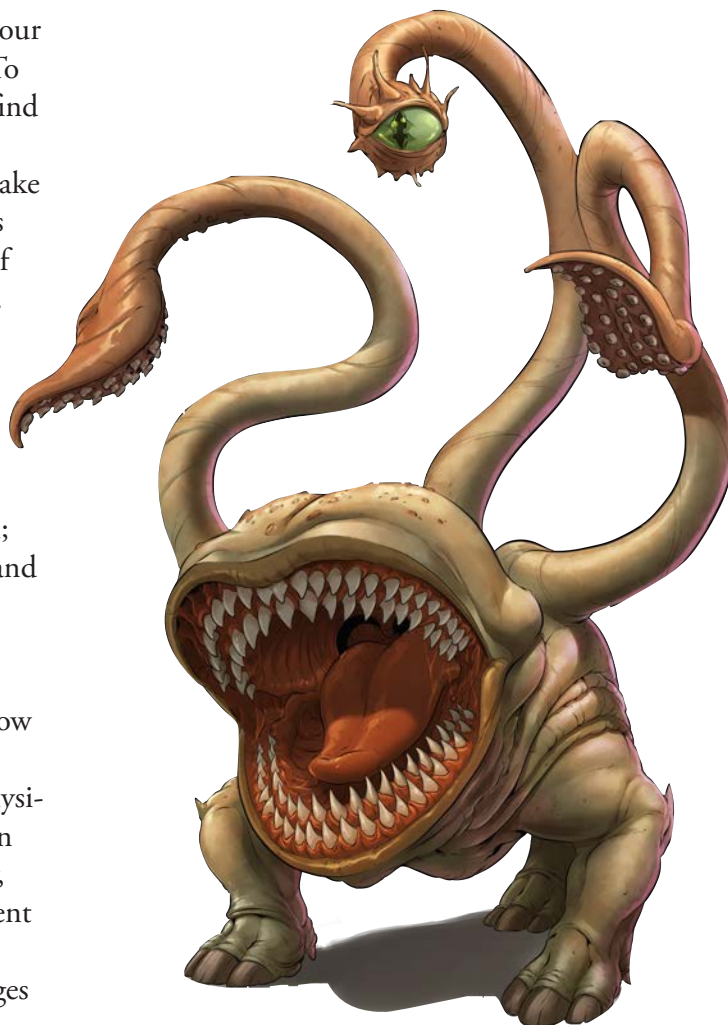
**Otyugh Senses (Ex):** At 9th level you begin to physically change to resemble an otyugh. Large, inhuman eyes appear at odd locations on your head and body, as well as pores for detecting scents. You gain the scent and all-around vision ability.

**Aberrant Mutation (Ex):** At 15th level, the changes in your physiology become even more apparent; you gain an extra limb, your choice of arm or leg. An extra

leg increases speed by 10 feet and CMD by +2. An extra arm permits a further magic ring slot, reach +5 ft. and possible use of the Multiattack monster feat.

**Carrion-Prince (Ex):** At 20th level, you are a complete amalgam of humanoid and horror. All of your attacks, magic or otherwise, are infused with disease as above, with an onset period of 1d3 rounds. You are immune to magical disease or acid, and you attract a court of otyughs to your lair equal to your Charisma modifier.

## IS THAT NOT AN AWESOME OYTUGH BY TAMAS BARANYA



## SPHINX BLOODLINE

Legendary for their agelessness, wealth, and obsession with knowledge, sphinxes often come in conflict with curious humanoids and their short-term wants and needs. Curious beings that have trespassed against or offended the mightiest of them, the androsphinx, may have received a curse bestowed upon them to see reality from a slower, more watchful pace. This curse emerges in their bloodline many years later, and its recipient learns what it is to live as an enigmatic scholar of the sands.

**Class Skill:** Knowledge (any one)

**Bonus Spells:** *comprehend languages* (3rd), *locate object* (5th), *clairaudience/clairvoyance* (7th), *legend lore* (9th), *symbol of sleep* (11th), *symbol of persuasion* (13th), *symbol of stunning* (15th), *discern location* (17th), *wish* (19th)

**Bonus Feats:** Alertness, Combat Casting, Improved Initiative, Iron Will, Scribe Scroll, Spell Focus (enchantment), Silent Spell, Skill Focus (Perception)

**Bloodline Arcana:** Once a day, you can add +1 to the DC of the saving throw of a spell that you cast.

**Bloodline Powers:** Like the inscrutable desert dwellers, you hunger for magic and information, and steadily develop the power to get it. As you gain power, though, you yearn for more than mortal goods, and likely leave the materialistic world behind.

**Riddle of the Sands (Su):** Starting at 1st level you can pose a riddle that can confuse (as the spell *confusion*) any single target within 30 feet that can hear and understand you. The target gains a Will save equal to 10 + ½ your sorcerer level + your Charisma modifier, and is confused until the save is made, and the riddle is solved. You may use this ability once per day per point of Charisma modifier. This is a language dependent, mind-affecting effect.

**Magical Prowess (Ex):** At 3rd level, you gain a bonus “spell known” for each level of spells you have access to.

**Sphinx-shout (Ex):** At 9th level, you can emit a shout of power in a 30-foot-radius spread that deafens all in range for 1d6 rounds unless they make a Fort save of 10 + ½ your sorcerer level + your Charisma modifier. At 14th level it also makes targets frightened

for 1d4 rounds (same Will save).

**Wings of the Desert (Ex):** At 15th level, you can grow feathery wings as a standard action, giving you a fly speed of 60 feet with poor maneuverability. The wings can be dismissed as a free action.

**Ancient Guardian (Su):** At 20th level, you are ready to join the eternal sphinxes in their dusty tomb-homes. You become immune to aging, death effects, negative energy and energy drain, and no longer need to eat or drink.

## STIRGE BLOODLINE

If there is anything that the humanoid races and the bestial race of stirges have in common, it is blood, the humanoids having it, and the stirges wanting it. Over millennia of stirges feeding on the sentient races, transmitting strange diseases all the while, it was inevitable that a connection be made, that the substance of that which is stirge should contaminate the substance of the humanoid races. Those possessing this bloodline tend to have base desires, but eventually they can see the benefit in using their abilities to seek power...

**Class Skill:** Stealth

**Bonus Spells:** *ray of enfeeblement* (3rd), *lockjaw* (5th), *fly* (7th), *bleeding wound\** (9th), *insect plague* (11th), *epidemic* (13th), *waves of exhaustion* (15th), *blood mist* (17th), *energy drain* (19th)

**Bonus Feats:** Agile Maneuvers, Defensive Combat Training, Disruptive Spell, Fleet, Improved Grapple, Lightning Reflexes, Weapon Finesse, Skill Focus (Fly), Skill Focus (Stealth)

**Bloodline Arcana:** Whenever you cast a spell with a single target, increase that spell’s duration by 1 round.

**Bloodline Powers:** You gradual change into a swamp-dwelling vermin reveals itself in your behaviour long before your appearance... Binge eating and drinking, sleeping in damp reeds, a buzzing noise in one’s sleep; your people will probably exile you to the swamp long before you desire to suck their blood.

**Proboscis (Ex):** Starting at 1st level, you can cause your tongue to form a feeding tube that can drain blood (from a target that possesses it) upon a successful melee touch attack, inflicting 1 point of Constitution damage. You can form the tube for three rounds

per day plus your Charisma modifier, and can remain attached to the target once successful, draining 1 point per round, but losing your Dexterity bonus.

**Disease Transmitter (Ex):** At 3rd level, there is a 10% plus your level chance of inflicting a random disease on a target hit with your proboscis attack. You also gain a bonus to save vs. disease equal to your level.

**Insectoid Bat Wings (Ex):** At 9th level, you can sprout thin-skinned wings as a standard action, giving you a fly speed of 40 with average maneuverability. You can fly for a number of minutes per day equal to your level plus your Charisma modifier, and can be taken separately, in 1-minute increments. The wings can be dismissed as a free action. Your Con drain increases to 2 points per attack.

**Center of the Swarm (Sp):** At 15th level, you can, as a swift action, create a swarm of images of yourself, equivalent to a *mirror image* spell, three times per day. The number of images in the swarm is  $1d4+5$ , with a maximum of eight images total.

**Biggest Bug that Ever There Was (Ex):** At 20th level, you become a frightening amalgamation of humanoid and insect, delighting in hearing your lessers cry “Help me...” Your Con drain increases to 3 points per attack, your bat wings have unlimited use, and you transmit disease 50% of the time, with an onset time of 1d6 rounds.

\*From 4WFG's *Book of Divine Magic*

## UNICORN BLOODLINE

The enigmatic protectors of both serene woodlands, and the few pure beings that have the virtue to approach them, unicorns are the theme of much romantic song, and the envied opponent of the dark and evil. Female humanoids that have had close relationships with these beautiful creatures often leave to begin families, but the bond lingers on in their blood, coming forth in an offspring with versions of the unicorn's power, hopefully to be used for good and defense. There are, however, rumors of the black unicorns...

**Class Skill:** Heal

**Bonus Spells:** *cure light wounds* (3rd), *cure moderate wounds* (5th), *magic circle against evil* (7th), *neutralize poison* (9th), *commune with nature* (11th), *heal* (13th), *greater teleport* (15th), *holy aura* (17th), *sympathy* (19th)

**Bonus Feats:** Arcane Strike, Craft Wand, Merciful Spell, Skill Focus (Perception), Run, Self-sufficient, Spell Focus (conjunction), Weapon Focus (ray)

**Bloodline Arcana:** If you make a save against a spell with the evil descriptor, you gain a +2 bonus to AC for the next minute.

**Bloodline Powers:** The unicorn's blessing on your line shines through your physical presence, and your burgeoning powers show it, urging you to fight evil wherever it's corrupting influence shows.

**Horn of the Unicorn (Su):** Starting at 1st level, you can manifest a horn on your forehead composed of light energy, for a number of minutes per day equal to 3 plus your Charisma modifier. This horn acts both as a *light* spell, and a constant *detect evil* spell. These minutes need not be consecutive, but must be taken in 1-minute increments. Once per day, and an additional time for every 6 additional levels (7, 13, 19), you may expend the horn as a ranged touch attack against a target within 30 feet, doing 1d8 points of damage plus 1 point for every 2 sorcerer levels you possess. Evil targets take half again as much damage from a successful attack.

**King of the Woodlands (Su):** At 3rd level, you gain the wild empathy class ability, as a druid of the same level. You may also add *summon nature's ally I* to your spells known list, and its higher level equivalents at subsequent levels.

**Purity of Spirit (Ex):** At 9th level, you become immune to poison, and spells and effects from the charm and compulsion schools.

**Aspiration of the Kirin (Ex/Sp):** At 15th level, you surpass the unicorn and emulate the powerful, magical kirin. You gain the ability to *fly* at a speed of 120 ft., with good maneuverability. You can also walk on water and assume *gaseous form* for 1 minute per level per day, each. You may use each power in 1 minute increments, as spell-like abilities.

**Pinnacle of Purity (Ex):** At 20th level, you can resist the extremes of nature's power, and evil's elemental attacks. You gain resistance to cold 10, electricity 30, and fire 10.



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