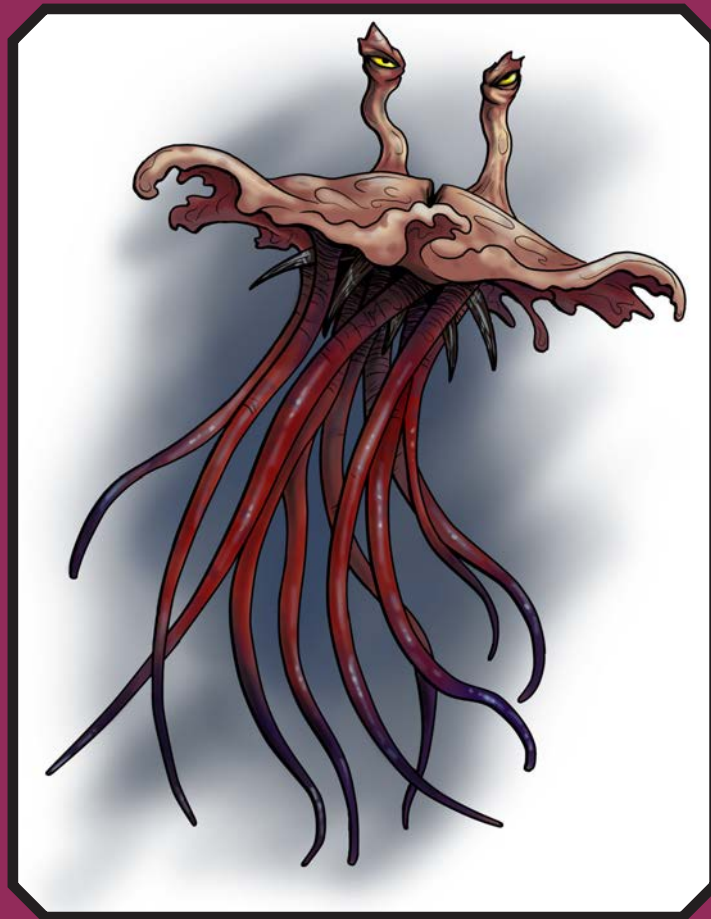


MONSTROUS BLOODLINES FOR SORCERERS II



By Perry Fehr

PATHFINDER®
ROLEPLAYING GAME COMPATIBLE



MONSTROUS BLOODLINES FOR SORCERERS II



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.

COUATL BLOODLINE

The benevolent, noble race of the couatl are independent servants of lawful good deities, but even they need the help of mortals in the struggle against the forces of chaos and evil. The gift of a couatl feather is a precious token for those who have done a couatl a service, used in the summoning of that feathered serpent in returning reward. If that couatl happens to pass from this life, those who bear those tokens will find that the feather has disappeared, and that they bear a mark on their bodies in similar image. That individual now has the bloodline of the couatls merged with theirs, and the legacy of those winged, fierce beings is not to be denied, no matter how power may tempt them.

Class Skill: Perception

Bonus Spells: *detect chaos/evil/good/law* (3rd), *invisibility* (5th), *magic circle against evil* (7th), *freedom of movement* (9th), *greater command* (11th), *planar ally* (13th), *ethereal jaunt* (15th), *mass charm monster* (17th), *prismatic sphere* (19th)

Bonus Feats: Alertness, Craft Wondrous Item, Dodge, Empower Spell, Improved Initiative, Iron Will, Leadership, Lightning Reflexes, Skill Focus (Diplomacy)

Bloodline Arcana: You may choose 1 cleric spell per level as one of your 'spells known', even if your bonus spell is a cleric spell.

Bloodline Powers: The battle against corruption is a fierce one, and the Sons of the Feathered Serpent are well-equipped to lead the charge, with 'fang' and spell.

Righteous Venom (Ex): Starting at 1st level, you can fire an iridescent ray from your hand as a ranged touch attack, at targets within 30 feet. Any target struck loses 1 point of Strength unless they make a Fortitude save of 10 plus ½ your sorcerer level plus your Charisma modifier. This Strength damage increases to 2 points at 6th level, 3 at 11th, and 4 at 16th level. This is a poison effect. The ray can be fired three times a day plus your Charisma modifier.

Thoughts of the Faithful (Su): At 3rd level, for three minutes per day (not necessarily consecutive) you can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, but it is as difficult as simultaneously speaking and listening to multiple people at the same time.

Rainbow Wings (Su): At 9th level, you can sprout prismatic feathery wings and fly for a number of minutes per day equal to your sorcerer level, with a speed of 60 feet and good maneuverability. This duration does not need to be consecutive, but it must be used in 1 minute increments.

Master of Magic (Su): At 15th level, you can substitute a spell from any spell list, from any class, one per level, to your 'spells known', swapping out a 'known' spell for one from any other spell list.

Ruler of the Planes (Ex): At 20th level, the race of couatls recognize you as one their own. You gain 1d4 of them as lifelong servitors and followers, and gain a +4 natural armor bonus to your armor class.

EIDOLON BLOODLINE

As the variegated race of eidolons are outsiders attuned to their humanoid summoners, and often assume biped form, it is reasonable to expect that their bloodlines would mix. Only unfettered eidolons of sufficiently humanoid nature can breed with mortals, and even then, an extreme rarity. The seed of eidolons seems to be strong, though, and those bearing their ability to uniquely adapt and bend the rules of biology find themselves either ostracized, or welcomed into the ranks of adventurers.

Purple Duck Note: *Eidolon bloodline sorcerers may not multi-class as summoners; such an act would result in a planar rift swallowing the offender and ending the paradox!*

Class Skill: Knowledge (planes)

Bonus Spells: *cure light wounds* (3rd), *lesser restoration* (5th), *lightning bolt* (7th), *contact other plane* (9th), *true seeing* (11th), *protection from spells* (13th), *sequester* (15th), *dimensional lock* (17th), *shapechange* (19th)

Bonus Feats: Brew Potion, Combat Reflexes, Deceitful, Great Fortitude, Iron Will, Piercing Spell, Skill Focus (Bluff), Spell Focus (conjuration), Toughness

Bloodline Arcana: You gain +2 to saves versus any spells cast by eidolons.

Bloodline Powers: Perhaps unique to all sorcerers, those of the eidolon bloodline increase their usable 'evolution points' at the significant stages of their progress. This indicates the more alien factors in their makeup coming to the fore, impelling them to become more like their alien sire.

Please use the evolution list below. References to 'hit dice' are to be replaced with 'sorcerer level'. The evolution(s) selected can only be changed when you go up in levels.

Evolution level 1: At 1st level, you have 1 evolution point, which you may 'spend' and use for a number of rounds per day equal to ½ your level plus your Charisma modifier. These rounds need not be consecutive.

Evolution level 2: At 3rd level, you have 3 evolution points, which function as above.

Evolution level 3: At 9th level, you have 9 evolution points, which function as above.

Evolution level 4: At 15th level, you have 15 evolution points, which function as above.

Ultimate Eidolon (Ex/Sp): At 20th level, you have truly achieved your heritage of extraplanar origin. You gain all outsider traits, and can plane shift a number of times a day equal to your Charisma modifier, as a spell-like ability.

Purple Duck Note: *Summoner spells that aid or harm eidolons do not affect those with the eidolon bloodline.*

Evolution List

A sorcerer with the eidolon bloodline may select from the following evolutions that are drawn from the unfettered eidolon list.

Arms (Ex, 2 EP): Grows an additional pair of arms and hands. The eidolon must have the Weapon Training evolution in order to use weapons.

Bite (Ex, 1 EP): Gains a bite attack (1d6 damage).

Burrow (Ex, 3 EP): Gains a burrow speed equal to 1/2 its base speed. The eidolon must have at least 7 Hit Dice to select this evolution.

Claw (Ex, 1 EP): Gains two claw attacks (1d4 damage). The eidolon must have arms or legs to take this evolution.

Climb (Ex, 1 EP): Gains a climb speed equal to its base speed. For each additional EP spent on this evolution, this speed increases by 20 feet.

Energy Attacks (Su, 2 EP): Choose one energy type (acid, cold, electricity, or fire). All of the eidolon's natural attacks deal +1d6 points of damage of this energy type. The eidolon must have at least 4 Hit Dice to select this evolution.

Flight (Ex, 2 EP): Grows wings, gaining a fly speed equal to its base speed (good maneuverability). For each additional EP spent, the fly speed increases by 20 feet. The eidolon must have at least 4 Hit Dice to select this evolution.

Gills (Ex, 1 EP): Can breathe underwater indefinitely in addition to air.

Gore (Ex, 2 EP): Gains a gore attack (1d6 damage).

Huge (Ex, 6 EP): Grows to Huge size (adjusting its Strength, Constitution, Dexterity, natural armor bonus, and size modifier to attacks and AC as detailed on page 296 of the Bestiary, and increasing the damage of all of its attacks as detailed on page 297 of this book). If the eidolon has the biped base form, its reach increases to 15 feet (10 feet for all other base forms). The eidolon must have the Large evolution and at least 10 Hit Dice to select this evolution.

Improved Evasion (Ex, 3 EP): Gains improved evasion.

Improved Natural Armor (Ex, 1 EP): Gains a +2 bonus to its natural armor. This evolution can be taken once if it has 3 or fewer Hit Dice, and one additional time for every 4 additional Hit Dice the eidolon has.

Large (Ex, 4 EP): Grows to Large size (adjusting its Strength, Constitution, Dexterity, natural armor bonus, and size modifier to attacks and AC as detailed on page 296 of the Bestiary, and increasing the damage of all of its attacks as detailed on page 297 of this book). If the eidolon has the biped base form, it also gains 10-foot reach. The eidolon must have at least 6 Hit Dice to select this evolution.

Legs (Ex, 2 EP): Grows an additional pair of legs. Each pair of legs increases the eidolon's base speed by 10 feet.

Magical Flight (Su, 4 EP): Flies by means of magic,

gaining a fly speed equal to its base speed (perfect maneuverability). For each additional EP spent, this speed increases by 20 feet. The eidolon must have at least 4 Hit Dice before selecting this evolution.

Reach (Ex, 1 EP): The reach of one of the eidolon's attacks increases by 5 feet.

Resistance (Ex, 1 EP): Gains resistance 5 against one energy type (acid, cold, electricity, fire, or sonic).

Slam (Ex, 1 EP): Gains a slam attack (1d8 damage). The eidolon must have arms to take this evolution.

Sting (Ex, 1 EP): Gains a sting attack (1d4 damage). The eidolon must have a tail to take this evolution.

Swim (Ex, 1 EP): Gains a swim speed equal to its base speed. For each additional EP spent, this speed increases by 20 feet.

Tail (Ex, 1 EP): Grows a long, powerful tail, gaining a +2 racial bonus on Acrobatics checks made to balance on a surface.

Tail Slap (Ex, 1 EP): Gains a tail slap attack (1d6 damage). The eidolon must have a tail to take this evolution.

Weapon Training (Ex, 2 or 4 EP): Gains Martial Weapon Proficiency as a bonus feat. For 2 additional EP, it gains proficiency with a single exotic weapon as well.

FLAIL SNAIL BLOODLINE

Though some bloodlines speak of destiny, legacy, or dimension-crossed lovers, the emergence of those wondrous freaks linked to the 'flail snail' (Drosera to subterranean naturalists) are an accident of ecology. So most think. Humanoids driven by hunger to consume a certain amount of the myriads of eggs left by the queer hermaphroditic gastropods may find their progeny behaving and looking strangely. And rather slimy and sticky. Subterranean races such as drow, dwarves, gnomes and hhundi are most likely to have this strange quirk in their bloodlines.

Class Skill: Climb

Bonus Spells: *grease* (3rd), *spider climb* (5th), *slippery grip** (7th), *communal protection from energy* (9th), *absorb toxicity* (11th), *globe of invulnerability* (13th), *reverse gravity* (15th), *prismatic wall* (17th), *greater communal spell immunity* (19th)

Bonus Feats: Arcane Armor Training, Athletic, Elemental Focus, Lingering Spell, Skill Focus (Climb),

Spell Focus (abjuration), Still Spell, Weapon Focus (any)

Bloodline Arcana: If you did not cast a spell this round, you gain +1 on your saves vs. spells until the end of the round.

Bloodline Powers: Freak though you may be, your becoming and understanding a weird life form may lead you to heights of power, especially over those who would dominate with magic.

Warping Body (Su): Starting at 1st level, your physical form warps magic directed specifically at you, giving you a 10% chance for the magic to be affected as on the table below. Each level the effect chance increases by 5%.

Roll on d10	Effect
1-3	Spell misfires. For the next 1d4 rounds, the caster must make a DC 15 concentration check to successfully cast spells
4-6	Spell misfires. The creature nearest you is affected as if the spell had been directed at them instead.
7-9	Spell fails. Nothing happens.
10	Spell rebounds on the caster (as spell turning)

Sticky-slimy (Ex): At 3rd level, you can expel a quantity of mucus (from your face) into the 5-foot square in front of you. If you choose it to be slimy, that square is now difficult terrain, that does not hinder you in any way. If you choose it to be sticky, a successful melee touch attack on the target in front of you will give it the entangled condition for a number of rounds equal to your level. You may use this ability three times a day plus your Charisma modifier.

Into the Shell (Ex): At 9th level, you can cause your flesh to be iridescent and hard, giving a +6 natural armor bonus. While 'in the shell', you cannot move or attack, though you can cast spells if they have no somatic component (or you use Still Spell)

Wisdom in the Slime (Sp/Ex): At 15th level, you have deciphered the slime trail script of the drosera, and learned of their hidden philosophy; you can cast

symbol of scrying three times per day as a spell-like ability, and can use your Sticky-slimy ability to communicate with flail snails.

Gastropod Paragon (Ex): At 20th level, you have become a perfect amalgamation of gastropod and humanoid. You may move while using Into the Shell, gain fire resist 20, and become immune to poison.

FLUMPH BLOODLINE

The seemingly benign and comical flumph are by turns ignored and persecuted by the races of the world, and few know their noble mission in the cosmos. The oiv'hass (in the Aklo tongue) are messengers of the stars, warning worlds of impending invasion by aberrant and inimical forces, often helping to organize defenses. Their physical form being definitely limited, the overmind of the flumph race has begun the seeds of a new strategy; infuse the life-stuff of the natives with the power of the oiv'hass race. During some Seedings (interplanetary larval migrations) some pods are impregnated with energy to seek out humanoid life forms instead of warm water. Unsuspecting humanoids struck by what seems like a large burr or alien acorn become more than hosts, less than victims, of the desperate strategy of the flumphs!

Class Skill: Diplomacy

Bonus Spells: *detect aberration* (3rd), *acid arrow* (5th), *stinking cloud* (7th), *tongues* (9th), *dismissal* (11th) *acid fog* (13th), *dictum* (15th), *orb of the void* (17th), *interplanetary teleport* (19th)

Bonus Feats: Acrobatics, Forge Ring, Persuasive, Skill Focus (Stealth), Merciful Spell, Spell Focus (evocation), Spell Penetration, Weapon Finesse

Bloodline Arcana: You add +1 to the damage of your evocation spells, except those with the fire descriptor.

Bloodline Powers: The plan of the oiv'hass is not without its flaws; without guidance, sorcerous powers can be used for good, evil or personal gain. It is up to the inheritor to figure out that spewing acid and stench is for the defense of the world in which he lives.

Spray of Stench (Ex): Starting at 1st level, you can fire a concentrated spray of foul-smelling liquid from your hand as a ranged touch attack. This spray functions like the stench universal monster ability, except it

only affects creatures struck by the spray, which must make a DC 10 plus ½ your sorcerer level plus your Charisma modifier Fortitude save or be sickened for 5 rounds. You can use this ability 3 times a day plus your Charisma modifier.

Acidic Flesh (Ex): At 3rd level, your flesh becomes acidic by using a swift action. Those creatures that grapple or bite you take 1d4 points of acid damage, and another 1d4 points the next round. Add 1 point to that damage for each three levels past the third, to a maximum of +5 damage. This ability lasts for three minutes plus ½ your sorcerer level, rounded down, in minutes, but they need not be consecutive. You may also choose to use this as a touch attack, doing a single round of acid damage; your possessions are not harmed by the acid, though you can do damage to materials as listed. You gain acid resistance 10.

Flumphian Travel (Ex): At 9th level, your pores can open and emit air to lift you up and around, giving you a fly speed of 20 feet, with perfect maneuverability. This ability also works under water.

Defense Against the Enemy (Ex): At 15th level you develop an array of defenses against attacks from creature with the aberration type: you gain acid resistance 15, electricity resistance 5, immunity to poison, and +5 to any saves vs. non-spell attacks. These defenses only kick in when targeted by aberrations.

Savior from the Stars (Ex): At 20th level, you become the culmination of the oiv'hass defensive program. Your rubbery flesh gives you DR 10/piercing, and you are immune to polymorph and mind-affecting attacks.

PHOENIX BLOODLINE

In the distant past, the noble phoenix was somewhat more common, and had more in common with the peoples of the world. Their deference for the fiery creature may not have been worship, but may as well have been. Though those races were many and varied, their temples to the fascination of the phoenix's destructive and resurrective powers are long gone. But the bloodlines of their priests are not, and memories of that worship and connection still exist; some say because of the ritual consumption of a phoenix egg.

Class Skill: Perception

Bonus Spells: *sun metal* (3rd), *see invisibility* (5th), *daybreak arrow* (7th), *wall of fire* (9th), *overland flight*

(11th), *contagious flame* (13th) *firebrand* (15th), *fire storm* (17th), *fiery body* (19th)

Bonus Feats: Acrobatics, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Quicken Spell, Skill Focus (Perception), Spell Focus (evocation)

Bloodline Arcana: You gain +4 on concentration checks to cast spells with the fire or light descriptors.

Bloodline Powers: The powers of the phoenix were many, though focused on fire. Holders of the phoenix bloodline can be dangerous people, especially if the heritage of the ancient priesthood of law and good has been forgotten.

Fire Talon (Su): Starting at 1st level, you can wreath your hands, and any weapon you hold, with flame, that will hurt neither you nor the weapon. Your melee touch attack deals 1d6 fire damage, and melee or natural weapons you wield gain +1d6 fire damage. This increases to 2d6 at 9th level. You can use this ability for 3 rounds per day plus your Charisma bonus in rounds.

Flameproof (Ex): At 3rd level, you gain fire resistance 10, which stacks with any other fire resistance, natural or magically induced. You also gain vulnerability to cold.

Bonfire Wings (Ex): At 9th level, you can, as a free action, manifest feathery wings of flame that give you a fly speed of 90 feet, with good maneuverability. Any successful attack on you with natural or melee weapons deals 1d6 fire damage to the attacker, while the wings are manifested. The wings can appear for a number of minutes equal to 3 minutes plus your Charisma modifier; they need not be consecutive, and can be dismissed as a free action.

Fiery Burst (Su): At 15th level, you can emit a burst of flame from your body that does 4d6 fire damage to all within 20 feet, half damage if they make a DC Reflex save of 10 plus ½ your sorcerer level plus your Charisma bonus. You can create a fiery burst twice per day.

Up from the Ashes (Su): At 20th level, the fire of the practically-immortal phoenixes burns in your eyes and soul. You become immune to fire, and, if your physical form is killed, you reappear in a new body in a burst of flame, within 1 mile. You may only use this ability once per year.

POGWAMPI BLOODLINE

The odious race of pugwampi, offshoot of the highly mutable gremlin breed, would not be part of a desired pedigree of any humanoid race. Unfortunately (pun intended) the wretched feys' taint has crept into the bloodlines of humanoids from an incident several decades ago. A particularly large and somewhat competent mob of pugwampi overwhelmed a caravan of traders, and made off with not just the loot, but their children, a considerable number of babies and toddlers. Kept on a whim by the chief, they were exposed to the gremlins' unluck aura for years, until the infestation was wiped out by adventurers. Descendants of these troubled youth manifest the powers and, often, the nature of the pugwampi, and have spread far and wide.

Class Skill: Stealth

Bonus Spells: *speak with animals* (3rd), *shatter* (5th), *bestow curse* (7th), *malfunction* (9th), *smug narcissism* (11th), *envious urge* (13th), *symbol of weakness* (15th), *prediction of failure* (17th), *symbol of strife* (19th)

Bonus Feats: Deft Hands, Improved Initiative, Maximize Spell, Skill Focus (Craft [Traps]), Spell Focus (enchantment), Run, Toughness, Weapon Finesse

Bloodline Arcana: Spell-users targeting you with their spells suffer -2 penalty to their concentration checks; this also includes yourself!

Bloodline Powers: Even the pugwampi could not have predicted the infusion of their essence into the make-up of the humanoid population; their powers in the 'big folk' are far more dangerous than the gremlins could ever be.

Unluck Attack (Su): Starting at 1st level you can, as a standard action, inflict unluck on a target you can see within 30 feet, who fails a saving throw of 10 + 1/2 your sorcerer level plus your Charisma modifier. If failed, this forces him to roll twice on his next d20 roll, taking the worse result. You can use this ability three times per day plus your Charisma modifier. A creature with any luck bonus is immune to this effect.

Gremlin Hide (Ex): At 3rd level, you gain DR 2/cold iron; this increases to DR 3/cold iron at 9th level, and DR 4/cold iron at 15th level.

Random Viciousness (Ex): At 9th level, you are

overcome with the urge to create traps for your own amusement. You gain +8 bonus to Craft (traps), pay half the cost for construction, and roll twice for the craft check, taking the best result.

Complex Collapse (Su): At 15th level, you delight in seeing complicated things fall apart. You attacks bypass the DR of constructs, and you gain +10 to Disable Device checks. Any Item Creation feats you possess are no longer valid.

Pariah Paragon (Su): At 20th level, it is really not a good idea to be around you! Your Unluck Attack becomes a permanent aura, from which you can exclude three allies plus your Charisma bonus. You can also use *prestidigitation*, *speak with animals*, and *shatter* as free actions.

TIME BLOODLINE

To call the conflict between the residents of the demi-plane of Time, the Flayers and the Elementals 'eternal' would be foolish. Time is both tool and plaything for them, like water to wash and dabble in. Mortal beings can become catspaws in their... timeless struggle by being enveloped in a paradox rift, thus becoming conduits for Time Citizen play. A man kills his grandfather before he begets his father... what becomes of them? They become the seeds of the time bloodline, spared from nonexistence by one side or another of the Time War, and bearing powers that will affect the Stream, maybe giving an advantage in a conflict that knows no beginning or end.

Class Skill: Knowledge (history)

Bonus Spells: *anticipate peril* (3rd), *blur* (5th), *sands of time* (7th), *freedom of movement* (9th), *teleport* (11th), *hindsight** (13th), *greater teleport* (15th), *temporal stasis* (17th), *time stop* (19th)

Bonus Feats: Combat Casting, Improved Initiative, Lightning Reflexes, Nimble Moves, Persistent Spell, Quicken Spell, Skill Focus (Perception), Spell Focus (divination)

Bloodline Arcana: In the round immediately after casting a spell, you cannot be surprised, flanked, or caught flat-footed.

Bloodline Powers: There exists a loose society of possessors of this bloodline, calling themselves "Pilgrims"

regardless of their affiliation. They might use their powers for gain or for causes, but eventually their other-timely progenitors will come with their own temporal agendas to be fulfilled.

Time-touch (Sp): Starting at 1st level, as a melee touch attack, you can send a foe a few seconds into the future; a Fort save of DC 10 + ½ your sorcerer level plus your Charisma modifier negates. On a failed save, the creature disappears in a flash of white energy. When the effect ends, the creature returns to the same place it was before being displaced. If an object is in that space, the creature is shunted aside and receives no damage. The length of its disappearance is 1 round at 1st level, 2 at 3rd, 3 at 9th, 4 at 15th, and 5 at 20th.

Possibility Manifestation (Su): At 3rd level, you can summon images of you in the past and future, to your location in space and time. This functions similar to a *mirror image* spell with the following differences: an attack on you will always hit an image, and you get to summon three images per day plus your Charisma modifier, all at once, or in any number at a time.

Unravel Time (Su): At 9th level, once per day, when you slay an opponent you can cause all damage and effects inflicted by that opponent in the last 10 minutes to be undone, as though they never happened. As the opponent's existence has been winked out, so too will its body and possession.

Temporal Fixation (Su): At 15th level, you become immune to time magic, unwanted teleportation or magical movement, and illusions; you can automatically sense the presence or possibility of such powers, as well.

Time Lord (Ex): By 20th level, you have chosen a side in the Time War, or a side has chosen you. You no longer age, and can assume the characteristics of any age category available to you at will, as a move action.

*From the *Book of Arcane Magic* 4WFG

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