

MONSTROUS BLOODLINES FOR SORCERERS III



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.

ARANEA BLOODLINE

The secretive, magical and arachnoid race of the aranea are noted both for their arcane powers, and their propensity for blending in with humanoid society. Though aranea are, after all, spiders, the occasional totality of their immersion in the culture of two-legged culture can sometimes lead to a blending of the species. Typically only an aranea that has been in humanoid form for many, many years will do this or is even capable of this, but the presence of otherwise normal humanoids that can spin webs and change shape would speak otherwise. How fitting that some of theses choose to become urban vigilantes, avenging slain uncles, where their forbears would simply engage in research...

Class Skill: Acrobatics

Bonus Spells: [see bloodline arcana] (3rd), *alter self* (5th), *nondetection* (7th), *phobia** (9th), *mirage arcana* (11th), *beast shape IV* (13th), *reverse gravity* (15th), *moment of prescience* (17th), *foresight* (19th)

Bonus Feats: Athletic, Brew Potion, Dazing Spell, Expanded Arcana, Improved Initiative, Iron Will, Scribe Scroll, Skill Focus (Perception)

Bloodline Arcana: You may choose, as your first bonus spell, any spell from the 1st level sorcerer list.

Bloodline Powers: Though bloodlines rarely manifest physically, those who bear the heritage of the aranea have powers that leave traces... sticky organic cables being the foremost. Some of these descendants therefore

hide their identity, forging their destiny beneath a mask or similar disguise.

Spinnerets (Ex): Starting at 1st level, as a swift action, you can extrude 20-foot strands of organic cable from the pulse points in your wrists. You may extrude three cables plus your Charisma bonus, per day. The strands are sticky, and can be used to make a ranged touch attack against a target, giving it the entangled condition for 1 minute per every 2 sorcerer levels you possess, on a failed Reflex save, DC 10 + ½ your sorcerer level plus your Charisma modifier. The stands may also be used as rope, and dissolve after 24 hours.

Arachnoid Senses (Ex): At 3rd level, you may roll twice for any Perception check that the GM asks you to roll, and take the better result; you may use this ability three times per day. You may also use your spinneret strands as retractable cables, effectively lifting you from the ground to an anchor up to 20 feet, or like a swinging rope to cross obstacles.

Poison Touch (Ex): At 9th level, your melee touch becomes poisonous, doing 1d3 points of Strength damage on a failed Fort save DC 10 + ½ your sorcerer level plus your Charisma bonus. You may use your touch three times per day plus your Charisma bonus.

Culminating Research (Su): At 15th level, one per day, you can apply a metamagic feat to a spell and reduce the level increase requirement by one. You can also, once per day, ignore the full-round casting penalty to a metamagically applied spell, which may be the spell which received the reduced level increase, but not necessarily.

Man-Spider (Su): At 20th level, you are the complete amalgamation of aranea and humanoid. You may polymorph into any spider-form any number of times a day until you have reached a total of 20 CR, for up to an hour for each form. Thus, you could become an ogre spider four times a day, for an hour each time.

ASURA BLOODLINE

The enigmatic and abhorrent beings known as the asura tend to have interest in mortals only as the means to strike back at the gods, whom they hate. To this end, they have placed the infernal spark of their deific rejection in selected bloodlines, typically of defeated

priests and champions subtly corrupted and released, to sow doubt of fallible deities. As much as the law-ful evil beings would like to control their experiments, the truth of mortal life is that mortals are the captains of their own destiny, regardless of the dark power that might become theirs.

Class Skill: Escape Artist

Bonus Spells: *feather fall* (3rd), *spider climb* (5th), *deeper darkness* (7th), *summon monster IV* (9th), *cloud-kill* (11th), *greater dispel magic* (13th), *greater teleport* (15th), *power word stun* (17th), *time stop* (19th)

Bonus Feats: Combat Reflexes, Deceitful, Dodge, Lightning Reflexes, Mobility, Quicken Spell, Skill Focus (Perception), Spell Focus (transmutation)

Bloodline Arcana: You gain +2 to saving throws versus enchantment spells.

Bloodline Powers: The powers of the asura are meant to seduce their bearer to hubris and corruption, and directly mimic the powers of the dread destroyers themselves. Resisting that hubris becomes more difficult, as that power increases.

Blasphemous Blade (Su): Starting at 1st level, you can manifest a force effect in the shape of a blade (as a move action) that attacks with your base attack bonus modified by your Charisma modifier, doing 1d8 points of damage. You add +1 to its damage at 3rd level, +2 at 9th level, and +3 at 15th level. You can direct this weapon to attack up to 50 feet away, as a move action. The blade remains in effect for three rounds per day plus your Charisma modifier, though these rounds need not be consecutive.

Sacrilegious Shield (Su): At 3rd level, you can manifest, as a free action, a darkly glittering shield around your body that gives you DR 5/ magic. You can summon this shield for three rounds per day plus ½ your sorcerer level (minimum one), plus your Charisma modifier; these rounds need not be consecutive.

Antidetection Aura (Su): At 9th level, you constantly radiate an aura of *nondetection* in a 10 ft. radius. The caster level check to attempt divination on creatures within the aura is 10 plus your sorcerer level.

Reject Reality (Ex): At 15th level, you gain acid and electricity resistance 10, and an SR equal to your level.

Servant of the Rana (Ex): At 20th level, you realize the culmination of the asura rana's blasphemous plan. You gain immunity to disease, poison and polymorph, and can, in 1 minute, reshape a creature you have slain into a creature from the CR-equivalent summon monster list to do your bidding until its next "death" or 24 hours have passed. Only one such shaping can exist at a time.

BEHEMOTH BLOODLINE

To say that an ancestor of yours slew a behemoth, world-destroyer of the gods, is an amazing thing. Actually, to have actually laid hands on one is just as amazing. Those who bear the behemoth bloodline are fated to be prophets regarding (or harbingers of...) these monumental beings. As well as having an ancestor that contacted the flesh of these tools of the gods, holders of this bloodline tend to have an itch, a sense of foreboding, that soon a shadow will pass overhead, a thunderous footfall, a roar of the approaching tsunami. These destined mortals become well equipped to be the first to cry, "Aieeee! Run! It comes!"

Class Skill: Perception

Bonus Spells: *alarm* (3rd), *enthrall* (5th), *prayer* (7th), *locate creature* (9th), *overland flight* (11th), *mass suggestion* (13th), *night terrors*** (15th), *discern location* (17th), *miracle* (19th)

Bonus Feats: Alertness, Improved Initiative, Iron Will, Persuasive, Piercing Spell, Run, Skill Focus (Diplomacy), Spell Focus (divination)

Bloodline Arcana: You gain a +1 bonus to initiative in a round in which you are casting a spell.

Bloodline Powers: The genesis of those with the behemoth bloodline is a mysterious combination of powers in opposition to these great beasts, and powers of the beasts themselves—giving a dire option to those with the power.

Flee! Flee While You Can! (Su): Starting at 1st level, you can, as a full-round action, enable all allies within 20 feet to add 10 to their movement speed, and gain a

+1 bonus to initiative. This lasts a number of rounds equal to 3 plus your Charisma modifier, but can be broken up into separate uses of rounds during a day. This bonus increases to 20 feet and +2 to initiative at 9th level.

Retributive Ruination (Su): At 3rd level, your attacks penetrate damage reduction as though they were magic, and ignore 10 points of hardness on objects struck.

I Cannot Stop! (Ex): At 9th level, three times per day, if you start your turn suffering from any or all of the following conditions, you recover from them at the end of your turn: blind, confused, dazed, deafened, dazzled, exhausted, fatigued, nauseated, sickened, slowed, staggered, and stunned.

Power of the God-beast (Ex): At 15th level, you can regenerate a number of hit points equal to your level per day, at 3 points per round; no form of attack can suppress this regeneration, it will happen even if you are disintegrated or slain by a death effect.

Servant of Destruction (Ex): At 20th level, you become a cog in the gods' plan for punishing the wicked. You can and must attain Huge size (25' tall, 7,000 lbs) for at least 20 minutes per day, consecutively; you gain DR 10/epic while in Huge size. While a huge creature, you gain a +16 Str bonus, -4 Dex penalty, +8 Con bonus, +5 natural armor bonus, natural attacks increase two damage levels, -2 size penalty to attack rolls, -2 size penalty to AC, +2 size bonus to CMB/CMD, -4 size penalty to Fly checks, and -8 size penalty to Stealth checks.

KAMI BLOODLINE

The omnipresent (or assumed omnipresent) race of kami are as ancient as the gods, and charged with protecting parts of nature that cannot protect themselves. The wards of kami include trees, rivers, shrines, and entire mountain chains. Mortals that died to protect an element of nature are prone to be reincarnated as these otherworldly protectors, and thus, their descendants have the potential to exhibit the extant powers of the kami, to bridge the gap between mortal and nature spirit. It can be safely assumed that the kami themselves can detect the spark of their race within those that bear it in their bloodline, and will keep judgment

upon them.

Class Skills: Sense Motive

Bonus Spells: *charm animals* (3rd), *wood shape* (5th), *stone shape* (7th), *hallucinatory terrain* (9th), *commune with nature* (11th), *stone tell* (13th), *animate plants* (15th), *earthquake* (17th), *storm of vengeance* (19th)

Bonus Feats: Alertness, Combat Casting, Improved Iron Will, Iron Will, Lingering Spell, Skill Focus (Knowledge [nature]), Spell Focus (enchantment), Throw Anything

Bloodline Arcana: Spells that you cast outdoors add +1 to their DC saves.

Bloodline Powers: The everpresent kami watchers are all around you, hoping that you will live up to your potential as a champion of nature; your powers will inspire you to do as you will, for good or ill.

One with Nature (Su): Starting at 1st level, you can either *speak with animals* or *speak with plants* for three minutes per day, plus your Charisma modifier, in minutes. You can only speak with one type at a time, and in one minute increments.

Guardian Gaze (Su): At 3rd level, you can gaze at an opponent within 30 feet, and they will become staggered for up to three rounds plus your Charisma modifier. A Will save of 10 plus ½ your sorcerer level plus your Charisma modifier negates this effect, made each round after the first round the target is affected. You can use the gaze as many times as your available rounds allow, attacking a new target or maintaining your gaze on one target.

Ward the Land (Su): At 9th level you gain a favored terrain, identical to the ranger class ability. Further, by specifying an locality containing that terrain to the GM, you can *greater teleport* to a location in that area once per day, as a move action. You must have seen and visited the location for this ability to work.

Aging Touch (Su): At 15th level, you can, with a melee touch attack physically increase or mentally reduce the target's age. Increasing age does one point of Strength, Dexterity and Constitution damage, mental

reduction does one point of Intelligence, Wisdom and Charisma damage. The target receives a Fort save DC 10 + ½ your sorcerer level plus your Charisma to avoid the effect. You can use this ability three times a day, but only once per round.

Elder of Wonders (Ex): At 20th level, you are welcomed into the ranks of the Jinushigami. You gain immunity to bleed, mind-affecting effects, petrification and polymorph, and resistance to acid, electricity and fire 10.

LAMIA BLOODLINE

Scholars and antiquarians write in bestiaries that the vicious races of the lamia (with all types collectively called lamyros) are the subjects of an ancient curse of the gods, placing them in their bestial forms. The unnamed nation or para-human race so cursed had some few members who escaped judgment, perhaps by traveling absence or some magical protection. They still bear the spark of that curse that manifests itself in a bloodline showcasing the fell powers of the lamyros, used to escape that dark fate, or embrace it.

Class Skills: Stealth

Bonus Spells: *disguise self* (3rd), *mirror image* (5th), *major image* (7th), *charm monster* (9th), *greater command* (11th), *greater dispel magic* (13th), *insanity* (15th), *antipathy* (17th), *energy drain* (19th)

Bonus Feats: Craft Magical Arms and Armor, Deceitful, Dodge, Extend Spell, Iron Will, Mobility, Skill Focus (bluff), Spell Focus (illusion), Stealthy

Bloodline Arcana: You can select one spell from the cleric spell list for your 'spells known' when you become a 1st level sorcerer.

Bloodline Powers: The persistence of the ancient curse of the lamyros gives you fell powers, and the temptation to use them for domination and evil is strong, but ultimately your choice.

Slaver's Touch (Ex): Starting at 1st level, you can, as a melee touch attack, do 1 point of wisdom damage to an opponent. This increases to 2 points of wisdom damage at 9th level, and 3 points at 15th level. You may use this ability three times per day plus your Cha-

risma modifier.

Blight of the Curse (Su): At 3rd level, you gain SR 14 against divine spells, even those benign ones cast upon you by others or yourself. You do, however, become immune to curses.

Cruel Control (Sp): At 9th level, if you have affected a target with slaver's touch, you can thereafter cast *charm person* and *suggestion* on that target for free, as a spell-like power, one spell per round, once per target, with this ability.

Body of the Beast (Ex): At 15th level, you can assume a lamia-like shape of either serpentine or leonine aspect, as a free action. In serpentine form you gain a swim speed of 30, a climb speed 30 and cannot be tripped; in leonine form you have a speed of 60 and +6 to your natural armor class. Either of these forms can be held for a number of minutes per day equal to your level.

Aspect of the Hungerers (Su): at 20th level, your body pulses with the suppressed curse of your doomed ancestors. Your skin hardens to DR 10/cold iron and piercing, and if wounded, your blood spurts out like acid for 2d6 damage to your attacker, DC 25 Reflex negates.

MI-GO BLOODLINE

Extra-terrestrial travelers from beyond the Dark Tapestry, mi-go invade and colonize worlds for reasons unknown to the mere fleshy creatures that inhabit their target planets. One habit of theirs which has made a lasting impression on races they use for sinister experiments is the horrific brain cylinder, which houses the disembodied brain of their subjects. Though most victims are never heard from again, a lucky few have been rescued and restored to ambulatory bodies, their psyches forever haunted... and, apparently, their reproductive heritage, as well. Whether by cruel coincidence or inhuman design, these unfortunates' progeny often manifest the weird powers of the alien mi-go, hopefully free of their monstrous control.

Class Skills: Disguise

Bonus Spells: *crafters' fortune* (3rd), *make whole* (5th), *pain strike* (7th), *malfunction* (9th), *possess object* (11th),

antimagic field (13th), *simulacrum* (15th), *orb of the void* (17th), *interplanetary teleport* (19th)

Bonus Feats: Combat Reflexes, Deceitful, Dodge, Magical Aptitude, Persistent Spell, Skill Focus (Bluff), Skill Focus (Craft [any]), Spell Focus (transmutation)

Bloodline Arcana: You gain +1 to your saving throws vs. spells with the mind-affecting descriptor.

Bloodline Powers: The influence of the mi-go will likely seem unexplainable to the young humanoid wondering about his strange dreams of strange technology and traveling through the void. Madness of greatness will likely be the result.

Biotech Tool (Ex): Starting at 1st level, you can create biomechanical weapons in 1 hour that can make either melee or ranged (30 ft.) touch attacks doing your choice of energy damage: fire, electrical, acid, cold or force. The weapon does 1d6 damage plus 1 point for every two sorcerer level you possess. You can use the weapon three times per day plus your Charisma modifier, but can only make one weapon per day; you cannot have two functioning weapons at the same time. Others attempting to use the weapon take the listed damage automatically, which destroys the weapon.

Void Protection (Ex): At 3rd level, you gain electricity resistance 5, fire resistance 5, and are unaffected by inhaled gases. Your resistances increase to 10 at 9th level.

Otherworldly Technology (Ex): At 9th level, you can take any three Item Creation feats; all items you create using these three feats are considered non-magical, but have the same effects, lasting 3 weeks plus your Charisma modifier in weeks before their 'power' runs out.

Interplanetary Traveler (Ex): At 15th level, you no longer need to breathe, are immune to cold, and can manifest and dismiss spongy, veined wings as a free action, being able to fly with a speed of 50 feet, with good maneuverability.

Harbinger of the Beyond (Ex): At 20th level, the mi-go will definitely be interested in studying your morphology. You gain all plant traits, and have DR 5/slashing. You can survive in the vacuum of space.

ROBOT BLOODLINE

Sometimes known as clockworks, robots are manufactured beings powered by mechanical, not magical, motivation. Sinister forces seeking to combine the mechanical and the organic have been using magical means to combine the two for unknown decades. The best results of these forbidden experiments have been with implanting infinitesimal machines in the makeup of test subjects, and seeing the progression of robot-like abilities manifested in magical ways, through the subsequent generations. A descendant of these test subjects will start exhibits robot-like powers at a young age.

Class Skills: Disable Device

Bonus Spells: *comprehend languages* (3rd), *see invisibility* (5th), *fly* (7th), *stoneskin* (9th), *telekinesis* (11th), *transformation* (13th), *regenerate* (15th), *iron body* (17th), *energy drain* (19th)

Bonus Feats: Combat Reflexes, Craft Construct, Light Armor Proficiency, Medium Armor Proficiency, Precise Shot, Skill Focus (Craft [any]), Skill Focus (Profession [any]), Silent Spell

Bloodline Arcana: You have vulnerability to electrical attacks, and cannot cast spells with an electrical descriptor.

Bloodline Powers: As your tampered heritage starts to come to the fore, you will come to behave like the incomprehensible metal beings that are known as clockwork, or robots.

Laser Weapon (Ex): Starting at 1st level, you can fire a beam of coherent energy from your eye, a ranged touch attack with a range of 50 feet. It does 1d8 points of fire damage, and passes through force fields and transparent barriers. You can use this ability three times per day plus your Charisma modifier. This ability does 1d10 damage at 9th level.

Mechanical Resilience (Ex): At 3rd level, you gain +2 to all saving throws, and cold resistance 5.

Metallic Affinity (Ex): At 9th level, you gain the feats Arcane Armor Training and Arcane Armor Mastery; you can also sleep in armor and have no ill effects, similar to the Endurance feat.

Clockwork Champion (Ex): At 15th level, you gain hit points as would a construct, indicating that you are more difficult to destroy. You gain 10 hit points if Small, 20 if Medium, and 30 if you are Large.

Do Robots Dream? (Ex): At 20th level, the experiment is complete; you perfectly meld mortal and machine. You can take 20 on all Knowledge skill checks, and gain DR 5/adamantine.

*Spell taken from 4WG's *The Book of Arcane Magic*

**Spell taken from 4WG's *The Book of Divine Magic*

Purple Duck Note: *Perry tells me that this is the last volume of Monstrous Bloodlines for Sorcerers. If you think Perry is wrong because he missed some really great ones, email him at pf857426@gmail.com.*

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