

MONSTROUS BLOODLINES FOR SORCERERS IV



By Perry Fehr

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



MONSTROUS BLOODLINES FOR SORCERERS IV



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.

* Spells taken from *The Book of Arcane Magic*, 4WFG

ELOHIM BLOODLINE

Enigmatic and ultra-powerful, the mysterious race of Elohim create demiplanes and isolated worldlets for their own inscrutable reasons, playing with the deific powers of creation and apocalypse, though gods they be none. When a being escapes a petulant Armageddon engineered by the Elohim, he escapes with the creation-spark within him, which can emerge within the following generations as the escalating power of a mortal emulating the Creator.

Class Skill: Perception

Bonus Spells: *deathwatch* (3rd), *wood shape* (5th), *limited telepathy** (7th), *charm monster* (9th), *baleful polymorph* (11th), *disintegrate* (13th), *control weather* (15th), *mind blank* (17th), *etherealness* (19th)

Bonus Feats: Augment Summoning, Craft Construct, Enlarge Spell, Great Fortitude, Improved Initiative, Iron Will, Spell Focus (conjuration), Superior Summoning

Bloodline Arcana: Any creature summoned or created by your magic adds +1 to one of its ability scores.

Bloodline Powers: Those who bear the essence of the Elohim have an almost obsessive need to create life, and manipulate it in many forms. Though a farmer or hostler could probably make a good living with this power, a sorcerer bound feels the need to create—and furthermore, test—his creations out in the

greater world (or sometimes in a clandestine lab...)

Life Creation (Su): Starting at 1st level, you can take a full-round action to create a living creature or plant of less than 1 CR; this creature is not under your control, and cannot be larger than Large size. It appears in an adjacent square, or in your possession. You can do this a number of times a day equal to your Charisma modifier—but it is very draining, inflicting 1 point of Charisma damage per CR or fraction thereof.

Greater Life Creation (Su): At 3rd level, you can create creatures of up to CR 1; all other rules apply as above.

Power of the Elohim (Ex): At 9th level, you gain DR 5/epic, and blindsight 30 ft.; you may also add three to the times per day you can use your Creation ability.

Superior Creation (Su/Sp): At 15th level, you can create creatures of up to CR 2, and gain the ability to *speak with animals* at will.

Scion of the Elohim (Su): At 20th level, you have almost the same power as the enigmatic beings that caused yours to come into being. You can create creatures or plants of up to 4 hit dice—though of any CR—and gain the ability to use *deathwatch*, at will, as a swift action.

Note: Elohim bloodline sorcerers do not have access to the hit point totals of the creatures they create, thus the 'need' for *deathwatch*.

FUNGAL BLOODLINE

Though few but deep-woods druids and a few traumatized adventurers have truly become familiar with the enigmatic reanimative life-cycle of fungal spores, there are some who come in contact with them that know them all too well. In procreating, fungal creatures kill and/or animate beings and bring them to odd life with a cocktail of spores— but if a living humanoid is infected and survives the ordeal, the spores dormant in his blood may surface at a later date, in his ancestors. Though not obsessed with spreading the fungal form, they often go on to embrace the implacable cycle of fecund death.

Class Skill: Survival

Bonus Spells: *entangle* (3rd), *warp wood* (5th), *poison* (7th), *absorb toxicity* (9th), *blight* (11th), *plague storm* (13th), *regenerate* (15th), *horrid wilting* (17th), *cursed earth* (19th)

Bonus Feats: Craft Staff, Endurance, Great Fortitude, Self-Sufficient, Sickening Spell, Skill Focus (Survival), Spell Focus (enchantment)

Bloodline Arcana: Whenever you cast a spell with the range of personal, your flesh becomes rubbery and resilient, giving you DR/slashing equal to the spell's level for 1 round.

Bloodline Powers: You embody the corruptive powers of nature, a hostile system that absorbs and adapts, destroying or taking over that which is outside the cloying fold of mold and fungus.

Fungal Blast (Ex): Starting at 1st level, you can expel a 10 ft. diameter cloud within 15 ft. with spores produced in your body. Those that fail a Fortitude save with a DC of 10 plus $\frac{1}{2}$ your sorcerer level plus your Charisma modifier lose 1 point of Constitution and are fatigued for one minute. You can use this ability a number of times per day equal to your Charisma modifier.

One with Spores (Ex): At 3rd level, you gain immunity to disease, and heal/regain twice as many hit points and ability points from rest, as long as you are in contact with moist, natural earth.

Green Creature (Ex): At 9th level, you gain all plant traits.

Poisonous Blood (Ex): At 15th level, your blood is poisonous enough to affect those that cause damage to you with natural weapons. They must make a Fortitude save with a DC of 10 plus your sorcerer level plus your Charisma modifier, or be affected thusly: *frequency* 1/minute for 6 minutes; *effect* 1 Str damage, 1 Dex damage, and sickened for 1 minute; *cure* 2 saves. With a DC 15 Craft (alchemy) check, you can process your blood into an ingested poison with the same characteristics.

Mycological Menace (Ex): At 20th level, you are far more fungus than humanoid, alien to the thoughts of animal life. You no longer need to eat, and gain +4 to Strength and Constitution, though your strange body moves slower, losing 2 Dexterity.

KYTON BLOODLINE

The chilling Infernal race of kytons are independent of the race of devils, but motivated by dark desires that could make most men mad- and some men desirous of more... Those mortals with an ancestor that somehow survived a sanguisexual encounter with kytons, or whose family aided a major project of the eremites can sometimes exhibit powers similar to several of the kyton-types, who will likely let the mortal dabbler pursue his livelihood, knowing that he will become a pawn in the macabre game of pleasure and blood.

Class Skill: Heal

Bonus Spells: *inflict light wounds* (3rd), *enthrall* (5th), *cure moderate wounds* (7th), *shout* (9th), *symbol of pain* (11th), *shadow walk* (13th), *plane shift* (15th), *trap the soul* (17th), *shades* (19th)

Bonus Feats: Alertness, Blind-Fight, Craft Magic Arms and Armor, Improved Initiative, Iron Will, Skill Focus (Intimidate), Spell Focus (Illusion), Weapon Focus

Bloodline Arcana: You gain *bleed* as a bonus cantrip.

Bloodline Powers: The inherited powers of the kyton rarely sit well with the placid public, and those with this bloodline either suffer to conceal them, or embrace them in their gory glory. Strange tastes in clothing, habits and appearance often accompany the powers of the kyton bloodline.

Blood Chain (Su): Starting at 1st level, you may materialize blood-glazed chains from your hands that can strike at a ranged touch attack of 30 feet. Those struck by the chains take 1d6 points of damage, plus 1 point of Wisdom damage if they fail a Will saving throw of 10 plus $\frac{1}{2}$ your sorcerer level plus your Charisma modifier. You can use this ability three times per day plus your Charisma modifier.

Unnerving Gaze (Ex): At 3rd level, you may use an unnerving gaze as a move action on those around you up to three times a day plus your Charisma modifier. Those that fail a Will saving throw of 10 plus ½ your sorcerer level plus your Charisma modifier are shaken for a number of rounds equal to half your character level. This is a mind-affecting effect.

Void-Flesh (Ex): At 9th level, you gain immunity to cold and regeneration 1 (silver).

Painful Seduction (Su): At 15th level, living beings struck by your blood chain ability instead take 1d6 Wisdom damage, and take 1 bleed damage if they fail a Fortitude saving throw of 10 plus your Charisma modifier.

Pinnacle of the Pierced (Ex/Su): At 20th level, your regeneration increases to 5/good, and the DC of spells you cast with the evil and illusion subtypes have the DC increased by +2.

MYTHIC BLOODLINE

Those born to the mythic bloodline may be descendants of some hero of antiquity, or have some divine or titanic spark within them, but are just as likely to be simply born to greatness—and not merely the potential for greatness, but greatness incarnate, immediately. Mythic power is outside the scope of normal mortal experience, and can be seen as overwhelming, even in a world of gods and dragons walking the earth. Those of the mythic bloodline never have an outward manifestation of their power other than, perhaps, a suffusing glow about the face or limbs when performing a mythically-powered deed.

Class Skill: Knowledge (history)

Bonus Spells: *true strike* (3rd), *eagle's splendor* (5th), *heroism* (7th), *lesser globe of invulnerability* (9th), *righteous might* (11th), *greater heroism* (13th), *reflection* (15th), *moment of prescience* (17th), *tide of battle**

Bonus Feats: Craft Magic Weapons and Armor, Dodge, Leadership, Maximize Spell, Weapon Focus (any), Power Attack, Spell Focus (abjuration), Spell Focus (transmutation)

Bloodline Arcana: After you use a bloodline power, you gain a +1 bonus to your AC for the next round.

Bloodline Powers: Though simple in scope, the power of the mythic bloodline is undeniable, making the impossible, possible, and the wondrous, commonplace. Each increase in ability supersedes the one before it.

Minor Mythic (Su): Starting at 1st level, as many times a day as your Charisma bonus, you can add 1d4 to any d20 roll you make, before you roll the die.

Mythic Pulse (Su): At 3rd level, as many times a day as your Charisma bonus, you can add 1d6 to any roll you make, before you roll the die instead of a d4.

Mythic Surge (Su): At 9th level, as many times a day as your Charisma bonus, you can add 1d8 to any d20 roll you make, before you roll the die instead of a 1d6.

Mythic Reality (Su): At 15th level, as many times a day as your Charisma bonus, you can add 1d10 to any d20 roll you make, before you roll the die, instead of 1d8.

Super-Mythic (Su): At 20th level, as many times a day as your Charisma bonus, you can add 1d12 to any d20 roll you make, before you roll the die instead of 1d10.

Purple Duck Note: *The Mythic bloodline is inspired by the mythic surge rules from Mythic Adventures, but is not meant to align with, duplicate, or replace those rules.*

NOSFERATU BLOODLINE

Eternally decrepit and rejected, the verminous nosferatu vampire breed can create spawn no longer, and resent the beautiful 'moro' that have taken their niche in the world. The closest these savage horrors have come to making more of their kind is for one to make the ultimate sacrifice- giving its undead life- to infuse some spark of their undead existence into mortal humanoids. How many of the doomed monsters have done this, or to what degree it has borne fruit, is not known, but occasionally a wretch with eerie magical and physical powers will emerge, though to what end or goal, none can say.

Class Skill: Stealth

Bonus Spells: *hypnotism* (3rd), *summon swarm* (5th), *vampiric touch* (7th), *vermin shape I* (9th), *telekinesis* (11th), *repulsion* (13th), *control undead* (15th), *undead anatomy IV* (17th), *dominate monster* (19th)

Bonus Feats: Alertness, Brew Potion, Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Skill Focus (Sense Motive), Spell Focus (necromancy), Stealthy

Bloodline Arcana: Once per day, a mind-affecting spell you cast can affect vermin as if they had minds.

Bloodline Powers: Some postulate that nosferatu bloodline humanoid sorcerers serve only the purpose of serving the nosferatu as servants, themselves, but only the ancient ones know that, and they aren't talking.

Rat-claws (Su): Starting at 1st level, you can grow claws as a free action. These claws are treated as natural weapons, allowing you to make two claw attacks as a full-attack actions using your full attack bonus. These attacks deal 1d4 damage (1d3 if you're small) plus your Strength modifier. At 5th level these claws are considered magic weapons for the purpose of overcoming DR. At 7th level the damage increases by one step to 1d6 points (1d4 if you're small). At 11th level these claws do 1 point of bleed damage per attack, in addition to regular damage. You can use your claws a number of rounds per day equal to 3 plus your Charisma modifier. These rounds do not need to be consecutive.

Thing from the Cellar (Ex/Sp): At 3rd level you gain resistance cold 5 and resistance electricity 5. You can also use *spider climb* as a spell-like ability for a number of rounds equal to your level, per day. These rounds do not need to be consecutive. You also gain light sensitivity.

Expel the Swarm (Ex): At 9th level, you can turn one of your arms into a blast of vermin and expel it at a target within 30 ft. The target takes 2d6 damage automatically, and must make a Reflex save of 10 plus ½ your sorcerer level plus your Charisma modifier or be nauseated the next round. At 9th level you can use

this ability once per day, at 17th level, twice per day, and at 20th, three times per day.

Become the Swarm (Ex): At 15th level, you can, as a standard action, cause your entire body to become like a swarm of tiny, flying insects- though the state is equivalent to the *gaseous form* spell. When you return to corporeal form, you heal 1 hit point per sorcerer level. You can use this ability a number of minutes per day equal to your sorcerer level, and you must use them in 1 minute increments- though they need not be consecutive.

Ancient Proto-Vampire (Ex): At 20th level, you have come to resemble the vermin-faced progenitors of the vampires. You gain +4 to AC, DR 5/ wood and piercing, your resistances increase to 10, and you gain sonic resistance 5.

PSYCHOPOMP BLOODLINE

Guardians and guides to the souls of the dead, psychopomps inhabit purgatory and concern themselves little with mortals- while they are living. There are those in the Great Beyond that would interfere with the transitory dead, and psychopomps pragmatically utilize all tools available to counter their schemes. Occasionally, a soul will be returned from rightful death and be given to mortal life, perhaps to a childless couple, or to a woman with a terminal disease. This being is a subtle servant of the psychopomps, and gifted with many of their powers, to advance their post-passing programmes of eternal travel.

Class Skill: Knowledge (planes)

Bonus Spells: *deathwatch* (3rd), *invisibility* (5th), *speak with dead* (7th), *rest eternal* (9th), *mass ghostbane dirge* (11th), *undeath to death* (13th), *greater teleport* (15th), *discern location* (17th), *wail of the banshee* (19th)

Bonus Feats: Combat Expertise, Ectoplasmic Spell, Improved Initiative, Iron Will, Scribe Scroll, Spell Focus (divination), Thanatopic Spell, Vital Strike

Bloodline Arcana: Undead, daemons, and qlippoth add 1 to the DC of spells that you cast upon them.

Bloodline Powers: It would be difficult for one of the psychopomp bloodline to ignore the hidden tasks

implanted by those enigmatic outsiders, as their powers gravitate to the protection of souls. Mortals who know of them may clamor to gain knowledge of the progress of their passed love ones.

Death's Caress (Su): Starting at 1st level, you can, with a melee touch attack, give a fleeting glimpse of a living target's afterlife; the target is shaken by this for 1 round for every 2 sorcerer levels you possess. This ability also works on undead, doing 1d6 points of positive energy damage per 3 sorcerer levels on a successful melee touch attack. You may use this ability 3 times per day plus your Charisma modifier.

Touch the Spirits (Ex): At 3rd level, you can imbue your natural, melee, or touch attacks with the ghost touch special weapon quality for a number of minutes per day equal to 3 plus your Charisma modifier.

Servant of Death (Ex): At 9th level, you become immune to death effects, disease, and poison.

Guardian of Balance (Su): At 15th level, you gain special abilities against those that would interfere with the souls of mortals. You gain a +3 bonus to: overcome spell resistance of outsiders and undead, armor class against their attacks, and any saves required from their actions. This bonus increases to +4 at 18th level.

Shepherd of Souls (Ex): At 20th level, you are fit to stand beside the yamaraj, grave magistrates of the psychopomps. You gain DR 5/adamantine, fast healing 5, and can *detect thoughts* at will.

STARSPAWN BLOODLINE

The existence and agenda of the massive intergalactic beings known only as the Star-Spawn is thought to be ravings of mad, attention-seeking cultists, but those who pay attention to such things know that their presence has been made known on many worlds. Unfortunately, some of those have been touched by the minds of the awful race, and may produce those children that bear some fraction of the powers of the world-enders, seeds of world destruction. To resist a star-spawn may be futile, but certain individuals may use their gifts to turn the tide of interdimensional invasion.

Class Skill: Knowledge (religion)

Bonus Spells: *bane* (3rd), *detect thoughts* (5th), *fly* (7th), *black tentacles* (9th), *nightmare* (11th), *globe of invulnerability* (13th), *insanity* (15th), *demand* (17th), *gate* (19th)

Bonus Feats: Blind-fight, Craft Wondrous Item, Improved Counterspell, Improved Iron Will, Iron Will, Reach Spell, Spell Focus (enchantment)

Bloodline Arcana: You gain +1 to all saves vs. mind-affecting effects.

Bloodline Powers: To put it bluntly, those of the star-spawn bloodline are meant to be tools of the star-spawn in their apocalyptic schemes. Whether individuals so 'gifted' have the personal power to resist rests in their will, as their power grows.

Overwhelm the Mind (Ex): Starting at 1st level, you may attempt to make contact with another mind and either speak to it or damage it with the strength of your will. A number of times per day equal to 3 plus your Charisma modifier, you can use telepathy with a willing sentient within 30 ft. (for one round per 2 sorcerer levels) or do 1 point of Wisdom damage per three sorcerer levels, if a saving throw of 10 plus ½ your character level plus your Charisma modifier is failed. This is a mind-affecting effect.

Receive the Dream (Su): At 3rd level, you can hear the transmitted thoughts of the Star-Spawn. You gain +1 to all Intelligence, Wisdom and Charisma based skill checks, per 3 character levels.

Star-Child (Ex): At 9th level, you gain the no breath quality, and become immune to cold.

Cult Leader (Ex): At 15th level, you gain Leadership as a bonus feat, with double the number of followers listed or you gain two metamagic feats for which you qualify.

The Secret Name of the Spawn (Ex): At 20th level, you are ready to join the ranks of the Spawn to bring about the End of Days. You gain regeneration 5 (fire) and constantly have *mind blank* in effect.

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Purple Duck Note: *Clearly Perry lied to me when he said Monstrous Bloodlines for Sorcerers III was the final installment because now we have a fourth installment. If you think Perry should write more, email your suggestions to him at pf857426@gmail.com.*

