



ADVANCING WITH CLASS
THE
* ELDRITCH *
SORCERER

DATHFINDER
ROLEPLAYING GAME COMPATIBLE

THE ELDRITCH SORCERER

Designed, Developed, and Edited by John Buckley
The Knotty-Works

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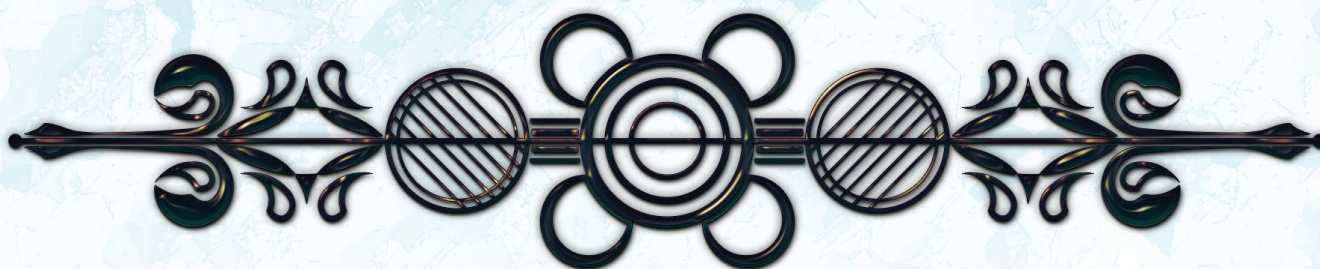
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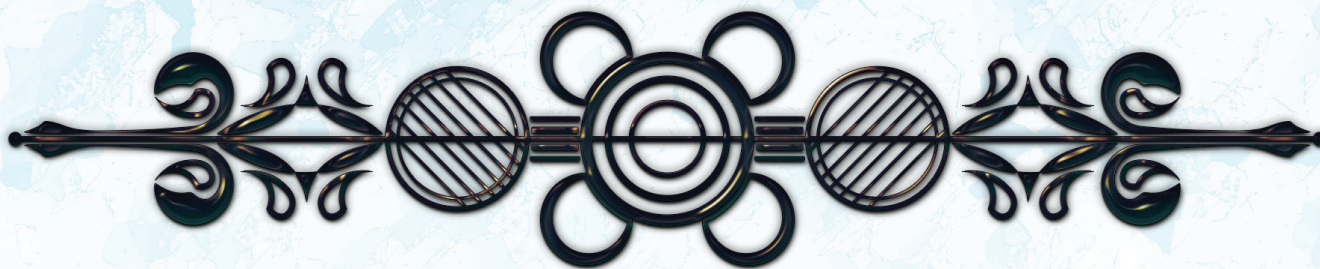
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Born with the taint of magic, the eldritch sorcerer is the embodiment of supernatural energy in mortal form. Whether through the dalliance with an other-worldly being in the eldritch sorcerer's ancestry or a corruption from intense magical infusion, the magics that now flow her body grants the eldritch sorcerer powers that transcend the physical world and often seen as both a blessing and a curse. Often either praised or defamed from the powers she wields, the eldritch sorcerer lives in a realm that makes normal life an impossibility. She grows to understand that those magics that swirl within her soul elevate her above those of her race and kin, either seeing others as less than herself or coming to the realization that her powers come with a higher responsibility than those around her. In the end, the eldritch sorcerer can either come to terms with those powers that separate her from others or let them tear her apart from both within and without.

Role

The eldritch sorcerer is generally seen as an arcane cannon from her signature ability to blast opponents with her eldritch blast. While powerful, the eldritch sorcerer is so much more, with their bloodlines granting them unique abilities and a pool of eldritch energy that can be used to alter her eldritch blast or initiate other magical powers. While she never gains access to the more powerful spells granted other casters, the eldritch sorcerer's innate abilities make her a force to be reckoned with as she gains power and fame.

HIT DIE

d6

ALIGNMENT

The eldritch sorcerer may be of any alignment.

STARTING GOLD

The eldritch sorcerer starts with 2d6 x 10 gp (average of 70 gp) and an outfit worth 10 gp or less.

Class Skills

The eldritch sorcerer's class skills include **Bluff** (Cha), **Craft** (Int), **Fly** (Dex), **Intimidate** (Cha), **Knowledge** (arcana) (Int), **Profession** (Wis), **Sense Motive** (Wis), **Spellcraft** (Int), and **Use Magic Device** (Cha)

Skill Ranks per Level: 2 + Int modifier.

Class Features

The eldritch sorcerer has the following class features;

WEAPON AND ARMOR PROFICIENCIES

The eldritch sorcerer is proficient with simple weapons. She is proficient with light armor but suffers the normal chances of arcane spell failure when casting spells with a somatic component. However, the eldritch sorcerer's eldritch blast is not impacted when she wears armor. She is not proficient with shields.

BLOODLINE

The eldritch sorcerer must choose a bloodline at 1st level and it cannot be changed. The eldritch sorcerer gains the bloodline class skill at 1st level. Beginning at 2nd level, the eldritch sorcerer may choose and cast spells related to her bloodline. She also may choose a bonus feat related to her bloodline at 4th, 10th, and 16th level, but the eldritch sorcerer must meet the listed prerequisites for the feat.

The eldritch sorcerer also gains bloodline powers similarly to normal sorcerers, though she does not gain her first power until 3rd level. She gains additional bloodline powers at 6th level, 12th level, and 18th level.

CANTRIPS

The eldritch sorcerer may choose four cantrips from the Sorcerer/Wizard spell list at 1st level. She may cast these spells at will without expending a spell slot. The eldritch sorcerer gains an additional cantrip at 3rd level

Eldritch Sorcerer Progression Table

Level	Base Attack	Fort	Ref	Will	Special	Spells per Day					
	Bonus	Save	Save	Save		1 st	2 nd	3 rd	4 th	5 th	6 th
1	+0	+0	+2	+2	Bloodline, cantrips, eldritch blast (1d6)	—	—	—	—	—	—
2	+1	+0	+3	+3	Eldritch pool, sorcerogenesis I	1	—	—	—	—	—
3	+1	+1	+3	+3	Bloodline power, eldritch blast (2d6)	2	—	—	—	—	—
4	+2	+1	+4	+4	Bloodline feat	2	—	—	—	—	—
5	+2	+1	+4	+4	Eldritch blast (3d6), sorcerogenesis II	3	1	—	—	—	—
6	+3	+2	+5	+5	Bloodline power	3	2	—	—	—	—
7	+3	+2	+5	+5	Eldritch blast (4d6)	3	2	—	—	—	—
8	+4	+2	+6	+6	Sorcerogenesis III	4	3	1	—	—	—
9	+4	+3	+6	+6	Eldritch blast (5d6)	4	3	2	—	—	—
10	+5	+3	+7	+7	Bloodline feat	4	3	2	—	—	—
11	+5	+3	+7	+7	Eldritch blast (6d6), sorcerogenesis IV	4	4	3	1	—	—
12	+6/+1	+4	+8	+8	Bloodline power	4	4	3	2	—	—
13	+6/+1	+4	+8	+8	Eldritch blast (7d6)	4	4	3	2	—	—
14	+7/+2	+4	+9	+9	Sorcerogenesis V	4	4	4	3	1	—
15	+7/+2	+5	+9	+9	Eldritch blast (8d6)	4	4	4	3	2	—
16	+8/+3	+5	+10	+10	Bloodline feat	4	4	4	3	2	—
17	+8/+3	+5	+10	+10	Eldritch blast (9d6), sorcerogenesis VI	4	4	4	4	3	1
18	+9/+4	+6	+11	+11	Bloodline power	4	4	4	4	3	2
19	+9/+4	+6	+11	+11	Eldritch blast (10d6)	4	4	4	4	4	3
20	+10/+5	+6	+12	+12	Eldritch storm	4	4	4	4	4	4

and every odd level thereafter until a maximum of 9 cantrips at 11th level.

ELDRITCH BLAST (SP)

Beginning at 1st level the eldritch sorcerer may send forth a blast of arcane energy as a **spell-like ability** using a standard actio. The blast is a ranged **touch attack** with a range of 60 ft. The blast causes 1d6 points of energy damage based on the bloodline chosen by the eldritch sorcerer. At 3rd level and every odd level thereafter the damage of the blast increases by 1d6 to a total maximum of 10d6 at 19th level.

The eldritch sorcerer does provoke **attack of opportunity** when unleashing an eldritch blast. It is also susceptible to **spell resistance** and the eldritch blast can be countered with *Dispel Magic* or similar spells, treating the eldritch sorcerer's class level as the effective caster level as needed. The effective spell level of the blast itself is equal to the number of damage dice it causes (maximum of ninth level). The eldritch blast

may be altered or affected by the eldritch sorcerer's sorcerogenesis.

ELDRITCH POOL

At 2nd level, the eldritch sorcerer gains access to a pool of eldritch energy equal to ½ her class level plus her Charisma modifier. Points from the pool may be used to empower abilities granted from chosen sorcerogenesis. As a **swift action**, she may also spend 1 point from her eldritch pool for one of the following effects:

- Increase range of a single eldritch blast to 90 ft. She may spend additional points to increase the range by an additional 30 ft. per additional point spent to a maximum of 180 ft.
- Gain a +1 **dodge bonus** until the beginning of the eldritch sorcerer's next turn. She may spend additional points to increase this bonus by +1 per additional point spent to a maximum of +4. If the eldritch sorcerer is denied her Dexterity modifier, she loses the benefits of this bonus as well.



- Gain a +1 resistance bonus to one type of saving throw (Fortitude, Reflex, or Will) until the beginning of the eldritch sorcerer's next turn. She may initiate this effect as an immediate action as long as the eldritch sorcerer does it before the d20 is rolled. She may spend additional points to increase the resistance bonus by +1 per additional point spent to a maximum of +4.

SORCEROGENESIS

Beginning at 2nd level and then every third level thereafter (through 17th level), the eldritch sorcerer gains access to a new ability referred to as a sorcerogenesis. Once chosen, a sorcerogenesis cannot be changed except at 8th and 17th level when the eldritch sorcerer may replace an existing sorcerogenesis for another one as long as the one being replaced is not required for another sorcerogenesis.

A sorcerogenesis may only be chosen once unless otherwise specified by its description and if the sorcerogenesis lists any other requirements, the eldritch sorcerer must meet those requirements before it may be chosen. Any saving throws associated with

a sorcerogenesis has a DC equal to 10 + ½ the eldritch sorcerer's class level + her Charisma modifier.

ADJUSTABLE ENERGY RESISTANCE (Sp)

This sorcerogenesis is identical to the Energy Resistance sorcerogenesis except the eldritch sorcerer may choose type energy type each time this sorcerogenesis is initiated and it costs 2 points from the eldritch sorcerer's eldritch pool to initiate and maintain it. The eldritch sorcerer must be at least 8th level and have the Energy Resistance sorcerogenesis before she may choose this one.

ALTER ELDRITCH BLAST TYPE (Sp)

This sorcerogenesis allows the eldritch sorcerer to change the energy type of her eldritch blast by spending 1 point from her eldritch pool as a **swift action**. She may choose from acid, cold, electricity, or fire which must be declared before she launches the energy bolt. The eldritch sorcerer may spend 3 points from her eldritch pool to change the type as a **free action** to combine this sorcerogenesis with another one that alters the eldritch blast.

ARCANE NEGATION (Sp)

This sorcerogenesis allows the eldritch sorcerer to attempt to counter any spell or spell-like ability that is directed specifically at her. By spending 3 points from

her eldritch pool as an **immediate action**, the eldritch sorcerer may attempt to dispel a spell or **spell-like ability** that is specifically targeting her by making a caster level check with a DC of 11 + the spell caster's level. The eldritch sorcerer must be at least 8th level before she may choose this sorcerogenesis.

ELDRITCH ARMOR (Sp)

The sorcerogenesis allows the eldritch sorcerer to form a set of aetheric armor that grants her a +4 **armor bonus** by spending 1 point from her eldritch pool as a **standard action**. The armor is composed of force and is effective against incorporeal attacks, but it does not stack with any worn armor. The armor lasts for an hour, though the eldritch sorcerer may extend this duration by an hour by spending an additional point from her eldritch pool as a **free action**.

ELDRITCH SECRET

This sorcerogenesis allows the eldritch sorcerer may choose a single spell from the Sorcerer/Wizard spell list and add it to her list of known spell as long as she can cast the spell at least once per day. The eldritch sorcerer may choose this sorcerogenesis more than once, selecting a different spell each time this sorcerogenesis is chosen.

ENERGY CHAIN (Sp)

This sorcerogenesis allows the eldritch sorcerer to cause her eldritch blast to spawn a smaller blast when successfully striking an opponent to hit another target within range of the blast as long as it is no more than 30 ft. away from the target struck. By spending 2 points from her eldritch pool, the eldritch sorcerer may alter her eldritch blast as a **swift action**. When the eldritch blast successfully strikes an opponent the blast jumps to another target within 30 ft. that is within the range of the blast directed by the eldritch sorcerer. Each time it jumps to a new target, the damage of the blast is reduced by 1d6 to a minimum of 1d6 which will be the last target struck by the blast. A **touch attack** is required for each target and the chain ends when the eldritch sorcerer misses hitting a target. The eldritch sorcerer must be at least 5th level before she may choose this sorcerogenesis.

ENERGY CONDUIT (Sp)

This sorcerogenesis allows the eldritch sorcerer to empower her eldritch blast so that it damages everyone within the line of effect of the blast by spending 3 points from her eldritch pool as a **swift action**. The eldritch

sorcerer does not have to make a **touch attack** for this attack, but everyone within the line of effect is allowed a **Reflex** save to reduce the damage by half. The eldritch sorcerer must be at least 5th level before she may choose this sorcerogenesis.

ENERGY CONE (Sp)

This sorcerogenesis allows the eldritch sorcerer to empower her eldritch blast so that it damages everyone within the 30-foot cone of the blast by spending 3 points from her eldritch pool as a **swift action**. The eldritch sorcerer does not have to make a **touch attack** for this attack, but everyone within the cone is allowed a **Reflex** save to reduce the damage by half. The eldritch sorcerer must be at least 5th level before she may choose this sorcerogenesis.

ENERGY RESISTANCE (Sp)

This sorcerogenesis allows the eldritch sorcerer to spend 1 point from her eldritch pool as a **standard action** to gain **Energy Resistance** 10 based on her Eldritch Blast. If the eldritch sorcerer's Eldritch Blast is not a typical energy (acid, cold, electricity, or fire), she may choose a desired energy type when this sorcerogenesis is chosen but it cannot be changed thereafter. Once initiated, the resistance remains in effect for an hour, and the eldritch sorcerer may extend the resistance for an additional hour by spending 1 point from her eldritch pool as a **free action**.

ENERGY SPHERE (Sp)

This sorcerogenesis allows the eldritch sorcerer to empower her eldritch blast so that it explodes in a 20-foot radius at any point up to the range limit of the eldritch sorcerer's eldritch blast by spending 3 points from her eldritch pool as a **swift action**. The eldritch sorcerer does not have to make a **touch attack** for this attack, but everyone within the area of effect of the explosion is allowed a **Reflex** save to reduce the damage by half. The eldritch sorcerer must be at least 5th level before she may choose this sorcerogenesis.

ENERGY STRIKE (Sp)

This sorcerogenesis allows the eldritch sorcerer to imbue her eldritch blast to her melee weapon, natural attack, or unarmed attack by spending 1 point from her eldritch pool as a **swift action**. If the target is successfully by the melee attack it suffers the damage from the weapon and the eldritch blast. The eldritch sorcerer may hold the charge within her weapon or appendage for a number of rounds equal to ½ her class



level, though it is immediately discharged if she uses her eldritch blast for another attack.

EXTENDED ELDRITCH BLAST (Ex)

This sorcerogenesis increases the eldritch sorcerer's eldritch blast range to 120 ft. As a *swift action*, the eldritch sorcerer may spend 1 point from her eldritch pool as a *swift action* to double this range, though a cumulative -2 penalty for every 30 ft. beyond 120 ft.

This sorcerogenesis may be used in conjunction with the range extension that is granted by the eldritch pool, though the maximum range granted by the eldritch pool itself is still 180 ft. unless the doubling effect listed above is used, which cannot be used with the range extension effect of the eldritch pool. Thus, the eldritch sorcerer may choose to spend additional points from her eldritch pool to either extend the range by 30 ft. per point spent to a maximum of 180 ft. or spend 1 point to extend the range to 240 ft. but suffer a cumulative penalty for every 30-foot increment beyond 120 ft.

POTENT ELDRITCH BLAST (Ex)

This sorcerogenesis allows the eldritch sorcerer to increase the damage die for her eldritch blast from a d6 to a d8. She must spend 1 point from her eldritch pool when launching her eldritch blast per 2 dice of damage caused by the blast (rounding up when the damage is an odd number of dice). She may not use this sorcerogenesis with other socerogenesis that alters her eldritch blast. She must be at least 8th level before she may choose this sorcerogenesis and her eldritch blast must do 1d6 points of energy damage.

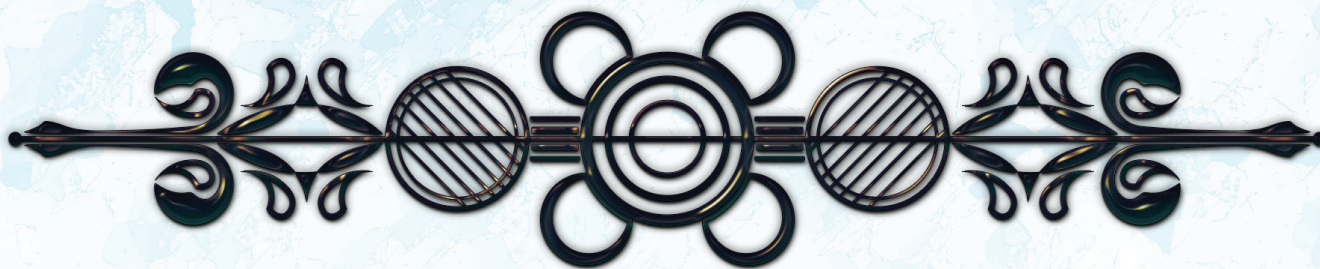
SPLIT ELDRITCH BLAST (Ex)

This sorcerogenesis allows the eldritch sorcerer to split her eldritch blast into several smaller blasts of equal energy that may be used to target multiple creatures. The eldritch sorcerer must spend 1 point from her eldritch pool when firing her eldritch blast to create a number of bolts of equal damage that may be fired at separate targets within range. The eldritch sorcerer determines the number of bolts, but the minimum damage from each bolt is 1d6, the number of damage dice for each bolt must be the same, and any additional damage dice that cannot be evenly divided by the number of bolts created are lost. The eldritch sorcerer must be at least 5th level before she may choose this sorcerogenesis.

SPELLS

At 2nd level, the eldritch sorcerer gains the ability to cast spells from a small list based on her chosen bloodline as desired, with maximum spells per day based on her class level. She does not have to prepare them ahead of time but must have a Charisma score of at least 10 + the spell level in order to cast spells of that particular level. She does gain additional spells based on her Charisma score per the Ability Modifiers and Bonus Spells table. The DC for the applicable saving throw for any spell cast by the eldritch sorcerer is equal to 10 + the spell level + her Charisma modifier.

The eldritch sorcerer may use metamagic feats and effects while casting her spells, though the casting time increased by one step and she must use the effective spell level modified by the metamagic feat. The eldritch sorcerer may use spell completion or spell trigger items for spells on her limited bloodline list, but other spells may only be used through the use of the Use Magic Device skill.



At 8th level, the eldritch sorcerer gains *Dispel Magic* as a known spell when she gains access to third level spells. At 17th level the eldritch sorcerer gains *Greater Dispel Magic* as a known spell when she gains access to sixth level spells.

At 9th level, the eldritch sorcerer may convert a spell slot into eldritch points as a **swift action**, gaining 1 point per spell level of the expended slot for her eldritch pool.

ELDRITCH STORM (Su)

At 20th level, the eldritch sorcerer may expend all of her remaining points from her eldritch pool as an **immediate action** to cause a blast of energy that affects everyone within 60 ft. except the eldritch sorcerer. The blast does 2d6 points of damage per point spent (maximum of 20d6) and a Reflex save does reduce the damage by half (DC 10 + ½ the eldritch sorcerer's class level + her Charisma modifier). Half the damage from the blast is purely eldritch energy while the other half is based on the energy related to her bloodline. Thus, resistance or immunity only apply to half of the damage caused by the blast.

©Paizo Pathfinder Book Abbreviations

ACG	Advanced Class Guide™
APG	Advanced Player's Guide™
UC	Ultimate Combat™
UM	Ultimate Magic™

Eldritch Sorcerer Bloodlines

Each bloodline grants the eldritch sorcerer an additional class skill, bonus feats, and has its own energy type that is used by the eldritch sorcerer for her eldritch blast. Bloodline powers are also granted at specific levels attained as well.

In addition, spells are granted to the eldritch sorcerer based on her bloodline selection. She gains access to all spells of the appropriate level when she gains one or more spell slots per day for that spell level.



Aberrant Bloodline

The eldritch sorcerer's heritage has been tainted by the alien xenology from realms unknown.

Energy Type: Acid.

Class Skill: Knowledge (dungeoneering).

Bonus Feats: Improved Grapple, Improved Initiative, Improved Unarmed Strike, Iron Will, Silent Spell, Skill Focus (Knowledge [dungeoneering]).

First Level Spells

Compel Hostility^{UC}, *Detect Aberration*^{APG}, *Enlarge Person*, *Monkey Fish*^{ACG}, *Ray of Sickness*^{UM}, and *Reduce Person*.

Second Level Spells

Disfiguring Touch^{UM}, *Hideous Laughter*, *Mad Hallucination*^{UM}, *Miserable Pity*^{UM}, *See Invisibility*, and *Skinsend*^{UM}.

Third Level Spells

Distracting Cacophony^{UM}, *Loathsome Veil*^{UM}, *Resinous Skin*^{UC}, *Tongues*, and *Unadulterated Loathing*^{UM}.

Fourth Level Spells

Black Tentacles, *Confusion*, *Phantasmal Killer*, and *Touch of Slime*^{UM}.

Fifth Level Spells

Feeblemind, *Hungry Pit*^{APG}, *Mind Fog*, and *Waves of Fatigue*.

Sixth Level Spells

Conjure Black Pudding^{UM}, *Repulsion*, and *Veil*.

Bloodline Powers

The aberrant bloodline grants the following powers to the eldritch sorcerer.

CONTENTIOUS THOUGHTS (Sp)

At 3rd level, the eldritch sorcerer's eldritch blast may be modified to cause confusion in the target unless they make a successful *Will* save. One point from the eldritch pool must be spent as part of the eldritch blast and if the target fails the *Will* save it is confused for 1 round. This is a mind-affecting effect.

LONG LIMBS (Ex)

At 6th level, the eldritch sorcerer may extend her arms by 5 feet when making a melee attack, though this does not increase his threatened area. The eldritch sorcerer must spend 1 point from her eldritch pool as a swift action when using this power.

UNUSUAL ANATOMY (Ex)

At 12th level, eldritch sorcerer's anatomy physically changes so that she has a 25% chance of ignoring a successful critical strike made against her. At 16th level, the eldritch sorcerer has a 50% chance of ignoring a successful critical strike.

ALIEN RESISTANCE (Su)

At 18th level, the eldritch sorcerer gains spell resistance equal to 10 + her class level.

Abyssal Bloodline

The eldritch sorcerer's generational past includes the taint of the abyss, either from demonic possession or other corruption.

Energy Type: Acid.

Class Skill: Knowledge (planes).

Bonus Feats: Empower Spell, Great Fortitude, Improved Bull Rush, Improved Sunder, Power Attack, Skill Focus (Knowledge [planes]).

First Level Spells

Cause Fear, *Doom*, *Inflict Light Wounds*, *Interrogation*^{UM}, *Murderous Command*^{UM}, and *Vanish*.

Second Level Spells

Bull's Strength, *Darkness*, *Detect Thoughts*, *Mirror Image*, *See Invisibility*, and *Silence*.



Third Level Spells

Deeper Darkness, Fly, Gaseous Form, Rage, and Slow.

Fourth Level Spells

Chaos Hammer, Confusion, Stoneskin, and Unholy Blight.

Fifth Level Spells

Dismissal, Feeblemind, Lesser Planar Binding, and Telekinesis.

Sixth Level Spells

Transformation, True Seeing, and Veil.

Bloodline Powers

The abyssal bloodline grants the following powers to the eldritch sorcerer.

DEMONIC CLAWS (Su)

At 3rd level, the eldritch sorcerer may spend 1 point from her eldritch pool as a free action to grow a set of claws that last until the beginning of her next round. These claws are treated as natural weapons that allows two claw attacks as a full-round attack causing 1d6 points of damage (small: 1d4, large: 1d8) plus her Strength modifier, using the eldritch sorcerer's full base attack bonus. At 5th level, the eldritch sorcerer may also spend an additional point to either treat the claws as magic for purposes of damage reduction or grant them the flaming special ability to cause 1d6 points of additional fire damage upon a successful hit.

DEMON RESISTANCES (Ex)

At 6th level, the eldritch sorcerer gains Energy Resistance 5 versus electricity and a +2 bonus on saving throws versus poison. Once the eldritch sorcerer reaches 12th level, her Energy Resistance to electricity increases to 10 and the bonus to poison saves increases to +4.

ABYSSAL STRENGTH (Ex)

At 12th level, the eldritch sorcerer gains a +2 inherent Strength bonus. This bonus increases to +4 at 16th level and +6 at 20th level.

ABYSSAL SUMMONING (Su)

At 18th level, the eldritch sorcerer may spend 3 points from her eldritch pool as a standard action to summon a Babau Demon that appears within 30 ft. of the eldritch sorcerer that remains for a number of rounds equal to ½ her class level. Only one demon may be summoned at a

time, if the eldritch sorcerer summons another demon, the previous Babau demon will immediately vanish.

Accursed Bloodline

The eldritch sorcerer's ancestral lines have crossed paths with a powerful hag or changeling that continues to curse generations that came after.

Energy Type: Iron Shrapnel. The eldritch sorcerer's eldritch blast pelts a target with small pieces of jagged iron shrapnel that vanish after they strike the target. The blast causes piercing and slashing damage and is treated as cold iron for purposes of overcoming damage reduction.

Class Skill: Perception.

Bonus Feats: Alertness, Blind-Fight, Combat Casting, Deceitful, Endurance, Great Fortitude.

First Level Spells

Air Bubble^{UC}, Break^{APG}, Cause Fear, Negate Aroma^{APG}, Pass without Trace, and Ray of Enfeeblement.

Second Level Spells

Alter Self, Gust of Wind, Invisibility, Pyrotechnics, Touch of Idiocy, and Whispering Wind.

Third Level Spells

Deep Slumber, Ray of Exhaustion, Sleet Storm, Tongues, and Water Breathing.

Fourth Level Spells

Bestow Curse, Enervation, River of Wind^{APG}, and Touch of Slime^{UM}.

Fifth Level Spells

Blight, Control Winds, Feeblemind, and Seeming.

Sixth Level Spells

Control Water, Eyebite, and Symbol of Fear.

Bloodline Powers

The accursed bloodline grants the following powers to the eldritch sorcerer.

HORRIFIC VISAGE (Su)

At 3rd level, the eldritch sorcerer can draw upon her bloodline to cause one target within 30 ft. to view her as having a horrifying appearance as a standard action while expending 1 point from her eldritch pool. The target must make a Will save or be shaken for 1 round



per 2 class levels of the eldritch sorcerer. This is a mind-affecting fear-based effect, though it does not stack with other fear based effects. Once a target successfully makes the **Will** save from the eldritch sorcerer using this power, it is immune from further attempts for 24 hours.

WRETCHED ENDURANCE (Ex)

At 6th level, the eldritch sorcerer gains a +2 bonus on all saving throws against **charm**, cold, fear, fire, and sleep effects. This bonus increases to +4 at 12th level.

DREAD GAZE (Su)

As a standard action, the eldritch sorcerer may fix her gaze on one creature within 60 ft. by spending 2 points from her eldritch pool at 12th level. The target must make a **Will** save or become **staggered** for a number of rounds equal to ½ the eldritch sorcerer's class level. This is a mind-affecting effect. Once a target successfully makes the **Will** save from the eldritch sorcerer using this power, it is immune from further attempts for 24 hours.

DREAM WALKING (Sp)

At 18th level, the eldritch sorcerer may spend 3 points from her eldritch pool to enter the **ethereal** plane as the *Ethereal Jaunt* spell for a number of minutes equal to ½ the eldritch sorcerer's class level. Once each time she travels the **ethereal** plane, the eldritch sorcerer may

spend 2 points from her eldritch pool to cast *Nightmare* as a spell-like ability on a creature in the Material Plane.

Aquatic Bloodline

The call of the sea has always ebbed and flowed within the soul of the eldritch sorcerer and those that came before her.

Energy Type: Cold.

Class Skill: Swim.

Bonus Feats: Athletic, Dodge, Mobility, Silent Spell, Skill Focus (Swim), Toughness.

First Level Spells

Air Bubble^{UC}, *Hydraulic Push*^{APG}, *Monkey Fish*^{ACG}, *Obscuring Mist*, *Summon Nature's Ally I* (aquatic only), and *Touch of the Sea*^{APG}.

Second Level Spells

Elemental Speech^{APG}, *Frigid Touch*^{UM}, *Slipstream*^{APG}, *Summon Nature's Ally II* (aquatic or water elemental only), *Unshakable Chill*^{UM}, and *Whispering Wind*.

Third Level Spells

Aqueous Orb^{APG}, *Beast Shape I* (animals of the aquatic subtype only), *Hydraulic Torrent*^{APG}, *Summon Nature's Ally III* (aquatic or water elemental only), and *Water Breathing*.

Fourth Level Spells

Beast Shape II (animals of the aquatic subtype only), *Geyser*^{APG}, *Ride the Waves*^{UM}, and *Summon Nature's Ally IV* (water elemental only).

Fifth Level Spells

Beast Shape III (animals of the aquatic subtype only), *Control Water*, *Elemental Body II* (water elemental only), and *Summon Nature's Ally V* (aquatic or water elemental only).

Sixth Level Spells

Elemental Body III (water elemental only), *Fluid Form*^{APG}, *Summon Nature's Ally VI* (aquatic or water elemental only).

Bloodline Powers

The aquatic bloodline grants the following powers to the eldritch sorcerer.

DEHYDRATING TOUCH (Sp)

At 3rd level, the eldritch sorcerer can spend 1 point from her eldritch pool as part of a **standard action** to perform a **touch attack**. If the **touch attack** is successful, the target suffers 1d6 points of nonlethal damage and is sickened for 1 round. Oozes, plants, and creatures of the aquatic or water type suffer lethal damage and are nauseated for 1 round instead. The target is allowed a **Fortitude** save to avoid the secondary effect of being sickened or nauseated. Once a target successfully makes a **Fortitude** save it is immune to the secondary effect of that particular eldritch sorcerer for 24 hours. Creatures immune to nonlethal damage are not affected by any effect of this power.

AQUATIC ADAPTATION (Ex)

At 6th level, the eldritch sorcerer gains a swim speed of 30 ft. At 10th level, the eldritch sorcerer also gains the amphibious special quality, a +1 natural armor bonus, and Energy Resistance 5 vs cold. At 15th level, the eldritch sorcerer gains **blindsense** with a range of 30 ft. while in the water and her swim speed increases to 60 ft. At 20th level her **blindsense** while within the water increases to 60 ft.

AQUATIC TELEPATHY (Su)

At 12th level, the eldritch sorcerer gains telepathy (100 feet) and can communicate with creatures with a swim speed or the aquatic or water types regardless of intelligence. She may cast *Suggestion* on such creatures by expending 2 points from her eldritch pool as a **spell-like ability**. This ability is telepathic and does not require audible or visual components. At 18th level, the eldritch sorcerer can telepathically call and request a service from an aquatic, water, or swimming creature as if using *Demand* or *Greater Planar Ally* by expending 3 points from her eldritch pool.

RAISE THE DEEP (Sp)

The eldritch sorcerer may raise water as the *Control Water* spell, but no water need be present at 18th level. The water created is stationary and doesn't flow out of the area where the eldritch sorcerer created it. Creating the water requires the 3 points from the eldritch sorcerer's eldritch pool as a **standard action** and it lasts for a number of rounds equal to ½ her class level. She may extend the duration for an additional number of rounds equal to ½ her class level by spending 2 additional points from her eldritch pool as a **swift action**.

Arcane Bloodline

Magic just seems to come more naturally to the eldritch sorcerer, much to the chagrin of those that have spent years trying to unlock its secrets.

Energy Type: Aether. The eldritch sorcerer's eldritch blast causes bludgeoning damage and is treated as magic for purposes of damage reduction.

Class Skill: Knowledge (any one).

Bonus Feats: Combat Casting, Improved Counterspell, Improved Initiative, Scribe Scroll, Spell Focus, Still Spell.

First Level Spells

Color Spray, Feather Fall, Floating Disk, Identify, Magic Weapon, and Shield.

Second Level Spells

Arcane Lock, Invisibility, Knock, Locate Object, Rope Trick, and Spectral Hand.

Third Level Spells

Arcane Sight, Blink, Fly, Major Image, and Tiny Hut.

Fourth Level Spells

Dimension Door, Greater Invisibility, Lesser Globe of Invulnerability, and Scrying.

Fifth Level Spells

Dominate Person, Interposing Hand, Overland Flight, and Teleport.

Sixth Level Spells

Forceful Hand, Transformation, and True Seeing.

Bloodline Powers

The arcane bloodline grants the following powers to the eldritch sorcerer.

ARCANE BOND (Su)

At 3rd level, the eldritch sorcerer gains the arcane bond as a wizard equal to her class level when determining the abilities of the familiar or bonded object gained. The eldritch sorcerer may cast any one known spell from spell levels she may cast per day if she chooses the bonded object. As with the wizard, the eldritch sorcerer must choose between the familiar and bonded object, she does not receive both.

METAMAGIC ADEPT (Ex)

At 6th level, the eldritch sorcerer may spend 1 point from her eldritch pool when applying a known metamagic feat to a cast spell without increasing the casting time normally required for modifying a spontaneous spell with a metamagic feat. She must still apply the effect level requirement for the feat.

NEW ARCANA (Ex)

At 12th level, the eldritch sorcerer adds one spell from the sorcerer/wizard spell list to her list of known spells as long as the spell level does not exceed the level of available spell levels she may cast per day. At 17th level, the eldritch sorcerer may add one additional spell to her list of known spells.

SCHOOL POWER (Ex)

At 18th level, the eldritch sorcerer chooses one school of magic and gains a +2 bonus to the saving throw DC for any spell cast from that school. This bonus does stack with the bonus granted by *Spell Focus*.

Boreal Bloodline

Cold as Ice, the eldritch sorcerer's power is as powerful and deadly as the northern winds.

Energy Type: Cold.

Class Skill: Survival.

Bonus Feats: Arcane Strike, Diehard, Empower Spell, Endurance, Exotic Weapon Proficiency, Toughness.

First Level Spells

Chill Touch, *Endure Elements*, *Enlarge Person*, *Frostbite*^{UM}, *Hold Portal*, and *Icicle Dagger*^{UM}.

Second Level Spells

Chill Metal, *Elemental Touch*^{APG} (cold only), *Frigid Touch*^{UM}, *Frost Fall*^{UM}, *Rage*, and *Unshakable Chill*^{UM}.

Third Level Spells

Cloak of Winds^{APG}, *Elemental Aura*^{APG} (cold only), *Hold Person*, *Protection from Energy*, and *Sleet Storm*.

Fourth Level Spells

Ice Storm, *Lesser Simulacrum*^{UM}, *Solid Fog*, and *Wall of Ice*.

Fifth Level Spells

Cone of Cold, *Hold Monster*, *Icy Prison*^{UM}, and *Suffocation*^{APG}.

Sixth Level Spells

Cold Ice Strike^{UM}, *Freezing Sphere*, and *Ice Crystal Teleport*^{UM}.

Bloodline Powers

The boreal bloodline grants the following powers to the eldritch sorcerer.

COLD STEEL (Sp)

At 3rd level, the eldritch sorcerer can touch a weapon or up to 50 pieces of ammunition as a **standard action** while expending 1 point from her eldritch pool, giving it the frost property for a number of rounds equal to ½ her class level (minimum 1). At 12th level, the eldritch sorcerer can confer the icy burst property instead, but the duration of the power is halved.

ICEWALKER (Ex)

At 6th level, the eldritch sorcerer gains **Energy Resistance** 5 versus cold and can move across snow and ice-covered surfaces without penalty or leaving tracks. At 12th level, the eldritch sorcerer's **Energy Resistance** increases to 10 and she may climb on ice covered surfaces as if using *Spider Climb*.

SNOW SHROUD (Su)

At 12th level, the eldritch sorcerer ignores concealment and **Perception** penalties caused by natural or magical snow, ice, fog, and similar weather conditions. She may spend 2 points from her eldritch pool to create a cloak of swirling snow for a number of rounds equal to ½ her class level as a **standard action**. This cloak acts as the *Fire Shield* spell (with the cold effect) but sheds no light and also provides the eldritch sorcerer a 20% miss chance on attacks made against her and grants her a **Stealth** bonus equal to ½ her class level in snowy and ice-covered areas.

BLIZZARD (Sp)

At 18th level, the eldritch sorcerer may spend 3 points from her eldritch pool to create a savage snow storm centered on her as a **standard action**. This power acts as the *Control Winds* spell, but the entire area (other than the "eye" of the storm which is centered on the eldritch sorcerer) is also treated as the *Sleet Storm* spell and all in the area are exposed to extreme cold.



Celestial Bloodline

The eldritch sorcerer comes from a long line of blessed individuals that have been touched by an angel.

Energy Type: Electricity and Positive Energy. The eldritch sorcerer's eldritch blast causes both electrical and positive energy damage, half each determined once to the total is rolled.

Class Skill: Heal.

Bonus Feats: Dodge, Extend Spell, Iron Will, Mobility, Mounted Combat, Ride-By Attack.

First Level Spells

Bless, Command, Detect Evil, Moment of Greatness^{UC}, Protection from Evil, and Remove Fear.

Second Level Spells

Aid, Communal Protection from Evil^{APG}, Continual Flame, Resist Energy, Shield Other, and Spiritual Weapon.

Third Level Spells

Hold Person, Magic Circle against Evil, Magic Vestment, Prayer, and Tongues.

Fourth Level Spells

Discern Lies, Divine Power, Holy Smite, and Remove Curse.

Fifth Level Spells

Commune, Dispel Evil, Disrupting Weapon, and Flame Strike.

Sixth Level Spells

Heal, Planar Ally, and True Seeing.

Bloodline Powers

The celestial bloodline grants the following powers to the eldritch sorcerer.

ANGELIC TOUCH (Sp)

At 3rd level, the eldritch sorcerer may spend 1 point from her eldritch pool as a standard action to channel positive energy through her touch. She heals 1d6 points of damage to living creatures and causes 1d6 points of damage to undead. For each additional point spent from her eldritch pool, the eldritch sorcerer increases the healing or damaging effect by 1d6 points to a maximum number of dice equal to her class level. Living creatures (including the eldritch sorcerer) may only benefit from this power once per day.

CELESTIAL RESISTANCES (Ex)

At 6th level, the eldritch sorcerer gains Energy Resistance 5 versus both acid and cold. At 12th level this resistance increases to 10.

WINGS OF HEAVEN (Su)

At 12th level, the eldritch sorcerer may spend 2 points from her eldritch pool as a **move action** to grow a set of feathery wings that grants her a fly speed of 60 ft. with good maneuverability. The wings remain for a number of minutes equal to ½ her class level.

CONVICTION (Su)

At 18th level, the eldritch sorcerer and spend 3 points from her eldritch pool as an **immediate action** to reroll a single ability check, attack roll, or saving throw. The eldritch sorcerer must decide to activate this power after the initial die is rolled but before the results are made known. The eldritch sorcerer must accept the results of the second roll, even if it is worse than the first one.

Deep Earth Bloodline

Down under takes new meaning to the eldritch sorcerer as her heritage includes a touch of the under-world that draws her to that which dwells below.

Energy Type: Acid and Cold. The damage caused by the eldritch sorcerer's eldritch blast is both acidic and cold, effectively half of each.

Class Skill: Knowledge (dungeoneering).

Bonus Feats: Alertness, Blind-Fight, Forge Ring, Skill Focus (Perception), Stealthy, Still Spell.

First Level Spells

Detect Secret Doors, *Expeditious Excavation*^{APG}, *Keen Senses*^{APG}, *Stone Fist*^{APG}, *Stumble Gap*^{APG}, and *Thunderstomp*^{ACG}.

Second Level Spells

Certain Grip^{UC}, *Create Pit*^{APG}, *Darkvision*, *Invisibility*, *Protective Penumbra*^{UM}, and *Stone Call*^{APG}.

Third Level Spells

Burrow^{UM}, *Deeper Darkness*, *Pellet Blast*^{UC}, *Resinous Skin*^{UC}, and *Spiked Pit*^{APG}.

Fourth Level Spells

Acid Pit^{APG}, *Repel Vermin*, *Stoneskin*, and *Vermin Shape*^{UM}.

Fifth Level Spells

Hungry Pit^{APG}, *Passwall*, *Spike Stones*, and *Vermin Shape*^{UM}.

Sixth Level Spells

Move Earth, *Stone Tell*, and *Wall of Iron*.

Bloodline Powers

The deep earth bloodline grants the following powers to the eldritch sorcerer.

TREMOR (Sp)

At 3rd level, the eldritch sorcerer may spend 1 point from her eldritch pool as a **standard action** and attempt to **trip** one opponent within 30 ft. by causing the ground under the target's feet to buckle. The eldritch sorcerer adds her class level plus her Charisma score for calculating her CMB for this maneuver. Using this power does provoke an **attack of opportunity**, but only if the eldritch sorcerer is within the threat range of an opponent.

ROCKSEER (Ex)

At 6th level, the eldritch sorcerer gains the dwarf's stonecunning trait, and if the eldritch sorcerer is a dwarf this bonus increases to +4. At 12th level, the eldritch sorcerer gains tremorsense with a range of 30 ft. as long as she is standing on solid stone or earth. At 18th level, the range of the eldritch sorcerer's tremorsense increases to 60 ft.

CRYSTAL SHARD (Sp)

At 12th level, the eldritch sorcerer may spend 2 points from her eldritch pool as a **standard action** and grant a single metal or stone weapon (or 50 pieces of ammunition) the effects of the Bane special ability versus creatures of the earth subtype, oozes, or constructs made of metal or stone for a number of rounds equal to ½ her class level.

EARTH GLIDE (Ex)

At 18th level, the eldritch sorcerer can glide through any sort of natural earth or stone with a burrow speed equal to ½ her land based movement speed by spending 3 points from her eldritch pool as a **swift action**. The effect of this power lasts for a number of rounds equal to the eldritch sorcerer's class level.



Destined Bloodline

Whether the subject of a familial prophecy or simply another link in the chain, the eldritch sorcerer's lineage was meant for great and wondrous things, either awesome or awful.

Energy Type: Light of Fate. The eldritch sorcerer's eldritch blast causes piercing damage and is treated as magic for purposes of damage reduction.

Class Skill: Knowledge (history).

Bonus Feats: Arcane Strike, Diehard, Endurance, Leadership, Maximize Spell, Weapon Focus.

First Level Spells

Anticipate Peril^{UM}, *Alarm*, *Command*, *Crafter's Fortune*^{APG}, *Moment of Greatness*^{UC}, and *True Strike*.

Second Level Spells

Adoration^{UC}, *Aid*, *Augury*, *Blessing of Courage and Life*^{APG}, *Blur*, and *Warding Weapon*^{UC}.

Third Level Spells

Borrow Fortune^{APG}, *Greater Magic Weapon*, *Guiding Star*^{APG}, *Heroism*, and *Locate Weakness*^{UC}.

Fourth Level Spells

Blessing of Fervor^{APG}, *Divination*, *Freedom of Movement*, and *Remove Curse*.

Fifth Level Spells

Break Enchantment, *Breath of Life*, *Commune*, and *Life Bubble*^{APG}.

Sixth Level Spells

Greater Heroism, *Guards and Wards*, and *True Seeing*.

Bloodline Powers

The destined bloodline grants the following powers to the eldritch sorcerer.

TOUCH OF DESTINY (SP)

At 3rd level, the eldritch sorcerer may spend 1 point from her eldritch pool as a **standard action** to grant herself or an ally (by touch) with an **insight** bonus equal to ½ her class level to a single attack roll, saving throw, skill check, or ability check made before the beginning of the eldritch sorcerer's turn.

FATED (SU)

At 6th level, the eldritch sorcerer gains a +1 luck bonus on all of her saving throws and her AC during the surprise round or otherwise taken unaware of the danger. This bonus increases by +1 at 9th level and every three levels thereafter (maximum of +5 at 18th level).

IT WAS MEANT TO BE (SU)

At 12th level, the eldritch sorcerer may spend 2 points from her eldritch pool as an **immediate action** to reroll any single attack roll, critical hit confirmation, or caster level check to overcome spell resistance. The eldritch sorcerer must declare the use of this power after the initial roll is made but before the results are known. Regardless of the result, the eldritch sorcerer must accept the second roll.

WITHIN REACH (SU)

At 18th level, the eldritch sorcerer may spend 3 points from her eldritch pool as an **immediate action** when an attack or spell would result in her death to make a DC 20 Will save. If successful, the eldritch sorcerer is only reduced to -1 and her wound automatically stabilizes. The eldritch sorcerer must be conscious in order to initiate this power; she cannot use it once she is knocked unconscious or reduced below 0 hit points.

Djinni Bloodline

Whether through contract or blessing, the eldritch sorcerer's heritage has been affected by the presence of the djinn.

Energy Type: Electricity.

Class Skill: Knowledge (planes).

Bonus Feats: Dodge, Empower Spell, Improved Initiative, Lightning Reflexes, Skill Focus (Knowledge [planes]), Weapon Finesse.

First Level Spells

Alter Winds^{APG}, Endure Elements, Enlarge Person, Feather Fall, Shock Shield^{UC}, and Shocking Grasp.

Second Level Spells

Elemental Speech^{APG}, Fog Cloud, Gust of Wind, Invisibility, Minor Image, and See Invisibility.

Third Level Spells

Cloak of Winds^{APG}, Fly, Gaseous Form, Major Image, and Wind Wall.

Fourth Level Spells

Ball Lightning^{APG}, Elemental Body I (air only), Greater Invisibility, and Minor Creation.

Fifth Level Spells

Elemental Body II (air only), Major Creation, Overland Flight, and Persistent Image.

Sixth Level Spells

Elemental Body III (air only), Programmed Image, and Sirocco.

Bloodline Powers

The djinni bloodline grants the following powers to the eldritch sorcerer.

HEATED BLAST (SP)

At 3rd level, the eldritch sorcerer may spend 1 point from her eldritch pool when using her eldritch blast to enhance the blast to also include a searing blast of hot air that causes an additional 1d6 points of fire damage.

DJINN RESISTANCE (Ex)

At 6th level, the eldritch sorcerer gains Energy Resistance 10 versus electricity. At 12th level, the eldritch sorcerer

may spend 1 point from her eldritch pool as an immediate action to increase her resistance to 20 until the beginning of her next turn.

WHIRLWIND (Su)

At 12th level, the eldritch sorcerer may spend 2 points from her eldritch pool into a 10-foot-high whirlwind as a standard action and remain in that form for a number of rounds equal to ½ her class level. She may end the effect as a free action.

AIRS OF THE CALIPH (Su)

At 18th level, the eldritch sorcerer may spend 3 points from her eldritch pool as a standard action to gain a fly speed of 60 ft. with average maneuverability for a number of minutes equal to her class level.

Draconic Bloodline

The eldritch sorcerer can claim heritage with a draconic component, either tainted by a dragon's magic or more physical aspects.

Energy Type: The energy type is based on the dragon type chosen by the eldritch sorcerer at 1st level when this bloodline is selected. The eldritch sorcerer must choose a particular breed of dragon which cannot be changed.

Class Skill: Perception.

Bonus Feats: Great Fortitude, Improved Initiative, Power Attack, Quicken Spell, Skill Focus (Knowledge [arcana]), Toughness.

First Level Spells

Burning Hands, Cause Fear, Endure Elements, Feather Fall, Mage Armor, and Mirror Strike^{UC}.

Second Level Spells

Fire Breath^{APG}, Glide^{APG}, Pyrotechnics, Resist Energy, Scare, and See Invisibility.

Third Level Spells

Draconic Reservoir, Fly, Lightning Bolt, Rage, and Stinking Cloud.

Fourth Level Spells

Dragon's Breath, Fear, Scrying, and Stoneskin.



Fifth Level Spells

Cloudkill, Overland Flight, Polymorph, and Spell Resistance.

Sixth Level Spells

Form of the Dragon I, Repulsion, and True Seeing.

Bloodline Powers

The draconic bloodline grants the following powers to the eldritch sorcerer.

DRACONIC CLAWS (Su)

At 3rd level, the eldritch sorcerer may spend 1 point from her eldritch pool as a **free action** to grow a set of claws that last until the beginning of her next round. These claws are treated as natural weapons that allows two claw attacks as a full-round attack causing 1d6 points of damage (small: 1d4, large: 1d8) plus her normal Strength modifier, using the eldritch sorcerer's full base attack bonus. At 5th level, the eldritch sorcerer may also spend an additional point to either treat the claws as magic for purposes of **damage reduction** or grant them the flaming special ability to cause 1d6 points of additional energy damage based on the dragon type chosen upon a successful hit.

SCALES OF THE DRAGON (Ex)

At 6th level, the eldritch sorcerer gains **Energy Resistance** 5 versus the energy type associated with the dragon type chosen and a +1 natural armor bonus.

Once the eldritch sorcerer reaches 12th level, her **Energy Resistance** increases to 10 and the natural armor bonus increases to +4.

DRAGON BREATH (Su)

At 12th level, the eldritch sorcerer may spend 2 points from her eldritch pool to expel a breath weapon similar to the dragon type she is associated. Those within the area of effect are allowed a **Reflex** save to reduce the damage by half, otherwise the breath weapon causes 10d6 points of damage. The shape of the breath weapon is based on the dragon type chosen for this bloodline. The eldritch sorcerer cannot use the breath weapon again for 1d4 rounds after the last time it was used.

DRACONIC WINGS (Su)

At 18th level, the eldritch sorcerer may spend 3 points from her eldritch pool as a **standard action** to grow a set of leathery dragon wings that grants her a fly speed of 60 ft. with average maneuverability. The wings remain for a number of minutes equal to her class level.

Dreamspun Bloodline

Whether prophetic or a mystical connection to the realms of beyond, the eldritch sorcerer lineage includes members that have breached the realm of dreams that has been embedded within very being.

Energy Type: The eldritch sorcerer's eldritch blast for this bloodline only causes 1 point of nonlethal damage per 1d6 points of normal damage caused by the eldritch blast. In addition, creatures that require rest or sleep must make a **Will** save or fall asleep for a number of rounds equal to the eldritch sorcerer's class level. Once a target successfully makes a **Will** save, it is immune that that effect from the attacking eldritch sorcerer for 24 hours.

Class Skill: Sense Motive.

Bonus Feats: Alertness, Blind-Fight, Deceitful, Heighten Spell, Persuasive, Skill Focus (Sense Motive).

First Level Spells

Anticipate Peril^{UM}, Blurred Movement^{ACG}, Color Spray, Hypnotism, Moment of Greatness^{UC}, and Sleep.

Second Level Spells

Augury, Calm Emotions, Daze Monster, Detect Thoughts, Hypnotic Pattern, and Share Memory^{UM}.

Third Level Spells

Deep Slumber, Heroism, Ray of Exhaustion, Remove Blindness/Deafness, and Suggestion.

Fourth Level Spells

Divination, Mass Daze, Moonstruck^{APG}, and Rainbow Pattern.

Fifth Level Spells

Dream, Nightmare, Symbol of Sleep, and Telepathic Bond.

Sixth Level Spells

Mass Suggestion, Serenity^{UM}, and Veil.

Bloodline Powers

The dreamspun bloodline grants the following powers to the eldritch sorcerer.

LULLABY (SP)

At 3rd level, the eldritch sorcerer may spend 1 point from her eldritch pool to cast *Lullaby* as a spell-like

ability as a standard action. The effect of this power last one minute and does not require concentration. The penalty to saves versus sleep effects increases to -4.

COMBAT PRECOGNITION (Su)

At 6th level, the eldritch sorcerer gains a +1 insight bonus on initiative checks. This bonus increases by +1 at 9th level and every three levels thereafter.

DREAMSHAPER (SP)

At 12th level, the eldritch sorcerer can manipulate the dreamscape of others, drawing forth or tampering with their subconscious minds by expending 2 points from her eldritch pool as a full round action. This power allows the eldritch sorcerer to tamper with the target's memories as if using modify memory, or she may ask questions as if using speak with dead upon a corpse. A successful **Will** save negates the effect. A target of this power that successfully makes a **Will** save cannot be subject to this power by the same eldritch sorcerer for 24 hours.

EYE OF THE DREAMER (SP)

At 18th level, the eldritch sorcerer can project her consciousness as if using the *Arcane Eye* spell by expending 3 point from her eldritch pool as a standard action. While the eye is naturally invisible, the eldritch sorcerer may use a standard action to make the eye visible and lock its position, but it is treated as a *Symbol of Sleep* for the area it is located. While using it as the Arcane Eye, the eldritch sorcerer must concentrate to maintain its effect and it can be used for up to 1 minute per class level before it vanishes. Once it becomes visible, the eye remains for an hour per class level of the eldritch sorcerer.

Only one instance of the eye of the dreamer at a time regardless of the way it is used. Initiating this power again immediately causes the previous eye to vanish.



Efreeti Bloodline

The blood of the eldritch sorcerer burns with a generational brush with the Elemental Plane of Fire's lords, the Efreeti.

Energy Type: Fire.

Class Skill: Knowledge (planes).

Bonus Feats: Empower Spell, Great Fortitude, Improved Initiative, Power Attack, Skill Focus (Knowledge [planes]), Weapon Finesse.

First Level Spells

Burning Hands, Endure Elements, Enlarge Person, Produce Flame, Silent Image, and Vanish^{APG}.

Second Level Spells

Elemental Speech^{APG}, Flaming Sphere, Invisibility, Minor Image, Pyrotechnics, and Scorching Ray.

Third Level Spells

Ash Storm^{UM}, Fireball, Haste, Major Image, and Stinking Cloud.

Fourth Level Spells

Elemental Body I (fire only), Fire Shield, Greater Invisibility, and Wall of Fire.

Fifth Level Spells

Elemental Body II (fire only), Fire Snake^{APG}, Lesser Planar Binding, and Persistent Image.

Sixth Level Spells

Contagious Flame^{APG}, Elemental Body III (fire only), and Planar Binding.

Bloodline Powers

The efreeti bloodline grants the following powers to the eldritch sorcerer.

FEELING THE HEAT (Sp)

At 3rd level, the eldritch sorcerer may spend 1 point as a move action to generate an aura of heat similar to the efreet that lasts until the beginning of her next turn. Any non-reach melee attacks she makes (including any combat maneuvers) cause an additional 1d6 points of fire damage. In addition, anyone that attacks the eldritch

sorcerer with a non-reach melee attack (including combat maneuvers such as **bull rush** or **grapple**) also suffers 1d6 points of damage. Once the aura is initiated, she may maintain it as a **free action** by spending 1 point from her eldritch pool at the beginning of her turn.

EFREET RESISTANCE (Ex)

At 6th level, the eldritch sorcerer gains **Energy Resistance 10** versus fire. At 12th level, the eldritch sorcerer may spend 1 point from her eldritch pool as an **immediate action** to increase her resistance to 20 until the beginning of her next turn.

EFREET FORM (Su)

At 12th level, the eldritch sorcerer may assume the form of an efreet as a **standard action** by spending 2 points from her eldritch pool. This acts like the *Giant Form I* spell except it is limited to becoming an efreet and the duration is limited to a number of rounds equal to ½ the eldritch sorcerer's class level. She does gain the efreet's heat ability.

EFREETI MOVEMENT (Su)

At 18th level, the eldritch sorcerer's land speed increases by 30 ft. She may also spend 3 points from her eldritch pool as a **standard action** to gain a fly speed of 30 ft. with perfect maneuverability for a number of rounds equal to her class level.

Elemental Bloodline

Whether from an ancestral connection to an elemental plane or from an undue exposure to elemental forces in the long past, the eldritch sorcerer now feels an innate connection to one of the Elemental Planes of Existence.

Energy Type: The energy type is determined by the element chosen by the eldritch sorcerer at 1st level when this bloodline is selected. She must choose from Air, Earth, Fire, or Water, and once selected the eldritch sorcerer cannot change it.

Class Skill: Knowledge (planes).

Bonus Feats: Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Knowledge [planes]), Weapon Finesse.

First Level Spells

Air Bubble, *Burning Hands*, *Corrosive Touch*^{UM}, *Endure Elements*, *Hydraulic Push*^{APG}, and *Stone Fist*^{APG}.

Second Level Spells

Elemental Speech^{APG}, *Elemental Touch*^{APG}, *Flaming Sphere*, *Scorching Ray*, *Summon Monster II* (elementals only), and *Whispering Wind*.

Third Level Spells

Aqueous Orb^{APG}, *Cup of Dust*^{APG}, *Elemental Aura*^{APG}, *Fly*, *Meld into Stone*, and *Protection from Energy*.

Fourth Level Spells

Elemental Body I, *Stoneskin*, *Summon Monster IV* (elementals only), and *Wall of Fire*.

Fifth Level Spells

Acidic Spray^{UM}, *Elemental Body II*, *Passwall*, and *Summon Monster V* (elementals only).

Sixth Level Spells

Elemental Body III, *Summon Monster VI* (elementals only), and *Wall of Iron*.

Bloodline Powers

The element bloodline grants the following powers to the eldritch sorcerer.

ELEMENTAL HAND OF POWER (Su)

At 3rd level, the eldritch sorcerer may spend 1 point from her eldritch pool as a **swift action** to envelop her hands or melee weapon with energy related to the element chosen for this bloodline. This allows her to cause 1d6 additional points of energy for any melee attack or as a **touch attack** to simply cause energy damage until the beginning of her next turn.

ELEMENTAL RESISTANCE (Ex)

At 6th level, the eldritch sorcerer gains **Energy Resistance 10** versus the energy type related to the element chosen. At 12th level, the eldritch sorcerer may spend 1 point from her eldritch pool as an **immediate action** to increase her resistance to 20 until the beginning of her next turn.

ELEMENTAL BLAST (Sp)

At 12th level, the eldritch sorcerer may spend 2 points from her eldritch pool as a **standard action** to unleash a burst of energy related to her chosen element. This burst has a 20-foot-radius and causes 5d6 points of damage, though anyone within the area of effect is allowed a **Reflex save** for half damage. Once the eldritch sorcerer uses this power, she must wait 1d4 rounds

before she may trigger it again while her elemental energies re-coalesce.

ELEMENTAL MOVEMENT (Su)

At 18th level, the eldritch sorcerer gains a special movement type or bonus based on her chosen element by spending 3 points from her eldritch pool as a standard action. The enhancement movement lasts for a number of minutes equal to the eldritch sorcerer's class level.

Fey Bloodline

Whether cursed by a fey lord or one of her ancestors came from the far realm, the eldritch sorcerer's capricious nature manifests her power through both playful and deadly bouts.

Energy Type: The eldritch sorcerer's eldritch blast is composed of natural elements including leaves, thorns, etc. The blast causes piercing and slashing damage and is treated as magic for purposes of overcoming damage reduction.

Class Skill: Knowledge (nature).

Bonus Feats: Dodge, Improved Initiative, Lightning Reflexes, Mobility, Quicken Spell, Skill Focus (Knowledge [nature]).

First Level Spells

Charm Person, Detect Animals or Plants, Disguise Self, Entangle, Grease, and Sleep.

Second Level Spells

Alter Self, Barkskin, Delay Poison, Hideous Laughter, Invisibility, and Unnatural Lust^{UM}.

Third Level Spells

Anthropomorphic Animal^{UM}, Deep Slumber, Major Image, Snare, and Suggestion.

Fourth Level Spells

Greater Invisibility, Neutralize Poison, Poison, and Symbol of Laughter^{ACG}.

Fifth Level Spells

Awaken, Seeming, Symbol of Sleep, and Tree Stride.

Sixth Level Spells

Cloak of Dreams^{APG}, Mislead, and True Seeing.

Bloodline Powers

The fey bloodline grants the following powers to the eldritch sorcerer.

LAUGHING TOUCH (Sp)

At 3rd level, the eldritch sorcerer may spend 1 point from her eldritch pool as a standard action that includes a melee touch attack. If the attack is successful, the target begins laughing and can only actions it can take are move actions and defend itself on its next turn. Once an opponent has been subjected to this power from the eldritch sorcerer, it is immune to this power from the eldritch sorcerer for 24 hours. This is a mind-affecting effect.

WOODLAND STRIDE (Ex)

At 6th level, the eldritch sorcerer may move through any sort of undergrowth (brush, thorns, and other similar terrain) as her normal movement rate without taking damage or suffering any other impairment. Magically manipulated terrains continue to affect her normally.

GREATER BLOODLINE POWER (Sp)

At 12th level, the eldritch sorcerer may spend 2 points from her eldritch pool as a swift action to become invisible as the Greater *Invisibility* spell for up to a number of rounds equal to ½ her class level.

FEY MAGIC (Su)

At 18th level, the eldritch sorcerer may spend 3 points from her eldritch pool as an immediate action to reroll a single caster level check required to overcome spell resistance. She must decide to use this power after the initial roll but before the results are revealed. She must accept the results of the second roll even if it is worse than the first roll.





Infernal Bloodline

Whether through an infernal contract or more physical relationship, the eldritch sorcerer lineage is tainted from the corruption of hell and its diabolic taint.

Energy Type: Fire.

Class Skill: Diplomacy.

Bonus Feats: Combat Expertise, Deceitful, Extend Spell, Iron Will, Skill Focus (Knowledge [planes]), Spell Penetration.

First Level Spells

Charm Person, Compel Hostility, Disguise Self, Murderous Command, Produce Flame, and Protection from Good.

Second Level Spells

Enthrall, Invisibility, Minor Image, Pyrotechnics, Resist Energy, and Scorching Ray.

Third Level Spells

Fly, Hold Person, Magic Circle against Good, Suggestion, and Vision of Hell^{UM}.

Fourth Level Spells

Charm Monster, Ice Storm, Order's Wrath, and Unholy Blight.

Fifth Level Spells

Cone of Cold, Dispel Good, Dominate Person, and Summon Monster V (devils only).

Sixth Level Spells

Envious Urge^{UM}, Planar Binding, and True Seeing.

Bloodline Powers

The infernal bloodline grants the following powers to the eldritch sorcerer.

CORRUPTING TOUCH (SP)

At 3rd level, the eldritch sorcerer may spend 1 point from her eldritch pool as a melee touch attack. If the target is successfully touched it is shaken for a number of rounds equal to ½ the eldritch sorcerer's class level and radiate an aura of evil as if an evil outside equal to its hit dice. Once a creature is affected by the eldritch sorcerer's corrupting touch it is immune from that particular eldritch sorcerer for 24 hours.

INFERNAL RESISTANCES (EX)

At 6th level, the eldritch sorcerer gains Energy Resistance 5 to fire and a +2 bonus to saving throws versus poison. At 12th level, the eldritch sorcerer's energy resistance increases to 10 and the saving throw bonus versus poison increases to +4.

HELLFIRE (SU)

At 12th level, the eldritch sorcerer may spend 2 points from her eldritch pool as a standard action to call forth a 40 ft. tall column of hellfire with a 10-foot-radius up to 60 ft. away. The hellfire causes 5d6 points of damage, though anyone within the area of effect is allowed a Reflex save for half damage. Once the eldritch sorcerer uses this power, she must wait 1d4 rounds before she may trigger it again.

DIABOLIC WINGS (SU)

At 18th level, the eldritch sorcerer may spend 3 points from her eldritch pool as a standard action to grow a set of fearsome bat wings. The wings grant the

eldritch sorcerer a fly speed of 60 ft. with average maneuverability that remains for 1 minute per class level.

Marid Bloodline

Whether the intermingling with the marid lord or a dabbling in the magics of the marids, the heritage of the eldritch sorcerer can be seen in her capricious nature.

Energy Type: Cold.

Class Skill: Knowledge (planes).

Bonus Feats: Dodge, Empower Spell, Improved Initiative, Lightning Reflexes, Skill Focus (Knowledge [planes]), Weapon Finesse.

First Level Spells

Endure Elements, Enlarge Person, Hydraulic Push^{APG}, Obscuring Mist, Silent Image, and Touch of the Sea.

Second Level Spells

Elemental Speech^{APG}, Invisibility, Minor Image, See Invisibility, Slipstream^{APG}, and Unshakable Chill^{UM}.

Third Level Spells

Aqueous Orb^{APG}, Gaseous Form, Hydraulic Torrent^{APG}, Quench, and Water Breathing.

Fourth Level Spells

Elemental Body I (water only), Ice Storm, Ride the Waves^{UM}, and Wall of Ice.

Fifth Level Spells

Cone of Cold, Elemental Body II (water only), Geyser^{APG}, and Persistent Image.

Sixth Level Spells

Control Water, Elemental Body III (water only), and Fluid Form^{APG}.

Bloodline Powers

The marid bloodline grants the following powers to the eldritch sorcerer.

STEAM BLAST (SP)

At 3rd level, the eldritch sorcerer may spend 1 point from her eldritch pool when using her eldritch blast to enhance the blast to also include a searing blast of hot steam that causes an additional 1d6 points of fire damage.

MARID RESISTANCE (Ex)

At 6th level, the eldritch sorcerer gains **Energy Resistance** 10 versus cold. At 12th level, the eldritch sorcerer may spend 1 point from her eldritch pool as an immediate action to increase her resistance to 20 until the beginning of her next turn.

WATER'S FURY (Su)

At 12th level, the eldritch sorcerer may spend 2 points from her eldritch pool to summon a rushing jet of water from the elemental plane of water as a **standard action**. The jet gushes forth in a 60-foot-line that deals 5d6 points of damage to everyone within the path unless a **Reflex** save is made for half damage. Once the jet is unleashed, the eldritch sorcerer must wait 1d4 rounds before she may use this power again.

AQUATIC ASSIMILATION (Su)

At 18th level, the eldritch sorcerer gains a swim speed of 30 ft. She may spend 3 points from her eldritch pool as a **swift action** to gain the ability to breathe water for a number of minutes equal to her class level. This does not prevent her from breathing air.

Protean Bloodline

Whether through fate or chance, a brush with chaos primeval has forever altered the eldritch sorcerer's genealogy and sparked the desire for anarchy and the inspiration provided by a constant influx of new and exciting ideas.

Energy Type: The eldritch sorcerer must roll 1d4 each type she uses her eldritch blast to determine the energy type for the blast. 1: Acid, 2: Cold, 3: Electricity, and 4: Fire.

Class Skill: Knowledge (planes).

Bonus Feats: Agile Maneuvers, Defensive Combat Training, Enlarge Spell, Great Fortitude, Improved Great Fortitude, Spell Focus.

First Level Spells

Entropic Shield, Flare Burst^{APG}, Illusion of Calm^{UC}, Liberating Command^{UC}, Moment of Greatness^{UC}, and Protection from Law.

Second Level Spells

Blur, Misdirection, Qualm^{UC}, Resist Energy, Shard of Chaos^{UM}, and Undetectable Alignment.



Third Level Spells

Displacement, *Elemental Aura*^{APG}, *Gaseous Form*, *Magic Circle Against Law*, and *Versatile Weapon*^{APG}.

Fourth Level Spells

Chaos Hammer, *Confusion*, *Control Summoned Creature*^{UM}, and *Malfunction*^{UM}.

Fifth Level Spells

Dispel Law, *False Vision*, *Fickle Winds*^{UM}, and *Major Creation*.

Sixth Level Spells

Contagious Flame^{APG} (randomly determine type of energy; 1d4: 1 acid, 2 cold, 3 electricity, 4 fire), *Disintegrate*, and *Mislead*.

Bloodline Powers

The protean bloodline grants the following powers to the eldritch sorcerer.

PROTOPLASM (Sp)

At 3rd level, the eldritch sorcerer may spend 1 point from her eldritch pool to create a ball of entropic protoplasm and throw it at a target as a standard action. The eldritch may throw the protoplasm up to 30 ft. away, making a ranged **touch attack** against an individual causing 1d6 points of damage. The target must make a **Reflex** save or become **entangled** as if under the effects of a tanglefoot bag. The protoplasm dissolved after 1d3 rounds or when the eldritch sorcerer decides to throw another ball of protoplasm.

PROTEAN RESISTANCES (Ex)

At 6th level, the eldritch sorcerer gains **Energy Resistance 5** versus acid and a +2 bonus to saving throws versus **transmutation-based spells** and **spell-like abilities**. At 12th level, the **Energy Resistance** increases to 10 and the **transmutation-based saving throw bonus** increases to +4.

REALITY WRINKLE (Sp)

At 12th level, the eldritch sorcerer can spend 2 points from her eldritch pool to surround herself with a mobile, 10-foot-radius emanation of mutable reality. This rippling distortion is similar to *Solid Fog* but does not provide **concealment** or block line of sight and remains for a number of rounds equal to ½ the eldritch sorcerer's class level. The eldritch sorcerer's movement is not slowed by this aura, though attacks from outside the aura suffer a 20% miss chance against targets inside the aura.

SPATIAL TEAR (Sp)

At 18th level, the eldritch sorcerer may spend 3 points from her eldritch pool to unravel the fabric of reality and use that tear to move between spaces. This functions as the *Dimension Door* spell with the added twist that protoplasmic pseudopods spring from the eldritch sorcerer's previous location and function as *Black Tentacles* limited to the space occupied by the eldritch sorcerer and can attack anything that passes within 5 feet of them. The pseudopods remain until the beginning of the eldritch sorcerer's next turn.

Serpentine Bloodline

The eldritch sorcerer's link to the serpent masters of the antediluvian past is evident in her charming yet deceptive appearance, belying a cold and manipulative spirit.

Energy Type: The eldritch sorcerer's eldritch blast contains a contact poison that causes 1 point of damage per 1d6 normally caused by the eldritch blast and then 1 point per 1d6 for up to 6 rounds. The poisoned target is allowed a **Fortitude** saving throw at the beginning of its turn each round (DC equal to 10 + $\frac{1}{2}$ the eldritch sorcerer's class level + her Charisma modifier) to negate the damage that round. If the target makes two consecutive saving throws, all remaining poison damage is negated. Targets immune to poison are not affected by this type of eldritch blast.

Class Skill: Diplomacy.

Bonus Feats: Combat Reflexes, Deceitful, Persuasive, Silent Spell, Skill Focus (Bluff), Stealthy.

First Level Spells

Expeditious Retreat, *Hypnotism*, *Memory Lapse*^{APG}, *Mirror Strike*^{UC}, *Ray of Sickening*^{UM}, and *Speak with Animals*.

Second Level Spells

Accelerate Poison^{APG}, *Animal Trance*, *Darkvision*, *Daze Monster*, *Delay Poison*, and *Pernicious Poison*^{UM}.

Third Level Spells

Beast Shape I (reptiles only), *Dominate Animal*, *Sepia Snake Sigil*, *Suggestion*, and *Summon Monster III* (reptiles only).

Fourth Level Spells

Beast Shape II (reptiles only), *Fear*, *Mass Daze*, and *Poison*.

Fifth Level Spells

Beast Shape III (reptiles only), *Dominate Person*, *Fire Snake*^{APG}, and *Hold Monster*.

Sixth Level Spells

Mass Suggestion, *Mislead*, and *Transformation*.

Bloodline Powers

The serpentine bloodline grants the following powers to the eldritch sorcerer.

Serpent's Fang (Ex)

At 3rd level, the eldritch sorcerer may spend 1 point from her eldritch pool to grow a set of fangs as a **free action** that remain until the beginning of her next turn. The fangs can be used as a secondary natural weapon (-5 penalty to attack rolls to bite) that inflicts 1d4 points of damage (for a medium sized eldritch sorcerer) plus $\frac{1}{2}$ the eldritch sorcerer's Strength modifier. The fangs are also poisonous and those bitten must make a **Fortitude** save or become poisoned. At 9th level, the fangs are treated as magic for purposes overcoming **Damage Reduction** and the poison becomes more potent and causes 1d2 points of Constitution damage and requires 2 consecutive saves to overcome the poison's continuous effect.

Fangs Poison (Bite-injury; save **Fort** DC 10 + $\frac{1}{2}$ eldritch sorcerer's class level + her Constitution modifier; frequency 1/round for 6 rounds; effect 1 Con damage; cure 1 save)

Serpentfriend (Ex)

At 6th level, the eldritch sorcerer can use **Speak with Animals** at will with reptilian animals (including various forms of dinosaurs, lizards, and other cold-blooded creatures), and she gains a viper familiar using the eldritch sorcerer's class level -2 as her effective wizard level.

Snakeskin (Ex)

At 12th level, the eldritch sorcerer gains a +2 natural armor bonus, a +2 racial bonus against poison, and a +2 bonus on **Escape Artist** checks. At 19th level, the eldritch sorcerer's bonuses all increase to +4.

Den of Vipers (Sp)

At 18th level, the eldritch sorcerer may spend 3 points from her eldritch pool to summon a swarm of writhing serpents as a **standard action**. The effect is identical to the *Creeping Doom* spell, but the swarm's poison inflicts Constitution damage and any creature other than the eldritch sorcerer that shares a space with the swarm is **entangled**. The swarms remain for a number of rounds equal to $\frac{1}{2}$ the eldritch sorcerer's class level unless she uses this power again, in which case the previous swarms all disappear.



Shadow Bloodline

A darkness stains the soul of the eldritch sorcerer, her lineage forever cursed by shadow and mystery. But she learns that by staying out of the light the eldritch sorcerer gains freedom that few can truly know.

Energy Type: The damage of the eldritch sorcerer's eldritch blast from this bloodline is untyped but only causes nonlethal damage. In addition, the target must make a **Fortitude** save or become **dazzled** for a number of rounds equal to $\frac{1}{2}$ the eldritch sorcerer's class level. Once a target makes a successful save, it can no longer be affected by the attacking eldritch sorcerer's dazzling effect for 24 hours.

Class Skill: Stealth.

Bonus Feats: Blind-Fight, Dodge, Silent Spell, Skill Focus (Stealth), Stealthy, Weapon Finesse.

First Level Spells

Cloak of Shade^{APG}, *Entropic Shield*, *Obscuring Mist*, *Ray of Enfeeblement*, *Shadow Weapon*^{UM}, and *Vanish*^{APG}.

Second Level Spells

Blindness/Deafness, *Darkness*, *Darkvision*, *Dust of Twilight*^{APG}, *Invisibility*, and *Protective Penumbra*^{UM}.

Third Level Spells

Blink, *Deeper Darkness*, *Displacement*, *Invisibility Sphere*, and *Twilight Knife*^{APG}.

Fourth Level Spells

Greater Invisibility, *Moonstruck*^{APG}, *Shadow Conjunction*, and *Shadow Projection*^{APG}.

Fifth Level Spells

Hostile Juxtaposition^{UC}, *Seeming*, *Shadow Evocation*, and *Teleport*.

Sixth Level Spells

Getaway, *Mislead*, and *Shadow Walk*.

Bloodline Powers

The shadow bloodline grants the following powers to the eldritch sorcerer.

PROTECTIVE PENUMBRA (SP)

At 3rd level, the eldritch sorcerer may spend 1 point from her eldritch pool as a standard action to create a globe of shadow about her that functions as *Obscuring Mist* except that it moves with the eldritch sorcerer. The shadow cannot be dismissed with wind, but it may be dispelled by either *Dispel Magic* or a magical effect that creates light requiring the individual attempting to make a caster level check with a DC equal to 11 + the

eldritch sorcerer's class level (If a spell is used, it must be greater than 0 level). The shadowed area remains for a number of rounds equal to the eldritch sorcerer's class level.

SHADOW VISION (Ex)

At 6th level, the eldritch sorcerer gains darkvision with a range of 30 ft. If the eldritch sorcerer already has darkvision, it increases by 30 ft. At 12th level, the eldritch sorcerer's darkvision increases to 60 ft. (or increases by 60 ft. if she already has darkvision).

SHADOW WELL (Sp)

At 12th level, the eldritch sorcerer can use the Stealth skill even while being observed and without cover or concealment, as long as she is within 10 feet of a shadow other than her own.

In addition, when within an area of darkness or dim light, as a standard action while expending 2 points from her eldritch pool, the eldritch sorcerer may choose to switch places with a willing ally within 60 feet, who must also be in darkness or dim light. Unless otherwise noted, this travel is identical to *Dimension Door*.

ENVELOPING DARKNESS (Sp)

At 18th level, the eldritch sorcerer may spend 3 points from her eldritch pool to create an area of *Deeper Darkness* that she can see through without penalty as a standard action. All creatures except the eldritch sorcerer are entangled within this darkness unless using *Freedom of Movement* or a similar effect. The darkness remains for 1 minute per class level and it may either be centered on the eldritch sorcerer or stationary location. The eldritch sorcerer may only have one instance of this darkness active at a time, creating another area of darkness immediately ends the effects of the previous darkness effect.

Shaitan Bloodline

The power of the earth lords flows through the veins of the eldritch sorcerer, grounding her and providing her with the temperament of patience and perspective.

Energy Type: Acid.

Class Skill: Knowledge (planes).

Bonus Feats: Dodge, Empower Spell, Great Fortitude, Improved Initiative, Power Attack, Skill Focus (Knowledge [planes]).

First Level Spells

Corrosive Touch^{UM}, *Enlarge Person*, *Endure Elements*, *Silent Image*, *Stone Fist*^{APG}, and *True Strike*.

Second Level Spells

Elemental Speech^{APG}, *Glitterdust*, *Locate Object*, *Minor Image*, *Soften Earth and Stone*, and *Stone Call*^{APG}.

Third Level Spells

Displacement, *Elemental Aura*^{APG}, *Greater Magic Weapon*, *Meld into Stone*, and *Shifting Sand*^{APG}.

Fourth Level Spells

Elemental Body I (earth only), *Spike Stones*, *Stone Shape*, and *Stoneskin*.

Fifth Level Spells

Elemental Body II (earth only), *Rusting Grasp*, *Transmute Mud to Rock*, and *Wall of Stone*.

Sixth Level Spells

Elemental Body III (earth only), *Stone Tell*, and *Wall of Iron*.

Bloodline Powers

The shaitan bloodline grants the following powers to the eldritch sorcerer.

EARTH MASTERY (Ex)

At 3rd level, the eldritch sorcerer gains a +1 bonus on attack and damage rolls, and a +2 bonus to CMB and CMD for Bull Rush, Overrun, Reposition, and Trip maneuvers as long as both she and her opponent are touch solid ground. When casting any spell that involves earth or stone, the eldritch sorcerer's caster level increases by one determining the spells effect.

At 9th level, the bonus on attack and damage rolls increase to +2 and the CMB and CMD bonus increase to +4.

SHAITAN RESISTANCE (Ex)

At 6th level, the eldritch sorcerer gains Energy Resistance 10 versus acid. This resistance increases to 20 at 12th level.

AVALANCHE (Su)

At 12th level, whenever the eldritch sorcerer hits a single target with a spell that deals damage, she may spend 2 points from her eldritch pool and make a Bull Rush maneuver as a swift action. The eldritch sorcerer's

CMB for this maneuver is equal to her class level + the eldritch sorcerer's Charisma bonus. The eldritch sorcerer can make this maneuver even if the target is not in melee range, and she does not provoke an attack of opportunity for making this maneuver. The bonuses granted by the Earth Mastery power apply.

EARTH MOVEMENT (Su)

At 18th level the eldritch sorcerer gains a burrow speed of 30 ft. She may spend 3 points from her eldritch pool as a swift action to gain the ability to move through stone and metal as well for up to 1 minute per class level.

Starsoul Bloodline

Whether the eldritch sorcerer's progenitors came from the stars or where somehow touched by the void, and now her magics draw her to look beyond the surface and draws her to the unknown.

Energy Type: Cold.

Class Skill: Knowledge (nature).

Bonus Feats: Dodge, Endurance, Iron Will, Quicken Spell, Skill Focus (Perception), Toughness.

First Level Spells

Color Spray, Flare Burst^{APG}, Floating Disk, Forced Quiet^{UC}, Gravity Bow, and Unseen Servant.

Second Level Spells

Darkvision, Glitterdust, Levitate, Mad Hallucination, Mirror Image, and See Invisibility.

Third Level Spells

Blink, Daylight, Displacement, Fly, and Twilight Knife^{APG}.

Fourth Level Spells

Call Lightning Storm (dealing fire damage), Moonstruck^{APG}, Rainbow Pattern, and Resilient Sphere.

Fifth Level Spells

Overland Flight, Suffocation^{APG}, Telekinesis, and Teleport.

Sixth Level Spells

Repulsion, Serenity, and Transformation.

Bloodline Powers

The starsoul bloodline grants the following powers to the eldritch sorcerer.



MINUTE METEORS (Sp)

At 3rd level, the eldritch sorcerer may spend 1 point from her eldritch pools to summon a rain of tiny meteorites as a standard action to fall in a 5-foot column, 30 feet high, with a range of 30 feet. The meteors inflict 1d6 piercing and bludgeoning damage and 1d4 fire damage. A Reflex save negates this damage.

VOIDWALKER (Ex)

At 6th level, the eldritch sorcerer gains low-light vision and Energy Resistance 5 versus cold and fire. At 12th level, the eldritch sorcerer no longer needs to breathe, as if wearing a necklace of adaptation.

AURORA BOREALIS (Sp)

At 12th level, the eldritch sorcerer may spend 2 points from her eldritch pool to create a sheet of cascading colors as a standard action. This power acts as a Wall of Fire, but it inflicts cold damage and does not radiate heat. However, one side of the aurora designated by the eldritch sorcerer fascinates creatures within 10 feet, up to a maximum of 2 HD of creatures per class level. A Will save negates this fascinate effect. The wall lasts for a number of rounds equal to ½ her class level and the eldritch sorcerer may only have one wall created at a time. If she decides to create another wall, the previous wall immediately vanishes.

BREACHING THE GULF (Sp)

At 18th level, the caster level of the eldritch sorcerer is increased by 3 when casting spells of the teleportation subschool. In addition, the eldritch sorcerer may spend 3 points from her eldritch pool as a standard action to teleport a single creature within 30 feet into the void of space if it fails a Will save. The target can attempt a new saving throw as a full-round action each round to return. While trapped in the airless void, the target suffers 3d6 points of cold damage per round and must hold its breath or begin to suffocate. Only one creature may be sent to the void at a time with this power, if another creature is currently imprisoned in the void, it immediately returns when the eldritch sorcerer uses this power on another creature (even if it succeeds with its Will save). Once a creature successfully makes a Will save against this power it is immune to any further attempts from that eldritch sorcerer to send it to the void again for 24 hours.

Stormborn Bloodline

Whether born in the midst of a storm or the product of a familial line that has been touched by spirits of storm, the eldritch sorcerer's temperament is both explosive and brooding as it is driven by the lightning coursing through her veins.

Energy Type: Electricity.

Class Skill: Knowledge (nature).

Bonus Feats: Deadly Aim, Enlarge Spell, Far Shot, Great Fortitude, Point Blank Shot, Wind Stance.

First Level Spells

Alter Winds^{APG}, *Ear-Piercing Scream*^{UM}, *Obscuring Mist*, *Shock Shield*^{UC}, *Shocking Grasp*, and *True Strike*.

Second Level Spells

Chill Metal, *Gust of Wind*, *Resist Energy* (cold, electricity, or sonic only), *Shatter*, *Unshakable Chill*^{UM}, and *Whispering Wind*.

Third Level Spells

Call Lightning, *Cloak of Winds*^{APG}, *Fly*, *Lightning Bolt*, and *Sleet Storm*.

Fourth Level Spells

Ball Lightning^{APG}, *Ice Storm*, *Shout*, and *Solid Fog*.

Fifth Level Spells

Call Lightning Storm, *Lightning Arc*, *Overland Flight*, and *Sonic Thrust*^{UM}.

Sixth Level Spells

Chain Lightning, *Cold Ice Strike*^{UM}, and *Sirocco*.

Bloodline Powers

The stormborn bloodline grants the following powers to the eldritch sorcerer.

THUNDERSTAFF (Sp)

At 3rd level, the eldritch sorcerer can spend 1 point from her eldritch pool and touch a weapon as a standard action, giving it the shock property for a number of rounds equal to ½ her class level. At 12th level, the eldritch sorcerer can spend 2 points to confer the shocking burst property instead.

STORMCHILD (Ex)

At 6th level, The eldritch sorcerer gains Energy Resistance 5 versus electricity and sonic, and treat wind effects as being one step less severe. At 15th level, the eldritch sorcerer treats wind effects as being two steps less severe and gains blindsense 60 feet against concealment from natural or magical fog, mist, or weather effects.

THUNDERBOLT (Sp)

At 12th level, the eldritch sorcerer can spend 2 points from her eldritch pool to command a stroke of lightning to strike from above in a 5-foot-radius cylinder 60 ft. high with a range of 120 ft. Summoning the thunderbolt is a standard action and the thunderbolt inflicts 6d6 points of damage; half of this damage is electricity and half is sonic. A Reflex save halves this damage. Creatures failing their saves are deafened for 1 round.

RIDE THE LIGHTNING (Sp)

At 18th level, as a full-round action the eldritch sorcerer can spend 3 points from her eldritch pool to become a living lightning bolt and move in a straight line up to 10 times her speed that round. The eldritch sorcerer does not provoke attacks of opportunity while moving in this way. Creatures or objects in her path are affected as by the eldritch sorcerer's thunderbolt power. Creatures do not block the eldritch sorcerer's movement, but solid barriers do unless they are reduced to 0 hit points.



Andrew Dobell

Undead Bloodline

Whether from a near death experience or an necromantic ancestry, the eldritch sorcerer is tied to the negative energies that generates undeath.

Energy Type: Negative Energy. The eldritch sorcerer may use the blast to damage living creatures or heal undead creatures.

Class Skill: Knowledge (religion).

Bonus Feats: Diehard, Endurance, Skill Focus (Knowledge [religion]), Spell Focus, Still Spell, Toughness.

First Level Spells

Chill Touch, Deathwatch, Detect Undead, Hide from Undead, Inflict Light Wounds, and Ray of Enfeeblement.

Second Level Spells

Command Undead, Death Knell, Desecrate, False Life, Ghoul Touch, and Skinsend^{UM}.

Third Level Spells

Halt Undead, Lesser Animate Dead^{UM}, Ray of Exhaustion, Undead Anatomy I^{UM}, and Vampiric Touch.

Fourth Level Spells

Animate Dead, Death Ward, Enervation, and Greater False Life^{UM}.

Fifth Level Spells

Suffocation^{APG}, Undead Anatomy II^{UM}, Unhallow, and Waves of Fatigue.

Sixth Level Spells

Create Undead, Undead Anatomy III^{UM}, and Undeath to Death.

Bloodline Powers

The undead bloodline grants the following powers to the eldritch sorcerer.

GRAVE TOUCH (SP)

At 3rd level, the eldritch sorcerer may spend 1 point from her eldritch pool to make a melee **touch attack** as a standard action that causes a living creature to become **shaken** for a number of rounds equal to ½ her class level. If the eldritch sorcerer touches a **shaken** creature with this ability, it becomes **frightened** for 1 round if it has fewer Hit Dice than the eldritch sorcerer's class level.

DEATH'S GIFT (Su)

At 6th level, the eldritch sorcerer gains **Energy Resistance 5** versus cold and **DR 5/—** against nonlethal damage. At 12th level, the eldritch sorcerer's resistance to cold increases to 10 and her **DR** increases to 10/— against nonlethal damage.

GRASP OF THE DEAD (SP)

At 12th level, the eldritch sorcerer can spend 2 points from her eldritch pool to cause a swarm of skeletal arms to burst from the ground to rip and tear at her foes as a **standard action**. The skeletal arms erupt from the ground in a 20-foot-radius burst and anyone in this area takes 6d6 points of slashing damage. Those caught in the area receive a **Reflex** save for half damage. Those who fail the save are unable to move for 1 round. The skeletal arms disappear after 1 round. The arms must burst up from a solid surface.

INCORPOREAL FORM (SP)

At 18th level, the eldritch sorcerer can spend 3 points from her eldritch pool to become incorporeal for 1 round per class level. While in this form, she gains the incorporeal subtype, taking half damage from magical corporeal sources and she suffers no damage from non-magic weapons and objects. Likewise, the eldritch sorcerer's spells deal only half damage to corporeal creatures. Spells and other effects that do not deal damage function normally.

Verdant Bloodline

Touched by the spirit of Gaia, the eldritch sorcerer is bound to the life force of nature itself at an intrinsic level of understanding and communion.

Energy Type: Positive Energy. The eldritch blast of the eldritch sorcerer of the verdant bloodline damages opponents regardless of their living or undeath status as it is raw and feral in nature.

Class Skill: Knowledge (nature).

Bonus Feats: Acrobatic Steps, Craft Staff, Extend Spell, Fleet, Nimble Moves, Skill Focus (Knowledge [nature]).

First Level Spells

Detect Animals or Plants, Endure Elements, Entangle, Expeditious Excavation^{APG}, Feather Step^{APG}, and Pass without Trace.

Second Level Spells

Barkskin, Campfire Wall^{APG}, Delay Poison, Forest Friend^{UC}, Warp Wood, and Wood Shape.

Third Level Spells

Diminish Plants, Neutralize Poison, Plant Growth, Resinous Skin^{UC}, and Speak with Plants.

Fourth Level Spells

Command Plants, Grove of Respite^{APG}, Hallucinatory Terrain, and Thorn Body.

Fifth Level Spells

Mirage Arcana, Plant Shape I, Tree Stride, and Wall of Thorns.

Sixth Level Spells

Plant Shape II, Repel Wood, and Transport via Plants.

Bloodline Powers

The verdant bloodline grants the following powers to the eldritch sorcerer.

TANGLEVINE (SP)

At 3rd level, as a **standard action**, the eldritch sorcerer can spend 1 point from her eldritch pool to create a 15-foot-long, animated vine that springs from her hand. This vine lasts for 1 round and can be used to make a single **disarm**, **steal**, or **trip** combat maneuver, using



the eldritch sorcerer's class level plus her Charisma modifier in place of her normal CMB.

PHOTOSYNTHESIS (Ex)

At 6th level, the eldritch sorcerer feeds upon nature's raw essence and her need to eat and sleep is reduced as if wearing a ring of sustenance. She also gains a +2 racial bonus on saving throws made against poison and sleep effects. At 12th level, these bonuses increase to +4.

MASSMORPH (Sp)

At 12th level, as a full-round action, the eldritch sorcerer can spend 2 points from her eldritch pool to alter the size and health of plant life, as if using *Plant Growth* or *Diminish Plants*. Alternatively, the eldritch sorcerer can transform one willing non-plant creature by spending 2 points from her eldritch pool plus an additional individual per additional points spent (no two of which can be more than 30 feet apart) as *Tree Shape*.

The eldritch sorcerer may spend 3 points from her eldritch pool to transform herself as the *Plant Shape I* at 18th level.

ROOTING (Ex)

At 18th level, as a move action, the eldritch sorcerer can spend 3 points from her eldritch pool to extend roots

into the ground that remain for a number of minutes equal to ½ her class level. Her speed is reduced to 5 feet, but the eldritch sorcerer gains a +4 bonus to natural armor and a +10 bonus to CMD against bull rush, overrun, reposition, and trip maneuvers. The eldritch sorcerer also gains tremorsense 30 ft. and fast healing 1 as long as she is rooted in earth.

Favored Class Options



AASIMAR

If the character chooses the celestial bloodline, the character gains ½ a point for her eldritch pool for initiating her bloodline powers.

CATFOLK

If the character chooses the shadow or verdant bloodline, the character gains ½ a point for her eldritch pool for initiating powers from those bloodlines.

CHANGELING

If the character chooses the accursed or fey bloodline, the character gains ½ a point for her eldritch pool for initiating powers from those bloodlines.

DHAMPIR

If the character chooses the undead bloodline, the character gains ½ a point for her eldritch pool for initiating her bloodline powers.

DROW

If the character chooses the aberrant, deep earth or protean bloodline, the character gains ½ a point for her eldritch pool for initiating powers from those bloodlines.

DUERGAR, DWARE, OR SVIRFNEBLIN

If the character chooses the deep earth or elemental (earth) bloodline, the character gains ½ a point for her eldritch pool for initiating powers from those bloodlines.



ELF

If the character chooses the arcane or verdant bloodline, the character gains $\frac{1}{2}$ a point for her eldritch pool for initiating powers from those bloodlines.

GILLMEN, MERFOLK, OR UNDINE

If the character chooses the aquatic or marid bloodline, the character gains $\frac{1}{2}$ a point for her eldritch pool for initiating powers from those bloodlines.

GNOME OR KITSUNE

If the character chooses the destined or fey bloodline, the character gains $\frac{1}{2}$ a point for her eldritch pool for initiating powers from those bloodlines.

GOBLIN

If the character chooses the deep earth or protean bloodline, the character gains $\frac{1}{2}$ a point for her eldritch pool for initiating powers from those bloodlines.

GRIPPLI

If the character chooses the aquatic or verdant bloodline, the character gains $\frac{1}{2}$ a point for her eldritch pool for initiating powers from those bloodlines.

HALFLING

If the character chooses the destined or verdant bloodline, the character gains $\frac{1}{2}$ a point for her eldritch pool for initiating powers from those bloodlines.

Half-Orc, Hobgoblin, or Orc

The eldritch sorcerer adds 5 ft. to the range of her eldritch blast.

HUMAN OR HALF-ELF

The eldritch sorcerer gains $\frac{1}{3}$ of a sorcerogenesis.

IFRIT

If the character chooses the elemental (fire) or efreeti bloodline, the character gains $\frac{1}{2}$ a point for her eldritch pool for initiating powers from those bloodlines.

KOBOLD, NAGIJI, OR VISHKANYA

If the character chooses the draconic or serpentine bloodline, the character gains $\frac{1}{2}$ a point for her eldritch pool for initiating powers from those bloodlines.

OREAD

If the character chooses the elemental (earth) or shaitan bloodline, the character gains ½ a point for her eldritch pool for initiating powers from those bloodlines.

RATFOLK

If the character chooses the deep earth, djinni, or shaitan bloodline, the character gains ½ a point for her eldritch pool for initiating powers from those bloodlines.

SAMSARAN

If the character chooses the destined or dreamspun bloodline, the character gains ½ a point for her eldritch pool for initiating powers from those bloodlines.

STRIX OR TENGU

If the character chooses the elemental (air) or stormborn bloodline, the character gains ½ a point for her eldritch pool for initiating powers from those bloodlines.

SULI

If the character chooses the djinni, efreeti, marid, or shaitan bloodline, the character gains ½ a point for her eldritch pool for initiating powers from those bloodlines.

SYLPH

If the character chooses the elemental (air) or djinni bloodline, the character gains ½ a point for her eldritch pool for initiating powers from those bloodlines.

TIEFLING

If the character chooses the abyssal or infernal bloodline, the character gains ½ a point for her eldritch pool for initiating powers from those bloodlines.

VANARA

If the character chooses the boreal or verdant bloodline, the character gains ½ a point for her eldritch pool for initiating powers from those bloodlines.

WAYANG

If the character chooses the protean or shadow bloodline, the character gains ½ a point for her eldritch pool for initiating powers from those bloodlines.



New Feats

EXPANDED ELDRITCH POOL

You can store more eldritch energy within yourself.

Prerequisite: Eldritch Pool class feature.

Benefit: You gain 2 additional points to your eldritch pool.

Special: You can choose this feat multiple times, gaining two additional points each time this feat is chosen.

EXTRA SORCEROGENESIS

You have discovered another sorcerous secret from within.

Prerequisite: Sorcerogenesis class feature.

Benefit: You gain one additional sorcerogenesis. You must meet any requirements for the sorcerogenesis before you may choose it.

Special: You can choose this feat multiple times, gaining one additional sorcerogenesis each time this feat is chosen.

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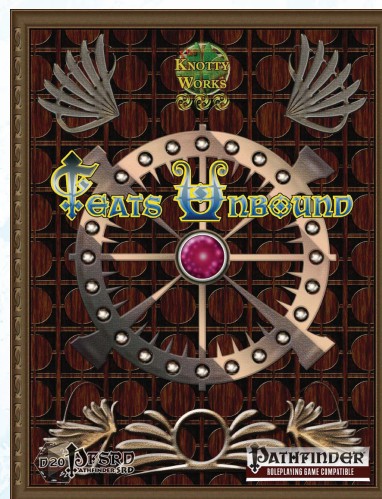
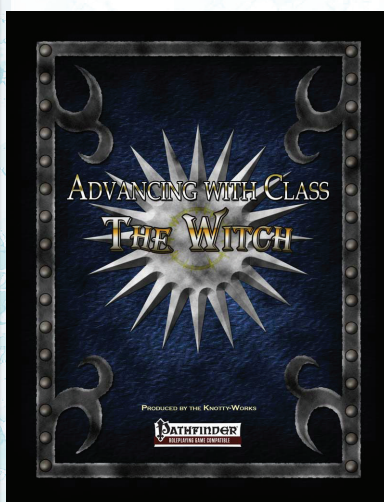
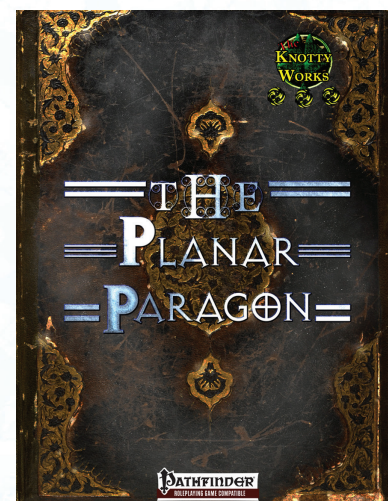
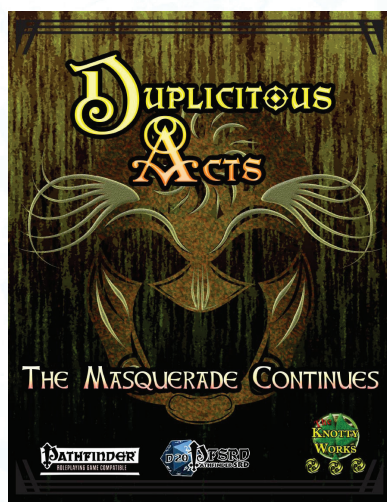
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