

BLOODLINE FEATS

A sorcerer's bloodline represents the ancestry from which he draws his arcane power. This innate magical ability not only allows him to cast spells, but it also flavours the kinds of spells he knows and uses. In some cases, it even affects his appearance and personality. Many sorcerers who have no idea what their true heritage might be claim to have draconic blood because it sounds impressive. In reality, however, arcane blood can come from many sources. After all, dragons are not the only magic-wielding creatures that have been known to dally with humanoids.

A sorcerer might become aware of his bloodline through dreams and instincts, or through more traditional research and study. Dreams that illuminate a character's ancestry can come early in life, when innate magical powers first awaken, or later on, when the character encounters beings with similar ancestry. Sometimes the unique ancestor is well known in the family, so there is no question about the origin of the sorcerer's power. In other families, the bloodline lies dormant for untold generations, manifesting only at random intervals. A character with such a background might have no access to anyone who actually recalls the ancestor who granted the bloodline, but he might be able to discover it by researching his family history or meditating on his inner powers.

Once a sorcerer discovers his bloodline, he can better cultivate his connection with his arcane ancestry. As he becomes more synchronized with his own soul, additional spells consistent with his ancestry become available to him. If he chooses to continue developing his bloodline, he can also gain additional abilities based on his heritage.

BLOODLINE FEATS

The feats presented below belong to a new category called bloodline feats. These feats are designed with sorcerers in mind, although any character who meets the prerequisites can choose them. Each of the base feats in this category (the ones with the word "bloodline" in their names) grants a character the bloodline of a particular kind of magical creature, plus a specific set of extra arcane spells known. When the first bloodline feat is chosen, the character must decide to which list of arcane spells known that the spells granted by the feat are added if more than one of her classes allows her to cast arcane spells without preparation. Choosing such a feat represents not only having a particular sort of ancestor, but also coming to terms with that heritage sufficiently to benefit from it. A character may choose only one base bloodline feat.

The description of each base bloodline feat offers guidelines on how that ancestry might affect the character's personality, appearance, and spell selection. The player is free to use or ignore any of these suggestions, as desired. While ancestry does influence who you are and what you do, it is not the only telling feature of your character-or even the primary one.

Each base bloodline feat is the foundation of a short feat tree—that is, another feat presented below requires it as a prerequisite. These additional feats represent a sorcerer's continuing mastery of her heritage. In addition, some bloodline feats are general enough that any character who has taken a base bloodline feat (regardless of which one) can acquire them.

The base bloodline feats are most advantageous when taken in conjunction with the character's first level of sorcerer (or another class that casts spells in the same manner), but they can also prove beneficial to characters of higher level, especially for the purpose of accessing the other bloodline-related feats. DMs should consider the spell selections provided and how those fit into their game worlds before deciding whether to use these feats. The DM is always free to adjust the spell list to reflect campaign-based spell restrictions or new spells not described in the *Players Handbook*, if desired.

Additional subtypes within each bloodline are also possible – most notably in the draconic bloodline, since a sorcerer's persona and abilities might reflect the specific kind of dragon in her ancestry. In such a case, DMs and players can adapt the base bloodline feat accordingly.

Wizards have schools, clerics have religions, and druids have circles, but the sorcerer is essentially alone. His power comes from within. Nature, not nurture, determines who he is and what he can do. Bloodline feats can help give sorcerers the unique place they deserve in the campaign world.

AIR BLOODLINE (BLOODLINE)

One of your ancestors was a creature of elemental air. Beings associated with this element come in almost endless variety, and your characteristics might vary with the type of elemental creature from which you are descended. Regardless of your exact ancestry, you are likely to have blue eyes and wild, unkempt hair.

The descendants of cloud giants tend to be tall, loud, and often arrogant, but they have a strong appreciation for beauty. Characters with storm giant ancestors, on the other hand, tend toward gentleness and tolerance, but they can display violent tempers when provoked. Descendants of elemental flying creatures display a predatory nature in their movements and behaviour, always preferring to keep the advantage of height and distance when dealing with others. Dust mephits produce skinny, morbid descendants, air mephitis pass along their lively nature, and ice mephits lend their aloof and distant manner to their posterity.

Restless and moody, sorcerers with the Air Bloodline feat often adventure just to move. They might seem apathetic at times but they can surprise others with quick emotional displays. Such characters tend to be impatient when others want to be still, and they enjoy spending long periods of time in debate.

Prerequisites: Ability to cast arcane spells without preparation, ability to summon a familiar.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, according to the following list.

1. *Obscuring mist*
2. *Gust of wind*
3. *Wind wall*
4. *Shout*
5. *Telekinesis*
6. *Control winds*
7. *Ethereal jaunt*
8. *Summon monster VIII* (elementals and outsiders with the air subtype only)
9. *Freedom*

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class that granted him access to this feat, he gains no additional spells known at those spell levels. This restriction does not apply if he learned any of these spells as a member of another spellcasting class.

Characters with Air Bloodline cannot learn or cast spells with the earth descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

ANARCHIC BLOODLINE (BLOODLINE)

You are descended from a chaotic outsider. The characteristics you display might depend in part on the kind of chaotic heritage you have. Regardless of your exact ancestry, you are likely to have one or more unusual physical traits, such as mismatched eyes or untameable and strangely hued hair.

The descendants of demons tend to have misshapen features and a terrible temper with a decidedly cruel streak. Eladrin descendants tend to have strong emotional reactions (especially positive emotions) and often become fervent (if short-term) supporters of a cause. Characters with slaad ancestry generally have strongly variable mood swings, and they often take on the personality traits, speech patterns, and clothing styles of those around them in a haphazard manner. Those with titan blood often stand head and shoulders above other members of their race; they enjoy experiencing the world around them and become angry when others might merely be bored.

Characters with the Anarchic Bloodline feat are nearly always chaotically aligned. They tend to be restless, desiring change above all else. They are prone to act irrationally, based on sudden flights of fancy. The adventurous life, full of excitement, danger and travel, appeals to them and they often know a wide variety of spells for all manner of uses. They rarely focus their spells around a theme or with a specific function in mind.

Prerequisites: Ability to cast arcane spells without preparation, ability to summon a familiar.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, according to the following list.

1. *Colour spray*
2. *Tasha's hideous laughter*
3. *Rage*
4. *Confusion*
5. *Mind fog*
6. *Mislead*
7. *Prismatic spray*
8. *Maze*
9. *Weird*

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class that granted her access to this feat, she gains no additional spells known at those spell levels. This restriction does not apply if she learned any of these spells as a member of another spellcasting class.

Characters with this feat cannot learn or cast spells with the lawful descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

AQUATIC FEY BLOODLINE (BLOODLINE)

Your ancestry contains an aquatic fey creature. The characteristics you display might depend in part on the kind of aquatic fey heritage you have.

Characters with aquatic fey bloodlines vary in appearance, but are almost always strikingly beautiful. Those descended from water nymphs typically have pointed ears, and nonelves often confuse them with elves. Descendants of sirines tend to be wistful, and - like their fey parent - often have a slight yellow or green tinge to their skin and silvery or light-green hair. Fossegrim-blooded characters are usually male, have light hair and striking blue eyes, and exude a rugged masculinity. Those descended from kelpies vary in appearance greatly but almost universally possess evil hearts filled with darkness. While not exactly fey, many believe selkies descended from fey creatures. Characters with selkie blood typically have light gray, blond, or deep red hair, and often have slightly webbed hands and feet.

Sorcerers with aquatic fey blood have a natural aptitude for casting enchantment spells (particularly those of the charm and mind-affecting descriptors), transmutation spells (as many aquatic fey are known for their ability to shapechange), and water spells.

Prerequisite: Ability to cast arcane spells without preparation, ability to summon a familiar.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, from the following list.

1. *Charm person*
2. *Alter self*
3. *Water breathing*
4. *Charm monster*
5. *Mindfog*
6. *Control water*
7. *Control weather*
8. *Horrid wilting*
9. *Shapechange*

Special: If a character takes this feat anytime after 1st level and has already learned any of the spells on this list in the class to which she applies this feat, she gains no additional spells known at those spell levels. This restriction does not apply if she learned any of these spells as a member of another spell-casting class.

Characters with this feat cannot learn or cast spells from the conjuration (creation) or conjuration (healing) subschools, and all such spells are removed from the spell lists of all their spellcasting classes.

ARCANE KINSHIP (BLOODLINE)

Creatures with a similar ancestry sense your kinship, and they react to you more positively.

Prerequisites: Any bloodline feat, ability to cast 3rd-level arcane spells.

Benefit: You gain a +4 racial bonus on Diplomacy and Gather Information checks with intelligent creatures that share your heritage. For example, a character with this feat would gain the benefits of this feat when interacting with creatures of the air subtype, and might also gain benefit when interacting with flying creatures.

AXIOMATIC BLOODLINE (BLOODLINE)

You are descended from a native of a lawful plane. The most common members of this bloodline are the spawns of devils, who sow their seed in the Material Plane as part of far reaching and complex plots against their rivals. Archons create mixed-blood offspring with mortals in order to counter the machinations of devils and other evil outsiders. Rarely, mortal travellers who spend a significant portion of their lives in a lawfully aligned plane begin to take on some of the traits of that plane that later manifest in their descendants.

Members of this bloodline are almost exclusively lawful. They seem driven by an inner set of rules that generally work in accordance with the laws of the land. They tend to have a symmetrical appearance, dress conservatively, and stick to a regimented life. Even when adventuring, they follow their routine the best of their ability. Creatures descended from devils tend to use rules for their benefit, manipulating the system and taking advantage of legal loopholes. Descendants of archons practice the gentler aspects of regimen, living lives in as organized a fashion as possible.

Characters with the Axiomatic Bloodline feat tend to be organized and consistent; they generally look down on abnormality or spontaneity. As such, those with lawful blood excel at spells that locate items and creatures as well as spells that return things to their proper place or shape.

Prerequisite: Ability to cast arcane spells without preparation, ability to summon a familiar.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, from the following list.

1. *Detect chaos*
2. *Locate object*
3. *Magic circle against chaos*
4. *Locate creature*
5. *Dismissal*
6. *True seeing*
7. *Forcecage*
8. *Discern location*
9. *Dominate monster*

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class to which she applies this feat, she gains no additional spells known at those spell levels. This restriction does not apply if she learned any of these spells as a member of another spellcasting class.

Characters with this feat cannot learn or cast spells with the chaotic descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

CELESTIAL BLOODLINE (BLOODLINE)

One of your distant ancestors was a good outsider. The characteristics you display might depend in part on the kind of celestial heritage you have.

Descendants of devas or archons tend to be very decisive - quick to judge and quick to act. Characters with couatl or lillend ancestors are often physically beautiful, and they tend to favour snakes and other reptiles as familiars. Titan-blooded descendants are usually taller than average for their races, and they usually have boisterous personalities.

The most common sources of celestial blood, however, are minor good gods or the avatars of more powerful beings. A sorcerer descended from such a line can be very passionate about his faith, whether he follows his ancestor's religion or not.

Characters with the Celestial Bloodline feat are usually good-aligned, although not always. Their yearning for adventure stems either from a desire to aid others, an innate need to combat evil, or both. As such, celestial-blooded characters tend to focus their spell selections on good- or neutral-aligned spells that aid others.

Prerequisites: Ability to cast arcane spells without preparation, ability to summon a familiar.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, according to the following list.

1. *Protection from evil*
2. *Daylight*
3. *Magic circle against evil*
4. *Rainbow pattern*
5. *Dismissal*
6. *Guards and wards*
7. *Sequester*
8. *Sunburst*
9. *Summon monster IX* (good outsiders only)

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class that granted her access to this feat, she gains no additional spells known at those spell levels. This restriction does not apply if she learned any of these spells as a member of another spellcasting class.

Characters with this feat cannot learn or cast spells with the evil descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

CELESTIAL LIGHT (BLOODLINE)

You gain the ability to produce light.

Prerequisites: Celestial Bloodline, ability to cast 2nd-level arcane spells.

Benefit: You can cast *light* five times per day as a spell-like ability (caster level equals your level in the arcane spellcasting class that granted you access to this feat). This ability does not affect your number of spells known or spells per day.

DRACONIC BLOODLINE (BLOODLINE)

You are descended from a dragon. The dragon bloodline is strong in both physical power and magic. Your characteristics might vary with the type of dragon from which you are descended, but you share some traits with others of draconic blood. Like your majestic reptilian ancestor, you are proud and of noble bearing, and you might even share its coloration in some way.

Although characters with draconic blood can have any alignment, they are prone to mimic their dragon ancestor's personalities. Others often see them as somewhat arrogant and obsessive, but the dragon-blooded usually feel justifiably proud of their abilities.

Spellcasters with draconic ancestors love knowledge and beautiful items, and they often adventure to acquire one or the other. Their spell selections tend toward either flamboyant, combat-oriented spells, or knowledge-gathering spells. Sorcerers of this bloodline favour the same environments as their dragon ancestors.

Prerequisites: Ability to cast arcane spells without preparation, ability to summon a familiar.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, according to the following list.

1. *Comprehend languages*
2. *Darkvision*
3. *Protection from elements*
4. *Fear*
5. *Mind fog*
6. *True seeing*
7. *Vision*
8. *Mind blank*
9. *Dominate monster*

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class that granted him access to this feat, he gains no additional spells known at those spell levels. This restriction does not apply if he learned any of these spells as a member of another spellcasting class.

A character with the Draconic Bloodline feat retains many of the strengths and weaknesses of his ancestor. As such, he must choose a category of spells (often spells with a certain descriptor) that he cannot learn or cast. (For example, the descendant of a green dragon might not be able to cast spells with the earth descriptor, while the heir of a bronze dragon might be denied access to spells with the fire descriptor.)

Such spells do not appear on the character's spell list for any class. The DM should be involved in the decision about which category of spells the character is denied.

DRAGON SIGHT (BLOODLINE)

You have a dragon's affinity for magic and can see magical auras. When you use this ability, your eyes glow with inner light.

Prerequisites: Draconic Bloodline, ability to cast 2nd-level arcane spells.

Benefit: You can use *detect magic* three times per day as a spell-like ability (caster level equals your level in the arcane spellcasting class that granted you access to this feat). This ability does not affect your number of spells known or spells per day.

EARTH BLOODLINE (BLOODLINE)

You are descended from a creature of elemental earth. Your heritage probably stems from one of the humanoid-shaped beings from the Elemental Plane of Earth, although elemental earth creatures native to the Material Plane can contribute this bloodline as well. Regardless of the exact earth creature in your ancestry, you probably have a hardy, solid-looking body and dark coloration, and you might even exude an earthy smell.

Stone giants produce long, lean descendants who tend to be shy but playful. The progeny of earth mephitis are generally stubborn, while those of salt mephitis are often gifted with a sarcastic wit. Characters with gargoyle blood tend to be territorial and prone to violence, especially when it comes to protecting what is theirs.

Some would say that sorcerers with the Earth Bloodline feat are unchanging, but this assessment is not entirely true. Rather, they are slow to change – not to mention tough, determined, and unwavering in their goals. They generally enjoy being underground, so they like to delve into dungeons and other subterranean locales.

Prerequisites: Ability to cast arcane spells without preparation, ability to summon a familiar.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, according to the following list.

1. *Enlarge person*
2. *Shatter*
3. *Keen edge*
4. *Stone shape*
5. *Transmute mud to rock*
6. *Move earth*
7. *Statue*
8. *Iron body*
9. *Summon monster IX* (elementals and outsiders with the earth subtype only)

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class that granted her access to this feat, she gains no additional spells known at those spell levels. This restriction does not apply if she learned any of these spells as a member of another spellcasting class.

Characters with this feat cannot learn or cast spells with the air descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

FAMILIARITY (BLOODLINE)

Your innate magical blood gives you a greater tie to your familiar.

Prerequisite: Any bloodline feat, ability to summon a familiar, ability to cast 3rd-level arcane spells.

Benefit: Your familiar gains abilities as if your class level in the arcane spellcasting class that granted you access to feat were 2 levels higher.

FY BLOODLINE (BLOODLINE)

One of your ancestors was a fey creature, or was raised as such. Fey sometimes take humanoid mates, or capture children and raise them as their own. Fey-blooded characters vary greatly in appearance, but most have some odd feature that marks them, such as a strange eye or hair colour.

The heirs of dryads are often quite shy, but they possess quick minds and an earthy sort of beauty. Grig-blooded characters are mischievous and light-hearted, while those with pixie blood are prone to take their pranks too far. Characters with nixie blood are suspicious beings who tend to avoid strangers but remain fiercely loyal to places or persons they love.

Sorcerers with fey blood often have changing, fickle natures. They are quick to laugh and play tricks, but slow to forgive or forget slights. They adventure primarily out of a sense of alienation, seeking some place or group to which they can belong. They are fond of spells that deceive and manipulate emotions, such as charm person.

Prerequisites: Ability to cast arcane spells without preparation, ability to summon a familiar.

Benefit: Your ancestry grants you a bonus spell known at each spell level, starting at 1st, according to the following list.

1. *Detect secret doors*
2. *Glitterdust*
3. *Tongues*
4. *Hallucinatory terrain*
5. *Seeming*
6. *Mislead*
7. *Sequester*
8. *Otto's irresistible dance*
9. *Wail of the banshee*

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class that granted him access to this feat, he gains no additional spells known at those spell levels. This restriction does not apply if he learned any of these spells as a member of another spellcasting class.

Although folklore often associates fey creatures with the spirits of the dead, this belief could not be further from the truth - in fact, all fey are inherently bound to life. Thus, characters with the Fey Bloodline feat cannot learn or cast spells that create or control undead, and all such spells are removed from the spell lists of all their spellcasting classes.

FEY PRESIENCE (BLOODLINE)

On stormy nights, your aquatic fey ancestry grants you the ability to see glimpses of the future.

Prerequisite: Aquatic Fey Bloodline, ability to cast 5th-level arcane spells.

Benefit: You can cast *divination* once per day as a spell-like ability (caster level equals your level in the arcane spellcasting class that granted you access to this feat). However, you can only cast this spell on stormy nights, as it is your ancestral tie and its link to water that grants you this ability. This ability does not affect your number of spells known or spells per day.

FEY'S FATE (BLOODLINE)

You are touched by the luck of your ancestors.

Prerequisites: Fey Bloodline, ability to cast 2nd-level arcane spells.

Benefit: You get a +1 bonus on all saving throws.

FICKLE FATE (BLOODLINE)

You may call upon your chaotic heritage to aid you.

Prerequisite: Anarchic Bloodline, ability to cast 2nd-level arcane spells.

Benefit: Once per day, you may improve a single d20 roll by adding the result of a 1d6 roll to it. You must declare the use of the ability before you attempt the d20 roll. This is a supernatural ability.

FIENDISH BLOODLINE (BLOODLINE)

One of your distant ancestors was an evil outsider. The characteristics you display might depend in part on the kind of fiendish heritage you have. Many of your bloodline are dark in coloration, although great variation can exist depending on your specific ancestry.

Evil outsiders such as demons and devils produce a surprisingly large number of offspring on the Material Plane. Their descendants are frequently (but not always) evil. Demon-blooded characters and others descended from beings native to the chaotic evil realms are usually chaotic themselves, and at their worst they can be prone to greedy or lustful behaviour. Those with devil-blood, on the other hand, tend to be lawful. They have no compunctions about bending the rules as far as possible, but they rarely break them. Like their fiendish ancestors, devil-spawn are known for keeping their word.

Characters with fiendish blood often seem driven - even haunted - by the potential for evil within them, especially if they try to hold to a neutral or good path. They frequently adventure out of a restlessness caused by their own internal struggles, although sometimes they do so simply because they enjoy killing, and adventuring provides a perfect outlet for that tendency. Such characters usually prefer spells of darkness and deception, even if they are good-aligned.

Prerequisites: Ability to cast arcane spells without preparation, ability to summon a familiar.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, according to the following list.

1. *Protection from good*
2. *Darkness*
3. *Sepia snake sigil*
4. *Bestow curse*
5. *Nightmare*
6. *Mislead*
7. *Insanity*
8. *Maze*
9. *Imprisonment*

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class that granted her access to this feat, she gains no additional spells known at those spell levels. This restriction does not apply if she learned any of these spells as a member of another spellcasting class.

Characters with this feat cannot learn or cast spells with the good descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

FIRE BLOODLINE (BLOODLINE)

One of your ancestors was a creature of elemental fire. Your physical characteristics might vary with the type of elemental creature from which you are descended, but you're likely to have wild red or coal black hair, and either smoky gray or golden eyes. Your heritage probably stems from one of the humanoid-shaped beings from the Plane of Elemental Fire, although elemental fire creatures native to the Material Plane can contribute this bloodline as well.

The descendants of azers see fire as a tool, and they love crafts that control the power of flame. They tend to prefer a regimented life and usually keep their destructive natures in tight check, although they are no less dangerous because of that forbearance. The descendants of fire mephits have a mischievous nature and enjoy destructive pranks, while characters with steam mephits in their ancestry consider themselves above such behaviour and often look down on others with considerable arrogance. Fire giant spawn can be ruthless in achieving their goals, and even others with fire blood see them as brutal. None, however, can be as cruel as the descendants of salamanders.

Usually hot-tempered and unpredictable, characters with the Fire Bloodline feat can also be passionate, egotistical, and unusually prone to destructive behaviour. They usually adventure for a chance at personal gain and glory.

Fire holds a primal fascination and fear for most creatures, and scions of this bloodline use that to their advantage, often choosing mind-affecting spells to supplement their preferred destructive flame spells.

Prerequisites: Ability to cast arcane spells without preparation, ability to summon a familiar.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, according to the following list.

1. *Hypnotism*
2. *Pyrotechnics*
3. *Tongues**
4. *Fire shield*
5. *Cloudkill***
6. *Summon monster VI* (elementals and outsiders with the fire subtype only)
7. *Delayed blast fireball*
8. *Sunburst*
9. *Meteor swarm*

*The subject's tongue resembles a tongue of flame.

**The fog produced has a smoky smell and quality.

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class that granted him access to this feat, he gains no additional spells known at those spell levels. This restriction does not apply if he learned any of these spells as a member of another spellcasting class.

Characters with this feat cannot learn or cast spells with the water descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

FIRE FEET (BLOODLINE)

Wildfire moves quickly, and so can you.

Prerequisites: Fire Bloodline, ability to cast 2nd-level arcane spells.

Benefit: Your base speed increases by 10 feet.

FRIEND OF THE EARTH (BLOODLINE)

Your deep affinity for the earth enables you to move across it with greater ease than others.

Prerequisites: Earth Bloodline, ability to cast 2nd-level or higher arcane spells.

Benefit: You gain a +3 circumstance bonus on Acrobatics and Climb checks when in contact with stone or earthen surfaces.

GRAVE FRIEND (BLOODLINE)

Your connection with the grave lets you move among undead somewhat more freely.

Prerequisite: Necromantic Bloodline, ability to cast 3rd-level arcane spells.

Benefit: You gain a +2 bonus on any saving throw to resist the extraordinary and supernatural abilities of creatures of the undead type.

GREEN HEART (BLOODLINE)

Your connection to plant life allows you to resist toxins deadly to most creatures.

Prerequisite: Plant Bloodline, ability to cast 2nd-level arcane spells.

Benefit: You gain a +2 bonus on all saving throws made to resist the effects of poisons and diseases.

ILLITHID BLOODLINE (BLOODLINE)

Illithids frequently perform experiments on their slaves, grafting and splicing bits from one species onto another. Often, illithids use body parts from their own race to augment their slaves. Eventually, some of these enhanced slaves escape back to their own people. You are the descendant of one such escaped slave.

Creatures with the Illithid Bloodline feat tend toward no particular alignment, personality trait, or overall outlook. They do, however, typically share certain physical traits, such as lacking hair but possessing black eyes and pale skin with a slightly purplish tint.

Sorcerers who have an escaped illithid slave in their ancestry tend to select spells that manipulate or ruin the mind. They favour enchantment spells above all others.

Prerequisite: Ability to cast arcane spells without preparation, ability to summon a familiar.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at first, from the following list.

1. *Hypnotism*
2. *Detect thoughts*
3. *Suggestion*
4. *Confusion*
5. *Feeblemind*
6. *Mass suggestion*
7. *Insanity*
8. *Mind blank*
9. *Dominate monster*

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class to which she applies this feat, she gains no additional spells known at those spell levels. This restriction does not apply if she learned any of these spells as a member of another spellcasting class.

Characters with this feat cannot learn or cast spells that alter an object or creature's size or shape (such as enlarge person or the polymorph spells) and all such spells are removed from the spell lists of all their spellcasting classes.

KIN MASTERY (BLOODLINE)

You can channel the energies of your arcane bloodline to turn or rebuke creatures with which you share a common heritage.

Prerequisites: Any bloodline feat, ability to cast 3rd-level arcane spells.

Benefit: Once per day, you may turn or rebuke creatures of the same kind as your bloodline ancestor as a cleric of one-half your level in the arcane spellcasting class that granted you access to your base bloodline feat. You may choose to either turn or rebuke such creatures upon taking this feat, but you cannot later change that decision.

Special: You may take this feat more than once. Each time you take it after the first, you gain an extra use per day of your chosen turning ability.

LAWFUL DISCIPLE (BLOODLINE)

Your orderly mind allows you to overcome magical coercion more easily.

Prerequisite: Axiomatic Bloodline, ability to cast 2nd-level arcane spells.

Benefit: You gain a +2 bonus on Will saves made to resist mind-affecting effects.

NECROMANTIC BLOODLINE (BLOODLINE)

One of your ancestors was an undead creature or possessed an unholy link with the undead brought on by frequent contact. While undead do not reproduce by normal means, their infectious taint might affect necromancers and others who deal regularly with the dead or undead. In rare instances a vampire or other undead might feed off a pregnant humanoid and in allowing her to live endow the unborn child with its foul nature.

Your physical characteristics might vary depending on the type of undead creature from which you are descended, but you're likely to have pale or ashen skin and dark eyes and hair. The touch of undeath in a family almost exclusively comes from intelligent, corporeal undead. It takes powerful magic or extremely bizarre situations for creatures to gain this feat from unintelligent or incorporeal undead. The descendants of ghouls tend to be feral and constantly hungry. Those with ghast ancestors generally have a strong, unpleasant stench, and they often find it difficult to satiate their hunger. Lich-blooded characters value intelligence and generally have elitist personalities, often appearing gaunt and skeletal. Characters descended from mummies tend to have dull but focused personalities, and many have gaunt, dry skin. Descendants of vampires tend to have long canine teeth and commanding, seductive personalities. Wight-blooded characters tend to have clawlike fingernails toenails, and lean, muscular bodies; they are generally hate-filled loners who hold grudges. Characters with the Necromantic Bloodline feat often favour wearing the blacks, whites, and grays of mourning.

Sorcerers with a touch of the undead in their family trees tend to concentrate, appropriately enough, on spells from the school of necromancy. Spells that allow the caster to control a creature's mind are popular among those descended from vampires.

Prerequisite: Ability to cast arcane spells without preparation, ability to summon a familiar.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, from the following list.

1. *Cause fear*
2. *Ghoul touch*
3. *Vampiric touch*
4. *Contagion*
5. *Dominate person*
6. *Eyebite*
7. *Control undead*
8. *Trap the soul*
9. *Wail of the banshee*

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class to which she applies this feat, she gains no additional spells known at those spell levels. This restriction does not apply if she learned any of these spells as a member of another spellcasting class.

Characters with this feat cannot learn or cast spells of the conjuration (healing) subschool, and all such spells are removed from the spell lists of all their spellcasting classes.

PENUMBRA BLOODLINE (BLOODLINE)

You are descended from a planar traveller who frequented the Ethereal Plane or Plane of Shadow. The energies of these planes altered and augmented your ancestor, infusing your bloodline with a trace of shadow or ether. You are touched by the planes, and they grant you arcane powers that continue to shape your life.

Penumbra-blooded creatures tend toward extremes in coloration with either unusually dark or fair skin, black or stark white hair, and silver or black irises.

Most are very thin, but not to the point of unhealthiness. They generally wear plain clothing in subdued hues of gray or white. Creatures with shadowy or ethereal ancestry tend toward neutrality and often have quiet, secretive personalities. Many penumbra-blooded creatures prefer dark places and void direct sunlight as much as possible.

Sorcerers who possess a penumbral ancestor favour spells that conceal places and people as well as spells that access the Plane of Shadow or Ethereal Plane.

Prerequisite: Ability to cast arcane spells without preparation, ability to summon a familiar.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, from the following list.

1. *Obscuring mist*
2. *Darkness*
3. *Nondetection*
4. *Evard's black tentacles*
5. *Shadow evocation*
6. *Shadow walk*
7. *Plane shift*
8. *Greater shadow evocation*
9. *Etherealness*

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class to which she applies this feat, she gains no additional spells known at those spell levels. This restriction does not apply if she learned any of these spells as a member of another spellcasting class.

Characters with this feat cannot learn or cast spells with the light descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

PLANT BLOODLINE (BLOODLINE)

One of your ancestors had an unusually close tie to the natural world. Possibly the rarest of ancestries, only the most powerful spellcasters or deities can cause the melding of plants and animals.

Plant-blooded creatures tend to have brown skin and green eyes, and they generally act more patiently and quietly than their peers. Scions of flowering plants are often beautiful and vain, in love with bright colours and prone to extravagance. Those who descend from vines have long thin bodies with tangled masses of hair and combative dispositions. Fungal descendants tend toward pale skin and hair tones, preferring sedentary lives and dark, cool places. Tree-blood creatures stand taller than their peers and have quiet but friendly personalities, content with deep thoughts and slow actions. Sorcerers with plants in their ancestry prefer spells that manipulate themselves or the environment around them to protect or grow life.

Prerequisite: Ability to cast arcane spells without preparation, ability to summon a familiar.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, from the following list.

1. *Endure elements*
2. *False life*
3. *Water breathing*
4. *Minor creation*
5. *Transmute rock to mud*
6. *Control water*
7. *Control weather*
8. *Control plants*
9. *Imprisonment*

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class to which she applies this feat, she gains no additional spells known at those spell levels. This restriction does not apply if she learned any of these spells as a member of another spellcasting class.

In almost every culture, plants and growing things represent life and growth. Thus, characters who possess this life-cantered bloodline cannot learn or cast spells with the death descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

POWER IN THE BLOOD (BLOODLINE)

You can call on your arcane heritage to cast one additional spell per day.

Prerequisites: Any bloodline feat, ability to cast 3rd-level arcane spells.

Benefit: You may cast one additional spell per day, over and above your allotment for the class that qualified you for your base bloodline feat. The additional spell must be one granted by that feat.

SERPENT BLOODLINE (BLOODLINE)

One of your ancestors served as a slave of the yuan-ti. Over the course of years, the constant exposure to serpentine magic and blood warped your ancestor, putting just a trace of snake blood into your family line. Your physical characteristics might vary with the type of snake from which you are descended, but you're likely to have yellow or black eyes and patches of scaly skin.

Viper-blooded characters tend to have sharp, angular features with narrow jaws; they generally speak quickly and have a sharp wit. Descendants of cobras tend to have wide, thick necks and hair that grows out from the sides of their heads; they generally prefer solitude, but when in the company of others they possess a commanding presence. Creatures with a constrictor ancestor often have strong, thick bodies and limbs; they tend to take their time even in dangerous situations but they become an unstoppable foe once they finally decide to act. Rattler-blooded characters tend to have a tough, worldly look; they like to dress in bright colours, especially reds and yellows, and are usually quite vocal about their abilities and intent. Sorcerers with serpentine blood prefer spells that intimidate a or end a fight quickly.

Prerequisite: Ability to cast arcane spells without preparation, ability to summon a familiar.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, from the following list.

1. *Cause fear*
2. *Hypnotic pattern*
3. *Sepia snake sigil*
4. *Phantasmal killer*
5. *Dominate person*
6. *Compulsion*
7. *Power word blind*
8. *Power word stun*
9. *Power word kill*

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class to which she applies this feat, she gains no additional spells known at those spell levels. This restriction does not apply if she learned any of these spells as a member of another spellcasting class. Because serpents must forever crawl on their bellies, even their offspring cannot hope to look to the skies. Characters with this feat cannot learn or cast spells intended to allow them to leave the ground (such as fly, levitate, or overland flight), and all such spells are removed from the spell lists of all their spellcasting classes.

VENOMLESS (BLOODLINE)

Your serpentine ancestry grants you the ability to remove the effects of venom.

Prerequisite: Serpent Bloodline, ability to cast 5th-level arcane spells.

Benefit: You can cast *neutralize poison* once per day as a spell-like ability (caster level equals your level in the arcane spellcasting class that granted you access to this feat). This ability does not affect your number of spells known or spells per day.

VOICE OF THE GREEN (BLOODLINE)

The touch of plant life in your heritage allows you to relate with growing things.

Prerequisite: Plant Bloodline, ability to cast 5th-level arcane spells.

Benefit: You can cast *speak with plants* once per day as a spell-like ability (caster level equals your level in the arcane spellcasting class that granted you access to this feat). This ability does not affect your number of spells known or spells per day.

VOICE OF THE WINDS (BLOODLINE)

Your affinity for the air affects your speaking voice. When you wish it, your voice changes to reflect an amazing range of emotion. It can sound as kind and soothing as a gentle breeze, or as powerful and frightening as a howling storm.

Prerequisites: Air Bloodline, ability to cast 2nd-level arcane spells.

Benefit: You gain a +2 bonus on Diplomacy and Intimidate checks made when speaking to others. This bonus applies even if the listeners do not understand the language you are speaking.

WATER BLOODLINE (BLOODLINE)

You have a creature of elemental water as an ancestor. Your physical characteristics might vary with the type of elemental creature from which you are descended, but you're likely to have blue, green, or white coloration. Water blood stems both from planar elemental beings and creatures native to the Material Plane that have a strong affinity for water.

Triton spawn often seem well meaning but distant. Characters who can trace their water heritage directly to a being from the Elemental Plane of Water, however, can seem downright cold to others.

Water-blooded characters adventure for a number of reasons, but they all seem driven to go forward, go deeper, and overcome any obstacles in their paths. Some deep-seated instinct teaches them to be aware of what's going on around them, since death can come from any direction underwater. Since fluids are so adaptable, characters with this bloodline are fond of spells that deal with change.

Prerequisites: Ability to cast arcane spells without preparation, ability to summon a familiar.

Benefit: Your ancestry gives you a bonus spell known at each spell level, starting at 1st, according to the following list.

1. *Expeditious retreat*
2. *Fog cloud*
3. *Water breathing*
4. *Quench*
5. *Transmute rock to mud*
6. *Otiluke's freezing sphere*
7. *Control weather*
8. *Summon monster VIII* (elementals and outsiders with the water subtype)
9. *Elemental swarm* (water elementals only)

Special: If a character takes this feat any time after 1st level and has already learned any of the spells on this list in the class that granted him access to this feat, he gains no additional spells known at those spell levels. This restriction does not apply if he learned any of these spells as a member of another spellcasting class.

Characters with Water Bloodline cannot learn or cast spells with the fire descriptor, and all such spells are removed from the spell lists of all their spellcasting classes.

WATERBORN (BLOODLINE)

You were born to move through the water.

Prerequisites: Water Bloodline, ability to cast 2nd-level arcane spells.

Benefit: You gain a +4 bonus on Swim checks.