

Medusa Bloodline

Your ancestor survived being turned to stone by a medusa. Traces of the medusa's magic lingered as the magic used to revivify them back to flesh bonded with their blood; the blood now flowing through your veins. It is very rare to have this bloodline emerge in a male sorcerer.

Class Skill: Bluff

Bonus Spells: *ray of enfeeblement* (3rd), *touch of idiocy* (5th), *flesh to stone* (7th), *poison* (9th), *spell resistance* (11th), *transmute metal to wood* (13th), *true seeing* (15th), *spell turning* (17th), *weird* (19th)

Bonus Feats: Improved Initiative, Point Blank Shot, Skill Focus (Bluff)

Bloodline Arcana: Snakes (and all other reptiles native to the sorcerer's home plane) suffer a -2 penalty to hit and damage a medusa bloodlined sorcerer.

Bloodline Powers: You affiliate with the powers of the medusa as you gain power. Your serpentine mind strikes with deadly precision.

Innate Archery (Ex): At 1st level, the medusa bloodline allows the sorcerer to use a shortbow inherently; as per a bonus feat, Martial Weapon Proficiency (shortbow). This affinity for the weapon continues to manifest as a string of bonus feats: Weapon Focus (shortbow) at 6th level, Weapon Specialization (shortbow) at 10th level, Penetrating Strike at 14th level, Greater Weapon Specialization (shortbow) at 18th level, and Greater Penetrating Strike at 20th level.

Summon Serpent (Su): Starting at 3rd level, the bloodlined sorcerer can bring forth a fiendish viper ally from the underworld (use *summon monster I*). This power grows by adding another viper for every two levels of sorcerer you gain.

Gaze (Su): At 9th level, the medusa bloodline truly dominates the sorcerer. As a free action, the sorcerer focuses their gaze on a victim; stunning them for one round and leaving them shaken for 1d4 more rounds. At 9th level, this ability is usable once a day. At 17th level, it is usable twice a day, at 20th level, it is usable three times a day. The gaze has a range of 60 feet.

Serpent Cilia (Ex): At 15th level, the sorcerer's hair turns into dozens of green and brown snakes. This condition grants the sorcerer:



All-Around Vision (Ex): The snake-hair allows the sorcerer to see in all directions; gaining a +4 bonus to Perception checks and keeps her from being flanked.

The snake hair also grants the sorcerer an additional melee attack: snake bite +5 (1d4 plus poison)

Poison (Ex): Bite—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 consecutive saves. The save DC is Constitution-based.

Immunity to Petrification (Su): At 20th level, in addition to being immune to all forms of petrification, you also gain permanent *freedom of movement*.