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Lineage of Earth

Three grounded bloodline classes



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A dark-eyed elvish sorcerer who draws her spells from the deep wells of power of the earth. A warrior monk with skin like granite, whose blows shatter the armor and bones of his foes. A kobold cleric with a halo of glittering quartz, whose divine spells are amplified by the earth-shaking power flowing through his veins. They are elekin, the elemental planetouched.

Lineage of Earth provides three bloodline classes for such characters; those who are descended from outsiders of elemental earth, whose family trees begin at the roots of mountains.

Lineage of Earth also includes five lineage feats, twelve general feats, three prestige classes, and ten sample encounters.

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Introduction

A bloodline class is not a normal class. A bloodline class is like a prestige class, in that you must meet certain requirements before you can take a level in a bloodline class. But, unlike a prestige class, these requirements are based on what blood runs through your veins, not on what you have experienced or accomplished. Bloodline classes redefine who you are, not what you do.

A bloodline class is like an inherited template, in that it provides you with the means to alter or evolve the traits of your race, whether pure-blooded, half-bred, or planetouched. But, unlike a template, you do not need to take a bloodline class in full and all at once. You may take as few or as many levels in the class as you wish, whenever you wish. Your advancement in a bloodline class might represent the degree of your inheritance, or a gradual coming of age and ability. A character with two levels in a bloodline class might be less blooded than one with five levels, or simply less mature.

Bloodline classes combine the features and abilities of a template with hit dice and attack and save bonus progression to make those abilities effectively available, in part or in whole, to any character or creature. They enhance your race, but through a class-like mechanism.

You may take levels in a bloodline class at any time, even as your first level, assuming that you meet the requirements. (If your first character level is taken in a bloodline class, your starting feat must be the required lineage feat.) You may not take levels in more than one bloodline class unless your DM chooses to allow otherwise. A bloodline class does not count against you when determining experience point penalties for multiclassing.

Elekin

Elekin are planetouched, descended in part from elemental outsiders. The physical essence of the cosmos is as much a part of them as is their mortal flesh, and it shapes both their ability and their character.

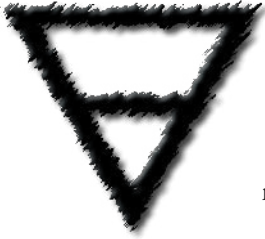
Adaptation

If your campaign world does not include the normal elemental planes, or if creatures from those planes cannot wed others, then you will need to establish an alternate origin for elekin. One possibility is that they are spelltouched, affected by elemental magics before birth. This may have happened by accident, been bestowed as a gift by a benevolent wizard or by the gods, or been inflicted by evil cultists. An arcane kingdom might even deliberately create a class of spelltouched elekin within its population, as part of its nobility or tradition.

Or, you may wish to change the nature of the class entirely. Elekin might not be bound to an element by ancestry, but gain their power and abilities by swearing oaths of allegiance to powerful elemental beings. Gods, demons, even ancient dragons or liches might be patron to an elekin in exchange for their fealty and service.

Lineage Feats

Lineage feats grant your character capabilities derived from her bloodline. Unlike other feats, lineage feats may only be taken at character creation, and not at any other time. Lineage feats are the common requirement of a bloodline class.



Earthblood Lineage Feats

Earthblooded creatures (creatures with an earthblood lineage feat) often possess some minor physical trait which reflects their ancestry, such as a metallic glint in their hair or a deep voice like the rumbling of the earth.

An earthblooded character may choose Terran as one of her bonus languages.

Clay Guise [Lineage]

Your elemental bloodline has given you unnaturally malleable flesh.

Benefit: You can create a disguise as a full-round action, though you take a -10 penalty on your Disguise check. You gain a +2 racial bonus on Disguise checks when you spend the normal amount of time creating a disguise.

Normal: Creating a disguise requires 1d3 x 10 minutes of work.

Crystal Skin [Lineage]

Your elemental bloodline has given you hard, crystalline skin.

Benefit: You gain a +1 natural armor bonus to AC.

Earth Affinity [Lineage]

Your elemental bloodline has given you a natural connection with earth creatures.

Benefit: You gain a +2 racial bonus on Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks when interacting with creatures with the earth subtype.

Rock Grip [Lineage]

Your elemental bloodline has given you a good grip on earth and stone.

Benefit: You gain a +5 racial bonus on Climb checks when climbing on earth or stone surfaces.

Sand Acrobat [Lineage]

Your elemental bloodline has given you a lithe body which seems to flow like sand.

Benefit: You gain a +2 racial bonus on Tumble checks. You can tumble at your full speed without penalty.

Normal: You can tumble at one-half your normal speed, or at full speed by taking a -10 penalty on your Tumble check.

Bloodline Classes

The following bloodline classes may be taken by earthblooded creatures. The Earthkin is the quintessential earth elemental bloodline class. The Mercalil are elekin of earth who have turned the strength of their bloodline to warfare, whereas Lithals have turned it to magic.

Earthkin

"I'm sorry, is this your dagger? The steel is very cheap, it should not have bent like that."

– Nodus the Mountain, earthkin human monk

Bound by blood to the earth, earthkin are just as sturdy and stubborn as their ancestors. They are solidly built, and shorter individuals can be mistaken for dwarves. Earthkin dwarves, in turn, are sometimes mistaken for some sort of stone construct.

Those of greater blood typically possess other physical traits indicating their elemental nature. Their skin may be as smooth as clay or as rough as worn concrete. Their hair flows like veins of precious metal, and the eyes of an earthkin may glitter like gemstones or be lost in deep caverns of darkness.

Requirements

Type: Any living, corporeal creature.

Feat: Any earthblood lineage feat.

Making an Earthkin

An earthkin gains various bonuses and abilities which provide her with a solid foundation for whatever path she may choose to follow. Strength bonuses improve her ability in melee combat, while Constitution bonuses and damage reduction allow her to stay in a fight longer.

Races: Earthkin are more common among those races who dwell beneath the surface of the earth, and have greater opportunity to meet and wed friendly elemental beings. Many dwarves, given sufficient drink, will claim to have seen a lode dryad in the mines, and most know a grandfather who tells of having been seduced by one, once. Individuals of other races might encounter elemental beings while adventuring in the deep caverns of the world, wandering across trackless deserts of sand, or travelling through the elemental planes themselves.

Alignment: Earthkin can be of any alignment. Most follow the tendencies of their primary race, with a somewhat greater bent towards neutrality. Others may be as playful and good as a geode nymph, or as wicked and evil as a mud hag.

Starting Gold: 4d4 x 10 (100 gp)

Starting Age: As rogue.

Nadus the Mountain

CR 7

Male human earthkin 4/monk 3
LN Medium humanoid
Init +6; **Senses** darkvision 60 ft.; Listen +9, Spot +7
Languages Common

AC 16, touch 15, flat-footed 14
hp 49 (7 HD); **DR** 1/adamantine
Immune sleep
Resist +4 racial bonus against poison, evasion, +2 bonus against enchantment
Fort +9, **Ref** +6, **Will** +7

Speed 40 ft. (8 squares)
Melee unarmed strike +7 (1d8+1) or
unarmed strike +5/+5 (1d8+1) with flurry of blows or
Ranged mwk shuriken +8 (1d2+1) or
mwk shuriken +6/+6 (1d2+1) with flurry of blows
Base Atk +5; **Grp** +6
Atk Options Combat Reflexes, Stunning Fist (4/day) (DC 16), earth mastery, ki strike (magic)

Abilities Str 13, Dex 15, Con 14, Int 10, Wis 17, Cha 8
SQ +1 natural armor, monk AC bonus, fast movement, still mind
Feats Rock Grip, Combat Reflexes, Fists of Granite, Improved Initiative, Stunning Fist, Weapon Focus (unarmed strike)
Skills Balance +4, Climb +5 (+10 on earth or stone surfaces), Concentration +6, Diplomacy +1, Jump +3, Knowledge (arcana) +6, Knowledge (religion) +6, Listen +9, Sense Motive +9, Spot +7, Tumble +8
Possessions 20 mwk shuriken, 5 mwk adamantine shuriken, *golembane scarab*, *periapt of wisdom* +2, 275 gp

Earth Mastery (Ex) Nadus gains a +1 bonus on attack and damage rolls if both he and his opponent are touching the ground. If his opponent is airborne or waterborne, he takes a -4 penalty on attack and damage rolls instead.

Nadus is a wandering adventurer monk. He is of average height and size, but his arms and hands appear strong and angular, as if chiseled from blocks of stone. Nadus keeps his head shaved, and has a tattoo of a mountain, his totem, behind his left ear. He dresses in simple clothes, with ample folds and layers for his shuriken. Nadus wears a silver periapt and a *golembane scarab* made of adamantine around his neck.

The scarab was given to him by his earthblooded monastic order, which is opposed to such constructs. Nadus has sworn his strength and life to destroying them, and those who enslave elemental spirits to create them. He and his party have had little success so far, but fortunately no casualties, and continue to tune and improve their tactics.

Nadus tends to see the world in black and white. He considers all summoning magic to be a crime against the natural order of the cosmos, the subjugation of one creature's normal existence by the will of another. His stubborn unwillingness to consider summoners as anything but malevolent fiends has burned a few bridges to those who might otherwise be willing to help him.

Anton Venthad

CR 9

Male human werewolf mercalil 7
NE Medium humanoid (shapechanger)
Init +3; **Senses** low-light vision, scent; Listen +11, Spot +0
Languages Common, Terran, wolf empathy

AC 19, touch 13, flat-footed 16
hp 74 (9 HD)
Fort +10, **Ref** +8, **Will** +5

Speed 30 ft. (6 squares)
Melee +2 *heavy flail* +13/+8 (1d10+7/19-20)
Base Atk +8; **Grp** +10
Atk Options Combat Reflexes, Power Attack, earth mastery, break charge, major tremor

Abilities Str 14, Dex 16, Con 14, Int 12, Wis 12, Cha 8
SQ tumble at normal speed without penalty, +2 natural armor, alternate form, +4 racial bonus on Survival checks when tracking by scent, bludgeoning weapon focus, bludgeoning weapon specialization, wall-breaker
Feats Sand Acrobat, Combat Reflexes, Iron Will, Power Attack, Track, Weapon Focus (bite)
Skills Balance +4, Jump +13, Listen +11, Move Silently +6, Survival +10, Tumble +14
Possessions mwk chain shirt, +2 *heavy flail*, *cloak of elvenkind*, 935 gp

Earth Mastery (Ex) Anton gains a +1 bonus on attack and damage rolls if both he and his opponent are touching the ground. If his opponent is airborne or waterborne, he takes a -4 penalty on attack and damage rolls instead.

Break Charge (Ex) Whenever Anton makes a successful attack of opportunity against an opponent moving through his threatened area, his opponent's movement is immediately ended, and any remaining movement of their action is lost.

Major Tremor (Ex) Anton can make a trip attack against a single melee opponent or all creatures within his natural reach by stomping his foot against the ground. He does not need to make a melee touch attack, and does not provoke an attack of opportunity. He rolls his Strength check once, and is opposed by each affected creature in turn. If the attempt fails, his opponent cannot react to trip him.

Wallbreaker (Ex) Whenever he makes a melee attack against an unattended object made of earth or stone, Anton automatically deals the maximum amount of damage.

Wolf Form

Init +5; **AC** 19, touch 15, flat-footed 14; **DR** 10/silver; **Fort** +12, **Ref** +10; **Speed** 50 ft. (10 squares); **Melee** bite +12 (1d6+4); **Grp** +11; **Atk Options** curse of lycanthropy, trip; **Abilities** Str 16, Dex 20, Con 18; **SQ** +4 natural armor; **Skills** Balance +6, Jump +14, Move Silently +8, Tumble +16

Trip (Ex) Whenever he hits with a bite attack, Anton can attempt to trip his opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, his opponent cannot react to trip him.

Hybrid Form

Init +5; **AC** 19, touch 15, flat-footed 14; **DR** 10/silver; **Fort** +12, **Ref** +10; **Melee** 2 claws +11 (1d4+3) and bite +7 (1d6+1); **Grp** +11; **Atk Options** curse of lycanthropy; **Abilities** Str 16, Dex 20, Con 18; **SQ** +4 natural armor; **Skills** Balance +6, Jump +14, Move Silently +8, Tumble +16

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