

# ADVANCED CLASS:

## Sorcerer

### *Aberrant Blood*

Some sorcerers are blessed with a draconic heritage. Others wield the ambivalent force of chaotic wild magic. If only you were as lucky as these. Your blood runs a sickly purple-black with the presence of an aberration. Perhaps a tentacled fiend was one of your parents or further ancestors; or maybe you were experimented upon as a newborn by deranged and devious minds from the forces of the farthest realm. In any case, this cursed inheritance grants you the ability to wield powerful arcane powers . . . but is it worth having such a twisted form, such as to be nigh unrecognizable from others of your race?

#### New Class Feature

Instead of choosing another Spell Source feature, such as Dragon Magic or Wild Magic from the D&D 4E PLAYER'S HANDBOOK 2, you may choose the following.

#### Aberrant Blood

Your form is somehow tainted with the blood of an aberration: a mad and twisted abomination from the farthest realm. Your aberrant blood grants you an affinity for evoking arcane magic, but this heritage also disfigures your body into bizarre shapes.

**Twisted Form:** The corrupt blood of the aberrant creature running through your veins has distorted your form from normal members of your species, making you tougher. If you are of a race that gets two +2 bonuses to ability scores other than Constitution, you may move one of those +2 bonuses to Constitution.

**Aberrant Power:** You gain a bonus to the damage rolls of arcane powers equal to your Constitution modifier. The bonus increases to your Constitution modifier + 2 at 11th level and your Constitution modifier + 4 at 21st level.

**Aberrant Growths:** Choose up to two of the following aspects. Under certain conditions, you may manifest an aspect you have chosen. You can only have one aspect manifested at a time; a new manifestation overrides a previous one.

In addition, while you have an aberrant aspect mani-

festated, you have resist 5 acid and resist 5 psychic. These resistances increase to 10 at 11th level and 15 at 21st level. Your arcane powers ignore any target's resistance to these damage types up to the values of your resistances.

**Coiling Tentacles:** As an immediate reaction the first time you become bloodied in an encounter, you may have tentacles emerge from across your body. These tentacles allow you to make a grab attack as a minor action with reach 2 and using your Constitution instead of Strength for the attack roll. If you only possess the *coiling tentacles* aspect, you gain a +2 bonus to your grab attack, and your grabbed target takes a -2 penalty to its Athletics and Acrobatics checks to escape. You can have a number of creatures grabbed with your tentacles up to your Constitution modifier without needing any free hands, and when your *coiling tentacles* manifestation ends, all your grabbed targets are released. This manifestation ends when you are hit by a melee attack.

**Gibbering Mouths:** Once per encounter as an immediate reaction when an enemy's attack targets your Will defense and/or deals you psychic damage, aberrant mouths open in various places across your body, babbling nonsensical and disturbing rhymes. Each creature that ends its turn in an aura 2 around you, including you, must make a saving throw or be dazed until the end of its next turn. At the start of your turn, if no creature failed its save against this effect since the start of your previous turn, the manifestation ends.

If you only possess the *gibbering mouths* aspect, you can speak and understand Deep Speech, and you gain a +2 bonus to saving throws against charm and fear effects.

**One Thousand Eyes:** Once per encounter as an immediate interrupt when an enemy tries to attack you with combat advantage, you may manifest your *one thousand eyes* aspect. Eyelids camouflaged all across your body open, blinking and glaring eerily at your attacker, negating the combat advantage you would grant to that attack, and allowing you to ignore partial cover and concealment. When you take advantage of this effect, the manifestation ends. If you only possess the *one thousand eyes* aspect, the manifestation continues until you negate the combat advantage you would grant to a second attack or the second time you negate partial cover or concealment.

By possessing this aspect, you gain a +2 bonus to Perception checks.

**Slimeskin:** Once per encounter as an immediate reaction when an enemy hits you with a melee attack, you may leak a catalyzing slime onto the attacker, coating the foe (save ends; no save on the same turn it attacked you). As long as the enemy is coated, each of its melee attacks against you triggers a chemical reaction from your slimy skin, dealing the attacker 5 acid damage. When the enemy makes its saving throw against the slime coating, the manifestation ends. If you only possess the *slimeskin* aspect, the attacking enemy is also slowed the first time it attacks you, dazed the second time, and unconscious the third. These effects end with the manifestation (when the enemy makes its saving throw against the slime coating).

Level 11: 10 acid damage; Level 21: 15 acid damage

## New Sorcerer Powers

While some of the following powers are available to any sorcerer, most are especially tailored to those with aberrant blood.

Some among the following may have an upgrade entry. When you reach the specified level, you may replace your current version of the power with the upgraded version. If you do, the power counts as being of the upgraded level (that is, a level 3 power that is upgraded at 13 now counts as your level 13 encounter power).

## Level 1 At-Will Spells

### Induce Mutation Sorcerer Attack 1

You create an aberrant field around your target, causing him to temporarily feel the physical distortion you constantly endure.

**At-Will** ♦ Arcane, Implement

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** Charisma vs. Fortitude

**Hit:** 1d10 + Charisma modifier damage

Level 21: 2d10 + Charisma modifier damage.

**Coiling Tentacles:** If you are manifesting this aspect, uncontrollable tentacles erupt from the target, causing it to deal damage equal to your Constitution modifier to each of your enemies adjacent to it the next time it attacks on its turn.

**Gibbering Mouths:** If you are manifesting this aspect, disharmonic chanting from mouths that open across the target's flesh cause creatures in an aura 2 around and including the target to grant combat advantage until the start of your next turn.

**One Thousand Eyes:** If you are manifesting this aspect, the target is disoriented by the expanse of vision granted by the eyes that pop open across its body. It takes a -2 penalty to its attack rolls until the end of your next turn.

**Slimeskin:** If you are manifesting this aspect, the slick slime that emerges across the target's skin causes it to fall prone if it misses with the first attack it makes on its next turn.

## Level 3 Encounter Spells

### Brainwash Chant Sorcerer Attack 3

Unable to resist the mysterious rhythm of your mouths' chanting, your foe is susceptible to your maddening command.

**Encounter** ♦ Arcane, Charm, Implement, Psychic

**Standard Action** Ranged 5

**Targets:** One creature that is dazed by your *gibbering mouths*

**Attack:** Charisma vs. Will

**Hit:** 1d4 psychic damage, and the target immediately makes a melee or ranged attack (your choice) against one of its allies, though you cannot force it to use any limited-use powers in this way.

**Upgrade level 13:** 1d8 psychic damage, and the target gains a bonus to its attack roll equal to your Constitution modifier.

**Upgrade level 23:** 1d12 psychic damage. In addition, the target is dominated on its next turn.

### Oozing Acid Sorcerer Attack 3

The aberrant acid in your skin viscerally leaks from your pores, dripping and threatening to contaminate any foe who comes into contact with you.

**At-Will** ♦ Acid, Arcane, Stance

**Minor Action** Personal

**Requirement:** You must be manifesting the *slimeskin* aspect

**Effect:** Each enemy that hits you with or you hit with a melee attack is coated in the catalyzing slime from your *slimeskin* (save ends; no save on the same turn it attacked you). In addition to triggering when an affected creature hits you, the penalties of the slime are also triggered when you hit an affected creature with a melee attack. This stance and the manifestation end when no creature is affected by your slime.

**Upgrade level 13:** Affected targets take a -2 penalty to their saving throws to remove the catalyzing slime.

**Upgrade level 23:** The effects of your slime are ongoing rather than occurring on a melee attack.

### Piercing Vision Sorcerer Attack 3

The eyes covering your body blink open, and stare directly at your enemy who thought he was imperceptible, allowing you to fire a straight shot of acid at him.

**Encounter** ♦ Acid, Arcane, Implement

**Standard Action** Close burst 5

**Requirement:** You must be manifesting or possess the *one thousand eyes* aspect

**Target:** One creature in burst that you know is there

**Effect:** You pinpoint a targeted invisible or hidden creature

**Attack:** Charisma vs. Reflex, with no sight-based penalties

**Hit:** 1d12 + Charisma modifier acid damage. If you weren't already manifesting your *one thousand eyes*, that aspect can't trigger this encounter.

**Upgrade level 13:** In addition, the target's invisibility ends and/or it is no longer hidden.

**Upgrade level 23:** 2d12 + Charisma modifier acid damage and it can't turn invisible or be hidden (save ends).

## Thrash of Tentacles

Sorcerer Attack 3

Your tentacles have bound several of your enemies, and as they struggle to break free you toss them away from you.

**Encounter** ♦ Arcane, Implement

**Standard Action** Close burst 2

**Targets:** Each creature in burst that is grabbed by your coiling tentacles

**Attack:** Charisma vs. Fortitude

**Hit:** 1d8 + Charisma modifier damage, and you slide the target 3 squares.

**Upgrade level 13:** 2d8 + Charisma modifier damage, and you slide the target 3 squares and knock it prone.

**Upgrade level 23:** 3d8 + Charisma modifier damage, and you slide the target a number of squares equal to 1 + your Constitution modifier and knock it prone.

## Level 5 Daily Spells

### Reality Yaw

Sorcerer Attack 5

You suck reality around you into a small void, disorienting your enemies.

**Daily** ♦ Arcane, Implement, Teleportation

**Standard Action** Close burst 2

**Targets:** Each enemy in burst

**Attack:** Charisma vs. Will

**Hit:** 1d8 + Charisma modifier psychic damage and the target is dazed (save ends).

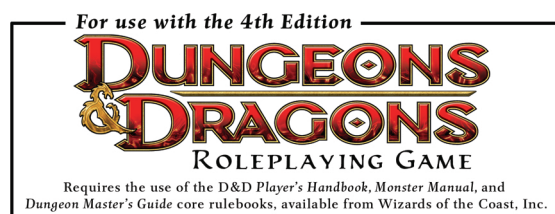
**Upgrade level 15:** 3d8 + Charisma modifier psychic damage, and half damage on a miss.

**Upgrade level 25:** The target is stunned (save ends) instead of dazed, or dazed (save ends) on a miss.

**Miss:** The target is dazed until the end of its next turn.

**Effect:** You teleport 10 squares and you are invisible until the end of your next turn, or until you take a standard action.

**Aberrant Blood:** You may manifest one of your aspects. (This does not count as your one trigger per encounter.)



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DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt; PLAYER'S HANDBOOK 2, written by Jeremy Crawford, Mike Mearls, and James Wyatt; MONSTER MANUAL 2, written by Rob Heinsoo, and Chris Sims; Adventurer's Vault, written by Logan Bonner, Eytan Bernstein, and Chris Sims. © 2008, 2009 Wizards of the Coast. All rights reserved.

## Sorcerous Rays

Sorcerer Attack 9

Using your innate arcane power, you shape energy into the forms you need to best defeat your foes.

**Daily** ♦ Arcane, Implement; Varies

**Standard Action** Ranged 10

**Targets:** One or two targets (three with wild magic)

**Effect:** For each target, choose a different one of the following rays.

1—**Dazzling Ray (Radiant):** The target is blinded until the end of its next turn.

2—**Burning Ray (Fire):** Deal additional fire damage equal to your Charisma modifier to the target and each creature adjacent to it.

3—**Ray of Venom (Poison):** Ongoing 5 poison damage.

4—**Lightning Ray (Lightning):** Slide the target 4 squares.

5—**Chill Ray (Cold):** The target is immobilized (save ends).

6—**Ray of Fear (Charm, Psychic):** The target moves its speed away from you by the safest route possible.

7—**Withering Ray (Necrotic):** The target is weakened (save ends).

8—**Pulse Ray (Force):** The target is knocked prone.

**Attack:** Charisma vs. Reflex

**Hit:** 1d10 + Charisma modifier damage of the damage type determined by the selected ray, and apply the effect of that ray.

**Miss:** Apply the effect of the selected ray to the target.

**Aberrant Blood:** You grow a pair of eye stalks, each of which can fire one of the selected rays. You can use each of your selected rays as a standard action once before the end of the encounter, when the stalks wither away.

**Dragon Magic:** You gain a +3 bonus to the attack roll of a ray that matches the resistance granted by your Dragon Soul class feature.

**Wild Magic:** Choose three targets instead of two. For each target, the ray is randomly selected on a d8 instead of chosen.

## Feats

### Immutable Morphosis

**Prerequisite:** Sorcerer, Aberrant Blood class feature

**Benefit:** Choose either acid or psychic. You resist the chosen damage type as per your Aberrant Growth class feature even when not manifesting one of your aberrant aspects, but you lose the other damage resistance (even while manifesting).

# Twisted Descendant

"You wouldn't like me when I'm mad."

**Prerequisites:** Sorcerer, Aberrant Blood class feature

Among members of humanoid races who are twisted by their maddening heritage, few also are imbued with the power of aberrant sorcery. Among those, there are even fewer who fully embrace this ancestry of the farthest realm.

You are one such twisted descendant, though perhaps not proud of your heritage, but nonetheless willing to delve into its mysteries and to unlock the power of the distortion and insanity within you. The further you delve, though, the more your own shape is distorted, and the closer to insanity you come.

## Twisted Descendant Path Features

**Aberrant Action (11th level):** While you are bloodied, you can spend an action point as a free action during your turn to manifest one of your Aberrant Growths aspects, instead of taking an extra action. The manifestation ends at the end of the encounter or until you are no longer bloodied, instead of its normal duration. This usage doesn't count against your per-encounter trigger of that aspect.

**Thickened Blood (11th level):** While you are manifesting one of your Aberrant Growths aspects, you gain a bonus to the damage rolls of arcane powers equal to your Constitution modifier.

**Aberrant Embrace (16th level):** When you use *induce mutation* and miss while manifesting one of your Aberrant Growths aspects, the target takes half damage and is subject to the secondary effect related to your manifestation.

## Twisted Descendant Spells

### Corrosive Bolt Twisted Descendant Attack 11

A thick, congealed orb of acid takes form in your hands, which you hurl toward your enemy to melt his flesh.

**Encounter** ♦ Acid, Arcane, Implement  
**Standard Action** Ranged 10

**Target:** One creature  
**Attack:** Charisma vs. Reflex

**Hit:** 2d8 + Charisma modifier acid damage, and ongoing 10 acid damage and the target takes a -2 penalty to its defenses and attack rolls (save ends both). *Failed save:* The penalty gets 1 worse; this effect stacks until the target saves against the effect.

### Distortion Field Twisted Descendant Utility 12

You unleash a rippling field of energy. Emanations from the farthest realm cause distortions in reality.

**Encounter** ♦ Arcane, Teleportation  
**Move Action** Personal

**Effect:** You teleport up to 5 squares. You push 1 square any large or smaller creature you start or end adjacent to.

### Warp Pulse Twisted Descendant Attack 20

A pulse of energy you channel from the farthest realm warps reality nearby and damages minds.

**Daily** ♦ Arcane, Implement, Psychic, Teleportation  
**Standard Action** Close burst 3

**Targets:** Each enemy in burst

**Attack:** Charisma vs. Fortitude and Will (one roll per target)

**Hit Fortitude:** Teleport the target 2 squares to a surface that can support it.

**Hit Will:** 3d12 + Charisma modifier psychic damage.

**Effect:** You can teleport to anywhere in the burst. In addition, you gain a teleport speed of 3 until the end of the encounter.

