

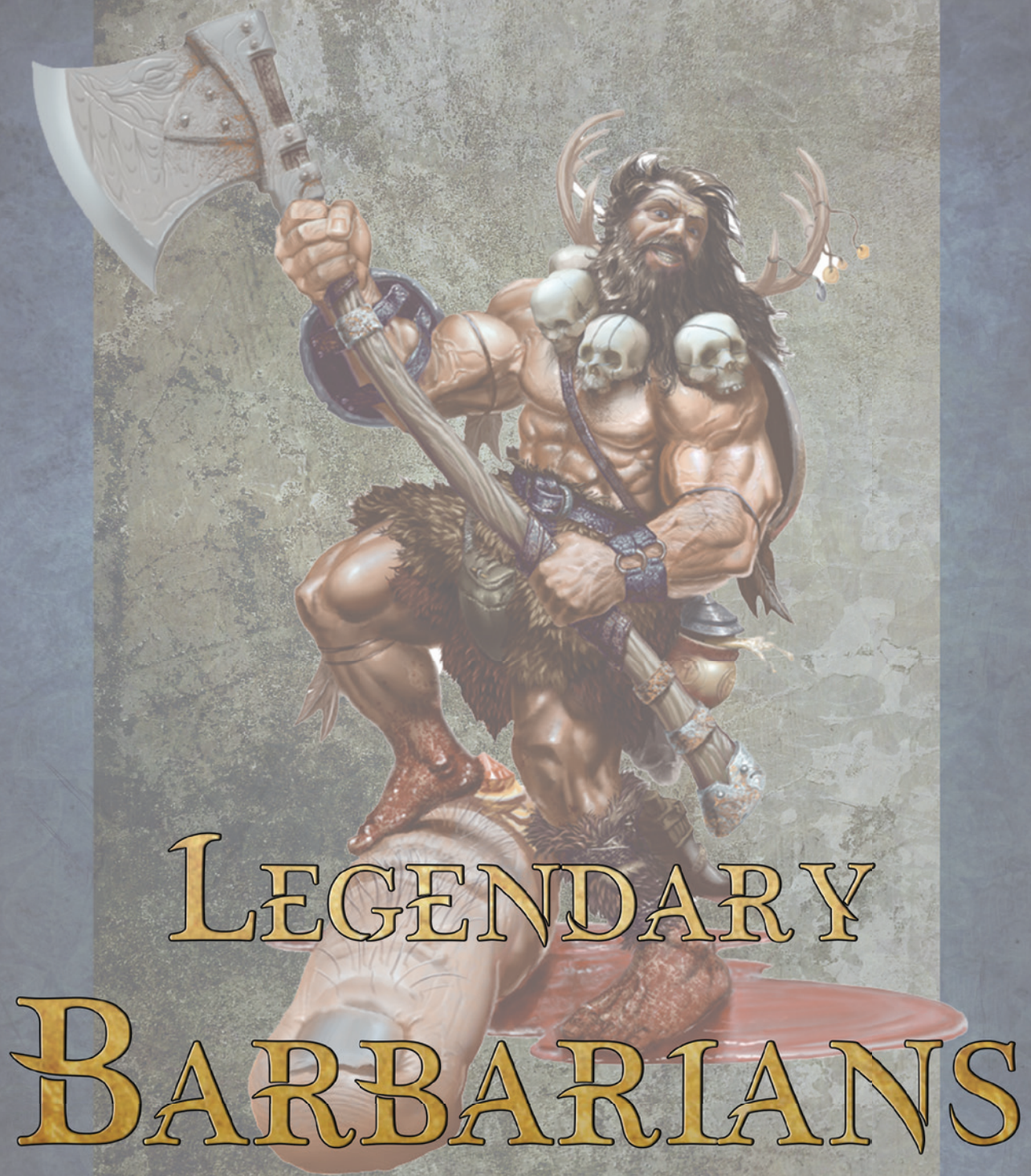


# LEGENDARY BARBARIANS

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

BY JEFF GOMEZ AND JASON NELSON





# LEGENDARY BARBARIANS





# LEGENDARY BARBARIANS

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**Legendary Barbarians** © 2018, Legendary Games; Authors Jeff Gomez and Jason Nelson  
ISBN-13: 978-1984101686  
ISBN-10: 1984101684  
First printing July 2018.  
Printed in USA.



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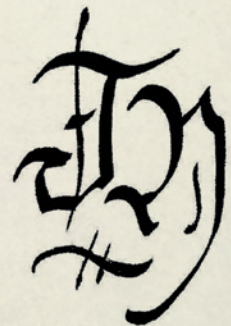
# WHAT YOU WILL FIND INSIDE LEGENDARY BARBARIANS

**Legendary Barbarians** is the latest volume in our series of class-focused player supplements, this time focusing on the fearsome barbarians! This core class has long been a staple of fantasy settings, representing both the power of anger and the rejection of civilization. **Legendary Barbarians** enhances these ideas with a streamlined redesign of the class that provides flexibility, power, and flavor.

With **Legendary Barbarians**, the barbarian is able to choose the benefits of her rage, opening the class up to a limitless variety of concepts. **Enlarging rage** increases the barbarian's size (Hulk Smash), while **invincible rage** lets her shrug off attacks with ease. **Bestial rage** transforms the barbarian to an animal and **vicious rage** sacrifices her hit points for greater damage. Dozens of alternate class features allow a piece-by-piece construction of your perfect barbarian, while 11 new archetypes (such as the **mutagenic rager**, **slavering nightmare**, and **righteous berserker**) tie your abilities together in a theme. The **savage** archetype trades rage for a more stoic approach, while the **fury** cannot stop raging! All this, plus tons of new feats like **Wield Halfling**, magic items like the *totemic club*, barbarian brands, sample character builds, and more, including a ready-to-use legendary barbarian, Gorund Wildwalker!

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson







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The following superscript notations are used to denote references to official Pathfinder Roleplaying Game rulebooks:

ACG = *Pathfinder Roleplaying Game Advanced Class Guide*  
APG = *Pathfinder Roleplaying Game Advanced Player's Guide*

ARG = *Pathfinder Roleplaying Game Advanced Race Guide*

HA = *Pathfinder Roleplaying Game Horror Adventures*

LOD = *Softcover companion to dragons and their legacies*

OA = *Pathfinder Roleplaying Game Occult Adventures*

UC = *Pathfinder Roleplaying Game Ultimate Combat*

UE = *Pathfinder Roleplaying Game Ultimate Equipment*

UI = *Pathfinder Roleplaying Game Ultimate Intrigue*

UM = *Pathfinder Roleplaying Game Ultimate Magic*

UW = *Pathfinder Roleplaying Game Ultimate Wilderness*





## WELCOME TO LEGENDARY HEROES

This product is a part of our line of player-focused class supplements for Paizo's *Pathfinder Roleplaying Game*. When you see the word *Legendary* in front of the name of your favorite class, you can expect it to bring you an amazing array of abilities that are perfect for enriching play with your favorite class. You'll find new class abilities and new uses for existing class abilities, as well as archetypes, feats, and prestige classes specifically tailored to enrich your play experience with that class in exciting and innovative ways. Fantasy games are replete with magic, and you'll find spells and magic items aplenty between these pages as well, each designed to harmonize perfectly with your favorite classes. The all-star team of designers here at *Legendary Games* is committed to bringing you—the busy GM or player—the absolute best third party support for your *Pathfinder* campaign, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play.

### SPECIAL ELECTRONIC FEATURES

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We've hyperlinked this product internally from the Table of Contents and externally with links to the official [Pathfinder Reference Document](#) as well as [d20PFSRD](#). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

### ABOUT LEGENDARY GAMES

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*Legendary Games* is an all-star team of authors and designers, founded by Clark Peterson of *Necromancer Games, Inc.* *Legendary Games* uses a cooperative, team-based approach to bring you the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. Check us out, and Make Your Game *Legendary*!

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# INTRODUCTION

*"Don't test me. Don't taunt me. Don't think you can win. This ends in one of two ways. You put down your weapon, or you make me angry. And if you make me angry, you die." Lorug Greenskin*

*The barbarian is a frothing, rage-filled savage who embraces wrath as a tool to destroy her enemies. The barbarian mixes three classic tropes: anger provides power, the rejection of civilization, and the unkillable hulk. While dangerous in her normal form, the barbarian can enter into a "rage," dramatically increasing her combat potential while risking her safety. Living on the fringes of society, the barbarian seeks enemies to slay in a bloody haze. For this fearless warrior, nothing feels better than the chaos of rage.*

## DESIGN DISCUSSION

### Why Legendary Barbarians?

The unchained barbarian was a nice step forward for the class, refining rough edges and simplifying unnecessary bookkeeping. However, there are still a handful of adjustments that the legendary barbarian embraces while keeping the core chassis of a barbarian. The legendary barbarian focuses on abilities that are inherently "barbarian-y" while offering a new range of flexible options and flavor.

**Removing Alignment Restrictions:** It's time to say goodbye to alignment restrictions and let players roleplay how they want. It's perfectly reasonable to imagine a lawful guard who flies into a rage when his honor is questioned, or code-following agent who holds nothing back in the execution of his tasks. No character concept should be deprived of rage. Admit it - you've always wanted to play a barbarian paladin (or maybe try out the righteous berserker archetype).

**Heavy Armor:** There are too many heavily armored barbarians from fiction to deny them the gear (besides, are you going to argue with the Mountain from Game of Thrones if he wants to put on full plate?). The armored hulk is a trope that should be easily accessible to any barbarian. Heavy armor comes with its own advantages and disadvantages, and adding heavy armor does not unbalance the class (at least, not in a mechanical sense).

**Survival Options:** The term barbarian is usually associated with one who rejects civilization and

lives in the wilds. However, the standard barbarian has few class abilities that reinforce this idea. Surviving in nature has been added to the chassis of the legendary barbarian through Endurance, and there is an increased emphasis on class options for those who want to explore that route.

**Endurance:** Endurance seems tailor-made for the classic barbarian, a warrior immune to the hardships of travel and exposure. When is the last time you saw a barbarian collapse in the sun, drown, or starve to death? Endurance is a relatively benign feat with few combat applications and a relevant flavor, and so the legendary barbarian gets it for free at first level.

**Shorter, Stronger Rage:** Rage is a fun resource to play around with, but boy do barbarians get a lot of it. By level 8, most barbarians have at least 20 rounds - more than enough to last them a day's worth of combat. What's the point of resource management when that resource is coming out of your ears? Legendary barbarians get fewer rounds of rage (a little more than half), but the rage is more potent. Their rage is stronger at each level than a normal barbarian, and it is more flexible with the inclusion of rage forms. Additionally, some abilities now require the barbarian to spend rounds of rage for powerful effects. The result is a barbarian who actually needs to pay attention to the expenditure of her defining class feature.

**Rage Forms:** The base concept of a limited resource martial buff is too flexible to squander on a single form. Rage forms allow a barbarian to mete out his justice as he sees fit. In addition to straight up fun additions, such as enlarging rage, the legendary barbarian can apply a bit of finesse with battle meditation or become a true tank with invincible rage.

**Multiple Totems:** There's no mechanical reason that a barbarian shouldn't be able to choose rage powers from multiple totems. In fact, many totem powers complement each other quite well. The legendary barbarian has this arbitrary restriction removed.

**Stronger Capstone:** The barbarian capstone (level 20) ability has always been a bit underwhelming. While other martial classes get the ability to automatically confirm critical hits (fighter) or simply slay their enemies outright (rogue), our raging friend has little to reward her after 20 levels of blood and gore. Barbaric strike gives the barbarian a fitting end to her violent career and is a death-dealing bonus in line with other martial capstones.



# LEGENDARY BARBARIAN

*"Speech is for the weak. This is the time for blood."*

—Marus the Mad

For some, there is only rage. In the ways of their people, in the fury of their passion, in the howl of battle, conflict is all these brutal souls know. Savages, hired muscle, masters of vicious martial techniques, they are not soldiers or professional warriors—they are the battle possessed, creatures of slaughter and spirits of war. Known as barbarians, these warmongers know little of training, preparation, or the rules of warfare; for them, only the moment exists, with the foes that stand before them and the knowledge that the next moment might hold their death. They possess a sixth sense in regard to danger and the endurance to weather all that might entail. These brutal warriors might rise from all walks of life, both civilized and savage, though whole societies embracing such philosophies roam the wild places of the world. Within barbarians storms the primal spirit of battle, and woe to those who face their rage.

**Role:** Barbarians excel in combat, possessing the martial prowess and fortitude to take on foes seemingly far superior to themselves. With rage granting them boldness and daring beyond that of most other warriors, barbarians charge furiously into battle and ruin all who would stand in their way.

**Alignment:** Any

**Hit Die:** d12

**Starting Wealth:** 3d6 × 10 gp (average 105gp.) In addition, each character begins play with an outfit worth 10 gp or less.

**Class Skills:** The barbarian's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

**Skill Ranks per Level:** 4 + Int modifier.

## CLASS FEATURES

All of the following are class features of the barbarian.

**Weapon and Armor Proficiency:** A barbarian is

proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields).

**Endurance:** A barbarian gains Endurance as a bonus feat.

**Fast Movement (Ex):** A barbarian's base speed is faster than the norm for her race by 10 feet. This benefit applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the barbarian's base speed.

**Rage (Ex):** A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. At 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier.

For each level after 1st she possesses, the barbarian can rage for 1 additional







Table: Legendary Barbarian

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Endurance, fast movement, rage, rage form
2nd	+2	+3	+0	+0	Rage power, uncanny dodge
3rd	+3	+3	+1	+1	Danger sense +1
4th	+4	+4	+1	+1	Rage power
5th	+5	+4	+1	+1	Improved uncanny dodge, rage form
6th	+6/+1	+5	+2	+2	Danger sense +2, rage power
7th	+7/+2	+5	+2	+2	Damage reduction 1/—
8th	+8/+3	+6	+2	+2	Rage power
9th	+9/+4	+6	+3	+3	Danger sense +3
10th	+10/+5	+7	+3	+3	Damage reduction 2/—, rage power, rage form
11th	+11/+6/+1	+7	+3	+3	Greater rage
12th	+12/+7/+2	+8	+4	+4	Danger sense +4, rage power
13th	+13/+8/+3	+8	+4	+4	Damage reduction 3/—
14th	+14/+9/+4	+9	+4	+4	Indomitable will, rage power
15th	+15/+10/+5	+9	+5	+5	Danger sense +5, rage form
16th	+16/+11/+6/+1	+10	+5	+5	Damage reduction 4/—, rage power
17th	+17/+12/+7/+2	+10	+5	+5	Tireless rage
18th	+18/+13/+8/+3	+11	+6	+6	Danger sense +6, rage power
19th	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/—
20th	+20/+15/+10/+5	+12	+6	+6	Barbaric strike, mighty rage, rage form, rage power

round per day. Temporary increases to Constitution, such as that gained from *bear's endurance*, do not increase the total number of rounds that a barbarian can rage per day. A barbarian can enter a rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours need not be consecutive.

While in a rage, a barbarian gains the benefits of her rage form and a +4 bonus on Will saves against fear effects but takes a –2 penalty to her Armor Class. She also gains 2 temporary hit points per Hit Die. At 11th level this increases to 3 temporary hit points per level, and at 20th level this increases to 4 temporary hit points per level. These temporary hit points are lost first when a character takes damage, disappear when the rage ends, and are not replenished if the barbarian enters a rage again within 1 minute of her previous rage.

While in a rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skill (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration (such as spellcasting).

A barbarian can end her rage as a free action and is fatigued for 1 minute after a rage ends. A barbarian

can't enter a new rage while fatigued or exhausted but can otherwise enter a rage multiple times per day. If a barbarian falls unconscious, her rage immediately ends.

Spells, feats, and abilities which grant extra rounds of rage only grant the legendary barbarian half as many rounds of rage as normal (minimum 1). The Extra Rage feat grants three rounds of rage instead of six.

Spells, feats, and abilities which grant extra rounds of rage only grant the legendary barbarian half as many rounds of rage as normal (minimum 1). The Extra Rage feat grants three rounds of rage instead of six.

**Rage Forms (Ex):** At 1st level, a barbarian selects one of the following rage forms. She selects an additional rage form at 5th, 10th, 15th, and 20th levels. Whenever she rages, she enters into one of her selected rage forms. A barbarian cannot change rage forms while in a rage.

**Animal Rage (Ex):** While raging, the barbarian gains two claw attacks. These attacks are considered primary attacks and are made at the barbarian's full base attack



bonus. The claws deal 1d6 points of slashing damage (1d4 if Small) plus the barbarian's Strength modifier. If she already has claw attacks, they deal damage as if the barbarian were one size larger (this does not stack with other effects which increase the effective size of natural attacks).

**Greater Animal Rage (Ex):** At 11th level, while raging, the barbarian also gains a bite attack. This attack is considered a primary attack and is made at the barbarian's full base attack bonus. The bite deals 1d4 points of damage (1d3 if Small) plus the barbarian's Strength modifier. If she already has a bite attack, it deals damage as if the barbarian were one size larger (this does not stack with other effects which increase the effective size of natural attacks).

**Mighty Animal Rage (Ex):** At 20th level, while raging, the barbarian also gains a gore attack. This attack is considered a primary attack and is made at the barbarian's full base attack bonus. The gore attack deal 1d8 points of damage (1d6 if Small) plus the barbarian's Strength modifier. If she already has a gore attack, it deals damage as if the barbarian were one size larger (this does not stack with other effects which increase the effective size of natural attacks).

**Battle Meditation (Ex):** While in a rage, a barbarian gains a +3 bonus on attack rolls and a +3 dodge bonus to AC. This AC bonus does not negate the AC penalty from raging.

**Greater Battle Meditation (Ex):** At 11th level, a barbarian's bonus on attack rolls and AC while raging increases to +4.

**Mighty Battle Meditation (Ex):** At 20th level, a barbarian's bonus on attack rolls and AC while raging increases to +5.

**Bestial Rage (Su):** When a barbarian enters a rage, she can assume the form of any Small or Medium creature of the animal type. If the form she assumes has any

of the following abilities, she gains the listed ability: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, darkvision 60 feet, low-light vision, and scent. Bestial rage is a supernatural ability which otherwise acts like *beast shape I*. Unlike most rage forms, entering a bestial rage is a standard action.

**Small animal:** If the form she takes is that of a Small animal, she gains a +2 size bonus to her Dexterity and a +1 natural armor bonus.

**Medium animal:** If the form she takes is that of a Medium animal, she gains a +2 size bonus to her Strength and a +2 natural armor bonus.

**Greater Bestial Rage (Su):** At 11th level, when a barbarian enters a rage, she can assume the form of a Tiny, Small, Medium or Large creature of the animal type, similar to using *beast shape II*. If the form she assumes has any of the following abilities, she gains the listed abilities: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, scent, grab, pounce, and trip.

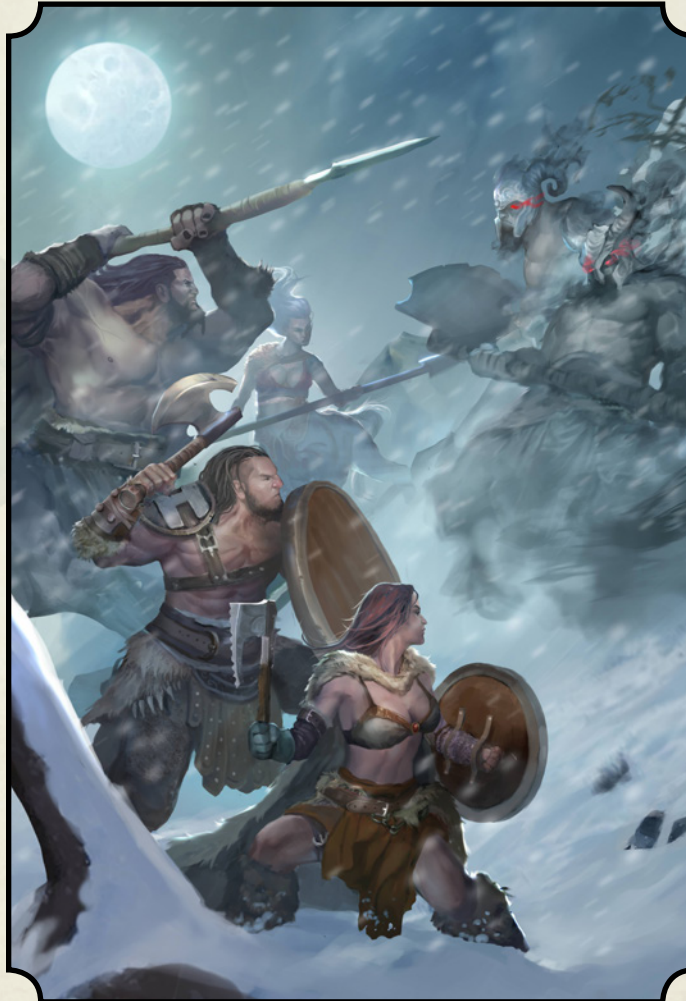
Unlike most rage forms, entering a bestial rage is a standard action.

**Tiny animal:** If the form she takes is that of a Tiny animal, she gains a +4 size bonus to her Dexterity, a -2 penalty to her Strength, and a +1 natural armor bonus.

**Large animal:** If the form she takes is that of a

Large animal, she gains a +4 size bonus to her Strength, a -2 penalty to her Dexterity, and a +4 natural armor bonus.

**Mighty Bestial Rage (Su):** At 20th level, when a barbarian enters a rage, she can assume the form of a Diminutive, Tiny, Small, Medium, Large or Huge creature of the animal type, similar to using *beast shape III*. If the form she assumes has any of the following abilities, she gains the listed ability: burrow 30 feet, climb 90







feet, fly 90 feet (good maneuverability), swim 90 feet, blindsense 30 feet, darkvision 60 feet, low-light vision, scent, constrict, ferocity, grab, jet, poison, pounce, rake, trample, trip, and web.

Unlike most rage forms, entering into a bestial rage is a standard action.

**Diminutive animal:** If the form she takes is that of a Diminutive animal, she gains a +6 size bonus to her Dexterity, a -4 penalty to her Strength, and a +1 natural armor bonus.

**Huge animal:** If the form she takes is that of a Huge animal, she gains a +6 size bonus to her Strength, a -4 penalty to her Dexterity, and a +6 natural armor bonus.

**Close Quarters Rage (Ex):** While in a rage, a barbarian gains a +3 bonus on ranged attack and damage rolls, but only against targets within the first range increment of her attack. Against a target within 10 feet, the barbarian's critical multiplier for damage increases by 1 (a  $\times 2$  multiplier becomes  $\times 3$ , a  $\times 3$  multiplier becomes  $\times 4$ , and a  $\times 4$  multiplier becomes  $\times 5$ ). This critical multiplier increase does not stack with other effects which increase critical multipliers. While raging, the barbarian doubles her attack penalty due to range increments.

**Greater Close Quarters Rage (Ex):** At 11th level, a barbarian's bonus on ranged attack and damage rolls while raging increases to +4.

**Mighty Close Quarters Rage (Ex):** At 20th level, a barbarian's bonus on ranged attack and damage rolls, and Will saves while raging increases to +5.

**Closing Wounds Rage (Su):** While in a rage, a barbarian gains fast healing equal to half her level (minimum 1).

**Greater Closing Wounds Rage (Su):** At 11th level, a barbarian gains fast healing equal to half her level. When she scores a critical hit, she gains 1 temporary hit point per barbarian level.

**Mighty Closing Wounds Rage (Su):** At 20th level, a barbarian gains fast healing equal to half her level. When she scores a critical hit, she gains 2 temporary hit points per barbarian level.

**Destructive Rage (Ex):** While in a rage, a barbarian gains a +3 bonus on melee damage rolls, thrown weapon damage rolls, and sunder combat maneuvers. She ignores 5 points of a target's damage resistance and object hardness.

**Greater Destructive Rage (Ex):** At 11th level, a barbarian's bonus on melee damage rolls, thrown weapon damage rolls, and sunder combat maneuvers while raging increases to +4. She ignores 10 points of a target's damage resistance and object hardness.

**Mighty Destructive Rage (Ex):** At 20th level, a barbarian's bonus on melee damage rolls, thrown weapon damage rolls, and sunder combat maneuvers while raging

increases to +5. She ignores 20 points of a target's damage resistance and object hardness.

**Dueling Rage (Ex):** When a barbarian enters a rage, she chooses one target within sight to challenge. While in a rage, she gains a +3 bonus on attack rolls and damage rolls against the target of her challenge. The barbarian does not take the -2 penalty to her Armor Class for being in rage against attacks made by the target of her challenge. If the target of the challenge is killed, the barbarian exits her rage. The challenge ends when the barbarian exits the rage.

**Greater Dueling Rage (Ex):** At 11th level, a barbarian's bonus on attack rolls and damage rolls against the target of her challenge increases to +4.

**Mighty Dueling Rage (Ex):** At 20th level, a barbarian's bonus on attack rolls and damage rolls against the target of her challenge increases to +5.

**Elemental Rage (Su):** When a barbarian enters a rage, she chooses an energy type (acid, cold, electricity, or fire). While in a rage, she gains an elemental aura of the chosen energy type. Creatures within five feet of the barbarian at start of her turn take 1d6 points of energy damage of the selected type. The barbarian's attacks deal an additional 1d6 points of energy damage of the selected type.

**Greater Elemental Rage (Su):** At 11th level, a barbarian's elemental aura deals 2d6 points of energy damage.

**Mighty Elemental Rage (Su):** At 20th level, a barbarian's elemental aura deals 4d6 points of energy damage.

**Enlarging Rage (Su):** While in a rage, a barbarian's size increases by one size category. The barbarian gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to her increased size. A Medium humanoid barbarian whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. All equipment worn or carried by the barbarian is similarly enlarged by the spell. Enlarging rage is a supernatural ability which otherwise acts like *enlarge person*. Unlike most rage forms, entering an enlarging rage is a standard action.

**Greater Enlarging Rage (Su):** At 11th level, a barbarian's size increases by two size categories while raging. The barbarian gains a +4 size bonus to Strength, and takes a -4 size penalty to Dexterity and a -2 penalty on attack rolls and to AC because of its increased size. A Medium humanoid barbarian whose size increases to Huge has a space of 15 feet and a natural reach of 10 feet.

**Mighty Enlarging Rage (Su):** At 20th level, a barbarian's size increases by three size categories while raging. The barbarian gains a +6 size bonus to Strength, and takes a -6 size penalty to Dexterity and a -4 penalty on attack rolls and to AC because of its increased size. A Medium humanoid barbarian whose size increases to Gargantuan





has a space of 20 feet and a natural reach of 15 feet.

**Invincible Rage (Ex):** While in a rage, a barbarian gains damage reduction and resist against all energy attacks equal to half her barbarian level (minimum 1). This damage reduction and energy resistance stack with other damage reduction or energy resistance gained from class abilities or rage powers. She also gains a +3 bonus on all Fortitude and Reflex Saves.

**Greater Invincible Rage (Ex):** At 11th level, a barbarian's bonus to Fortitude and Reflex Saves increases to +4.

**Mighty Invincible Rage (Ex):** At 20th level, a barbarian's bonus to Fortitude and Reflex Saves increases to +5.

**Reckless Rage (Ex):** While in a rage, a barbarian gains a +3 bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saving throws.

**Greater Reckless Rage (Ex):** At 11th level, a barbarian's bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saves while raging increases to +4.

**Mighty Reckless Rage (Ex):** At 20th level, a barbarian's bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saves while raging increases to +5.

**Terrifying Rage (Ex):** While in a rage, a barbarian gains a +3 bonus on melee damage rolls. She gains a bonus on Intimidate checks equal to her level.

**Greater Terrifying Rage (Ex):** At 11th level, a barbarian gains a +4 bonus on melee damage rolls. She gains a bonus on Intimidate checks equal to her level.

**Mighty Terrifying Rage (Ex):** At 20th level, a barbarian gains a +5 bonus on melee damage rolls. She gains a bonus on Intimidate checks equal to her level.

**Vicious Rage (Su):** When in a rage, a barbarian gains a +3 bonus to attack rolls. When a barbarian in a rage strikes an opponent with an attack, disruptive energy arcs between her and her target. This energy deals an extra 2d6 points of damage to the opponent and 1d6 points of damage to the barbarian.

**Greater Vicious Rage (Su):** At 11th level, a barbarian gains a +4 bonus to attack rolls. Her disruptive energy deals 4d6 points of damage to the opponent and 2d6 points of damage to the barbarian.

**Mighty Vicious Rage (Su):** At 20th level, a barbarian gains a +5 bonus to attack rolls. Her disruptive energy deals 6d6 points of damage to the opponent and 3d6 points of damage to the barbarian.

**Rage Powers (Ex):** As a barbarian gains levels, she learns to use her rage in new ways. At 2nd level and every 2 levels thereafter, the barbarian gains a rage power. A barbarian gains the benefits of rage powers only while raging. Some of these powers are always active during a rage, and others require the barbarian to take an action to use them. Unless otherwise noted, a barbarian cannot

select an individual power more than once.

**Stance Rage Powers:** Some of the following rage powers are stances. Activating a stance rage power is a move action. A barbarian can't have more than one stance rage power active at a time. If she activates a stance rage power while another one is active, the current stance immediately ends. The stance can be intentionally ended at the beginning of the barbarian's turn as a free action; otherwise, it lasts until the rage ends.

**Totem Rage Powers:** Totem rage powers grant powers related to a theme. Totem rage powers can be selected from multiple groups of totem rage powers.

**Existing Rage Powers:** The following rage powers can be used unaltered: Boasting taunt, body bludgeon, brawler, brawler (greater), chaos totem, chaos totem (greater), chaos totem (lesser), disruptive, dragon totem, dragon totem resilience, ferocious mount, ferocious mount (greater), ferocious trample, ferocious trample (greater), fiend totem, fiend totem (greater), fiend totem (lesser), ghost rager, good for what ails you, guarded life, guarded life (greater), hive totem, hive totem resilience, hive totem toxicity, hurling, hurling (greater), hurling (lesser), hurling charge, liquid courage, overbearing advance, overbearing onslaught, primal scent, roaring drunk, spirit steed, spirit totem, spirit totem (greater), spirit totem (lesser), staggering drunk, sunder enchantment, world serpent spirit, world serpent totem, world serpent totem unity.

**Existing Unchained Rage Powers:** The following unchained rage powers can be used unaltered: Accurate stance, animal fury, bleeding blow, calm stance, clear mind, deadly accuracy, eater of magic, elemental stance, energy resistance, fearless rage, ground breaker, ground breaker (greater), guarded stance, increased damage reduction, inspire ferocity, internal fortitude, intimidating glare, knockback, knockdown stance, lethal accuracy, low-light vision, night vision, no escape, perfect clarity, powerful stance, protect vitals, quick reflexes, raging climber, raging leaper, raging swimmer, reckless stance, reflexive dodge, regenerative stance, renewed vitality, roused anger, scent, sharpened accuracy, shove aside, shove aside (greater), smasher, sprint, strength stance, superstition, swift foot, taunting stance, terrifying howl, unexpected strike, witch hunter.

A list of legendary rage powers can be found at the end of this document.

**Uncanny Dodge (Ex):** At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if immobilized. A barbarian with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.





If a barbarian already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

**Danger Sense (Ex):** At 3rd level, a barbarian gains a +1 bonus on Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks by traps. In addition, she gains a +1 bonus on Perception checks to avoid being surprised by a foe. These bonuses increase by 1 every 3 levels thereafter (to a maximum of +6 at 18th level). This ability counts as trap sense for any feat or class prerequisite and can be replaced by any archetype class feature that replaces trap sense. The bonuses gained from this ability stack with those gained from trap sense (if the barbarian has trap sense from another class).

**Improved Uncanny Dodge (Ex):** At 5th level, a barbarian can no longer be flanked. This defense denies enemies the ability to sneak attack the barbarian by flanking her, unless the attacker has at least 4 more levels in a class that provides sneak attack than the barbarian has barbarian levels.

If the barbarian also has uncanny dodge from another class, levels from the classes that grant uncanny dodge stack to determine the minimum level required to flank the barbarian.

**Damage Reduction (Ex):** At 7th level, a barbarian gains damage reduction. Each time the barbarian takes damage from a weapon or natural attack, subtract 1 from the damage taken. At 10th level and every 3 levels thereafter, this damage reduction rises by 1 point (up to 5 points at 19th level). Damage Reduction can reduce damage to 0, but not below 0.

**Greater Rage (Ex):** At 11th level, a barbarian in a rage gains the benefit of her greater rage form. While raging, she is immune to fear effects. In addition, the amount of temporary hit points gained when entering a rage increases to 3 per Hit Die.

**Indomitable Will (Ex):** At 14th level, the barbarian gains a +4 bonus on Will saves to resist enchantment spells while raging. This bonus stacks with all other modifiers.

**Tireless Rage (Ex):** At 17th level, a barbarian is no longer fatigued at the end of her rage. If she enters a rage again within 1 minute of ending a rage, she doesn't gain any temporary hit points from her rage.

**Mighty Rage (Ex):** At 20th level, a barbarian in a rage gains the benefit of her mighty rage form. In addition, the amount of temporary hit points gained when entering a rage increases to 4 per Hit Die.

**Barbaric Strike (Ex):** At 20th level, whenever the barbarian scores a critical hit on a target, the barbarian may spend 1 round of rage to rend her target's flesh apart in a barbaric strike. The target must make a Fortitude save or die. The DC of this save is equal to 10 + 1/2 the barbarian's level + the barbarian's Strength modifier.

## ALTERNATE CLASS FEATURES



*"Here's a trick you've never seen before."*

—*Daerin Meaddrinker, shortly before impaling a dwarf with his own pegleg*

Alternate class features are small, modular archetypes. They swap out a single class feature (or two related class features) for new abilities. By affecting only small parts of the class at a time, a player is able to build the barbarian that best fits her ideas. With these alternate class features, the legendary barbarian is more flexible than ever before.

If an archetype or alternate class replaces one of the below class features, the replacement class feature may be exchanged for an alternate class feature.

Mix and match these alternate class features to build your perfect barbarian!

### REPLACES WEAPON AND ARMOR PROFICIENCY

Barbarians don't always rely on forged steel and honed axes. The following weapon and armor proficiency options allow for additional character concepts right out of the gate.

**Weapon and Armor Proficiency:** A barbarian is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields).

**Weapon and Armor Proficiency:** A barbarian is proficient with all simple weapons and with all armor (heavy, light, and medium) and shields (including tower shields).

Barbarians gain Improved Unarmed Combat, Catch off Guard, and Throw Anything as bonus feats.

**Weapon and Armor Proficiency:** A barbarian is proficient with all simple weapons and with all armor (heavy, light, and medium) and shields (including tower shields).

Barbarians gain Exotic Weapon Proficiency as a bonus feat.

### REPLACES ENDURANCE

The legendary barbarian gains Endurance as a bonus feat for free. It's a flavorful, non-combat boost to the barbarian's survival abilities. However, there are a few other options for the barbarian that improve her flexibility without doubling down on her brutality.

**Endurance:** A barbarian gains Endurance as a bonus feat.

**Animal Affinity:** A barbarian gains Animal Affinity as a bonus feat.



This ability replaces Endurance.

**Athletic:** A barbarian gains Athletic as a bonus feat.

This ability replaces Endurance.

**Eagle Eyes:** A barbarian gains Eagle Eyes as a bonus feat. She does not need to meet the requirements for this feat.

This ability replaces Endurance.

**Run:** A barbarian gains Run as a bonus feat.

This ability replaces Endurance.

**Self-Sufficient:** A barbarian gains Self-Sufficient as a bonus feat.

This ability replaces Endurance.

**Wild Empathy (Ex):** A barbarian can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The barbarian rolls 1d20 and adds her barbarian level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the barbarian and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A barbarian can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

This ability replaces Endurance.

### REPLACES FAST MOVEMENT

Fast movement is a barbarian classic, but nothing about the class feature is necessary to the core of what a barbarian is. As a relatively powerful bonus both in and out of combat, fast movement alternate class features

provide a range of potentially concept defining abilities.

**Fast Movement (Ex):** A barbarian's base speed is faster than the norm for her race by 10 feet. This benefit applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the barbarian's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the barbarian's base speed.

**Big Game Hunter (Ex):** A barbarian gains a +1 bonus on attack rolls and a +1 dodge bonus to AC in melee with creatures larger than herself.

This ability replaces fast movement.

**Destructive (Ex):** Whenever the barbarian makes a melee attack that targets an unattended object or makes a sunder combat maneuver, she adds half her barbarian level (minimum +1) to the damage roll.

This ability replaces fast movement.

**Fast Rider (Ex):** The speed of any creature the barbarian is riding is increased by 10 feet and it gains the Endurance feat whenever she is riding it.

This ability replaces fast movement.

**Favored Terrain (Ex):** A barbarian may select a favored terrain at 1st level as a ranger. Favored terrain bonuses increase by +2 every 5 levels after 1st, but unlike a ranger the barbarian does not gain additional favored terrains.

This ability replaces fast movement.

### REPLACES UNCANNY DODGE

Uncanny dodge is a relatively tame, extremely situational, and somewhat fiddly class feature which only activates on a handful of occasions. While it can be important in some combats, it is largely dead weight for our raging friend. Alternate class features for uncanny dodge and improved uncanny dodge generally provide specific combat bonuses or survival options.

**Uncanny Dodge (Ex):** At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if immobilized. A barbarian with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.







If a barbarian already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

**Improved Uncanny Dodge (Ex):** At 5th level, a barbarian can no longer be flanked. This defense denies enemies the ability to sneak attack the barbarian by flanking her, unless the attacker has at least 4 more levels in a class that provides sneak attack than the barbarian has barbarian levels.

If the barbarian also has uncanny dodge from another class, levels from the classes that grant uncanny dodge stack to determine the minimum level required to flank the barbarian.

**Improved Sunder (Ex):** At 2nd level, a barbarian gains Improved Sunder as a bonus feat.

This ability replaces uncanny dodge.

**Greater Sunder (Ex):** At 5th level, a barbarian gains Greater Sunder as a bonus feat.

This ability replaces improved uncanny dodge.

**Invulnerability (Ex):** At 2nd level, a barbarian gains DR/— equal to half her barbarian level. This damage reduction is doubled against nonlethal damage.

This ability replaces uncanny dodge, improved uncanny dodge, and damage reduction.

**Savage Grapple (Ex):** At 2nd level, a barbarian takes only half the normal penalties to Dexterity, attack rolls, and combat maneuver checks when she has the grappled condition. She can make an attack of opportunity against creatures trying to grapple her even if they possess the Improved Grapple feat or the grab special attack. If she hits with this attack of opportunity, she gains a +2 circumstance bonus to her CMD against the grapple attempt. She cannot make these attacks of opportunity once a grapple has succeeded. This ability replaces uncanny dodge.

**Improved Savage Grapple (Ex):** At 5th level, a barbarian takes no penalties to Dexterity, attack rolls, or combat maneuver checks when she has the grappled condition.

She also is treated as one size larger than her actual size when determining whether he can grapple or be grappled by another creature. This ability replaces improved uncanny dodge.

**Track (Ex):** At 2nd level, a barbarian adds half her level to Survival skill checks made to follow tracks.

This ability replaces uncanny dodge.

**Favored Enemy:** At 5th level, a barbarian selects a creature type from the ranger favored enemies table. She gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of her selected type. Likewise, she gets a +2 bonus on weapon attack and damage rolls against them. A barbarian may make Knowledge skill checks untrained when attempting to identify these creatures.

This ability replaces

improved uncanny dodge.

## REPLACES DANGER SENSE

Danger sense can be a powerful tool in a barbarian's arsenal, and it helps to round out the class. However, many character concepts find little correlation between barbarians and traps. The alternate class features for danger sense expand the barbarian's out of combat abilities in a variety of ways.

**Danger Sense (Ex):** At 3rd level, a barbarian gains a +1 bonus on Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks by traps. In addition, she gains a +1 bonus on Perception checks to avoid being surprised by a foe. These bonuses increase by 1 every 3 levels thereafter (to a maximum of +6 at 18th level). This ability counts as trap sense for any feat or class prerequisite, and can be replaced by any archetype class







feature that replaces trap sense. The bonuses gained from this ability stack with those gained from trap sense (if the barbarian has trap sense from another class).

**Animalistic (Ex):** At 3rd level, a barbarian takes on strange, animalistic features. She chooses and gains one of the following abilities:

- The barbarian's eyes turn green and become those of a tiger. She gains darkvision (60 feet).
- The barbarian's nose flattens into that of a pig. She gains scent.
- The barbarian's fingers elongate and grow fur, like the fingers of a monkey. She gains a climb speed equal to 1/2 her base land speed.
- The barbarian's hands and feet grow webs like a fish's fins. She gains a swim speed equal to 1/2 her base land speed.
- The barbarian gains the rough gills of a shark. She gains the ability to breathe underwater.

This ability replaces danger sense.

**Battle Scavenger (Ex):** At 3rd level, a barbarian takes no penalty on attack rolls when using improvised weapons or weapons with the broken condition. In addition, she gains a +1 bonus on damage rolls with improvised or broken weapons, increasing by 1 for every 3 levels beyond 3rd.

This ability replaces danger sense.

**Big Game Hunter (Ex):** At 3rd level, a barbarian gains a +1 bonus on damage rolls against animals, dragons, and magical beasts larger than herself. This bonus increases by +1 every 3 levels after 3rd.

This ability replaces danger sense.

**Extreme Endurance (Ex):** At 3rd level, a barbarian is inured to either hot or cold climate effects (choose one) as if using endure elements. In addition, the barbarian gains 1 point of fire or cold resistance for every 3 levels beyond 3rd.

This ability replaces danger sense.

**Intimidating Bulk (Ex):** At 3rd level, a barbarian gains Intimidating Prowess as a bonus feat (or any other feat she qualifies for if she already possesses Intimidating Prowess). In addition, she gains a +1 bonus on Intimidation checks. These bonuses increase by 1 every 3 levels thereafter (to a maximum of +6 at 18th level).

This ability replaces danger sense.

**Massive Weapons (Ex):** At 3rd level, a barbarian can use two-handed weapons meant for creatures one size category larger, but the penalty for doing so is increased by 4. However, the attack roll penalty for using weapons too large for her size is reduced by 1, and this reduction increases by 1 for every three levels beyond 3rd (to a minimum of 0).

This ability replaces improved danger sense.

**Naked Courage (Ex):** At 3rd level, a barbarian who wears no armor (shields are allowed) gains a +1 dodge bonus to AC and a +1 morale bonus on saving throws against fear effects. This bonus increases by +1 every 3 levels after 3rd.

This ability replaces danger sense.

**Pit Fighter (Ex):** At 3rd level, a barbarian has learned combat tricks in fighting in cage matches and gladiatorial arenas. She may take Exotic Weapon Proficiency in a melee weapon, or she may add a +1 bonus to his CMB or CMD for any one combat maneuver. This bonus is increased to +2 if the barbarian is wearing no armor (shields are allowed). Every 3 levels after 3rd, the barbarian may take another Exotic Weapon Proficiency or add another bonus to a combat maneuver. This bonus can be applied to each maneuver no more than twice, once to CMB and once to CMD.

This ability replaces danger sense.

**Savage Sailor (Ex):** At 3rd level, a barbarian gains a +1 bonus on Acrobatics, Climb, Profession (sailor), Survival, and Swim checks made in aquatic areas, including on board a ship and along shorelines. These bonuses improve by +1 every 3 levels after 3rd.

This ability replaces danger sense.

**Shamanistic Inclinations (Su):** At 3rd level, a barbarian gains the ability to cast divine spells drawn from the shaman spell list. A barbarian must choose and prepare her spells in advance.

To prepare or cast a spell, a barbarian must have a Wisdom score equal to at least 10 + the spell's level. The saving throw DC against a barbarian's spell is 10 + the spell's level + the barbarian's Wisdom modifier.

Like other spellcasters, a barbarian can cast only a certain number of spells of each spell level per day. A barbarian can only cast three level 0 spells and one level one spell each day. In addition, she receives bonus spells per day if she has a high Wisdom score.

Barbarians commune with their gods to prepare their spells. Each barbarian must choose a time when she must spend 1 hour each day in quiet contemplation to regain her daily allotment of spells. A barbarian can prepare and cast any spell on the shaman spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily communion.

The barbarian has caster level 1, and her caster level does not increase as the barbarian gains levels. Barbarians learn no additional spells and gain no additional spell slots as they gain levels.

This ability replaces danger sense.

**Sixth Sense (Ex):** At 3rd level, a barbarian gains a +1 bonus to initiative and a +1 insight bonus to AC during surprise rounds. This bonus increases by +1 every 3 levels after 3rd.

This ability replaces danger sense.





## REPLACES DAMAGE REDUCTION

Damage reduction is reasonably central to many barbarian concepts. After all, one of the core barbarian paradigms is invulnerability. However, invulnerability can encompass a range of different abilities, and some character may wish to embrace the danger of death instead. The alternate class abilities for damage reduction either improve other defenses or embrace the inevitable.

**Damage Reduction (Ex):** At 7th level, a barbarian gains damage reduction. Each time the barbarian takes damage from a weapon or natural attack, subtract 1 from the damage taken. At 10th level and every 3 levels thereafter, this damage reduction rises by 1 point (up to 5 points at 19th level). Damage Reduction can reduce damage to 0, but not below 0.

**Barbarian Horde (Ex):** At 7th level, a barbarian gains the Leadership feat and gains Profession (soldier) as a class skill. When attracting a barbarian cohort or warrior followers, the barbarian uses her Strength modifier rather than her Charisma modifier to modify her Leadership score. She gains a +1 bonus on Profession (soldier) checks and to her Leadership score for every 3 levels beyond 7th.

This ability replaces damage reduction.

**Desperate Measures (Ex):** At 7th level, a barbarian learns to embrace the danger of death. While the barbarian is at or below half of her maximum hit points, her critical multiplier for damage increases by 1 (a  $\times 2$  multiplier becomes  $\times 3$ , a  $\times 3$  multiplier becomes  $\times 4$ , and a  $\times 4$  multiplier becomes  $\times 5$ ). This critical multiplier increase does not stack with other effects which increase critical multipliers.

This ability replaces damage reduction.

**Dishonorable (Ex):** At 7th level and every 3 barbarian levels thereafter, a barbarian gains a +1 bonus on combat maneuver checks when performing dirty tricks and to her CMD to resist others' dirty tricks.

This ability replaces damage reduction.

**Energy Resistance (Ex):** At 7th level, a barbarian gains resist 2 against all energy damage. Each time the barbarian takes damage from energy damage, subtract 2 from the damage taken. At 10th level and every 3 levels thereafter, this energy resistance rises by 2 point (up to 10 points at 19th level).

This ability replaces damage reduction.

**Focused Body and Mind (Ex):** At 7th level, a barbarian gains a +1 morale bonus to his saving throws. This bonus increases to +2 at 14th level.

This ability replaces damage reduction.

**Giant Fighter (Ex):** At 7th level, a barbarian gains a +1 dodge bonus to AC against enemies that are larger than him. This bonus increases by +1 every 3 levels beyond 7th. A barbarian is also considered one size larger than his actual size for determining whether size-dependent special attacks (e.g., grapple, swallow whole, trample, whirlwind) affect him. This ability stacks with improved savage grapple.

This ability replaces damage reduction.

**Keen Senses (Ex):** At 7th level, a barbarian gains low-light vision (triple normal vision range in dim light if she already has low-light vision). At 10th level, she gains darkvision 60 feet (or adds 60 feet to the range of any darkvision already possessed). At 13th level, she gains scent. At 16th level, she gains blindsense 30 feet. At 19th level, she gains blindsight 30 feet.

This ability replaces damage reduction.

## REPLACES INDOMITABLE WILL

Indomitable will is a bit of an oddball, a moderate bonus to one save in a specific circumstance designed to shore up a barbarian's defenses. It's not particularly interesting, and it is easily swapped out for a variety of other abilities. Indomitable will alternate class abilities are generally minor defenses which apply only during a rage.

**Indomitable Will (Ex):** At 14th level, the barbarian gains a +4 bonus on Will saves to resist enchantment spells while raging. This bonus stacks with all other modifiers.

**Independent Mind (Ex):** Starting at 14th level, a barbarian's mind becomes impossible to sway. While in rage, she is immune to charm and compulsion effects.

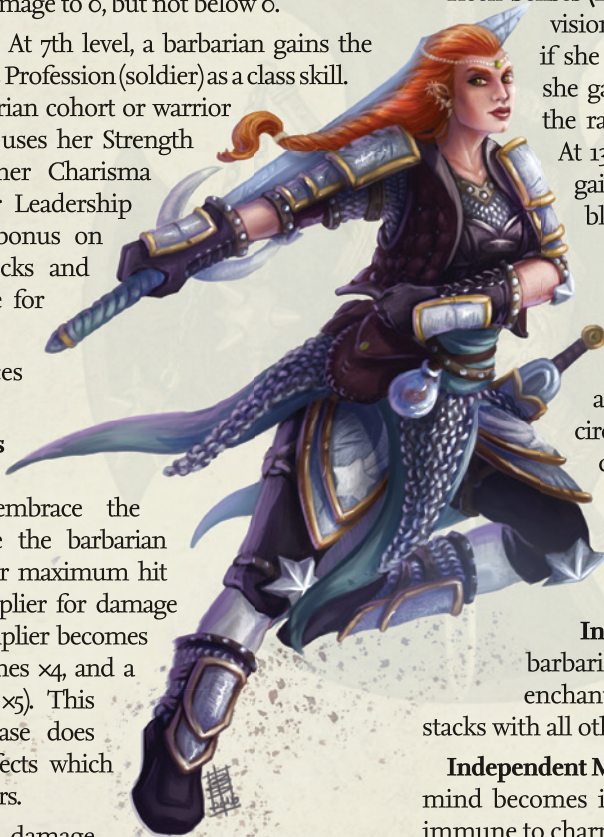
This ability replaces indomitable will.

**Impermeable Gut (Ex):** At 14th level, the barbarian gains a +4 bonus on Fortitude saves to resist poison effects and disease while raging. This bonus stacks with all other modifiers.

This ability replaces indomitable will.

**Raging Evasion (Ex):** At 14th level, a barbarian can avoid even magical and unusual attacks with great agility. While in a rage, if she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless barbarian does not gain the benefit of raging evasion.

This ability replaces indomitable will.





# NEW ARCHETYPES

*"What, you thought we were all screaming barbarians?"*

—Vera Hanes, Aristocrat, Heiress, Pit Fighter

The following archetypes fundamentally change the way the barbarian performs in play. Many archetypes introduce new rage forms and provide the means to best use their bonuses. Some archetypes represent new mini-mergers of classes, such as the mutagenic rager (alchemist) or the righteous berserker (paladin).

Two archetypes change the core of the barbarian quite dramatically: the savage and the fury. The savage loses the ability to rage altogether, trading rage for increased survival aspects and access to rage powers at any time. The fury, on the other hand, cannot stop raging. With unlimited rounds of rage, she can only exit her rage form for a few minutes each day.



## DEGENERATE BERSERKER

*The degenerate berserker is so corrupted by evil that she flies into a rage in the mere presence of her moral superiors.*

**Alignment:** Any evil. This alters the barbarian's alignment restrictions.

**Degenerate Rage (Ex):** At 1st level, a degenerate berserker selects the degenerate rage form.

This replaces the rage form gained at 1st, 10th, and 20th level.

**Degenerate Rage (Ex):** While in a rage, the degenerate berserker gains a +3 bonus on attack rolls and damage rolls against good targets. She ignores any DR the good creature possesses.

**Greater Degenerate Rage (Ex):** At 11th level, a degenerate berserker's bonus on attack and damage

rolls increases to +4.

**Mighty Degenerate Rage (Ex):** At 20th level, a degenerate berserker's bonus on attack and damage rolls increases to +5.

**Unholy Strike (Ex):** At 5th level, while in a rage, the degenerate berserker scours supernatural good from the land. She deals an additional 1d6 damage on damage rolls made against outsiders with the good subtype, good-aligned dragons, good-aligned clerics, and paladins.

This replaces the rage form gained at 5th level.

**Unholy Aura (Ex):** At 15th level, while in a rage, the degenerate berserker gains a +2 profane bonus against attacks from good aligned creatures.

This replaces the rage form gained at 15th level.

**Ex-Degenerate Berserkers:** A degenerate berserker who ceases to be evil loses the ability to rage. She regains her ability to rage and if she atones for her violations (see *atonement*), as appropriate.

## FURY

*For a broken few, the rage never ends. Furies are ever consumed by bloodlust, charging from foe to foe in ceaseless wrath.*

**Ceaseless Rage (Ex):** A fury's rage never ends. She is at all times consumed by a barbarian rage. There is no limit to her rounds of rage, and she is always raging. A fury cannot willingly end her rage, except into a calm. Exiting a rage does not fatigue the fury. Furies do not exit a rage even when unconscious, though their twitching and growling may upset others.

While in a rage, a fury gains the benefits of her fury form, but takes a -2 penalty to her Armor Class.

While in a rage, a fury takes a -10 penalty on any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) and cannot perform any action which requires patience or





concentration (such as spellcasting).

Ceaseless rage otherwise acts like the barbarian's rage class ability. A fury may select rage powers and use rage powers during her rage.

This ability replaces rage.

**Fury Forms (Ex):** At 1st level, a fury selects one of the following fury forms. She selects an additional fury form at 5th, 10th, 15th, and 20th levels. When she enters into a rage (for example, from a calm) or when she awakens from unconsciousness, she chooses which fury form to enter. A fury may change fury forms as a full-round action. This ability otherwise acts like a barbarian's rage forms class ability.

This ability replaces rage forms.

**Battle Fury (Ex):** While in a rage, a fury gains a +1 bonus on attack rolls and a +1 dodge bonus to AC. This AC bonus does not negate the AC penalty from raging.

*Greater Battle Fury (Ex):* At 11th level, a fury's bonus on attack rolls and AC while raging increases to +2.

*Mighty Battle Fury (Ex):* At 20th level, a fury's bonus on attack rolls and AC while raging increases to +3.

**Close Quarters Fury (Ex):** While in a rage, a fury gains a +1 bonus on ranged attack and damage rolls, but only against targets within the first range increment of her attack. While raging, the fury doubles her attack penalty due to range increments.

*Greater Close Quarters Fury (Ex):* At 11th level, a fury's bonus on ranged attack and damage rolls while raging increases to +2.

*Mighty Close Quarters Fury (Ex):* At 20th level, a fury's bonus on ranged attack and damage rolls, and Will saves while raging increases to +3.

**Destructive Fury (Ex):** While in a rage, a fury gains a +1 bonus on melee damage rolls, thrown weapon damage rolls, and sunder combat maneuvers. She ignores 2 points of a target's damage resistance and object hardness.

*Greater Destructive Fury (Ex):* At 11th level, a fury's bonus on melee damage rolls, thrown weapon damage rolls, and sunder combat maneuvers while raging increases to +2. She ignores 5 points of a target's damage resistance and object hardness.

*Mighty Destructive Fury (Ex):* At 20th level, a fury's bonus on melee damage rolls, thrown weapon damage rolls, and sunder combat maneuvers while raging increases to +3. She ignores 10 points of a target's damage resistance and object hardness.

**Invincible Fury (Ex):** While in a rage, a fury resist against all energy attacks equal to half her barbarian level (minimum 1). This energy resistance stack with

other energy resistance gained from class abilities or rage powers. She also gains a +1 bonus on all Fortitude and Reflex Saves.

*Greater Invincible Fury (Ex):* At 11th level, a fury's bonus to Fortitude and Reflex Saves increases to +2.

*Mighty Invincible Fury (Ex):* At 20th level, a fury's bonus to Fortitude and Reflex Saves increases to +3.

The fury introduces new roleplaying challenges and opportunities, and it requires a certain kind of player and party to work. Ideally, players should not use the archetype as an opportunity to remain passive and distant from non-combat encounters. Instead, they should see the archetype as a way of injecting energy (and chaos) into such events. The GM should decide if it is right for his or her group before including it in the game.

**Reckless Fury (Ex):** While in a rage, a fury's gains a +1 bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saving throws.

*Greater Reckless Fury (Ex):* At 11th level, a fury's bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saves while raging increases to +2.

*Mighty Reckless Fury (Ex):* At 20th level, a fury's bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saves while raging increases to +3.

**Terrifying Fury (Ex):** While in a rage, a fury gains a +1 bonus on melee damage rolls. She gains a bonus on Intimidate checks equal to half her level.

*Greater Terrifying Fury (Ex):* At 11th level, a fury gains a +2 bonus on melee damage rolls. She gains a bonus on Intimidate checks equal to half her level.

*Mighty Terrifying Fury (Ex):* At 20th level, a fury gains a +3 bonus on melee damage rolls. She gains a bonus on Intimidate checks equal to half her level.

**Vicious Fury (Su):** When in a rage, a fury gains a +1 bonus to attack rolls. When a fury in a rage strikes an opponent with an attack, disruptive energy arcs between her and her target. This energy deals an extra 2d6 points of damage to the opponent and 1d6 points of damage to the fury.

*Greater Vicious Fury (Su):* At 11th level, a fury gains a +2 bonus to melee attack rolls. Her disruptive energy deals 4d6 points of damage to the opponent and 2d6 points of damage to the fury.

*Mighty Vicious Fury (Su):* At 20th level, a fury gains a +3 bonus to melee attack rolls. Her disruptive energy deals



6d6 points of damage to the opponent and 3d6 points of damage to the fury.

**Calm (Ex):** At 1st level, a fury can calm for a number of minutes per day equal to 4 + her Wisdom modifier. This duration does not need to be consecutive, but it must be used in 1-minute increments. For each level after 1st she possesses, the fury can calm for 1 additional minute per day. Temporary increases to Wisdom do not increase the total number of rounds that a fury can calm per day. A fury can enter a calm as a standard action. The total number of minutes of calm per day is renewed after resting for 8 hours, although these hours need not be consecutive.

During a calm, a fury is no longer raging. She may use Charisma, Dexterity, and Intelligence based skills without penalty, and perform actions which require patience or concentration.

When a calm ends a fury re-enters rage and the rage powers of her choice reactivate.

**Fury Powers (Ex):** At 2nd level and every 2 levels thereafter, the fury gains a rage power drawn from the legendary barbarian's list of rage powers. At any time while raging, she may choose which of her rage powers to activate. Unless otherwise stated, activating a rage power is a move action, and the power remains until the fury dismisses it as a move action. She cannot use rage powers that require the expenditure of rounds of rage or have a limit on the number of times per rage they can be activated.

This ability modifies rage powers.

### GUNPOWDER SAVAGE

*Surrounded by smoke and blood, the gunpowder savage wields her firearm with reckless abandon.*

#### Weapon and Armor Proficiency:

A gunpowder savage is proficient with all simple and martial weapons, all firearms, light armor, medium armor, and shields (except tower shields).

**Rage Forms (Ex):** At 1st level, a gunpowder savage must select the close quarters rage form.

This modifies rage forms.

**Gunsmith:** At 1st level, a gunpowder savage gains one

of the following firearms of her choice: blunderbuss, musket, or pistol. Her starting weapon is battered, and only she knows how to use it properly. All other creatures treat her gun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it's worth 4d10 gp when sold). The gunpowder savage also gains Gunsmithing as a bonus feat.

This replaces Endurance.

**Gunstock Smash (Ex):** At 2nd level, the gunpowder savage can make use the butt or handle of her firearm as a melee weapon. When she does, she is considered to be proficient with the firearm as a melee weapon and gains a bonus on the attack and damage rolls equal to the enhancement bonus of the firearm. The damage dealt by the attack is of the bludgeoning type, and is determined by the size of the firearm.

One-handed firearms deal 1d6 points of damage (1d4 if wielded by Small creatures) and two-handed firearms deal 1d10 points of damage (1d8 if wielded by Small creatures). Regardless of the gunpowder savage's size, the critical multiplier of this attack is 20/x2.

If she deals damage with a gunstock smash, then she may both reload the firearm and clear any barrel jams as a free action which does not provoke attacks of opportunity. She does not need a free hand to do this.

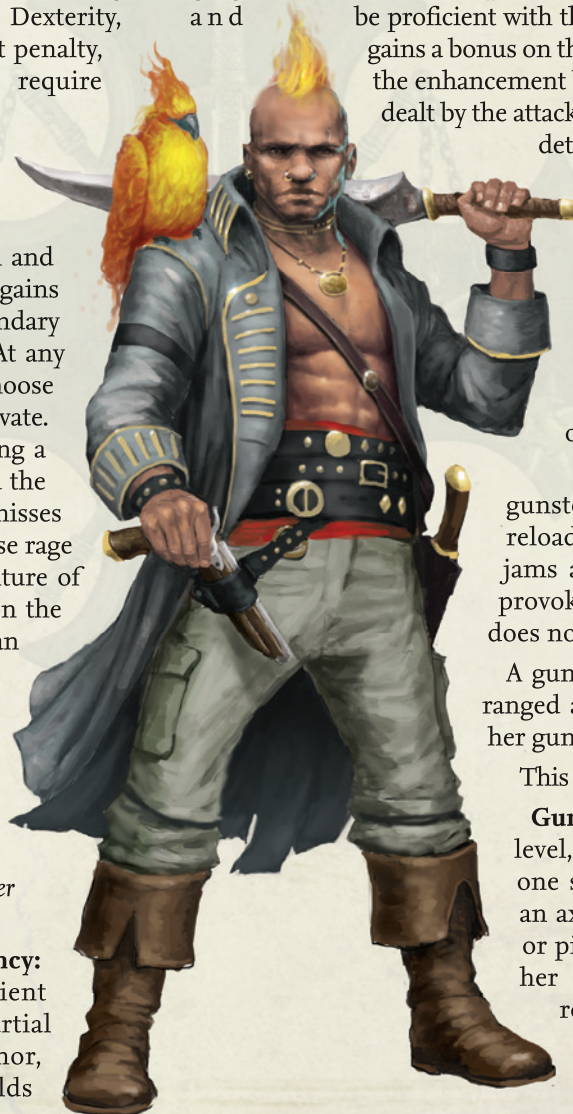
A gunpowder savage's rage bonuses to ranged attack and damage rolls apply to her gunstock smash attacks.

This ability replaces uncanny dodge.

**Gun Training (Ex):** Starting at 5th level, a gunpowder savage can select one specific type of firearm (such as an axe musket, blunderbuss, musket, or pistol). She gains a bonus equal to her Dexterity modifier on damage rolls when firing that type of firearm. Furthermore, when she misfires with that type of firearm, the misfire value of that firearm increases by 2 instead

of 4. Every four levels thereafter (9th, 13th, and 17th), the gunpowder savage picks up another type of firearm, gaining these bonuses for those types as well.

This ability replaces improved uncanny dodge.







## INCREDIBLE BULK

*The incredible bulk lords her size over smaller creatures, stomping them to dust or wielding them like weapons.*

**Rage Forms (Ex):** At 1st level, an incredible bulk must select the enlarging rage form.

This modifies rage forms.

**Rage Powers:** The incredible bulk may select Wild Halfling, or any feat that requires Wild Halfling as a prerequisite instead of selecting a rage power. She does not need to meet the Strength or BAB requirements for these feats.

This modifies rage powers.

**Advantageous Reaction (Ex):** At 2nd level, the incredible bulk learns to best protect her personal area. She gains a +4 bonus to attack rolls on all attacks of opportunity against creatures smaller than herself.

This replaces uncanny dodge.

**Heavy Stomper (Ex):** At 5th, the incredible bulk gains a +2 bonus to attack and damage rolls against creatures smaller than her occupying her same space.

This replace improved uncanny dodge.

## MUTAGENIC RAGER

*Mutagenic ragers imbibe a nightmare cocktail of stimulants and hallucinogens to augment their psychotropic rage.*

**Hit Dice:** A mutagenic rager has a hit die of d10. This alters the barbarian's hit die.

**Mutagenic Rage (Ex):** A mutagenic rager can imbibe a quick acting mutagen, granting her additional combat prowess in a mutagenic rage. At 1st level, a mutagenic rager can rage for a number of rounds per day equal to 4 + her Constitution modifier. For each level after 1st she possesses, the mutagenic rager can rage for 1 additional round per day. Temporary increases to Constitution, such as that gained from bear's endurance, do not increase the total number of rounds that a mutagenic rager can rage per day. A mutagenic rager can imbibe the mutagen and enter a rage as a standard action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours need not be consecutive. The mutagenic rager crafts the mutagenic brew in a few minutes during this time.

While in a rage, a mutagenic rager gains the benefits of the mutagenic rage form. While in a rage, a mutagenic rager cannot use any Charisma-, Dexterity-, or Intelligence-based skill (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration (such as spellcasting).

A mutagenic rager can end her mutagenic rage as a free action and is sickened for 1 minute after a

mutagenic rage ends. A mutagenic rager can't enter a new rage while sickened or nauseated but can otherwise enter a rage multiple times per day. If a mutagenic rager falls unconscious, her rage immediately ends.

**Mutagenic Rage (Ex):** When a mutagenic rager enters a rage, she selects one physical ability score—either Strength, Dexterity, or Constitution. The mutagen causes the mutagenic rager to grow bulkier and more bestial, granting her a +2 natural armor bonus and a +4 alchemical bonus to the selected ability score.

**Greater Mutagenic Rage (Ex):** At 11th level, the mutagenic rager's rage now grants a +2 natural armor bonus, a +6 alchemical bonus to one physical ability score (Strength, Dexterity, or Constitution), and a +4 alchemical bonus to a second physical ability score.

**Mighty Mutagenic Rage (Ex):** At 20th level, mutagenic rager's rage now grants a +2 natural armor bonus, a +8 alchemical bonus to one ability score (Strength, Dexterity, or Constitution), a +6 alchemical bonus to a second physical ability score, and a +4 alchemical bonus to a third physical ability score.

This ability modifies rage and replaces all rage forms.

**Rage Powers (Ex):** A mutagenic rager can select any alchemist discoveries that do not modify bombs as rage powers, treating his alchemist level as his mutagenic rager level.

This ability modifies rage powers.

**Stabilizing Rage (Ex):** At 17th level, a mutagenic rager is no longer sickened at the end of her rage. If she enters a rage again within 1 minute of ending a rage, she doesn't gain any temporary hit points from her rage.

## PINT-SIZED RAGER

*Furious at her small stature, the pint-sized rager seeks imaginary revenge on any who lord over her.*

**Rage Forms (Ex):** At 1st level, a pint-sized rager must select the pint-sized rage form. This replaces the rage forms gained at 1st, 10th, and 20th levels.

**Pint-Sized Rage (Ex):** When a pint-sized rager enters a rage, she channels her frustration and hatred towards larger creatures. While in a rage, she gains a +3 bonus on attack rolls and damage rolls against creatures bigger than herself. Against creatures bigger than herself, the pint-sized rager's critical multiplier for damage increases by 1 (a  $\times 2$  multiplier becomes  $\times 3$ , a  $\times 3$  multiplier becomes  $\times 4$ , and a  $\times 4$  multiplier becomes  $\times 5$ ). This critical multiplier increase does not stack with other effects which increase critical multipliers.

**Greater Pint-Sized Rage (Ex):** At 11th level, a pint-sized rager's bonus on attack rolls and damage rolls against larger creatures increases to +4.



**Mighty Pint-Sized Rage (Ex):** At 20th level, a pint-sized rager's bonus on attack rolls and damage rolls against larger creatures increases to +5.

**Combat Leverage (Ex):** At 3rd level, a pint-sized rager learns to leverage her small weight to great effect. She may make combat maneuvers on any larger creature, regardless of the size difference between her and the target. She gains a +1 bonus on Acrobatics, Escape Artist, and all combat maneuver attempts against creatures at least one size category larger than herself. This bonus increases by 1 for every 3 levels beyond 3rd.

This ability replaces danger sense.

**Ankle Tangler (Ex):** At 4th level, a pint-sized rager can move through the space of a creature two size categories larger than herself without needing to attempt an Acrobatics check. She would still need to succeed at Acrobatics checks to avoid attacks of opportunity provoked by leaving a threatened space; this ability covers only the ability to move. Additionally, whenever the pint-sized rager scores a critical hit on a larger foe with a melee attack, she can choose to make a trip combat maneuver as a swift action.

This ability replaces uncanny dodge.

**Inside Arm's Reach (Ex):** At 8th level, a pint-size rager does not provoke attacks of opportunity from a creature when in the creature's space.

This ability replaces improved uncanny dodge.

## RIGHTEOUS BERSERKER

*The righteous berserker is infuriated by evil and uses any means to cleanse it from the land.*

**Alignment:** Any good. This alters the barbarian's alignment restrictions.

**Righteous Rage (Ex):** At 1st level, a righteous berserker selects the righteous rage form.

This replaces the rage form gained at 1st, 10th, and 20th level.



**Righteous Rage (Ex):** While in a rage, the righteous berserker gains a +3 bonus on attack rolls and damage rolls against evil targets. She ignores any DR the evil creature possesses.

**Greater Righteous Rage (Ex):** At 11th level, a righteous berserker's bonus on attack and damage rolls increases to +4.

**Mighty Righteous Rage (Ex):** At 20th level, a righteous berserker's bonus on attack and damage rolls increases to +5.

**Cleansing Strike (Ex):** At 5th level, while in a rage, the righteous berserker scours unnatural evil from the land. She deals an additional 1d6 damage on damage rolls made against outsiders with the evil subtype, evil-aligned dragons, undead creatures, evil-aligned clerics, and anti-paladins.

This replaces the rage form gained at 5th level.

**Divine Aura (Ex):** At 15th level, while in a rage, the righteous berserker gains a +2 sacred bonus against attacks from evil aligned creatures.

This replaces the rage form gained at 15th level.

**Ex-Righteous Berserkers:** A righteous berserker who ceases to be good loses the ability to rage. She regains her ability to rage and if she atones for her violations (see atonement), as appropriate.

## SAVAGE

*The savage is one with the wilds, a stoic warrior and hunter without the need for rage.*

**Skill Points:** The savage gains 6 + Int modifier skill points per level.

**Savage Survival (Ex):** At 1st level, a savage gains a near-supernatural knowledge of survival in the wilderness. While in any terrain except for urban and non-native planes, the savage gains a +2 bonus on initiative checks and Knowledge (geography), Knowledge (nature), Perception, Stealth, and Survival skill checks. A savage traveling through these terrains normally leaves no trail and cannot be tracked (though she may leave a trail if she so chooses).





At 5th level and every five levels thereafter, these skill and initiative bonuses increase by +2.

At 11th level, the savage may take 10 on Knowledge (geography), Knowledge (nature), Perception, Stealth, and Survival skill checks while in any terrain except for urban and non-native planes.

This ability replaces rage, greater rage, tireless rage, and mighty rage.

**Animal Companion (Ex):** At 1st level, a savage form a close bond with an animal companion. A savage may begin play with any of the animals listed in a druid's animal choices. This animal is a loyal companion that accompanies the savage on her adventures.

Unlike normal animals of its kind, an animal companion's Hit Dice, abilities, skills, and feats advance as the savage advances in level. If a character receives an animal companion from more than one source, her effective savage levels stack for the purposes of determining the statistics and abilities of the

companion. Most animal companions increase in size when their savage reaches 4th or 7th level, depending on the companion. If a savage releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer in the environment where the new companion typically lives. This ceremony can also replace an animal companion that has perished.

This ability replaces all rage forms.

**Savage Powers (Ex):** At 2nd level and every 2 levels thereafter, the savage gains a savage power drawn from the legendary barbarian's list of rage powers. Unlike normal rage powers, a savage can use these powers at any time as if she were raging. At any time, she may choose which of her rage powers to activate. Unless otherwise stated, activating a rage power is a move action, and the power remains until the savage dismisses it as a move action. She cannot use rage powers that require the expenditure of rounds of rage.

This ability modifies rage powers.

### SLAVERING NIGHTMARE

*Terrible and terrifying, the slaving nightmare spreads fear like a plague.*

**Rage Forms (Ex):** At 1st level, a slaving nightmare must select the intimidating rage form.

This modifies rage forms.

**Frightening (Ex):** At 2nd level, whenever a slaving nightmare successfully uses Intimidate to demoralize a creature, the duration of the shaken condition is increased by 1 round. In addition, if the target is shaken for 4 or more rounds, the slaving nightmare can instead decide to make the target frightened for 1 round.

This ability replaces uncanny dodge.

**Rage Powers (Ex):** A slaving nightmare may select the following feats instead of rage powers: Cornugon Smash, Dazzling Display, Dreadful Carnage, Enforcer, Gory Finish, and Shatter Defenses. She must meet the requirements for the feat.

This ability modifies rage powers.

**Intimidating Bulk (Ex):** At 3rd level, a slaving nightmare gains Intimidating Prowess as a bonus feat (or any other feat she qualifies for if she already possesses



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Intimidating Prowess). In addition, she gains a +1 bonus on Intimidation checks. These bonuses increase by 1 every 3 levels thereafter (to a maximum of +6 at 18th level).

This ability replaces danger sense.

**Moment of Terror (Ex):** At 5th level, a slaving nightmare may use Intimidate to demoralize enemies as a move action. If she has Dazzling Display, she may use Dazzling Display as a standard action.

This ability replaces improved uncanny dodge.

**Horrifying Memories (Su):** At 10th level, memories of the slaving nightmare haunt the dreams of her victims. When the slaving nightmare scores a critical hit on an opponent, the opponent must make a Will save (DC = 10 + slaving nightmare's Charisma Modifier + 1/2 slaving nightmare's level). If the opponent fails, that night he is afflicted by nightmares of the event. The nightmares prevent restful sleep and causes 1d10 points of damage. The nightmares leave the opponent fatigued and unable to regain arcane spells for the next 24 hours. This is a mind-affecting fear effect.

This replaces the rage form gained at 10th level.

**Frozen by Fear (Ex):** At 14th level, a slaving nightmare's terrifying aura becomes overwhelming. When raging, she may demoralize enemies even if they are normally immune to fear effects. When demoralizing enemies, if the target is shaken for 6 or more rounds, the slaving nightmare can instead decide to make the target panicked for 1 round.

When a slaving nightmare makes a target panicked while raging, she may spend 2 rounds of rage to also make the target stunned for 1 round. This is a fear-effect.

This ability replaces indomitable will.

## STEPPE WARRIOR

*A steppe warrior is one with her mount, a wild cavalier with no code or scruples.*

**Hit Dice:** A steppe warrior has a hit die of d10. This alters the barbarian's hit die.

**Weapon and Armor Proficiency:** A steppe warrior is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

This alters the barbarian's weapon and armor proficiencies.

**Fast Rider (Ex):** The speed of a steppe warrior's mount is increased by 10 feet and it gains the Endurance feat whenever he is riding it.

This ability replaces fast movement.

**Mount (Ex):** A steppe warrior gains the service of a loyal and trusty steed to carry her into battle. This mount functions as a druid's animal companion, using the steppe warrior's level as her effective druid level. The creature must be one that she is capable of riding and is suitable as a mount.

A Medium steppe warrior can select a camel, horse, or a zebra as a mount.

A Small steppe warrior can select a capybara, pony, reindeer, wolf or wolfdog as a mount but can also select a boar or a dog if she is at least 4th level. The GM might approve other animals as suitable mounts.

A steppe warrior does not take an armor check penalty on Ride checks while riding her mount. The mount is always considered combat trained. A cavalier's mount does not gain the share spells special ability.

A steppe warrior's bond with her mount is strong, with the pair learning to anticipate each other's moods and moves. Should a steppe warrior's mount die, the steppe warrior may find another mount to serve her after 1 week of mourning. This new mount does not gain the link, evasion, devotion, or improved evasion special abilities until the next time the steppe warrior gains a level.

## Alert Mount (Ex):

At 3rd level, a steppe warrior's mount gains a +1 bonus on Reflex saves, a +1 dodge bonus to AC, and a +1 bonus on Perception checks. These bonuses increase by 1 every 3 levels thereafter (to a maximum of +6 at 18th level).







This ability replaces danger sense.

**Rage Power (Ex):** At 2nd level, a steppe warrior must select the ferocious mount rage power.

At 4th level, a steppe warrior may select the Mounted Combat feat (or any feat that requires Mounted Combat) instead of selecting a rage power. She must meet the prerequisites of the feat to take it.

This ability modifies rage powers.

**Steppe Warrior Training (Ex):** At 3rd level, a steppe warrior trains in either charging or mounted archery. Once this choice is made, it cannot be changed.

If she trains in charging, she learns to make more accurate charge attacks while mounted. The steppe warrior receives a +4 bonus on melee attack rolls on a charge while mounted (instead of the normal +2). In addition, the steppe warrior does not suffer any penalty to her AC after making a charge attack while mounted.

If she trains in mounted archery, the steppe warrior becomes skilled at firing ranged weapons while mounted. A steppe warrior only takes a -2 penalty on attack rolls with ranged weapons while her mount takes a double move. This penalty increases to -4 while her mount is running.

At 8th level, a steppe warrior trains in the area she did not choose at 3rd level (charging or mounted archery).

This ability replaces uncanny dodge and improved uncanny dodge.

**Symbiotic Rage (Ex):** At 7th level, a steppe warrior no longer needs to expend additional rounds of rage when sharing rage with her mount using the ferocious mount rage power.

This ability replaces damage reduction.

## VENGEFUL BRUISER

The vengeful bruiser walks a fine line between technique and brutality, channeling her unbridled hatred into savage display of skilled violence.

**Hit Dice:** A vengeful bruiser has a hit die of d10. This alters the barbarian's hit die.

**Weapon and Armor Proficiency:** A vengeful bruiser is proficient with all simple weapons and with all armor (heavy, light, and medium) and shields.

**Unarmed Strike (Ex):** At 1st level, a vengeful bruiser gains Improved Unarmed Strike as a bonus feat. A vengeful bruiser's attacks can be with fists, elbows, knees, and feet. This means that a vengeful bruiser can make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a vengeful bruiser striking unarmed. A vengeful

bruiser can apply her full Strength bonus on damage rolls for all her unarmed strikes. A vengeful bruiser's unarmed strikes deal lethal damage, although she can choose to deal nonlethal damage with no penalty on her attack roll. She can make this choice while grappling as well.

A vengeful bruiser's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

The damage dealt by a vengeful bruiser's unarmed strike is equal to the damage of an unchained monk of the same level.

**Raging Flurry (Ex):** Starting at 2nd level, a vengeful bruiser can make a raging flurry as a full-attack action while raging. When doing so, a vengeful bruiser has the Two-Weapon Fighting feat when attacking with unarmed strikes. She does not need to use two different weapons to use this ability.

A vengeful bruiser applies her full Strength modifier to her damage rolls for all attacks made with raging flurry. A vengeful bruiser can substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of a raging flurry.

At 8th level, the vengeful bruiser gains use of the Improved Two-Weapon Fighting feat when using brawler's flurry. At 16th level, she gains use of the Greater Two-Weapon Fighting feat when using raging flurry.

This replaces the rage powers gained at 2nd level, 8th, and 16th levels.

**Otherworldly Strikes (Ex):** At 6th level, while raging, a vengeful bruiser's unarmed strikes are treated as magic weapons for the purpose of overcoming damage reduction. At 10th level, her unarmed attacks are also treated as cold iron and silver for the purpose of overcoming damage reduction. At 14th level, she chooses one alignment component: chaotic, evil, good, or lawful; her unarmed strikes also count as this alignment for the purpose of overcoming damage reduction. (This alignment component cannot be the opposite of the brawler's actual alignment, such as a good vengeful bruiser choosing evil strikes.) At 18th level, her unarmed attacks are also treated as adamantite weapons for the purpose of overcoming damage reduction and bypassing hardness.

This replaces the rage powers gained at 6th and 14th level.



# BARBARIAN BRANDS

*"Scar your flesh as you scar your enemies. Only then will you remember who you are."*

—Ancient tribal saying

This section introduces barbarian brands, which any user of rage can take to increase her rounds of rage. They are similar to a paladin's oaths or a monk's vows.

A barbarian can brand or ceremonially scar her flesh to gain more rounds of rage. By adhering to the tenants of her brand, the barbarian increases her maximum daily rounds of rage by the amount listed in the brand's description. Every brand comes with a penalty or limitation to offset this increase in rage.

If a barbarian knowingly and willingly goes against the tenants of her brand, her rounds of rage are reduced to 0 (as if she had spent all of her rage) and she cannot replenish her rage or use abilities that require rage until she has redeemed herself. The redemption required is specified in the brand (and does not require the *atonement* spell)

After the redemption, the barbarian's normal rage pool (without the bonus from the brand) returns. If she upholds the previously broken brand for a full month, her rage pool regains the additional rounds from taking the brand, and she can decide whether to continue with her brand or forgo her brand without penalty. Once a barbarian forgoes a brand in this fashion, she can never gain a rage bonus from that brand.

A barbarian may have multiple brands. Their effects and increase to her rounds of rage stack. Breaking one brand does not affect other brands.

## BRAND OF DESTRUCTION

Nothing in this world is beyond destruction. The barbarian seeks out the demolition of all things. If her rage ends without sundering an item or destroying a crafted object with at least 20 hp, then she breaks this brand.

**Benefit:** A barbarian with this brand

increases her maximum daily rounds of rage by 1 round of rage per 3 barbarian levels.

**Redemption:** The barbarian must sunder and destroy a magical item (worth at least 1,000 gp x her barbarian level) that she would otherwise be able to use.

## BRAND OF EXHAUSTION

The branded barbarian holds nothing back in her rage. A barbarian who takes this brand is exhausted instead of fatigued for 1 minute upon exiting rage. If she has the tireless rage ability, she is instead fatigued for 1 minute upon exiting rage.

**Benefit:** A barbarian with this brand increases her maximum daily rounds of rage by 1 round of rage for every 3 barbarian levels.

**Special:** When a barbarian gains a level, she may choose to remove this brand from her body. If she does, she can never gain it again.







### BRAND OF THE OLD WAYS

A barbarian who takes this brand instantly forgets all written forms of language. As long as the barbarian is branded, she cannot read or write.

**Benefit:** A barbarian with this brand increases her maximum daily rounds of rage by 1 round of rage for every 4 barbarian levels.

**Special:** When a barbarian gains a level, she may choose to remove this brand from her body. If she does, she can never gain it again.

### BRAND OF PAIN

Life is pain. The barbarian understands that better than most. If the barbarian is at her maximum hit points when her rage ends, then she breaks this brand.

**Benefit:** A barbarian with this brand increases her maximum daily rounds of rage by 1 round of rage for every 4 barbarian levels.

**Redemption:** The barbarian must spend 24 hours with fewer than 5 hit points remaining.

### BRAND OF SILENCE

Violence solves all problems. Words are for the weak. If a barbarian speaks or otherwise communicates while in a rage, then she breaks this brand. Wordlessly intimidating enemies or roaring in anger does not break this brand.

**Benefit:** A barbarian with this brand increases her maximum daily rounds of rage by 1 round of rage for every 3 barbarian levels.

**Redemption:** The barbarian must go one week without speaking or communicating in any way.

### BRAND OF SLAUGHTER

The barbarian must seek out death as a means to resolve conflict. If her rage ends before she has killed a creature with a HD at least half her own (minimum 1), then she breaks this brand.

**Benefit:** A barbarian with this brand increases her maximum daily rounds of rage by 1 round of rage per barbarian level.

**Redemption:** The barbarian must slay a surrendered, helpless enemy of her own race and alignment.

## NEW RAGE POWERS



*"People spend so long keeping us from our true nature. Whole societies are built around blocking it. With every lesson, you were taught to maintain control of your destiny. It's time for a new lesson: Let go."*

—Mana Karn, Guild Leader and Pit Instructor

### CHAINED REBUILDS

There are a few handfuls of fun rage powers that didn't make the transition into the unchained world (primarily because they could only happen once per rage). These legendary rage powers are small rebuilds that clean up outstanding issues and make the powers fit for a legendary barbarian.

**Legendary Bloody Fist (Ex):** By spending one round of rage, the barbarian may attempt to punch through an opponent's flesh and rip out one of its vital organs. When the barbarian confirms a critical hit against an opponent with a natural attack or unarmed strike, the opponent must succeed at a Fortitude save ( $DC = 10 + 1/2$  the barbarian's class level + the barbarian's Strength modifier) or take 1d4 points of Constitution damage as one of its vital organs is ripped free from its body. A barbarian must be at least 12th level to select this rage power.

**Legendary Impelling Disarm (Ex):** By spending one round of rage, the barbarian can make a disarm attempt against a target in place of a melee attack. This attempt does not provoke attacks of opportunity. If successful, the barbarian sends the target's weapon flying—either straight at the target, or spinning away to strike another foe up to 20 feet away.

This ranged attack counts as throwing a weapon that isn't designed to be thrown, even if the weapon disarmed is a thrown weapon.

The barbarian makes a ranged attack, which doesn't provoke attacks of opportunity, at either the target of his disarm maneuver or another creature within 20 feet. If the barbarian is aiming for the disarmed creature, the foe doesn't count as being in melee for determining any penalty on the ranged attack from throwing a ranged weapon into melee. If the ranged attack hits, the disarmed weapon deals damage as if the barbarian had thrown it.

The barbarian can choose to aim the disarmed weapon at a square rather than at a foe.

A barbarian must be at least 4th level to select this rage power.



**Legendary Raging Flier (Ex):** By spending one round of rage, the barbarian can fly up to her base speed as a move action. If she uses the charge action, she can use this flight as part of her movement during the charge. A barbarian must be at least 6th level and have the raging leaper rage power to select this rage power.

**Legendary Savage Jaw (Ex):** By spending one round of rage, the barbarian can gain the grab ability with her bite attack until the start of her next turn. A barbarian must have a bite attack while raging to select this rage power.

**Legendary Spell Sunder (Ex):** By spending one round of rage, the barbarian can attempt to sunder an ongoing spell effect by succeeding at a combat maneuver check. For any effect other than one on a creature, the barbarian must make her combat maneuver check against a CMD of 15 plus the effect's caster level. To sunder an effect on a creature, the barbarian must succeed at a normal sunder combat maneuver against the creature's CMD + 10. If successful, the effect is dispelled. A barbarian must have the witch hunter rage power to select this rage power.

## UNCHAINED REBUILDS

Now that rage is a more precious resource, spending rounds of rage can be a tactical decision. The following unchained rage powers have been modified, generally to replace their "once per day" requirement with a needed expenditure of rounds of rage.

**Auspicious Mark (Su):** The barbarian has been marked by the spirits, as indicated by an impressive tattoo, scar, or birthmark she possesses. By spending two rounds of rage as a swift action, she can call upon the spirits' favor to increase any d20 roll she just made by rolling 1d6 and adding it to the result. This bonus increases by 1 for every 4 levels she has. She can call on the auspicious mark after seeing the result of the d20 roll.

**Crippling Blow (Ex):** When the barbarian hits with an attack, she can spend two rounds of rage to deal 1 point of ability damage to the target's Strength or Dexterity score. This damage increases by 1 point for every 4 levels the barbarian has. A barbarian must be at least 8th level to select this rage power.

**Energy Absorption (Su):** By spending two rounds of rage, the barbarian can absorb the energy from a single attack that deals damage of the energy type she resists with the energy resistance rage power. She takes no damage from the attack and doesn't attempt a saving throw. Instead, she increases the temporary hit points from her rage by an amount equal to 1/2 the damage she would have taken (ignoring her energy resistance). If the barbarian is at least 16th level, once before her rage ends, she can unleash the stored energy as a breath weapon in either a 60-foot line or a 30-foot cone. The breath weapon deals an amount of damage equal to the full amount the barbarian would have taken from the absorbed effect. Creatures affected by the breath weapon can attempt a Reflex save for half damage (DC = 10 + 1/2 the barbarian's level + her Constitution modifier). She retains the temporary hit points from this ability even if she unleashes this breath weapon. A barbarian must have the energy resistance rage power and be at least 12th level to select this rage power.

**Flesh Wound (Ex):** By spending three rounds of rage, the barbarian can avoid serious harm from an attack. She attempts a Fortitude save with a DC equal to the damage that would be dealt by the attack. If she succeeds, she takes no damage from the attack. If she fails, she takes half damage from the attack and the damage is nonlethal. The barbarian must elect to use this ability after the attack roll is made, but before the damage is rolled. A barbarian must be at least 10th level to select this rage power.

**Mighty Swing (Ex):** By spending three rounds of rage, the barbarian automatically confirms a critical hit. This power is used as an immediate action once a critical threat has been determined. A barbarian must be at least 12th level to select this rage power.

**Renewed Vigor (Ex):** By spending two rounds of rage as a standard action, the barbarian heals 1d8 points of damage + her Constitution modifier. For every 4 levels the barbarian has beyond 4th, the amount healed increases by 1d8 (to a maximum of 5d8 at 20th level). The barbarian must be at least 4th level to select this rage power.







## NEW TOTEMS

*"Look around you. Everywhere there is power greater than your own. No man is stronger than the ocean or faster than the wind. No man is taller than a mountain or broader than the sky. But open yourself to these truths, let them inhabit your every breath, and you may channel their might."*

—Amarin, Sage of Wolves

Barbarians are inherently linked to natural forces, and often draw their power from the spirits around them. A barbarian who takes totem rage powers opens herself to these natural energies and channels their strength.

**Arcane Totem (Lesser) (Su):** The barbarian can detect the presence, location, and strength of all magical auras within 60 feet as if using *detect magic*.

**Arcane Totem (Su):** When entering a rage, the barbarian can choose one of the following spells and apply its effects to herself for the duration of the rage: *blur*, *protection from arrows*, *resist energy* (choose one energy type), or *spider climb*. The barbarian must have the arcane totem (lesser) rage power and be 6th level to select this rage power.

**Arcane Totem (Greater) (Su):** When entering a rage, the barbarian can choose one of the following spells and apply its effects to herself for the duration of the rage: *displacement* or *haste*. This is in addition to arcane totem, and otherwise works as arcane totem. The barbarian must have the arcane totem rage power and be 10th level to select this rage power.

**Arcane Totem (Mighty) (Su):** Anytime a harmless spell of 3rd level or lower is cast within 30 feet of the barbarian, she may choose to immediately gain the benefit of that spell as if it had also targeted her. She may only gain this benefit if she is aware of the spell being cast. The intended target still gains the effect of the spell. The duration of the effect on the barbarian ends when her rage ends. The barbarian must have the arcane totem rage (greater) power and be 14th level to select this rage power.

**Beastlord Totem (Lesser) (Su):** By spending one round of rage as a swift action, the barbarian can summon animals as if casting *summon nature's allies I*. She uses her barbarian level as her druid level. The summoned creatures disappear when the rage ends, when

the spell's duration ends naturally, or if the barbarian summons additional creatures using any beastlord totem.

**Beastlord Totem (Su):** By spending two rounds of rage as a swift action, the barbarian can summon animals as if casting *summon nature's allies III*. She uses her barbarian level as her druid level. The summoned creatures disappear when the rage ends, when the spell's duration ends naturally, or if the barbarian summons additional creatures using any beastlord totem. The barbarian must have the beastlord totem (lesser) rage power and be 6th level to select this rage power.

**Beastlord Totem (Greater) (Su):** By spending three rounds of rage as a swift action, the barbarian can summon animals as if casting *summon nature's allies V*. She uses her barbarian level as her druid level. The summoned creatures disappear when the rage ends, when the spell's duration ends naturally, or if the barbarian summons additional creatures using any beastlord totem. The barbarian must have the beastlord totem rage power and be 10th level to select this rage power.

**Beastlord Totem (Mighty) (Su):** By spending four rounds of rage as swift action, the barbarian can summon animals as if casting *summon nature's allies VII*. She uses her barbarian level as her druid level. The summoned creatures disappear when the rage ends, when the spell's duration ends naturally, or if the barbarian summons additional creatures using any beastlord totem. The barbarian must have the beastlord totem (greater) rage power and be 14th level to select this rage power.

**Blood Totem (Lesser) (Su):** Whenever the barbarian scores a critical hit with a slashing or piercing weapon, her opponent takes 1d6 points of bleed damage each round on her turn, in addition to the damage dealt by the critical hit. This bleed damage can be stopped by a DC 15 Heal skill check or through any magical healing. The effects of this rage power stack.

**Blood Totem (Su):** The barbarian is immune to bleed damage. Any ongoing bleed effects are cured when the barbarian enters rage. A barbarian must have the bleed totem (lesser) rage power and be 6th level to select this rage power.







**Blood Totem (Greater) (Su):** The barbarian can smell blood and is drawn to it. The barbarian gains scent when detecting creatures that took bleed damage on their last turn. The barbarian gains a +2 bonus on attack rolls when attacking creatures who took bleed damage on their last turn. A barbarian must have the bleed totem rage power and be 10th level to select this rage power.

**Blood Totem (Mighty) (Su):** The barbarian rends the wounds of bleeding targets. When the barbarian deals melee damage to a creature that took bleed damage on its last turn, the creature takes 1d6 bleed damage each round on their turn. This bleed damage stacks with any other bleed damage currently affecting the creature. A barbarian must have the bleed totem (greater) rage power and be 14th level to select this rage power.

**Shadow Totem (Lesser) (Su):** While in a rage, the light level within 30 feet of the barbarian decreases by one step. The barbarian may activate or deactivate this ability as a swift action.

**Shadow Totem (Su):** When the barbarian emits darkness using her shadow totem (lesser) ability, the light level is lowered by two steps and she radiates darkness in a 60-foot radius. The barbarian must have the shadow totem (lesser) rage power and be 6th level to select this rage power.

**Shadow Totem (Greater) (Su):** By spending one round of rage as a move action, the barbarian can teleport from one dim or dark location to another dim or dark location within 60 feet. The barbarian must have the shadow totem rage power and be 10th level to select this rage power.

**Shadow Totem (Mighty) (Su):** The barbarian saps the life from enemies using the power of the shadow realm. When the barbarian scores a critical hit, the target takes 2 Strength damage. The barbarian must have the shadow totem rage (greater) power and be 14th level to select this rage power.

**Sky Totem (Lesser) (Su):** While under the open sky, the barbarian is propelled forward by wind. She gains a 20-foot enhancement bonus to her speed when charging or taking a run action.

**Sky Totem (Su):** While under the open sky, the barbarian calls down lightning with her mighties strikes. When the barbarian confirms a critical hit, a bolt of lightning strikes the target from the heavens, dealing an additional 2d6 electricity damage. The barbarian must have the sky totem (lesser) rage power and be 6th level to select this rage power.

**Sky Totem (Greater) (Su):** While under the open sky, the barbarian's lightning strikes are accompanied by roars of thunder. Subjects hit by the barbarian's lightning strikes are also dealt 2d6 sonic damage and must make a Fortitude save (DC 10 + 1/2 the barbarian's level + the barbarian's Constitution modifier) or be deafened permanently. The

barbarian must have the sky totem rage power and be 10th level to select this rage power.

**Sky Totem (Mighty) (Su):** While under the open sky, the barbarian is encircled by a hurricane of winds. Arrows and bolts directed at the barbarians are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. A barbarian must have the sky totem (greater) rage power and be 14th level to select this rage power.

**Void Totem (Lesser) (Su):** A protective shield of warped gravity appears around the barbarian. This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at the barbarian for which the attacker must make an attack roll has a 20% miss chance (similar to the effects of concealment). Other attacks that simply work at a distance are not affected.

**Void Totem (Su):** The barbarian's weapons can tear open reality itself. When the barbarian confirms a critical hit on an enemy, the enemy momentarily sees the full truth of the dark tapestry between stars. It must make a Willpower save (DC = 10 + 1/2 the barbarian's class level + the barbarian's Strength modifier) or become confused for one round. The barbarian must have the void totem (lesser) rage power and be 6th level to select this rage power.

**Void Totem (Greater) (Su):** The barbarian can exploit the thinness in reality to reach her enemies. By spending 1 round of rage, the barbarian can teleport up to 30 feet as a move action. The barbarian must have the void totem rage power and be 10th level to select this rage power.

**Void Totem (Mighty) (Su):** Wriggling black tentacles sprout from the ground around the barbarian and grasp at the barbarian's enemies. Enemies treat all squares within 5 feet of the barbarian as difficult terrain. The barbarian must have the void totem (greater) rage power and be 14th level to select this rage power.

## MIGHTY TOTEMS

*"The world is our strength. Mighty powers are there for the taking. When we are sane, we are blind to them. When we have left sanity behind, we are beacons."*

—Maeg the Mad

Totems are flavorful, engaging sets of rage powers which add depth to a barbarian's rage. So why do they stop at level 10? The following totem powers are mighty totem powers, level 14 rage powers which complete each totem tree available.

**Chaos Totem (Mighty) (Su):** The barbarian's body shifts and twists in unnatural ways. When a critical hit or sneak attack is scored on the wearer, there is a 50% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. A barbarian must have the chaos totem (greater) rage power and be 14th level to select this rage power.





**Dragon Totem Breath (Su):** By spending two rounds of rage, the barbarian expels a breath weapon as a standard action, inflicting damage of the same type as her totem dragon. This breath takes the shape of a 30-foot cone (gold, green, red, silver, white) or 60-foot line (black, blue, brass, bronze, copper) and deals 1d6 points of damage per barbarian level. A Reflex save (DC 10 + 1/2 the barbarian's level + her Constitution modifier) halves this damage. A barbarian must have the dragon totem wings rage power and be at least 14th level to select this rage power.

**Dragon Totem Presence (Su):** The barbarian takes on the appearance of a terrifying dragon. The barbarian may emit a roar as part of an attack or charge which affects all opponents within 30 feet. An opponent can resist the effects with a successful Will save (DC 10 + 1/2 the barbarian's level + the barbarian's Charisma modifier). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. On a failed save, the opponent is shaken for 2d6 rounds, or panicked for 2d6 rounds if it has 4 Hit Dice or fewer. This is a mind-affecting fear effect. A barbarian must have the dragon totem wings rage power and be 14th level to select this rage power.

**Fiend Totem (Mighty) (Su):** The barbarian gains the ability to smite good. By spending two rounds of rage as a swift action, the barbarian chooses one target within sight to smite. If this target is good, the barbarian adds her Charisma bonus (if any) to attack rolls and gains a damage bonus equal to her HD against that foe. This effect persists until the barbarian hits the creature with an attack or the barbarian's rage ends. A barbarian must have the fiend totem (greater) rage power and be 14th level to select this rage power.

**Hive Totem (Mighty) (Su):** The barbarian is surrounded by a swarm of wasps and flies. This aura deals 1d6 points of piercing damage to any enemy that begins its turn adjacent to the barbarian. Enemies adjacent to the barbarian are sickened. This is a poison effect. A barbarian must have the hive totem toxicity rage power and be 14th level to select this rage power.

**Spirit Totem (Mighty) (Su):** While raging, the barbarian is encircled by a hurricane of spirits. Living enemies adjacent to the barbarian at the start of her turn take 2d8 points of negative energy damage. In addition, the spirit wisps can now attack foes that are up to 15 feet away from the barbarian and the slam attack deals 2d6 points of negative energy damage. A barbarian must have the spirit totem (greater) rage power and be 14th level to select this rage power.

**World Serpent Banishment (Mighty) (Su):** Whenever a barbarian confirms a critical strike against an outsider or aberration, the barbarian may spend 1 round of rage to subject the creature to a *banishment*, using her barbarian level as the caster level (DC = 10 + 1/2 barbarian's level + barbarian's Constitution modifier). A barbarian must have the world serpent totem unity rage power and be 14th level to select this rage power.

## OTHER RAGE POWERS

*"The first thing you need to know about rage is that it isn't about practice. It isn't about control. It isn't about shaping your anger into a weapon or building some clever technique to thwart your enemies. It's about letting go, utterly and completely. And that's the hardest thing in the world for some people."*

—Grang Bloodheart, Warrior Shaman of the Wastes

**Anarchic Fist (Su):** The barbarian's unarmed strike and any natural weapons are considered magic weapons for the purpose of overcoming damage reduction, with the anarchic property (dealing 2d6 points of additional damage to lawful creatures). Melee weapons she wields are similarly treated as magical and deal 1d6 points of additional damage to lawful creatures. A barbarian must have the greater chaos totem<sup>APG</sup> power and be at least 16th level to select this rage power.

**Battlecry (Ex):** By spending one round of rage, the barbarian can unleash an inspiring battlecry as a swift action. Allies within 60 feet of the barbarian gain a +1 morale bonus on melee damage rolls for a number of rounds equal to the barbarian's Constitution modifier. This bonus increases by +1 for every 6 levels the barbarian has attained.

**Bestial Speech (Su):** The barbarian retains the power of speech and can speak with animals of the form she assumes with her bestial rage form. A barbarian must have the bestial rage form to select this rage power.

**Blood Sense (Ex):** The barbarian's bloodlust allows him to perceive some enemies with perfect accuracy. The barbarian ignores the concealment, total concealment, and invisibility of enemies below full health who have blood (typically all creatures besides constructs, oozes, plants, and incorporeal creatures). A barbarian must be at least 6th level to select this rage power.

**Blood Sense, Greater (Ex):** The barbarian's bloodlust allows him to find any injured enemies with perfect accuracy. The barbarian ignores the concealment, total concealment, and invisibility of any enemies below full health. A barbarian must be at least 12th level and have the blood sense rage power to select this rage power.

**Bloody Bludgeon (Ex):** When severing an opponent's limb with her limb ripper rage power, the barbarian can use the severed limb as an improvised weapon (of the same size as the creature whose limb it was) for the remainder of her current rage. She takes no attack roll penalties for using an improvised weapon or a weapon of the wrong size, and she gains a morale bonus to attack and damage rolls equal to one quarter her barbarian level. This bonus is doubled against the creature whose limb it was. A barbarian must have the limb ripper rage power and be at least 16th level to select this rage power.

**Cry Havoc (Ex):** When the barbarian uses her battlecry rage power, affected creatures using the charge action



gain a +10-foot enhancement bonus to their speed by 10 feet and deal double the normal battlecry damage bonus if they hit with an attack at the end of a charge. A barbarian must have the battlecry rage power and be at least 6th level to select this rage power.

**Ghost Hunter (Su):** The barbarian can sense the presence of incorporeal undead as though she had the scent ability—even if the undead is within a solid object or behind a solid barrier—and can track incorporeal undead by scent using the Survival skill, with a bonus on such checks equal to her barbarian level. She adds half her barbarian level on Perception checks made against incorporeal undead creatures, and when she readies an action to attack an incorporeal creature she can move up to one-half her speed as part of that readied action. This movement does not provoke attacks of opportunity from incorporeal undead creatures, though it does from other creatures. If she does not move as part of the readied action, she instead can make her readied attack with a +1 competence bonus on attack and damage rolls for every 4 barbarian levels. A barbarian must have the ghost rager rage power and be at least 8th level to select this rage power.

**Great Leadership (Ex):** The barbarian can inspire one or more allies to greater prowess in combat. This functions like the inspire greatness bardic performance, using her barbarian level in place of her bard level, and requires the barbarian to spend one round of rage each round to maintain the effect, in addition to maintaining the barbarian's own rage. A barbarian must have the battlecry rage power and be at least 10th level to select this rage power.

**Hack Loose (Ex):** When the barbarian strikes a creature in melee that is grappling another creature (including a creature that has swallowed a target whole), the grappled or swallowed creature can attempt a grapple combat maneuver check as an immediate action to break free. The barbarian's attack must deal at least 5 points of damage from a single attack to a Medium or smaller creature, plus an additional 5 points for every size larger than Medium, in order to allow a grappled creature to break free. The trapped creature gains a +1 bonus on this check for every 5 additional points of damage beyond this threshold. The barbarian can use this rage power to grant herself the opportunity to break free from a creature grappling her.

**Head Ripper (Ex):** When using her limb ripper rage power, the barbarian can attempt to tear off the head of the target instead of one of its limbs. If the sunder combat maneuver succeeds, any bite or gore attack made by the target is considered broken, suffering a –2 penalty to attack and damage rolls. If the sunder combat maneuver check exceeds the DC by 10 or more and the target fails its Fortitude save, its head is severed from its body. Most creatures are killed instantly. Creatures with multiple heads lose the use of the severed head and suffer bleed damage as normal for the limb ripper rage power. A

barbarian must be at least 16th level and have the limb ripper rage power to select this rage power

**Heroic Leadership (Ex):** This rage power functions as the great leadership rage power but duplicates the effects of the inspire heroics bardic performance. A barbarian must have the great leadership rage power and be at least 16th level to select this rage power.







**Intimidating Transformation (Ex):** When entering into a rage, a barbarian may roar or brandish her weapons. As a free action as part of entering the rage, she may make an Intimidate check to demoralize all foes within 30 feet who can see or hear her display.

**Last Stand (Ex):** By spending one round of rage, a barbarian can use a move action to grant all allies within 10 feet the Diehard feat and immunity to fear for a number of rounds equal to the barbarian's Charisma modifier (minimum 1). In addition, any ally affected by this ability reduced to 0 or fewer hit points automatically stabilizes and also gains temporary hit points equal to the barbarian's class level. These temporary hit points dissipate after 1 minute if not expended. A barbarian must have the battlecry rage power and be at least 12th level to select this rage power.

**Limb Ripper (Ex):** When a target fails its saving throw against the barbarian's crippling blow rage power, the barbarian can attempt to tear off one of the target's limbs (including arms, legs, wings, tail, or tentacles) with a sunder combat maneuver against the target's CMD. If the sunder combat maneuver succeeds, one of the target's limbs chosen by the barbarian is broken. Any attacks made using that limb take a -2 penalty on attack and damage rolls. A broken limb used for locomotion decreases the target's speed by half and the creature cannot run or charge. Only legs or tail can be targeted with this rage power if the target is more than one size category larger than the barbarian; however, arms or wings can be targeted if the barbarian readies an action to use this ability when attacked by such appendages. A broken limb can be healed with *regenerate*, *heal*, or succeeding on Heal checks to provide long-term care on at least three consecutive days.

In addition, if the barbarian exceeds the target DC by 10 or more, the target must make a Fortitude save (DC 10 + 1/2 the barbarian's level + her Strength modifier). If this save fails, the limb is not merely broken but severed entirely. The target can no longer use the limb and takes 1d6 bleed damage per round. A severed limb can be restored with

*regenerate*. A barbarian must have the crippling blow rage power and be at least 12th level to select this rage power.

**Lycanthropic Rage (Su):** While using her animal rage form or bestial rage form, the barbarian is immune to lycanthropy and gains DR/silver equal to half her barbarian level, and her natural weapons and unarmed strikes are treated as silver for the purpose of overcoming damage reduction. She does not actually become a lycanthrope or inflict lycanthropy. A barbarian must have the animal rage form or bestial rage form and be at least 10th level to select this rage power.

**Perceptive Accuracy (Ex):** While in the accurate stance, the barbarian ignores miss chance due to concealment or total concealment, and any AC bonus due to cover that is less than total cover. A barbarian must have the sharpened accuracy rage power to





## SEVERED LIMBS

A severed limb counts as an object one size category smaller than the creature it came from if using it as an independent object or improvised weapon. A target that has a limb severed takes 1 point of Constitution bleed per missing limb, and this bleed damage stacks if multiple limbs are severed. In addition, removing a limb has the following effects depending on which limb is removed. These penalties do not stack with other penalties for losing limbs.

**Arm:** The creature loses the use of that arm, including wielding weapons or shields or making claw attacks. A character who has lost both arms cannot use any of the listed skills, make attacks, or use objects, without the aid of prosthetics or magic. A creature that has lost at least half of its arms (one arm for most humanoid creatures) incurs the following penalties:

- -10 penalty on Climb, Craft, Disable Device, Sleight of Hand, and Use Magic Device skill checks;
- -8 penalty on grapple checks;
- Must make a caster level check at a -5 penalty to cast spells with somatic components;
- Carrying capacity is not reduced. However, the maximum weight a character can lift over head or off the ground is halved.

**Leg:** Creatures with more than 2 legs do not suffer the penalties listed below, but instead lose 10 ft. from their movement speed and lose the benefits of being a quadruped (or other benefits

for having multiple legs) if they had them. A character who has lost more than half of its legs is always considered flat-footed and prone and can only move 5 feet as a full-round action, without the aid of prosthetics or magic. A creature that has lost exactly half of its legs (one leg for most humanoid creatures) incurs the following penalties:

- -10 penalty on Acrobatics, Climb, Ride, Stealth, and certain Perform skill checks (GM's discretion);
- Cannot run or charge;
- Cannot bull rush or overrun and takes a -10 penalty to resist these combat maneuvers;
- Speed is reduced to 5 ft., and can no longer make a 5-ft step;
- Carrying capacity is reduced by two thirds and the maximum weight a character can lift over head or off the ground is halved when sitting, impossible when standing.

**Tail, Tentacle, or Trunk:** The creature loses all attacks and abilities related to that limb. A creature's climb or swim speed is reduced by 5 feet per severed tentacle.

**Wing:** The target loses a wing buffet natural attack if it had any and cannot fly (creatures with 3 or more wings who lose a wing have their flight maneuverability reduced to clumsy and have their flight speed reduced by 1/2 for each wing which they are missing).

select this rage power. A barbarian must have the accurate stance rage power and be at least 10th level to select this rage power.

**Pushback (Ex):** When a creature attempts a bull rush, drag, grapple, overrun, reposition, or trip combat maneuver against the barbarian and fails the check, she can attempt a bull rush combat maneuver against that creature as an immediate action or by spending an attack of opportunity. A barbarian must have the knockback rage power to select this rage power.

**Ringling Blow (Ex):** When the barbarian hits with an attack, she can spend two rounds of rage to deal 1 point of ability damage to the target's Charisma, Intelligence, or Wisdom score. This damage increases by 1 point for every 4 levels the barbarian has. A barbarian must be at least 8th level to select this rage power.

**Savagery (Ex):** When the barbarian confirm a critical hit, the duration of her current rage is

increased by 1 round after she stop spending rounds of rage to continue it. This is increased by 1 additional round when wielding a weapon with a x3 critical multiplier, or by 2 rounds if using a weapon with a x4 critical multiplier. These extra rounds of rage stack with each other. The barbarian may choose to end her rage before these additional rounds of rage are expended, but any extra rounds unused when she ends her rage are wasted. She does not gain additional rounds of rage for critical hits against creatures whose Hit Dice are less than one-half her own. A barbarian must be at least 4th level to select this rage power.

**Wavestepper (Su):** The barbarian can move across the surface of water or other liquid surfaces as if using water walk. However, she must reach a solid surface by the end of her turn or she begins sinking normally. The barbarian must be at least 6th level to select this rage power.



# FEATS

## EXTRA RAGE FORM

You can adopt a rage form again and again.

**Prerequisite:** Rage form class feature.

**Benefit:** You gain one additional rage form.

**Special:** You can gain Extra Rage Form multiple times. Its effects stack.

## EXTRA LEGENDARY RAGE

Your legendary rage goes on and on.

**Prerequisite:** Rage class feature.

**Benefit:** You can rage for 3 additional rounds per day.

**Special:** You can gain Extra Rage multiple times. Its effects stack.

**Note:** The Extra Rage feat normally grants 6 additional rounds per day. Because the legendary barbarian earns fewer rounds of rage, the legendary feat only provides 3 additional rounds per day.

## THROW HALFLING

You may toss your enemies about like javelins.

**Prerequisites:** Wield Halfling

**Benefits:** When you make a successful grapple check on an opponent at least two sizes smaller than yourself that you are already grappling, you may throw your opponent like a thrown splash weapon. Make an attack roll at your full BAB, treating the opponent as an two-handed improvised weapon of the same size as the grappled opponent. On a hit, any damage you deal to the target is also dealt to the grappled opponent. The grapple opponent is thrown to the square adjacent to the target that is closest to you and lands prone.

## TRANSFERRABLE IMPROVISATION

Your training with other weapons carries over to your improvised attacks.

**Prerequisites:** Catch Off-Guard or Throw Anything, base attack bonus +6.

**Benefit:** If you possess any feats which require you to select a weapon (such as Dazzling Display, Improved Critical, or Weapon Focus),

treat improvised weapons as if they are also the selected weapon as long as the improvised weapon could have been selected instead.

## WIELD BIG HALFLING

You can pick up creatures nearly your own size to and attack with them.

**Prerequisites:** Wield Halfling, base attack bonus +11.

**Benefits:** You may wield creatures smaller than yourself. If you have the Throw Halfling feat, you may throw any creatures smaller than yourself.

## WIELD HALFLING

You may pick up and wield smaller enemies as a weapon.

**Prerequisites:** Str 15, base attack bonus +6.

**Benefits:** When you make a successful grapple check on an opponent at least two sizes smaller than yourself that you are already grappling, you may swing your opponent like a club. Make an attack roll at your full BAB, treating the opponent as a two-handed improvised weapon of the same size as the grappled opponent. On a hit, any damage you deal to the target is also dealt to the grappled opponent.





# MAGIC ITEMS

"Rage is not the only weapon in our arsenal. Technique is another weapon. Strength is an important weapon. Knowledge of our enemy is a subtler weapon. Using our enemy's weapon against him can be an unexpected weapon ...Yes, wiseass, swords and axes are weapons in our arsenal too. Stop laughing or I'll tear your face off."

—Treygon the Teacher

## GLOVES OF RECKLESS THROWING

**PRICE 8,000 GP**

**Aura** moderate transmutation; CL 8th

**Slot** hands; **Weight** 1 lb.



These rough leather gloves are frayed from use. When worn, they grant their wearer a +2 bonus on attack and damage rolls with thrown weapons. However, weapons thrown by the wearer gain the broken condition after they are thrown. While the wearer is raging, the range increment for of any weapon thrown by the wearer gains a +20-foot bonus.

**CONSTRUCTION REQUIREMENTS**

Cost 4,000 gp

Craft Wondrous Item, *longshot*

## HELM OF ECHOING SCREAMS

**PRICE 4,000 GP**

**Aura** moderate transmutation; CL 6th

**Slot** head; **Weight** 4 lbs.

This rusted iron mask covers the wearer's face with a terrifying visage. The wearer gains a +2 competence bonus on Intimidate checks, but also takes a –5 penalty on Diplomacy checks. When the wearer enters into a rage, her competence bonus to Intimidate checks increases to +5, but she loses the ability to speak and can instead only roar in anger.

**CONSTRUCTION REQUIREMENTS**

Cost 2,000 gp

Craft Wondrous Item, *rage*, *aphasia*

## RETURNING, LESSER

**PRICE +1,000 GP**

**Aura** moderate transmutation; CL 7th

This special ability can be placed on any weapon. If the weapon is designed to be thrown, its range increment increases by 10 feet; weapons not designed to be thrown gain a range increment of 10 feet. If an attack made with a thrown *lesser returning* weapon reduces a target to 0 or fewer hit points, it flies through the air back to the creature that threw it. It returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn). Catching a *lesser returning* weapon when it comes back is a free action. If the character can't catch it, or if the character has moved since throwing it, the weapon drops to the ground in the square from which it was thrown.





## CONSTRUCTION REQUIREMENTS Cost +500 gp bonus

Craft Magic Arms and Armor, *returning weapon*

### SADISTIC PAULDRONS PRICE 6,630

**Aura** moderate transmutation; **CL** 7th

**Slot** shoulders; **Weight** 8 lbs.

These rough steel pauldrons are twisted and scarred into horrifying spikes. Sadistic pauldrons act as +1 *armor spikes* and also deal 1d2 bleed damage on a successful grapple attack or melee attack made with the pauldrons. When the wearer is raging, increase the damage done by the armor spikes to 1d6 (Small) or 1d8 (Medium), but the pauldron also deal 1 bleed damage to the wearer each turn.

## CONSTRUCTION REQUIREMENTS Cost 3,315 gp

Craft Magic Arms and Armor, *bleed*

### SMASHING, GREATER PRICE +2 BONUS

**Aura** moderate conjuration; **CL** 14th

**Slot** none; **Weight** —;

A *greater smashing* weapon deals an additional 3d6 points of damage to inanimate objects, including when it is used to sunder armor and weapons. When a *greater smashing* weapon breaks or destroys a wielded or worn magic item (such as weapons, armor, or other gear), the magic item emits a crack of arcane energy. The wielder or wearer takes 1d8 points of sonic damage and must make a successful DC 14 Fortitude save or be deafened permanently. This special ability can be placed only on melee bludgeoning weapons.

## CONSTRUCTION REQUIREMENTS Cost +2 bonus

Craft Magic Arms and Armor, *break, bull's strength*

### TOTEMIC CLUB PRICE 6,202 GP

**Aura** faint 12,405; **CL** 5th

**Slot** —; **Weight** 2 lbs.

This +1 *greatchub* is carved and painted with strange and savage iconography. Each *totemic club* is aligned with a totem drawn from the list of barbarian rage powers. While the wielder is raging, the *totemic club* confers the benefits of the totem (lesser) rage power for the specific type of totem engraved into the club.

## CONSTRUCTION REQUIREMENTS Cost 3,101 gp

Craft Magic Arms and Armor, *shillelagh*

## SAMPLE BUILDS



The combination of rage forms, alternate class features, and archetypes allows for a huge range of possible barbarians. Before we jump into our fully built legendary barbarians, let's consider a few fun possibilities to explore the flexibility of the class.

**Whirlwind of Destruction:** There's little that says barbarian more than wanton destruction. First, the whirlwind takes the **fury** archetype, so that the rage can never cease. Then she grabs **Destructive Fury Form**, and takes **Destructive** in place of fast movement. She gains **Improved Sunder** and **Greater Sunder** instead of uncanny dodge, and **Desperate Measures** instead of damage reduction. Throw the **Legendary Spell Sunder**, **Smasher**, and **Limb Ripper** chain of rage powers, and the whirlwind can use her huge destructive bonuses to great effect.

**Stoic Wanderer:** The stoic wanderer lives off the land, a wise guru of both earth and sky. She starts with the **Savage** archetype, giving up rage but gaining large survival bonuses (or an animal companion). She takes **Track** and **Favored Enemy** instead of uncanny dodge, and even gains minor spellcasting with **Shamanistic Inclinations**. Her **Keen Senses** (instead of damage reduction) allow her to see in the wilds, while her various totem powers help her channel the power around her. This "barbarian" is about as far from the slaving pillager trope as possible, while still fitting nicely into the idea of a man who rejects civilization and lives off the land.

**Skinchanger:** The skinchanger isn't exactly a shifter, but she tries! She begins with the **Bully** archetype to best make use of her rage forms. She grabs the **Animal Rage Form**, **Bestial Rage Form**, and **Enlarging Rage Form** to push her body to the limits. She takes **Wild Empathy** instead of Endurance and **Animalistic** instead of danger sense. Her **Brand of the Old Ways**, **Primal Brand**, and **Brand of Silence** significantly impair her abilities, but provide her with copious amounts of extra rage. With the **Beastlord Totem** power, she can even run her own pack!

**Juggernaut:** The juggernaut is an unstoppable hulk, nearly impossible to take down. A combination of the **Invincible Rage Form** and **Invulnerability** (in place of Uncanny Dodge) gives her a DR equal to her level when raging. Throw in the **Heroic Leadership** and **Battlecry** chains, d12 hit die and heavy armor, and you've got a real tank roaming the battlefield who will never let her allies down.

**Meditative Warrior:** Rage need not be messy. The meditative warrior is cool, calm, and collected, channeling her own unique flavor of rage in **Battle Meditation Form**, **Close Quarters Rage Form** and **Dueling Rage Form**. She takes **Eagle Eyes** instead of Endurance and **Focused Body and Mind** instead of damage reduction. Alternatively, the meditate warrior can be take the **Gunpowder Savage** archetype to become the most focused barbarian gunslinger you've ever seen.



# SAMPLE LEGENDARY BARBARIAN

## GORUND WILDWALKER CR 5

XP 1,600

Human legendary barbarian 6

N Medium humanoid

Init +2; Senses Perception +8

### DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +2 Dex, +1 dodge)

hp 55 (6d12+18)

Fort +7, Ref +4, Will +3

Defensive Abilities improved uncanny dodge, danger sense +2

### OFFENSE

Speed 40 ft.

Melee mwk spear +11/+6 (1d8+4/x3)

Ranged mwk composite longbow (+3 Str) +9/+4 (1d8+3/x3)

Special Attacks rage (11 rounds/day), rage form (bestial rage, close quarters rage), rage powers (blood sense, lesser beastlord totem, savagery)

### TACTICS

**Before Combat** Gorund watches his prey from afar, observing their movements and waiting for the best moment to leap screaming from the wood.

**During Combat** Gorund picks off his most powerful enemy using dueling rage or enters close quarters rage if the situation merits. He summons allies using lesser beastlord totem if he believes the fight will be challenging.

**Morale** On the far boundaries of his region, Gorund has no compunctions about running from a losing fight. Close to Black Cragg, however, he fights to the death in a fearsome rage.

### STATISTICS

Str 17, Dex 15, Con 14, Int 10, Wis 12, Cha 7

Base Atk +6; CMB +9; CMD 20

Feats Dodge, Endurance, Mobility, Point Blank Shot, Weapon Focus (spear)

Skills Acrobatics +9 (+13 jump), Climb +9, Knowledge (nature) +6, Perception +8, Stealth +7, Survival +7, Swim +7

Languages Common

SQ danger sense +2, fast movement

Combat Gear thunderstone; Other Gear hide armor, masterwork composite longbow (+3 Str) with 60 arrows, masterwork spear

Gorund has no name, except for the ones that travelers gave him. The hide-cloaked warrior has no origin nor creed, no standard or sigil. He roams the Black Cragg peaks in silence and makes his home among the bears and trolls. He hunts both man and beast, every sense tuned to the slightest disturbance. And if he finds a trespasser, he deals with them utterly.

Gorund is fiercely protective of his lands, which extend for miles around Black Cragg. Unfortunate wanderers, lost or ignorant, receive no warning (except for the human skulls impaled on tree branches). Gorund brooks little discussion with civilized folk but has been known to exchange a few gruff words with druid and rangers.

They say that Gorund is guarding something atop his frozen mountain: a primal energy well or ley line confluence of great power. Whatever the Peak is, Gorund is drawn to and captivated by it. He protects the mountain as a child would his mother. In the light of the moon, the barbarian sings to the land in a low, rough voice. And some say that the land sings back.







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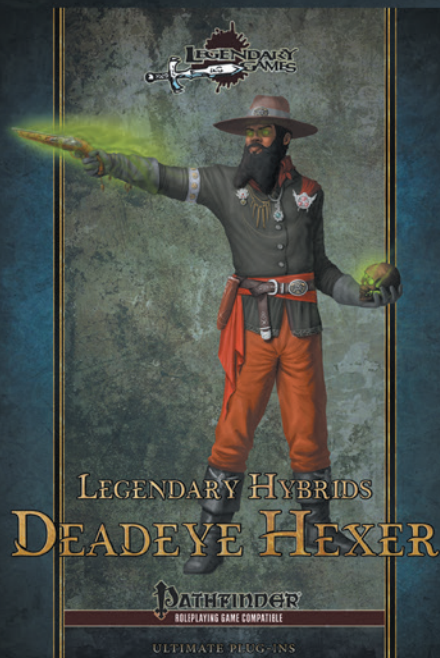
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