Blood and Fury

New Bloodrager Bloodlines

Alex Riggs, Joshua Zaback

ROLEPLAYING GAME COMPATIBLE

EFFINDER

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References to Other Products

Several places in this book refer to one or more classes, feats, spells, items, or other content found in other books, either other books published by Necromancers of the Northwest, or, more commonly, books published by Paizo. Any content that can be found in the *Pathfinder Roleplaying Game Core Rulebook* or *Pathfinder Roleplaying Game Bestiary* are not specially noted as such. Any content that cannot be found in either this book or one of those two books will have a superscript denotation, indicating what book it can be found in. These notations are abbreviated. The following list explains what book each abbreviation is associated with.

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AA1: Advanced Arcana Volume 1	APG: Pathfinder Roleplaying Game: Advanced Player's Guide	B4: Pathfinder Roleplaying Game: Bestiary 4
AA2: Advanced Arcana Volume 2	ARG: Pathfinder Roleplaying Game: Advanced Race	LV: Liber Vampyr
AA3: Advanced Arcana Volume 3	Guide	NA12: Necromancer's Almanac 2012
AA4: Advanced Arcana Volume 4	B2: Pathfinder Roleplaying Game: Bestiary 2	NA13: Necromancer's Almanac 2013
ACG: Pathfinder Roleplaying Game: Advanced Class Guide	B3: Pathfinder Roleplaying Game: Bestiary 3	UC: Pathfinder Roleplaying Game: Ultimate Combat
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Foreword

Of all of the classes included in the *Pathfinder Roleplaying Game: Advanced Class Guide*, the one that I was most excited about is probably the bloodrager. The idea of a rage mage, to borrow the term from an older 3.5 prestige class, was not new, but it was something that had never really been done in a way that seemed satisfactory. The bloodrager, which combined the rage of a barbarian with a 4-level spellcasting progression that came with a surprisingly meaty spell list, was exactly what I had been waiting for. I just hadn't known it at the time.

Though the bloodrager does a good job of mixing its two parent classes, to me, it certainly feels like it takes more after its barbarian side than its sorcerer side. So, when we sat down to determine what bloodlines we would include in the book (because it seemed obvious that the best way to provide support for bloodragers was with new and exciting bloodlines), we had some difficulty in finding bloodlines that felt appropriate. We'd done lots of sorcerer bloodlines in the past, and a few bloodrager bloodlines as well, but it felt like these bloodlines should be more barbaric, more primitive, and more guttural. Rather than things like dragons and aberrations, we wanted bloodragers who drew their powers from totem animals, from harsh landscapes, and from primal elements. We wanted magic that felt barbaric.

And those are exactly the sorts of bloodlines we ultimately decided to make. What kind of creature's blood runs in the veins of someone with the desert or tundra bloodline? We have some suggestions, but ultimately, we think the concern here is less the exact ancestor that led to the bloodrager's power, and more the fact that this bloodrager has a close connection to the frozen northlands.

We also wanted to make sure that our bloodlines were about a lot more than just elemental damage. It's easy to assume that a desert bloodline will be all about fire, and a tundra bloodline all about ice, and there are certainly elements of those in the bloodlines, but we were careful to ensure that we captured much more of a unique feel that applies specifically to those environments.

In fact, we were so concerned about making sure that our bloodlines didn't become about elemental damage, that we actually decided to revisit some of the different elements that had been mashed together to form the elemental bloodline. While that bloodline is great at what it does, we've always wished for bloodlines with powers that felt more unique to the element in question: a fire bloodline that came with smoke and ash, for example, or an air bloodline that could create hurricanes and winds, instead of just electricity damage. You'll find plenty of elemental power in this book, with separate bloodlines for fire, ice, lightning, stone, and wind, each of which has wildly different abilities from both each other and the elemental bloodline, and which captures the essence of the element with a unique play style.

You'll also find several bloodlines relating to various animals, such as bear, hawk, stag, and wolf. Again, we don't dwell as much on the details of how these bloodlines came to be in your gene pool, and some mystical and metaphorical explanations are proffered, but the point of these is to provide a sort of totem animal spirit, which can once again tie the bloodrager back to that barbaric and primitive flavor. Each of these bloodlines not only captures the physical and observable characteristics of these animals, but also their spirit and the things that they represent. Bear bloodragers are powerful, hawk bloodragers swift and precise, stag bloodragers proud and noble, and wolf bloodragers cunning pack hunters.

Beyond all thirteen bloodlines another brief section contains a collection of new spells, all of which are available to bloodragers (although many are available to other classes). Each bloodline has one new spell, found in this section, and a few additional spells round out the collection.

If you like what you find here, please take a moment to look over our other products, available at www.paizo.com, www.drivethrurpg.com, or www.d2opfsrd.com, and take a look at our website, www.necromancers-online.com, where free content is made available four days a week, including a massive collection of archetypes, feats, spells, magic items, and monsters from the past five years.

New Bloodrager Bloodlines

The following section presents 13 new bloodlines for the bloodrager class, which are thematically tied to powerful totem animals, harsh terrains in which a barbaric spellcaster might be found, or various elements. They are presented in alphabetical order. For more information about bloodargers and bloodrager bloodlines, see the *Pathfinder Roleplaying Game: Advanced Class Guide*.

Each bloodline has one bonus spell that is denoted with an asterisk (*). This spell is a new spell found in this book, in the New Spells section.

Bear

You have the blood of the bear, granting you exceptional strength and the noble savagery of the animal kingdom. You may trace your deepest roots back to wild bears, or to the shapeshifters and druids who revered them, or may have formed a special bond with a bear at a formative period in your life, leaving a magical impression in your blood.

Bonus Feats: Endurance, Improved Grapple, Improved Natural Armor, Power Attack, Skill Focus (Survival), Still Spell, Toughness.

Bonus Spells: *bear claws** (7th), *bear's endurance* (10th), *summon nature's ally IV* (13th), *animal growth* (16th).

Bloodline Powers The strength and courage of the bear runs in your blood, allowing you to tap a primal source of power.

Weapons of the Bear (Su): The sacred power of the bear which flows in your veins can manifest itself in the form of deadly claws and teeth. At 1st level, whenever you enter a bloodrage, you may choose to transform one or both of your hands into the powerful claws of the bear. If you choose to transform both your hands, you gain 2 primary claw natural attacks which deal 1d6 points of damage, regardless of your size. You can instead choose to only transform one hand to gain a single claw attack. At 5th level, you may choose to also manifest a bear's powerful jaws, gaining a primary bite natural attack which deals 1d6 points of damage, regardless of your size. While manifesting a bear's jaws in this way, you suffer 20% arcane spell failure chance on any spells you cast with verbal components. Once activated, these effects last until you stop bloodraging. At 10th level, the damage die for the claws and bite granted by this ability increases from 1d6 to 1d8, and at 15th level, it increases again to 2d6.

Bear's Endurance (Su): Your bear's blood makes you exceptionally hearty and tough. Beginning at 4th level, you are treated as though you are constantly under the effects of an *endure elements* spell, except that this only protects you from cold environments. Additionally, while in a bloodrage, you gain +1 natural armor, 5 points of cold resistance, and a +1 bonus on Fortitude saves. At 10th level, the bonus to natural armor increases to +2, and at 15th level, the cold resistance increases to 15.

Bear Hug (Su): The power of the bear allows you to grasp and crush opponents like the animal whose power flows within you. At 8th level, whenever you manifest one or more claws with your weapons of the bear bloodline power, you gain the grab special attack with that claw. Additionally, while in a bloodrage, if you are in control of a grapple and the target is no more than 1 size category larger than you, you can attempt to perform a devastating bear hug, crushing your opponent and binding him tight. To do this, you must succeed on a grapple combat maneuver check, although you gain a +4 bonus on this check. If you succeed on the grapple check, the target suffers 1d6 points of damage per 2 class levels you possess and gains the pinned condition. If the target is already pinned, you may use this ability without needing to succeed on the grapple combat maneuver check; if you do, you treat your CMD as though it were 4 higher for the purposes of escaping the pin.

Form of the Bear (Sp): The mighty force of the bear lives in you, and you can unleash it to assume the monstrous form of the bear. At 12th level, whenever you enter a bloodrage, you may choose to assume the form of any bear creature as though by the spell *beast shape IV*. Additionally, while in the form of the bear, your claw and bite natural attacks use the damage dice for your weapons of the bear class feature, or those appropriate for the form you assume, whichever is higher. This effect lasts for the duration of the bloodrage.

Roar of the Bear (Su): You can unleash the mighty roar of the bear to terrify and weaken your foes. At 16th level, while in a bloodrage, you can unleash a deafening roar to terrify your opponents as a standard action. If you do, all creatures within 30 feet must succeed on a Will save (DC 10 + 1/2 your bloodrager level + your Charisma modifier) or become panicked 1d6 rounds. Creatures who fail their save by 10 or more are paralyzed with fear instead, and even creatures that succeed their save are shaken for 1 minute. You may use this ability as often as you like but only once per bloodrage. This is a sonic, mind-affecting fear and emotion effect. Bears, and bear-like creatures, are immune to this ability.

Ursus Arcanus (Su): At the height of your power, you gain exceptional strength in the form of the bear. At 20th level, when you enter a bloodrage and assume the form of a bear, you can cast spells without hindrance, and you gain the benefits of an *animal growth* spell while in bear form, even though you normally could not benefit from that spell.

Desert

You have the strength of the harsh desert climate in you, granting you power to aid in your struggles. You bear a very tangible and real connection to that harshest of environments, and whether this connection is ancient as time or relatively new, you can wield its might in battle, occasionally at a cost.

Bonus Feats: Diehard, Dodge, Endurance, Extend Spell, Great Fortitude, Iron Will, Toughness.

Bonus Spells: *silent image* (7th), *blur* (10th), *fireball* (13th), *violent image** (16th).

Bloodline Powers: You can tap your deep and eternal bond with the desert in order to channel its harsh and unforgiving might in your bloodrage.

Desert Sands (Ex): The desert lives in you, allowing you to unleash a cloud of sand to conceal you and cripple nearby foes. As a swift action, while in a bloodrage, you can choose to manifest the scalding sands of the desert to come to your aid. For 1 round, you are obscured by the sands, gaining 20% miss chance. Additionally, all creatures adjacent to you are assaulted by the burning desert sands and must succeed on a Reflex save (DC 10 + 1/2 your bloodrager level + your Charisma modifier) or be blinded for 1d4 rounds. You may use this ability a number of times each day equal to your Charisma modifier.

Dehydration Strike (Ex): The desert you draw your power from is a harsh master that demands the lives of your foes, allowing you to drain your enemies dry. At 4th level, while in a bloodrage, your desert blood saps all the moisture from the foes you strike, causing all your melee attacks to deal an additional 1d6 points of damage against living creatures. Plants and oozes are especially susceptible to this attack, instead suffering 2d6 points of damage, while creatures comprised entirely of water, such as water elementals, are even more vulnerable, suffering 3d6 points of damage. However, the desert in your blood also drains the liquid from your own body, and when your bloodrage ends, you become exhausted until you consume enough water to nourish yourself for 1 day. A *ring of sustenance* or similar ability cannot be used to circumvent this exhaustion.

Devouring Sands (Ex): As you learn to master the source of your mystic might, you can call upon desert sands to swallow your foes. You may only use this ability outdoors and while in a bloodrage. At 8th level, as a standard action, you may open a pit of sand beneath one of your foes within 30 feet, dragging him down into an extradimensional desert sand trap. The target must succeed on a Reflex save (DC 10 + 1/2 your class level + your Charisma modifier) or fall into the pit, which has a depth of 10 feet per caster level and has a space equal to the target's space (5 feet for Small and Medium creatures, 10 feet for Large creatures, 15 feet for Huge creatures, and so on). The sides of the pit are sandy and can be climbed with a DC 10 Climb check. If you use this ability in

a desert environment, the pit is twice as deep and is affected by a magic that actively pulls the target downward, imposing a -2 penalty to his Reflex saving throw, and increasing the DC of the Climb check by an amount equal to your bloodrager level. Finally, each round the target begins his turn at the bottom of the pit, he suffers 1d6 points of bludgeoning damage, as churning and swirling sands buffet him.

Mirage (Su): Your desert blood makes you exceptionally adept at creating illusions. At 12th level, whenever you cast an illusion spell, you may choose to have it be a mirage. If you do, the spell is automatically affected as though by the Enlarge Spell and Widen Spell metamagic feats, and cannot be dispelled. However, the illusion is easier to see through. Creatures gain a +4 bonus on Will saves to disbelieve the illusion, and may make a Perception check (DC 10 + your bloodrager level + your Charisma modifier) in order to see through the illusion (these checks are made automatically when the illusion is first perceived, and can be made again on subsequent rounds as a standard action which does not provoke attacks of opportunity).

Sandstorm (Su): You can call upon your connection to the desert in order to conjure a terrible sandstorm. Beginning at 16th level, you are able to manifest a sandstorm when you enter a bloodrage. If you do, the area within a 30-foot radius of you becomes filled with sand, granting all creatures within the area concealment (20% miss chance) and conjuring 40-mile-per-hour winds within the sandstorm. This sandstorm is centered on you and moves with you.

Sands of Time (Su): As your bloodline reaches its zenith, you can call upon the sacred desert sands to stop time itself. At 20th level, when you enter your bloodrage while in a desert environment, you may choose to be affected as though by the spell *time stop*. If you do, the rounds spent under the influence of the *time stop* do not count against the rounds of your bloodrage. You may use this ability as often as you like each day, but must wait at least 10 minutes between uses.

Fire

Your rage burns hot with the primal destructive energy of fire, allowing you to burn things to a crisp. You may trace your heritage to outsiders from the Plane of Fire, such as salamanders or fire elementals, or to dragons or giants associated with fire. Or, you may have been touched by the primal power of pure flame, perhaps by being born in a blazing building, enduring purifying ritual burning, or being touched by primal elemental forces.

Bonus Feats: Arcane Strike, Empower Spell, Greater Sunder, Improved Dirty Trick, Improved Sunder, Power Attack, Vital Strike.

Bonus Spells: *burning hands* (7th), *scorching* ray (10th), *fireball* (13th), *burning serpents** (16th).



Bloodline Powers: You carry the primal power of the flame in your blood and can unleash its destructive wrath in the grips of a bloodrage.

Flame Shield (Su): Whenever you enter a bloodrage, you become enshrouded in crimson flames which deal 1d6 points of fire damage to any creature that damages you with an unarmed strike, natural attack, or melee weapon that does not have reach.

Smoking Bloodrage (Su): The power of your blood causes you to emit a choking black smoke. Beginning at 4th level, when you enter a bloodrage, you may choose to conjure a 30-foot-radius burst of smoke, centered on you. Creatures within the area have their vision impeded as though they were in a *fog cloud* spell. Additionally, all creatures that enter the area or begin their turn within it (except for you) must succeed on a Fortitude save (DC 10 + 1/2 your level + your Charisma modifier) or be nauseated for 1 round. The smoke cloud moves with you. Each round that you choose to maintain the smoke (including the round it is first conjured) you must expend 1 additional round of bloodrage, in addition to the round spent to maintain your bloodrage. You can see through the smoke normally, but creatures within it still have concealment from you.

Burning Blade (Su): The power of your fireoriented blood allows you to strike a mighty blow which deals additional damage and may light your foe on fire. Beginning at 8th level, once per day while you are bloodraging, you may designate any attack as a burning blade attack. If the burning blade attack hits, all damage dealt by the attack is fire damage and the target suffers an additional amount of fire damage equal to your bloodrager level. Finally, a creature hit by a burning blade attack must succeed on a Reflex save (DC 10 + 1/2 your bloodrager level + your Charisma modifier) or catch on fire, suffering 2d6 points of fire damage every round he remains on fire. The target remains on fire until the flames are extinguished. The Reflex save DC to put out the flames is equal to the DC to avoid the flames, but the target gains a +4 bonus on the save if you are no longer in a bloodrage (see the *Pathfinder Roleplaying Game Core Rulebook* for more information on extinguishing fires). At 10th level, and every 2 levels thereafter, you may use this ability an additional time per day.

Walk Through Flames (Su): Your fiery blood allows you some protection against fire. At 12th level, you gain immunity to damage caused by natural or alchemical fire. Additionally, you suffer only half damage from magical fire, and suffer no damage at all from magical fire created by your own spells and effects. Finally, whenever you would suffer fire damage while in a bloodrage (even if that damage is prevented by this immunity), you gain a +3 bonus to attack and weapon damage rolls until the end of your next turn.

Perilous Flames (Su): As your magic blood begins to manifest more strongly, your fire spells become infused with your rage, carrying your reckless anger with them. Beginning at 16th level, whenever a creature suffers damage

from a fire spell or fire bloodline power originating from you, he suffers a -4 penalty to his AC, and all creatures gain a bonus on weapon damage rolls made against him equal to 1/2 your bloodrager level. These effects last until the beginning of your next turn.

Explosive Bloodrage (Su): Your fiery blood explodes with primal devastation upon entering a bloodrage. At 20th level, whenever you enter a bloodrage, you can choose to explode with the tremendous force of primal fire, damaging all creatures in a 30-foot radius centered on you. All creatures in the area suffer 20d6 points of fire damage, and creatures and objects in the area catch on fire, suffering an additional 2d6 points of fire damage each round they remain on fire. A successful Reflex save (DC 10 + 1/2 your bloodrager level + your Charisma modifier) halves the damage and causes the target to not catch on fire. Creatures on fire may attempt a new Reflex save as a full-round action to extinguish the flames. You may use this ability any number of times each day, but must wait at least 1 minute between uses.

Hawk

Your blood flows with the spirit of the majestic hawk. Whether this connection to the soaring lords of the skies is literal, from a polymorphing ancestor, or is more mystical or metaphorical nature, when under pressure, you can draw upon this power to outwit and outmaneuver your foes.

Bonus Feats: Alertness, Combat Expertise, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Bonus Spells: true strike (7^{th}) , see invisibility (10^{th}) , haste (13^{th}) , aerial assault* (16^{th}) .

Bloodline Powers: When you bloodrage, the world comes into focus, as though seen through the steely eyes of a soaring hawk. You move with incredible speed, and no weakness escapes your sight.

Tactical Prowess (Ex): Beginning at 1st level, whenever you are bloodraging, your hunter's instincts allow you to make the most of any advantage in combat. This manifests itself in three different ways: first, you gain a +2 bonus on attack rolls for having higher ground, rather than the normal bonus. Second, whenever you use the charge action, you can choose to increase the bonus on attack rolls made as part of the charge to +4. If you do, the penalty to AC imposed by charging is also increased to -4. Finally, you gain a +2 bonus on attack and damage rolls made against characters that have not yet acted in the current combat (even if they are not flat-footed).

Eyes of the Hunter (Ex): Beginning at 4th level, while bloodraging, you gain a bonus on sight-based Perception checks equal to your class level. Additionally, the openings in your opponents' defenses are plain as day to you. Whenever an opponent rolls a critical failure, he provokes an attack of opportunity from you.

Wings (Su): Beginning at 8th level, whenever you enter a bloodrage, you grow a pair of massive, feathery wings, like those of a hawk. You gain a fly speed of 6o feet, with good maneuverability. The wings persist as long as you continue to be bloodraging, and vanish when your bloodrage ends. They do not damage or harm your armor or other equipment.

Featherstorm (Su): Beginning at 12th level, with a mighty flap of your wings, you can rain a hail of razor-sharp feathers that are as hard as steel down on your foes. Doing so is a standard action, and inflicts 1d8 points of slashing damage per bloodrager level to all creatures in a 60-foot cone. A successful Reflex save (DC 10 + 1/2 your bloodrager level + your Charisma modifier) halves this damage. You can use this ability once per day. At 17th level, you can use it one additional time per day.

Talons (Ex): Beginning at 16th level, whenever you enter a bloodrage, your feet transform into massive talons, like those of a hawk. This is treated as a polymorph effect, except that it applies only to your feet; and any footgear that you may be wearing melds into your body. You gain two primary talon natural attacks, which deal damage as though you were one size category larger than you actually are (1d6 for a Medium creature, 1d4 for a Small creature). Finally, whenever you use the charge action, you can attack with both of your talons, in addition to any other attacks you would make as part of the charge. When your bloodrage ends, the talons revert back to normal.

Lord of the Skies (Ex): At 20th level, your hawk heritage is always accessible to you. You can benefit from the wings and talons bloodline powers even when you are not bloodraging. Resuming or suppressing either or both abilities is a standard action. Additionally, you are immune to the blind condition, as well as the spell *slow*, and any effect which functions as *slow*. These benefits apply even when you are not in a bloodrage.

Hero

You have the power of the great heroes of old burning through your blood, granting you warrior's skills beyond that of other men. You may have come from a long martial tradition, with great heroes and warriors in your ancestry stretching back as far as anyone can remember; or, you may have only a single great hero in your past, whose warrior spirit lives on in you.

Bonus Feats: Combat Expertise, Dodge, Extend Spell, Heavy Armor Proficiency, Power Attack, Weapon Focus (any melee weapon), Weapon Specialization (any melee weapon).

Bonus Spells: *enlarge person* (7th), *bull's strength* (10th), *hero's sword** (13th), *spiritual ally*^{APG} (16th).

Bloodline Powers: Your mighty ancestor's spirit lives on in your blood, and when you enter a rage, their strength and passion comes out in you.

Hero's Blade (Su): You trace your heritage to a great hero, and you can instill the spirit of that warrior in your weapon. At 1st level, while bloodraging, all your melee weapon attacks overcome the first 5 points of damage reduction your target possesses. At 10th level, this ability becomes stronger, allowing you to ignore the first 10 points of damage reduction your target possesses. Finally, at 15th level, you ignore the first 15 points of damage reduction your target possesses with all weapon attacks you make while bloodraging.

Hero's Armor (Ex): At 4th level, whenever you enter a bloodrage, your ancestors' spirits lend themselves to your armor, making it effortless to wear. While bloodraging, wearing medium or heavy armor does not affect your movement speed, and if you are not proficient in the type of armor you are wearing, you ignore all penalties to attack rolls imposed by that armor. After your bloodrage ends, your ancestors' spirits leave your armor, making it heavy and cumbersome and effectively doubling the armor check penalty of the armor for as long as you are still fatigued, after which time the armor resumes its normal functionality.

Hero's Edge (Ex): Beginning at 8th level, while in a bloodrage, whenever you successfully confirm a critical hit with a manufactured weapon, your weapon deals an additional 1d8 points of damage if it has a critical multiplier of x2, or an additional 2d8 points of damage if your weapon has a critical multiplier of x3, or an additional 3d8 points of damage if your weapon has a critical multiplier of x4. Additionally, whenever you confirm a critical hit during a bloodrage, that round does not count against the number of rounds per day that you can bloodrage.

Heroic Spells (Ex): As you gain in power, your heroic blood calls upon your ancestors' spirits in order to aid your spellcasting. At 12th level, while in a bloodrage, you treat any armor you are wearing as though it had no arcane spell failure chance, and you treat your caster level as though it were 4 higher for the purposes of any spell you cast which targets one or more weapons or suits of armor.

Hero's Speed (Ex): You have the prowess and skillat-arms of your warrior ancestors and can unleash their swiftness in the midst of a powerful bloodrage. At 16th level, while in a bloodrage, you can make an additional attack at your highest base attack bonus whenever you use the fullattack action. This extra attack does not stack with extra attacks gained from *haste* or from similar sources.

Ultimate Hero (Su): As you reach your full potential, your hero's blood manifests in its fullest form, granting you exceptional combat skills while in a bloodrage. At 20th level, whenever you are in a bloodrage, you become immune to critical hits so long as you are wearing armor, and you increase the critical threat range of any weapon you wield by 2 (apply this increase after any other effects, such as the *keen* weapon special ability or the Improved Critical feat).

Ice

You have the power of elemental ice in your bloodline, granting you dominion over cold energy, and the frozen powers of the ice. You likely trace your ancestry back to an elemental, a mage who was particularly associated with ice, or to a powerful creature associated with ice, such as a white dragon. It's also possible you were touched by the cold in some other life-changing way, such as being born amidst a powerful ice storm or having been infused with ice magic at a later time.

Bonus Feats: Cleave, Endurance, Extend Spell, Great Cleave, Improved Sunder, Improved Trip Mobility, Toughness.

Bonus Spells: *chill touch* (7th), *sleet storm* (10th), *ice storm* (13th), *frozen doom** (16th).

Bloodline Powers: You embody the frozen fury of the primal ice which infuses your very blood, and can enter a cold and implacable bloodrage.

Icy Weapons (Su): Beginning at 1st level, you can infuse your weapons with the raw and violent power of ice. All melee attacks that you make (whether with natural attacks, unarmed strikes, or manufactured weapons) deal 1 additional point of cold damage. At 6th level, and every 5 levels thereafter, this bonus damage increases by +1. While in a bloodrage, this bonus cold damage is doubled.

Cold Resistance (Ex): Beginning at 4th level, your icy blood allows you to resist some of the harsh effects of cold damage. You gain cold resistance 5. At 12th level, this increases to cold resistance 10, and at 20th level, you become immune to cold damage of all kinds.

Ice Strider (Su): Beginning at 8th level, you can easily move on slick and icy surfaces just as though you possessed the icewalking ability of a white dragon. Additionally, whenever you enter a bloodrage, you can choose to unleash the frozen fury of your icy blood in order to freeze the ground in a 30-foot-radius burst centered on you. If you do, all creatures within the area suffer 1d6 points of damage, and the area is covered in extremely slick ice which counts as difficult terrain. Further, any creature attempting to move along the icy surface must first succeed on an Acrobatics check (DC 10 + your level). If the creature fails the check by 5 or more, he must also succeed on a Reflex save (DC 10 + 1/2 your level + your Charisma modifier) or fall prone. Standing liquids in the area are also frozen in this manner. This ice is supernatural in nature and resists all attempts to break or melt it, though it does disappear at the end of your bloodrage.

Frozen Strike (Su): Beginning at 12th level, you can channel your icy blood in order to deliver a magically supercharged blow which chills your foes to the bone. Once per day, while bloodraging, as a standard action, you may choose to make a single melee attack at your highest base attack bonus. If the attack hits, it deals damage as normal,



and forces the target to succeed on a Fortitude save (DC 10 + 1/2 your level + your Charisma modifier) or be slowed for 1 minute. If the attack was a critical hit, and the target fails his saving throw, he is paralyzed for 1 minute instead. At 16th and 20th levels, you can use this ability an additional time each day.

Ice Form (Sp): At 16th level, whenever you enter a bloodrage, you may choose to become solid ice, as though affected by the spell *ice form*, for the duration of your bloodrage.

Frozen Soul (Su): Your bloodline allows you to supercharge your spellcasting with pure icy energy. At 20th level, you may choose to have any spell you cast with the cold descriptor be treated as though it were affected by the Maximize Spell and Empower Spell metamagic feats, without increasing the effective spell level or casting time. Additionally, these spells ignore any resistance and immunity possessed by a creature without the cold subtype.

Jungle

Your blood is closely linked with the steamy, overgrown jungle, granting you magical power related to the place you call home. You may have been born of jungle animals, jungle plants, or simply from people who have dwelled in the jungle for so long, they have become an integral part of it. Your power comes more from a deep connection to the terrain and to the memory of the jungle than from actual blood relations.

Bonus Feats: Alertness, Endurance, Great Fortitude, Improved Grapple, Skill Focus (Survival), Stealthy, Widen Spell.

Bonus Spells: whip vine* (7th), plant growth (10th), summon nature's ally III (13th), beast shape III (16th).

Bloodline Powers: When you enter a bloodrage, you embrace your jungle heritage, becoming one with the wilds.

Choking Vines (Su): The thriving and wild life of the jungle lives in your blood and is at your beck and call, allowing you to summon forth deadly animated vines. While bloodraging, as a swift action, you can call upon the jungle in order to create a choking vine which extends from the palms of your hands. If you do, you cannot wield weapons or perform any other action requiring manual dexterity, including casting spells with somatic components. The vines grant a +4 bonus on grapple combat maneuvers and can be used to choke the life out of your foes, dealing an additional 1d6 points of damage whenever you deal damage in a grapple. You can retract the vines again with another swift action. At 6th level, and every 5 levels thereafter, these vines can make an additional grapple combat maneuver check each round.

Jungle's Child (Su): As the jungle in your blood gains more influence over you, you become protected from many of the jungle's most prominent dangers. At 4th level, you gain a +2 bonus on saving throws against poison, and against the special attacks and spells of plant creatures. Additionally, while in a bloodrage, your protection increases, making you immune to poison and granting you the ability to easily escape from many situations, rendering you immune to the entangled condition, and granting a +4 bonus on Escape Artist checks and to CMB and CMD for the purposes of avoiding or escaping a grapple. Finally, while in a bloodrage, you ignore the effects of difficult terrain caused by undergrowth, mud, sand, or similar effects.

Call of the Wild (Sp): At 8th level, whenever you are bloodraging, as a standard action you may make a call to the wild in order to summon a natural creature to aid you. This ability can summon any creature which can be summoned by a *summon nature's ally III* spell, and which can be found in a jungle or warm forest environment, or whose environment is listed as "any." The creature attacks your enemies as though it had been summoned by a *summon nature's ally* spell, except that it remains until your bloodrage ends, at which time it returns from whence it came. At 10th level, it functions as *summon nature's ally IV*, and every 2 levels thereafter it functions as the next-highest *summon nature's ally* spell (to a maximum of *summon nature's ally IX* at 20th level).

Entangling Vines (Sp): When you unleash the jungle's primal power to fuel your rage, you can cause writhing vines to spring from the ground and entangle your foes. At 12th level, as a free action whenever you enter a bloodrage, you may choose to have the area in a 30-foot radius centered on you erupt with twisting and writhing vines which attempt to entangle creatures in a manner identical to the spell entangle, except that the saving throw DC is equal to 10 + 1/2 your bloodrager level + your Charisma modifier, and any creature which is entangled by the vines or begins its turn entangled by the vines suffers 1d6 points of damage. The altered area is treated as being jungle terrain for the purposes of effects that only function in jungles, such as the ranger's favored terrain class feature. This effect remains in place, and does not move with you. You may only use this ability outdoors on natural earthen surfaces (those from which plants could conceivably grow).

Jungle Pounce (Ex): By 16th level, the wild nature of your blood makes you a savage attacker. When you use the charge action, instead of making a single attack at the end of your movement, you can perform a full attack action after moving. The +2 bonus on attack rolls applies to all of the attacks made as part of this action. For each additional attack you make beyond the first, however, the penalty to AC that you suffer from charging increases by 1. **King of the Jungle (Su):** At 20th level, you become one with the jungle that fuels the magic in your blood, allowing you to use incredible primal powers within jungles. You add *dominate animal* to your spell list as a 4th-level spell. Additionally, as long as you are within a jungle area, you may use *diminish plants*, *entangle*, *plant growth*, *speak with animals*, *speak with plants*, *spike growth*, *tree shape*, *and tree stride* as spell-like abilities with a caster level equal to your bloodrager level; the saving throw DC for these spell-like abilities is Charisma-based.

Lightning

You have the power of lightning in your veins, granting you increased energy and allowing you to absorb and release electricity to deadly effect. Whether you draw your power from a creature representing primal lightning—perhaps having the blood of blue or bronze dragons, thunderbirds, or powerful druids and sorcerers who possessed great control of the power of electricity—or perhaps from a catastrophic encounter with the awesome force of lightning that reformed your very being, you have explosive and powerful energy which you use to crush your foes with incredible speed and power.

Bonus Feats: Dodge, Empower Spell, Fleet, Improved Initiative, Improved Overrun, Lightning Reflexes, Spring Attack.

Bonus Spells: shocking grasp (7th), lightning bolt (10th), burst lightning* (13th), ball lightning^{APG}(16th).

Bloodline Powers: The power of lightning lives in your blood, and when you enter a bloodrage, you move at great speeds and unleash the primal force of lightning.

Shocking Weapons (Su): Your lightning-charged blood allows you to channel an electrical current through metal weapons you wield. At 1st level, as a swift action, you can enhance a metal weapon you are wielding with an electrical current for 1 round, causing all attacks with that weapon to deal an additional 1d8 points of electricity damage. You may use this ability 3 times per day, plus 1 additional time per day for every 4 levels you possess. While in a bloodrage, you may choose to expend 1 round of your bloodrage in order to use this ability, instead of expending a use of this ability.

Absorb Lightning (Su): You absorb electrical energy, using it to make yourself more powerful. At 4th level, for every 10 points of electrical damage you suffer, you regain 1d4 rounds of bloodrage and increase your caster level for spells with the electrical descriptor by 1. These extra rounds of bloodrage last for 10 minutes. If they are not used before that time, they are lost. This caster level increase lasts for 1 minute. In order to benefit from this ability, the electricity damage must occur simultaneously from a single source. **Zap Touch (Su):** Beginning at 8th level, you learn how to channel a massive jolt of electricity through an attack. Once per day, as a standard action, you can make a melee touch attack, or a melee weapon attack. If you choose to use this ability as a touch attack, you need only beat the target's touch AC in order to hit, but if you choose to use this ability as a melee weapon attack, you must hit their full AC, but the attack also deals its normal damage, in addition to this ability's special effect. Either way, if the attack hits, the target suffers 1d6 points of electricity damage per 2 class levels you possess, and the target must succeed on a Fortitude save (DC 10 + 1/2 your level + your Charisma modifier) or be stunned for 1 round. At 12th level, and every 4 levels thereafter, you gain an additional daily use of this ability.

Arc Lightning (Su): Beginning at 12th level, you can unleash the lightning in your blood as a wave of electrical energy. Whenever you enter a bloodrage, you may choose to expend any number of rounds of bloodrage, in order to unleash a wave of electricity in a 20-foot-radius burst centered on you. The wave of electricity damages you and all creatures within the area, dealing 1d6 points of electricity damage, plus an additional 1d6 points of electricity damage per 2 uses of bloodrage expended in this way. A successful Reflex save (DC 10 + 1/2 your level + your Charisma modifier) reduces the damage by half.

Overcharged (Su): Beginning at 16th level, the electricity you wield is able to supercharge those that it damages, increasing their speed and energy. Whenever you deal electricity damage to one or more other creatures while in a bloodrage, you may choose to have all of the creatures that you damaged with that attack, spell, or ability be affected as though by the *haste* spell for 1d4 rounds. Similarly, while bloodraging, whenever you suffer electricity damage from any source, you may choose to be affected as though by the *haste* spell for 1d4 rounds.

Living Lightning (Su): At 20th level, your lightning blood is made manifest during a bloodrage. Whenever you enter a bloodrage, you may choose to transform your body into living lightning. If you do, then so long as you are bloodraging, you are immune to electricity damage, though if you would suffer electricity damage, you still benefit from your absorb lightning and overcharged bloodline abilities. Additionally, all damage dealt by your physical attacks (including attacks with natural weapons, manufactured weapons, and unarmed strikes) is electricity damage on a critical hit (this is increased to 3d6 if the weapon has a critical multiplier of x3, or 4d6 if the weapon has a critical multiplier of x4).

Stag

The power of the stag runs in your veins, lending you its mystical power. Whether you somehow have stag ancestry, or your connection to these proud and noble creatures is more symbolic in nature, the similarities are undeniable, and you are able to call upon the wisdom, grace, and prowess of these lords of the forest in times of need.

Bonus Feats: Dodge, Great Fortitude, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Toughness.

Bonus Spells: *adjuring step*^{UC} (7th), *blur* (10th), *dominate animal* (13th), *stampede of the silver stag** (16th).

Bloodline Powers: When you enter a bloodrage, you don the regal countenance of the stag, gaining some measure of its grace, wisdom, and virility. None dare question your prowess in battle, and those foolish enough to do so soon learn the error of their ways.

Clash of Rivals (Ex): Much in the same way that stags develop rivalries and butt heads during mating season, you too are empowered by rivalries during a bloodrage. Beginning at 1st level, whenever you enter a bloodrage, you may declare a single opponent within 60 feet to be your rival. You gain a +2 morale bonus on attack and damage rolls against your rival, and he gains a +2 morale bonus on attack and damage rolls made against you. Each of you also suffers a -2 penalty on attack and damage rolls made against anyone other than each other. If you slay your rival before the end of your bloodrage, then for the remainder of your bloodrage, you gain a +1 morale bonus to attack and damage rolls. Once your bloodrage ends, all bonuses and penalties granted by this ability end.

Stag's Grace (Ex): Beginning at 4th level, you are able to navigate through difficult terrain effortlessly, much like the graceful stag. While bloodraging, you are able to run and charge through difficult terrain, although each square of difficult terrain still counts as 2 squares of movement. Beginning at 12th level, you ignore the effects of difficult terrain entirely, as long as you are bloodraging.

Spring Renewal (Sp): Beginning at 8th level, while bloodraging, you can harness the vitality and regenerative powers of the stags, who regrow their antlers each spring, to restore your own body. As a full-round action that does not provoke attacks of opportunity, you can heal 3 hit points per bloodrager level. Additionally, if you are currently affected by one of the following conditions, you can make a new saving throw to be cured of that condition: blinded, confused, deafened, exhausted, fatigued, nauseated, paralyzed, sickened, or stunned. The saving throw DC is equal to the saving throw DC of the effect that caused the condition. If no save was allowed, you succeed automatically. You can use this ability once per day, and only while bloodraging. At 16th level, you gain a second daily use of this ability.



Antlers (Ex): Beginning at 12th level, whenever you enter a bloodrage, you gain a set of massive stag-like antlers. This is treated as a polymorph effect, except that it applies only to your head, and any hat, hood, helmet, or similar headgear that you may be wearing melds into your body. You gain a single primary gore natural attack, which deals damage as though you were one size category larger than you actually are (1d8 for a Medium creature, 1d6 for a Small creature). Additionally, whenever you use the charge action, if you attack with this gore attack, the attack deals triple damage (including your Strength modifier, and any other applicable modifiers), and the critical multiplier is increased by 1.

Defender of the Herd (Ex): Like the majestic stag, you know how to find safety in numbers. Beginning at 16th level, whenever you are bloodraging, you gain a circumstance bonus to AC equal to the number of allies you are adjacent to (to a maximum bonus of 1/5 your bloodrager level). Further, each ally that is adjacent to you gains a +2 circumstance bonus to AC.

Lord of the Forest (Ex): Beginning at 20th level, you permanently take on the majesty of the stag. You gain the benefits of your stag's grace and antlers bloodline powers even when you are not bloodraging (you can suppress or resume the antlers as a standard action). Additionally, your Dexterity and Constitution scores each increase by 1.

Stone

You have the raw power of stone to fuel your rage, granting you the true deep strength of mountains and the potent danger of landslides. Your ancestors may include stone giants, xorns, or gorgons, and you have been empowered by the special bond you share with the harsh primal power of the enduring stone.

Bonus Feats: Combat Expertise, Extend Spell, Great Fortitude, Improved Bullrush, Silent Spell, Still Spell, Toughness.

Bonus Spells: *shield* (7th), *meld into stone* (10th), *stone's throw** (13th), *statue* (16th).

Bloodline Powers: You possess the calm slow to build anger of the stone and when you enter a bloodrage you erupt with volcanic force.

Rock Body (Su): Your body is covered in stony plates which protect you from harm like armor. Beginning at 1st level, you gain a +1 bonus to natural armor. At 5th level, and every 5 levels thereafter, this bonus to natural armor increases by +1. Additionally, while you are bloodraging, you gain an additional +2 natural armor.

Stone Shield (Su): At 4th level, as an immediate action while in a bloodrage, you may choose to invoke a shield of stone, granting you a stone-like flesh to protect

you against attacks. This grants you an amount of damage reduction equal to 1/2 your bloodrager level, which cannot be overcome by any means. This damage reduction stacks with other sources. The stone shield remains in effect until the end of your next turn. You can use this ability once per day. At 7th level, and every 3 levels thereafter, you may use this ability an additional time each day, but you can still use this ability only once per bloodrage.

Power of Stone (Su): Your stone blood can grant you the inexhaustible strength of the earth, turning you into an engine of destruction but binding you to a single spot. At 8th level, whenever you enter a bloodrage, you may choose to invoke the power of stone. If you do, you are rooted to the spot and cannot move; however the bonus to Strength and Constitution granted by your bloodrage is increased by +4 and you can make an additional attack each round at your highest base attack bonus. Additionally, any spell with the earth descriptor you cast during this time has its caster level increased by +2. If you choose to use this ability when you enter a bloodrage, you cannot voluntarily end the bloodrage until at least 3 rounds have passed. If you do not have at least 3 rounds of bloodrage remaining when you enter a bloodrage, you cannot use this ability.

Petrifying Strike (Su): Your stone blood allows you to transform living flesh to stone. At 12th level, as a standard action, while you are in a bloodrage, you can make a single attack at your highest attack bonus. If the attack hits, you deal normal damage, and the target must succeed on a Fortitude save (DC 10 + 1/2 your bloodrager level + your Charisma modifier) or be petrified for a number of rounds equal to your Charisma modifier. If you are currently using the power of stone ability, the saving throw DC is increased by 2, and the effect lasts for an additional round. You can use this ability 3 times per day. At 15th and 18th levels, you gain an additional daily use of this ability.

Fissure (Su): The fury of your stony blood allows you to strike the vey ground with such immense power as to create a deep fissure in the earth. At 16th level, as a full-round action, you may strike the ground in order to open the earth in a 10-foot line, 5 feet wide, which forms a 30-foot deep pit in this area. This line must start from a square adjacent to you. Creatures in the area must succeed on a Reflex save (DC 10 + 1/2 your class level + your Charisma modifier) or fall into the pit, suffering fall damage and falling prone, as normal. Creatures other than you that are adjacent to the affected area must succeed on a Reflex save (same DC) or fall prone.

While the newly formed fissure can be climbed out of normally, the climb is treacherous and the walls have a Climb DC of 20. This ability can be used to cause structural damage to a building in a similar fashion to an *earthquake* spell if the fissure runs through its foundation. Buildings receive a Reflex save to avoid the structural damage, with a +5 bonus for each size category larger than Medium the building is (so a Colossal barn would gain a +20 bonus). Certain extremely large or well-built structures may be impervious to damage in this way, at the GM's discretion. You can use this ability a number of times per day equal to your Charisma modifier.

Body of Stone (Su): As your blood reaches its full manifestation, your body becomes living stone. At 20th level, while bloodraging, you gain DR 5/—, as well as a +2 bonus to your natural armor and 2 primary slam natural attacks which deal 2d6 points of bludgeoning damage on a successful hit (2d4 for Small bloodragers). Finally, you gain a +4 bonus on Fortitude saves.

Tundra

Your bloodline is infused with the power of the harsh terrain of the frigid tundra, granting you the strength of that inhospitable place. Like those of the jungle and desert bloodlines, you draw strength not merely from your blood relations, but from a deep connection to a place: in this case, the chill tundras found at the ends of the world.

Bonus Feats: Alertness, Cleave, Enlarge Spell, Improved Grapple, Improved Steal, Run, Toughness.

Bonus Spells: color spray (7th), veil of the aurora* (10th), slow, (13th), freezing sphere (16th).

Bloodline Powers: You call the tundra your home, and your deep connection to that unforgiving place is made manifest in your cruel bloodrages.

Aurora Strike (Su): The tundra from which you derive your strength lends you the ability to unleash the brilliant northern lights in your most desperate, furious moments. At 1st level, once per bloodrage, as a standard action, you may choose to make an aurora strike. Make a single attack at your highest base attack bonus. If the attack hits, the target is bathed in the brilliant light of the northern lights, and is affected as though by the spell *color spray*, except that the saving throw DC is equal to 10 + 1/2 your bloodrager level + your Charisma modifier, and the Hit Dice limits are increased by an amount equal to your caster level (so a bloodrager with a caster level of 4 would cause creatures of 6 Hit Dice or less to suffer the effects that are normally only suffered by creatures of 2 Hit Dice or less).

Snowfall (Su): Beginning at 4th level, you can cause snow to fall from the sky around you on a whim. As a standard action, while in a bloodrage, you can expend a single unused spell slot in order to cause snow to fall within a 30-foot-radius area centered on you. This imposes a -4 penalty on Acrobatics, Perception, and Stealth checks made in the area, and causes the area to be treated as difficult terrain. You are immune to these penalties. The snow does not move with you, but remains in place. It lasts for as long as you continue to bloodrage, plus 1d4 rounds thereafter, or you can end it early as a swift action, immediately ending the effect.

Starvation Strike (Su): Beginning at 8th level, while in a bloodrage, you can call upon the power of the tundra to make a special starvation strike. Doing so is a standard action, and you make a single melee attack your highest base attack bonus. If the attack hits, it deals damage as normal, and causes the stricken creature to become overwhelmed with hunger, suffering an amount of nonlethal damage equal to your class level, and becoming fatigued. If the target was already fatigued, he becomes exhausted instead. Eating any amount of food automatically cures the nonlethal damage, as well as the fatigued and exhausted conditions caused by this ability. Otherwise, these conditions persist indefinitely until healed through other means.

Embody the Taiga (Ex): At 12th level, you can invoke the protection of the boreal forests to endure harsh conditions. While in a bloodrage, you are considered to be benefiting from an *endure elements* spell, and you gain a +4 bonus on Fortitude saves and on all saving throws made to resist spells with the cold descriptor or effects which deal cold damage. Additionally, if you have been in a bloodrage for at least 5 consecutive rounds, then as a move action, you can call upon the taiga to sustain you, effectively providing you with enough nourishment to sustain you for one day and restoring a number of hit points equal to 1d6 per 2 bloodrager levels. You may call upon the taiga to sustain you in this way once per day at 12th level, and an additional time per day at 15th level and every 3 levels thereafter.

Wind Walker (Sp): Beginning at 16th level, you learn how to walk the winds, like the legendary wendigo. As a standard action, you can affect yourself, and a number of additional willing creatures up to your Charisma modifier, as though by the spell *wind walk*, except that your fly speed is 6o feet (you can still propel yourself with magical wind at 6oo feet per round). You can dismiss the effect as a swift action, and dismissing it for one recipient of the effect dismisses it for all of them. Each minute (or portion of a minute) that you use this ability costs 1 round of bloodrage.

Tundra Warrior (**Su**): At 20th level, your connection to the tundra becomes so complete that while in the tundra you become a warrior fueled by the harsh land's wild power. At 20th level, whenever you are in a cold environment, you gain an additional +4 bonus to Strength and Constitution while in a bloodrage, and you can use your snowfall bloodline power even when you are not bloodraging.

Wind

Your blood rushes in your veins like a raging gale, speeding you headlong into carnage and destruction. One of your ancestors may have been a powerful creature of the skies, or you may simply be favored by the winds.

Bonus Feats: Combat Reflexes, Dodge, Fleet, Improved Initiative, Lightning Reflexes, Mobility, Weapon Finesse.

Bonus Spells: *feather fall* (7th), *gust of wind* (10th), *wind wall* (13th), *wind tunnel** (16th).

Bloodline Powers: When you bloodrage, an eldritch wind whips about your body. Your battle cries are matched by furious gales, and your blows carry the power of a tempest.

Zephyr Strike (Su): At 1st level, as a standard action, you can create a subtle and powerful gust of wind, and use it to attack or hinder your foes. You can use this zephyr in one of two ways: to carry a thrown weapon to your foes, or to perform a combat maneuver at a range.

Carry a Thrown Weapon: With this version of the ability, you can throw a single melee weapon, treating it as a thrown weapon. You do not suffer a penalty for throwing the weapon, even if it is not meant to be thrown, and the weapon is treated as having a range increment of 20 feet (and a maximum range of 200 feet). The weapon returns to your hand at the end of your turn, carried by the same wind.

Perform a Combat Maneuver at a Range: With this version of the ability, you can perform a single combat maneuver on a foe up to 30 feet away. This does not provoke attacks of opportunity, even if you use this ability within the target's threat range.

You can use this ability a total number of times per day equal to 3 + your Charisma modifier, in any combination of its two effects.

Gale Burst (Su): Beginning at 4th level, once per day as a standard action, while bloodraging, you can create a blast of wind which explodes from you in every direction, pushing back nearby creatures. Each creature within 20 feet of you must succeed on a Reflex save (DC 10 + 1/2 your bloodrager level + your Charisma modifier) or be pushed back 10 feet and knocked prone. For each size category larger than you that a creature is, it gains a +2 bonus on this saving throw, and for each size category smaller than you that a creature is, it suffers a -2 penalty.

Rush of Wind (Su): Beginning at 8th level, as a swift action, you can summon a torrent of wind that pushes you 60 feet in a straight line. This movement can allow you to pass over pits or chasms as though they were not there, and can also be used to move vertically (including movement diagonally up off the ground). Whatever way you move when you use this ability, you float a few inches off the ground, and so are unaffected by difficult terrain or similar effects that would slow your movement. Further, you are buoyed by a cushion of air for a few seconds at the end of your movement, allowing you to grab hold of nearby ledges or surfaces without difficulty, although once you have grabbed such a surface, you must make Climb checks, as normal, to climb further. You can use this ability once per day. At 12th level, and every 4 levels thereafter, you gain an additional daily use of this ability.

Howling Prison (Su): Beginning at 12th level, you can summon a howling tornado of wind, which encircles a single creature, restricting their movement. Once per day, as a standard action, you can force a single creature within 60 feet to succeed on a Reflex save (DC 10 + 1/2 your bloodrager level + your Charisma modifier), or be trapped by winds. A trapped creature is unable to leave its space without succeeding on a Strength check (DC 20 + your Charisma



modifier). Success on this Strength check ends the howling prison effect entirely. While trapped, in order to cast a spell or use a spell-like ability, the trapped creature must succeed on a concentration check (DC 10 + your Charisma modifier + twice the spell's level), or lose the spell. Finally, as long as the creature remains trapped, it suffers 4d6 points of sonic damage each round at the beginning of its turn. If 10 or more points of sonic damage are dealt this way in a single round, the target must succeed on a Fortitude save (DC 10 + 1/2 your bloodrager level + your Charisma modifier), or be deafened for 1 hour. The howling prison lasts for up to 1 round per 2 bloodrager levels you possess, or until the target escapes from the prison. At 16th level, and again at 20th level, you gain an additional daily use of this ability, but you must wait at least 1 minute after using this ability before it can be used again.

Eye of the Storm (Sp): Beginning at 16th level, whenever you are bloodraging, powerful supernatural winds whip around you. This functions as the spell *control winds*, with the following exception: the range and area of the effect are equal to 40 feet, the effect lasts for as long as you are bloodraging (and ends immediately if you cease bloodraging), and you cannot increase or decrease the wind speed by more than 4 levels. Your caster level for the purposes of this effect is equal to your bloodrager level.

Borne Aloft (Su): At 20th level, you are constantly surrounded by beneficial winds. You gain a fly speed equal to your base land speed, with perfect maneuverability. Further, you are immune to the effects of high wind speeds (although any projectiles you fire do not share this immunity, so penalties on ranged attacks still apply). Finally, these winds interfere with ranged attacks made against you, granting you a +4 circumstance bonus to AC against ranged attacks. This bonus does not apply against massive ranged weapons, such as giant-thrown boulders or attacks from siege weapons, nor does it apply to ranged attacks with non-physical projectiles such as rays. These benefits apply at all times, even when you're not bloodraging.

Wolf

You have wolf blood in your veins, allowing you to tap into your primal past to summon the pack and to inspire both terror and cooperation. Your lineage may have included a werewolf or other wolfen shapechanger, or ancestors who were deeply connected to wolf packs, living and hunting side-by-side. There is a cunning to your anger, and you strike with impossibly fury when your foe least expects it.

Bonus Feats: Dodge, Fleet, Improved Initiative, Improved Trip, Lunge, Silent Spell, Skill Focus (Stealth).

Bonus Spells: summon nature's ally I (7th), animal rage* (10th), dominate animal (13th), shout (16th).

Bloodline Powers: Like a wolf, you become a sinister and feral hunter while in the grips of a bloodrage, and can call upon your wolfish brethren to aid you.

Wolf's Bite (Su): Your supernatural wolf blood allows you to make a potent bite attack with your mighty jaws. At 1st level, when you enter a bloodrage, you may choose to have your jaws elongate and become a deadly wolf's jaw, complete with massive fangs and extra bite power. This grants you a primary bite natural attack which deals 1d6 points of damage, regardless of your size. At 8th level, this bite overcomes damage reduction as though it were magic and silver, and the damage increases to 2d6, and at 16th level, the bite does significantly more damage, inflicting 3d6 points of damage on a successful hit.

Wolf's Cunning (Su): The blood of the wolf fills you with animal cunning and instinct. At 4th level, you gain the scent special quality. Additionally, whenever you deal damage with your bite attack, you may make a trip combat maneuver against that creature as a free action, without provoking an attack of opportunity. Finally, while in a bloodrage, your hunter's senses are especially in tune, allowing you to take advantage of pack tactics, effectively granting you an additional +2 bonus to attack rolls while flanking, and on checks made to use the aid another action.

Summon Spirit Wolf (Su): Beginning at 8th level, you can summon a spiritual wolf ally in order to attack your foes. Doing so is a full-round action, and you must be in a bloodrage in order to use this ability. The spirit wolf has all the statistics of a wolf animal companion (treat your druid level as equal to your bloodrager level for the purposes of determining how powerful your animal companion is). The wolf remains only so long as you are bloodraging, after which



time it returns to your spirit. The wolf always has maximum hit points when it is summoned, but when it returns to your spirit, you suffer some of its wounds, and take an amount of damage equal to 1/2 the damage the wolf had when it returned to you (if the wolf dies, you immediately suffer damage equal to 1/2 its maximum hit points, instead).

Embody the Pack (Su): Your wolfen blood carries the instincts and essence of the deadly pack hunter, and you can empower your allies to join you in a deadly mass assault. At 12th level, you grant an additional +2 bonus to all attacks your allies make against creatures both you and the ally are flanking; this benefit applies even if you are not currently in a bloodrage. Additionally, while in a bloodrage, your rage hangs in the air around you, inciting your allies to join in your blood-fueled hunt; your allies gain a +2 bonus on damage rolls made against creatures that you have damaged since the beginning of your last turn, including damage inflicted by a spell that you cast.

Howl of the Night (Su): Beginning at 16th level, you feel the powerful call of twilight and can use the very night to fuel certain primal magics known to your spirit brothers. As a full-round action, while in a bloodrage, you can howl to the forces of deep night and the majestic moon in order

to accomplish any of the following magical effects: summon 2d6 wolves, summon 1d4+1 dire wolves, replicate the effects of a single spell that you know that has one or more targets, causing it to affect each wolf or dire wolf within 100 feet of you. This ability can be used 3 times per day, but only if it is night time and you are outdoors.

Form of the Wolf (Sp): As the strength of your inner wolf reaches its zenith, you learn how to take on its shape, as well as its might. At 20th level, whenever you enter a bloodrage, you may assume the form of a wolf or dire wolf as though by the spell beast shape III, except that the damage of your bite attack is determined by your wolf's bite bloodline ability, and you can cast spells while transformed in this way, as though they did not have verbal or somatic components. Additionally, once per bloodrage, you can unleash a special howl as a standard action. When you use this ability, you and each wolf and dire wolf within 100 feet of you howl a long, mournful note, which inspires primal dread in those who hear it. Each non-wolf or creature in the area must succeed on a Will save (DC 20 + your Charisma modifier + 1 for each other howling wolf) or become frightened for 1d6 rounds. Even creatures that succeed on their save are shaken for 1 minute. This is a mind-affecting fear effect.

New Spells

The following spells are presented in alphabetical order, with the exception of those whose names begin with "greater," "lesser," or "mass."

AERIAL ASSAULT

School transmutation; Level bloodrager 4, magus 5 Casting Time 1 swift action Components V Range personal Target you Duration instantaneous

You sprout a pair of spectral wings, which carry you aloft at great speeds, allowing you to make a deadly surprise attack. You can immediately fly up to 120 feet. For the purposes of this movement, you have perfect maneuverability, granting you a +8 bonus on any Fly checks. At the end of your movement, you may make a single melee attack. You gain a +4 bonus on this attack. If you do not end your movement on solid ground, the spell deposits you slowly to the ground, as *feather fall*, for one round. If you do not reach the ground by the end of this time, you fall the rest of the way, and suffer damage normally.

ANIMAL RAGE

School enchantment (compulsion);Level bloodrager 2 Casting Time 1 standard action Components V, M (a wolverine's tooth) Range close (25 ft. + 5 ft./2 levels) Target one animal Duration 1 round/level Saving Throw Willpartial;Spell Resistance yes

The target animal is overwhelmed by your sense of bloodlust and primal power, becoming an enraged engine of destruction. The target creature gains the benefits of any rage or bloodrage you are currently benefitting from (including any relevant bloodline abilities or rage powers). Additionally, the target must succeed on a Will save or give in to your savagery, becoming friendly towards you and attacking your foes to the best of its abilities. If the creature succeeds on its saving throw, it instead gains the confused condition for 1d4 rounds.

BEAR CLAWS

School transmutation; Level bloodrager 1 Casting Time 1 standard action Components V, M (a fragment of a bear's claw) Range touch Target creature touched Duration 1 round/level Saving Throw Fortitude negates;Spell Resistance yes

You cause the target's hands to grow into powerful, but unwieldy, bear claws. The target gains 2 primary claw natural attacks which deal 1d4 points of slashing damage. If the target already had 2 claw attacks, those attacks deal an additional 2 points of damage, instead. While under the effects of this spell, the target cannot effectively wield manufactured weapons and has some difficulty casting spells with somatic components. The target suffers a -4 penalty on all attacks with manufactured weapons requiring the use of his hands and has a 10% spell failure chance with any spell he casts with somatic components.

BURNING SERPENTS

School evocation [fire]; Level bloodrager 4, magus 5, sorcerer/wizard 6 Casting Time 1 standard action Components V, S, M (a charred snake's eye) Range 10 ft. Area 20-ft.-radius burst Duration instantaneous Saving Throw Reflex negates;Spell Resistance yes

You cause an eruption of serpentine tendrils of fire which lash out at all creatures within the area. You create 2 tendrils of fire per caster level which lash out at the creatures within the spell's area. These tendrils are distributed as evenly as possible among the creatures in the area, so that each is hit by the same number of tendrils (if the number of tendrils cannot be divided evenly between the number of creatures in the area, you may choose which creatures get hit by an extra tendril).Each tendrildeals 2d6 points of fire damage. Creatures in the area each make one Reflex save to negate the damage from all tendrilsof fire directed at them.

BURST LIGHTNING

School evocation [electricity]; Level bloodrager 3, druid 3, magus 3 Casting Time 1 standard action Components V, S, M (a piece of crystallized sand) Range 5 ft. Area 5-ft.-radiusburst, centered on you Duration 1 round/level (D) Saving Throw Reflexhalf;Spell Resistance yes

You call down powerful bolts of lightning which strike you and explode,damaging nearby creatures. Each round,beginningthe round that you cast this spell, a bolt of lightning strikesyou and explodes, dealing 3d6 points of electricity damage to you and to each creature adjacent to you.A successful Reflex save halves this damage. In stormy conditions, this spell is greatly empowered, and the summoned bolts deal 1d6 points of electricity damage per 2 caster levels, instead.

DEATH SHOCK

School evocation [electricity]; Level alchemist 3, bloodrager 3, magus 3, sorcerer/wizard 4 Casting Time 1 standard action Components V, S, M (a human heart) Range personal Target you Duration 1 round/level

You attract weapons to yourself with electromagnetic energy, allowing you to punish those who harm you. All weapon attacks made against you gain a +2 bonus on the attack roll. Whenever a creaturehits you with a melee attack made with a metal weapon, an unarmed strike, or a natural weapon, you can channel electricity into the attacker, dealing 2d6 points of electricity damage to him.

FORESTALL FATIGUE

School conjuration (healing); Level alchemist 1, antipaladin 1, bloodrager 1, magus 1, paladin 1, ranger 1, shaman 1 Casting Time 1 standard action Components V, S, M (a sour fruit) Range personal Target you Duration 1 round/level

You set aside the effects of fatigue, allowing you to enter a berserk rage at a moment's notice. For the spell's duration, you lose the fatigued condition and cannot gain the fatigued condition. When the spell ends, you immediately end any bloodrage or rage and become exhausted for 1 minute, and fatigued for 1 additional minute thereafter.

FROZEN DOOM

School evocation [cold]; Level bloodrager 4, magus 5, sorcerer/wizard 6 Casting Time 1 standard action Components V, S, M (a tear from a frost giant) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level Saving Throw Reflex negates and Reflex half, see text;Spell Resistance yes

You encase the target in ice that freezes him to the core, and upon his death, he explodes in a deadly cloud. This spell requires a successful melee touch attack to hit. If the attack is successful, the target is paralyzed and rendered unconscious as he becomes encased in ice. A creatureencased in ice in this way gains hardness 10, but otherwise can be damaged as normal. Each round the target may attempt a Reflex save to break free of the ice;each roundhe fails to break free,he suffers 2d6 points of cold damage. If the target dies from cold damage dealt this way,he explodes in icy fragments, dealing 5d6 points of cold damage and 5d6 points ofpiercing damage to all creatures in a 20-foot radius. A successful Reflex save halves this damage.

GIANT'S SWING

School transmutation; Level bloodrager 1, magus 2 Casting Time 1 standard action Components V, S, M (the knuckle bone of a hill giant) Range personal Target you Duration 1 round/level, or until discharged

You strike with the mighty force of a giant, allowing you to blow your opponents away. Your weapons deal damage as though they were 1 size category larger. Additionally, at any time during the spell's duration, you may discharge the spell in order to cause the next attack you make to be empowered with impactful force; if the attack hits, a wave of explosive energyenvelops the target, and all creatures adjacent to the target (which may include yourself) are pushed 5 feet away from the target. A successful Reflex save (DC equal to *giant's swing*'s DC)negates this effect. Creatures who are pushed back suffer 1d6 points of damage, and creatures who could not be pushed back because an obstacle prevented their movement suffer 2d6 points of damage.

HERO'S SWORD

School transmutation; Level bloodrager 3, paladin 3 Casting Time 1 standard action Components V, S, M (a fragment of a bronze sword) Range touch Target weapon touched Duration 1 round/level Saving Throw Fortitude negates (object, harmless);Spell Resistance no

You call the spirit of the heroes of ages past in order to greatly empower a weapon, giving it magnificent qualities. The affected weapon retains any magical properties it possessed, but its base damage changes to 1d12, its critical threat range is increased to 18-20, and its critical multiplier becomes x4 (any abilities that modify the weapon's base damage, critical threat range, or critical multiplier, such as the *keen* weapon special ability, is applied to these new statistics). If the wielder drops the weapon or is disarmed,the target weaponloses these benefits and gains the broken condition (immediately being reduced to 50% of its hit points). If the weapon was already broken, it is destroyed instead.

OFFENSIVE CONDUIT

School abjuration; Level bloodrager 4, magus 5 Casting Time 1 standard action Components V, S, M (a torn page from a spellbook) Range personal Target you Duration 1 round/level,or until discharged plus 1 round; see text

You surround yourself with a protective siphon against magical attacks of your allies and can channel that energy into your weapon. You gain a +4 bonus on saving throws against spells cast by you or by your allies.

Additionally, whenever you are affected by a spell cast by you or one of your allies, you can choose to discharge this spell in order to choose not to be affected. If you do, then until the end of your next turn, the first time that you successfully hit a creature with a melee attack, you can choose to channel the energy of the spell that you negated into the attack, causing the creature you hit to be affected as though by the same spell that almost affected you. If the spell has a single target, the creature that you hit is that target. If the spell creates an area of effect, that area is centered on the creature that you hit. If the spell does not have an area or a target, it has no effect. The spell uses the original caster's caster level, saving throw DC, and so on.

STAMPEDE OF THE SILVER STAG

School evocation [force]; Level bloodrager 4, druid 4, magus 4, shaman 4, sorcerer/wizard 4 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Effect one silver stag of force energy Duration instantaneous Saving Throw Reflex half; see text; Spell Resistance yes

You manifest spiritual and magical energy into a massive stag, which proceeds to run down your foes, trampling them beneath its magical hooves. The stag is Huge size, has AC equal to 15 + your primary spellcasting ability score modifier, and a number of hit points equal to twice your caster level. You may have the stag move up to 10 feet per caster level, attempting to trample your foes. Each creature whose space it passes through that is of Large size or smaller is trampled, suffering 5d6 points of damage + 1.5 times your primary spellcasting ability score modifier, and being knocked prone. A creature that is trampled can either choose to take an attack of opportunity against the stag, or to make a Reflex save to halve the damage inflicted by the trample, and avoid being knocked prone. If the stag is reduced to o hit points, it is destroyed, preventing it from trampling any further creatures (including the creature that killed it, if the killing blow was an attack of opportunity made instead of taking a Reflex save). The stag can only damage any given creature once, even if it passes through that creature's square multiple times.

STONE'S THROW

School transmutation; Level bloodrager 3, druid 5, shaman 5 Casting Time 1 standard action Components V, S, M (fragments from a boulder) Range personal Target you Duration 1 round/level

You gain the power of stone, allowing you to create and hurl massive boulders from the very ground in order to damage your foes. You gain the rock throwing and rock catching universal monster abilities and can throw rocks of up to your size category. Rocks you throw are magically augmented to do damage based on the size of the object, rather than your Strength alone. Small rocks you throw using this ability deal an amount of damage equal to 1d6 plus 1-1/2 times your Strength modifier, and each size category higher deals an additional 1d6 points of damage (2d6 points of damage for a Medium rock, 3d6 points of damage for a Large rock, etc.).

Additionally, you can create up to 1 magical rock per caster levelfrom natural stone.Creating and throwing a rock in this way is a single standard action. Rocks created in this way have an enhancement bonus to attack and damage equal to 1/4 your caster level.

STUNNING RING

School enchantment (compulsion) [mind-affecting]; Level bloodrager 2 Casting Time 1 standard action Components V, S, M (a ring of rope) Range 15 ft. Area 15-ft.-radius emanation centered on you Duration 1 round/level (D) Saving Throw Will negates;Spell Resistance yes

You surround yourself with an aura of paralyzing fear of violence, potentially stunning those within the spell's area, including yourself. This aura takes the form of a swirling red haze, which does not obscure vision, but is clearly visible, and marks the borders of the spell's area. Whenever a creature enters the stunning ring or beginshis turn within the spell's area,he must succeed on a Will save or be stunned for 1 round.

VEIL OF THE AUORA

School conjuration; Level bloodrager 2, sorcerer/wizard 4, witch 4 Casting Time 1 standard action Components V, S, M (a prism made from ice) Range close (25 ft. + 5 ft./2 levels) Effect one wall of light 10 ft. high and 1 in. wide, 10 ft. long per caster level

Duration 1 round/level

Saving Throw Will negates, Will partial, see text; Spell Resistance yes

You erect a wall of shimmering blue-green light which dazzles and inspires awe in those who look upon it, and which has strange effects on thosewho pass through it. The first time a creature sees the wall, he must succeed on a Will save or be dazed for 1 round. Whether or not he succeeds on this saving throw, the creature is dazzled for 1 minute. Additionally, all creatures passing through the wall of light must succeed on a Will save or be affected by it. For each creature that fails his Will save, roll 1d100. On a roll of 1-50, that creature is blinded;on a roll of 51-75, that creature is stunned; on a roll of 76-100, that creature is confused. Eachof these conditions persist for 1d6 rounds. You are immune to the effects of your own *veil of the aurora*.

VIOLENT IMAGE

School illusion (shadow) [shadow]; Level bloodrager 4 Casting Time 1 standard action Components V, S, M (a drop of your blood) Range close (25 ft. + 5 ft./2 levels) Effect one illusory duplicate Duration 1 round/level Saving Throw Will disbelief (if interacted with);Spell Resistance yes

You create an illusory double of yourself that is charged with violent energy and capable of doing real harm with its shadowy weapons. This spell functions similarly to *project image*, except that you cannot have spells you cast originate from the image. Instead, the projected image is able to harm creatures with its attacks, whether those are natural attacks or attacks with any weapons you might be wielding that are reflected in the image. Directing the projected

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image to make an attack requires the same type of action as the attack itself (standard for a single attack, or a full-round action to make a full attack action). The projected image uses the same attack and damage bonuses that you do (including any bonuses granted by feats, class features, high ability scores, or magic items in your possession). Creatures which disbelieve the illusion still suffer half damage from attacks which originate from the illusion.

WALL OF SHADOWS

School illusion (shadow); Level antipaladin 2, bloodrager 2, sorcerer/wizard 4, witch 4 Casting Time 1 standard action Components V, S, M (a basalt brick) Range close (25 ft. + 5 ft./2 levels) Effectone wall of shadow 5 ft. thick, 10 ft. high, and 10 ft. long per caster level Duration 1 round/level Saving Throw Will disbelief;Spell Resistance yes

You create a wall of pure black shadow which conceals creatures on one side and may provide barrier to passage. The wall created by this spell appears to be blackened and difficult to see through when viewed from one side, but is transparent when viewed from the opposite side. The creatures viewing the transparent side gain concealment (20% miss chance) from the creatures who are attempting to view them from the side that appears blackened. You designate which side appears to be blackened when you cast the spell.Creatures who disbelieve the wall can see through it normally, though they cannot pass through it. The wall has the same qualities as stone, except that it does not block line of effect for spells (though it blocks any physical projectiles, creatures, and other objects from passing through it); additionally, the wall is only 20% real, and thus creatures who disbelieve the wall treat it as having 20% of the hit points of a stone wall. If enough damage is dealt to a single 5-foot section of the wall to breach it, the entire wall is dispelled.

WHIP OF VINES

School conjuration; Level bloodrager 1, druid 2
Casting Time 1 standard action
Components V, S, M (the handle of a whip wrapped in jungle leaves)
Range close (25 ft. + 5 ft./2 levels)
Effect one vine whip
Duration 1 round/level, to a maximum of 5 rounds
Saving Throw Reflex partial; Spell Resistance no

You cause a large, whip-like vine to rise from the ground and attack all creatures within a 15-foot radius with a whirling lash. The *vine whip* appears in an unoccupied square within range, and occupies a 5-ft.-square area. Each round, all creatures within 15 feet are attacked by the whip, which adds your base attack bonus + your primary spellcasting ability score modifier to its attack rolls. On a successful hit, the whip deals 2d6 points of damage and the target must succeed on a Reflexsave or be knocked prone. Prone creatures, and creatures of Tiny size or smaller cannot be attacked by the whip. The whip continues to attack each round on your turn for a number of rounds equal to your caster level (to a maximum of 5 rounds).

WIND TUNNEL

School evocation [air]; Level bloodrager 4, druid 4, magus 4, sorcerer/wizard 4 Casting Time 1 standard action Components V, S Range 120 ft. Effect line-shaped gust of hurricane-force winds, 15 feet wide, emanating from you to the extreme of the range Duration 1 round/2 levels Saving Throw none; Spell Resistance no

This functions similarly to *gust of wind*, but lasts longer, fills a larger area, and has more powerful winds. This spell creates a hurricane-force blast of air (approximately 75 mph) that originates from you, affecting all creatures in its path. All flying creatures in this area take a -12 penalty on Fly skill checks. Medium or smaller flying creatures must make a DC 25 Fly skill check or be blown back 2d6 x 10 feet and take 2d6 points of damage. Large or smaller flying creatures must make a DC 20 Fly skill check to move against the force of the wind.

A Medium or smaller creature on the ground is knocked down and rolled 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet, unless they succeed on a DC 20 Strength check.

Large or smaller creatures are unable to move forward against the force of the wind unless they succeed at a DC 15 Strength check.

Huge or larger creatures may move normally within the spell's effect.

This spell can't move a creature beyond the limit of its range.

Most ranged attacks are impossible in the area of a *wind tunnel*, and any range attack that originates in the spell's area, targets a creature in the spell's area, or passes through the spell's area automatically fails. The only exception is ranged attacks from siege weapons and similarly-sized attacks (such as rocks thrown by a giant), which suffer a -8 penalty, instead.

All Perception checks in the area suffer a -4 penalty. Sound-based Perception checks are impossible within the spell's area, as are attempts to hear anything inside the spell's area from outside it, or to hear things on the other side of the spell's area. Creatures within 30 feet of the area suffer a -4 penalty on sound-based Perception checks.

The force of the gust automatically extinguishes all flames, including protected flames.

In addition to the effects noted, a *wind tunnel* can do anything that a sudden blast of wind would be expected to do. It can topple small or weak trees, immediately disperse most clouds of gas or vapor, and so on. Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

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Feel the Rage Flow Through You!

Bloodragers, the hybrid class of barbarian and sorcerer from the Pathfinder Roleplaying Game: Advanced Class Guide, offers something with a flavor that is so much more than simply its parent classes combined. The bloodrager evokes sensations of powerful savage warriors who draw upon primitive, shamanic magic in order to enhance their abilities on the field of battle. Its class features lead one to imagine that the bloodrager's anger and fury is the source of his magical power. In a word, bloodragers are more than just sorcerers and barbarians stuck together, and so they deserve bloodlines that reflect their nature.

This book presents 13 bloodlines for bloodragers, with a focus on bloodlines of a primal nature, such as those relating to totem animals, hostile terrains, and base elements. Dedicated fire, ice, lightning, stone, and wind bloodlines have unique powers relating to their element, such as fire that creates choking smoke, ice that freezes victims solid, and wind that creates whirlwinds and hurricanes, which sets these bloodlines apart from each other, and from the generic elemental bloodline that is all about dealing damage of a certain type. Totem animal bloodlines allow you to gain the power of a bear, the cunning of a wolf, the speed of a hawk, and more. Bloodlines such as desert, tundra, and jungle allow you to pull strength from the land around you, and bend the terrain to suit your nature.

