



Rite Publishing Presents:

#30 Bloodrager Organizations

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I burn things to ash and smash holes in buildings when I'm angry. I'm a couple of steps past that point right now.

— Harry Dresden, The Dresden Files

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Some poor sods live their whole lives without ever having a say in what happens. Others have the power to change Fate, but choose to do nothing. We, the blooded, are neither. Power flows through our veins, given to us by ancestors we can barely imagine. There is not one of us who will sit idly by and cater to the whim of Fate. We make our own Fate, pursuing the destiny we have chosen. We are mighty, the power of the most powerful beings in existence flowing through our veins! We are bloodragers!

Introduction

Ancient power flows through the veins of many mortals. They are descended from angels, demons, shadows and other incredible beings beyond mortal comprehension. The vast majority of these individuals never even realize the blessing, or curse, of their lineage, living out their lives as victims to whatever the cosmos has in store for them. Some, however, learn to tap into the power of their blood, and become something more than a casualty of Fate's whim.

Two paths lay open to the blooded: that of a sorcerer, for those more inclined towards arcane pursuits, and the warrior's path, the bloodrager. Each pursuit has its merits, its talents, and aspects of their bloodlines that they tend to gravitate towards. Bloodragers thrive on conflict, using their impossible strength and the power within to accomplish feats those without the blessing of their bloodline wouldn't even fathom! Yet even these powerful individuals, these men and women who seem to be instruments of chaos on the battlefield, can find some semblance of order and purpose to their lives.

Within these pages are thirty organizations of which may have an influence over the lives of a bloodrager. Some, they may become a part of, while others might wish to hunt them down and purge the "impurities" in their



blood. Each has their own tenets and goals, as well as particular player options only available to members of that organization.

Bloodrager Organization Format

Alignment: This is the alignment that most applies to the organization's goals and methodologies. Generally speaking, at least half of the organization is of this alignment.

Tenets: A statement of the beliefs, goals, and at times, the organization's methodologies, can be found in this section.

Entry Requirements: While every organization requires some deed to prove a bloodrager's worth, the vast majority of these organizations have additional requirements.

Leadership: Every organization has a leader, though not all of them are bloodragers themselves. This section provides details about the personality and motivations of the leadership.

Character Options: Some organizations provide special training methods; others were formed for bloodragers with especially rare bloodlines. In this section, you will find alternate class abilities, feats, and at times even completely new bloodlines for the organization.

30 Bloodrager Organization

Alcaréd Cÿrethion (Vengeance of the Fallen)

Elves claim to be emotional creatures, in tune with the flow of their feelings. They say it helps them live, instead of simply exist through the centuries. Yet when they observe us, they show naught but fear.

We fought for centuries beside others of our kind, battling to protect our homes, our families and the People! Many of the blooded shed their ancient birthright on the battlefield, beside those who once called us their brothers. If not for the efforts of my kin, and me many who lived Warchief Kurg's hordes would have slain.

But when the battle was over... when the wars finally came to an end, did they appreciate the precious elven lives we had sacrificed? No. They rounded up all that remained of the hundreds that once fought. We asked for nothing, save the honor of defending our homeland, of being a part of the People we were born to. Instead, they cast us out.

They "explained" to us that we were a danger to the People. They said we could bring harm to those closest to us at any moment because we were too in touch with our emotions, and the taint within our blood gave those emotions incredible power.



At first many of our comrades, some alive today because of our actions, argued against the decision of the elders, but the council leadership silenced their objections, and their arguments swiftly turned against us. It wasn't long before the looks of disdain, and at times downright hatred came our way, no doubt inspired by the conniving words of the elders. To an elf, each of us tried to go about our lives peacefully, tried to return to what we were before the wars; there are guardsmen, artists, servants, and even nobles among the blooded. Some had difficulty adjusting, but that was no different from any who have seen as much blood and death as we had.

Less than a year after the Proclamation of the Blood, the elders we had looked up to and respected our entire lives gathered us together, and sent us into exile. Our immediate families had the choice of whether to remain a part of the People, under watch in case they began to exhibit signs of tainted

blood, facing possible execution as well should their power go unchecked; or they could leave at our sides. Most races have no concept of what exile means to the elves. We are born to be a part of something larger than ourselves, a part of the People. The elders tore us away from that feeling of belonging, of community that we had been born to, and left our families, our children with a terrible choice.

The years became decades as we fought, no longer under the protection of the elven armies. Many innocents died... though we will avenge their passing. We have endured our trials, and become stronger because of them. It is time that those who cast us aside after centuries of loyal service to see how powerful we have become.

Alignment

Chaotic Good

Tenets

The elders cast us out, tore us from our homes because they were afraid. It is time we brought their fears to life. Woe be to any who stand in our way. Yet though our vengeance WILL be sated, it is not the fault of those innocents that the elders have manipulated. Their lives are not ours to take in payment of past transgressions, unless they stand between us and our revenge.

Entry Requirements

Elven blood; Bloodrage class feature

Leadership

Fyrelion Le'thalis – Fyrelion was a decorated commander before his exile, and is very knowledgeable not only in the arts of war, but also in the fighting methodologies of the elves specifically. He maintains a strict

training program that all blooded of fighting age are required to participate in. The commander trains and works alongside them in everything they do, earning the respect of soldiers and civilians alike.

Character Options

Revenge has taken root in the hearts of these elves for the wrongs they perceive done to them. They have studied their opponents and elves in general, for decades, training specifically to counter their fighting style and tactics.

Alternate Class Features

Elven Hatred – At 2nd level, their training focus on combating elves grants them a +1 competence bonus on all attack and damage rolls against elves, half-elves, and fey. This ability replaces Uncanny Dodge.

Blooded Resistance – At 5th level, the blooded have made themselves resistant to spells cast by their nemesis, and to a lesser degree magic in general. They gain SR 5 + their character level against all magic, with a +6 bonus against elven, half-elf, and fey magic. This ability replaces Improved Uncanny Dodge.

Feats

Vengeful Hatred

Exile has only enhanced your hatred towards the elves who have forced you to live apart.

Prerequisites elven hatred or favored enemy (elves) class feature, elven weapon familiarity

Benefits You gain a +1d6 bonus to damage rolls against elves, half-elves, and fey when using longbows, longswords, rapiers and shortbows, including composite longbows and shortbows.



Bane of the Moonshifters

Many things in this world are a plague on the lives of peaceful people. Demons and devils make deals to corrupt mortals and undead creatures prowl the nights, inspiring fear in all but the most stalwart warrior. But they are not the only abominations in this world.

Lycanthropes, in all of their forms, are a bane upon the existence of mortals. The cycles of the moon dominate their rage, and overrules all logic or semblance of control they might

otherwise possess! They kill indiscriminately; their teeth, claws, and tusks... even through sheer brute strength they tear through all that is wholesome and good! What's worse, the spread their filthy disease to others, increasing their numbers with each savage attack!

Their destruction is the only solution, else the innocents who cannot protect themselves will fall victim to their savagery. Someone must step forth to shield the good from these

monsters and protect the innocent, and so we shall.

For generations we have hunted these beasts, who hide amongst the mortal races, these murderers. We hunt them through cities, forests, and caves alike. The Bane brings the battle to them, forcing them to fight those prepared for their fury, rather than innocents who know little of the arts of combat.

Scores of lycans have found death by our blades, but many of our comrades have fallen as well. We honor them with each beast we kill, reciting the names of those closest to us as a mantra to help us remember why we do what we do. I lost two brothers to a werebear in years past, but it was not before one of them returned in a rage, seeking out the place that seemed most familiar to him and... killing my dearest sister... that is how I found the courage to stand and fight. In the years since that night, I have sent both of my brothers to the grave for what they have become, and more than two dozen of their filthy kind along with them. I know many of them are victims themselves, yanked from the lives they knew into one of terrible horror; but I cannot allow their plight to sway my heart, else they too will succumb on the next full moon and kill.

Perhaps next time it will be your brother, your sister, or perhaps your wife or children. The Bane of the Moonshifters would protect them all, all you hold dear, by destroying the plague at its root! We have slain scores, if not hundreds of the beasts. Yet there are many more across the world, and our task is not complete until we have destroyed them all, and the children of the world can once again sleep soundly, without fear.

And this does not even mention more monstrous lycanthropes, such as the hounds of Ill-omen who guard the Coliseum Morpheuon.

Alignment

Neutral Good

Tenets

Every one of us has lost someone close to us to a were-creature attack. We have sworn vengeance, yet something more as well. Our oath is not only to reclaim the portion of our own souls stolen by the lycanthropes, but also to ensure that no one else must suffer the sacrifices, the horrors that we have endured.

Entry Requirements

Must have lost someone close to you to a lycanthrope attack, non-evil alignment

Leadership

Frederick Wolvesbane – Frederick lost most of his family to a werebear attack when he was still a boy. His anger has driven him to extreme, sometimes brutal methods when it comes to finding and eliminating lycanthropes. In the years since the loss of his siblings, he has hunted down and slain almost 30 lycanthropes. Each time he slays one of them he recites the names of his two brothers and his sister, as well as those of several friends he has lost along the way. Many of those he has rescued have joined his cause, some even with the same innate power in their blood as he possesses. Frederick feels it is his duty to train these exceptional hunters in the methods he has refined, so that together, they can prevent such loss and hardship from striking others.

Character Options

Frederick's zealous pursuit of lycanthropes has led him to develop certain abilities to help him in his hunts. Only the blooded can utilize his methods, and he has taken great pains to train any who are capable of learning them.

Alternate Class Features

Mithral Strike – At 2nd level, you have learned to use your innate abilities to temporarily alter the material of your weapons. You can transform your weapons to alchemical silver for 1d4 rounds, allowing them to bypass the damage reduction of lycanthropes. Other properties of the weapon are unaffected by the transformation. This ability can be used a number of times per day equal to 1 + your Charisma modifier. At 5th level, the material of your weapons becomes mithral instead. This ability replaces Uncanny Dodge and Improved Uncanny Dodge.

Lycanthropic Immunity – At 3rd level you become immune to the Curse of Lycanthropy, and gain a +4 bonus to saves vs other curses. This ability replaces Blood Sanctuary.

Feats

Lycan Bane

The power to pierce the cursed hide of lycanthropes is strong within you.

Prerequisite Mithral Strike class feature.

Benefit You gain two additional uses of your Mithral Strike each day.

Blooded of the North

Every year the eldest of us all calls our council, and every year the trek to the gathering grows more treacherous. Yet, as each year passes, the meeting of the Blooded becomes more vital to the survival of the tribes. Our numbers are fewer, the ferocity of both the natural elements, and the beasts of the north take their toll on our people.

We believe that the tribes were once a single people, a united tribe that was at one with the powers of the north, and gifted in the ways of



magic. As the centuries past, the tribe divided in belief, as well as purpose. The magical blood that flowed through our veins became diluted by the joining of those not of tribal blood to our lines, and we lost the power we once took for granted.

Yet even with every power in the north battling against us, even against fierce winds, crashing thunder, and the savage fangs of beasts there is hope, so long as the Blooded survive. We are the link between our people and our past. The blood that flows through our veins ties us to our ancestors in ways that most, even among our fellow tribesmen, could never understand. Our ancestors have chosen us to lead our people, and use the ancient power of our blood to defend the tribes against anyone and anything that stands against us.

Alignment

Neutral Good

Tenets

Ancestral bonds tie us together as brothers. Our tribes may argue and disagree, but we,